Foreword

Welcome, you hold in your hands the ***Chivalry & Sorcery 5th Edition Core Rule Book.***

Chivalry & Sorcery™ is a very old game, having been enjoyed through its' many incarnations, now for more than 40 years.

This new fifth edition has been carefully and purposefully re-thought, tidied up and altered for ease of play, as well as to deepen the sense of immersion into a *'Medieval'* world.

So good reading and fun gaming …

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Dedicated To:

Edward E Simbalist (1943 to 2005)
Wilf K Backhaus (1946 to 2009)

Without whom **C&S** would never have existed and to Mike Gilbert (1947 to 2000)

May the road rise up to meet you. May the wind be always at your back. May the sun shine warm upon your face;the rains fall soft upon your fields and until we meet again,may God hold you in the palm of His hand.

Traditional Gaelic Blessing

Brittannia Game Designs and the designers of **C&S** 5th Edition celebrate diversity among gamers and in our games. In this edition of the classic medieval fantasy game we have drawn on modern research to present the Middle Ages as they really were; diverse and rich in cultural influences and visitors from outside Europe. If this does not reflect your vision of the Middle Ages, this is not the game for you.

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Introduction

This publication is **Chivalry & Sorcery's Core Rules**. Out of this basic book **Chivalry & Sorcery (C&S)**, the medieval simulation game (also often described as a type of role playing game) blossoms into existence. The detailed rules contained within allow play in either a historical or fantastical role-playing environment but one with an underlying sense of realism. Further, by using and building upon a familiar and shared social backdrop, the description of characters' actions, and how they interact with the world around them, is able to be much more consistent, believable and rewarding.

The aim of this book is to unveil a sweep of character generation rules, detailed skills, vocations, combat and profusion of equipment. The vocations detailed in this volume comprise both the combatants and rogues, wizards and priests, as well as the general population of the Medieval world. In fact a broad cross-section of the Feudal world.

A Historical Note

The 'Middle Ages' were a vast historical period of constant change and development. It would be simply impossible to use any single setting for such a broad expanse of time, so in **C&S** the Medieval era is divided up into smaller, more relevant sections: these being an 'Early Feudal', a 'High Chivalric'; a 'Late Feudal' and 'Waning Feudal' periods.

The 'Early Feudal' period begins with the separation of Christianity into the Western Catholic and Eastern Orthodox churches in 1054 following the Great Schism. The 'High Chivalric' period in turn commences with Bernard of Clairvaux's preaching of the Second Crusade at Vezelay, Burgundy in 1146, and ends with the Great Famine of 1315-1317, the first of a series of large-scale disasters that struck Europe (and the whole Northern hemisphere), causing millions of deaths and marking a clear end to the growth and prosperity experienced during the 11-13th centuries.

The 'Late Feudal' period covers the years until the English Peasants' Revolt of 1381 (as well as the return of pestilence in 1379-83), while the *'Waning Feudal'* period runs from after the Great Rebellion until 1494.

This final span of time ending with the French invasion of Italy, which marked the start of the Italian Wars, and Pope Alexander VI's division of the world between Spain (the western hemisphere), and Portugal (the eastern). Of course these are only a guide. If the Gamemaster wishes to develop a more fantastical campaign setting, these historical events might well hold no meaning at all in that world.

The Basic Game

Game Mechanic

At first glance **C&S** may seem very complex, but this is not so – there is actually really only one system mechanic, this is called **Skillskape**, all the reams of detail are merely that– added detail that can be simply ignored if desired.

C&S has at its core a very straightforward procedure, success or failure being simply determined by the use of a 1D100 (a Percentile Pair) and a 1D10 (referred to as the Crit Die). The Percentile Pair might be modified by penalties or bonuses, but always the result of the 1D10 Crit Die roll reflects the degree of success or failure. The higher the result on the 1D10 Crit Die the greater the success or failure, with a 10 on the Crit Die along with a successful 1D100 roll being regarded as a Critical Success. Failure with the 1D100 and a roll of 10 on the Crit Die is a Critical Failure. Special advantages, or penalties, typically result from such critical successes and failures.

There are minor aspects to this mechanic covered in **Core Game Mechanics** but these are the basics. **C&S**, despite its undeserved reputation, is a simple game – it's how one chooses to play the game that makes it a system of unlimited possibilities!

A Role Playing Game

What's That?

Like most games, **C&S** is simply about getting together with friends to have fun. It does not use a board, but instead relies on imagination. There are no boundaries or restrictions placed upon the game's scope other than those of your own creativity. In many ways a role playing game is nothing more than a sophisticated form of make-believe, with guidelines and rules to resolve situations that arise.

In a role playing game one person acts as a moderator, the Gamemaster, who is storyteller and umpire of the rules. The other players, possibly as few as one or as many as ten (groups of four to six players are recommended for best balance) create characters to inhabit the imaginary world presented by the Gamemaster.

The rules are the descriptive framework used to convey the character's physical and mental abilities, their social skills and interactive capacity with others, as well as any other capabilities they might possess. It is these attributes and characteristics that provide the basis upon which the player can act out his role, which is in many ways similar to the manner in which an actor takes on and develops a part.

Characters *'live'* within the 'world' described by the Gamemaster, playing out a narrative which may not have an ending. There are no winners or losers, the point of the game is simply to have fun and to enjoy taking part in the shared storytelling experience.

The Basics of Being a Player

Although they might seem complex, these rules are just a system to resolve situations. When faced with a castle wall to scale, you'll need to know if your character is a good climber; or if your character is faced by a dangerous foe and wishes to strike them with a sword, you might ask is your character a good swordsman and what are their chances to hit? The rules answer such questions.

A player's task is to create a history and personality for their character (**referred to as a Player Character or PC)**. Using the rules the basic attributes are determined: the physical, mental and social abilities from which your PC is formed.

Once created, you as the player take on their *'persona'* and act out their behaviour to your audience (the Gamemaster and other players).

You also in turn are their audience, and as the others give their performances, hopefully in character, PCs and NPCs will interact, struggle, forge friendships, etc.. all helping to build the game's group experience. As the *'story'* continues, the plot lines of the adventures told by the Gamemaster will unfold, the evolving story-line becoming ever more enriched by your involvement.

The Basics of Being a Gamemaster

The Gamemaster is the one in the group who acts both as storyteller and rule adjudicator. This can be demanding at times, but this role also has the potential to experience a far richer involvement than that of the players.

Like a movie director, a Gamemaster gradually unveils the story-line to the players. Creating scenes with their descriptions and explanations, the Gamemaster lays out the obstacles and struggles that the players are to resolve. These might be puzzles to solve, opponents to overcome in combat or Non-Player Characters (**NPCs**) to interact with. The Gamemaster also performs the parts of all of the NPCs, who are the bit-players and cameo roles of the story from the traders met on the street hawking their wares, the duplicitous count, to the poor unfortunate who is threatened by the dragon.

The GM often must interpret and enforce the rules, and in doing so the Gamemaster's word is final. Thus a good Gamemaster must be impartial, fair and most importantly consistent with their decisions.

The Gamemaster acts as the record-keeper, documenting all important details that happen, especially for NPCs, such as recording who hit whom in combat and how much damage was inflicted. In this a GM has to multi-task, building individual story-lines and incorporating the desires of players.

Gamemastering is a great responsibility, but if organised and prepared, it is richly rewarding and can often be very fulfilling. Finally, as storyteller, it is above all the GM's primary duty to make sure the players have a good time.

An Example of Play

Gamemaster: *"You are travelling through the forest of Ossen, towards the small town of Neuburg where you have entered the autumn crossbow tournament in order to win the title 'King of Birds' by shooting down the popinjay sitting atop its pole. The broken sunlight slants down through the larch and pine trees as you follow the slightly overgrown path, threading through the dense forest-floor scrub, when suddenly you hear a thunderous crashing in the undergrowth. What are you doing, Guilheim?"*
Player 1 - Guilheim: *"I quickly unsheathe my falchion and, standing ready, carefully scan ahead to see what is approaching."*
Gamemaster: *"Ilse, what are you doing?"*
Player 2 - Ilse: *"I clutch the relic of St. Lucian I bought from the bishop's clerk and ready my staff to assist with any incantations I might decide to use, just in case whatever is coming threatens us."*
Gamemaster: *"As you ready yourselves, crashing through the bracken and ferns ahead of you tumbles a large grizzled boar. Your mere presence seems to arouse it, the line of bristles along its back quivering as it angrily drops its head and charges. You all catch a glimpse of its deeply grooved, foot long ivory tusks as it bears down upon Guilheim. Right, now what are you doing. ?"*

The action is over to you

Have fun!

The Medieval World

Typically **Chivalry & Sorcery** is set in a background based on, or similar to, that of Western Medieval Europe. In such a feudal society ruled by the noble class, status is everything and decides who is most important, who is most powerful etc. Social mobility is very restricted but not completely so.

Feudal society was not a meritocracy, and being often highly conservative, typically treated an individual as their father had been, with little consideration for any superior abilities or personal merit.

The feudal model of society was dominated by the concept that the three estates of man were divinely ordained: the clergy, knights, and labourers.

Each of these groups had a set role to perform, either maintaining the soul of society, defending the realm, or growing essential foodstuffs. Others, such as merchants, were occasionally discriminated against for not contributing directly to these essential duties, for parasitically seeking riches and for not being producers of real goods, but rather resellers or usurers. Usurers (and Jews in general who were often forcibly marginalised into the role) were considered acting counter to God's laws. The inconvenience of repaying loans only added to this discrimination.

Medieval Society

Gérard, Bishop of Cambrai (1013-1051) - although he opposed the Church's Pax Dei, or 'Peace of God' amongst others - did popularise the division of Medieval society into 'men of prayer' (oratores), 'farmers' (laborares), and 'men of war' (bellatores). A division later known as the 'Three Estates'.

Bishop Gérard's simple division influenced the way society was thought of for generations; wider Medieval thought itself adopting this crude division into priests, fighters, and everyone else, i.e. labourers.

The Third Estate: Labourers, The Common Man

Commoners who supported themselves by their own hands, made up at least nine tenths of the population in the period covered by **Chivalry & Sorcery**. Their social role was ideally to provide for the other two estates who couldn't produce for themselves, as they were otherwise occupied praying or fighting, and so nurturing and protecting those of the Third Estate.

The Urban/Rural Divide

The commoners can be crudely divided between the people of the country and those of the towns. Townspeople typically made up around 10% of the population, although there were strong regional variations (Flanders and Northern Italy for example, at times had urban populations of more than 30%). The separation was rarely clear-cut, as many villages had markets, craftsmen and merchants, while many townsfolk also held land in the surrounding countryside which they cultivated. However, although the relationship between the two populations varied over the Medieval period, in **Chivalry & Sorcery** it is practical to use this division, as most townspeople were not engaged in agriculture, while the rural population generally were.

The lives of the rural population changed very slowly, being dominated by the local gentry, landowners and church. Farming was the majority occupation along with its supporting ancillary trades.

In towns and cities change was more rapid. In urban areas there were a wide range of crafts, classes and social groups, and just about anything could be found in the larger cities, of which there were an increasing number throughout the Medieval period.

The Rural Population

The rural population, regardless of their location, in game terms can be divided into rough classes dependant on wealth and control of land. The nature of the title that this land was held in (or not) could be highly varied, and often had little bearing on economic prosperity. In periods and areas where serfs formed the majority, the rich could well still be serfs themselves, although with considerable prestige.

In game terms, for a PC there is little difference between being born into a *'free'* household and that of being *'bound'*; as adventurers and highly mobile wanderers they are largely divorced from the normal operation of society. What does matter is where and from what background they departed, this determining to a large extent their world view and attitudes, as well as any skills that they might enter play with.

Although a character may choose another occupation to that of their father, social expectations often reinforced continuity. Family background skills were 'inherited' chiefly for this reason: youths were taught skills in the assumption that they would follow in their father's footsteps.

Rural Craftsmen

In rural areas, trading units were almost exclusively family businesses, with most artisans either peddling their own goods, selling on products to a middleman, or employees of a travelling merchant who distributed materials and collected processed goods. The number of different professions and artisans found in a village depended greatly on its wealth and size. Large villages might have a broad range of crafts available, sometimes akin to towns, while in some areas there was a single product produced by many small concerns, for example, charcoal burning, pottery making, or mining.

Artisans might also be itinerant, wandering from village to village, or permanently based in a particular locale. Besides wandering blacksmiths who catered to settlements too small to support a resident, tinkers have a 60% and pedlars a 50% chance of being permanently itinerant. If such a sojourner, the Social Status of an artisan should be lowered by -2, to show the lack of influence that travellers without a definable home endure.

Restrictions on Peasants

Occasionally the bearing of arms (beyond the usual knife or necessary tool) by a serf without his lord's explicit permission was punished by outlawdom, but such restrictions were rare. More typically arms were banned at certain locales or events.

An example is Louis VI of France's prohibition on the bearing of arms in markets or towns, and 14th and 15th century Bavarian Landfrieden legislation that forbade subjects from carrying weapons on ceremonial occasions. The chief reason for this being that weapons were useful, and although many had them, only soldiers and the rare manorial watchmen generally carried them.

Indeed peasant ownership of weapons was accepted, the need to raise militia units making this a necessity. Honour-feuding by peasants also often meant arms were carried, this being seen as an extralegal method of pursuing justice, and although frowned upon was not often stopped.

Types of Rural Tenure Freemen & Serfs

Unfree Peasants (variously termed Bondsmen, Cottars, Naifs, Serfs or Villeins) were often, but not always, the poorest of society. Initially, most were bound to the land and could not leave the manor without their lord's permission, but their position was certainly better than that of actual slaves. Slavery gradually died out (the rural workers of the time of the Domesday Book had gone from Western Europe by 1100, and thralldom in Scandinavia in 1350, although it persisted in Eastern Europe). However, by the 14th century, serfs in French royal domains had been freed from their direct obligations, a move often followed by other major landholders, such peasants being considered Freemen. In England, serfdom continued for few generations gaining a more precise judicial definition.

The impetus behind the feudal system was that serfs benefited from knightly protection from outlaws or other nobles. A peasant also had a measure of freedom and might accumulate personal property and wealth; some serfs grew wealthier than their lords, although this was exceptional. Serfs once they had fulfilled their dues, could farm as they saw fit and sell the surplus, while their lord was also expected to support them by charity when crops failed. Upon death a serf's heirs were guaranteed inheritance and could not be dispossessed by their landlord without cause.

Serfs were on the other hand restrained by social pressure and via various forms of manorial court and administration, an unforeseen side-effect being that peasants often became better versed in the law than their masters.

English Common Law allowed a peasant, if they could successfully escape to a chartered town for a year and a day, to be freed of their feudal duties. A runaway serf was an outlaw and could be reclaimed by his lord if found outside the walls of the town during that time. In other parts of the feudal world, such a custom was rare, and in lands where it was not applied, a runaway would be returned if discovered, never to escape their obligations. In the later Middle Ages town burghers, realising the potential wealth to be gained from industry, and knowing that growing industry required more labour, began passing town laws that encouraged serfs to escape the countryside and live in town; the economic 'muscle' of the towns acting to shield the escapees.

It should always be remembered that 'serfdom' was not always an onerous burden and peasants often were cunning in exploiting their lot. Additionally in terms of wealth, there was often no great distinction between the free and the bound, the difference being in the nature of personal freedom enjoyed. A Freeman still had some feudal obligations, but these were generally light and placed no great restrictions on his actions. As a historical aside, the average 21st century English worker in many ways is actually worse off, in terms of relative tax debt, than their 14th century compatriot, who additionally had free housing and guaranteed employment. Freedom being relative when life was simple.

Alongside the bound peasants were the rural Free, amongst whom were many artisan craftsmen (bakers, blacksmiths, millers etc.), as well as many others little different from their bound brethren. These included such individuals as labourers (landless or nearly so), foresters, fishermen, and by far the largest group, farmers who ranged from desperately poor to prosperous farmers and stockmen. These freemen might be either wealthy serfs who had purchased their vassalage, or freeborn.

Freemen often rented plots from the local lord, or other wealthier peasants, although some might own their own land as freeholders. Typically, although not being bound to work on the lord's land, most freemen were still expected to aid their Lord with military assistance if required, this often being an attached condition to their rents. Besides this freemen usually had other duties and ties to the community, and although freeholders could sell their land, there were usually restrictions. A few of the wealthier men might serve as cavalry (generally lightly armoured troops, but as the Medieval period progressed they could be more fully armed and heavily equipped), although the majority served as archers or light infantry.

Liveried Retainers (famuli) were freemen, sometimes freed serfs, attached to, or serving in, the household of a local lord. They might have small plots similar to those of other peasants (usually rented), or be housed in the manor house/castle grounds. In times of uncertain legal refuge, this type of close service afforded those of meagre status the protection that a powerful patron offered. Additionally their offspring enjoyed the advantage of being within the lord's household, enabling them to be more easily noticed and accepted as retainers.

Those in liveried service were most likely to support the nobility (as they were part of the lord's household), but in many areas freemen often supported their lord. Absentee landlords and uncaring administration could however lead others to chafe under onerous restrictions.

Wealth and Position

The Utterly Poor:

The landless had few ties to the land and settled society, often constantly drifting from settlement to settlement, selling their labour as they could and migrating looking for employment and better conditions when they couldn't. If fortunate, they might have a rented dwelling, perhaps with a garden plot, in a village somewhere to which they could return.

The landless often toiled as casual hands, as well as supporting themselves by begging, and alms. Younger sons from poor free households were occasionally forced to lead such a life, as their portion of the family plot might not be enough to support further division. Although this sorry state was one that few serfs were reduced to, as they had allotted land to work.

These sons could return to their parental home, at least until they married, which would usually be put off until they acquired land.

Others might be poor as a result of financial disaster, as well as those who were physically impaired or mentally unstable.

In times of famine, their numbers swelled suddenly and hundreds or even thousands might be seen on the roads. Normally, though, they moved as individuals or small, often family, groups. If their numbers were few, villagers might give them food and a place to sleep.

Outlaws, however, rarely entered settlements, except to loot them, as an outlaw could be captured or even killed by anyone.

The Impoverished:

In reality the poor probably formed a larger proportion of the population than records indicated. Having little land, often in the region of 2-10 acres, sometimes just a garden, they often worked for others, typically as farm hands but also as paid servants of the nobility and for anyone with money.

Village reeves or sergeants (line managers and policemen of sorts) were often taken from this group, being the lowliest of a lord's agents, positions that were sometimes feared, but rarely respected or loved. Besides farm work the poor also toiled as construction workers on building sites (castles, churches, walls), in quarries, mines, or as migrant shepherds. The poor were usually not taxed or called to war, as they could not afford either.

In periods and areas where there was a majority of unfree, large numbers of serfs could belong to this category; they, were of course, not able to roam looking for work, but rather laboured on their lord's land or in his household.

When there was little work available and in times of crisis (a situation that became increasingly common towards the end of the period covered by **Chivalry & Sorcery**), many of the landless were joined by members of the less affluent poor in their wanderings. This itinerant roaming was generally seasonal, particularly at harvest and for crop-gathering, although it could be forced earlier during high summer by hunger.

Some resorted to brigandage, casual soldiery, thievery or begging, becoming tramps who being despised as parasites often fell foul of the Law and hanging. Such desperate times were the cumulative result of the changes in agricultural practice, wide-ranging, but low-intensity, conflict and climatic changes as the 'Medieval Warm Period' came to an end. Each contributing to the upheavals that took place in European society from the mid 14th century onwards.

'Average' Folk:

Most villagers had enough land to ensure an honest living, comfortable in good years, difficult in bad. Most lived off the land (generally around 20 acres or a full virgate), busy enough to keep them occupied and to preclude increasing their income by working for others.

Craftsmen in small villages also commonly fell into this category. Depending on the weather, legal problems, or war hazards, it was possible to climb economically reasonably quickly, but also to lose everything just as fast; stability being a cherished goal for most. If called to war, this stratum of society typically served as footmen with light armour, a sword, maybe a spear, being perhaps all they could afford. Serving as mounted troops would be highly unusual. Women generally were expected to work at home, often weaving or working on piece goods, and selling their produce on to merchants who might have provided them with the raw materials.

Men and women of this category also sold fruit and vegetables at village markets (not all settlements had one), or in a nearby town. Increasing family income was sometimes possible by undertaking paid official jobs, such as by becoming sergeants for their lord or king, or by putting the children to cash generating tasks.

Wealthy Peasants

The Well-to-do Rural 'Rich'

Some peasants could be quite comfortable, while others were actually rich. The richest villagers were often those who had amassed control of, or even owned the largest tracts of land, and/or herds of sheep (typically) or cattle. They could sometimes even own land in more than one village. Also at the top of the pile were some millers, the most prosperous innkeepers and village merchants who additionally had some land.

These affluent peasants rarely worked the land themselves, employing paid hands and servants. Influential positions of trust were generally filled from this stratum and highly skilled agents of a lord such as clavaires (scribes charged with keeping a lord's accounts, and who ensured taxes were paid), or those like notaries (scribes officially appointed to ensure the legality of contracts and wills), and physicians could all be found amongst the rich.

The rich might also often be able to purchase the financial collection rights for a tax, toll or even a demesne, allowing them to pay the lord a fixed fee and keep any extra revenue themselves, beyond that of the tax, toll, etc. With increasing wealth, and as the Medieval period progressed, the wealthiest occasionally tried to enter the nobility (by adopting its way of life, seeking royal employment, knighthood or by marriage), or else to become citizens of the nearest urban centre.

Many large farm owners or stockbreeders were freeholders, often having incomes that enabled them to maintain a horse and arms. They usually still had feudal obligations to bear arms on behalf of the local lord, and when summoned to war, went well armoured and mounted, being outfitted as cavalry, or at least mounted infantry or archers. These were variously called by terms that included: serviens, caballeros villanos and generosos. Kings repeatedly tried to force these wealthy commoners into knighthood (and thus additional service and responsibilities) via distraint of knighthood, but most astutely resisted. In game terms these comfortable individuals might hold 60-90 acres of land (between 2-3 virgates).

Those who were not quite so prosperous, but still well-to-do with rights to, or ownership of, slightly less land (rated for game purposes at around 20-60 acres of land or more), or who focused their activities more on another occupation, generally worked their own land with the assistance of paid workers. Counted amongst this lesser group were most millers, innkeepers, small-time merchants, significant craftsmen such as cartwrights, blacksmiths, carpenters, and other specialists as ox-handlers, foresters, etc. who owned little land, but who made their living through their craft.

In times of war, the well-to-do would either serve mounted (rarely as cavalry, more commonly as mounted infantry, archers or brigands), or on foot with good armour and weapons.

The People of the Countryside

The life of people in the country revolved around two certainties that were almost always identical: the parish and the village. The parish was simultaneously both a religious and an administrative entity. The first was symbolised by the village church, while the second was used for census and tax collection purposes.

There was no such thing as an 'average' medieval village, terrain, local customs, administrative situations, and agricultural practices all produced a variety of differing types, all of whose inhabitants followed diverse occupations and entertained varied expectations. The following are very broad guidelines to the type of agriculture and social systems found throughout the French and English speaking lands.

A *'typical'* arable village, prior to the Black Death of 1347-1350 (such as lowland Eastern England or around Paris), could be reasonably wealthy, with an open-field landscape, practising classical triennial crop rotation, under the control of the local lord (or their representative). This type of open field, mainly cereal growing, settlement was common, being widely found in riverine valleys, or on plateaux with light, fertile soil. However, as the necessity for cereals diminished, and as land poor for cereals was turned to producing fodder for meat, dairy or textile animals, or to orchards and vineyards, this type of village became less universal.

This triennial strip cultivation typically produced mainly cereals and legumes, to be sold, usually in nearby towns or in distant less fertile regions. These areas could be quite affluent, and as the Middle Ages progressed lost most of their serfs. They also lacked any communal rights or franchises either.

Enclosures and other specialised cattle and sheep management systems were usually found in areas typically cleared in the 12th and 13th centuries.

As a consequence of this reasonably late settlement, the rights of such communities were strong, based on princely franchises and villes neuves charters. The situation was similar in mountain villages, in poldered low-lying areas, and in those specialising in wine production.

Communities on land reclaimed from the sea or marshes tended to enjoy stronger rights for reasons similar to those of the franchised communities. Wine growers because of their wealth and mercantile ties to the urban centres also enjoyed a degree of freedom, while populations in mountainous regions were notoriously independent and hard to control.

Mountain village economies were generally subsistence level combined with extensive sheep herding; the flocks being seasonally moved up and down the mountainsides. The inhabitants were generally free to do as they liked, with young men, especially those without land, wandering the heights as shepherds.

The lord or castellan of such a mountain village would exert little influence over everyday life, most of his authority resting in the hands of a bayle or reeve, a deputy chosen from amongst the richest villagers.

Other communities such as Burgundian or Herefordshire villages raised livestock (generally sheep and cattle) alongside cereals. The inhabitants were in majority serfs tied to the land; prosperous but with few personal or communal rights.

Outside these areas, where soil quality was variable, mixed cultivation and land use made up the norm. Villages growing cereals, and also being partly engaged in other agricultural pursuits, often herding sheep, cattle or pigs (depending on the availability of meadows, or forests).Vineyards and orchards could also be found in these regions.

The political rights of communities were varied, depending on local customs, on the age of the communities, etc. Some areas, such as Burgundy and its southern and south-easterly neighbouring regions, maintained a majority of serfs, except where wine production was highly productive.

The People of the Towns

Townspeople were commoners and varied from locale to locale like their more numerous country counterparts and fellow members of the Labouring Estate. The urban population was comprised, as in the countryside, of several *'sub-groups'* of varying importance. Differing conditions influencing the exact nature of each community, however, the chief factors were usually political, social and the presence (or absence) of trade organisations.

Additionally, as the Middle Ages progressed, various 'true' professions developed. The law and medicine being the most widespread and important.

Within urban society limited social mobility could take place, chiefly by apprenticing sons into more respected professions. Although a commoner could accomplish much, gain wealth and respect, none of that elevated them in status, except amongst their peers. Similarly, misbehaviour was not socially punishable, although criminal action could involve a loss of status, as it might lead to being barred by city and guild. Marriage however, was as always, the most important route of social mobility.

Towns & Cities

Medieval towns and cities are simply too complex in nature to detail in any great depth within character creation. However, PCs should roll on Table - Town Structure to determine their town's basic composition.

Richer citizens often held positions of municipal power and responsibility: in places where a town was large enough to become self governing, they might be elected mayors/podestàs, or échevins/ consuls (consuls being the Italian, Langue d'Oc and Franco-Provençal equivalent of échevin).

In other areas there might be a mayor designated by the lord or castellan, or in the South of France a bayle, who fulfilled a similar role. Their grasp varied, from near total control, to situations where any power was highly limited or absent.

In the main however, absolute local control of taxation and defence were common (along with civic management, markets, etc.), while powers of justice were uncommon. Attempts by artisan groups, such as in Flanders or Prague, occasionally succeeded in wrenching power away from the rich merchants, but such reversals of fortune seldom lasted.

The nature of town organisation, as well as guild and association presence is effected by population size.

Each 10,000 population (round up) adds a +5% modifier to rolls.

While every 1,000 population (round up) below 10,000, subtracts a cumulative -5% penalty from rolls.

Additionally, in the EF period subtract -10%, while in the LF there is a +10% modifier, and in the WF period a +15% modifier.

1D100%	Urban Organisational Type	
01-05	Direct control by local lord	
06-15	Administration by local lord's representative	
16-25	Direct Royal control by appointed representative	
26-35	Direct control by local Ecclesiastical authority	
36-100	Self-governing Commune (re-roll to select type):	
	01-10	Patrician council/Consuls
	11-55	Elected Mayor/Podestà (6 month or 1 year term)[1]
	56-80	High Council[2] + assembly
	81-100	Trades/Guild council[3]

[1] Generally elected as a legal administrator by a council, for typically after the mid-13th century, a 6 month term. Actual political government usually remained in the hands of the executive high council, whom he might lead.

[2] Often made up of patricians, guild representatives, major merchants and ward (sometimes parish) representatives.

[3] Not present in the EF period, treat as High Council with assembly.

Table - Town Structure

Citizenship

Citizenship was usually inherited, but might be granted to individuals or families, in recognition of some extraordinary service. Some cities (such as Parma or Modena) sold citizenship - typically for 100L, while others required habitation for either 5, 10, 15, 20, 25, or even 40 years. By the later Middle Ages, guild membership and citizenship were intertwined; in some cities such as Florence, guild membership was even a requirement.

Citizens typically made up around half the population, though this could be as little as 10 or 15 percent. In urban centres with entrenched craft and trade guilds, members, as 'full' citizens generally wielded the most influence and dominated the power structure. However, exceptions existed, such as in many Northern Italian cities who forbade the formation of many building or food craft guilds.

Citizens were often required to gather annually in a square or plaza to swear an oath of loyalty to their city. This would typically be before the town hall or patron saint's church, were they would publicly repeat their oath, this helping to bind the citizens together and socially proclaim those who were recognised as citizens. As established members of the community, citizens were often vigorously proud of their city's prestige and reputation, supporting the city's common good and (sometimes self-righteously) guarding its ethical standards.

Citizenship brought privileges but also obligations; for example, only citizens had to pay taxes, but on the other hand, they received legal protection and often could only be tried in the town courts. Citizens were also required to serve in numerous petty functions such as fire watches, or in times of war serve in the militia, or man the walls.

Townsmen who were not citizens (or practitioners of specialised professions), were mostly small businessmen, employees, and labourers who undertook most of the non-skilled and semi-skilled tasks.

Their economic position was not generally very secure, depressions and disaster often throwing their livelihoods into disarray. Their social status was generally comparable to that of freemen, although individual circumstances varied, some occupations being more prestigious than others.

Guilds

Confraternities, Associations and Societies

Medieval people generally loved joining clubs, although usually these appealed to the wealthier sections of society, the poorer social strata having more pressing activities. Often these had a social and/or religious nature to them, and ranged in a bewildering variety from sworn religious fraternities to trades and craft guilds. Not all communities possessed the full scope of these groupings, but where they existed they were typically exclusive sworn associations each with its own symbol and patron saint, either with their own codes of regulations, or overseen by the authorities.

To generate the type of presence within the town, roll against Table - Guild Presence in Town.

1D100% Guild/Association Presence[1]	
01-15%	None
16-38%	Religious Confraternites/Societies
39-50%	Social Organisations/ Associations (incl. Militia units)
51-60%	Merchants' Guild
61-70%	Basic Trade Guilds[2,3]
71-75%	Restricted Trade Guilds[2,4]
76-100%	Full Trade Guilds[2]

[1]Results rolled on this table also contain lower rolls in addition, the actual roll indicating the dominant form of social association present.

[2]Not extant in the EF period, treat as Merchants' Guild.

[3]Only 'basic' guilds from Table - Craftsmen & Tradesmen exist.

[4]Guilds are restricted legally in some way. Typically this is aimed at preventing basic foodstuffs and construction becoming monopolies, all other trades may freely form guilds and are unaffected. If Full Trade Guilds are present, this might represent some form of disfavour.

Table - Guild Presence in Town

A major lure of these bodies was their exclusivity: by being a member one gained prestige and potential assistance from one's fellow brothers. In addition, besides their status as tradesmen and/ or citizens, higher social cachet could be achieved through membership, social 'one-upmanship' being rife, especially amongst the wives of members.

Although generally technically separate and distinct from civic government, it was not always easy to tell them apart as many well-to-do citizens were also prominent in civic affairs. Following the Early Feudal Period these associations increasingly became part of city and town life.

Religious fraternities were especially popular, with societies often raising huge amounts for charitable works. These were almost universally single sex in organisation, with many focusing on pious deeds, such as caring for the sick, alongside their adoration of the Virgin or particular saint.

Dining, drinking and social clubs (sometimes called guilds) were also popular, many of which in addition also supported, or functioned as, militia units in times of communal crisis. These fraternities also often had some religious connotations, although only as a secondary feature. Many provided mutual support and other services in times of need to members and their affiliates. Often provision for the care of sick members would be made out of contributed funds, and funeral expenses provided for poorer members. Occasionally aid would be given to surviving families, such as dowries for poor girls and as literacy increased, some basic education for members' boys. Guilds were also charged with watching over the morals of the members who indulged in gambling and usury.

However as trade and commerce increased, craft and business based associations increased their influence, becoming very important in urban areas, where the majority of 'luxury goods' were produced.

These interest bodies were structured and created in part to preserve the rights and privileges of their members, although members often acted in no different fashion to non-members.

In some towns these mutual aid societies developed into trade guilds. Initially there would be a single guild, but quickly merchant guilds and craft guilds separated. An urban centre might usually only have one or two merchant guilds, although many craft guilds. For example, in 1350 Augsburg had 17 guilds, 38 by 1450, and around 50 by 1500. For some crafts there might be a guild for every stage in processing a product.

On the other hand, some centres never developed guilds (or only possessed a few), while some cities and towns occasionally banned guilds - either generally or selectively. This was commonly due to these fraternities being feared as potential monopolies, or as revolutionary hotbeds for rowdy apprentices and journeymen.

Merchant Guilds:

Merchant guilds probably appeared as early as the 10th century, and often formed the nucleus for further civic organisation, particularly in chartered towns. Such organisations typically being formed for mutual protection of goods, horses and wagons when travelling. However, the chief function of these merchant guilds was to exclusively control trade in a city or town. These are the only trade or craft guild structures available in an EF campaign.

Craft Guilds:

Craft guilds formed from the twelfth century with the increased specialisation of industry, typically being founded by a group of similarly engaged master artisans, e.g., bakers, cobblers, stone masons, carpenters, who gathered for protection and mutual aid. As these craft associations surpassed the older merchant guilds in importance, their leaders, master craftsmen (métiers), increasingly demanded a voice in civic leadership. With raised political clout, they participated either via delegates, in the choice of échevins (or aldermen) or consuls, or directly in the municipal government.

Where guilds formed, it usually not long before membership in the appropriate guild association was compulsory if one wanted to practice that craft. The purpose of guilds was chiefly to maintain their monopolies, especially against outsiders. In some cases foreigners were allowed to sell directly, but had to pay a very heavy tax for the privilege. Foreign merchants were generally limited up to one year's stay in a town and prohibited from setting up shop permanently.

In shielding its own members, the guilds often protected the consumer by enforcing regulations preventing poor workmanship. Each article for sale often had to be examined and stamped by a guild board.

To regulate competition between members, guilds often forbade advertising, all prices being regulated and price-cutting strictly forbidden. Additionally no member was ever allowed to corner a market by purchasing a large supply of a product or commodity. Work at night was also generally prohibited (due to the lack of artificial light), helping to cut down on shoddy workmanship (and wasted resources).

To preserve their monopoly guilds generally tried to guard the most important processes used in manufacturing. This could be extreme, as in Florence any worker who possessed an essential trade secret and for whatever reason fled to a 'foreign territory', had to be tracked down and killed to stop them divulging the information.

Guilds and Community Interrelationships

Where they existed, guilds were neither sovereign politically, nor divorced from outside society and town organisation. As a collective unit, the guild might be a vassal to a bishop, lord, or as in Paris, the king. The extent of vassalage typically depending on the degree of independence the town enjoyed.

There was always a close connection between the guilds and city authorities, and if necessary a City Council could usually intervene in any trouble between guilds.

Councils could establish the hours of work, fix prices, establish weights and measures. As guilds usually voted and paid taxes as a unit, guild officials were frequently appointed to serve in civic government.

Each guild was required to perform public services, to take turns policing the streets, to provide help in the construction of public buildings and defensive walls and in raising troops for the civic militia. By the late Middle Ages, most guilds had constructed or leased a building of their own. These were primarily meeting halls, but might also be used for storage, some being extremely grand– depending on the wealth of the guild. Guilds besides often building their own chapels, frequently helped in the erection of churches and competed for prestige with other guilds in window donation and sponsorship of religious plays.

Guildsmen, as citizens, could bear arms, although few did normally. Some towns required service in the town watch, the militia, or even contributions towards the hiring of mercenaries to protect the town.

The Fringe Population & Destitute Poor

All medieval urban centres (as do modern cities) attracted a fringe population of all those who did not easily fit amongst the other social groups. Among these marginals were the prostitutes, thieves, pimps, the violent thugs, the beggars, the lepers, vagrants etc. The criminal and peripatetic elements of the urban fringes often travelled between centres, or gravitated to the largest cities. Prostitution was generally tacitly accepted by civic authorities, some towns during the 14th century even establishing municipal bordellos.

Prostitutes were, like Jews and lepers, often forced to wear a distinctive costume, a red band of fabric around the arm to signal their profession. Pimps, both male and female lived off the prostitutes, as did enforcers and other riff-raff. Thieves, footpads and robbers constantly lived under the threat of harsh punishment: hanging at the gallows, or more typically heavy fines.

Mutilation, typically the loss of hands, genitals or breasts, became unusual after the 13th century, while imprisonment became more common, usually in addition to a fine. Hit-men were also to be found, but harder to bring to justice, as employment away from home towns was usual, although if caught they would be hung.

Lepers like Jews, were also victimised by pogroms, and typically forced to live outside the walls in leper hospitals or maladreries. Their upkeep was often supported by the community, but mostly by the lepers themselves, who could use part of the money they had held when amongst the living (lepers were considered dead and even received a sham burial before being taken to the hospitals). Additionally as their disease was not understood, they were obliged to keep away from the living and, again like Jews, wear special clothing. However, as the occurrence of tuberculosis rose, the numbers of lepers gradually declined during the 14th century.

Large numbers of the destitute were, of course, simply the downtrodden; the borderline between starving and surviving being much more acute in the towns than in the countryside, where support relationships were generally closer. They typically were too poor to be taxed and relied on alms; those homeless destitutes judged *'worthy'* who were not able to work due to age or infirmity, might be accepted into town hospitals especially if they had been born in the town or city.

Jews (Ashkenazic - Northern Europe)

Optional

Jews were an oppressed minority throughout the Middle Ages, often being the victims of hate-fuelled pogroms. Jews were also subject to being expelled from countries; this typically happening a number of times until a final expulsion, often after being 'bled dry' of wealth. As a consequence, the Jewish communities were often mobile and not well-integrated. In some areas the Jewish communities were tolerated and flourished, as in Provence or under the protection of the papal legates in the Comtat Venaissin.

Jews suffered all manner of restrictions, such as being not allowed to hold landed property, having to live in separate town quarters, usually not being able to become full town citizens and having to wear humiliating badges and costumes (typically a wide-brimmed pointed hat). Jews were also lumped together with women and clerics in not being allowed to carry arms. Jews were considered the property of their overlord (Bishop, Baron, King or Emperor), owning nothing themselves, and if they converted to Christianity, forfeited all their property as recompense to their 'owner'. Jews were however tolerated under Canon Law, only being prosecuted for heresy if, once having accepted Christianity, they rejected it.

Jews performed a range of jobs, although peddling, and small-time money lending were stereotypically pursued. One generally well regarded profession employed by the Christian majority were the many Jewish doctors practising surgery and 'physics'. Ultimately Jews were widely despised and persecuted, often purely due to ingrained prejudice and the desire for someone else to blame for Society's ills.

The Poor

The poor often made up a sizeable part of the urban population. They were invariably unskilled, labouring at anything they could find, often acting as water-carriers or porters, worked as construction site hands, casual servants, herded others' pigs, etc. Often congregating at a central spot in the town, they would wait for someone to offer them work for the day. Some of the poor also worked in the surrounding fields, or in city gardens. In some cities, such as Lyon, the agricultural workers might be considered a métier. In times of crisis they would join the landless of the country, and the fringe populations, swelling their ranks, thus spreading insecurity.

A notable group amongst the town population was that of the town sergeants (constables). As these men were sometimes recruited from dubious backgrounds, such as ex-soldiers from mercenary companies, and often used as 'muscle' by the authorities; they were often feared. Of course sergeants might be law-abiding, but self-important displays of armed authority were commonplace. Some sergeants worked for kings, for municipal authorities, or for a lord, chapter, or an abbey, but most needed the money and corruption was endemic. Others such as gaolers and executioners were also rejected by the majority of society, even though they were socially necessary. Pay was poor and graft common and many often worked at other jobs (even at crafts), as pimps, or in a tavern, etc.

Professional commoner soldiers were never very numerous, but during the LF/WF period became increasingly so. Most were specialists such as cross-bowmen or artillerists, but might also be mounted infantry or foot troops; many belonged to royal or lordly garrisons. From the 1350s some might also be *'brigands'*, lightly armoured infantry or cavalry, who formed companies of their own, lead by nobles or commoners. Increasingly in the LF/WF period a few common soldiers equipped themselves as mounted men-at-arms, fighting in a similar fashion to nobles. As noble men-at-arms were accompanied by varlets (who had replaced squires), this also became a job option. Varlets were expected to fight and to rescue their men-at-arms from the battlefield if in trouble. Pages also accompanied men-at-arms as servants, but in most cases they were boys or young men without families.

Garrisoned soldiers were sometimes housed at the lord's castle, if there was one, but typically had no barracks, rather living in rented rooms or houses, at their own expense. Soldiers were always seen as trouble and disliked by the surrounding population, who, often with good reason, feared that they might suddenly turn on them if not paid or if allegiances shifted.

The Small People of the Towns

Average workers, the Proletariat

The craft workers and artisans made up another large section of a centre's population. Their economic situation varied extremely, from great wealth to penurious. Typically, they were not 'full' citizens and often had no access to municipal positions, participating in decisions only when general assemblies were organised, while some towns had delegates.

In the main, craftsmen were male, but a widow or a daughter could take the place of a husband or father and be considered a de facto owner. The variety of crafts varied from town to town, often dependant on urban size and on the local production of export goods. For example, in the Flemish cities there were large numbers of textile workers, but very few traded in the papal city of Avignon.

Most merchants had to pay a yearly tax for a permit to operate their business, though some pedlars escaped official notice. There was also a fee for use of the law court to collect payment from debtors, or to resolve a contract dispute. Pawnshops, taverns and inns although they provided a service, were sometimes connected to the criminal underworld.

The Leading Citizens

Tradesmen, Guildsmen & Métiers

By the 13th century in order to become a métier one had to progress through 3 stages: as an apprentice, then a journeyman, and finally a master. These were generally the same for all craftsmen, regardless if they were members of a guild or not.

Apprentice:

At age 7 or so, a boy went to live with a master and his family, his father having signed a contract with the master and paid to have him taken on. A boy would usually be apprenticed to a friend or to a reputable man; the length of the apprenticeship being set. He probably slept on the floor of the shop where he would learn his trade, or more rarely in an attic. The apprentice was subject to the master and performed menial work tasks,although not as a servant and was not allowed to marry. Although few would have the economic means to do so even if they wanted to. During this period of learning the rudiments of the trade could vary from 2-7 years depending on the craft. The apprentice when of age then progressed to a journeyman.

Journeyman or day worker:

Entitled to earn a wage, but not licensed to open their own establishments, an aspiring craftsman left his master and went out into the world as a hired hand.

A letter of recommendation from his apprentice master would help to gain work with other masters; A journeyman was expected to work for several masters in different towns over a period of around seven years. Through this different techniques could be learned and skills further refined. In order to make travelling easier journeymen eventually formed their own societies, having hostelries in various cities to house their members.

In order to progress to being a master of his trade, the guild council, or metiers had to be satisfied of the journeyman's ability, dependent on letters of recommendation from masters he had served and a masterpiece. Successfully doing so, gained the title of master craftsmen and in centres with guild structure, membership. This was not easily accomplished as work on this masterpiece had to be done in his own time employers demanding long hours, six days a week.

He also had to use his own raw materials and tools (after making them), these requiring an outlay that as a poor wage earner was not always possible. Even if the required standard of work was met, economic factors could influence any acceptance vote: in a tight economies too many masters would not be desirable. The métiers would not admit anyone to their ranks, if it ran counter to their own interests.

Master:

Once the masterpiece was completed and having been accepted into the fold as a full citizen of the town (some towns being very choosy about their citizens), the journeyman was now a métier. He was a man of influence and expected to be a respectable family man, a prudhomme, requiring him to have an established business or the means with which to start one. These hurdles were enough to keep some men in journeyman status, forever working in another master's shop. Masters often lived above their shops, the ground floor being a workshop/trading area, while undercrofts and cellars were used for storage, or rented to others.

Women could trade in their own right, although most commonly the right under the widely accepted law of femme sole, was not exercised except in the case of a widow continuing her husband's craft. Some guilds were in fact all-female, these typically being those fields in which women had always worked. A large amount of regraters (resellers, or middlemen) were women, as were the hucksters who sold a variety of items from stalls, in other's shops, or in the street.

In a fantasy campaign Priests of non-Christian religions, as well as Wizards, typically are included in this social group, as are those Thieves and Assassins who are organised into guilds. However, such characters might not advertise their membership, preferring to be hidden amongst the mass of ordinary townsfolk. The chief members and other professionals being treated as métiers.

If a town has a guild structure, a Master Guildsman has a 25% chance of being a Syndic or officer on his guild's governing council, which confers +20 Intragroup Status Points, as well as a bonus of +2 to his basic status. If a Syndic, there is then has a further 25% chance of being elected to the position of Guildmaster, which confers an additional +50 Intragroup Status Points and +5 Status Points.

Syndics or Guildmasters, due to their elevated position of influence within their urban centre have a 25% chance (5% for métiers in towns without structured guilds) of being Town Councillors (+30 Intragroup Status Points, +3 Status Points). If on the Town Council, there is a yet further 25% chance of holding the position of Mayor of the town (which confers an additional +20 Intragroup Status Points and +2 Status Points. A town of population 10,000+ is counted a *'city'* with a Lord Mayor, this adding a further +20 Intragroup Status Points and +2 Status Points.

Any PC with such an influential background is well connected (provided they stays in their father's good graces and can count on his influence).

Townsmen and Tradesmen/Guildsmen gain +3 to their Agility Attribute up to the racial maximum, in addition they can increase five skills in which they have basic knowledge by +1 level.

The Rich

The Meliores (the 'best') & the Gros ('fat')

This social strata includes the richer merchants (who were sometimes merchant guild members), money-changers and (somewhat separately) long established patricians (originally urban nobles but increasingly commoner families wealthy enough to live from rents and thus not requiring to practice trade). A degree of tension often existed between the established patriciate and the newly rich, especially the Italian gente nova, who were typically seen by the ensconced elite as mere citizens, and who were referred to as bourgeois in some

regions. This group's social position was similar to that of the rural rich, but on a grander scale of fortune and power, often mirroring their town's size and wealth.

Additionally, wealthy butchers who owned slaughterhouses and market stalls, were often very rich, as were some innkeepers. As the medieval period progressed, and people became more litigious, professions such as lawyers, judges and notaries rose to the ranks of the rich. However, these wealthy citizens were often denied access to municipal power especially butchers who were shunned by other members of the rich as being socially 'unclean'.

Wealth could come from rents (some patrician families owned numerous houses and estates), commerce (usually combined with money-changing, forms of banking, rents, toll farms, tax farms, etc.), credit (in the guise of sellable rents), or through service to a great lord or king.

Such notable wealth rose and fell, few fortunes lasting longer than a century or two due to dwindling lineages, impoverishment, or advancement to the nobility and (outside the Mediterranean) their leaving town for the countryside. Some cities, especially in Southern Europe managed to retain a noble population, who often shared municipal power with the urban rich, a class they easily mixed with (although not always as equals). In areas which supported an urban patriciate, they were very much a minority (often less than 2-3% of the urban population), however their political and social influence was immense.

Political power was often firmly controlled by this group, with some cities legally restricting membership of the ruling council to those nobly born, who additionally might serve as city diplomats and ambassadors.

Patricians also commanded great social power, dictating fashion and conduct, often gathering in exclusive associations and societies. Initially separate from the richer merchants, as the Medieval period progressed the two groups partially commingled through marriage, as merchants hoping to advance their family interests, increasingly sought to arrange marriages into the nobility.

Cultural Elites & Lesser Clerical Orders

The presence of essentially non-productive professionals signalled the true division between town and country, the ability to read, write and speak Latin marking one as being a member of the literati. Some members of other social classes were able to read in the vernacular, but rarely Latin. Knowledge of Latin denoted education, often received at a university, and occasionally through a master. Cities endowed with universities naturally concentrating most of the cultural elites, although, physicians and legal experts could be present in many other centres.

These elites comprised physicians (and educated surgeons), legal professionals (judges, lawyers, notaries, parliamentary officials), teachers (university professors and licenciates, as well as teachers, and preceptors), and of course most of the clergy. In some areas (Northern France and Paris), physicians were required to be celibate clerics (but not monks, who were forbidden to practice the profession), as were university personnel (who were members of the clergy, but who could still marry if they had not taken major orders).

Other areas banned all clerics from medical practice following the Council of Tours' (1163) declaration that the clergy's drawing of blood from the human body was sacrilegious. Students, numerous in cities with active universities, were also considered clerics for as long as they were enrolled, although they only had to be celibate and tonsured.

The position of the cultural elites in the town was often that of a respected, useful authority. However, they were not yet part of the ruling elite, even if they were consulted on relevant matters, a Doctor in Medicine or a Law graduate having no difficulty in leading a decent, even wealthy life.

Those who graduated from a university could also find employment as notaries, scribes, semi-recognised physicians, lawyers, or school teachers (a profession women could practice, although they could not attend university).

Most towns had a public or private school of modest proportions, headed by a school master. Surgeons were of two types, those university trained (in France, nearly exclusively at Montpellier), who would additionally practice medicine, and those trained by a master, who might double as barbers. The same dual training routes were also available to apothecaries, notaries and scribes. Notaries were extremely important people, being sworn in by the authorities (King, Pope, or lord), and documents sealed by them were official. They were essential for the drawing up of contracts and wills, and also in legal advice; often paid by the line of text, they could quickly become rich.

A good proportion of university students never graduated, filling positions of jurists, schoolmasters or physicians, roles that any literate person, even those not having attended university could take.

Large towns without universities might have cathedral, or monastic schools, which could prepare students for university. While universities in addition to theology and philosophy, taught the Arts, a collection of advanced Latin grammar, logic, some arithmetic, astronomy and musical mathematics, the whole being loosely based on the Trivium and Quadrivium.

Students, especially the poorer amongst them, often became involved with fringe elements, sometimes abandoning studies and taking up a life of debauchery and thieving. Students were notable in cities such as Paris and Oxford, due to their numbers and their privileges, often as a rowdy element ready for violence, and holding a particular hatred for town sergeants. Relations between 'town and gown' could also sour rapidly leading to vicious rioting, as happened in Oxford with the St. Scholastica Day riot of 1355, which lead to crushing and long-lasting humiliation for the civic authorities until the late 1930s.

Rich Townsmen and members of the Cultural Elites can increase seven skills in which they have basic knowledge by +1 level.

The Second Estate: Those of Gentle Blood

The Nobility or Gentry of feudal society typically made up of 1-5% of the total population, depending on the region and period. This stratum was composed of esquires, knights, and others of 'gentle' blood'. The qualifications for *'nobility'* included all those who were able to prove legitimate descent from previous knights, warriors of substance, those of economic means and who did not support themselves by the labour of their hands, and those exempt from taxation. This diverse grouping meant that nobles could range in wealth from relatively poor to exceedingly rich. As a result many manorial lords were often not knights, many villages or parishes often supporting more than one noble, and in areas where church possessions were extensive, manors might be run by an appointee. Knighthood entailed great expense and duties, often leading nobles to try and avoid knighthood. The attendant extra administrative responsibilities and hazardous obligations of personal military service was often seen as onerous.

Common-born individuals who rose to positions of influence, such as bailiffs, magistrates and judges, could be considered members of the gentry, as might certain other important functionaries in the Royal bureaucracy, as well as Church officials (bishops, archbishops, abbots, priors, rectors etc.).

The idealised feudal system is sometimes viewed as a layered pyramid, the exact nature of which varied with time and place. Regardless, the ruler and his (extended) family sat at its apex. Under him all titled nobles (variously dukes or earls, counts, viscounts, margraves or marquis and the Italian principe) resided, although before c. 1300 this group was simply those with power. Yet further down the next tier was occupied by the barons, sires and lords (seigneurs), who typically exercised political and judicial authority over their domains. Below these major families were those who could afford to be knighted, that could be called the knightly class. While finally at the base of the noble stratum, covering a variety of financial situations, came the majority of the nobles made up of the lesser gentry, called variously esquires, donzells, escuderos, damoiseaux, or écuyers (a term in England used for a squire of 14 year or older).

There was no formal distinction between the tiers of the pyramid, especially at the bottom; ascension was always possible and sometimes enforced.

Becoming a lordly magnate was more difficult, as it involved acquiring lands and rights. Rising to a title was usually only through royal favour, an exceedingly fortunate marriage, or rarely inheritance.

Entering into the royal family was only possible by intermarriage, an honour that came with responsibilities (and often risk).

Fief Holders & other Nobles

Unless a village was their chief residential centre, the lord of the village (or lords) rarely lived in it, although some lesser nobles could be considered inhabitants. If a holding included a castle, the lord would appoint an agent such as a castellan or constable (who might also be a noble); the castellan, in the lord's absence, would take charge of justice, defence and estate management. Travelling judges, wandering from village to village along their circuits, spending a few days a year in each village, might be noble as well.

If there was an occupied fortification in the village, it might be inhabited by a noble poor enough to fill roles such as forester, falconer or simple man-at-arms. A large number of nobles, often of very modest means, simply had a house, often a stronghouse in a village, and some land, usually similar in amount to a rich villager, but sometimes much less. These nobles would not ordinarily work their land, but would employ farm hands, as the richer villagers did.

In some areas, such as Northern Italy, nobles would live in rural castles or estates (rocca) and also often maintained urban residences. Although they tended not to become involved in the day-to-day running of civic affairs, it was not unusual for them to step in during times of crisis (or when they saw big profits, as in Florence). Although not directly involved with trade, they might still 'direct from a distance'.

Most land was held in feudal tenure, with military service (or a cash payment as replacement) underpinning it. This was the normal form of holding land, although considerable areas of non-feudal (or alloidial) land were relatively common in areas such as Saxony and other parts of Germany, Friesland, Southern France, Castile and Northern Italy; by contrast this was virtually unknown in England.

In allodial holdings a noble had more or less complete freedom to dispose of his land as desired. Many great nobles in such areas might take their titles from their feudal lands held from the crown, but also independently hold other properties that they owed no service for.

Landless Knights

For nobles without land life was uncertain. These 'lordless' men-at-arms typically sought entrance into the service of some great lord, perhaps thereby gaining a fief. From the HC period some might follow the example of men such as William Marshal (1144-1219) and become professional 'Tournament knights' on the circuit for prizes and ransoms, although this was considered demeaning. Others became mercenaries, their options increasing in the LF/WF period with the rise of Free Companies and the Condottieri.

In a more fantastical or romantic campaign, some of these landless nobles might be 'true' Knight-Errants on great and dangerous quests that mirror the great Arthurian Chivalric role-models, and that take them to distant and mystical places.

Landless Knights in Service as men-at-arms, functioned as household troops of a feudal lord. Initially during the Medieval period they were men who, by distinguishing themselves and earning their lord's favour, hoped to one day receive a minor fief. By the end of the HC period these troops were increasingly settling into the role of retainers, sometimes as mercenaries, but without such high hopes of land.

This group also includes the German ministeriales, unfree household knights who had developed from commoner estate administrators. These EF and early HC household knights were popular as they were always at hand and could be passed to another lord, sold or hired out as mercenaries.

However by the end of the 13th century they had largely become normal knights with fiefs.

Lords

Higher in status than mere knights were the barons, lords and seigneurs, lords with extensive holdings, and whose strongholds often displayed formidable defences.

Depending on location, most visibly in Northern Italy and Spain, they might also control urban centres, further enhancing their wealth, prestige, and power. These nobles were truly a force to be reckoned with.

The more powerful and influential sometimes were able to field forces of considerable strength, while still retaining enough manpower to defend their domains.

They were typically highly independent and status-concious, often unruly in the face of attempts by rulers to centralise authority and vigorously defensive of their prerogatives and privileges. Most crucially, if not checked by a strong central royal authority, they were prone to independent and even openly defiant acts.

Titled Nobility

The truly privileged in medieval society were those born to high rank, wealth, and control of lands that enabled them to play a highly significant role in public affairs, standing literally head and shoulders above all others in influence. The great political power and privileges that members of this social class enjoyed were jealously guarded, and every opportunity to add to them (usually by strategic marriages) was eagerly sought.

Of the great titled nobility of the realm, the 'Tenants-in-chief' were the most influential, holding vast tracts of land directly from the king. These huge territories were necessarily divided and 'subinfeudated', handed out to lesser nobles, who in turn owed their loyalty to their feudal overlord rather than directly to the King. These great magnates, through this network of vassals, exerted control over thousands of subjects.

The most powerful of these might have holdings stretching for many hundreds of square miles. Indeed, some could even be near independent rulers in their own right, such as the Bishop of Durham, having almost regal power within their lands.

Royalty - Kings & Princes

Besides actual kings, there also existed in areas of Western Europe (for example in Italy and Germany) *'Sovereign Princes'*, titled nobility or princes who ruled their own lands. These princes were autonomous, free of any obligations or duties owed to any overlord.

It is a simple matter to create independent nobles and territories in **C&S**, while for more substantial rulers the *'Sovereign Prince'* may be used to represent an overlord of a Principality (such as Wales under Llewelyn the Last, Prince of Gwynedd) who exerts sovereign powers.

Although these princes tended to control relatively isolated small to medium sized dominions, there is no reason why such a prince might not have more extensive holdings, perhaps even a small nation.

If a GM desires such independent nobles, characters who have rolled Titled Nobility as their father's social class should roll a 1D100 with 80%+ indicating such an autonomous prince. Characters who have rolled Royalty as their father's social class should add +30% to the dice result.

Noble Vocations

For nobles, the obvious choice of profession was training as chevalier, a man-at-arms, the quintessential noble. Depending on family wealth, this could be embellished by a truly noble education, preparing the young scion to become not only a warrior, but a cultivated man of courtly behaviour and manners, who might read and indulge in political and economical interests.

Usually parents would try to direct at least some of their junior sons towards the clergy. This was important in regions that did not follow strict primogeniture (as in France), to avoid excess division of the family's holdings. The eldest son usually inherited the family seat or the richest holding, but in these territories (such as Wales) brothers also typically received a share, as did daughters. If there was only a single holding, younger sons were generally compensated, this being true, to some extent, for those who chose an ecclesiastical career. Lands which followed primogeniture (such as England) were less equal in traditions of inheritance.

If able, the wealthy would place their sons into rich benefices, while more modest nobles would attempt to achieve for them a canonry, or have them enter a monastery or friary. Some Benedictine monasteries and some chapters of canons being exclusive to nobles.

In the LF/WF period minor nobles of knightly or esquire rank, might choose to enter a law school or university, this being especially common in the South of France, northern Italy and south-east England.

Entry to a university was sometimes sought after becoming a canon as students were considered unordained clergy, although they only had to be tonsured and celibate. Legal professions may be combined with a fighting vocation: these characters being able to become judges, prévôts (provosts) or even baillis or sénéchau, both being alternative terms for bailiff (English: bailiff and senechal).

Daughters of the nobility generally have the choice between marriage, and being a dutiful wife and mother, or entry into a nunnery (or occasionally a dual monastery, which were divided by sex). Some daughters, as heiresses, inherit their father's land, becoming highly desirable.

They might (if able) hold them in common with their husband; these women having true political, judicial and economical power, and being equals of male lords or seigneurs - as long as they avoided remarriage.

All 'gentle' PCs gain +10% to PSF% to the skills of Courtly Love (not EF) and Leadership.

The 'Scholarly' Option

There were two types of medieval curricula. Firstly, Schools of Grammar and Rhetoric, designed to produce students for admittance to university. The subjects taught being divided into two branches according to a Late Classical division: the Trivium (grammar, rhetoric and dialectics) and the Quadrivium (arithmetic, geometry, music and astronomy), Secondly, Calculus School, created for future businessmen.

There was additionally a third, unofficial kind of school, this being the workshop itself, where children, through apprenticeship, could learn everything they needed in order to be good craftsmen.

Offspring of Landed Knights, The Nobility & Royalty

All have the option of turning away from a chivalric vocation if they are female or if they are males who are not heirs. A clever junior son might be sent to University or placed in Holy Orders. Thus, except for heirs, offspring of nobles may in their youth choose to study to become Scholars, Physicians, Clergymen, or possibly even Mages.

When choosing the scholarly option, a noble PC may acquire initial basic knowledge in the following skills, instead of Basic Chivalric Training.

Riding
Own Written Language (if **INT** 9+)
Any Foreign Language Spoken and Written[1] (if **INT** 10+)
Any Ancient Language Spoken and Written[2] (If INT 13+)
Any one lore
Any one Noble Skill

[1] The language will be learned in written and spoken form as one skill if the **INT** requirement is met and **DIS** is 12+

[2] Latin was historically the learned language used by scholars in the Dark Ages and the Renaissance; however, a pure imaginary campaign language could be substituted by the gamemaster for his specific Fantasy Campaign. The language will be learned in written and spoken form as one skill if the **INT** requirement is met and **DIS** 14+

Offspring of Landless Knights:

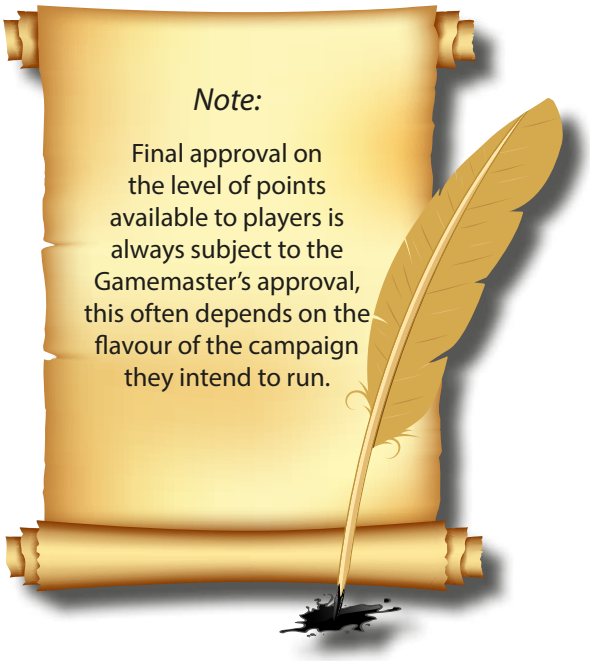
These families do not have the resources or opportunity to allow serious scholarship unless circumstances intervene (in the form of the Gamemaster making a ruling that some special event has made it possible).

Offspring of Master Craftsmen:

The scholarly route may be pursued rather than learning trade skills, their families were often wealthy enough (and ambitious enough) to afford a son in University, a career in the law being many a métiers' plan for a son. If so, they acquire basic knowledge in any three skills listed for their Father's Vocation plus 1 +½D10 skills listed above, except they will not have Riding skill unless their background suggests they could have learnt such a skill. Merchants' sons generally experienced school for a few years before joining the family business.

Offspring of Patricians & Rich Townsmen:

Characters may opt to acquire the same academic preparation as offspring of Master Craftsmen, forsaking the skills they would otherwise receive. Basic knowledge in any three skills from their Father's Vocation is gained plus seven skills listed above, reflecting the advantages of their background.



Medieval Europe

& Sub-Saharan Africa

Thereafter it came to pass one day that the barons went to divert themselves in the palace, for to see Isaac and the emperor his son. When the barons were within the palace, lo, there came thither a king whose flesh was all black, and he had a cross in the middle of his forehead, which had been made with a hot iron. This king sojourned in a very rich abbey in the city, where that Alexius that had been emperor had commanded that he should be and that he should be lord and master thereof so long as he desired to sojourn there… "By my faith!" Quoth the emperor. "This is the King of Nubia, who is come on a pilgrimage to this city."

Crusader Robert de Clari describes a meeting with a Nubian king in Constantinople in 1203

The focus of the **Chivalry & Sorcery** core rulebook is on medieval Europe. Northern Africa was well known to the medieval West, but Saharan and Sub-Saharan Africa was a land of fable during the Early Feudal period. It was much better known in the Islamic world.

Before 622, some followers of the Prophet Mohammed (PBUH), fled Mecca and took refuge in the Christian kingdom of Ethiopia, known to them as a land where Al Najashi (King Negus) respected religious rights and who rules with justice. Arab traders operated down the east coast of Africa for centuries, with Muslim Swahili settlements developing in the Lamu archipelago (in Modern Kenya) at least as early as the 8th and 9th centuries, and rapidly spreading further down the coast, resulting in the foundation of numerous trading towns from the 13th century onwards.

Also in the 8th and 9th centuries, Muslim Berber and Tuareg traders spread Islam into West Africa. In 1300 the kings of the wealthy Saharan kingdom of Mali became Muslim, with King Mansa Musa (1307-1332) making a notable *hajj* in 1324.

The spread of Islam down the Nile from Egypt was halted by Christian kingdoms in Nubia in 651AD. While these kingdoms followed the Coptic branch of Christianity, their liturgical language was Greek, like the Syrian Orthodox church.

During the Early Feudal period, Western scholars relied on ancient Greek and Roman texts for their knowledge of what lay beyond the Muslim territories of North Africa, and save for Ethiopia, the 'Third India', it was thought to be uninhabitable. But in the 12th century, following the First Crusade, that began to change. Westerners began to hear Muslim stories of what lay beyond the African coast.

Nubia was still a land of fable to Hugh of St Victor (who wrote a description of the known world before his death in 1142), but he had heard of it. Africa, in his view, was filled with monsters and marvels such as two-headed men and men with no heads but eyes in their chest. *"In Upper Egypt, which is near the Outer Ocean at the mouth of the Red Sea,"* he wrote, *"are to be found serpents, basilisks and dragons, which poison the air with their breath, together with a certain people called Nubians."*

By the 1160s, a state visit to Jerusalem by the Syrian Orthodox patriarch Michael III seems to have increased Western knowledge of Nubia and Ethiopia. In the later 12th century Nubians were listed as a people who might be expected to go on pilgrimage to Santiago di Compostella. While it's unknown if any did at that time it's clear the writer knew Nubians were Christian.

Though they had resisted Islamic advances down the Nile, Nubian troops served as allies to the Egyptian Shiite Fatimid Dynasty (909-1171) from the later 10th century, and they were considered excellent fighters by Crusaders. Even after the fall of the Fatimids to Saladin, they continued to fight on behalf of the Fatimid cause. Saladin had to divert his own troops to counter them. In 1172 Cluniac chronicler Richard of Poitou noted that the King of Georgia and the King of Nubia made war on the *'pagans'* of their regions.

In fact there were two Christian Nubian kingdoms during the European feudal periods: Makuria and Alodia. Makuria, in what is now southern Egypt and Northern Sudan, became Christian in the 6th century, and expanded northwards by absorbing another Christan kingdom, Nobadia, in the 7th century. By the early 14th century, its rulers had become Muslim, though some Christian rulers continued to rule a rump state until 1484. Alodia, to the south, survived another generation, falling c. 1504-1506 to either Arabs or an African people known as the Funj (accounts differ).

Travellers to Makuria noted abundant monasteries and churches along the Nile, though only 3 small Coptic monasteries have been identified by archaeologists. The kingdom had 7 bishops, and a prominent cathedral has been excavated at Faras.

Makurian and Ethiopian churchmen and diplomats established missions in Jerusalem and Rome in the 13th and 14th centuries, and merchants may have formed an enclave in Cyprus at that time. Makurian and Italian merchants almost certainly interacted in Egypt, where both had a presence in the 13th century and 14th centuries.

In 1267 Pope Clement IV appointed the Dominican friar Brother Vaspinace as Papal Legate to the Tartars (Mongols), Ethiopians, Indians, Nubians and the *'Saracens of the lands to the east and south'*. The appointment letter makes it clear he chose Vasinpace as he believed the friar had visited all these places before.

By the very end of the Waning Feudal period, Portuguese explorer Vasco de Gama had sailed around Africa to India. Between 1497 and 1499, with the aid of local sailors, he rounded the Cape of Good Hope with two carracks, one caravel and a supply ship. He reached Mozambique in March 1498, Mombasa and Malindi (in modern Kenya) in April 1498, and Calicut, in modern Kerala, India, in May 1498. He then retraced his journey, arriving back in Lisbon on August 29, 1499. Malindi's Portuguese Chapel is traditionally dated from de Gama's landfalls.

Sub-Saharan African characters

No objective gamemaster can object to African characters in the Islamic world. Historical evidence also affirms the presence of Nubians and Ethiopians in Byzantium, Italy, southern France and Christian Spain.

Were there Sub-Saharan Africans in more northern medieval countries? There is some evidence in favour. People certainly knew about Africans, clearly African people are represented in both visual art and in literature. Recent archaeological investigations have demonstrated the presence of a few North Africans and at least one sub-Saharan woman in medieval England.

It is firm belief of everyone involved in **Chivalry & Sorcery** that Sub-Saharan Africans were present and belong even in the strictest historical campaigns.

Medieval legends, give us examples of Sub-Saharan African characters, and any group that accepts the presence of magick and dragons should accept none European characters.

Good gamesmasters and good game groups recognise the value of an interesting character back story and welcome it. African characters, such as the 14th century Tunisian who lived in England for 10 years before his death and burial in Ipswich, certainly have interesting back stories.

Creating Sub-Saharan African Characters

Until the **C&S** Medieval Africa source book is published, players should look to appropriate European-equivalent social classes and vocations to build characters. West and Saharan Africans will likely be Muslim, as will characters from the East African coast. Characters from Nubia and Ethiopia will be Orthodox Christian for most of the period. Elsewhere, characters will likely follow traditional African religions.

Languages

Ethiopians: Amharic is the native language and the liturgical language. Church officials likely have some knowledge of Greek.

Nubians: Nubian is the native language. Greek is the liturgical language.

West and Saharan Africans: A variety of native languages are spoken. Muslims will also know Arabic.

Merchants and diplomats will have some knowledge of Arabic and perhaps Kiswahili. Merchants and diplomats in Europe may know Latin, but it is more likely they have learnt secular languages unless they are also scholars.

Black Knights

The Order of St Anthony

The possibly apocryphal Order of St Anthony was founded in Ethiopia as a clerical order in 370AD, likely honouring the Egyptian Coptic monk St Anthony the Great (251-356), who is also considered a saint in the Roman church.

In the later medieval and early Modern periods, Western writers considered the Order of St Anthony to be a religious fighting order composed of knights, comparable with the Knights Templar. Pedro Paez, a Spanish Jesuit missionary to Ethiopia, writing in the early 17th century, said he had met no one who know of the order, and considered it a fable. Nevertheless, it continued to capture Western imaginations throughout the 17th century, even sparking a fraudulent claim of membership a man in Rome. The order was revived in 1987, and membership is awarded by the exiled Crown Council of Ethiopia.

Sir Palamedes the Saracen

Arthurian legend. A member of the Knights of the Round Table, as are his brothers Safir and Segwarides. Sir Palamedes (or Palomides) first appears in the 13th century Prose Tristan. Later legends have him the son of a king of Babylon. In Malory's version, he sides with Lancelot after the affair with Guinevere is revealed, joining Lancelot in France and becoming Duke of Provence.

Sir Palamedes' origin is unclear in the earliest tales about him. He's been rationalised as a Moor (a general European term for North Africans) or an Arab, in line with the later Babylon tradition. Nevertheless a Nubian, Ethiopian or Syrian origin seems more likely with his Christian faith, through there was a significant Arab Christian community on the Arabian Gulf, around what is now Bahrain and the Damman region of Saudi Arabia.

Sir Morien

Arthurian legend. Son of Sir Aglovale and a Moorish princess, Sir Morien is described as tall, handsome and *"black of face and limb"* in the 13th century Middle Dutch poem where he appears. He is joined in his quest to find his missing father by Sir Lancelot and Sir Gawain. While described as a moor, the poems description of Sir Morien leaves little doubt that he is intended to be a black African.

St Maurice

St Maurice was an Egyptian from Thebes, the commander of the Roman Theban Legion, and was its commander when it was ordered to clear the Great St Bernard Pass through the Alps under the Emperor Maximian (286-305). Maurice and the Theban Legion were executed after refusing to harass local Christians. His (and his men's) martyrdom is marked by the Abbey of St Maurice in Switzerland (after which the town of Saint-Maurice is named).

Saint Maurice became patron saint of the Holy Roman Emperors in the 10th century. During the medieval period he was widely represented as a Sub-Saharan African in full battle armour, and was reputed to carry the Holy Lance (also known as the Lance of Longinus and the Spear of Destiny) in battle. Several orders of chivalry and 650 religious establishments were dedicated to him, and a significant number of villages were named after him.

Any African knight in or near the lands of the Holy Roman Empire might be mistaken for, or taken as a representative of, St Maurice. Given the praise heaped upon him in medieval hagiography, those are some very big sabatons to fill.

A Persecuting Society

While it is easy to demonstrate the error of those who claim there were no black people or women warriors in medieval Europe, no one can claim medieval society was tolerant. Quite the opposite.

Historian R. I. Moore termed the Middle Ages a *"persecuting society"* and traced the origins of medieval intolerance to the middle of the 10th century. While modern racism is a product of the Renaissance and Early Modern Periods, other forms of prejudice existed throughout the period covered by **Chivalry & Sorcery**.

Anti-Semitism was rife in medieval Europe, which saw mass murders of Jews, forced identification through badges and specific clothing, and segregation of both permitted profession and of housing. Various monarchs protected the Jews when it suited them and abandoned or expelled them when that suited them. This aspect of medieval intolerance still resonates today.

The medieval church regarded sex outside marriage as a sin and reserved special ire for intimate same-sex relationships. While people in the past did not regard sexuality in modern terms – no one before the 20th century would recognise the labels of homosexual, heterosexual or bisexual – same-sex acts were listed in penitentials, often in salacious detail. There is good evidence of an active, if underground, gay scene in 11th and 12th century France, at least for men. Church officials, including bishops, wrote gay poems, and there was a thriving underworld of male brothels. Only one love poem between women is known. Same-sex relationships seem to have been tolerated by the Church, at least if kept discrete, until the Third Lateran Council of 1179. After this homosexuality began to be associated with heresy, witchcraft and paedophilia; punishments for same-sex relationships became more severe. Ultimately, homosexuality was one of the charges used to discredit the Knights Templar in 1306. This intolerance also resonates today.

Medieval society was clearly patriarchal. In Christian theology Eve, the First Woman, was responsible for tempting Adam, the First Man, into sin. At the same time, it revered the Virgin Mary; the misogynistic idea of women as madonnas or temptresses was common. Islam has no such theological basis; in Surah 2, The Cow, Satan tempted Adam and Eve together to eat of the fruit of the forbidden tree. Nevertheless, Islamic society was also patriarchal. While women in the Middle Ages ran businesses, took up arms, managed estates, and cultivated land, they did so in the shadow of patriarchal society.

Other kinds of medieval persecution – that of lepers and heretics – hold less power today but were prevalent in the medieval mind. Often, forms of otherness were conflated – leprosy was considered an outward reflection or heresy or sexual sins; stories sometimes accused lepers and Jews of working together to commit crimes against society.

Groups considering introducing such prejudices into their games – whether historical or fictional - should discuss them beforehand and set boundaries everyone in the group is comfortable with. Groups may also consider a mechanism such as an X-card for use in play, allowing players to indicate when the game is moving into areas they do not wish it to. Sean K Reynolds' and Shanna Germain's *Consent in Gaming* (Monte Cook Games, 2019) offers an excellent discussion of why this is important, and techniques and tools to ensure everyone in the game is comfortable with the tone and content of the game. It's a free PDF available from DrivethruRPG and Monte Cook Games' websites.

Core Game Mechanics

There are two main game mechanics that are regarded as being intrinsic to **Chivalry & Sorcery**.

The first of these is the art of influencing people or the Influence Factor. When generating your character you will have noticed that your character was assigned a social status score. This reflects his position in society, a major factor in anyone's life throughout history.

The second is **Skillskape**, the game mechanic used in **Chivalry & Sorcery** for skill resolution.

Skillskape

Skillskape is the skill resolution system used in **Chivalry & Sorcery**. It uses a percentile dice, otherwise known as a Percentile Pair (two ten-sided dice representing a random roll from 01 to 100, and sometimes referred to as a 1D100), and a further ten-sided dice (1D10) referred to as the Crit Die.

More details on this are given later in the chapter.

In **Skillskape**, a character's chance to succeed at any skill is based on four things:

- How difficult a skill is to learn or its Difficulty Factor (**DF**).
- Any innate talent a character might have in that skill called his Attribute Bonus.
- How much the character has studied the skill or his Skill Level.
- Is there anything happening or are there conditions which make using that skill easier or harder.

The character's chance of succeeding is really the addition of these four numbers, all of which should be noted on the player's character sheet before play to provide the Total Skill Chance or TSC% (qv).

Competencies & Skills

Competencies

These are akin to skills in that they are areas of knowledge that can be learned. However, it is usual that only one level in a competencies is needed to gain the benefit. Endurance and Conditioning are the only exception as each level indicates additional Body or Fatigue points.

Skills

A skill is the ability to use any area of one's knowledge effectively to perform a task. Skills involve almost anything from doing carpentry to riding a horse, fighting or casting Magick. A skill is learnt and improved by practice, study and the actual experience in using the skill in one's daily activities. Provision made for learning and improving skills not only during actual role-playing, but also in 'Down Time', the time between adventures.

Skills have a constant improvement rate, that is, the success chance rises by +3% per improvement 'level' purchased.

There are Background Skills, Primary (or Vocational) Skills, Secondary Skills and Tertiary (or Hobby) Vocational skills give a 10% bonus to a skills PSF%, tertiary skills have a negative 10% to PSF%

How Difficult Is a Skill?

Each skill is rated as having a Difficulty Factor (DF) which determines:

- The Basic Chance of Success (BCS%), shown as a percentage, that a character has of performing the skill successfully.
- How much experience is needed in order to advance a skill by one level of proficiency.

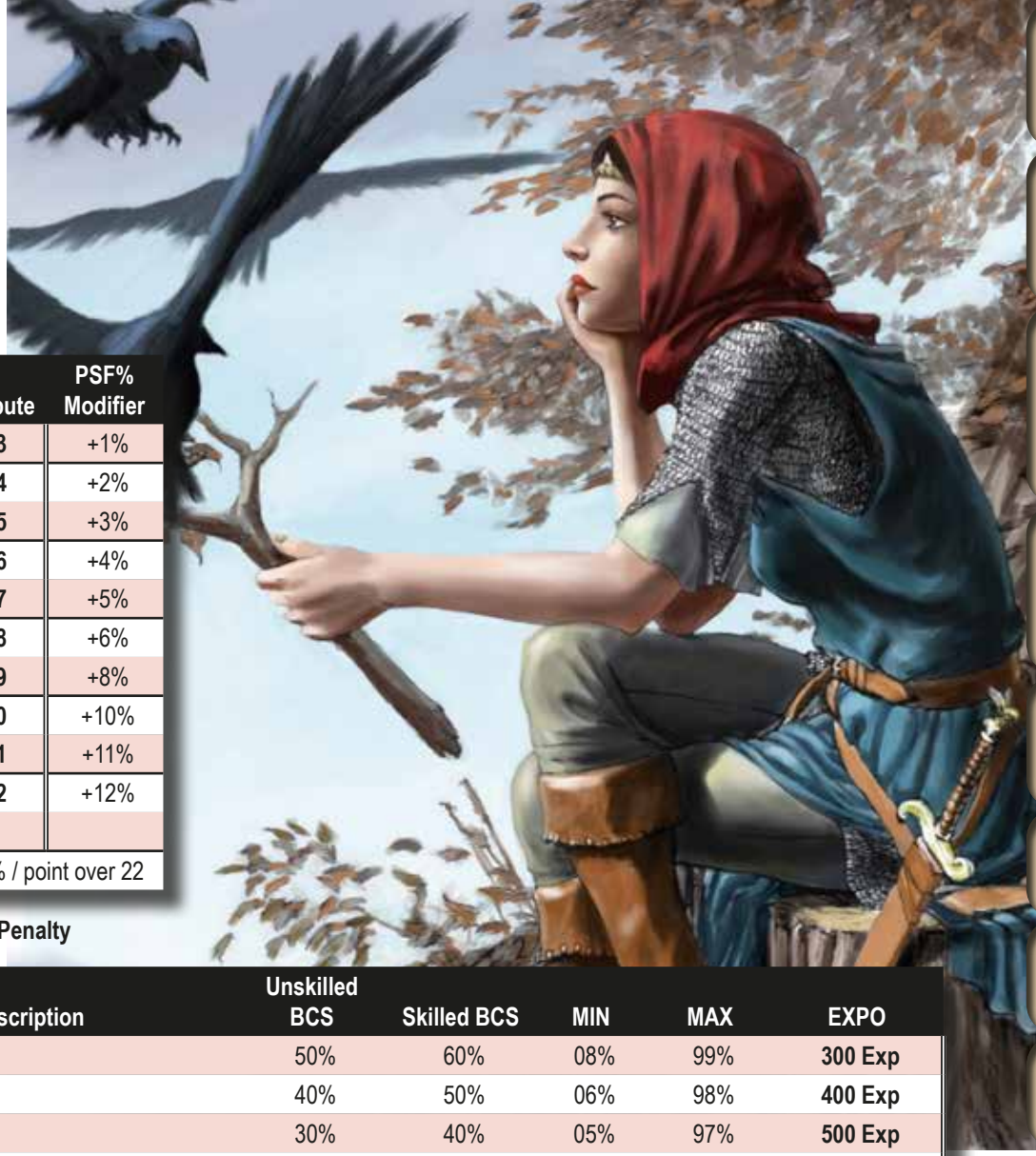
The Difficulty Factor (DF) may be subject to certain modifications in special circumstances and ***Table – Difficulty Factors*** sets out the essentials concerning the levels of difficulty in the **Skillskape** system.

The higher the Difficulty Factor (**DF**) the more demanding a skill is to perform. A skill with DF 1 is extremely simple and it is unlikely that a character would fail to perform the task, whilst a skill with DF 10 is virtually impossible for a character to perform.

Innate Talent in a Skill

Skills are usually modified by two Attributes. These Attributes can represent any innate talent, or lack of it, a character might possess. If a character's attributes are high (or low) enough, he will receive a dice modifier when rolling 1D100 dice to see if he can perform the skill successfully.

To find the **Attribute Bonus/Penalty** of a skill, look up each attribute on Table – Attribute Bonus/Penalty and add together the dice modifiers. The **Attribute Bonus/ Penalty** and **skill level bonuses** are added to find the character's **Personal Skill Factor (PSF%)** in a skill.



Attribute	PSF% Modifier	Attribute	PSF% Modifier
<3	-10%	13	+1%
3	-9%	14	+2%
4	-7%	15	+3%
5	-5%	16	+4%
6	-4%	17	+5%
7	-3%	18	+6%
8	-2%	19	+8%
9	-1%	20	+10%
10	0%	21	+11%
11	0%	22	+12%
12	+0%		
			+1% / point over 22

Table – Attribute Bonus or Penalty

DF	Description	Unskilled BCS	Skilled BCS	MIN	MAX	EXPO
1	Very simple	50%	60%	08%	99%	300 Exp
2	Simple	40%	50%	06%	98%	400 Exp
3	Average	30%	40%	05%	97%	500 Exp
4	Challenging	20%	30%	04%	95%	600 Exp
5	Demanding	10%	20%	03%	92%	700 Exp
6	Difficult	05%	10%	02%	90%	800 Exp
7	Very Difficult	03%	07%	01%	85%	1,000 Exp
8	Extremely Difficult	02%	03%	01%	75%	1,200 Exp
9	Nearly Impossible	01%	02%	01%	65%	1,500 Exp
10	Impossible	00%	01%	01%	50%	2,000 Exp

Description: A word or brief phrase describing the difficulty a character will encounter in learning, improving and performing the skill.

Unskilled BCS%: The basic chance of success, expressed as a percentage, which a character has to do a task without having basic knowledge of the skill. Some skills cannot be attempted unless the character has basic knowledge of the skill.

Skilled BCS%: The basic chance of success, expressed as a percentage, which a character has when attempting to do some task once he has at least basic knowledge of the skill.

Min%: The minimum chance of success, expressed as a percentage, that a person has of performing the skill at this level.

Max%: The maximum chance of success, expressed as a percentage, that a person has of performing the skill at this level.

Experience Cost: The 'price' in experience points earned by a character which must be 'paid' in order to acquire basic knowledge in a skill or to advance one skill level.

Table – Difficulty Factors

Example:

Steve and Sue are both learning Short Sword, which has Attributes of Strength and Agility.

Stephen has **STR 13** and **AGL 12**. Sue is weaker at **STR 11** but is more agile at **AGL 16.**

After consulting Table – Attribute Bonus/Penalty, we find that Stephen gains a bonus of (13 = +1% & 12 = +0%) = +1% to his skill with the Short Sword, but Sue has a better chance at (11= +0% & 16=+4%) = +4%.

Personal Skill Factor (PSF%)

The Personal Skill Factor (PSF%) is a percentage skill bonus, which is added to (or subtracted from) a character's BCS% in a particular skill. It is an individual bonus for each skill.

The Personal Skill Factor (PSF%) for a standard skill is found by

1. Taking the Attribute Bonus or Penalty for the skill; and
2. Adding on a +3% bonus for each level of proficiency that has been attained in a Skill.
3. Add +10% to PSF% for vocational skills, +10% for Mastered and -10% for Tertiary (Hobby) skills
4. Adding any other bonuses the character may receive due to any Special Abilities or Talents, Magickal items, weapons etc.

Occasionally the PSF% will also be modified by special conditions imposed by the use of Magick, in combat or due to exhaustion of Fatigue Points.

Example:

Stephen is skilled in carpentry and has PSF 17% in the skill.

Carpentry is a DF 4 (Challenging) skill and has a skilled BCS% of 30%. Therefore in normal circumstances, Stephen has a TSC% of 47% to succeed (30% + 17%).

However, it is harder to saw wood in the dark.

The Gamemaster assigns a hefty penalty of –25% to reflect this, therefore Stephen's TSC% is now 30% + 17% - 25% = 12% to reflect the increased difficulty.

If on the other hand, Stephen was working in good light with a proper workbench and tools, the Gamemaster might allow a +7% bonus to Stephen's TSC% so giving him a 30% + 17% + 7% = 54% chance of succeeding.

Total Success Chance (TSC%)

By this point the character will have all the numbers necessary to calculate his chance to succeed in a skill. The Total Success Chance (TSC%) is calculated as follows:

1. Basic Chance of Success (BCS%) as shown in Table – Difficulty Factors (either skilled or unskilled as appropriate); plus
2. The character's Personal Skill Factor (PSF%) in the skill; plus
3. Any modifiers effecting the character's performance of the skill, these may relate to the circumstances in which the skill is being performed, etc.

It is conceivable that a character that is highly skilled with many levels in a particular skill may possess a TSC% above the Maximum Chance of Success (Max%) for a skill at that DF. **Table – Difficulty Factors** shows the minimum and maximum chances of success available for each Difficulty Factor.

In this instance the TSC% is equal to the Maximum Chance of Success (Max%) for the given skill. The reverse may also be true in that a character's TSC% may be lower than the Minimum Chance of Success (Min%) for a given DF especially if he is unskilled. In this case the character's TSC% is equal to the Minimum Chance of Success (Min%) for the skill.

However, any amounts above or below the maximum and minimum levels are not ignored, they provide either bonuses or penalties to the Crit Die result. For further details see the section Min% and Max% Success Chances later in this Chapter.

***Example*:**

Don has a red 1D10 and a blue 1D10. He designates the red die to be the 10's and the blue die to be the 1's. He rolls an 8 on the red die and a 4 on the blue die. The red 8 is really 10x8= 80, and the blue 4 is 1 x 4 = 4. Adding 80+4, we find he has rolled 84%. A red 0 and a blue 6 = 0 + 6 = 06 or just 6%! A red 5 and a blue 0 = 50+ 0 = 50%. A result of 0 on both dice equates to 100%.

Making a Skills Check

A skills check is made to find out whether a character succeeds or fails with a particular skill at a given moment. The skill check is made up of two elements, the result of the Percentile Pair or 1D100 roll and the result of the Crit Die or 1D10 roll.

The Percentile Pair (1D100)

The Percentile Pair are a pair of ten-sided dice with one die having '0' after the number (this is the 10's die) and the other being the units die.

If you do not have these specialised dice, roll two ten-sided dice of different colours, one designated a ten's die and the other the one's die.

The Crit Die (1D10)

The third ten-sided die should be a different colour from the percentage dice. This is the Crit Die and it should be rolled at the same time as the Percentile Pair.

It is used to indicate the magnitude of the skill check, the larger the result the greater the magnitude of the skill check whether it is a success or failure. The Crit Die result is compared to the appropriate table and the result noted.

A 10 (or higher) result is always a Critical whether it is a Success or Failure. Certain occasions give modifiers to the Crit Die to increase the chance of a critical result for example using a charging Lance. A critical result brings its own special penalties and bonuses.

Modifier %	Type	
+/- 01 - 10	Minor	The character has a slight advantage or slight disadvantage due to circumstances.
+/- 11 - 20	Moderate	The character has a middling but hardly substantial advantage/disadvantage.
+/- 21 - 30	Major	The character has a significant but not entirely decisive advantage/disadvantage.
+/- 31 - 40	Astounding	The character enjoys a huge advantage or is handicapped by a grievous disadvantage.
+/- 41 - 50	Overwhelming	The character enjoys a massive advantage or is labouring under a truly crushing disadvantage.
+/- 51 - 75	Catastrophic	The character enjoys a decisive advantage or is at an almost insurmountable disadvantage.

Table – Skill roll modifiers

Attribute Rolls (AR)

From time to time, a character may be called upon to make an Attribute Roll to perform a general task not falling under a formal skill, or where the PC does not possess the appropriate skill. Also the character may have to make an Attribute Roll if he is trying to resist a particular skill.

Attribute Rolls (AR) are made in exactly the same way as skill rolls, with the player needing to roll under their appropriate AR percentage, and the Crit Die showing the measure of success or failure.

Modifiers to Skill Rolls

The Gamemaster may impose a modifier to a character's skill roll attempt to represent an advantage enjoyed by the character or a disadvantage working against the character's chance of success.

A percentage modifier is a number added to or subtracted from a character's TSC%. It affects the success chance of the character that receives the modifier. Such modifiers generally lie within a range of +/-5 to +/-50, depending on the circumstances, see Table – Skill Roll Modifiers. However, the Gamemaster may impose a higher modifier if he deems it is necessary

A character's TSC% cannot be modified so that the result is outside the Maximum (Max%) or below the Minimum Success Chance (Min%) for a skill. TSC% modifiers are always cumulative so if a character had modifiers of +10%, +5% and –5%, the result is a +10% to his success chance as the +5% and –5% cancel each other out.

Success or Failure

In order to succeed in any skill roll the player must throw under or equal to the character's TSC%. Once this has been determined he can consult the Crit Die to find out the measure of success or failure.

Example

Rolf is attempting to climb up a cliff face. He has PSF 40% in Climbing, a DF 3 skill with BCS% of 40% so his TSC% is 80%. However, it has been drizzling steadily, the rocks are slick and the runoff is streaming down the cliff face. The Gamemaster deems the disadvantage facing Rolf is important and imposes a moderate -20% penalty. Since the climb is being made up a crumbling rock face, he imposes an additional moderate -20% penalty for this. Therefore, Rolf's TSC% for climbing a section of the cliff is now 80% - 20% - 20% = 40%.

If that is not bad enough, Rolf startles a nesting cliff bird and is startled himself as the screaming bird explodes past him in flight! The Gamemaster grimly imposes a further -8% minor penalty for the sudden shock the surprise has given Rolf. Now for our intrepid climber this is becoming a deadly matter!

Example:

A character has a TSC 76% in a given skill and rolls a 53% on his 1D100 roll. The result means he will have succeeded so he now checks the Crit Die result and compares it with the appropriate table to see if there are any special events arising from the success. On the other hand, if the character rolled 85% it would result in a failure and if he rolled a 10 on the Crit Die it would mean the character suffered a Critical Failure that is likely to have very serious consequences.

Success with Crit Die	Result	
01	**Mediocre**	The task is just barely successful. It could easily have been a total failure. However luck intervened. A scarcely adequate technique led to marginal success.
02 - 05	**Middling**	The task is performed with a colourless and an uninspiring show of basic competence. Flawed technique can be discerned in the work, so beware of future mistakes.
06 - 09	**Competent**	The task is accomplished with real style and expertise. It is a fine display of competence and skill that comes close to perfect execution of the skill in practice.
10	**Critical**	The task is accomplished with flare and professionalism, a stunning display of outstanding skill worthy of a true Master of the craft. If it is a resisted skill, the one who is resisting the effects must obtain Critical Success to fully resist the character. A regular success in resisting it will only reduce the Critical Success to a regular success.
Failure with Crit Die	**Result**	
01	**Heartbreaking**	The task is a failure, but it could so easily have been a success save for blind luck. Better luck next time!
02 - 05	**Disappointing**	The task is a disappointing effort marked by some potentially disastrous flaws in execution that could result in disaster if they become habitual.
06 - 09	**Botched**	The task fails. The reasons are obvious. The attempt was so sadly incompetent and so badly flawed that such efforts will prove to be catastrophic if repeated very often.
10	**Abysmal**	The task is a complete and dismal failure and maybe dire consequences might arise. One cannot do any worse even if one were trying to fail!

Table – Critical Outcomes - General

Critical Successes & Failures

The Crit Die (1D10) (rolled with the Percentile Pair) determines if a character has a Critical Success or Critical Failure when attempting to perform a skill. A 10 (or higher) result is always a Critical whether it is a Success or Failure. Certain occasions give modifiers to the Crit Die to increase the chance of a critical result for example using a charging Lance. A critical result brings its own special penalties and bonuses.

Many skills in **Chivalry & Sorcery** are accompanied by specialised Critical Results tables, which set out a range of possible outcomes for successful and failed percentage rolls. The different critical levels represent a series of increasingly favourable or unfavourable outcomes. These exceptions are always found detailed in the appropriate skill description.

To use these tables simply compare the Crit Die result (after modifiers) to the appropriate Critical Result table for the skill. For skills not having a specialised Critical Outcome tables, use Table – Critical Outcomes – General. However, Gamemasters are obviously free to modify these outcomes as they see fit to suit their needs.

All outcome tables included in these rules are merely broad guidelines, and the Gamemaster is encouraged to tailor them to suit his campaign requirements and also the events taking place in the game.

Max % & Min % Success Chances

Each of the ten Difficulty Factors for skills has a maximum and minimum chance of success. It may be that a character's TSC% might rise above or fall below the Maximum Chance of Success (Max%) and Minimum Chance of Success (Min%) allowed by the Difficulty Factor (DF). If a character's TSC% exceeds the Max% or is less than the Min%, it will give rise to a Crit Die Modifier

For every 20% or part thereof by which TSC% exceeds Max%, modify the Crit Die roll by 1 in the character's favour – increasing the Crit Die total of a successful roll, reducing the Crit Die total of a failed roll. Do the reverse if TSC% is below Min% - for every 20% below Min%, adjust the Crit Die total to the character's disadvantage.

However, it is also possible a character may have a very poor chance of succeeding, which may bring opposite effects. Any negative modifiers are deducted from the Total Success Chance (TSC%), not from the Max% to successfully perform the skill.

Example

Roderick, the Physician, has PSF 82% in Chirurgery, which is a DF 4 Skill, which he has Mastered. He is attempting what is, for a Physician of his skill, a relatively easy task; the extraction of an arrowhead from the shoulder of Sir Miles. The wound is not a grievous one and the operation is being done in favourable circumstances, so the Gamemaster awards a major advantage of +25%. This increases Roderick's TSC% to 82+30+25= 137% However, a DF 4 skill can have a Max% of 95%. Our physician has 137%-95%= +42% in hand.

The surplus is used to modify Roderick's Crit Die to his benefit. The modifier is 42/20 = 2.1, rounded up to 3.

To succeed Roderick needs to roll less than or equal to the 95%, he rolls 36% on the Percentage Pair and 8 on the 1D10 Crit Die, which is raised by +3 to 11, resulting in a Critical Success! He not only removes the arrow but does it with consummate skill, hardly distressing the wounded knight at all. Sir Miles will have a very good chance at a fast recovery, without complications.

Example

Thomas is attempting to brew beer, Brewing is a DF 3 skill with a BCS% of 40%. However, Thomas has only basic knowledge in Brewing and is making a batch for the first time. He has no bonuses for his relevant Attributes, and since he has no experience either, his PSF% is 0%. What is worse, he naively purchased his materials from a supplier who 'conned' him and sold him mouldy barley. The Gamemaster kindly assesses only a major penalty of -40%, though he easily might have gone higher. Thomas therefore has a TSC% = 40-40= 0%. However, he cannot have lower than a 4% minimum chance of success with a DF 4 skill. With a TSC% of 0%, he is -4% below that minimum and so suffers an adverse modifier to his Crit Die roll of -4/20= 0.2 (rounded up) = 1. Still, he does have a 4% chance of managing a veritable miracle and brewing up some half-drinkable beer! Thomas rolls 61%, a failure. His Crit Die result is 4, which is increased by 1 to 5. He not only failed, but his brew is really bad!

Example:

Most standard skills allow a character some chance of success in using the skill, even if he has no basic knowledge in it. This is considered to be a reasonably lucky guess at how to do something. If he is successful, he may receive *'dedicated'* experience points that may be used solely toward purchasing basic knowledge in the skill later on. Such attempts use the unskilled BCS% rather than the skilled BCS%.

The character can still add his Attribute bonus as well as any other bonuses or subtract any penalties that apply. However, when failing an unskilled attempt to accomplish a task, all Crit Die results are adversely modified by 2.

A skill denoted [TR] (Training Required) in the skill list at the end of this Chapter cannot be attempted by a character without basic knowledge because a mere guess at how to do it will just not work in such circumstances.

Remember Roderick with his 137% chance of withdrawing the arrow from Sir Miles' shoulder? He has a Max% of 95% of doing so. Now suppose that just as he was about to perform the surgical procedure, five enemy fighters burst into the cottage and were engaged by the two sergeants and the squire, who were also there attending their wounded knight. The Gamemaster rules a major penalty to Roderick's chances of -25% because of the disturbance and potential danger. This penalty is subtracted from the TSC% of 137%, reducing Roderick's TSC% to 112%. Since this is still well over the Max % of 95% for his Chirurgery skill. Roderick now has a 112% - 95% = +17% in hand. This now gives a beneficial modifier of 17%/20 = 1 to his Crit Die roll

Example:

Sophie is trying to use her Charm skill to charm Sir Anthony into performing a task for her. She has PSF 34% in the skill. She approaches Sir Anthony and using her womanly wiles, she sweetly requests his assistance. Sophie makes a skill roll against her Charm skill and if successful Sir Anthony can attempt to resist her blandishments. To do so he must make a skill roll using his Willpower - Sophie's PSF% in Charm. Sir Anthony has Willpower of TSC 74%. Therefore, he needs to roll less than or equal to 74 - 34 = 40% in order to resist Sophie's request.

Resisting Skills

Any skill can be countered by another character's skill. Each skill description indicates how that skill may be resisted. A resisted skill allows another character to defend against it in some way and either avoid the effects entirely or else reduce them.

Method One (Quick Play)

½ the resisting character PSF% is subtracted from the acting character's TCS%, if the resisting character is actively challenging the acting character. If the resisting character is passively acting, the modifier is ¼ their PSF%.

Method Two (Detailed Play)

- The character performing the Resisted Skill must first make a successful skill roll in order to gain the opportunity to be successful with that skill.
- If he is successful, the defender might be able to make a resisted roll to avoid some or all of the consequences by making a successful skill roll using the indicated Resisted (RES) skill.
- The defender's TSC% is reduced by the -PSF% of the character successfully performing the skill the defender is trying to resist.

Other factors arising from the situation may add a bonus or subtract a penalty from the defender's TSC% to resist.

The defender's PSF% is not adjusted by such modifiers just his Total Success Chance (TSC%).

If both are successful, the defender must equal the success level of the skill being resisted in order to counter it. The success level is determined by the Crit Die result each player achieves.

If the skill roll resulted in a normal success, the defender also needs a normal success to resist the skill and avoid the consequences. If the skill roll resulted in a Critical Success, then the defender needs a Critical Success to resist the skill completely.

However, if the skill roll resulted in a Critical Success, and this is met with only a normal success by the defender, the skill is still successful but not to the extent that the defender has resisted the skill entirely. In this instance the Critical Success is reduced to a normal success, so no special bonuses or additional damage effects are attributable to the skill.

Sometimes a character may substitute another skill for the one designated for the resistance roll, if that skill is related to the one that he is trying to resist. Of course, it is the Gamemaster who has the final decision whether a substituted skill can be used.

Example

Albert is trying to con Bors into buying a horse that is little more than a nag. Albert is representing it to be a fine specimen. Normally, Conning Others is resisted by Willpower. However, Bors is very skilled in Animal Handling (Horses) and Animal Husbandry (Horse-Breeding). He has knowledge that enables him to judge the worth of the horse being foisted on him. If either of these skills gives him a better chance of resisting Albert's blandishments, Bors can substitute that better chance for his Willpower in order to resist being "taken in" by the wily horse trader.

Willpower is used to resist many skills directed against a character. It is not, of course, the only way that resistance can be attempted. As seen in our example, there are instances when other skills may do as well or better and can logically be substituted. The Gamemaster decides whether or not another skill can be substituted for a designated resistance roll.

In many instances, other skills besides Willpower will be called for when a character is attempting to resist. Sometimes it may even be an Attribute Roll (AR) that he must make successfully. Whatever the nature of the resistance that can be put up by a defender, it will be stated in the description of the RES skill he is trying to resist.

A great degree of flexibility has been built into the application of skills and also flexibility in how one can put up resistance to skills. As the saying goes, *"there is more than one way to skin a cat,"* and **Skillskape** takes that into account. The Gamemaster and the players should try to be alert to such opportunities when they arise during the game play.

Time Taken to Perform a Skill

How long and under what conditions a skill may be performed depends on the circumstances. Some skills may be performed quickly. Others may take hours, days, or even weeks. If no guidelines are given in the skill description, the Gamemaster should use his own judgement about how long it takes. If it can be done in one or several combat rounds, it might have to be assigned an Action Point (AP) cost.

Improving a Skill

Learning a skill is simulated by the use of Experience Points (Exp). The easier a skill is to learn the fewer points that are required to learn it and to improve one's performance when applying that skill to accomplish some task. Also the easier the skill is to learn, the better a character will be to begin with since he will have a higher BCS%.

Example

Nigel wants his character to learn how to brew beer. Brewing has DF 3 and costs 500 Experience Points (Exp), to learn or to improve by one level. Nigel has basic knowledge or is at Level 0, this means he has a BCS% of 40% of succeeding. His friend, Sue's character, is learning the harder skill of Artefact Lore, which costs 800 Experience Points to learn or improve. Also, due to the greater difficulty, Sue has only a BCS% of 10% of succeeding at Level 0.

Before a character may buy levels in a skill to improve it, they must first acquire basic knowledge to obtain Level 0 in the skill. To gain basic knowledge, the character must pay the Experience Point or Skill Point cost of that skill. It may also be necessary for the character to acquire a teacher, a book or other form of reference on which he can base his initial learning.

Basic knowledge is the minimum knowledge and practice required for a character to be considered *'skilled'*. Characters who have been in the campaign for a while must spend time to learn basic knowledge in new skills, they can not continually improve existing skills. How this is done is explained in Chapter - Awarding Experience. Some skills can be attempted without basic knowledge. These can be attempted using the Unskilled BCS%. Other skills are too complex or require too high a level of a specialised skill and therefore a character must have basic knowledge if he is to perform the skill with any chance of success at all. All these skills are identified by a [TR] in the skills descriptions.

Once a character has basic knowledge in a skill, the Skilled BCS% is used. Typically, this involves only a modest 10% difference in the success chance to begin with. However, that chance can now be improved by taking time to study and practice and to gain experience in using the skill. The first level learnt (Level 0) represents the difference between having learnt the basics and having a guess.

Carpentry is a skill that one may attempt without having any particular basic skill, just a willingness to attempt by trial and error. Other skills, however, are so demanding that they cannot be performed at all without first acquiring basic knowledge. Mere intuition and common sense just are not enough to give even a minimal chance of success!

Example:

Steve and Sue are each trying to make a bench to sit outside Steve's father's inn. Steve knows nothing about carpentry but Sue is a Carpenter's daughter and therefore enters the game knowing the basics (Level 0 unless improved). Carpentry is a Challenging DF 4 skill. With basic skill Sue's chances start at 30%, whereas Steve who is unskilled has a less handy 20% chance of successfully fashioning a bench.

We assume that a character has learned a few things during his youth due to his background and apprenticeship into his chosen vocation. As he enters the game, he is also entering adulthood. While not highly experienced, he will have at least basic knowledge (Level 0) in his background skills and Level One in his vocational skills.

Experience

On entering a fantasy campaign player characters are assumed to have reached a certain age and therefore have already acquired some knowledge and experience. They start out with a number of Experience Points (Exp) in their Accumulated Experience. These experience points can be expended to purchase:

- Basic knowledge in additional starting skills, or
- One or more levels of proficiency in the skills they already possess.

A player need not spend all his initial Experience Points at once. Should a starting character have Experience Points left after buying the skills he wants, he may keep them in his Accumulated Experience, to be spent later.

Accumulated Experience

Experience Points are what a character accumulates during his adventures and also in downtime by studying, practising, or working on projects. These Experience Points have been earned but not yet spent on advancing his skills and are stored in his Accumulated Experience. As he spends these Experience Points, the total in his Accumulated Experience reduced accordingly. You could consider Accumulated Experience to be like a bank account for Experience Points.

Total Experience

Total Experience is the total number of Experience Points that a character has spent in the campaign to obtain and improve skills and it determines the Experience Level (ExL) a character has attained.

Experience Level (ExL)

This determines how much experience a character can earn in *'down time'* between adventures. It also acts as a governor on how far a character can advance his skills without paying an inflated experience cost to rise a level in skill. **See Chapter – Awarding Experience** for further details.

Purchasing Levels of Skill Proficiency

Skill Level is the level of proficiency a character currently has in applying a learned skill. When you create your character, you may spend your starting experience to buy extra levels in skills acquired as part of your vocation or learn skills from those listed as secondary to your chosen vocation. Your character also acquires basic knowledge in some skills during his youth, without cost since these are background skills naturally picked up because one has grown up in an environment in which such skills were part of the character's daily life.

Improving a Known Skill to One's Current Experience Level

A character can raise his level of skill in any area up to his Experience Level (ExL) at the DF base cost of the particular skill.

Improving a Known Skill beyond One's Current Experience Level

If a character wishes to 'push the envelope' and increase his Skill Level beyond his current Experience Level, it will be necessary to spend additional Experience Points to do so. To find this added cost:

1. Subtract the character's current Experience Level from the level of the skill required.
2. Multiply the difference in Levels by the skill's experience cost at the DF the character enjoys with the skill. This is the cost for +1 level!

Now let's apply this to a possible situation:

The greater the difference between a character's current Experience Level and the level of skill he wishes to purchase, the more dramatic the cost increase. Advancement becomes harder the further a character's Skill Level is from his Experience Level. He can raise one skill to very high levels, but it will cost dearly if his Experience Level has not kept pace.

The reason for this is simple. The character is learning far above his current Experience Level, which is a measure of his overall ability to learn and improve. He is outrunning his current competence and understanding. It is like trying to do work several grades above one's current standing in school, not impossible, just very hard. Experience can represent time and effort, and the more one reaches, the more time and effort needed to advance in knowledge and skill!

Using more time and effort to learn the skill can bring a kind of 'payoff', too. Because he is spending more of his Accumulated Experience to raise the skill, he injects more experience into his Total Experience. Obviously, that will work to raise Experience Level which, in turn, affects learning/improvement costs. Still, the whole process of hurrying things along remains very costly.

The Effects of Improving Skills

With basic knowledge, one advances in ability by spending accumulated experience points. The cost of learning/advancing a skill at a given DF is listed in Table – Difficulty Factors under Experience Cost. Time is involved in advancing in a skill level. Remember that 'experience' represents time as well as familiarity with and the practising of a skill. Each level purchased in a Standard Skill typically increases the character's chance of performing the skill by +3% so raising the character's PSF%. Some skills are Competencies and do not follow the basic **Skillskape** system. Such skills are marked [NS] and the skills descriptions describe how they are to be applied.

Example

Don's chaacter, Sir Miles has now reached ExL 3. When he created Sir Miles, Don chose to have Great Sword Skill as a Vocational Skill giving him a starting level of 1 in this skill. To improve this DF 5 skill to level 2, will cost Sir Miles 700exp x 1 as the new level does not exceed his ExL. To increase this to level 3 will only cost a further 700 exp.

Example:

Don's character, Sir Miles, at ExL 3, wishes to develop as much skill with his favourite weapon as he can. He is already at Level 3 in Great Swords, but what is the cost of rising to Level 4 in Great Swords? Subtract Sir Miles' ExL from the Skill Level he wants to purchase, i.e. 4-3= +1. Multiply the difference x exp Cost for +1 level: 1 x 700 = 700 exp need to be spent to raise Great Swords skill to Level 4. Suppose Sir Miles wanted to purchase Level 5 He is at ExL 3, so to increase from Level 3 to Level 4 costs 4 - 3 = +1 x 700 = 700 Exp. To increase from Level 4 to Level 5 will cost Sir Miles 5 - 3 = 2 x 700 =1,400 exp. He must pay Level 3 to level 4 = 700exp and level 4 to level 5 = 1,400 for a total of 2,100 exp in order to rise from Level 3 to Level 5.

Core Skills

Every character starts out with basic knowledge in eight *'core'* skills. These are learned as a matter of course during one's youth and below is a list of Core Skills all characters have on entering the campaign:

Alertness - Sight	Language - Spoken (Own)	
Stamina	Alertness - Sound	
Local Geography	Willpower	Faith
Dodge	Brawling	

How to Purchase Skills in the Skillskape System

The following is an example of how to purchase skills using **Skillskape** Jane has picked a Fighter Vocation for her character, Brigit the Bold. Her primary and secondary Attributes of **STR 18** and **CON 16**. She is entitled to five Mastery skills but decided to reserve two. Opting not to use the optional age rules, Jane's character starts with the standard 5,000 accumulated experience points for a beginning character of 18 years. Along with her vocational skills, we find Brigit already comes equipped with certain skills that will serve her quite well in the world:

1. Born the second daughter of a well-to-do wine merchant who regards her as a 'Good Daughter', she automatically starts with basic knowledge in the background skills of Wine making and Bargaining.
2. With an **INT 13**, she has basic knowledge in Counting.
3. Like all characters, she starts with basic knowledge in the eight Core Skills: Alertness Sight, Alertness Sound, Dodge, Language Spoken (Own), Stamina, Willpower, Local Geography and Brawling.
4. Brigit starts with 10 vocational skills at Level 1, she decides to dedicate three of her Mastered Skills to specific Combat skills. She chooses Slashing Swords, Archery: Shortbows and Heavy Shieldplay. As these are fighters vocational skills she gets +10% PSF in them. As she has selected them for mastery she gains a further +10%.
5. Since these are Mastered Skills, as well as being Vocational, Brigit automatically gains Level 2 in these skills without paying any Experience Points for them.

To find her TSC% and PSF in these skills:

1. Jane finds Brigit's BCS% for her three Mastered Skills. She then calculates her Attribute Bonus in these skills, Brigit has **STR 18** (+6%) and **AGL 15** (+3%), a total of +9%.
2. To start with additional fighting prowess, Jane buys a few additional levels in several of Brigit's Mastered Skills.

a. She decides against buying any levels in Archery: Shortbows and is content to advance her skill later on in role-play.

b. She purchases one level in Heavy Shieldplay, which costs 600 Exp per level. As she is ExL 1 and the skill is already at Level 2 it will cost 1,200 Exp to raise by one additional level (Skill Level 3 - ExL 1 = difference of 2 times the cost of the skill 600 Exp). This raises her skill to Level 3, adding +3% to her PSF%.

c. She purchases two levels in Slashing Swords. Since this is above her current experience level (ExL 1), she pays a high price for higher levels. The cost is found by subtracting her current skill level (Level 2) from the level she is buying and multiplying the difference by the base cost:

Level 3 in Slashing Swords costs 3 - 1 = 2 x 600 Exp = 1,200 Exp

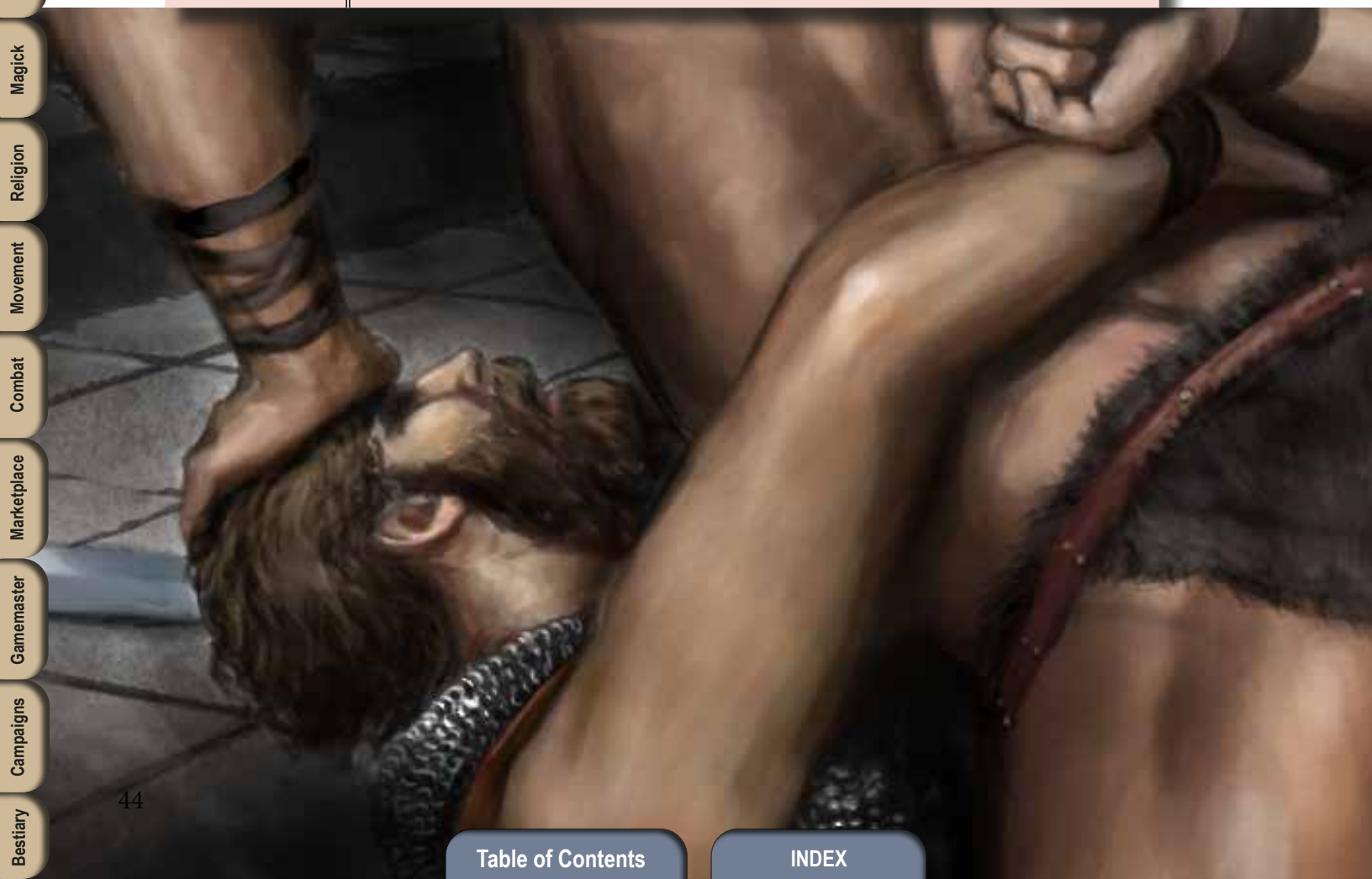
Level 4 in Slashing Swords costs 4 - 1 = 3 x 600 Exp = 1,800 Exp

Jane has spent 1,200 + 3,000 = 4,200 Exp to increase the levels of two of her Mastered Skills. She deducts this from her Accumulated Experience and deposits 4,200 Exp in her Total Experience. She has 800 Exp remaining to spend on basic knowledge in new skills or to improve the levels of the other entry skills. On the other hand, she could choose to keep the 800 Exp in Brigit's Accumulated Experience for use at a later time.

Finally, Jane purchases Swimming, a DF4 skill costing 600 Exp for basic knowledge. This 600 Exp is added to Brigit's accumulated Experience that is now at 4,800 Exp. In another 201 Exp, she will pass the 5,001 Exp barrier to enter Experience Level 2.

Jane calculates her BCS% PSF and her total success chance in Swimming and her eight Core Skills.

Master Skill	DF	BCS%	Skilled ATT	ATT Bonus	Vocational Bonus	Mastery Bonus	Skill Levels	PSF%	TSC%
Slashing Swords	4	30%	STR+AGL	+09%	+10%	+10%	4: +12%	+41%	71%
Archer: Shortbows	5	20%	STR+AGL	+09%	+10%	+10%	2: +6%	+35%	55%
Heavy Shieldplay	4	30%	STR+AGL	+09%	+10%	+10%	3: +9%	+38%	68%



Experience

As character's acquire 'experience', they grow in their knowledge and their abilities. This growth is measured in terms of the Experience Level a character has attained. A character is awarded experience points, representing how much he may have learned from an experience or if he had a chance to practice his skills.

As a character gains Experience Points (Exp), they are accumulated as Accumulated Experience and this can be regarded as a 'current account'. When a character wishes to *'purchase'* basic knowledge in some skill or to improve his ability in a skill by a level, he will draw Experience Points from his Accumulated Experience to make the purchase. When he does this, that amount is subtracted from his Accumulated Experience and deposited in his Total Experience. Total Experience is the measure of the overall advancement the character has made in his abilities and knowledge.

To sum up, as a character learns and develops his skills, his Experience Points move from the accumulated pile to his Total Experience pile. As his Total Experience rises, so does his Experience Level. A character's Experience Level is important because it determines how many experience points it costs to raise a skill by one level as described in Core Game Mechanics.

Exp Level	Total Experience Points	Exp Level	Total Experience Points
1	Up to 5,000	11	95,001 - 110,000
2	5,001 - 10,000	12	110,001 - 130,000
3	10,001 - 15,000	13	130,001 - 150.000
4	15,001 - 20,000	14	150,001 - 170,000
5	20,001 - 30,000	15	170,001 - 195,000
6	30,001 - 40,000	16	195,001 - 220,000
7	40,001 - 50,000	17	220,001 - 245,000
8	50,001 - 65,000	18	245,001 - 270,000
9	65,001 - 80,000	19	270,001 - 330,000
10	80,001 - 95,000	20	330,001 - 360,000
From Level 20 onwards each Experience Level costs +30,000 Exp.			

Table - Total Experience Points

Downtime

Since its inception, **Chivalry & Sorcery** made provision for the idea that character's 'live' in a 'real' fantasy world, where people do not just adventure. This is Downtime where character's would most likely be improving themselves, ready for the next time they go adventuring. A character could hone existing skills or learn new skills. New skills can be learnt by studying from books and scrolls, by training with a character that knows the skill or by finding a teacher or by spending Accumulated Experience to purchase Basic Knowledge in a skill. It is the period where tasks that are not dealt with during role-play are handled, mainly as role-play sessions should be exciting.

Downtime can occur anywhere in the course of a gaming session or between gaming sessions. To make the *'bookkeeping'* easy and to allow players an opportunity to discuss their plans, develop their character's skills, produce items etc., the Gamemaster should devote an occasional session to Downtime activities. Any housekeeping tasks such as acquiring new equipment, recovering from wounds etc., can be carried out during downtime. The Gamemaster can also go over new rules or rule-changes, discuss problems, or outline important events, etc., in the fantasy world during this time.

Learning New Skills after Character Creation

Studying from books and scrolls requires, of course, that the character is able to read in the first place and also that there are books and scrolls available for him to study. Training with a character who knows the skill means finding a PC or NPC who will work with the character as he learns a new skill. In effect, he is being 'shown the ropes' by someone who knows!

A Teacher can be a PC or NPC whom the character has hired to teach him the skill. The fees are negotiated, but a Teacher could get anything from 10 P to 50 P per day of instruction, depending upon the nature of the skill involved. The advantage of having a Teacher is that the character can learn twice as fast as normal. To qualify as a Teacher, the PC or NPC must have 10 levels in the skill. If the skill is a Competency the Teacher must have learned that competency and be at least ExL 10 to teach.

No of Days to Learn Skills to Basic Knowledge		
DF	Basic Knowledge	from a Teacher
1	30 days	15 days
2	45 days	22 days
3	60 days	30 days
4	75 days	37 days
5	90 days	45 days
6	120 days	60 days
7	150 days	75 days
8	195 days	97 days
9	240 days	120 days
10	300 days	150 days

Table - Days To Learn Skills

It is possible to reduce the time acquiring basic knowledge in new skills by having a high Discipline level. Table – Days Deducted sets out the number of days deducted from the character's total learning time for having a particular level of Discipline. This adjustment is applied to the times on table - Days to learn skills. A low Discipline level adds days to the time required.

Having self-discipline enables the character to be more focused on the task at hand. It also enables him to stay with the task, in this case, the task of learning, for a far longer time than less self-disciplined people are capable of doing. The result is considerably greater efficiency. This efficiency is, of course, reflected in a much lower learning time, the more so the higher the character's discipline level and the more difficult the task.

	Level of Difficulty									
DIS	1	2	3	4	5	6	7	8	9	10
02 - 05	+8	+11	+15	+19	+23	+30	+38	+48	+60	+75
06 - 08	+4	+6	+8	+9	+11	+15	+19	+24	+30	+38
09 - 12	-	-	-	-	-	-	-	-	-	-
13	-2	-3	-5	-6	-7	-9	-11	-14	-18	-23
14	-3	-4	-6	-7	-8	-12	-15	-19	-24	-30
15	-4	-6	-8	-9	-11	-15	-19	-24	-30	-38
16	-4	-7	-9	-11	-14	-18	-23	-29	-36	-45
17	-5	-8	-11	-13	-16	-21	-26	-34	-42	-53
18	-5	-9	-12	-15	-18	-24	-30	-39	-48	-60
19	-6	-10	-14	-17	-20	-27	-34	-44	-54	-67
20+	-7	-11	-15	-19	-23	-30	-38	-48	-60	-75

Table - Days Deducted

Influence

Status within a feudal society is based on the circumstances of a person's birth and how much power a person has earned, both in military and in financial terms. Influence is the ability to obtain the assistance or even support of others. Influence can take the forms of favours or debts of honour, which can be shown in symbolic form by the giving of a ring, scarf, token etc.

Role-playing status differences

High status people speak clearly, as if they expect to be obeyed. They hold their heads high, square their shoulders, and dominate their space. Their gaze is steady. They might be polite, or they may not care much about upsetting their inferiors.

Low status people seek to make themselves smaller; they try to take up less space and be unobtrusive. They speak more hesitantly, with a quieter voice. They lower their heads. They act and speak humbly, even deferentially.

A high status person displaying low-status body language may be considered weak. A low-status individual giving high-status signals will be thought uppity or arrogant.

Roll the dice, roleplay the results. Some players are naturally persuasive talkers, others are not. Their characters' may have better or worse communication skills than the player.

Some GMs will give players beneficial dice modifiers for good role-playing, and some may penalise poor role-playing. They usually do this to promote role-playing instead of roll-playing.

However, it has the unintended consequence of granting good talkers consistent bonuses to communication skills, even if they player hasn't invested in those skills for their character. That's basically giving a good talker free EXP.

To prevent this, we advise that the player roll the dice to determine success or failure, and the player and GM then role-play the conversation based on the results of the dice roll.

Influence is the ability to persuade someone to use their power or abilities on your behalf. The person seeking to influence another is called the Petitioner. The person whose favour or action is sought is called the Authority.

This system is used only when a PC petitioner seeks to influence an NPC authority. Player characters should always decide whether or not they will grant an audience, and how they act upon a petition.

It is quite possible that the petitioner has higher social status than the authority.

There are three primary steps.

1. The player specifies which authority they wish to approach, and the substance of their character's request.
2. Determine if the petitioner gains access to the authority.
3. Determine if the petitioner persuades the authority accede to the request.

Gaining an audience

It is not sufficient merely to meet an authority in the street or about their business. The petitioner must request an audience in an environment where they are able to listen and consider the request. The petitioner must first gain their time and attention.

Gaining an audience depends on how much social clout the petitioner wields, compared to that of the authority. **C&S** calls this the Influence Factor.

A chance meeting (or a meeting when the authority or is otherwise engaged) may offer an opportunity to request an audience directly from them.

If there is no such initial contact, the character may have to request an audience with someone who has access to someone with authority, and persuade them (with a skill roll) to set up an audience.

Those with access to an authority include:

- Their superiors
- Their immediate subordinates
- Their family
- Their advisors
- Their companions, friends, allies and business partners

Basic Influence Factor = Charisma* + Social Status + (Honour/100)

*Assume an NPC's Charisma is 11 unless their attributes have already been determined.

Gifts

Effective influence may be increased by giving a gift to the authority. How much effect a gift has, depends on its value and the social status of the authority.

A gift adds +1 influence for every 3p spent per social status point of the authority (rounded down). In other words, a gift 30p to a castle cook (social status 10) will add 1 to effective influence, and a gift worth 60p will add 2 to influence. To influence a king (social status 75) is much more expensive: it takes 225p to gain add 1 to influence; to add 10 to influence requires 2250p (£9 7s 6p).

Cash is always acceptable as a gift, but if the gift is designed specifically to appeal to the authority's tastes, increase the gift modifier by 50%. Something the authority dislikes will not reduce the modifier, 'value is value' and the gift can always be passed on to another or sold.

Characters may wish to investigate the authority's taste when planning an appropriate gift.

Situational Modifiers

Do the petitioner and the authority have a relationship? Do they belong to allied or enemy factions? Is the petitioner known to have the favour of a powerful individual? These may also modify petitioner's basic influence (not the authority's influence).

Situation	Influence Modifier
Authority is a sworn enemy of the petitioner	-10
Petitioner is out of favour with the authority	-5
Petitioner is an alien (from authority's perspective)	-5 [2]
Authority is the enemy of a known friend of the petitioner	-5
Petitioner and authority are of different political factions	-4
Authority is a member of the royal household	-4 [3]
Petitioner is a foreigner (from authority's perspective)	-3 [1]
Petitioner is of lower social class than authority	-2
Petitioner is of a competing guild or order to authority	-2
Authority is potentially attracted to the petitioner	+1/APP above 13
Authority is petitioner's liege lord	+2
Petitioner is of the same guild or order as authority	+2
Petitioner is an alien or foreigner but has a native friend	+3
Petitioner and authority of the same political faction	+4
Petitioner is liege lord of authority	+5
Petitioner possesses a Royal Favour	+8 [5]
Petitioner is presenting a debt of honour owed by the authority	+10 [4]
Petitioner is petitioning the king and has a Royal Favour	+10 [6] (automatic audience)

[1] A foreigner is someone from a different city, region or community to the authority

[2] An alien is someone from a different country or species to the authority

[3] Only applicable if the petitioner is not a member of the royal family or member of the royal household

[4] Audience is automatically granted, use the modifier to determine compare relative INF only to see if there is any bonus on the persuasion roll. If persuasion is successful the debt is considered paid.

[5] The favour is not expended; mere possession of it is enough to earn the bonus

[6] Audience is automatically granted, use the modifier to determine compare relative INF only to see if there is any bonus on the persuasion roll. If persuasion is successful the favour is expended.

Table - Influence Situation Modifiers

Effective INF = basic INF + gift modifier + situational modifier

Compare the petitioner's effective INF with the authority's basic INF.

Petitioner's effective INF (round up) is.	Chance of audience being granted & Modifier to persuasion TSC%
10% of authority's	10%; -45 penalty
20% of authority's	15%; -40 penalty
30% of authority's	20%; -35 penalty
40% of authority's	25%; -30 penalty
50% of authority's	30%; -25 penalty
60% of authority's	40%; -20 penalty
70% of authority's	50%; -15 penalty
80% of authority's	60%; -10 penalty
90% of authority's	75%; -5 penalty
100% of authority's	80%
110% of authority's	85%
120% of authority's	90%
130% of authority's	95%
140% of authority's	automatic; +5 Bonus
150% of authority's	automatic; +10 Bonus
160% of authority's	automatic; +15 Bonus
170% of authority's	automatic; +20 Bonus
180% of authority's	automatic; +25 Bonus
190% of authority's	automatic; +30 Bonus
200% of authority's	automatic; -35 Bonus
More than 200%	automatic; -40 Bonus

Table - Chance of Audience

Repeated requests for an audience from the same authority take a successive penalty. Modify the Percentile Pair roll by +10 for each successive request in the same week.

The Persuasion Roll

The persuasion roll will usually be based on Diplomacy, but another suitable interaction skill be by substituted. A Command spell may circumvent the need for a persuasion roll altogether, though the law may frown on anyone caught so enchanting someone.

A gift given in order to gain an audience also earns the same DM bonus to the persuasion roll as was awarded for the audience. More gifts can be given (at the same value as gaining an audience) to earn extra DMs.

Intimidation is likely to bring an adverse reaction against persons of higher social status, unless the person making threats has leverage; it does not earn a DM for any gift given.

In addition to the dice modifiers for relative influence factor (see table above), and for any gift(s) given, the difficulty factor of the persuasion attempt (and thus the dice modifier for task difficulty) should be modified by:

1. The reasonableness of the request
2. The effort or risk of granting it
3. Whether or not the grant is in the authority's best interests

A very reasonable request, with no risk to the authority and obviously in their best interests, may succeed automatically. No dice roll is necessary. An obviously unreasonable request may be rejected out of hand; persuasion is not a Command spell. A noble will not grant a peasant an estate or the hand of her heir in marriage unless, somehow, it is in her best interests to do so.

The quality of the success (or failure) determines the authority's reaction. They may grudgingly accept the request (on a marginal success), grant the petitioner more than they ask for (a competent success) or much more than they ask for (a critical success). Likewise they may ask the petitioner to return next week or assign a functionary to look into the request (heartbreaking failure), scoff at the request (botched failure) or throw the request out with instructions never to ask again in terms that make it clear the petitioner is now out of favour with them (critical failure).

Asking for a friend

A PC or NPC may act as petitioner on behalf of a friend. Allow them to apply their influence to gain an audience for the friend. They may speak on the friend's behalf during the audience or may allow the friend to speak for themselves as desired. The primary speaker makes the persuasion roll; the other may choose to aid the roll or not.

Using middlemen

Low-status individuals may find it more beneficial to seek an audience with a suitable NPC further down the pecking order, and persuade them to arrange an audience with a higher power. That NPC may seek an audience with their superior and persuade them to arrange an audience with their own superior. If the NPC does not have detailed statistics, assume their charisma is average (11) and allow an AR roll (62%) to persuade the superior to grant audience.

Characters may find they go through this process several times: they ask the serving boy to set up a meeting with the castle cook, who can set up an audience with the dapifer, who can set up an audience with the steward, who can set up an audience with the duke. The GM should beware of turning this into a dull dice-rolling sequence; if more than 3 audiences are necessary, assume some are automatically successful.

Honour Points

Honour Points are divided by 100 (rounding down) and can be added to the calculation within the Influence section as previously described in Core Game Mechanics. Honour points are awarded for vanquishing beasts, but only where the Honour value is 10 or higher. See the Bestiary for the relevant Honour Points.

Deeds	Honours
Deeds in War:	
Being in a victorious army after a battle	5
Being in a successful siege/defence	5
Personally leading a successful assault in a siege	25
Lord capturing a Small Feudal Manor[1]	5
Lord capturing a Large Feudal Manor[1]	8
Lord capturing a Shell Keep [1]	12
Lord capturing a Castle I - 111[1]	20
Lord capturing a Castle IV-V[1]	35
Lord capturing a Castle VI+[1]	50
Commander successfully defending in a siege	100
First attacker in the breach	25
Attacking/defending a breach in the walls	15
First attacker on the walls	25
Personally leading a successful sally	25
Member of a sally force	10
Capturing an enemy banner	75
Capturing a noble foe	100
Capturing a chivalric foe	20
Slaying a chivalric enemy (per enemy)	20
Slaying an enemy in battle (per common foe)	5
Deeds of Gallantry:	
Rescuing a noble damsel in distress	50
Rescuing a common damsel in distress	5
Per feat of arms in the name of a Lady	2 x Honours
Slaying a dragon or terrible monster	5d10
Deeds of Arms at a Tourney:	
Entering each joust, melee or pas de arms	1
Per lance broken in the joust	2
Per victory (opponent unhorsed) in the joust	10
If poorer opponent is unhorsed	1 x ExL [2]
If equal opponent is unhorsed	3 x ExL [2]
If superior opponent is unhorsed	5 x ExL [2]
For winning the jousting contest	100
Per victory in the pas de arms	3 x ExL [2]
Per opponent captured in the melee	5 x ExL [2]
For capturing the foe's banner in the melee	50
For capturing the leader of the foe in the melee	100
Honourable Wounds	
Per wound point to the body suffered in combat	2

[1]Refer to Feudal Holdings Table 2.12
[2] EXL= Experience level of one's 'foe'.

Table - Honour Points

Character Generation

Character creation in **Chivalry & Sorcery**, although simple and logical, can be involved, so taking one's time is very sensible. A reasonable plan would be for the Gamemaster to sit down with the players and devote an entire gaming session to character design.

Chivalry & Sorcery places a substantial emphasis on character development and players who are able to fully round out their characters will find the entire role-playing experience much more rewarding and gratifying.

The Character Creation Process

As the Daoist sage Laozi said, *"The longest journey begins with a single step,"* and like all beginnings, the initial step is fundamental. The process of character creation is the very structure underpinning a Player Character (PC), and on which future adventures are laid. If the first stages of character creation are hurried, it might well be discovered later on that a character is not as prepared as they might be for the many challenges that await them.

Character development in **Chivalry & Sorcery** establishes essential facts about a Player Character, giving them a discrete range of characteristics, both physical and psychological, as well as perhaps a few special abilities, quirks and idiosyncrasies. All of these are designed to assist making a PC a unique individual in their own right. The idea behind this being that the clearer the vision of the PC from the start, the more rapidly a player will develop their PC's unique personality.

Additionally everyone (including PCs) comes from a community, with a family and social background that colours their early experiences, skills, and knowledge. This is elemental, as no matter how far one ventures out into the world, being able to return home to family and trusted friends that one can depend on, is vital in times of trouble.

The unique qualities of a character's personality and background can also be made use of by a Gamemaster. These can, as an adventure progresses, help develop the 'story-line' along which the players travel. Besides aiding a player's development of their character's identity, the more fully-fledged a PC's back story, the simpler the Gamemaster's task also becomes.

Creating a **Chivalry & Sorcery** Player Character takes time, but through the process the PC will emerge as an individual with a past, present and a future. The activity itself can be interesting when used to explore the potential of a Player Character, as well as being a means to ready them for the adventures that they are to face.

The Stages of Character Creation

Listed below are the steps of basic character creation.

1. Select a Character Creation method
2. Determine Birth Horoscope (optional)
3. Determine the Birth Omens and initial PC Points
4. Decide PC's Race
    a) Decide PC's Sex
5. Determine PC's Background
    a) Determine PC's Social Class
    b) Determine PC's Social Status and Intragroup Status
6. Determine the PC's Sibling Rank
7. Determine the PC's Family Status
8. Determine The Curse (if required)
9. Determine Special Talents or Abilities
10. Determine Deficiencies or Defects
11. Determine Personal Attributes
12. Determine Size of Character
13. Determine Body Points & Recovery Rates
14. Determine Fatigue Points & Recovery Rates
15. Determine Lifting & Carrying Capacity
16. Determine Jumping Ability
17. Determine Base Action Points
18. Determine Character Age (optional)
19. Determine Personalising Character Traits

Step 1 - Character Creation Methods

Chivalry & Sorcery offers several character generation methods to allow a Gamemaster to help shape the type of setting that they wish to portray, and for players, within limits, to develop the type of characters they actually want to role-play.

Type 1 - Points Based
Type 2 - Random
Type 3 - Lion Heart

The Points Based Method

Depending on the degree of 'reality' desired by a Gamemaster, this method presents three possible calibres of PCs:

Social Status is paid for etc. father's vocation can be rolled randomly or chosen for a cost of 5 points

Historic Characters:

This method yields a reasonably realistic and historical result. The character will possess slightly above average abilities but will not possess any particularly outstanding capabilities. A character has **130 PC Points** to 'buy' Attributes, special abilities etc.

Heroic Characters:

PCs possess unmistakably superior abilities in a few select areas; such capabilities being part-and-parcel of the 'Heroic' style of Fantasy Role-playing (FRP). On the other hand, such PCs will not possess attributes that could be described as unnaturally high. **150 PC Points** are allowed to purchase Attributes, special abilities etc.

Mythical Characters:

'High Adventure' settings of Mythical calibre and near super-human potency may use this method as stupendous challenges are often faced by characters who must be necessarily equally extraordinary. **180 PC Points** are available for a PC's Attributes, special abilities etc.

Random

All background tables are rolled randomly on a 1D100. Attributes are generated by rolling 3D10 for each attribute and ignoring the lowest 1D10. A modifier is added; +2 for Heroic characters and +5 for Mythical Characters to each attribute.

Lion Heart

All background tables are rolled randomly on a 1D100. Attributes are generated by rolling 2D10 for each attribute. A modifier is added; +2 for Heroic characters and +5 for Mythical Characters to each attribute.

Step 2 - Horoscope

(Optional but strongly recommended)

Divination has a long history, having been practised as far back as the late Neolithic in order to determine if the omens were favourable or not. It has been commonly practised not only in Europe, but in many other lands, stretching across the Middle East and Eurasia to distant China. The earliest known personal horoscope, cast in 410 BCE, being for the son of Shuma-usur, born on 29th April in that year in Babylon.

Casting the Horoscope

This step is optional as not all cultures have practised such beliefs, nor regarded such concepts favourably. In Western Europe after the 12th century natal astrological charts were the most common method consulted, although different regions and periods had other diverse methods of ascertaining omens too.

A player may choose to one of the following:

1. Rolling a 1D100, compare the result to Table - Birth Signs & Skills (Western Astrological Divination), or
2. Pay 10 PC Points to select the desired Birth Sign.

Skills Favourable To Birth Signs

Each of the twelve Birth Sign inclines towards two skill categories, a well aspected or Neutral character has the choice of either two skills from one favoured category or one skill from each of their favoured category. A poorly aspected character may only choose a single skill.

If a selected auspicious skill is also counted as one of the PC's primary vocational skills, then the skill is regarded as Mastered at +20 PSF% and +2 Levels (This is a free mastery slot). If it is not a vocational skill they gain +10 PSF% and +2 levels. Modes and Methods of Magick for Materia Magicka are included in this choice.

Birth Signs & Bonuses To Experience

Any vocational skills that fall within the two categories favoured by the character's birth sign gain an additional bonus to experience points **only when these skills are used**. For non-magickal skills the PC gains:

- **Well Aspected**: +15% bonus to total Experience points gained
- **Neutrally Aspected**: +10% bonus to total Experience points gained
- **Poorly Aspected**: +5% bonus to total Experience points gained

For those skills involved in the practice of Magick, i.e. any Mode or Method of Magick, or Materia Magicka skill, the PC gains:

- **Well Aspected**: +15% bonus to total Experience points gained
- **Neutrally Aspected***: +0% bonus to total Experience points gained
- **Poorly Aspected**: +10% bonus to total Experience points gained

* Priestly Magick gains a bonus at +10% to Experience points gained when Neutral Aspected but 0% for well and poorly aspected characters.

Example:

A Leo's favoured skills categories are Combat and Outdoors. Albert, a Fighter, wants a skill from each category and chooses Slashing Swords from the Combat category and Tracking from the Outdoor skills.

Combat skills are in a Fighter's primary skills, so he has a 'free' Mastery in Slashing Swords. He therefore starts with basic knowledge and +2 levels in the skill and he improves it at +20% to PSF%.

Outdoor skills are not in a Fighter's primary skills, so although Albert has basic knowledge and +2 skill levels he only learns and improves Tracking at +10% to PSF%

1D100%	Sign	Favoured Skills, Benefits & Attribute	Period
01 - 08	**Aries**	Combat, Arts & Entertainment; DEX	Mar 21 - Apr 19
09 - 16	**Taurus**	Athletics, Scientific Lore; STR	Apr 20 - May 20
17 - 24	**Gemini**	Crafts, Thievery; WIS	May 21 - June 20
25 - 32	**Cancer**	Crafts, Arts & Entertainment; INT	June 21 - July 22
33 - 40	**Leo**	Combat, Outdoor; CON	July 23 - Aug 22
41 - 48	**Virgo**	Lore, Materia Magicka; INT	Aug 23 - Sept 22
49 - 56	**Libra**	Lore, Perception; WIS	Sept 23 - Oct 22
57 - 64	**Scorpio**	Combat, Materia Magicka; CON	Oct 23 - Nov 21
65 - 72	**Sagittarius**	Agriculture, Seafaring; CON	Nov 22 - Dec 21
73 - 80	**Capricorn**	Charismatic, Materia Magicka; BV	Dec 22 - Jan 19
81 - 88	**Aquarius**	Charismatic, Scientific Lore; INT	Jan 20 - Feb 18
89 -96	**Pisces**	Crafts, Materia Magicka; DEX	Feb 19 - Mar 20
97 -100	**Select Sign**		

Table - Birth Signs & Skills

Step 3 - Divining the Birth Omens

Belief in supernatural influences upon destiny is common in many cultures. In Medieval Europe, despite the Church's misgivings, these influences were accepted by nearly all, from scholars such as Albertus Magnus, Thomas Aquinas and Dante to the common man. Even failures of astrology such as the widely predicted planetary conjunction in Libra of 1186, could not badly tarnish its appeal. In **Chivalry & Sorcery** these influences are represented by Aspect. To determine a character's birth omens, either

- Roll a 1D100 dice and compare the result to Table - Birth Omens, or
- Default to Neutrally Aspected, or
- Pay the appropriate PC Points cost as indicated in Table - Birth Omens for a Well or Poorly Aspected character (player 's choice).

Well Aspected:

Such a character has been marked by supernatural forces, having a strong affinity to Magick. Well Aspected mages gain a bonus of +10 to their Personal Magick Factor (PMF) in all Modes of Magickal practice. All Well Aspected Humans have Magick Resistance (MR) of 0% due to their accord with the arcane.

It is also possible the character might have a special Magickal ability, and if desired the Gamemaster can provide a small prophecy, divined at birth, concerning the PC. This might be used later in the campaign to develop the story-line.

Neutrally Aspected:

For a human no strong Magickal presence exerts itself on such a character. Having MR 10%, Neutrally Aspected characters generally find the practice of Magick in a world with only minimal Magickal forces impossible. In a world of moderate Magickal forces (or of supernatural power), the practice of Magick is possible only if a Magickal vocation is chosen.

Poorly Aspected:

Having a 'Poor' aspect is a decidedly 'two-edged sword', imparting both advantage as well as disadvantage. Such a result is not necessarily undesirable, but is remarkable. Malign supernatural forces might have taken an unhealthy interest in, and conspire against such a character, or perhaps the PC might be the recipient of a prophecy, and thus have attracted the Infernal's enmity. This aspect does not imply that the character is actually evil - just that they stand out. Some Magickal vocations (e.g. Necromancy) actually require such a birth state.

1D100%	Aspect	PC Points [1]	Favoured Attribute[2]
01 - 15	**Well Aspected**	-10	Roll additional 2D10 keep best 2 results
16 - 85	**Neutrally Aspected**	0	0
86 - 100	**Poorly Aspected**	+10	Roll additional 2D10 keep worst 2 results

[1] Positive numbers indicate extra points gained if an aspect is chosen, while negative numbers are PC Points that must be spent in order to obtain a desired Aspect.

[2] Use this method to generate the character's favoured attribute when using the random method.

Table - Birth Omens

A Poorly Aspected PC is afflicted by at least one Curse, but also gains a strong rapport for Magick. Poorly Aspected mages receive the same initial advantage of +10 to their Personal Magick Factor (PMF) in all Modes of Magickal practice as Well Aspected magicians enjoy. Similarly the Poorly Aspected PC has a reduced natural resistance to Magick targeted against him (MR 0%).

Step 4 - Gender & Race

Humans

Humans are the usual (and often only) race encountered in the standard **Chivalry & Sorcery** environment. For this reason, humans are perhaps the most advisable choice for players, at least until the system and its various options become familiar.

Those 'Not Like Us', Non-Humans from faraway, in the standard humanocentric **Chivalry & Sorcery** setting. Non-humans (although still creations of the Divine) are 'other'.

They were not considered necessarily imaginary, Dragons and other 'Magickal' creatures, although very strange, were considered just as real as elephants or giraffes.

Strange beings might very well be thought of as coming from merely far away, beyond Scythia or from the lands of Gog and Magog behind Alexander's great wall.

Human 'racism' was generally totally absent in the Feudal world, mainly as foreigners rarely challenged popular perceptions. Jews were often known from local neighbourhoods and Lombard merchants travelled everywhere (although not generally liked); these groups, even if considered strange, fitted within society. Non-humans on the other hand, being overtly and bizarrely foreign, would send most people running, or (more likely) gather a gawking crowd. The difference between the various sub-races would not be generally apparent to most individuals, as all non-humans would have seemed bizarre freaks.

Finally it should also be considered that in the Middle Ages their 'ugliness' and non-scriptural form marked non-humans out as being thought of as evil and corrupt.

Appearance was held as a reflected sign of inner morality, if a creature was non-human (or worse, a parody of God-given Human form) then they must be sinful.

However, devout acceptance of society's religious and moral standards could always help to overcome this initial opinion.

Thus, with the Gamemaster's approval and perhaps using the appropriate **Chivalry & Sorcery** supplements, various non-human characters might be created. Each racially focused supplement details the culture and unique nature of a particular racial type. Having such a wealth of characterisation makes role-playing a non-human simpler and is recommend to any player wishing to assume such a character.

Some players may want to jump straight in and play such characters 'from the off'. To assist this, brief sketches are provided for Dwarves, Elves and several other non-human racial types

These are however, only brief outlines and scarcely approximate the depth of information that is to be found in the various **Chivalry & Sorcery** racial supplements.

Step 4a - Being Female

The Position of Women in Chivalry & Sorcery

PC gender may be chosen as desired, although cultural considerations may well influence this choice.

It is an unpleasant fact that women were somewhat repressed in feudal society (although like all things, this was always never as total as the patriarchs desired). Medieval society, like most societies before the 19th century, was built on physical strength, being physically weak meant often being in a position in which others could take advantage. However, unlike many other previous societies, medieval women enjoyed a decent status, and could excel in occupations where they were protected 'physically or financially' by their fathers, brothers, husbands, their servants, retainers, vassals, employees, their suzerain, employers or by their communities.

To a modern player such attitudes are reprehensible; however, Medieval society's expectations were often of women fulfilling their social duties as daughters, wives and mothers, ideally for the misogynists of the period, this meant a woman had to stay at home as a housekeeper.

Naturally women rebelled against this oppression. Most women, in fact played a full part in society - no matter how much they were lectured at by the establishment via sermons and laws. Few trades were practised solely by men and some were almost exclusively run by women - there being even some European female guilds. Throughout the medieval period women increasingly flexed their economic muscles until the rise of far more repressive conservatism in the 16th century toughened attitudes.

Finally, even if a girl wanted to completely escape the proscribed paths available of wife, domestic servant or nun, there were still routes out. There are famous examples of female warriors and mystics, but these were always highly mistrusted by traditional authority and generally looked down upon as being slightly dishonourable.

It is the player's choice as to whether the PC is male or female, but for player characters, the only historical vocations actually forbidden to women (not in disguise) are those of dubbed knight, ordained clergy and high official posts. As women were often officially treated as second class citizens, a GM may opt to give a female character +5 PC points to partially offset this discrimination.

Lady Agnes Hotot
Lady Agnes, a 14th century English noblewoman from Worcestershire, disguised herself as a man and took her father's place at a lance duel after he fell ill. She un-horsed her opponent, removing her helmet and revealing her sex after her victory.

St Joan of Arc
Divinely inspired French peasant girl who led French forces to relieve the Siege of Orleans and persuaded the Dauphin to take his crown, paving the way for French victory in the Hundred Years War. Burnt at the stake as a heretic, later canonized.

Khawlah bint Al-Azwar
7th century Muslim general and warrior, sister to general Dhiraar Al-Azwar. Fought alongside her brother in several engagements, including the Battle of Yarnouk (636), when she led an all-female unit against Byzantine troops.

Sikelgaita of Salerno
Lombard princess. Wife of Robert Guiscard, Norman conqueror of Sicily. Led several engagements against Byzantine forces. Wore full armour on the field in the Battle of Dyrrhachium (1081), rallying troops routed by the Varangian Guard, leading a mounted charge against them to help the Norman victory. Wounded by an arrow in the battle.

Florine of Burgundy
French crusader. Daughter of Duke Eudes I of Burgundy. Wife of Prince Sweyn the Crusader of Denmark. She and her husband led 1,500 men in the First Crusade. They died together battling Turks in Cappadocia. Florine kept fighting alongside her husband, despite 7 arrow wounds, until they both fell.

Ida of Formbach-Ratelnberg
Austrian Margravine and crusader, who raised troops and led them in the Crusade of 1101. Ambushed and killed at the Battle of Heraclea Culybistra (1101), though rumours persisted she survived and was carried off to a harem.

Aoife Ni Diarmait
Irish princess, daughter of Dermot MacMurrough, King of Leinster. Aoife was literate and highly educated. She married Norman noble Strongbow - Richard, Earl of Pembroke - in 1170. Aoife Rua (Red Eva) was known to lead her troops into battle. She died while talking with her guard captain, shot in the throat by an archer of the Quinns, with whom she had a feud.

Jeanne Laisné
French peasant woman who prevented the capture of Beauvais by Burgundian forces in 1472, by grabbing an axe (hence her nickname Jeanne Hatchette), hurling a Burgundian standard-bearer from the town walls and rallying French troops to defend the town.

Gwenllian ferch Gruffydd
Welsh princess, daughter of Prince Gruffudd ap Cynan of Gwynnedd. Married Prince Gruffudd ap Rhys of Deheubarth. Led guerilla strikes against Norman troops to defend Deheubarth in the Norman invasion of South Wales. Captured and executed at the Battle of Kidwelly Castle (1136), sparking the Welsh Great Revolt of 1136.

Eleanor of Aquitaine
Duchess of Aquitaine, Queen Consort of France (and later England), crusader. Eleanor of Aquitaine and her ladies in waiting supposedly donned armour while accompanying her husband, King Louis VII of France, on the Second Crusade, though this may be an apocryphal story. It is unlikely they engaged in combat. Popularised the Languedoc idea of courtly love in Western Europe, and founded the Court of Love in Poitiers.

Mercadera
Spanish heroine. A craftswoman who disguised herself as a man during the French siege of Peralada (1285), part of the Aragonese Crusade. Wounded and captured a French knight, despite being wounded herself, and was awarded his weapons and armour by King Peter II of Aragon.

Isabel of Conches
11th century French noblewoman. Isabel, wife of Ralph of Tosny, had a feud with Heloise, Countess of Evreux. Both women raised armies. Norman historian Orderic Vitalis notes Isabel was generous, daring and well-liked. She rode armed and armoured as a knight, and fought alongside her troops.

Fannu
Almoravid princess, daughter of Omar ibn Yintan. Dressed as a man to defend Marrakech during the Almohad invasion (1147). She battled for days in defence of the Almoravid qasba (fortress), which did not fall until after she was killed.

Walpurgis
Woman depicted fighting with sword and buckler in Royal Armouries Manuscript I.33, the earliest known medieval fighting manual (c.1300). Walpurgis is the only figure named in the anonymous manuscript.

There are many other examples, throughout Europe and throughout the period, of women of all social classes who took up arms and fought. Some won, some were defeated, and some died in battle. Some won praise for their actions, and some were condemned for them. There's no evidence any trained as knights, or were knighted. But absence of evidence is not evidence of absence, and several women fighters certainly acted as knights. A historical campaign can certainly cope with a few women knights, or those who act as such, and in a medieval fantasy game they may be commonplace.

Social Background

Guide sequence. As there are a number of tables to proceed through this guide should offer some assistance.

Step One

Identify the period the game is set in, Early Feudal (**EF**), High Chivalric (**HC**) or Late Feudal (**LF**). Refer to the relevant Table Social Class on pages 58 and 59.

Step Two

Either pay or gain as appropriate PC Points for the required Social Rank and wealth or roll randomly for Social Rank and wealth within that rank. i.e. a roll of 67% on EF gives a rank of Freeman and a second roll of 86% gives a wealth of wealthy. Under the Points system this would cost 6 points.

Step Three

Head for the relevant Social Rank Table for Father's Vocation. Roll randomly within the relevant Wealth band for fathers vocation.

- For Jews head to table Jews on page 61 continued on page 62
- For EF Slaves head to table Slaves on page 63 for Father and page 65 for Mother.
- For Serfs head to table Serfs on page 66
- For Freemen head to table Free Peasants & Freemen on page 67 continued on page 68
- For Townsmen head to table Townsmen on page 69 continued on page 70
- For Nobles, Magnates, Royals, head to table Economic Factors Influencing Noble and Social Rank of Fighting Class, Knights, Magnates and Royalty on page 77

Step Four

For Townsmen tables on pages 71 to 76 give additional detail for Father's vocation, for example say you roll 48 for an Average Townsman, you get Skilled Worker which requires a further roll on table Craftsmen & Tradesmen on pages 73 to 75; and a further roll of 71 gives Metal Trades requiring a further roll, 36 gives Tin/Coppersmith.

Step Five

For Nobles, table Economic Factors Influencing Noble gives modifiers for rolling on Social Rank table Social Rank of Fighting Class,
Knights, Magnates and Royalty. Roll on table Esquires, Knights and Fighting Men - Lesser Gentry for Father's Vocation for relevant period on page 78 and then table holdings. If Landless, roll on table Landless Fighting Men page 79. Otherwise roll on tables Lesser Gentry Holdings to Royal Holdings for actual holdings on pages 79 to 81.

Example

Graham is generating an HC character using the points method. He has paid 18 points for an Average wealth Noble. Jumping to page 77 he sees that table Economic Factors Influencing Noble gives no modifiers. He rolls on table Social Rank of Fighting Class,
Knights, Magnates and Royalty and gets 80 which gives Esquire (if he had paid the points for wealthy this would have given a +20% bonus and would have turned his 80 roll into 100 which would make his character Royalty). He rolls on table Esquires, Knights and Fighting Men - Lesser Gentry and gets 57 for HC gives Knight. He gets +10 on his roll on the holding table. He rolls 68 plus bonus equals 78 which gives a fief. As Lesser Gentry he rolls on table Lesser Gentry Holdings for his fief, he rolls 47 which gives a SFMH2 (Small Fortified Manor House 2)

Step 5 - Character Background

Tables - Father's Social Status establish the rank of one's father in feudal society, and determine a PC's initial status in the social order.

If a PC is a commoner, he will have to face the fact that most people believe that men are definitely not created equal. This is divinely ordained, and everyone born into society must accept that reality. A particularly ambitious PC should be prepared to encounter resentful or disapproving attitudes from their social equals, and possibly even from members of their own immediate family! Typical outbursts might include: *"You vain upstart clack-dish!"* ; *"Who are you to question what the Almighty has decreed?"*; *"You folly-fallen blaggart!"*; etc.

Those of a higher social class will be much less tolerant of 'uppitiness', having their usually more advantageous positions to defend. Social privileges were jealously guarded and any perceived encroachment stamped down upon, if at all possible. Class-consciousness was near universal and even if you as a player, do not feel it is 'fair', your PC inhabits that world and being thoroughly used to its ways, will consider such attitudes 'normal'. Thus as a player you must accept whatever the Wheel of Fate initially hands your character.

Step 5a - Determine Social Class

The first step in determining a **Chivalry & Sorcery** character's background is determination of their general social class. Social standing has a very important effect on who your character is, what they know, how others react to them and even what they might or might not be able to do.

One of the following methods may be chosen:

1. Random determination by rolling a 1D100% dice, comparing the result against Tables - Social Class, or
2. Choose to accept the default of Average Rural Freeman/Townsman, or
3. Pay the indicated number of PC Points required to purchase the desired class as shown in Tables - Social Class.

Finally, the GM might simply decide that PCs can be of a particular social class– particularly if a campaign requires such a status, or if a player puts forward a good case or *'character concept'*.

Selecting Peasant status enables a character to increase two skills by one level for which they have basic knowledge. An additional **+2 Strength (STR)** (after all Attributes have been designated) is also received, up to the racial maximum. Both Conditioning and Endurance at Level 1 are also gained as background skills.

EF - Early Feudal			
1D100%	Social Class		PC Points [1]
01 - 02	Jews* / Slave ** / Others		+8
03 - 50	Serfs / Bondsmen		
	01 - 10%	Destitute / Landless	+7
	11 - 33%	Poor	+5
	34 - 76%	Average	-
	76 - 100%	Wealthy	-4
51 - 85	Freemen		
	01 - 20%	Destitute / Landless	+5
	21 - 40%	Poor	+3
	41 - 85%	Average	-
	86 - 100%	Wealthy	-6
86 - 98	Townsmen / Citizens		
	01 - 20%	Destitute	+5
	21 - 45%	Poor	+3
	46 - 93%	Average	-
	94 -98%	Wealthy	-6
	99 - 100%	Rich (Patricians)	-8
99 - 100	Chivalric (Magnates and Royals)		
	01 - 05%	Poor	-12
	06 - 88%	Average	-18
	89 - 100%	Wealthy	-25

Table - Social Class - Early Feudal

HC - High Chivalric			
1D100%	Social Class		PC Points [1]
01	Jews* / Slave ** / Others		+10
02 - 35	Serfs / Bondsmen		
	01 - 08%	Destitute / Landless	+6
	09 - 55%	Poor	+4
	56 - 90%	Average	-
	91 - 100%	Wealthy	-4
36 - 80	Freemen		
	01 - 20%	Destitute / Landless	+5
	21 - 37%	Poor	+3
	38 - 90%	Average	-
	91 - 100%	Wealthy	-6
81 - 94	Townsmen / Citizens		
	01 - 20%	Destitute	+5
	21 - 45%	Poor	+3
	46 - 93%	Average	-
	94 - 98%	Wealthy	-6
	99 - 100%	Rich (Patricians)	-8
95 - 100	Chivalric (Knights, Magnates and Royals)		
	01 - 05%	Poor	-12
	06 - 90%	Average	-18
	91 - 100%	Wealthy	-25

Table - Social Class - High Chivalric

LF / WF - Late or Waning Feudal			
1D100%	Social Class		PC Points [1]
01 - 02	Jews* / Slave ** / Others		+8
03 - 15	Serfs / Bondsmen		
	01 - 12%	Destitute / Landless	+6
	13- 40%	Poor	+4
	41 -88%	Average	-
	89 - 100%	Wealthy	-4
16 - 75	Freemen		
	01 - 22%	Destitute / Landless	+5
	23 -40%	Poor	+3
	41 -85%	Average	-
	86 - 100%	Wealthy	-6
76 - 94	Townsmen / Citizens		
	01 - 25%	Destitute	+5
	26 - 42%	Poor	+3
	43 - 90%	Average	-
	91 - 97%	Wealthy	-6
	98 - 100%	Rich (Patricians)	-8
95 - 100	Chivalric (Nobles & Gentilhommes)		
	01 - 08%	Poor	-12
	09 - 90%	Average	-18
	91 - 100%	Wealthy	-25

Table - Social Class - Late Feudal / Waning Feudal

Step 5b - Father's Vocation & Status

One of the most important stages in generating a character is determining family background, the PC's father's vocation and his social status.

These in large part colour the childhood experiences of the character as well as their basic social status and background skills.

Tables - Father's Vocation lays out the social status and vocation of a PC's father (or if the character is illegitimate and unacknowledged, their maternal grandfather). Initially upon entering a campaign (although circumstances might later change) a PC enjoys their father's basic social status.

Although they must determine their own intragroup status, this is also based upon that of their father. Promotion to high office, disgrace or honours, etc. might all additionally alter social rank.

Cultural Knowledge

Independent of social rank, all PCs will, due to the cultural setting, have a basic knowledge of Brawling, and are considered to be reasonably fluent in their (spoken) native tongue. Both male and female PCs with **INT 12**+ also additionally start with a basic knowledge of Counting.

Alternate Female Cultural Skills

Female characters may, if they choose, start out with one or more typical feminine skills instead of Brawling. If the character ranks socially lower than a wealthy townsman, Brawling may be replaced with two of the following skills: Cooking, Sewing or Weaving. If the female character is of higher status, Brawling may be replaced with Etiquette and one of the following: Cooking, Sewing or Weaving.

Notes to Tables - Social Class

[1]Positive numbers indicate extra points gained if a particular social class is chosen, while negative numbers are PC Points that must be spent in order to obtain a desired social class.

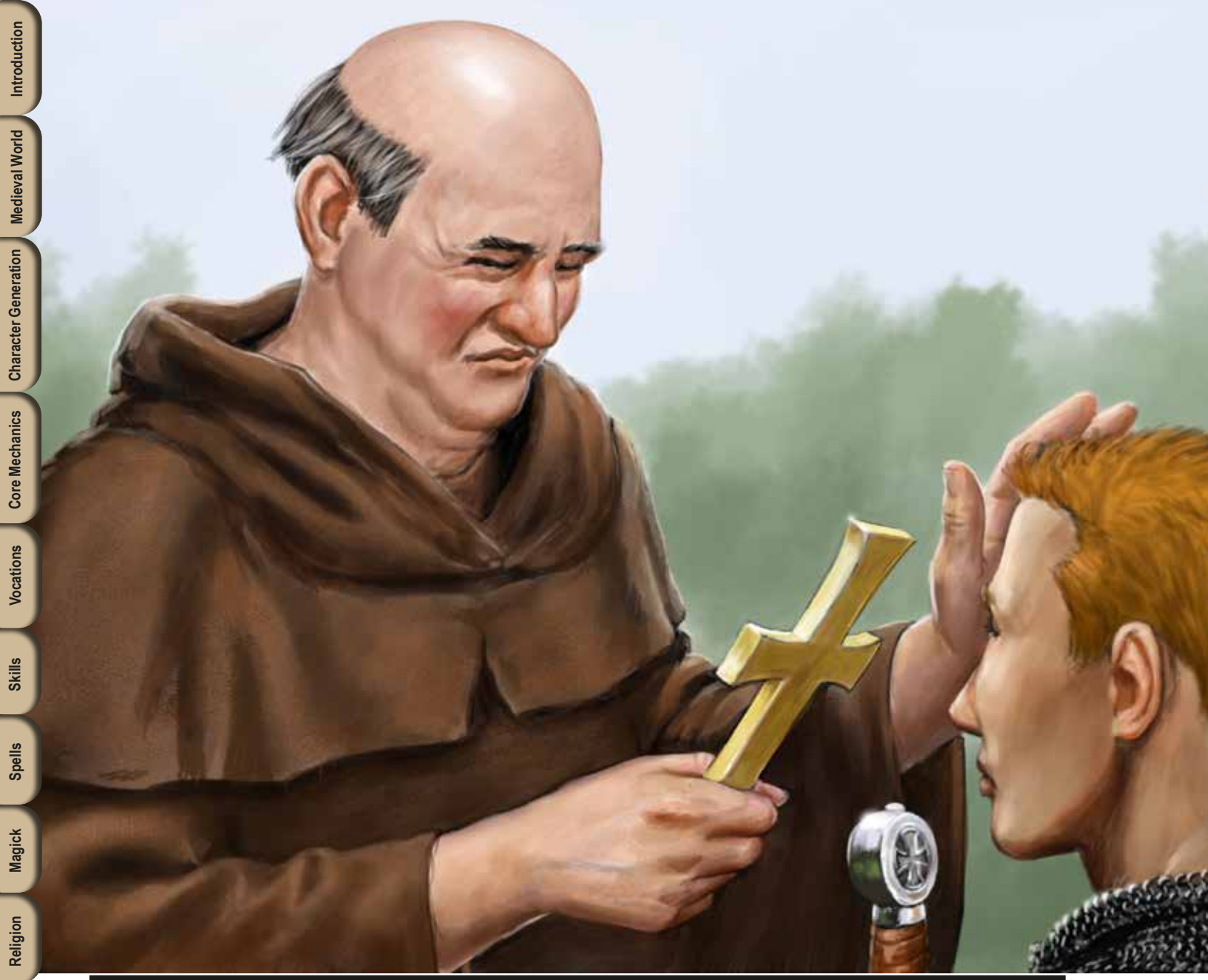
* Optional - Jews roll for separate Social Status using Table - Jews

** Slaves in the HC and LF/WF periods are "Mediterranean only," slaves in other regions are treated instead as 'Destitute/Landless' Serfs. EF slaves and Mediterranean slaves of all periods roll for Social Status using Table - Slaves

"Others" represents what ever minority group the GM desires. In a fantasy campaign these typically would be members of 'fantasy' races living within the wider human community. They might also be members of other, foreign ethnic groups with only a tiny presence.

Jews (Ashkenazic)				
1D100%		Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status ‡
01-05		**Marginalised Fringe**		
	01-25%	**Prostitute (Mother - Father unknown)**	Streetwise, Charm +1 Thievery Skill	2
	26-35%	**Offal Collector/Rag-picker**	Streetwise, Endurance + Begging	2
	36-50%	**Thief**	2 Thievery Skills, Con +1 Skill[1]	3
	51-53%	**Tough/Enforcer**	Knife Fighting, Intimidation, 1 Thievery Skill +1 Skill[1]	4
	54-95%	**Beggar**	Begging, Con +1 Thievery Skill	1
	96-100%	**Leper [2]**	Endurance	see note [2]
06-20		**Poor Jews**		
	01-06%	**Entertainer**	Singing, Juggling + Dancing: Folk	3
	07-28%	**Peddler**	Bargaining, Con +1 Skill[1]	5
	29-42%	**Tinker**	Bargaining, Tinkering +1 Skill[1]	5
	43-50%	**Porter/Carter**	Endurance, Conditioning + Lifting	3
	51-56%	**Hireling Plot Tender**	Vegetable Crops, 1 Agricultural Skill +1 Skill[1]	5
	57-67%	**Huckster/Stall-keeper [3,4]**	Trade Skills + Con	6
	68-75%	**Day Labourer**	Endurance, Conditioning + Lifting	3
	76-90%	**Worker [3,4]**	Trade Skills	4
	91-100%	**Sephardim (Oriental Jew)**	Writing, 1 Foreign Language, Law, Poetic Recitation +1 Skill[1]	8
21-80		**Small People of the Jewish Quarter**		
	01-05%	**Kosher Butcher[4]**	Ancient Language, Knife Fighting +1 Skill[1]	6
	06-19%	**Skilled Worker [3,4]**	Trade Skills	5
	20-21%	**Bath House Keeper**	Lifting, Diplomacy & Politics +1 Skill[1]	10
	22-24%	**School Master**	Writing, Ancient Language, 2 Lore +1 Skill[1]	13
	25-27%	**Hospital Assistant**	Lifting, First Aid +3 Skills[1]	9
	28-44%	**Petty Trader [3,4]**	Trade Skills + Con	7
	45-53%	**Scribe/Clerk**	Writing, Ancient Language, Calligraphy & Illumination +1 Skill[1]	13
	54-60%	**Talmudic Scholar**	Writing, Ancient Language, Law, 1 Lore +1 Skill[1]	15
	61-66%	**Apothecary**	Make Drugs, Poisons, Herbal Lore+1 Written Language +1 Skill[1]	14
	67-81%	**Pawnshop Owner**	Finance, Bargaining , Evaluate + Con	13
	82-100%	**Money Lender**	Bargaining , Diplomacy & Politics +1 Skill[1]	14

Table - Jews (Ashkenazic)



1D100%		Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status ‡
		Wealthy Jews		
81-90	01-15%	**Official Tax Collector**	Writing, Accurate Counting, Evaluate + Con	10
	16-75%	**Banker**	Writing, Bargaining, Accurate Counting, Diplomacy & Politics	13
	76-100%	**Mercantile Trader**[4,5]	Trade Skills	15
		Cultural Elites		
91-100	01-50%	**Rabbi**	Writing, Ancient Language, Law, 2 Lore +1 Skill[1]	19
	51-100%	**Physician**	Writing, Herbal Lore, First Aid +3 Other Skills[1]	20

‡Indicated status is that within the Jewish community. Within the wider community Social Status is ½ of Jewish status (round up).

[1]Appropriate skill of the PC's choice.

[2]Re-roll on Table Jews to find father's original class before disease onset. Social Status is 1/10th of former status (rounded up).

[3]Re-roll on Table Town Trades to find specific area of expertise.

[4]All those that trade have Bargaining as a skill and can Evaluate the sort of goods they sell or deal in.

[5]Roll on Table Merchants to find specific area of mercantile expertise.

Slave Owner		
D100%	**Social Class**	
01-70	**Freeman's Household**	
	01-32%	Average
	33-100%	Wealthy
71-80	**Townsman's Household**	
	01-03%	Poor
	04-25%	Average
	26-70%	Wealthy
	71-100%	Rich
81-100	**Noble Household**	
	01-08%	Poor
	09-50%	Average
	51-100%	Wealthy

D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status
01 - 17	**Small Plot Tender**	Vegetable Crops, 1 Agricultural Skill +1 Skill[1]	2
18 - 45	**Labourer**[2]	Endurance, Conditioning, Lifting +1 Skill[1]	1
46 - 60	**Servant**[2,3]	Housekeeping, Hearing Rumours +1 Skill[1]	1
61 - 73	**Cook**[2,3]	Cooking, Knife Fighting +1 Skill[1]	2
74 - 95	**Skilled Worker**[2,4,5]	Trade Skills	4
96 - 97	**Entertainer**[2]	Singing, Juggling + Dancing: Folk	2
98 - 99	**Musician**[2]	Musical Instrument + Singing	2
100	**Storyteller**[2]	Storytelling + Acting: Performance	3

Table - Slaves - Coloni

EF Thralls & Famula

Some slaves in the EF period were still agricultural workers, although this was rapidly being replaced by the status of 'hutted slave' (servus casatus) –still property that could be sold, but with a plot of c. 1-10 acres to farm as a serf. After the EF, these slaves were absorbed into the labouring class. Slaves were however, increasingly seen as general servants and domestic workers. Medieval law tended to punish a free man only when he had sex with a female slave whom he did not own, and even then only in cases of mistreatment, or if the union occurred in the house of the owner– the woman being seen as another's possession.

A slave's offspring were by inheritance unfree, so that any child resulting from the union of a free man and a slave required legal action to undo the effects of the servitude–if the free partner desired such a change. Both secular and ecclesiastic law tended to enforce this principle of maternal inheritance of unfree status. Ecclesiastic serving-women who produced children, were a constant problem for provincial synodal councils and of church decrees. However, a female slave's status need not stand in the way of her master freeing her, marrying her and legitimating her offspring (unless he was a priest).

As it was a pious act to free slaves and make them bequests in last wills and testaments, a child might also be acknowledged, adopted, or otherwise benefit. In great households which assumed responsibility for the offspring of their inmates, free or unfree, such a solution often ameliorated the bleak nature of unfree birth.

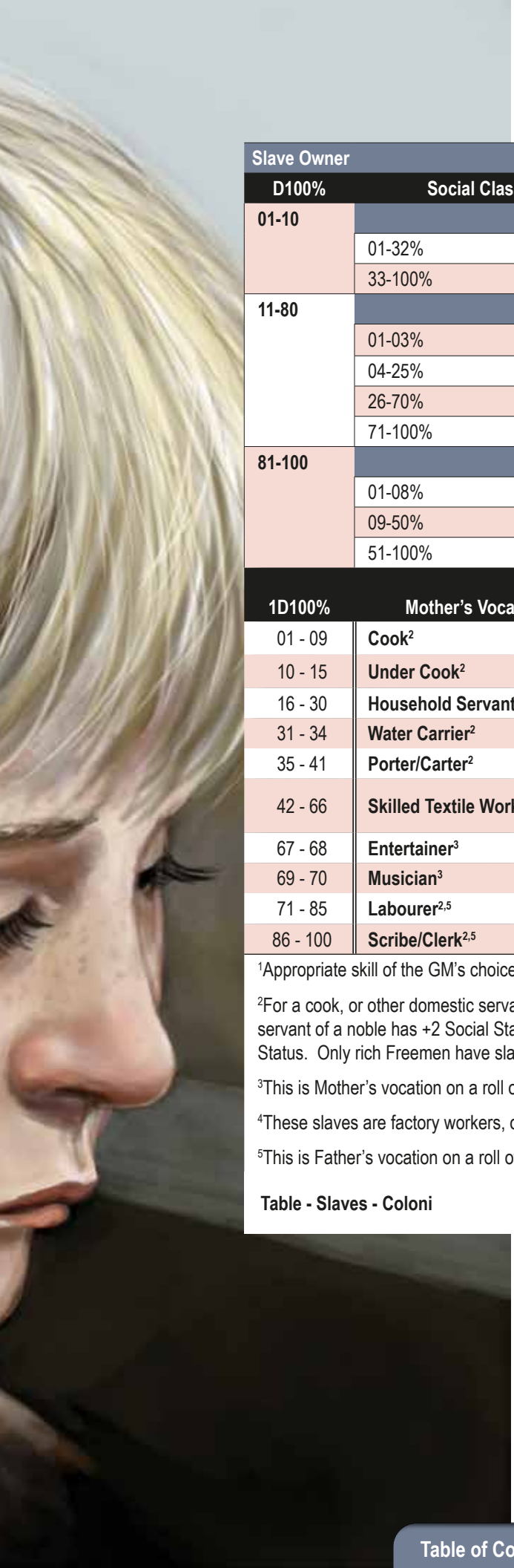
HC, LF, WF Mediterranean Ancillae Slaves

After the EF period there were very few agricultural slaves in Western Europe, the vast majority (90%+) being female general servants, domestic workers and increasingly, skilled textile workers. Great households often still kept a few slaves, as did wealthy rural and urban households, who whether ecclesiastical, noble, royal, or commercial, continued to see value in the possession of slaves. Sadly, there was a thriving Mediterranean trade throughout the period, generally under the control of Italian merchants (particularly the Genoese).

The market preference was for 'malleable' children, slaves typically being imported from the Crimea, as well as from the Balkans, and later Moorish or African slaves. Being less 'difficult' than adult males, very young, strong rustic girls, between 8-10 years old, were preferred for unskilled work such as washing dishes, fetching wood and carrying bread to the oven, etc. More experienced *"good"* slaves, often older, carried out other more skilled tasks such as cooking, household maintenance and sowing.

For commercial households purchasing very young female slaves held great advantage, as such households tended to operate seasonally (or when the fleet arrived, if located in a port), with periods of inactivity, interspersed by intense work. Domestic slaves thus were more flexible than hired (usually male) servants at such times–sorting, fetching and hauling commercial loads.

Naturally the normal duties of tending the ovens, carrying wood and washing up the cauldrons and pots didn't stop. Outside Western Europe agricultural slaves were still used on sugar plantations in Palestine (sugar having been introduced to the Mediterranean by the Arabs), and later under the Italians, who gradually took over the trade and extended slave use to their colonies in Cyprus, Crete, Sicily, North Africa, and the Spanish peninsula. These sugar plantations had initially been worked by both wage labourers and slaves, but soon plantations with great slave labour forces developed (sugar cultivation being very labour intensive).



Slave Owner		
D100%	**Social Class**	
01-10	**Freeman's Household**	
	01-32%	Average
	33-100%	Wealthy
11-80	**Townsman's Household**	
	01-03%	Poor
	04-25%	Average
	26-70%	Wealthy
	71-100%	Rich
81-100	**Noble Household**	
	01-08%	Poor
	09-50%	Average
	51-100%	Wealthy

1D100%	Mother's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status
01 - 09	**Cook**[2]	Cooking, Endurance + Knife Fighting	2
10 - 15	**Under Cook**[2]	Cooking, Endurance +1 Skill[1]	1
16 - 30	**Household Servant**[2]	Housekeeping, Hearing Rumours +1 Skill[1]	1
31 - 34	**Water Carrier**[2]	Endurance, Conditioning + Lifting	1
35 - 41	**Porter/Carter**[2]	Endurance, Conditioning + Lifting	1
42 - 66	**Skilled Textile Worker**[2,4]	Spinning & Weaving, Sewing, Knitting & Embroidering +1 Other Skill[1]	4
67 - 68	**Entertainer**[3]	Singing, Juggling + Dancing: Folk	3
69 - 70	**Musician**[3]	Musical Instrument + Singing	4
71 - 85	**Labourer**[2,5]	Endurance, Conditioning + Lifting	2
86 - 100	**Scribe/Clerk**[2,5]	Writing, Accurate Counting, 1 Lore +1 Skill[1]	8

[1]Appropriate skill of the GM's choice.

[2]For a cook, or other domestic servant, determine the employer's vocation. The servant of a noble has +2 Social Status; the servant of a rich townsman has +1 Social Status. Only rich Freemen have slaves among the rural population.

[3]This is Mother's vocation on a roll of 01-60% on a 1D100, otherwise Father's vocation.

[4]These slaves are factory workers, often working in large sheds.

[5]This is Father's vocation on a roll of 01-90% on a 1D100, otherwise Mother's vocation.

Table - Slaves - Coloni

Serfs & Bound Peasants			
Destitute Landless Bondsmen			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
01 - 10	**Physically Incompetent**	Begging + Endurance (Endurance at level 2)	1
11 - 50	**Plot Tender**	Vegetable Crops, 1 Agricultural Skill +1 Skill[1]	4
51 - 85	**Labourer[2]**	Endurance, Conditioning, Lifting +1 Skill[1]	3
86 - 100	**Wood Cutter**	Axes + Finding One's Location	3
Poor Unfree of the Countryside			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
01 - 05	**Cowherd**	Cattle or Dairy Herding, 1 Agricultural Skill +1 Skill[1]	5
06 - 14	**Swineherd**	Pig Raising, 1 Agricultural Skill +1 Skill[1]	4
15 - 25	**Shepherd**	Sheep Herding, 1 Agricultural Skill +1 Skill[1]	3
26 - 28	**Horse Handler**	Riding, Animal Handling +1 Skill[1]	5
29 - 33	**Stable Hand**	Animal Handling, Knife Fighting +1 Skill[1]	3
34 - 42	**Cook**	Cooking, Knife Fighting +1 Skill[1]	5
43 - 74	**Poor Serf/Bondsman**	2 Agricultural Skills +1 Skill[1]	5
75 - 89	**Forester**	Archery, Spears +2 Outdoor Skills	10
90 - 100	**Fisherman**	Fishing, Fisherman, Small Boats + Spears	10
Average Serfs			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
01 - 74	**Serf Farmer**	2 Agricultural Skills +1 Skill[1]	7
75 - 80	**Rural Mason**	Masonry, Architecture + Knife Fighting	10
81 - 83	**Potter**	Pottery, Lifting +1 Skill[1]	10
84	**Slater / Thatcher**	Masonry (Thatching for thatchers) + Lifting (level 2)	9
86 - 95	**Village Blacksmith**	Blacksmithing, Mace Combat +1 Skill[1]	12
96 - 100	**Rural Carpenter**	Carpentry, 1 Specialist Woodworking Skill +1 Skill[1]	10
Wealthy Bondsmen			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
01 - 75	**Well-to-do Serf**	2 Agricultural Skills, Knife Fighting +1 Skill[1]	12
76 - 90	**Wealthy Stockman**	2 Animal Skills, Knife Fighting +1 Skill[1]	11
91 - 100	**Miller**	Milling, Sail Making & Rigging, Carpentry +1 Skill[1]	12

[1]Appropriate skill of the PC's choice
[2] Labourers receive Endurance and Conditioning at Level 2 as standard.

Table - Father's Vocation - Serfs & Bound Peasants

Free Peasants & Freemen

Destitute & Landless Poor

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status
01 - 03	**Physically Incompetent**	Begging + Endurance (at level 2)	1
04 - 07	**Branded Vagrant**[2]	Intimidation, Begging + Con	0
08 - 12	**Branded Criminal**[2]	Intimidation, Begging + Con	0
13 - 32	**Labourer**[3]	Endurance, Conditioning, Lifting +1 Skill[1]	3
33 - 43	**Porter / Carter**	Endurance, Conditioning + Lifting	3
44 - 67	**Hireling Plot Tender**	Vegetable Crops, 1 Agricultural Skill +1 Skill[1]	4
68 - 81	**Wood Cutter**	Axes + Finding One's Location	4
82 - 84	**Leper**[4]	Endurance	see note [4]
85 - 94	**Beggar**	Begging, Con +1 Thievery Skill	1
95 - 98	**Rustler**	Animal Handling, Knife Fighting +1 Thievery Skill	2
99 - 100	**Itinerant Storyteller**	Storytelling + Acting: Performance	3

Poor Free of the Countryside

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status
01 - 04	**Cowherd**	Cattle or Dairy Herding, 1 Agricultural Skill +1 Skill[1]	5
05 - 11	**Swineherd**	Pig Raising, 1 Agricultural Skill +1 Skill[1]	4
12 - 19	**Shepherd**	Sheep Herding, 1 Agricultural Skill +1 Skill[1]	3
20 - 22	**Horse Handler**	Riding, Animal Handling +1 Skill[1]	5
23 - 24	**Stable Hand**	Animal Handling, Knife Fighting +1 Skill[1]	3
25 - 26	**Itinerant Blacksmith**	Blacksmithing, Tinkering +1 Skill[1]	9
27 - 30	**Tinker**	Bargaining, Tinkering +1 Skill[1]	8
31 - 35	**Peddler**	Bargaining, Con +1 Skill[1]	8
36 - 42	**Castle Servant**	Hearing Rumours +1 Skill[1]	3
43 - 45	**Liveried Guard (L)**	2 Combat Skills, Gambling +1 Skill[1]	10
46 - 49	**Liveried Archer (L)**	Archery, Knife Fighting +2 Skills[1]	10
50 - 51	**Under Cook**	Cooking, Knife Fighting +1 Skill[1]	5
52 - 78	**Poor Freeman**	2 Agricultural Skills +1 Skill[1]	6
79 - 91	**Forester**	Archery, Axes +2 Outdoor Skills	10
92 - 100	**Fisherman**	Fishing or Fisherman, Small Boats + Spears	10

Average Freemen

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status
01 - 33	**Farmer**	2 Agricultural Skills +1 Skill[1]	8
34 - 47	**Stockman**	2 Animal Skills, Knife Fighting +1 Skill[1]	11
48 - 53	**Rural Mason**	Masonry, Digging & Excavation + Lifting	10
54 - 56	**Potter**	Pottery, Lifting + 1 Skill [1]	10
57 - 65	**Village Blacksmith**	Blacksmithing, Mace Combat +1 Skill[1]	12
66 - 69	**Charcoal Burner**[5]	Charcoal Burning + Finding One's Location	8
70 -71	**Slater / Thatcher**	Masonry (Thatching for thatchers) + Lifting (level 2)	9
72 - 76	**Liveried Forester (L)**	Archery, Spears +2 Outdoor Skills	12
77 - 84	**Petty Trader**[6]	Con + Trade Skills	11
85 - 91	**Rural Carpenter**	Carpentry, Wood Carving + Knife Fighting	10
92 - 95	**Cartwright**	Carpentry, Cartwright + Knife Fighting	11
96 - 98	**Castle Cook (L)**	Cooking, Knife Fighting +1 Skill[1]	10
99 - 100	**Falconer (L)**	Animal Training, Knife Fighting +1 Skill[1]	10

Wealthy Freemen			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
01 - 29	**Well-to-do Farmer**	2 Agricultural Skills, Knife Fighting +1 Skill[1]	13
30 - 43	**Wealthy Stockman**	2 Animal Skills, Knife Fighting +1 Skill[1]	14
44 - 54	**Rural Inn Keeper**	Innkeeping, Brewing + Intimidation	14
55 - 57	**Castle Blacksmith (L)**	Blacksmithing, Mace Combat +1 Skill[1]	10
58	**Master of Hounds (L)**	Animal Training, Knife Fighting, Javelin, Throw Javelin +1 Skill[1]	10
59 - 60	**Head Forester/ Archery Master (L)**	Archery, Spears +3 Outdoor Skills	15
61 - 63	**Liveried Horse Trainer (L)**	Riding, Animal Training +1 Skill[1]	10
64 - 71	**Liveried Horseman (L)**	Riding, Mounted Combat +2 Combat Skills	16
72 - 74	**Livery Commander (L)**	Riding, Mounted Combat +2 Combat Skills	20
75 - 76	**Castle Armourer (L)**	Blacksmithing, Weaponsmith +2 Combat Skills	15
77 - 83	**Serviens[7]**	2 Agricultural or Animal Skills, Riding, Mounted Combat +1 Combat Skill	18
84	**Castle Chamberlain/ Castellan [8](L)**	Write (Own Language), Accurate Counting, Diplomacy & Politics +1 Skill[1]	20
85 - 86	**Scribe Secretary/ Clavaires (L)**	Write (Own Language), Accurate Counting, Calligraphy & Illumination +1 Skill[1]	18
87 - 95	**Miller**	Milling, Sail Making & Rigging, Carpentry +1 Skill[1]	14
96 - 100	**Wheelwright**	Carpentry, Wheelwright + Blacksmithing	13

[1]Appropriate skill of the PC's choice

[2]Re-roll to find original class, ignoring same roll.

[3]Labourers receive Endurance and Conditioning at Level 2 as standard.

[4]Re-roll amongst Freemen on Table - Social Class to find original rank before disease onset. Social Status is 1/10 of former status (rounded up). Lepers are considered Freemen as they are not bound to the land, although they often are restricted to leper-houses and in their movements.

[5]Charcoal burners often lead lives so disjointed from normal society that Social Status is almost not applicable. The reputation that many charcoal burners had was as short-changers - often partly filling sacks of charcoal with bits of unburned wood, or even stones.

[6]Specialist traders have Bargaining as a skill and can Evaluate the sort of goods they sell or deal in. Re-roll on Table - Town Trades to find specific area of expertise.

[7]The English term serjeant is not used as it has different meanings in other parts of Europe. The men indicated here are freeholders and retainers who owe some service as lightly armoured or armoured cavalry. They were typically men of reasonable wealth, who kings often tried to force into knighthood (and thus extra service). Man-at-arms is used elsewhere to indicate armoured cavalry, typically members of the lesser gentry.

[8]Castellans may be of noble status themselves on a roll of 01-40% on a 1D100. If noble they have an additional +5 base Social Status.

(L) Character's father is in liveried service in the household of a knight or great lord. Such characters have an excellent chance of being accepted into the service of the lord. This is due to the lord having the opportunity to take notice of their merits from an early age.

Table - Father's Vocation - Free Peasants & Freemen

Destitute Poor			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
01 - 03	**Physically Incompetent**	Begging + Endurance (Endurance at level 2)	1
04 - 08	**Branded Vagrant**	Intimidation, Begging + Con	0
09 - 14	**Branded Criminal**[2]	Intimidation, Begging + Con	0
15 - 18	**Leper**[3]	Endurance	See note [3]
19 - 38	**Beggar**	Begging, Con + Streetwise	1
39 - 50	**Prostitute (mother)**	Streetwise, Charm +1 Thievery Skill	2
51 - 53	**Pimp**	Intimidation, Con, 1 Thievery Skill +1 Skill[1]	4
54 - 63	**Thief / Cutpurse**	Cutting Purses, Stealth, Streetwise +1 Skill[1]	7
64 - 71	**Tough / Enforcer / Footpad**	Knife Fighting, Intimidation, 1 Thievery Skill +1 Skill[1]	8
72 - 85	**Offal Collector/ Rag-picker**	Streetwise, Endurance + Begging	3
86 - 100	**'Worthy' Poor**[2]	Con + Trade Skills	5
Poor People of the Town			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
1	**Night-wanderer/Gambler**[2]	Streetwise, Gambling + Con	5
02 - 03	**Street Singer**	Streetwise + Singing +1 Thievery Skill	3
04 - 05	**Entertainer**	Singing, Juggling + Dancing: Folk	4
06 - 07	**Musician**	Musical Instrument + Singing	5
8	**Storyteller**	Storytelling + Acting: Performance	4
09 - 10	**Burglar/Shoplifter**	Concealing Objects, Skulking + Stealth	1
11 - 13	**Loafer/Dosser**	Streetwise, Knife Fighting +1 Athletic Skill	2
14 - 15	**Serjeant/Executioner or Gaoler**	2 Combat Skills, Intimidation +1 Skill[1]	10
16 - 18	**Soldier**	2 Combat Skills, Gambling +1 Skill[1]	8
19 - 23	**Peddler**	Bargaining, Con +1 Skill[1]	8
24 - 27	**Tinker**	Bargaining, Tinkering +1 Skill[1]	8
28 - 68	**Domestic**[4]	Domestic & Service Skills	See note [4]
69 - 73	**Small Plot Tender**	Vegetable Crops, 1 Agricultural Skill +1 Skill[1]	8
74 - 80	**Huckster/Stall-keeper**[5,6]	Con + Trade Skills	10
81 - 91	**Day Labourer**	Endurance, Conditioning + Lifting	5
92 - 96	**Master-less Worker (Vagrant)**[5,6]	Trade Skills	7
97 - 100	**Struggling Journeyman**[5,6,7]	Trade Skills	9
Average Townsman			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
01 - 28	**Employed Labourer**[5]	Trade Skills	7
29 - 60	**Skilled Worker/Journeyman**[5,6]	Trade Skills	11
61 - 77	**Petty Trader**[5,6]	Con + Trade Skills	12
78 - 97	**Shopkeeper**[5,6]	Trade Skills	13
98 - 99	**Brothel Keeper**	Intimidation, Con + Knife Fighting	11
100	**Pawnshop Owner**	Finance, Accurate Counting, Bargaining + Con	14

Wealthy Townsmen			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
01 - 08	**Ship's Officer**	Mariner, Leadership	14
09 - 12	**Money Lender**	Bargaining , Diplomacy & Politics + Intimidation	16
13 - 32	**Well-to-do Worker/ Journeyman**[5,6,8]	Trade Skills	14
33 - 44	**Trader/Merchant**[9]	Trade Skills	16
45 - 100	**Master Trades/Guildsman**[5,6,10]	Trade Skills	17
Rich & Other Elite Groups			
1D100%	**Father's Vocation**	**PC's Starting Skills (Basic Knowledge)**	**Base Status**
01 - 31	**Wealthy Merchant**[9]	Trade Skills	19
32 - 67	**Rich Master Trades/ Guildsman**[5,6,11]	Trade Skills	20
68	**Banker**	Finance, Accurate Counting, Bargaining + Diplomacy & Politics	19
69 - 87	**Culturally Elite Townsman**[12]	Elite Skills	see note [12]
88 - 100	**Patrician**	Bargaining, Diplomacy & Politics, 1 Combat Skill, 3 Foreign Languages, Courtly Manners +2 Skills[1]	25

[1]Appropriate skill of the PC's choice

[2]Re-roll on Table Town Trades to find father's original class before fall in status.

[3]Re-roll to find father's original class before disease onset. Social Status is 1/10th of former status (rounded up). Lepers are often housed in leper-houses.

[4]For domestics & servants, re-roll on Table Domestic & Other Household Services to find specific area of expertise. Social Status is partially determined by the employer's vocation.

[5]Re-roll on Table Craftsmen & Tradesmen to find specific area of expertise.

[6]All those that trade have Bargaining as a skill and can Evaluate the sort of goods they sell or deal in.

[7]In EF treat as Master-less Worker

[8]In EF this represents an employed worker, as craft guilds do not yet exist.

[9]Re-roll on Table Merchants to find specific area of expertise.

[10]In EF this represents a master worker, as craft guilds have not formed.

[11]In EF as craft guilds do not yet exist, this represents a highly successful and prosperous master worker.

[12]Re-roll on Table on page 76 Urban Cultural Elites to find specific occupation.

Table - Father's Vocation - Townsmen

Townsmen and Tradesmen/Guildsmen gain +3 to their Agility Attribute up to the racial maximum see page 103, in addition they can increase five skills in which they have basic knowledge by +1 level

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status
01 - 04	**Stable Hand**	Animal Handling + Knife Fighting	6
05 - 10	**Water Carrier**	Endurance, Conditioning + Lifting	4
11 - 20	**Porter/Hauler**	Endurance, Conditioning + Lifting	5
21 - 26	**Carter**	Endurance, Conditioning + Lifting	6
27 - 38	**Valet/Body Servant**[2]	Blending into Surroundings, Con Hearing Rumours +1 Skill[1]	9
39 - 70	**General Servant**[2]	Blending into Surroundings, Hearing Rumours +1 Skill[1]	4
71 - 82	**Cook**[2]	Cooking, Knife Fighting +1 Skill[1]	8
83 - 89	**Under Cook**[2]	Cooking, Knife Fighting +1 Skill[1]	7
90 - 92	**Swineherd**	Pig Raising, Bargaining +1 Skill[1]	6
93 - 100	**Gardener**[2]	Gardening +2 Skills[1]	8

[1]Appropriate skill of the PC's choice

[2]Determine the employer's vocation. A member of a Noble's household has +2 Social Status (and -2 PC Points); the servant of a "rich" townsman has +1 Social Status (and -1 PC Points). Only 'rich' rural farmers have servants among the labouring class.

Table - Father's Vocation - Domestic & Other Household Services

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Status Modifier
01 - 02	**Export Merchant**	Finance + Accurate Counting	+1
03 - 04	**Mercantile Shipper**	Finance + Accurate Counting	+1
05 - 07	**Overland Trader**	Finding One's Location + Diplomacy & Politics	0
08 - 11	**Maritime Trader**	Mariner, Piloting + Diplomacy & Politics	+2
12 - 16	**Iron Merchant**	Finance + Accurate Counting	0
17 - 22	**Tin/Copper Merchant**	Finance + Accurate Counting	+1
23 - 31	**Timber Merchant**	Finance + Accurate Counting	0
32 - 37	**Charcoal Merchant**	Finance + Accurate Counting	-2
38 - 45	**Livestock Merchant**	Finance + Accurate Counting	+2
46 - 54	**Leather Merchant**	Finance + Accurate Counting	-1
55 - 65	**Fur/Hide Merchant**	Finance + Accurate Counting	+2
66 - 81	**Brogger/Wool Merchant**	Finance + Accurate Counting	+2
83 - 91	**Salt Fish Merchant**	Finance + Accurate Counting	-1
92 - 93	**Salt Merchant**	Finance + Accurate Counting	+1
94 - 99	**Wine Merchant**	Finance + Accurate Counting	+4
100	**Spice Merchant**[1]	Finance + Accurate Counting	+4

All Merchants have Bargaining as a skill and can Evaluate the sort of goods they sell or deal in i.e. Evaluate Goods (Wool)

[1]In the EF and HC periods this occupation includes Apothecaries, who gain the skill of Pharmacology & Medicine at Level 1.

Table - Father's Vocation - Merchants

Basic Status of Town Traders	Base Status	Master Status	Owner Status[1]
Employed Labourer	7	-	-
Master-less Worker (Vagrant)	7	-	-
Struggling Journeyman	9	-	-
Skilled Worker/Journeyman	11	+6[2]	see note [2]
Well-to-do Worker/Journeyman	14	+6[2]	see note [2]
Huckster/Stall-keeper	10	-	+1[3]
Petty Trader	12	-	+5[3]
Shopkeeper	13	-	+2[3]
Trader/Merchant	16	-	+6[3]
Wealthy Merchant	19	-	+7[4]

Bonuses to status are cumulative.

[1]Owners have the option of replacing any of their skills with Finance or Accurate Counting.

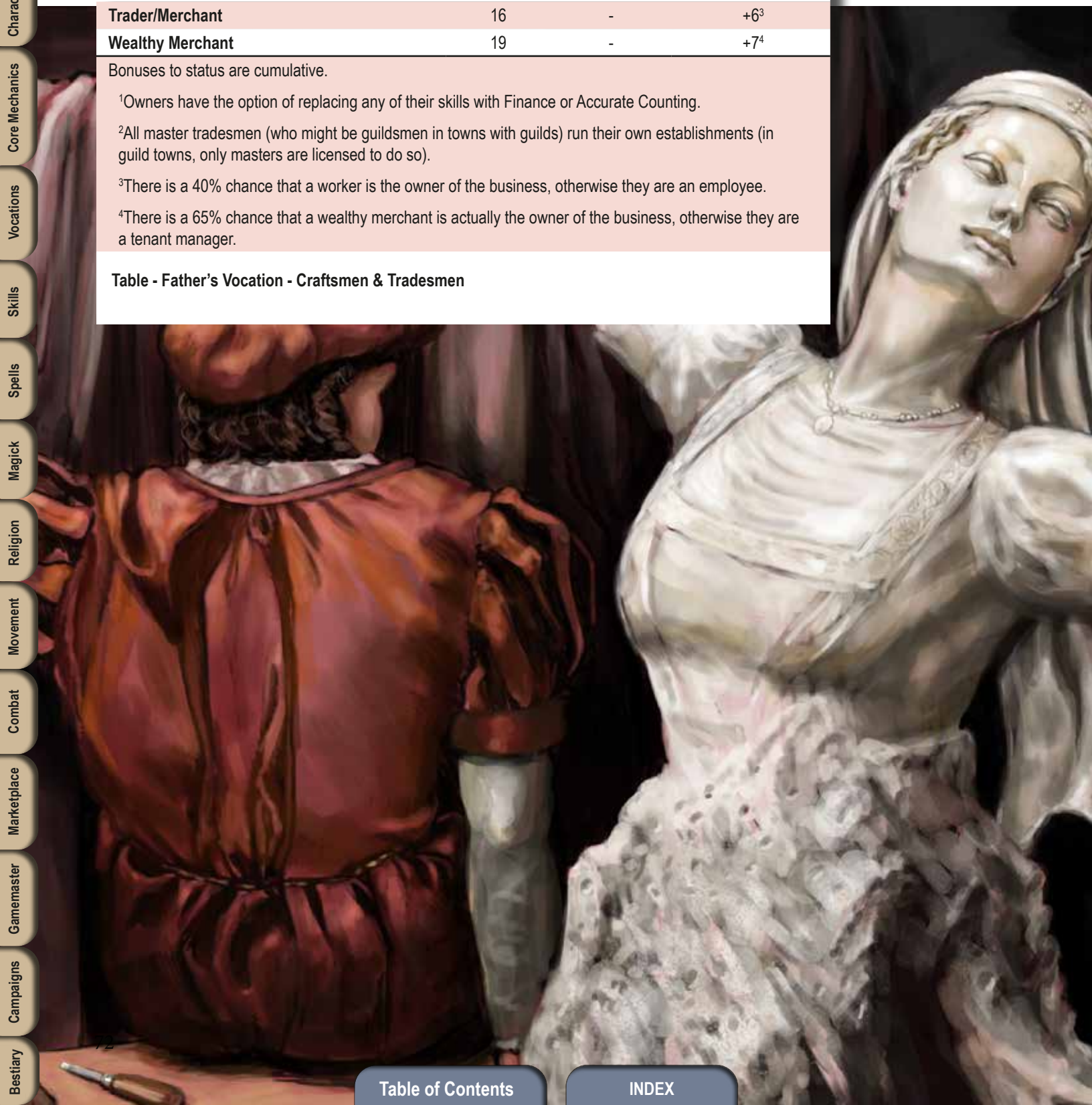
[2]All master tradesmen (who might be guildsmen in towns with guilds) run their own establishments (in guild towns, only masters are licensed to do so).

[3]There is a 40% chance that a worker is the owner of the business, otherwise they are an employee.

[4]There is a 65% chance that a wealthy merchant is actually the owner of the business, otherwise they are a tenant manager.

Table - Father's Vocation - Craftsmen & Tradesmen

Rich Townsmen and members of the Cultural Elites can increase seven skills in which they have basic knowledge by +1 level.



Trades of the Towns & Cities

All trades marked in CAPITALS are 'basic' craft guilds, these will generally be the first to form in centres with organised craft associations, with butchers being the "gateway" trade.

1D100%		Father's Vocation	PC's Starting Skills (Basic Knowledge)‡	Base Status
		Victuallers		
01 - 26	01 - 11%	**Brewer**	Brewing, Cooking +1 Skill[1]	0
	12 - 28%	**BUTCHER**	Axe Combat + Knife Fighting	+2
	29 - 47%	**BAKER**	Cooking +1 Skill[1]	+1
	48 - 60%	**FISHMONGER**	Knife Fighting +1 Skill[1]	0
	61 - 74%	**Greengrocer**	Finance	0
	75 - 81%	**Miller**	Milling, Carpentry +1 Skill[1]	+2
	82 - 89%	**Egg/Milk/Cheese Seller**	Finance	0
	90 - 93%	**Vintner/Wine Seller**	Wine Making +1 Skill[1]	+4
	94 - 95%	**Oil Seller**	Oil Refining +1 Skill[1]	+1
	96 - 100%	**Innkeeper**	Finance, Brewing + Intimidation	+2
		Textile Trades		
27 - 55	01 - 04%	**Yarn Maker**	Spinning & Weaving, Knitting & Embroidering + Sewing	0
	05 - 12%	**Hosiery Maker**	Sewing, Knitting & Embroidering	-1
	13 - 28%	**TAILOR**	Sewing, Knitting & Embroidering +1 Skill[1]	+1
	29 - 35%	**Capper/Hatter**	Sewing, Knitting & Embroidering	+1
	36 - 47%	**Cloth Piecegoods**	Spinning & Weaving + Sewing, Knitting & Embroidering	-1
	48 - 56%	**Embroiderer**	Sewing, Knitting & Embroidering	0
	57 - 71%	**WEAVER**	Spinning & Weaving +2 Skills[1]	0
	72 - 85%	**DYER/Litster**	Dyeing, Lifting +1 Skill[1]	0
	86 - 93%	**FULLER**	Lifting, Spinning & Weaving +1 Skill[1]	0
	94 - 100%	**Draper**	Sewing, Knitting & Embroidering +2 Skills[1]	+1
		Leather Trades		
56 - 65	01 - 21%	**TANNER/Currier/ Tawer/Whitawer**	Tanning, Leather-working + Knife Fighting	-1
	22 - 38%	**Harnessmaker**	Leather-working, Knife Fighting +1 Skill[1]	+1
	39 - 52%	**Saddler**	Leather-working, Carpentry + Knife Fighting	+3
	53 - 78%	**Cordwainer/Cobbler**	Leather-working + Knife Fighting	+2
	79 - 100%	**Horner**	Horn and Ivory Work +1 Skill[1]	0

Table - Father's Vocation - Craftsmen & Tradesmen

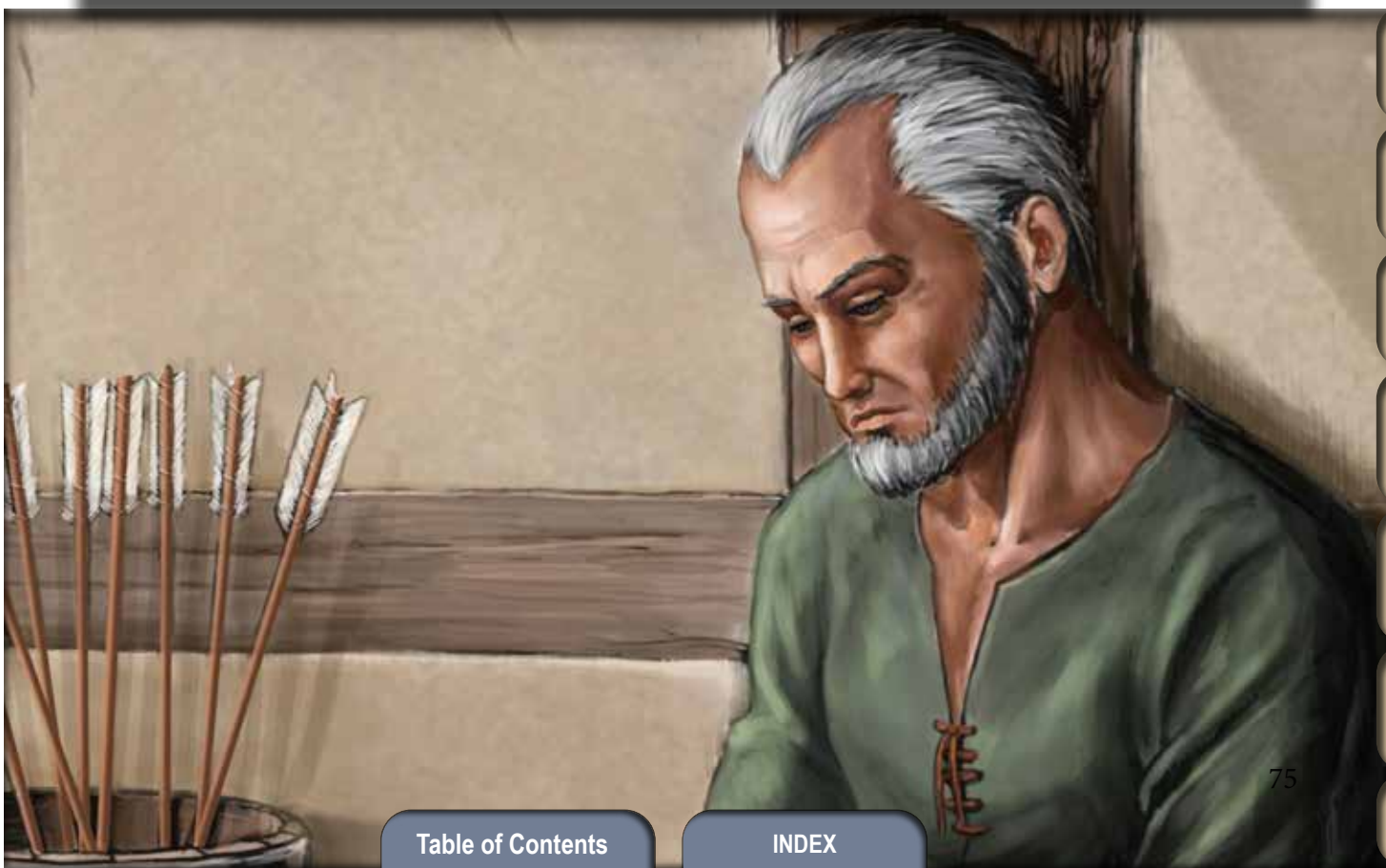
1D100%		Father's Vocation	PC's Starting Skills (Basic Knowledge)‡	Base Status
66 - 74		**Metal Trades**		
	01 - 04%	**Miner**	Mining, Geological Lore +1 Skill[1]	0
	05 - 22%	**Blacksmith**	Blacksmithing, Mace Combat +1 Skill[1]	+3
	23 - 42%	**Tin/Coppersmith**	Smelting +2 Skills[1]	+2
	43 - 65%	**PEWTERER/Plumber**	Smelting +2 Skills[1]	+1
	66 - 68%	**Foundryman**	Smelting, Endurance +1 Skill[1]	0
	69 - 72%	**Bell-founder/Brazier**	Smelting, Endurance + Engraving	+2
	73 - 76%	**Armourer**	Blacksmithing, 1 Combat Skill +1 Skill[1]	+4
	77 - 82%	**Cutler/Bladesmith**	Weaponsmithing, Knife Fighting +1 Skill[1]	+3
	83 - 88%	**Engraver**	Gold/Silversmithing, Engraving +1 Skill[1]	+2
	89 - 95%	**GOLDSMITH/ Silversmith**	Gold/Silversmithing or Lapidary +2 Skill[1]	+4
	96 - 100%	**Ironworker**	Blacksmithing, Mace Combat +1 Skill[1]	+2
75 - 86		**Building Trades**		
	01 - 08%	**Potter**	Pottery +1 Skill[1]	0
	09 - 13%	**Basketworker**	Basketwork +1 Skill[1]	-2
	14 - 19%	**Tiler/Roof Tile Maker**	Pottery, Lifting +1 Skill[1]	0
	20 - 30%	**Woodworker**	Carpentry + Wood Carving	-1
	31 - 41%	**MASON**	Masonry, Architecture + Sculpting	+2
	42 - 53%	**Builder**	Masonry, Lifting +1 Skill[1]	+1
	54 - 63%	**Plasterer**	Plastering, Lifting +1 Skill[1]	-1
	64 - 67%	**Dyker/Earthwaller**	Digging & Excavation, Endurance + Lifting	-2
	68 - 79%	**CARPENTER**	Carpentry, 1 Specialised Woodworking Skill +1 Other Skill[1]	0
	80 - 85%	**Cabinetmaker**	Carpentry, Wood Carving +1 Skill[1]	+1
	86 - 89%	**Cartwright**	Carpentry, Cartwright + Wood Carving	0
	90-93%	**WHEELWRIGHT**	Carpentry, Wheelwright + Blacksmithing	+1
	94-96%	**Shipwright**	Ship's Carpentry, Marine Architecture +1 Sea Skill	+3
	97%	**Glass blower/Glazier**	Glass blowing & Glazing +2 Skills[1]	+2
	98%	**Artist**	Painting +3 Skills[1]	+1
	99 - 100%	**Sculptor/Carver**	Sculpture +3 Skills[1]	+2

1D100		Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status
		Other Trades		
	01 - 17%	**Barber**	First Aid, Knife Fighting +1 Skill[1]	0
	18 - 35%	**Ostler**	Riding, Veterinary +1 Combat Skill	+2
	36 - 42%	**Animal Trainer**	Animal Training: (specific animal), Animal Handling + Veterinary	-2
	43 - 44%	**Pilot**	Piloting, Small Boats +1 Sea Skill	+3
	45 - 53%	**Boatman/Sailor**	Fisherman or Mariner, Small Boats, Knife Fighting + Fishing or 1 Sea Skill	-2
87 - 94	54 - 57%	**Net Maker**	Sail & Cordage Maker, Fisherman +1 Skill[1]	-1
	58 - 69%	**Roper/Corder**	Sail & Cordage Maker, Knife Fighting +1 Other Skill[1]	0
	70 - 74%	**Musical Instrument Maker**	Instrument Making + Bone, Horn & Ivory Work	0
	75 - 88%	**Cooper/Barrelwright**	Carpentry, Cooper +1 Skill[1]	0
	89 - 94%	**Bowyer/Fletcher**	Bowyer & Fletcher, Horn and Ivory Work+1 Other Skill[1]	+1
	95 - 98%	**Chandler/Candle Maker**	Chandler, Painting +1 Skill[1]	0
	99 - 100%	**Incense/Perfume Maker**	Perfumery +2 Skills1	+2
		Local Specialist Trades & 'Other'		
95 - 100	01 - 70%	**Local Specialty[2]**	Varied Trade Skills	See Note [2]
	71 - 100%	**Other[2]**	Varies	See Note [2]

‡All Tradesmen have Bargaining as a skill and can Evaluate the sort of goods they sell or deal in.

[1]Appropriate skill of the PC's choice.

[2]Either a local speciality, such as the cloth trades practised in the Low Countries, armouring in Augsburg, or more fantasy-based activities. Table - Fantasy Guild Occupations provides examples of the latter.



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1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Equivalent
01 - 06	**Mercenary Captain**[2]	Riding, Mounted Combat, 3 Combat Skills, Leadership +1, Thievery Skill, Rich Master +2	Rich Master +2
07 - 16	**Mercenary Cavalry**[2]	Riding, Mounted Combat, 2 Combat Skills +1 Thievery	Skill Master +0
17 - 33	**Mercenary Footman**[2]	2 Combat Skills +1 Thievery Skill +1 Skill[1]	Journeyman -1
34 - 48	**Mercenary Archer**[2]	Archery, Short Sword, 1 Thievery Skill +1 Skill[1]	Journeyman
49 - 67	**Mercenary Crossbowman**[2]	Crossbow, Short Sword, 1 Thievery Skill +1 Skill[1]	Journeyman +1
68 - 88	**Thief**	2 Thievery Skills, Con +1 Skill[1]	Struggling Journeyman -1[3]
89 - 96	**Assassin**	2 Combat Skills, Intimidation, Stealth, Skulking in Shadows, Disguise +1 Skill	Struggling Journeyman -1[4]
97 - 100	**Arcane (Magus)**	Writing, Ancient Language, 2 Magick Methods[5] or 1 Magick Method*** & 2 Lore +3 Skills[1]	Rich Master +4

[1]Appropriate skill of the PC's choice.

[2]These occupations also appear in LF/WF period in Mediterranean lands and in areas of prolonged conflict.

[3]This reflects the character's status within the wider population. There is a 33% chance that a guild thief is a Master Thief, with status amongst his brethren as a Master.

[4]Re-roll on Table - Craftsmen & Tradesmen to determine the cover occupation. There is a 50% chance that a guild assassin is a Master Assassin.

[5]This skill can be found in Magicks & Miracles.

Table - Fantasy Guild Occupations

Urban Cultural Elites

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status
01 - 10	**Physician**	Writing, Herbalism, First Aid +3 Other Skills[1]	24
11 - 20	**Surgeon**[2]	Writing, Pharmacology & Medicine, Astronomical Lore, Herbalism +1 Other Skills[1]	25
21 - 35	**Barber-Surgeon**	First Aid, Chirurgery, Knife Fighting +1 Other Skills[1]	19
36 - 45	**Apothecary**[3]	Make Drugs, Poisons, Herbalism, 1 Written Language +1 Other Skills[1]	22
46 - 55	**Mire (non graduate physician)**[2]	Writing, Pharmacology & Medicine, Herbalism +2 Other Skills[1]	21
56 - 70	**Graduate in Law**[2]	Writing, Law, Con, 3 Lore +1 Other Skills[1]	23
71 - 80	**Notary**[2]	Writing, Law, Diplomacy & Politics, 3 Lore +1 Other Skills[1]	24
81 - 95	**Scribe/Clerk**	Writing, Paper Making, Calligraphy & Illumination +1 Other Skills[1]	19
96 - 100	**School-teacher**	Writing, Paper Making, 2 Lore +1 Other Skills[1]	21

[1] Appropriate skill of the PC's choice.

[2] This profession is not available in the EF period, re-roll for Wealthy Townsman on Table - Townsmen

[3] This profession is not available in EF and HC period, treat as Spice Merchant on Table - Merchants

Table - Urban Cultural Elites

Economic Status	Rank Modifier[1]
Poor and Reduced	-10%
Average	+0%
Wealthy	+20%

[1] The rank of nobility is determined by rolling on Table - Social Rank of Fighting Class, Knights, Magnates and Royalty. The Rank Modifier is also used in determining size and type of holdings.

Table - Economic Factors Influencing Chivalric

1D100%	Social Rank
01-85	Lesser Gentry - Esquire/Knight
86-94	Lord
95-98	Titled Nobility
99-100+	Royal Family

Table - Social Rank of Chivalric

All 'gentle' PC's gain +10% to PSF% to the skills of Courtly Love (not EF) and Leadership.

Basic Chivalric Training

This includes the skills Riding, Riding a Warhorse, Mounted Combat, Cavalry Lance, Dagger and Slashing Swords, Wearing Light Armour, Courtly Manners. If **INT** requirement is met, they will also have reading own language.

Scholarly Option

The offspring of Nobility all have the option of turning away from a Chivalric occupation if they are not heirs. When choosing the scholarly option, a noble PC may acquire initial basic knowledge in the following skills, instead of Basic Chivalric Training.

Riding
Own Written Language (if INT 9+)
Any Foreign Language Spoken and Written1 (if INT 10+)
Any Ancient Language Spoken and Written2 (If INT 13+)
Any one lore
Any one Noble Skill

1. The language will be learned in written and spoken form as one skill if the **INT** requirement is met and **DIS** is 12+
2. Latin was historically the learned language used by scholars in the Dark Ages and the Renaissance; however, a pure imaginary campaign language could be substituted by the gamemaster for his specific Fantasy Campaign. The language will be learned in written and spoken form as one skill if the INT requirement is met and **DIS** 14+

EF				
1D100%	**Father's Vocation**	**Holding[1]**	**Starting Skills**	**Base Status[2]**
01 - 30	**Milites (armed warrior)[3]**	+0%	Basic Chivalric Training[4] + Reading (if **INT** 13+)	26
31 - 100+	**Knight**	+12%	Basic Chivalric Training + Reading (if **INT** 13+)	29
HC				
1D100	**Father's Vocation**	**Holding[1]**	**Starting Skills**	**Base Status[2]**
01 - 25	**Non-knighted noble**	+0%	Basic Chivalric Training + Reading (if **INT** 13+)	24
26 - 100+	**Knight**	+10%	Basic Chivalric Training + Reading (if **INT** 13+)	29
LF/WF				
1D100	**Father's Vocation**	**Holding[1]**	**Starting Skills**	**Base Status[2]**
01 - 70	**Esquire**	+0%	Basic Chivalric Training + Reading (if **INT** 12+)	25
71 - 100+	**Knight**	+10%	Basic Chivalric Training + Reading (if **INT** 12+)	28

[1] The size of holding is determined by rolling on Table - Holdings. Additional Social Status is gained depending on size of holding. Knights add +10% to rolls to determine holdings.

[2] This Base Social Status is modified by the size and type of a Noble's holding(s).

[3] This term is used here to refer to the loosely feudal armed warriors (the milites) that still existed. The term later came to mean a knight.

[4] Courtly Manners is replaced by 1 Agricultural skill.

Table - Esquires, Knights and Fighting Men - Lesser Gentry

1D100%[1]	Size of Holding	Status Modifier
01 - 15	**No holding**	see note [2]
16 - 30	**Minimal (farm), 40 +2D10 acres**	-1
31 - 50	**Land only, area of land equal to 60 +4D10 acres**	+0
51 - 60	**Part of fief**	see notes [3, 4]
61 - 90	**Fief**	see note [4]
91 - 95	**Roll again twice**	see note [5]
96 - 98	**Roll three times**	see note [5]
99 - 100+	**Roll 1D10 times.**	see notes [5, 6]

[1] The Rank Modifier is used in determining type of holdings, Knights adding a further +10% to rolls, Noble Lords +25%, Titled Nobility +40%, Royalty +50%.

[2] Lack of holding is determined by rolling on Table - Landless Fighting Men.

[3] Area of Lordship and revenue equal to 40% +2D10%. Fief is determined by rolling on Table - Lesser Gentry Holdings with a -10% modifier. Status is equal to Base Status + ½ fief's Status Modifier (round down).

[4] Each 2 additional fiefs, or fraction thereof, adds +1 Social Status. This is in addition to the Social status gained from the chief holding, the nature of fiefs being determined by rolling on Table dependant on social rank.

[5] If a second Fief is determined to be owned by a Noble, member of the Titled Nobility or Royalty, this must be rolled for on the table indicated for the social rank lower than that of the fief-holder. A third must be rolled on the table two ranks lower etc. Table - Lesser Gentry Holdings being the lowest level possible by this reduction. Additional fiefs being determined with a cumulative -10% modifier to the roll on Table - Lesser Gentry Holdings.

[6] If 10 is rolled, roll again, continuing until a roll of 10 is obtained, roll the total number of times on this table, ignoring all rolls of 91%+.

Table - Holdings

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Base Status
01 - 03	**Physically Incompetent**	Begging + Endurance (Endurance at level 2)	-15
04 - 09	**Branded Criminal**[1]	Basic Chivalric Training +1 Thievery Skill	-20
10 - 30	**Thug for Hire**[1]	Basic Chivalric Training + Intimidation	-10
31 - 50	**Lordless/"Knight-Errant"**	Basic Chivalric Training + Con	+0
51 - 74	**Man-at-arms in household of Gentry**[2]	Basic Chivalric Training + Reading (if **INT** 13+)	see note [2]
75 - 88	**Man-at-arms in household of Lord**[2]	Basic Chivalric Training + Reading (if **INT** 13+)	see note [2]
89 - 97	**Man-at-arms in household of Nobility**[2]	Basic Chivalric Training + Reading (if **INT** 12+)	see note [2]
98 - 99	**Man-at-arms in household of Royalty**[2]	Basic Chivalric Training + Reading (if **INT** 11+)	see note [2]
100	**Man-at-arms in household of King**[2]	Basic Chivalric Training + Reading (if **INT** 11+)	see note [2]

[1] Fighting men or down-at-heel knights. These men are considered trouble by almost all, although their skills give them a degree of fearful respect.

[2] Status is largely dependent on that of the noble to who's retinue the warrior belongs. Additional Social Status equal to $^1/_{10^{th}}$ of their master's status (rounded up) is gained from this service. A further +10% bonus to rolls on Table - Holdings is received for determining the holdings of the masters of Household men-at-arms.

Table - Landless Fighting Men

1D100%[1]	Type of Fief	Starting Skills[2]	Social Status[3]
01 - 40	**SFMH1**	Basic Chivalric Training +1 Combat Skill	Knight +0
41 - 54	**SFMH2**	Basic Chivalric Training +1 Combat Skill	Knight +0
55 - 66	**SFMH3**	Basic Chivalric Training +1 Combat Skill	Knight +1
67 - 76	**LFMH4**	Basic Chivalric Training +2 Combat Skills	Knight +2
77 - 84	**LFMH5**	Basic Chivalric Training +2 Combat Skills	Knight +4
85 - 90	**LFMH6**	Basic Chivalric Training +2 Combat Skills	Knight +4
91 - 94	**SK7**	Basic Chivalric Training +3 Combat Skills	Knight +6
95 - 97	**SK8**	Basic Chivalric Training +3 Combat Skills	Knight +6
98 - 99	**SK9**	Basic Chivalric Training +4 Combat Skills	Knight +7
100+	**Castle1**	Basic Chivalric Training +4 Combat Skills	Knight +8

[1] The Rank Modifier is also used in determining size and type of holdings.

[2] As an option, a PC can replace any or all of the Combat Skills with the Charismatic skill of Leadership, the Noble skills of Courtly Love, Chess and Heraldry, or skills used in managing a manor. Characters with **INT 13+** may also take the skill of Reading as a free skill.

[3] For sub-infeudated holdings, each 2 additional fiefs, or fraction thereof, also adds +1 Social Status to that of an overlord.

Table - Lesser Gentry Holdings

1D100%[1]	Type of Fief	Starting Skills[2]	Social Status[3]
01 - 09	**LFMH4**	Basic Chivalric Training +2 Combat Skills	Knight +3
10 - 21	**LFMH5**	Basic Chivalric Training +2 Combat Skills	Knight +5
22 - 36	**LFMH6**	Basic Chivalric Training +2 Combat Skills	Knight +6
37 - 52	**SK7**	Basic Chivalric Training +3 Combat Skills	Knight +7
53 - 70	**SK8**	Basic Chivalric Training +3 Combat Skills	Knight +7
71 - 84	**SK9**	Basic Chivalric Training +4 Combat Skills	Knight +8
85 - 92	**Castle1**	Basic Chivalric Training +4 Combat Skills	Knight +9
93 - 97	**Castle2**	Basic Chivalric Training +4 Combat Skills	Knight +10
98 - 99	**Castle3**	Basic Chivalric Training +4 Combat Skills	Knight +12
100+	**Castle4**	Basic Chivalric Training +4 Combat Skills	Knight +13

[1]The Rank Modifier is also used in determining size and type of holdings.

[2]As an option, a PC can replace any or all of the Combat Skills with the Charismatic skill of Leadership, the Noble skills of Courtly Love, Chess and Heraldry, or skills used in managing a manor. Characters with **INT 13+** may also take the skill of Reading as a free skill.

[3]For sub-infeudated holdings, each 2 additional fiefs, or fraction thereof, adds +1 Social Status to an overlord.

Table - Noble Holdings

1D100%[1]	Type of Fief	Starting Skills[2]	Social Status[3]
01 - 04	**LFMH6**	Basic Chivalric Training +2 Combat Skills	Knight +7
05 - 11	**SK7**	Basic Chivalric Training +3 Combat Skills	Knight +8
12 - 20	**SK8**	Basic Chivalric Training +3 Combat Skills	Knight +8
21 - 32	**SK9**	Basic Chivalric Training +4 Combat Skills	Knight +9
33 - 47	**Castle1**	Basic Chivalric Training +4 Combat Skills	Knight +10
48 - 65	**Castle2**	Basic Chivalric Training +4 Combat Skills	Knight +11
66 - 81	**Castle3**	Basic Chivalric Training +4 Combat Skills	Knight +13
82 - 91	**Castle4**	Basic Chivalric Training +4 Combat Skills	Knight +14
92 - 96	**Castle5**	Basic Chivalric Training +4 Combat Skills	Knight +16
97 - 100+	**Castle6**	Basic Chivalric Training +5 Combat Skills	Knight +17

[1] The Rank Modifier is also used in determining size and type of holdings.

[2] As an option, a PC can replace any or all of the Combat Skills with the Charismatic skills of Leadership, Diplomacy & Politics, the Noble skills of Courtly Love, Chess and Heraldry, or skills used in managing a manor. Characters with **INT 12+** may additionally take the skill of Reading for free.

[3] For sub-infeudated holdings, each 2 additional fiefs, or fraction thereof, adds +1 Social Status to an overlord

Table - Titled Noble Holdings

1D100%[1]	Type of Fief	Starting Skills[2]	Social Status[3]
01 - 03	**SK9**	Basic Chivalric Training +4 Combat Skills	Knight +10
04 - 08	**Castle1**	Basic Chivalric Training +4 Combat Skills	Knight +11
09 - 17	**Castle2**	Basic Chivalric Training +4 Combat Skills	Knight +12
18 - 29	**Castle3**	Basic Chivalric Training +4 Combat Skills	Knight +14
30 - 43	**Castle4**	Basic Chivalric Training +4 Combat Skills	Knight +15
44 - 63	**Castle5**	Basic Chivalric Training +4 Combat Skills	Knight +17
64 - 79	**Castle6**	Basic Chivalric Training +5 Combat Skills	Knight +18
80 - 91	**Castle7**	Basic Chivalric Training +5 Combat Skills	Knight +19
92 - 98	**Castle8**	Basic Chivalric Training +5 Combat Skills	Knight +21
99-100+	**Castle9**	Basic Chivalric Training +5 Combat Skills	Knight +30

[1]The Rank Modifier is also used in determining size and type of holdings.

[2]As an option, a PC can replace any or all of the Combat Skills with the Charismatic skills of Leadership, Diplomacy & Politics, the Noble skills of Courtly Love, Chess and Heraldry, or skills used in managing a manor. Characters with **INT 11+** may additionally take the skill of Reading for free.

[3]For sub-infeudated holdings, each 2 additional fiefs, or fraction thereof, adds +1 Social Status to an overlord.

Table - Royal Holdings

Intra-group Status

Throughout history each grouping of individuals, be it a vocation, tribal group, gathering of peers, community or sect, even the utter poor, has had its own status structure. This is represented by Intra-group Status. This is a small scale status–extending only to those people who directly have contact with an individual, and those who know those people personally. Intra-group Status does affect Social Status, but only at the rate of 1:10 (round down).

Most people have many different group statuses, but the one that matters most is their local Intra-group Status. This was usually the extended family's status within their peer group, although it could be status within a profession.

Roll on the following table to determine any modifier the PC's father has to his Intra-group Status due to his prestige, this result is added to basic Social Status to generate Intra-group Status. The GM may opt to charge or award PC Points depending on Intra-group Proficiency.

1D100%	Intragroup Proficiency	Status Modifier
01 - 02	**Abysmal**	- (D10 +5)
03 - 13	**Inferior**	- D10
14 - 35	**Poor**	- ½D10 (round up)
36 - 65	**Average**	0
66 - 85	**Good**	+ ½D10 (round up)
86 - 98	**Superior**	+ D10
99 - 100	**Exceptional**	+ (D10 +5)

This status is especially important to guildsmen as it can often affect their elevation (or fall) within their guild's structure. See Page 22 for more information, however as an example: **Syndics or Guildmasters**, due to their elevated position of influence within their urban centre have a 25% chance (5% for métiers in towns without structured guilds) of being Town Councillors (+30 Intragroup Status Points, +3 Status Points). If on the Town Council, there is a yet further 25% chance of holding the position of Mayor of the town (which confers an additional +20 Intragroup Status Points and +2 Status Points. A town of population 10,000+ is counted a *'city'* with a Lord Mayor, this adding a further +20 Intragroup Status Points and +2 Status Points.

Step 6 - Sibling Rank & Place in the Family

'Family' derives from famulus (Latin: a slave), and includes all people living as a domestic unit. As they included servants, and depending on period and location possibly slaves, aristocratic families tended to be larger, while peasant families were generally nuclear. The number of children per family, of course varied, but seemed to have been lower than in subsequent centuries, especially in urban settlements. Families were very often complex due to frequent death and re-marriage, with children of different unions living under the same roof. Men usually married late, after locating a stable situation, while women would marry young, to maximise the chances of having children. Nobles and the rich would often have larger families, partly as they tended to marry younger. However, few noble families achieved more than around five living children.

Female mortality was an important factor, with the consequence that men often married more than once, to increasingly younger women. When a man did die, he would often leave a young widow with children of differing ages. Young widows could remarry, or remain single, which allowed greater control over her own life and affairs. The result was that it was common for children to have siblings of very differing ages, often with differences of ten or more years between them.

Men often sired bastards, which were usually recognised and raised with their own children. Such children were usually the result of liaisons between unmarried young men and young women of lower social status, but naturally married men occasionally dallied, especially with their servants. This adultery was of course condemned and could lead to fines and public ridicule, but if not caught in the act, it rarely did. Bastards, if looked after, would not receive the same inheritance (if any), and had difficulty entering the clergy. In most places however, bastards, both male and female, were considered part of the family and were usually well cared for. The raising of orphans was undertaken either by grandparents, if still alive, or else uncles and aunts. Amongst the poor, orphanages did exist, not as separate institutions but as part of a hospital. Few monasteries took young children in, some hospitals did - but mostly it was left to locals.

In England from c. 1330 being born an illegitimate serf bizarrely had the advantage of automatically freeing the child - as illegitimate children could legally inherit nothing, even serfdom.

To determine a character's position in their family, one of the following methods may be chosen:

- Random determination, or
- Accept the default position as the youngest of 5 legitimate children, or
- Pay the necessary PC Points to purchase the sibling rank desired as listed in Table - Sibling Rank.

If random determination is desired, it is necessary to determine the status of the parents. This can also be used to determine the size of a family, although if the default option or if points are spent to determine position, this has no effect on character generation.

Slaves must roll randomly.

For number of siblings, roll as follows: -

½D10 (round down) children, on a roll of 9-10 (before dividing by 2) re-roll and add +⅓D10 (round down) children; if 9-10 again, add +⅓D10 (round down) children and repeat procedure. If 9-10 again, stop.

1D100%	PC's Legitimacy	Points Cost
01 - 03	**Unrecognised Bastard**[1]	+5
04 - 10	**Bastard**[2]	+3
11 - 100	**Legitimate**	-

Children of slaves suffer a -65% penalty on this roll, although this does not affect their status within their owner's family. A roll of *'legitimate'* indicates their mother has been freed and has a 50% of having married her former owner (roll on Table - Social Class for Father's status otherwise).

[1] If a character is illegitimate and unacknowledged by the father, then the character's Social Status will be one quarter of his father's Social Status (round down). Children of slaves use their slave parent's Social Status.

[2] 1f a character is illegitimate but acknowledged by the father, then the character's Social Status will be three quarters of his father's Social Status (rounding down).

Table - Legitimacy

Initial Status of Parents		
Father		
01 - 80%	**Living**	15% chance of not being the PC's mother's first husband.
81 - 00%	**Dead**	35% chance of having a step-father.
Mother		
01 - 50%	**Living**	30% chance of not being the PC's father's first wife.
51 - 00%	**Dead**	75% chance of having a step-mother.

Sibling Rank in Family	Points Cost[1]
5th child	-2
4th child	-1
3rd child	0
2nd child	2
1st child	3

[1]PC Point costs listed are for children of the current head of the household. In order to determine the sex of siblings, a 1D10 is rolled for each sibling in the family: Odd = Male, Even = Female.

Table - Sibling Rank

Roll ½D10 (round down) to find the sibling rank of the character. PCs are assumed to spring from the first 5 children. If both parents are dead the eldest child is deemed to have inherited.

If a parent remarried:

+⅓D10 (round down) children per replacement parent.

Roll ½D10 (round down) to find the sibling rank of the character. PCs are assumed to spring from a parent's first 5 children.

Step 7 - Status in One's Own Family

This step determines how a PC relates to the head of their family and how much they are in (or out) of their favour. The amount of influence that might be exerted on their behalf by the family, any support that can be expected, and their initial status in society being all influenced by this relationship.

To determine a PC's status within their family, players may select one of the following methods:

- Random determination by rolling 1D100, consulting Table - Family Status, or
- Accept the default status of 'Credit to the Family' at no penalty, or
- Spend the appropriate cost in PC Points for the desired status, as shown in Table - Family Status.

Note: If an heir (being first in line to inherit the family title(s), lands and wealth) add a bonus of +21% to the 1D100 dice roll.

Black Sheep:

The PC is badly out of favour and banished from the family until he redeems himself. With *'normal'* Black Sheep, it is Intragroup Status rather than Social Status that suffers; this being reduced to ¼ round down. If Intragroup Status drops below 25% of the unadjusted basic level, the family will expel the failure and no longer acknowledge them as a relative until their status improves. They also cannot call upon the head of the family to exert influence on their behalf. If they are an heir, then they have been disinherited and cast out as a shameful disgrace. The PC receives only half the usual starting funds available to him.

Credit to the Family:

A dutiful offspring, fulfilling all expectations, welcome at the family hearth and able to count on their family's support. Although always able to return to a warm welcome, along with any friends brought with them, the PC has struck out to seek their fortune in the world.

A PC if a 'credit' has the standard amount of starting funds, while if the heir of a high status family, has the additional benefit of being equipped with suitable arms, armour and a war horse, as befits the family's station, if they elect to follow a knightly path.

Good Son/Daughter:

The head of the family's darling, regardless of their sibling rank. Able to count on the full support of the family in whatever career chosen and always welcome at home. To reflect a doting father the PC begins with twice the usual initial funds. In addition, if they are the heir of a family of gentile status and the PC decides to follow a knightly vocation, they are equipped with necessary arms, armour and a war horse as befits the family's status.

1D100%	Family Status	PC Points
01 - 15	**Black Sheep**	+5
16 - 85	**Credit to the Family**	-
86 - 100	**Good Son/ Daughter**	-5

Table - Status Within the Family

Step 8 - The 'Curse'

Poorly Aspected PC's are required to roll 1D100, consulting Table - Curses. This is a reflection of the character's less than auspicious birth omens. Such a curse might well be the work of powerful forces who may wish harm and oppose the character.

Neutrally Aspected and Well-Aspected PC's are not required to roll for a Curse unless indicated that they must do so at a later stage. A player can however, always take a Curse for their character in order to make things 'interesting'. In such cases, either randomly roll or, if allowed by the Gamemaster, choose the desired Curse for the PC. Some players see a Curse as a detriment, while others regard them as fun to deal with, and a feature that only helps to 'spice up' their gaming experience.

Note: voluntarily rolling for a Curse, when using a PC Points character generation method, grants a bonus of +5 PC Points to the character.

Feudal society stigmatised those who differed from the accepted norm. The GM may opt to lower a Cursed character's Social Status by 1 or more. Adventure story-lines can be grown out of the PC's unique characteristics, whether for the good or bad.

1D100 %	Curse lying upon the Character
01 - 04	Character is a Jonah and seems to attract bad luck to those around him. There is a 13% chance each day that bad luck afflicts someone nearby. The victim suffers a -13% penalty to all success chances for that day.
05 - 08	You mysteriously lose things, only to find them later, often when they are not required. There is a 13% change of losing such an item each day, and a 21% chance (checked daily thereafter) of finding the lost item.
09 - 12	You can sometimes be very uncoordinated. At the start of each day make an **Agility** AR check with a -13% penalty. If you should fail then any skill involving **Agility** used that day suffers a -21% penalty to that skill. However there are days when you possess a superlative level of co-ordination. If the character succeeds with his Agility AR he has a +21% bonus when employing any skills involving AGL.
13 - 16	Animals are uneasy in your presence. The PC suffers a -13% penalty to the skills of Animal Handling and Riding. You can not learn the skill of Animal Training under any circumstances. There is also a 13% chance that other animals may react if you come within 10 feet of them, or a dangerous animal may attack if you come within 30 feet of them.
17 - 20	Animals are reluctant to let you ride them. The PC suffers a penalty of -21% to his Riding skill. There is also a 13% chance that the animal will react badly when you come within 10 feet of it.
21 - 24	Dogs snarl and bark whenever you come near to them even though you love dogs! There is a 21% chance of dogs not snarling or attacking when you approach. However, cats love you even though you loathe them.
25 - 28	Cats arch their backs and hiss malevolently at you! There is a 21% chance of them not reacting when you approach. They will scratch and bite you if you attempt to pick them up.
29 - 32	Stinging insects always seem to single you out. There is only a 21% chance of this not happening.
33 - 36	Poisonous snakes like you and seek you out. There is a 21% chance of this not happening. Any new snakes you see may also want to become your friend and there is a 13% chance of this happening. Snakes do not attack you either and this causes some people to view you with suspicion unless you are clearly a pious person and behave accordingly.
37 - 38	It is rumoured you are demon-sired, since occasionally when angry, your eyes seem to glow fiery red. When this happens you gain a +21% bonus to the Intimidation skill. The PC also has a 33% chance of bearing a 'witch mark' on his left shoulder (see entry for 67%).
39 - 40	An animal you own appears to have the gift of human speech, clearly demoniacal. There is a 13% chance of this happening, but it is not your fault that it sounds human.
41 - 42	Cows tend to go dry, milk sometimes curdles in your presence, and hens stop laying. There is a 13% of this happening per day.
43 - 44	Flames glow blue in your presence. There is a 13% chance of this happening.
45 - 46	Living plants may wither from your touch. There is a 13% chance of this happening.
47 - 50	You burn very quick when exposed to the sun, and suffer 2 Body Points of damage per hour unprotected, to a maximum of ½ Body Points or -13 points (whichever is lower).
51 - 60[1]	You suffer a mild allergic reaction with red, itchy eyes, watering nose and some sneezing. Attacks last for D10 x 10 minutes or for as long as the PC is in contact with the allergen. The character also suffers a penalty of -10% to all skills. See Table Allergies to determine the nature of the allergy affecting the PC.
61 - 63[1]	You suffer a serious allergic reaction. This is the same as above but the PC also suffers some shortness of breath. Attacks last for 1D10 x 20 minutes or for as long as the character is in contact with the allergen. The character also suffers a -39% penalty to physical skills, a -13% penalty to non-physical skills and -1 Fatigue Point per 2 levels that **CON** is less than 20. The lost Fatigue Points can not be regained until the attack is over. See Table - Allergies to determine the nature of the allergy affecting the PC.

Table - Curses

1D100 %	Curse lying upon the Character
64 - 66[1]	You suffer a severe allergic reaction. This is the same as a serious reaction but the PC also suffers a high fever, rash etc. Attacks last for 1D10 x 20 minutes or for as long as the victim is in contact with the allergen. The character also suffers a -60% penalty to physical skills, a -39% penalty to non-physical skills, and loses -1 Fatigue Point per level that **CON** is less than 20. The lost Fatigue Points cannot be regained until the attack is over. See Table - Allergies to determine the nature of the allergy affecting the PC.
67	The PC has an unusual birthmark on his left shoulder, referred to as a witchmark by the intensely superstitious. There is a 21% chance the character will be denounced as being in league with Dark Forces if seen by a superstitious person. If the character chooses Witchcraft as a vocation, the mark offers a 33% chance that the spirits approve and enables the PC to enjoy a bonus of +13% to all success chances when performing Witch Magicks.
68	The PC has a wandering eye, and there is a 21% chance that this will be viewed as 'the Evil Eye' by someone who is intensely superstitious. The PC gains a bonus of +33% when using the skill Intimidation against such a person. However, there is a 7% risk (checked first) that he will be accused of Black Sorcery and need to deal with a fear crazed mob.
69 - 71	You easily manage to get your clothes dirty and ripped. There is a 13% chance per day of this occurring.
72 - 75	You are haunted by evil dreams. There is a 13% chance per night of this happening and the PC is unable to recover any Fatigue Points.
76 - 77	Others feel uncomfortable in your presence. The PC gains a +2D10% bonus to his Intimidation skill. This is rolled randomly each time.
78 - 79	Bright sunlight bothers you. You suffer a penalty of -10% to all TSC% in cloud cover of less than 40%.
80 - 81	Animals you own or care for get sick and die. There is a 3% chance per day of the animal becoming sick. If the next roll is also within the 3% chance limit, the animal dies.
82 - 83	Major phobia. Roll against Table - Phobias.
84 - 90	Noticeable but socially 'acceptable' physical deformity, e.g. a large nose. The PC suffers a -1 penalty to his **Appearance**.
91	Serious physical deformity, e.g. facial scar etc. The PC suffers a -⅓D10 (rounding up) penalty to his **Appearance**.
92	Severe physical deformity, e.g. hideous scars, hump back etc. The PC suffers -1D10 (minimum -3) penalty to his appearance. There is also a 13% chance that the deformity is of a crippling nature, e.g. lame leg that leads to a physical impairment (as determined by the Gamemaster).
93	You exude a strong unpleasant body odour. The PC suffers -⅓D10 to his **Appearance** and incurs a penalty of -2D10% to **Charisma** skills per formed within 5 feet of the person you wish to influence.
94 - 95	Mild speech impairment, e.g. slight stutter, harsh voice etc. The PC suffers -1 to their Bardic Voice and a -1D10% penalty to any voice dependant skills.
96	Noticeable speech impairment, e.g. a pronounced stutter etc. The PC suffers a -⅓D10 (round down) to their **Bardic Voice** and suffers a 2D10% penalty to any voice dependant skills.
97	Severe speech impairment. The PC suffers a -1D10 (minimum -3) penalty to their **Bardic Voice** and suffers a -2D10 + 10% penalty to any voice dependant skills.
98 - 99	Twice cursed. Roll twice on Table - Curses.
100	Thrice cursed. Roll three times on Table - Curses.

[1]An allergy is not possible if the PC has a **CON 20**+. If so, roll again.

1D10	Allergy
01 - 02	Fur/hair, i.e. allergy to animal fur etc. May result in sneezing or watering of the eyes, and causes an additional penalty of -2D10% to dexterity and vision based skills.
03 - 04	Dust. May result in sneezing or watering of the eyes, and causes an additional penalty of -2D10% to dexterity or vision based skills.
05 - 06	Insect bites, i.e. allergy to a specific kind of insect, e.g. spider, bee. May result in a severe skin rash or swelling. If multiple bites occur, there is a 13% chance the reaction will increase to the next level, i.e. a mild reaction will become serious etc. A severe reaction will have a 13% chance of proving fatal.
07 - 08	Common food allergy. The PC is allergic to a common type of food, e.g. eggs, wheat, berries etc., which may result in a severe rash or a gastric upset. There is a 13% chance of the reaction increasing one level, i.e. a mild reaction may prove serious. A severe reaction has a 13% chance of proving fatal, and a 33% chance of completely incapacitating the victim.
09	Uncommon food allergy. The PC is allergic to an unusual or exotic foodstuff. The effects are the same as for a common food allergy.
10	Mould. The PC has an allergy to mildew (even damp earth if severe). May suffer almost constant sneezing and will suffer an additional penalty of -2D10% to all dexterity or vision dependent skills. A severe reaction has a 7% of proving fatal.

Table - Allergies

Mention of a witch mark

(roll of 67) may be replaced by the following:

The character suffers fits and tics in which they are unable to stop swearing, uttering socially inappropriate or unacceptable words or phrases, profanities and curses. In many ways this is similar to Tourette's Syndrome but can be more physical. In a culture where odd behaviour might be attributed to infernal influence, this might be very serious. A PC will suffer -1D10 Social Status, with no minimum; there also being a 33% chance that their family will disown them outright. However, the character does gain +33% to Intimidation skill rolls.

Step 9 - Special Talents & Abilities

Table - Special Abilities Outcomes allows a player to find out if their character possesses any special talent or abilities.

Note: acquiring a special ability or talent also necessitates determining if a Flaw is also received. Even if several special abilities or talents are possessed, it is only necessary to check once to see if a flaw has been gained (see Step 10 – Character Flaws, Deficiencies & Defects).

To find out if a character has any special abilities or talents, one of the following may be chosen:

- Randomly determination by rolling 1D100 and comparison of the result to Table - Special Abilities Outcomes, or
- Receive no special talents or abilities, or
- Buy up to 3 special talents or abilities with their appropriate PC Points cost as shown in Table - Special Abilities & Talents.

1D100%	Special Abilities Outcome
01 - 03	3 special abilities. Roll 3D100 and consult Table - Special Abilities & Talents.
04 - 09	2 special abilities. Roll 2D100 and consult Table - Special Abilities & Talents.
10 - 50	1 special ability. Roll 1D100 and consult Table - Special Abilities & Talents.
51 - 99	No special abilities.
100	Select any special ability you desire for the character!

Table - Special Abilities Outcomes

Determining Special Ability or Talent

Those denoted **(w)** are reserved for Well Aspected characters only. If one of these is rolled by a character not having the required Aspect, read down to the next special ability in regular print.

Some special talents and abilities may only be received by a random roll on Table - Special Abilities & Talents, not being available for purchase.

If a player using the PC Points method of character generation desires to buy a 'random only' talent or ability, a cost of 13 PC Points must be paid for the privilege of being allowed to roll randomly. The result of the 1D100 roll still applies - even if the specific ability or talent is not rolled. There is no further cost however, if the roll indicates another non-random ability.

For detailed descriptions of the various special abilities and tips on how they can influence play, see Special Abilities and Defects.

1D100%	Special Ability/Talent	PC Point Cost
01 - 02	**Ambidextrous**	10
03 - 04	**Berserker Rage**	10
05 - 09	**Born with an aptitude for a skill**	Random roll only
10	**Clairvoyance**	Random roll only
11 - 15	**Enhanced Sight**	5
16 - 18	**Extra Magickal Spells**	10
19	**Extraordinary Beauty**	Random roll only
20	**Extraordinary Potential**	10
21 - 24	**Fey Affinity (w)**	5
25 - 27	**Fey Blood (w)**	5
28	**Healing Powers**	Random roll only
29	**Herculean Strength**	Random roll only
30	**Highly Resistant to Disease**	Random roll only
31	**Highly Resistant to Magick**	Random roll only
32	**Highly Resistant to Poison**	Random roll only
33	**Incredibly Lucky (w)**	Random roll only
34 - 36	**Incredibly Strong**	Random roll only
37 - 41	**Keen Hearing**	3
42 - 46	**Light Sleeper**	5
47 - 51	**Low Metabolic Rate**	5
52	**Naturally Charismatic**	Random roll only
53 - 56	**Night Vision**	0
57 - 59	**Premonition**	7
60	**Primitive Talent Magickal Powers**	Random roll only
61 - 65	**Resistant to Disease**	5
66 - 70	**Resistant to Magick**	10
71 - 75	**Resistant to Poison**	5
76 - 80	**Scholarship**	5
81 - 82	**Sense Auras**	7
83 - 84	**Sense Good & Evil**	5
85 - 86	**Shape Shifting**	7 to 21[1]
87 - 88	**Speak with Animals (w)**	7
89 - 96	**Unerring Sense of Direction**	5
97 - 100	**Very Persuasive**	Random roll only

[1] See Special Abilities Table Animal Types

Table - Special Abilities & Talents

Talent Descriptions

The following defines the nature and limits of the special talents and abilities the character may have acquired in Step 9 of the Character Generation process.

Ambidextrous

The PC is equally proficient when performing a task with either hand and suffers no penalties when doing so. Ambidextrous PC's may use a sword or other weapon in either hand without penalty. They may also learn Two-Weapon Fighting at +10% to TSC%.

Berserker Rage

The berserker is not just an angry person or someone in the throws of battle, he is completely overwhelmed with fury; this is the true berserker. While the name was coined by the northmen, for this ungodly condition, its effects are not limited to those who hail from the north. To enter a Berserker Rage with the talent requires the expense of 1 BP (Body Point) in biting oneself etc.

Anyone of a Warrior Vocation has the capability of being able to fight in a berserker rage. This requires a successful **FER** AR% check and the additional cost of 1 BP with the talent, there is no BP cost for going berserk.

When in a berserker rage a Willpower roll at ½ PSF% is required in order to stop the berserker from losing himself completely to the rage, fighting headlong into the thick of things without considering the consequences. A berserker almost needs to be hacked into separate parts in order to stop him from engaging in combat. Unconcerned he will hew and hack at all in his way until his enemies are dead, striking with superhuman strength. Gaining a bonus of +4 damage to his blows and not suffering penalties when his fatigue point are exhausted. If his body levels are reduced to negative levels he will fight on as though uninjured. Only a critical injury that is disabling will stop him (head spine etc.) Even when levels of body have dropped to fatal levels he will continue to fight for a further 3 rounds of combat.

See also the Command Magick spell berserker rage; however, there is no duration for a rage that is entered naturally.

Born with an Aptitude for a Skill

The character is born with an aptitude for one specific skill. Choose the skill from either his background skills or vocational skills as a 'free' Mastery skill. During his youth, the character acquires 3 levels of proficiency in that skill without cost.

Clairvoyance

The character has a natural ability that operates like the Transcendental Magick spell, Clairvoyance, with a range of 100 miles. The PC loses no Fatigue Points when he has a clairvoyant vision. However, he has no control over when the visions occur. The Gamemaster controls what the PC sees in sudden and unpredictable 'visions' and this provides the Gamemaster with an explainable way of making the PC aware of events that may occur.

Enhanced Sight

The character has very keen vision and gains a 7+1D10% bonus to his Alertness: Sight PSF%. He also reduces range penalties for firing/hurling missile weapons by -1 range level. This does not give him a hit bonus, it simply enables him to fire/hurl missiles at success percentages others enjoy at closer ranges.

Extra Magickal Spells

The PC starts with a 1D10 additional spell points in those Methods of Magicks in which he has basic knowledge. If the PC is not going to practise Magick as a vocation, he may re-roll 1D100 for another special talent.

Extraordinary Beauty

The PC possesses truly exceptional looks. Increase Appearance by 1D10-3 (minimum 2) if Well Aspected; by 1D10-5 (minimum 1) if Neutrally Aspected; or by 1D10 – 7 (minimum 1) if Poorly Aspected or to 14 (whichever is higher). Appearance my not exceed the Legendary maximum (25).

Extraordinary Potential

One of the character's Attributes is raised, the number of levels being dependent on Fate. This special ability enables an Attribute to be raised above the racial maximum. To find out the increase, add the result of a ½ D10 roll to the elected attribute.

Regardless of whether the ability has been rolled randomly or purchased using PC Points, the amount the Attribute is raised is entirely dependent on the roll of the dice. Attributes may not exceed the Legendary maximum (25).

Fey Affinity (w)

The PC is in tune with the Fey World and enjoys a bonus of 11 + 1D10% to his chances with any Charismatic skills when dealing with Faeries.

Fey Blood (w)

The character has either Faerie or Elvish blood in him (player's choice). If he chooses to be Elfin in nature and appearance, he receives either Night Vision or Enhanced Sight. His Build will always be Light or Very Light (player's choice), with +2 to Agility at no additional cost.

The Well Aspected Half-Elven PC also has a natural talent in casting 1+½D10 (round up) total MR's in spells of Divination, Illusion, and Ward Magick, the spells to be selected by the player. Basic knowledge of the spells is at BCS 30%, and the PC improves at +3% in proficiency in each spell for every 5,000 Experience Points he spends. He cannot learn any other spells unless he becomes a Magus. If he becomes a Magus, this natural talent is manifested as +10 to PSF% (+20% for Mastery) in these three Magicks instead of the ability to cast specific spells.

If he prefers to retain a Human appearance, he has MR 30% when resisting all Illusion Magick spells. If he chooses a Magickal vocation, he acquires +10 PSF% (+20 PSF% if Mastery) in any three Magicks he learns.

Healing Powers

The PC has an ability to cure illness, heal wounds by the laying on of hands. He has a BCS 21%, which is increased by his Spirit Points. Success restores the recipient's Body and Fatigue Points, or cures the illness, in 1D10 minutes. However, the effect of healing is exhausting; the Healer is required to make a **CON** AR roll. If he succeeds he loses half his total Fatigue Points. If he fails he loses all his Fatigue Points. In either case he can be left with a minimum of 1 FP. If he has less than 10 FP when he begins, he also suffers ½D10 Body Points of damage.

Herculean Strength

This special ability is restricted to Human Warrior PC's (for non-warrior humans and other races see Incredibly Strong (qv) instead). The PC literally possesses super-Human strength beyond that normally associated with exceptionally powerful Human beings. Roll 2+1D10 and add the result to the character's Strength Attribute.

Note: This special ability may take a character's Strength beyond the racial maximums allowed.

1. Increase the PC's CCAP to reflect his new STR rating. If he has **STR 32** or more, increase his CCAP by 250 lbs for each level over **STR 31**.
2. Add +1 Fatigue point for each +1 **STR** level he acquires.
3. Add +1 Body point for every +1 **STR** levels he acquires.
4. In addition to the usual **STR** bonus associated with damage inflicted in combat for weapons having a Strength requisite, also add +1 damage point per +2 **STR** levels acquired here when using any weapon, whether or not it has a Strength requisite.

Highly Resistant to Disease

The character is resistant to diseases of all kinds and gains a bonus of 10+1D10% to his Resist Disease percentage (see Table - Body Recovery Rates). If he already has Resist Disease of 90%+, his resistance is automatically raised to 99% against infection.

Highly Resistant to Magick

The PC is resistant to Magick and adds a bonus of 11 + 1D10% to his MR when resisting Magickal spells. If he is a practising Magus, he also adds the bonus to the TSC% of any Ward Magick spells he casts.

Highly Resistant to Poison

The character gains a bonus of 11+1D10% to his **CON** AR when making a Resist Poison or Resist Drug roll.

Incredibly Lucky

Luck and those who gain the favour of Lady Luck are highly honoured. The PC gains three Luck Bonuses that can be added to any skill, Attribute or resistance roll in any given day (player's choice). The Bonus is 11+1D10% and rolled each time the player wishes to be 'lucky'.

Note: Well Aspected characters gain an additional Bonus per day. This special ability will also counter any unlucky effects of being in the presence of a 'Jonah' but utilises three Luck Bonuses for each day the PC is in the 'Jonah's' presence.

Incredibly Strong

Roll ½D10 and add the result to the character's **Strength** Attribute. Modify the character's CCAP accordingly.

Keen Hearing

The PC has very sharp hearing and receives a 7 + 1D10% bonus to his Alertness: Hearing skill.

Light Sleeper

The PC is easily roused. Whenever anything strays within a 30-foot radius of the character while he sleeps, he makes an Alertness: Hearing check without penalty, i.e. as if he were awake and alert. If the character is a Forester, add an additional +1D10% (rolled each time a check is made) to his Alertness skills whether asleep or awake, since he is attuned to unusual noises and stealthy movement sounds.

Low Metabolic Rate

The character has a highly efficient metabolism. He requires half the normal amount of food per day to sustain his health and energy levels. His Fatigue Points are restored by ⅓D10 FP (Fatigue Point) (rounded down) above normal levels per hour sleeping or +1 FP per 10 minutes resting.

Naturally Charismatic

The PC enjoys a bonus of 10% to all success chances when using or countering any Charismatic skill.

Night Vision

This faculty enables a person to see in the dark. There must be some light present, however faint. In near total darkness, he can still see shapes dimly at under 20 feet. Only in the absolute darkness of the Arcane Magick spell *'Darkness of the Pit'* will the PC be as blind as anyone lacking the ability.

Illumination of a Quarter Moon or better: PC sees as if in full daylight and is able to read scripts.

In moonlight or starlight: PC sees as if it were a very dull, overcast day and is able to read scripts.

Overcast night or inside a dark room: PC sees as if by bright moonlight but unable to read scripts.

Premonition

This is an irregular and unpredictable talent enabling one to see into the future. Its frequency is left to the Gamemaster. Usually, they occur in moments of peril or stress. The Gamemaster should make sure the feeling is strong and unmistakable. We recommend that the Gamemaster communicate a Premonition to the player in a brief note, the contents of which the player is free to reveal or withhold from his companions. Whatever knowledge is forthcoming should be made sketchy and involve symbolism, as in a dream, rather than a literal view of what will happen.

It is up to the player to interpret his character's visions. A character might feel a sense of foreboding.

The classic *"I have a bad feeling about this!"* is very typical and serves to alert the character to some immediate danger to him or those close to him. Premonition might offer a sense of hopefulness or even a certainty about something, e.g. *"Put 5 Crowns on that horse to win!"* Might be a *"lucky hunch"* that is not just a hunch at all.

Primitive Talent Magickal Powers

The PC is a natural magician, a primitive talent able to cast spells without studying the Arcane Arts. He must learn methods of magick as secondary skills to enable him to learn spells under those methods and using his SPR attribute AR% to target spells.

Resistant to Disease

The PC enjoys a bonus of 3+1D10% to his Resist Disease percentage as shown in Table Body Recovery Rates. If this bonus gives the PC a Resist Disease percentage of 99% he becomes virtually immune to all natural diseases.

Resistant to Magick

The PC is naturally resistant to Magick and gains a bonus of 3+1D10% to his MR. If a practising Magus, he also adds that bonus to his TSC% when casting any Ward Magick spells.

Resistant to Poison

The character enjoys a bonus of 3+1D10% to his CON AR when making a Resist Poison or Resist Drug roll.

Scholarship

The PC has spent a good deal of his early life at an institution of learning, a monastery, or in the presence of a scholar where his learning was significantly enhanced. So, he has gained basic knowledge in 5 Lore Skills, in addition to the basic knowledge acquired from his social background.

If the character possess high Intellect and/ or Wisdom, he gains further levels as follows, with any bonuses being cumulative:

If INT 13-16, +2 levels of proficiency in any 3 initial Lore Skills. If **INT 17+**, +2 levels of proficiency in all initial Lore Skills.

If WIS 17,+ +2 levels of proficiency in any 3 initial Lore Skills.

If INT 17+ WIS 17+, and **DIS 15+**, add a further +2 levels to all initial Lore Skills.

Sense Auras

The PC can see the auras of others and the general nature of their current mood. He must concentrate for one round, after which he has a 67% chance of seeing the auras of those within 30 feet of him providing he maintains unbroken concentration. Due to this intense concentration the PC loses –3 FP per round.

The PC discerns the feelings emanating from the aura, i.e. good, evil, anger, happiness, sorrow, fear, etc. Gamemasters are encouraged to colour code auras and indicate the intensity of emotion by the brightness or dimness of the aura. For example, a softly glowing green aura might indicate the character is comfortably happy, whilst a fiery red aura might indicate a raging fury. A PC with the ability to Sense Good & Evil (qv) will be able to gauge the precise degree of goodness or the depth of evil in the person he is observing.

Sense Good & Evil

The PC has the innate ability to detect either the presence of Good or Evil (player's choice) within a radius of 30 feet. Unless he rolls 10 on 1D10 Crit Die to acquire the ability to detect both Good and Evil, this sense reveals the intrinsically good or evil nature of a person, place or object. The PC must deliberately activate the power and concentrate for one round, he suffers a penalty of –3 FP per round in the process. In the next round, the moral nature of his surroundings is revealed 50% of the time, the chance might be higher when especially good or evil intentions are directed towards him or his companions.

If a truly great malevolence is present and the PC does not anticipate it, the Gamemaster may prompt him, as if he were having a Premonition, saying: *"You are starting to have a very bad feeling about this (person or thing)!"* In this instance the PC suffers an additional penalty of –2 FP.

Shapeshifting

The PC can change into an animal. Any shapeshifting requires a minimum of 2 rounds and costs 20% of one's full Fatigue Points when changing back from animal to Human form. The PC is able to remain in animal form for one hour x **DIS**.

PCs possessing this ability are not Were creatures, though others may easily mistake them for Were-beasts and react accordingly. Rather, they have the appearance and all the senses and abilities of natural, living creatures. They retain their own Fatigue Points but have the Body Points of the creature, which in some instances may render them more vulnerable.

A shift from animal to Human form leaves a character naked. His clothes, weapons, etc. are not carried with him in animal form, after all.

1D100%	Animal Type	PC Point Cost
01 - 50	**Small Animal**	7
51 - 70	**Small Bird**	7
71 - 90	**Attack Bird/Animal**	13
91 - 100	**Large Attack Animal**	21

Table - Animal Types

The player may elect to:

- Roll a 1D100 and compare the result to Table – Animal Types, or
- Elect to pay the appropriate amount of PC Points if using a Points-based method of character generation (as shown in Table – Animal Types) for the animal of their choice.

Small Animal: The character may become a small animal, e.g. mouse, rat, squirrel, rabbit, lizard, cat, fox, weasel, etc.

Bird: The character may become a bird, e.g. crow, thrush, raven, etc.

Bird of Prey or Attack Animal: The character may become an bird of prey or an attack animal. Birds of prey (falcons, hawks, eagles, etc.) have limited offensive capability but have the advantages of small size, speedy flight, and very acute eyesight.

Attack animals (dogs, wolves, etc.) have keen hearing and smell, move fast over broken ground, and are well armed.

The character may choose a large attack animal like a bear or lion if he rolls or buys Large Attack Animal.

Alternatively, he may elect to become a horse or some similar creature instead.

The character will take damage in the normal way but if the animal's Body Points are reduced to zero or less, the PC immediately returns to Human form but loses all Fatigue and Body Points. They are also stunned for a period of 1D10 minutes. Thereafter any further damage is assessed against the PC's Human Body and Fatigue levels.

Speak with Animals (w)

The PC gains the skill Beast Tongue, which gives the innate ability to converse with a particular type of animal. To determine which animal type, roll a 1D100 and compare the result to Table - Beast Tongue Type of Animal.

1d100%	Animal Language Skills
01 - 20	Talk with the birds
21 - 40	Talk with canines and foxes
41 - 60	Talk with felines
61 - 80	Talk with hoofed animals
81 - 99	Speak with small wild creatures
100	Talk with any three of the creature categories

Table - Beast Tongue Type of Animal

Unerring Sense of Direction

The PC has the innate ability to find True North and to know the direction in which he is travelling, whether inside, underground or outdoors. When beneath the earth, he also knows if he is ascending or descending.

Very Persuasive

The PC gains a bonus to his PSF% in four of the following skills: Bargaining, Begging, Charm, Conning Others, Diplomacy & Politics, Intimidation, Leadership, Oratory, Courtly Love.

The bonus gained is +2D10% and is rolled separately for each skill selected, the result being a permanent increase to the PSF% for that skill.

Step 10 - Flaws, Deficiencies & Defects

If a character possesses a special talent or ability, they must determine if they also have a Flaw to their character. This possibility of exhibiting an imperfection being the 'flip-side' of having unusual abilities.

To determine the possibility of having any flaws, one of the following may be chosen:

- Roll 1D100 if the roll is 01-40% the character possess a flaw. This is compulsory if a character has any special talents or abilities, or
- Select a Flaw. This bestows no additional bonuses but allows the player to 'spice up' their character and make them truly individual. If this route is chosen it is worth selecting a flaw that can be satisfyingly role-played and also one that is fun, or
- If a PC Points method is being used, pick Flaws from Table - Flaws to gain a total bonus of no more than +25 PC Points. This option is only available if a character does not possess any special talents or abilities.

Note: Option 3 above is the only method that enables a player to gain additional PC Points, this choice only being available to PC Points based characters who lack any special talents or abilities.

If a PC Points character generation method is being utilised, no additional advantages may be gained from any selection made against Table - Phobias or Table - Flaws.

If a Phobia is obtained earlier during the character creation process (the result of either a curse or flaw) it does not stop the player, if they so desire, from choosing to take an additional Phobia at this stage.

Phobias can range in intensity from minor to severe. Any minor phobia has a 13% chance of actually being a major one, and each major phobia a further 13% chance of being severe. Such a fear is so pathologically all-consuming that any exposure at all to the trigger will dominate the character's response.

Phobias received as a result of a curse or flaw indicate the degree of phobia suffered, i.e. minor, major or severe. For further information on particular fears and their game effects, see deficiency descriptions.

Shame (Optional)

A character with a Phobia might well lose status and be considered a 'disgrace' to their family (see Step 7). Roll 1D10 if opting for a major Phobia; 2D10 for a severe Phobia. The GM might well have an occasional story-line focus on a PC's Phobia.

If they are considered a disgrace, their status within the family changes to that of a Black Sheep. Any PC Points spent on Family Status being lost.

Roll	Social Status	Chance of Being a Disgrace
1	0	Touched - but understood
2-5	-1	10%
6-10	-2	20%
11-15	-3	30%
16-18	-4	40%
19-20	-5	50%

Morale Checks Against Fear & Phobias

A PC or NPC exposed to fearful conditions or to a possibly horrific experience, must succeed with a 'morale check' in order to overcome their fear. A standard morale check being required in the form of a roll against their Willpower skill:

- If challenged by a minor phobia, a Willpower roll at -10% TSC% is required from the character.
- When confronted by a major phobia, a Willpower roll at -20% TSC% is required.
- A severe phobia requiring a Willpower roll at -30%
- If a character possesses a phobia, a Fear spell produces in them an effect equivalent to being exposed to the phobia's trigger. Thereafter the character may only partially resist, dependant on the level of their Phobia.
- If a person lacks a phobia, they resist Fear spells with a Willpower roll at their full TSC%.
- Self-discipline and the ability to maintain inner control, even when confronted with gnawing fear, enables characters with FER 16+ to employ their FER AR% if they desire, instead of attempting a Willpower roll.
- Pious laity may attempt to sustain inner control even if faced with supernatural or Magickal Fear by relying upon their faith in the protection of higher powers. They can take -15% TSC% rather than making a Willpower roll.

See Core Game Mechanics for additional information on skill rolls.

1D100%	Deficiency/Defect	Point Cost
01-03	Absent-Minded	+10
04-06	Angry	+5
07-09	Argumentative	+3
10-12	Arrogant	+10
13-15	Avaricious	+10
16-18	Cannot Hold Liquor	+7
19-21	Clumsy	+10
22-24	Compulsive Gambler	+10
25-27	Compulsive Liar	+7
28-29	Cowardly	+15
30-33	Deep Sleeper	+5
34-35	Disrespectful	+7
36-38	Drunkard	+7
39-41	Envious	+5
42-44	Frivolous	+5
45-47	Gluttonous	+5
48-50	Hypochondriac	+3
51-53	Impatient	+3
54	Kleptomaniac	+10
55-58	Larcenous	+5
59-61	Lazy	+3
62-63	Lecherous	+7
64-66	Lustful	+5
67	Major Phobia[1]	+10
68	Manic-Depressive	+7
69	Megalomaniac	+7
70-72	Minor Phobia[1]	+5
73-75	Over-confident	+7
76-78	Overly Trusting	+10
79	Severely Phobic	+13
80-82	Rude	+5
83-85	Poor Hearing	+4
86-88	Poor Vision	+4
89-90	Paranoid	+5
91-92	Pessimistic	+5
93-94	Slovenly	+3
95-96	Slothful	+7
97-98	Tactless	+10
99	Vengeful	+10

Roll 1D10:	Point Bonus	Deficiency/Defect
01-05	+7	Minor Phobia & roll again for another flaw[1]
06	+13	Minor Phobia & roll again for another flaw[1]
07-08	+7	Cursed[2]
09	+13	Twice Cursed[3]
10	+21	Thrice Cursed[4]

100

[1]Roll 1D100 dice against Table - Phobias to identify the PC's phobia.
[2]Roll 1D100 dice against Table - Curses to identify the PC's curse.
[3]Roll 1D100 dice twice against Table - Curses to identify the curses afflicting the character.
[4]Roll 1D100 dice three times against Table - Curses to identify the three curses afflicting the PC.

Table - Flaws

As each Phobia differs from each other, failure in controlling such fear may produce a diverse range of possible reactions. Additionally, individuals react in very personal ways to fear. A panicked character might flee, faint, or freeze to the spot. They might even lash out at the cause of their fear! Fear may also be exhibited as nervousness, clumsiness, the inability to remember important details, an inability to focus or concentrate, etc.

Instead of prescribing a specific response, it is preferable for a Gamemaster to tailor any response to a specific fear, enabling it to take into account the character's own personality. The circumstances in which the anxiety or unease occurs, should also be considered in any reaction.

1D100%	Type of Phobia	
01 - 04	**Acrophobia**	Fear of heights
05 - 07	**Agoraphobia**	Fear of open and public spaces
08 - 10	**Algophobia**	Fear of pain
11 - 13	**Ailurophobia**	Fear of felines
14 - 16	**Androphobia (Female) or Gynophobia (Male)**	Fear of men or Fear of women
17 - 20	**Arachniphobia**	Fear of spiders
21 - 23	**Astrophobia**	Fear of thunder & lightning
24 - 26	**Autophobia**	Fear of being alone
27 - 30	**Claustrophobia**	Fear of close spaces
31 - 33	**Cynophobia**	Fear of dogs
34 - 36	**Oemophobia**	Fear of large crowds
37 - 40	**Entomophobia**	Fear of insects
41 - 44	**Florophobia**	Fear of some plants/flowers
45 - 47	**Heliophobia**	Fear of sunlight
48 - 50	**Haemophobia**	Fear of blood.
51 - 53	**Heptaphobia**	Fear of being touched by anyone, even a close friend or a family member
54 - 57	**Hydrophobia**	Fear of water
58 - 60	**Hypnophobia**	Fear of sleeping and also of dreaming
61 - 63	**Kronophobia**	Fear of aging
64 - 66	**Musophobia**	Fear of mice/small rodents
67 - 69	**Mysophobia**	Fear of being contaminated by dirt and filth
70 - 72	**Necrophobia**	Fear of corpses, Undead etc.
73 - 75	**Neophobia**	Fear of new things, new ideas, or change in general
76 - 79	**Nyctophobia**	Fear of darkness & night
80 - 82	**Orphidophobia**	Fear of snakes & reptiles
83 - 84	**Photophobia**	Fear of intense light
85 - 87	**Pyrophobia**	Fear of fire
88 - 90	**Thanophobia**	Fear of personal death
91 - 93	**Toxicophobia**	Fear of being poisoned
94 - 97	**Xenophobia**	Fear of strangers
98 - 100	**Zoophobia**	Fear of large animals

Table - Phobias

Deficiency Descriptions

Absent Minded

The PC has a forgetful nature and may fail to recollect some important detail at an inconvenient moment, especially if the detail is of a practical nature. There is a 33% chance that the PC will prove absent-minded. The character will then be required to make an **INT** AR at a penalty of –10%.

Angry

The PC is prone to fits of extreme anger whenever he is frustrated or thwarted. At such times, he must succeed with a DIS AR or he will explode in fury shouting and cussing.

On a failed **DIS** AR, a **Ferocity** AR check is required to see if he enters a Berserk Rage.

Argumentative

The PC is prone to take issue with what others say and is always ready to debate a point just for the sake of arguing about it. A successful **WIS** AR is needed for him to recognise those moments when it is better to bite his tongue and keep silent or, if in the middle of what is becoming a heated discussion, to realise that it is time to stop arguing before a real fight ensues.

Arrogant

The PC is conceited and pompous in his self-admiration and manner, he may strike others as cocky and cavalier at best. There are times he is patronising and presumptuous. He has an attitude problem and his brash, superior manner can get him into difficulty. His arrogance is especially evident when dealing with social inferiors. It is when he is arrogant in his manner to social superiors that he truly risks trouble. A **DIS** AR at ½ AR% is required to rein in behaviour that might prove offensive to others.

If his arrogance is manifested while attempting to apply a Charismatic Skill, then the PC will suffer a penalty of between -13% to -33% (assessed by the Gamemaster) depending on the situation. However, the PC is resistant to such attempts by others, who suffer similar penalties when attempting to influence him. This is an extremely difficult person, and his self-centred moodiness makes him very hard to manipulate or convince.

He is, however, very vulnerable to outright flattery and sycophantic behaviour. After all, he is the greatest and he will look favourably on those who have the intelligence to see that and treat him accordingly.

Avaricious (Greedy or Miserly)

He always wants more and covets what others have with an envy that eats away at him making him bitter and resentful. The PC expects others to be generous towards him and is usually disappointed by their tight-fistedness. Yet he is grasping, stingy and miserly with his own things. When confronted by real wealth, the urge to possess it all is a madness upon him. He is the kind of person who would run into a burning building or who would go below decks of a sinking ship to save his money chest. If a thief or robber with few scruples about property rights, he will do anything to satisfy his greed. A Willpower roll at ½ TSC% is needed to fight this often self destructive compulsion to possess it all and not to part with a single copper coin!

Cannot Hold Liquor

The character is unable to drink alcoholic beverages in any quantity without becoming intoxicated. When drunk, he is out of control and may do anything. Even worse, he does not accept the fact that he cannot drink excessively and seems to go out of his way to prove that he can. Assume a character can drink ½ pint of beer or one measure of spirits or one glass of wine per 2 points of Constitution before becoming intoxicated. At this point the character must made a **CON** AR at a penalty of –75% every 5 minutes to continue functioning.

Clumsy

Note: This flaw is limited to characters with **AGL 12** or less. If the PC has **AGL 12**+ roll again.

The PC has a tendency to botch up manual tasks often dropping things. In non threatening situations, it serves as more of an embarrassment to him. He may be penalised severely when attempting skills such as Sleight of Hand, Juggling, etc. He seems to be the unlucky individual who jostles a stranger in a pub (perhaps someone who is spoiling for a brawl), spills a drink or food, drops something tossed to him, trips or falls without warning. From time to time the Gamemaster may require him to make an **AGL** AR or a **DEX** AR to see if he has failed some task he is attempting to perform.

Compulsive Gambler

You have an uncontrollable itch to get involved in any games of chance you come across. You will bet on almost anything, and can go through an entire purse trying to win back losses. Given some gold or silver and you will find a game! A Willpower roll at ½ TSC% is required to overcome the gambling compulsion.

Compulsive Liar

The character cannot resist embellishing the truth by adding a few made up details to a story. Sometimes, this is an exaggeration, but it can take on a more sinister quality when the opportunity arises. A Willpower roll at ½ TSC% is needed to hold back a lie that might result in serious consequences for someone.

Cowardly

The PC is a coward and any courageous act on his part should be regarded as extraordinarily heroic. He will choose the coward's way out of a difficult situation with any risk to his skin. Any morale check or Fear check is made by making a Willpower roll at ½ TSC%.

This does not mean the character always behaves like a coward. Indeed, he may go to great lengths to disguise his fearful, timid nature so that others will not recognise it. In doing so, he might put himself in danger to avoid what he regards as a greater peril, discovery that he has a yellow streak down his back.

While cowardice is a definite weakness, it can be a strength in disguise. If the character has **INT 15**+ or **WIS 15**+, any paranoid feelings he has, could be regarded as instinctive awareness of impending danger not unlike a Premonition. However, it is far from infallible and can also be used by the Gamemaster to operate as outright paranoia and lead to a fear of people and situations that are perfectly innocuous and harmless.

Deep Sleeper

The PC has trouble being aroused from sleep and has to be shaken awake if he has not had his normal amount of sleep for the day. His Alertness senses turn off the moment he closes his eyes.

Disrespectful

The PC forgets his manners and acts disrespectfully toward his social equals, especially toward social inferiors. This does not win him friends and he suffers a –13% penalty to all his Charismatic skills. DIS AR is needed to control behaviour that might be offensive.

Drunkard

The character is in love with all forms of alcoholic beverages. He gladly drinks himself into insensibility whenever the opportunity arises. A Willpower roll at ½ TSC% is needed to prevent this.

Envious

The character can't deal with the good fortune of others, their greater fame, higher social rank, etc. This is more than never being satisfied with his own lot in life, for he not only feels envy, but blames others for the fact that they enjoy what he wants; as if he had been somehow cheated by them. His reaction is often one of sour grapes, and he also secretly delights in any misfortune suffered by those he envies. He may even be moved to arrange a misfortune or two for them just to cut them down to his level. Even close friends are not immune from this all consuming passion and the resentments arising from it. At worst, his envy can lead to outright treachery and base betrayal.

Envy is such a complex state of mind that no game mechanics have been attached to it. Instead, it is left entirely to role-play and not only the player but the Gamemaster will have a key part in how it is played out. The Gamemaster can raise the green-eyed monster of envy at any time, and the player must cope with the consequences.

Frivolous

The character has a capricious and carefree manner, often behaving in a nonchalant, flighty or flippant manner and can be scatterbrained, maddeningly petty also dwelling on inconsequential and superficial matters; incredibly impractical and irresponsible, though usually not to a deadly degree. To resist this tendency to superficiality, a PC must make a **DIS** AR at ½ AR%.

Gluttonous

The character has difficulty refraining from eating. He will make a pig of himself at table, often eating two or three times the amount considered usual for normal appetites. If he has Strength levels under **STR 12** and a Heavy Build, he is chubby. If under **STR 12** with a Massive Build, he is truly overweight! Worst of all, he has no self control and is able to hold back from the table only by making a Willpower roll at ⅓TSC%.

Hypochondriac

The PC is worried about the state of his health and forever seems to be coming down with some ailment complaining about this or that ache or pain. It is all in his mind, of course, but he is always on about dampness, drafts, etc., persistently consulting physicians he will carry a collection of folk remedies, charms and the like, to ward off sickness. Being near sick people, of course, makes him very nervous and can amount to a phobia.

Impatient

The character is a one of immediate action and is unable to wait out a situation. He becomes restive quickly and is prone to impulsive action if things do not start developing quickly. He must make a **DIS** AR at ½ AR% to resist the impulse.

Kleptomaniac

The character is unable to resist stealing objects that catch his eye. It does not matter that he has money in his purse to make a purchase or that he does not have a pressing need for the desired item; nor does he weigh the risks involved of taking something that will be missed by the owner. When the urge comes upon him to steal, he can hold back only by making a Willpower roll at ¼ TSC%.

Larcenous

Not an obsessive kleptomaniac, the character has the conscience of a born thief and will gladly steal anything not nailed down! However, he is not moved by blind impulse and will act only when he has a good chance of success. The problem is that he may sometimes be moved to steal from his friends as well as strangers. A **DIS** AR at ½ AR% is needed to prevent him trying to steal from a friend when the chance presents itself. Whereas with strangers, he is almost sure to steal the item he desires if it looks like he can get away without detection.

Lazy

The character is difficult to motivate and is prone to slope off from his duties unless he is kept under close supervision. He is also one to complain about the work that he is expected to do, etc. A **DIS** AR at ⅔ AR% is needed to keep a lazy person at a task he finds boring or tiring.

Lecherous

The PC is unprincipled when it comes to seducing someone they're sexually attracted to and is always trying to make a new conquest. In fact, this is so irresistible that the PC goes into seduction mode whenever a pretty face catches their eye, regardless of the consequences. A **DIS** AR at ⅓ AR% is needed to stop from making a play for the current object of affection.

Lustful

The PC has a passion for romantic dalliances and has difficulty resisting the temptation to yield to romantic advances or, for that matter, to resist pursuing an attractive person who catches his eye. A Willpower roll at ⅔ TSC% is needed to stop them from 'making a play' for the current object of their affections.

Major Phobia

This is a severe and irrational fear of something or someone, which may take hold of a character and seriously affects his actions. Roll 1D100 on Table Phobias to make a random selection regardless of method of character generation.

Manic Depressive

The PC is prone to alternating moods of excitability, hyperactivity, and elevated energy states and then sudden and massive depression and inability to cope with most of the problems and pressures of everyday life. In a manic state, he is capable of incredible levels of activity. When he is in a manic state, increase his Fatigue Points by +1D10 and all his skills gain a bonus of +10% to their TSC%. However, in a depressed state, he lacks energy and motivation, so decrease his Fatigue Points by -1D10 and all his skills suffer a penalty of –10% to their TSC%.

Megalomaniac

Give such a person any power and they are guaranteed to abuse it. The PC has classic infantile delusions of grandeur and an inflated sense of his talents and abilities that one might say he believes that he possesses godlike omnipotence. This trait completely overrides the PC's better judgement, so reduce all **WIS** ARs by -21% and a further -1D10% when the character is faced with assessing his capability to overcome some obstacle in his path.

Minor Phobia

This is nervousness in the presence of something or someone rather than full blown fear that can drive one to panic levels. Roll 1D100 on Table - Phobias to make the random selection regardless of method of character generation.

Overconfident

The PC has an inflated view of his own capabilities. He is contemptuous or disdainful of the abilities of others, especially those who oppose him. This leads him to underestimate his adversaries and gives rise to imprudent rash actions. A **WIS** AR at ½ AR% is needed to overcome such over-confidence and take a reality check on the situation at hand.

Overly Trusting

The character is an unsuspecting innocent, completely guileless, he is naive to a fault. Naturally honest and childlike in his trust of others, he is ready to confide in and just as ready to trust what they say is true as well. He is so credulous, as to be vulnerable and gullible to any half-baked tale he hears. To resist this trusting nature in himself, the PC must make a Willpower roll at ½ TSC%. However, if he has **WIS 15**+, he may use his **WIS** AR at its full percentage. If he fails, he is a certain victim of any con job done on him that succeeds and cannot offer any resistance to it unless the price is just too high even for someone as trusting as he is.

Severely Phobic

The character has an irrational fear that is so severe and obsessive that he is invariably panic stricken and rendered helpless when confronted by anything that triggers that fear. He may go to great lengths and resort to all manner of stratagems to avoid the object of his fears and to deny knowledge of it to others. Roll 1D100 on Table Phobias to make the random selection regardless of method of character generation.

Rude

The character lacks the finer points of the social graces. Reduce all skills that involve influencing others by -2D10%. Clearly, the worse the penalty the ruder the PC will act. A penalty of -20% or more indicates an individual utterly without manners or refinement in his dealings with others.

Poor Hearing

The character is hard of hearing and receives a -2D10% penalty to his Alertness: Hearing TSC%.

Poor Vision

The character has below normal vision and receives a -2D10% penalty to his Alertness: Sight TSC%

Also increase the range penalties for firing/ hurling missile weapons by two range levels.

Note: this is not a penalty to hit, rather it forces the character to fire using success percentages others have at longer range.

Paranoid

The character will not trust anyone, not even his friends. He always suspects someone is plotting against him or seeking to do him harm. If not successful in life he will attribute his failures to the malice of others who worked against him to deny his due place in the world. Depending on his nature as a character and the degree of resentment, he may seek vengeance against those he suspects of harming his fortunes. Due to this heightened awareness of his surroundings, he receives a bonus of +21% to his TSC% in both Alertness: Sight and Alertness: Hearing, for he is ever vigilant for any sign of treachery or ambush.

Pessimistic

The character always focuses on the dark side of any issue and rarely sees much to be hopeful about. He is miserable and can be a wet-blanket at times, who dashes cold water on the enthusiasm and excitement of others. His grim, fatalistic manner is demoralising to subordinates looking to him for encouragement in times of stress or great peril. To reflect this lack of enthusiasm, reduce his Leadership skill by -2D10%.

Slovenly

The character is messy in his personal habits and pays little attention to his physical appearance and the condition of his clothes. Reduce his APP AR by -2D10%. He also suffers severe penalties of between -13% to -33% (Gamemaster's discretion depending upon the situation) in the skills of Charm, Diplomacy, Leadership, and Courtly Love.

Slothful

A paragon of idleness and laziness, a parasite lacking ambition and content to let others pull his share of the load. He will do as little as possible, even for himself. **DIS** AR at ⅓ AR% is needed to keep a slothful person at a task he finds boring or tiring in any way.

Tactless

The PC has a tendency to select the wrong words in the most inappropriate moments and can shock or offend others with surprising ease. Reduce the character's TSC% in all Charismatic skills by –2D10% and the Noble skill of Courtly Love by –3D10%.

Vengeful

The character cannot forget nor forgive any injury or slight done to him or to those who are dear to him. He is implacable in his pursuit of revenge, conducting vendettas and blood-feuds with chilling ruthlessness. Lacking passion or pity, he believes that revenge is best served up cold. To overcome the urge for revenge (for the moment) requires a **DIS** AR at ⅓AR%. Remember this does not extinguish the vengeful feelings, but merely enables the PC to put off taking revenge until later.

Cursed

The character has somehow managed to incur the ill will of some unknown Magus, who has placed a Curse on him. The fact of this being a Magickal defect rather than a natural one, will not occur to the PC or anyone around him for a period of 2 months to one full campaign year. After that time, however, the truth will begin to dawn on him, and he may seek help in having the Curse removed either Magickally or by an Act of Faith.

Twice Cursed

The character must roll 1D100 twice and compare the results to Table - Curses. The character's Aspect does not have any effect here, since some supernatural Malevolent Force or a very powerful Magickal enemy clearly bears a grudge against the PC.

Thrice Cursed

The character must roll 1D100 three times and compare the results to Table - Curses. The PC has acquired a very malevolent enemy in the form of a powerful and implacable supernatural force and it is determined to ruin his life.

Step 11 - Personal Attributes

The overall nature and general capabilities of a character are defined by their characteristic Attributes. Also, as attributes influence skills, characters with high scores enjoy greater benefits and enhancements while learning and performing skills controlled by a particular attribute. Likewise, low attributes can hinder learning and use of a character's skills.

The Nine Personal Attributes:

Physical	**Intellectual**
Strength (**STR**)	Intellect (**INT**)
Constitution (**CON**)	Wisdom (**WIS**)
Dexterity (**DEX**)	Discipline (**DIS**)
Communal	**Derived**
Bardic Voice (**BV**)	Agility (**AGL**)
Appearance (**APP**)	Ferocity (**FER**)
Spirit (**SPR**)	Charisma (**CHA**)

Strength (STR):

The raw physical power of a body, crucial in influencing Body and Fatigue Points as well as affecting physical and athletic skills.

Constitution (CON):

A measure of health, durability and the ability to endure hardships; Constitution helps to determine Body and Fatigue Points, as well as affecting how a character heals, resists disease, and overcomes physical suffering.

Dexterity (DEX):

The hand eye coordination of the character and the ability to manipulate things with precision.

Intellect (INT):

The ability to comprehend situations, reason logically, to concentrate and remember information– all abilities essential to intellect-based skills.

Wisdom (WIS):

This ability reflects a character's perception and judgement regarding the deeper significance of situations, as well as the ability to gain insights into problems.

Discipline (DIS):

The ability to remain motivated and focused on a goal or task. Disciplined characters generally learn skills more quickly and maintain a higher level of morale.

Bardic Voice (BV):

The facility to speak eloquently, artistically sing etc., this being a very important attribute for powerful Charismatic skills.

Appearance (APP):

A character's physical attractiveness and comeliness (or repulsiveness). An attribute that can greatly impact a character's dealings and relationships with others.

Spirit (SPR):

In the religiously focussed world-view of the Middle Ages, this is held the single most important attribute, all others being transient.

Spirit is the influence that a being has upon the Universe, and the degree to which they are receptive to the influence of the Universe in turn. Spirit unlike other attributes has both a floating Current and an underlying Base score.

Increases and penalties to Spirit are dependant upon character actions and are judged by the religious and cultural values of the society to which they belong. Spirit is used, along with Willpower, to break spiritual hindrances. Breaking hindrances moves PCs closer to enlightenment and understanding, as well as increases the potential level of their **SPR**. Very high **SPR** can additionally be used to perform miracles and Magickal effects.

Derived Attributes

These are derived from the average of three core attributes plus an innate aptitude. The innate aptitude is a random modifier base on a 1D10 die roll or by spending character points using the points method.

With random rolls odd die rolls are negative modifiers and with the points system points may be gained by reducing the derived attribute.

1D10 Roll for Random Method	Innate Ability Mod	Point Cost
01 - 02	0	0
03 - 04	1	+/- 1
05 - 06	2	+/- 3
07 - 08	3	+/- 5
09 - 10	4	+/- 8

Agility (AGL)

This is the average of **STR CON** and **DEX** + Innate aptitude modifier.

This is a measure of a character's grace and bodily coordination.

Ferocity (FER)

This is the average of **STR WIS DIS** + Innate aptitude

Ferocity is a measure of the character's blood-lust in battle or other confrontational situations. It is also his morale in overwhelming circumstances.

Charisma (CHA)

This the average of **WIS APP BV** + Innate aptitude

Charisma is the strength of your attraction, charm and influence upon those round you.

Maximum & Minimum Attributes

All Attributes, except Spirit, have maximum and minimum levels, these being dependent on various factors such as race, age, type of character etc.

For human characters the minimum Attribute level is 2. The maximum Attribute level for Historical characters is 20, Heroic characters may rise to an Attribute level of 22, while Mythical characters may attain 25.

Spirit maximum levels are dependant upon the number of spiritual hindrances that a character has. The maximum being 100 divided by the number of spiritual hindrances. If a saintly character has no hindrances, then there is no limit to the levels that their Spirit may rise. Uniquely Spirit might also be a negative score, there being no lower limit for this.

Determining Attributes
The PC Points Based Method

Humans may purchase Attributes up to an Attribute Level of 20, although under special circumstances Attributes may rise to Level 25, or even higher, based upon the type of character being created (i.e. Historic, Heroic or Mythical).

Attributes cost 1 PC Point per level up to and including Level 15, after which the cost increases to 2 PC Points per level. Human characters must purchase a minimum of 2 levels for each Attribute unless a special case which allows a lower score exists. These costs are shown in the attribute table below.

Random

For attributes roll 3D10 for each attribute and ignore the lowest 1D10. Add; +2 for Heroic and +5 for Mythical Characters to each attribute.

Lion Heart

For attributes roll 2D10 for each attribute. Add; +2 for Heroic and +5 for Mythical Characters to each attribute.

Attribute Level	Points Cost	Success Chance (SC%)	Attribute Level	Points Cost	Success Chance (SC%)
2	2	20%	14	14	73%
3	3	25%	15	15	76%
4	4	30%	16	17	79%
5	5	35%	17	19	82%
6	6	40%	18	21	85%
7	7	45%	19	23	88%
8	8	50%	20	25	90%
9	9	54%	21	27	92%
10	10	58%	22	29	94%
11	11	62%	23	31	96%
12	12	66%	24	33	98%
13	13	70%	25	35	99%

Table - Attribute Rolls & Success Chance

Attribute Rolls

Often circumstances arise when the situation calls for some action to be performed for which a character has no skill. In such an occurrence the Gamemaster may require the player to attempt an Attribute Roll (AR).

This is performed by rolling equal to or under a defined percentage, as shown in Table - Attribute Rolls and Success Chance, using a 1D100 and a 1D10 Crit Die.

The result of the 1D10 Crit Die roll reflects the degree of success or failure. The AR% might additionally be modified by a percentage penalty or bonus, based on the measure of difficulty or advantage the PC enjoys.

Circumstances can also affect the way Attribute Rolls are used. A character might sometimes need to make an AR to accomplish a particular task. Such minor tasks are typically not of themselves difficult enough to necessitate a Skill Check, but still can fail.

At the opposite extreme, a successful AR might be demanded as a 'qualifying' roll before a character can even attempt to use a particular skill to maximum effect, or even at all! This situation is especially relevant in combat, where Agility or **AGL** ARs determine one's speed of reaction to tactical circumstances.

Determining Height

A player may select to use one of the following methods:

- Rolling the Height Dice as indicated in Table - Height & Build Determination. Add the appropriate modifier to give the Height Factor. The result being the PC's height in inches, or
- Accept the average default height for the PC as shown in Table - Height & Build Determination, or
- Spend 5 PC Points to raise or lower the PC's average height by up to 6 inches.

Example:

Steve has a male 'Historical' human character. He rolls the 2D10 Height Dice as per Table - Height & Build Determination and obtains 5 + 7 = 12. The dice modifier for his type of character is +57, so he calculates the Height Factor as 12 +57 = 69. This gives a height of 69 inches, Stephen finds his character is 5'9" tall.

Step 12 - Character Size

The character creation method being used (i.e. Historic, Heroic or Mythical) in addition to a character's sex determines their Height (HT), Build (BLD) and Weight (WT).

Type of Player Character	Height Dice	Range of Height Factors	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Historic Human Male	2D10 + 57	59-77	68 = 5' 8"	1D10 + 1	2 - 11	06 = Average
Historic Human Female	2D10 + 54	56-74	65 = 5' 5"	1D10 -1	0 - 09	04 = Average
Heroic Human Male	2D10 + 62	64-82	73 = 6' 1"	1D10 + 2	3 - 12	07 = Heavy
Heroic Human Female	2D10 + 59	61-79	70 = 5' 10"	1D10 -1	0 - 09	04 = Average
Mythical Human Male	2D10 + 67	69-87	78 = 6' 6"	1D10 + 3	4 - 13	08 = Heavy
Mythical Human Female	2D10 + 64	66-84	75 = 6' 3"	1D10 + 1	2 - 11	06 = Average

Table - Height & Build Determination

Determining Build

A player has the choice from amongst the following:

- The Build Die is rolled as indicated in Table - Height & Build Determination. To this is added the appropriate modifier as specified, and if applicable, this result is further modified by the following:
  - **Agility 15-19** reduces the result by -1
  - **Agility 20+** reduces the result by -2
  - **Constitution 15-19** increases the result by +1
  - **Constitution 20+** increases the result by +2
  - This process results in the PC's Build Factor, or
- Accept the average default build for the PC as shown in Table - Height & Build Determination, or
- With 5 PC Points purchase an increase or decrease to the PC's Build Factor by one level. The maximum modification to the Build Factor is limited to 3 levels.

Determining Weight

Basic Weight (WT) is calculated at 10 lbs plus 5 lbs for every inch of height over 40 inches. This is modified in respect of a PC's build by comparing the PC's Build Factor to Table - Weight Modifiers, amending the basic weight by the percentages given (rounding up any fractions).

Option

There is a 20% chance of being overweight (see Step 15 for the effects of being overweight). This is purely optional, but does potentially allow for some *'colour.'*

Example One:

Steve rolls 5 on 1D10 Build die, to which he adds +1 die modifier: 5 +1 = Build Factor 6. He gains no further additional modifiers from his Agility and Constitution. When compared against Table - Weight Modifiers, he gains a weight modifier of +5% to his character's basic weight. With a height of 5'9" the basic weight is 155 lbs (69" tall -40" = 29" x 5 lbs = 145 lbs + 10 lbs). Applying the weight modifier of +5% gives the PC a weight of 163 lbs (155 lbs x 105% = 162.75 lbs rounded up).

Example Two:

Sue's female, historic character has an average height of 5' 5" and average build of 04. She decides to spend 5 PC Points to increase her height by 4" so making her height 5' 9". (She could have added a maximum of 6" but decided 4" was enough). At this modified height, her weight will be 148 lbs (her basic weight of 155 lbs less 5% for her 04 Build Factor = 147.25 lbs rounded up). Sue decides that this is a little too light for her character, so she decides to spend a further 5 PC Points to increase her Build Factor to 05. This means there is no change to her basic weight of 155 lbs. Therefore at a cost of 10 PC Points, Sue has a character of height 5' 9" and weight 155 lbs.

Dice Roll*	Build	Weight Modifier
Less than 1	Very Light Build	Reduce weight by 30%
1	Very Light Build	Reduce weight by 25%
2	Light Build	Reduce weight by 20%
3	Light Build	Reduce weight by 15%
4	Average Build	Reduce weight by 5%
5	Average Build	No change in basic weight
6	Average Build	Increase weight by 5%
7	Heavy Build	Increase weight by 10%
8	Heavy Build	Increase weight by 15%
9	Heavy Build	Increase weight by 20%
10	Massive Build	Increase weight by 25%
11	Massive Build	Increase weight by 30%
12	Massive Build	Increase weight by 35%
13 & over	Massive Build	Increase weight by 40%

* Amended Dice roll due to weight modifiers

Table - Weight Modifiers

Weight (lbs)	Body	Weight (lbs)	Body
Under 44	10	197 - 215	22
45 - 53	11	216 - 235	23
54 - 64	12	236 - 256	24
65 - 75	13	257 - 278	25
76 - 87	14	279 - 300	26
88 - 100	15	301 - 324	27
101 - 113	16	325 - 348	28
114 - 128	17	349 - 373	29
129-144	18	374 - 400	30
145 - 160	19	401 - 427	31
161 - 177	20	428 - 455	32
178 - 196	21	456 - 484	33

Table - Weight Factor

Example:

Brother Arbutus the Monk is a Human male of massive build 11 and standing 5' 8" tall and weighing 222 lbs. He has CON 17 and STR 12. Brother Arbutus has BODY = 23 +17 + (12/2) = 46.

Absolute Strength Rating (ASR)

The basic Strength Attribute is only a starting point. The true Strength of a character relative to others is a measure of the muscle mass in a body of a given size and weight. It is why a man of 120 lbs and **STR 12** can lift or carry a fraction of the load a man of 275 lbs and **STR 12** may bear!

To reflect this we use the following formula to give bonuses to Strength checks and damage bonuses.

- The ASR of a character is the square root of their Lifting Capacity (LCAP) rounded down.
- The ASR provides a bonus modifier to any **STR** AR checks. Half the ASR (round up) provides the strength damage bonus in attacks for medium and heavier weapons. A quarter of the ASR (round down) provides the strength damage bonus in attacks for light weapons.
- When two characters are involved in any test of strength, if both succeed with their **STR** AR then the character with the lower ASR wins as he received a lower bonus so had to try harder to succeed.

Step 13 - Body Points

Body is a 'secondary' characteristic derived from Constitution, body mass, etc., representing the amount of physical damage a PC may sustain.

Determining Basic Body Points

To find a character's Body Points:

- Determine primary Body from Table - Weight Factor
- Add the character's Constitution attribute
- Add ½ Strength attribute (rounded down)

Recovering Body Points

The Body Recovery Rate (BRR) is the pace at which lost Body Points are recovered by a character through natural healing. Table - Body Recovery Rates gives the percentage of Body Points recovered each day (rounded up) and is dependent on the **Constitution** a character possesses.

Following a day of rest and recuperation, any full Body Points are restored at the start of the next day. It is impossible to recover Body Points if strenuously active.

Body Recovery Example:

Brother Arbutus recovers at BRR 8% when at complete rest = 4 Body Points per day. The next day, his Body goes up by +4 and if he continues to rest it will continue to increase by +4 per day until he is back to his maximum Body Points.

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CON	Descriptor	Total Rest	Light Activity	Active	Resist Disease(RD%)
2	Sickly	1%	0%	0%	30%
3	Infirm	2%	1%	0%	40%
4	Feeble	2%	1%	1%	50%
5	Frail	2%	1%	1%	55%
6	Weak	3%	1%	1%	60%
7	Unsound	4%	2%	1%	65%
8	Average	5%	3%	1%	70%
9	Average	5%	3%	1%	75%
10	Fit	6%	3%	1%	80%
11	Lively	6%	3%	1%	82%
12	Energetic	6%	3%	1%	84%
13	Hardy	7%	3%	1%	86%
14	Stalwart	7%	4%	2%	88%
15	Robust	7%	4%	2%	90%
16	Rugged	8%	4%	2%	92%
17	Vigorous	8%	5%	3%	94%
18	Dynamic	8%	5%	3%	96%
19	Vibrant	8%	5%	3%	97%
20	Vital	9%	6%	3%	98%
21+	Weatherproof	10%	6%	4%	99%

Having a Body Recovery Rate of less than 1 Body Point per day is possible. In those cases, round to the nearest 0.25 Body Point.

Table - Body Recovery Rates (BRR)

Example:

Brother Arbutus has **CON 17** and BODY 46. When comparing his CON to Table - Body Recovery Rates, he has the following recovery rates: 8% or 4 Body Points (0.08 x 46 = 3.68 rounded up) in a day of complete rest; 5% or 3 Body Points (0.05 x 46 = 2.3 rounded up) in a day of light activity, and 3% or 2 Body Point (0.03 x 46 = 1.38 rounded up) in a day of moderate activity.

This recovery is relative to Body Points. Someone with Body 34 and **CON 17** recovers at the same rate as a person with Body 26 and **CON 17**. Both recovering at a rate of 8% per day of complete rest, but one recovers 3 Body Points (0.08 x 34 rounded up) while the other recovers 2 Body Points (0.08 x 24 rounded up).

These calculations only need to be done once and should be recorded on the character's Profile Sheet for future reference.

Negative Body Limits (Death Beckons)

A character who has their Body reduced to negative values is not necessarily dead. Damage can be taken up to a negative level equal to their **CON** without killing them, although they are battered unconscious. Death finally occurring when Body Points fall below a negative level greater than their **CON**.

Example:

Ograine the Cobbler has **CON 09** and Body 17. Far from robust, he recovers 5% or 1 Body Point in a day of complete rest (0.05 x 17 = 0.85 rounded up). However, with light activity this drops to 3% or 0.75 Body Points per day (0.03 x 17 = 0.51 rounded up to nearest 0.25). He needs two full days before he recovers 1 Body Point. And, if he is active, he recovers only 1% or 0.25 Body Points per day (0.01 x 17 = 0.17 rounded up to nearest 0.25). Now he needs four full days to recover 1 Body Point.

Example:

Brother Arbutus (**CON 17**) can have his Body Points fall to -17 and still recover. However, he will be comatose until his Body Points returns to +1. If his Body fell to -18 or lower, he would be irretrievably dead under most circumstances short of a miraculous intervention.

Step 14 - Fatigue Points

Fatigue is a measure of a character's endurance and general level of energy. Fatigue is measured in Fatigue Points (FP).

Determining Basic Fatigue Points

To calculate a PC's Fatigue Points choose the most favourable of:

- The sum of the character's Constitution and Strength attributes, or
- The sum of the character's Constitution and Discipline

Recovering Fatigue Points

Fatigue is typically quickly used up in highly stressful situations, particularly during combat or in during Magickal practice. The Fatigue Recovery Rate (FRR) reflects how quickly they can recover personal energy levels and is dependent on Constitution.

After 10 minutes of rest a character will regain an amount of Fatigue Points, as shown in Table - Fatigue Recovery Rates. This is the amount of Fatigue Points recovered in the first 10 minutes of rest following any activity. The PC is simply required to rest and do nothing to 'get their breath back'.

This resting period can be extended up to a maximum of 1 hour to recover additional Fatigue Points. After the first 10 minutes of rest the recovery rate drops to 1 FP per 10 minutes of additional rest for PCs with **CON 15** or less and 2 FP per 10 minutes of additional rest for those with **CON 16**+.

If a PC wishes to recover more, sleep is required. Recovering Fatigue Points at the sleeping rate has no maximum time period.

CON	Sleep 1 hour	Rest 10 min
01 - 06	5 FP	2 FP
07 - 10	6 FP	3 FP
11 - 13	7 FP	4 FP
14 - 15	8 FP	5 FP
16 - 17	9 FP	6 FP
18	10 FP	7 FP
19	12 FP	8 FP
20	13 FP	9 FP
21+	15 FP	10 FP

Table - Fatigue Recovery Rates (FRR)

Example:

Brother Arbutus has **CON** 17, **STR** 14, and **DIS** 19. Brother Arbutus would do better by combining his Constitution and Discipline levels rather than his Constitution and Strength levels. His Fatigue Points would therefore be **CON + DIS** = 17 +19 = 36 Fatigue Points.

The Need For Sleep

After 24 hours of activity, a person must sleep - sooner or later. To represent this 'effective' **CON** is reduced by one level for every hour past 24 hours gone without sleep.

In order to try to stay awake longer, a base **CON** AR% with a penalty of -2% x hours awake can be made, checked hourly. Once a character's 'effective' **CON** level drops below CON 0, they will fall asleep.

An extra hour per -3 **CON** levels temporarily *"lost"* by pushing themselves must be slept. Almost super-human levels of effort can be maintained for a while, but there is a price! This adjusted **CON** level applies only to fatigue recovery and the need for sleep. The character's normal **CON** level is used for resolving other situations that necessitate a **CON** AR% or upon Constitution as a factor.

Example:

With **CON 17** and Fatigue Points 39, Brother Arbutus' FRR = 6 FP for 10 minutes resting plus 2 FP per additional 10 minutes to a maximum of 1 hour. Suppose he ran his Fatigue Points down to 6 FP by fighting. He may restore 6 + (2 x 5) = 16 FP by resting for the maximum of 1 hour. For greater benefit, he must sleep. An hour's nap restores an additional +9 FP, so if Brother Arbutus then sleeps for 2 hours he would restore the remaining 17 FP he needs and bring his Fatigue Points back to 36 FP.

Example:

Brother Arbutus has not slept for 26 hours. This is 2 hours over the limit. His *'effective'* **CON** level is assumed to be 17 -2 = 15 when working out how long he can stay active. Now he gains +5 FP for 10 minutes' rest not +7 FP. The longer he stays awake, the lower his 'effective' **CON** becomes, and also the lower his Fatigue Recovery Rate (FRR) becomes. This is because he is drawing on his reserves and is risking exhaustion and collapse.

Example:

Brother Arbutus has now not slept for 28 hours. His 'effective' **CON** is now assumed to be 17 -4 = 13. In order to stay awake, he must make a **CON** AR% at a penalty of -2 x the hours he has been awake, i.e. -2% x 28 hours = -56% to his Attribute roll.

Step 15 - Lifting & Carrying Capacity

Generally a character will be not stressing themselves and they will not need to consider whether or not they could carry or lift a load.

However, there are times when the issue can make a significant difference to the outcome of an action. In such cases, a precise determination might be necessary.

The following rules are not to be considered as rigidly inflexible.

Beings usually function within their normal limits, and players should rarely need to check Lifting Capacity (LCAP) and Carrying Capacity (CCAP) unless it is dramatically crucial to a situation.

Lifting Capacity (LCAP)

Lifting Capacity (LCAP) represents the weight a character can lift over their head. To determine their lifting ability, compare the character's Strength rating to Body weight as shown in Table – Strength/Body Ratio.

Carrying Capacity (CCAP)

Throughout history, warriors have often carried 50 - 100 Lbs of arms, ammunition and equipment and if physically fit and with the weight properly distributed, troops can march for many miles with such a burden, across a wide range of terrain!

Carrying Capacity being calculated as ½ x LCAP (rounding up).

Example:

Fabian's LCAP = 126.5 = 127 lbs. He can carry half that weight or 63.5 = 64 lbs (rounding up) without undue Fatigue. This is a reasonably heavy load for Fabian.

Exceeding Carrying Capacity (CCAP)

If a character carries more than their carrying capacity, they suffer a penalty of -1 Fatigue Point for every 20% of their CCAP that the load exceeds it, each hour or part of an hour that they bear it.

It is assumed that a PC will use load-bearing equipment to carry heavy weights. If they simply carry the load in their hands etc., their effective CCAP is half normal.

STR	LCAP	STR	LCAP
2	5 Lbs +25% of Body Weight	17	5 Lbs +140% of Body Weight
3	5 Lbs +30% of Body Weight	18	5 Lbs +150% of Body Weight
4	5 Lbs +35% of Body Weight	19	5 Lbs +160% of Body Weight
5	5 Lbs +35% of Body Weight	20	5 Lbs +170% of Body Weight
6	5 Lbs +40% of Body Weight	21	5 lbs +180% of Body Weight
7	5 Lbs +50% of Body Weight	22	5 Lbs +190% of Body Weight
8	5 Lbs +60% of Body Weight	23	5 Lbs +200% of Body Weight
9	5 Lbs +70% of Body Weight	24	5 Lbs +210% of Body Weight
10	5 Lbs +80% of Body Weight	25	5 Lbs +225% of Body Weight
11	5 Lbs +90% of Body Weight	26	5 Lbs +250% of Body Weight
12	5 Lbs +100% of Body Weight	27	5 Lbs +300% of Body Weight
13	5 Lbs +105% of Body Weight	28	5 Lbs +350% of Body Weight
14	5 Lbs +110% of Body Weight	29	5 Lbs +400% of Body Weight
15	5 Lbs +120% of Body Weight	30	5 Lbs +450% of Body Weight
16	5 Lbs +130% of Body Weight	31	5 Lbs +500% of Body Weight

Table - Strength/Body Ratio

Example:

To carry 127 lbs Fabian is carrying an amount of 63 lbs over his carrying capacity. This means he is 63 lbs / (0.2 x 64 lbs) = 63/12.8 Lbs = 4.9 = 5 (rounded up) times over his carrying capacity. Therefore he expends -5 Fatigue Points per hour he carries the burden and thus tires rapidly if overloaded. His friend Cednc has an LCAP of 421 lbs. He can carry half that weight or 211 lbs at no loss of Fatigue. This may sound incredible, but Cedric is a big fellow at the limit of normal Human strength.

Example:

Fabian carries a chest of coins weighing 100 lbs in his arms. His normal CCAP is 64 lbs (127 /2) but since he is carrying the burden in his hands, this is reduced by half to 32 lbs. For every 20% above his effective CCAP he carries, he subtracts 1 FP per hour he carries the chest. Therefore he is carrying 100 lbs -32 lbs = 68 lbs above his effective CCAP, so it will cost him 11 Fatigue Points (68 lbs /(0.2 x 32 lbs) = 68/6.4 lbs = 10.6 = 11 times) for every hour he carries it.

Sharing a Load

If several characters share a burden, the weight is divided by the number helping to carry it to determine the load each carries.

Other Methods of Carrying a Burden

Besides the usual methods of carrying items, objects may be carried in many other ways:

Carrying a weight on top of one's head is an even more efficient method than carrying it on one's back, but if the character stumbles or falls, the burden will tumble.

Head CCAP = standard CCAP + 20%

An item can also be held in one's mouth.

Mouth CCAP = 10% of standard CCAP

Being Overweight

An overweight person should be treated as carrying their body fat as a burden, the excess weight being rated in terms of its percentage relative to standard weight. Each extra 10% overweight will reduce Agility by 1. Being overweight does not count for calculating Body Levels or similar computations. It does lower the amount of weight that can be carried and (since it is a burden that cannot be put down) and lowers the distance that can be jumped. An overweight character who diets will lose ⅓ D10 (round down) pounds a week - and whilst dieting regains Fatigue Points at half the standard rate.

Step 16 - Jumping Ability

All characters can jump a certain distance; however, how far that distance is depends on Strength, Agility, racial characteristics, and the load that is carried. Additionally the Athletic skill of Jumping can improve distances.

The basic Jump is determined as ¼ x (STR + AGL) (rounded up).

Jumping ability is further modified by racial background, Humans adding +2 feet to their Jump.

Running vs. Standing Jumps

If a character is running into a jump or making a standing jump to cross a distance can result in different distances being traversed:

Running Jump Distance = Jump + ½D10
Standing Jump Distance = ½ Running Jump

In addition to jumping distances, a person can also jump heights, leaping up into the air to catch the branch of a tree or to vault a hurdle.

Regardless of his height, a person can jump 3 feet in the air - and extend his arms an additional one-sixth of his height over his head. See the skill Jumping Heights for improving this ability.

Jumping When Encumbered

It is assumed that a jumper is most able when unencumbered by any load. However, if bearing a load, a PC suffers a penalty of -1 foot from the distance for every 10% of CCAP the jumper is carrying (round up).

Step 17 - Base Action Points

Determining Base Action Points (BAP)

Base Action Points (BAP) determine what a character can undertake in a given time period. BAP are found by either using purely physical capability, or a combination of physical and mental ability. Quick reflexes, robustness, conditioning and rapid movement is one rationale.

The second method treats Intellect as a mix of determination and planning that still enables a person with low Constitution to still move quickly, as they substitutes force of will for physical ability. The more favourable of the following methods is used:

1. The sum of Agility and Ferocity, divided by 2, or
2. Agility and Intellect added together, then divided by 2

AGL levels over 20 are included but not INT or FER levels above **INT 20** or **FER 20**. Fractions are rounded down when calculating Base Action Points (BAP).

Applying BAP

Base Action Points (BAP) modify the distances a character may cover, BAP however is not only utilised in movement, but also helps determine how a character performs in combat and what they can do.

Example:

Harold has **STR 15** and **AGL 13** = ¼ x (15 + 13) = 28/4 giving him a basic Jump of 7 feet.

Harold has a basic Jump of 7 feet. Being Human, he adds +2 feet to reflect his background to obtain JUMP 9 ft.

Example:

Unencumbered by any load, Harold can make a running jump of 9 ft + ½D10 ft, a range of 10ft to 14 ft. He has a CCAP of 100 lbs. He loses -1 ft from his Jump for every 10% of 100 lbs = 10 lbs he carries. Harold finds himself carrying a load of 35 lbs. This is between 30% and 40% of CCAP, so he deducts -4 feet from his Jump distance. Harold is now capable of a running jump of between 6 ft to 10 ft and a standing jump of 3 ft to 5 ft.

Example:

Eleanor has **AGL 16, FER 8** and **INT 17.** Her best choice is AGL + INT = 16 +17 = 33/2 = 16.5 = BAP 16 (rounded up).

However, Henry has **AGL 21, FER 15** and **INT 10**. His best choice is AGL + FER = 21 +15 = 36/2 = BAP 18.

Step 18 Character Age

Feudal society was one in which age was treated (usually) with respect, and although these rules are optional they are included to enable a wider range of characters to be created. 18 is used as the base age as it is roughly around the age at which most PCs will leave their families to avoid the settling down that was typically socially expected.

As age determines a character's starting experience, a character beginning with more than 5,000 experience points and who expends them on skills, etc., may well start higher than Experience Level 1.

Players may determine the starting ages of their character's by one of several means:

1. They may either roll 1D100%
2. Pay PC points for an age older than 18 (or choose a younger age in order to earn bonus PC points), or
3. Default to the standard age of 18.

All Well Aspected characters may add +1% x 1D10 to their initial experience, whatever their age.

Basic Starting Age

1d100%	Human	Dwarf	Elf	PC Experience	Point Cost
01 - 05	13	14	15	2,500 exp	+10
06 - 10	14	16	17	3,000 exp	+8
11 - 20	15	18	19	3,500 exp	+6
21 - 30	16	20	25	4,000 exp	+4
31 - 40	17	25	35	4,500 exp	+2
41 - 60	18	30	50	5,000 exp	0
61 - 65	19	33	55	5,500 exp	-2
66 - 70	20	36	60	6,000 exp	-4
71 - 75	21	36	65	6,500 exp	-6
76 - 80	22	39	70	7,000 exp	-8
81 - 85	23	42	75	7,500 exp	-10
86 - 90	24	45	80	8,000 exp	-12
91 - 100	25	48	85	8,500 exp	-14

Table - Basic Starting Age

Step 19 - Personalising Traits

Foibles and Quirks

The more a character is *'personalised'*, the more they become an individual. Table - Personal Physical Features may assist with a few ideas to make a character 'come alive'. The more detail that can be brought to the task of visualising a character, the better.

While a character might not start with any behaviours or habits that become 'hallmarks' of their personality, it should be kept in mind that most people do tend to have a distinct voice, maybe an accent or favourite expressions, pet peeves, particular preferences in clothing, food, drink etc. During role-play a player might note down all the things that make their own character truly unique and individual and try to build them into their role-playing repertoire.

Not all humans have similar features, there are great regional and racial differences. However, most Europeans are somewhat similar in broad terms; anyone with a markedly different appearance, such as an unsightly skin complaint or a foreigner, will be considered very ugly and most likely socially penalised.

Hair Features

From the 9th century, European nobles wore their hair short to the neck and generally favoured being clean shaven. During the 11th century Norman warriors often shaved the back half of the head as an alternative to a 'pudding basin'.

As the 12th century progressed fashions changed, beards and long curled hair became the norm, even being filled-out with false hair. Beards and Moustaches were quite common, and were often expected from certain social groups. Facial hair being seen as one physical sign of age and thus wisdom.

During the 13th and 14th centuries hair was kept generally collar-length, while the pudding-basin style of the early 15th century was superseded by a longer style in the north and meticulously curled and combed hair in Italy. The clergy were as always distinguished by their shaven tonsure, while completely shaven heads were reserved for lunatics.

For a woman, their hair and how it was dressed indicated her age and marital status. Although most women had medium-length hair, longer hair was often tied into plaits for convenience. The Church, as always concerned with female modesty, encouraged married women to veil long plaits and not to entwine their hair with ribbons - although few listened; many noblewomen also added false hair.

During the 13th and 14th centuries plaits were often coiled over the ears or into gold or silver cauls (nets), or concealed (hair, neck, and chin) with a linen wimple. Occasionally these styles, particularly in Arabic-influenced Mediterranean regions such as Sicily, were finished off by a veil or kerchief.

In the 15th century, fashionable Northern European ladies plucked their hairline to make their foreheads seem higher and scraped their hair back under hennins - elaborate horned, pointed, or wired headdress. While in warmer climes such as in Italy, women displayed their hair in plaits, under low, jewelled turbans, bandeaus, or caps. Blonde hair was also at times sought by the use of either urine-based bleaches, saffron or onion skin dyes, or by the sun's action.

Everyone wore a cap, hat, hood or scarf - as only the mad went outdoors bareheaded.

Names

Names are significant. When choosing a name, it is always a good idea to consider what it is that is important about a character. Cultural influences on a campaign tend to colour and determine what fits into that setting and what might be most authentic. However, a name is always the player's choice - although the character has to live with it!

Until the 14th Century the labouring estate did not generally have true surnames, but usually descriptions or a place name - such as Hugh of Otmoor, or Black Thomas. Nobles would have a place name (possibly in addition to a surname), an example being William de Valence, Earl of Pembroke.

Eye Colour	Hair Colour	Hair Features	Complexion	Skin Texture	Unusual Features
Violet	Sun-bleached blonde	Short	Wan (very pale)	Silky	Large nose
Blue-grey	Strawberry blonde	Long	Milky	Smooth	Hawk nose
Blue	Flaxen blonde	Straight	Untanned	Average	Bulbous nose
Dark blue	Dirty blonde	Wavy	Average	Rough	Long nose
Emerald green	Red	Curly	Tawny	Seamed	Snub nose
Green	Auburn	Bald	Golden tanned	Weather-beaten	Wide nostrils
Hazel	Light brown	Tonsured (Clerical)	Deeply tanned	Worn	Narrow nostrils
Brown	Chestnut brown	Tonsured (Druidic)	Swarthy	Leathery	Wide-eyed
Dark brown	Dark brown	Shaved	Reddish-brown	Wrinkled	Narrow-eyed
Intense brown	Black	Pageboy cut	Coppery-brown	Very wrinkled	Squinty-eyed
	Silver-streaked	Braided	Brown		Jutting jaw
	Grey		Black		Thin-lipped
			Albino		Clean shaven
					Moustache/Beard
					Scar or mole etc.

Table - Personal Physical Features

Sample Character

This is an example of how to create a character using the Heroic Points Method.

Stephen wants to create a fighter type who is a townsman (not restricted by the rules of chivalry)

Step 1 (Page 52) Choose method
Stephen has chosen Heroic Points method so has 150 PC Points to spend

Step 2 (Page 52-53) Horoscope
Stephen opts to spend 10 PC points to choose birth sign and chooses Scorpio (he may want his character to dabble in magick). He gets to select two skills so chooses Slashing Sword and Dodge. He makes a note of these.

Step 3 (Page 54) Birth Omens
Stephen opts for Well aspect for 10 PC Points to allow for Magickal abilities later on. He now has 130 PC Points remaining.

Step 4 (Page 54-57) Race and Gender
Deciding to go for the default he chooses Human Male.

Step 5A (Page 58-59) Social Background
The game is going be set in a High Chivalric setting so the HC Tables will need to be used. Wanting to be from a well to do background Stephen spends 6 PC Points to make his Character's Father's Social Class a Wealthy Townsman. This then directs him to Table Father's Vocation Townsman. He has 124 PC Points Left.

Step 5B (Pages 60-82) Fathers Vocation
Stephen now has to roll 1D100 for his character's Fathers Vocation. As a Wealthy Townsman he rolls on the Wealthy section of the Table Fathers Vocation Townsman. He rolls 43 which when looking up on the table indicates a Merchant/Trader with a base Social Status of 14. He has to make a further roll on Merchants Table to indicate what he was a merchant of. Stephen rolls 78 which gives him 78 which makes his character's father a Wool Merchant. This gives him basic knowledge in Finance, Bargaining, Evaluate Goods (Wool) and Accurate Counting as secondary skills and a minus 1 to social status, he makes a note. Stephen then generates how his character is viewed amongst his peers and rolls 41 which is average on Intragroup Status. As a townsman he will also receive a bonus of +3 to **AGL** attribute

Step 6 (Page 82-84) Sibling Rank and place
Stephen rolls 80 so his character is legitimate, he rolls 77 and 45 for his character's father which indicates he is still alive and is his mothers first husband. For his character's mother he rolls 18 and 46 which also indicates his mother is alive and has no prior husbands. Not wanting to spend PC Points on sibling rank Stephen rolls 7, halved rounded down is a 3, so Stephens character is the 3rd child. The gender of the elder children can be determined in agreement with the GM or rolled randomly.

Step 7 (Page 82-84) Status
Stephen rolls 25 (rather than spend or gain PC Points) and gets Credit to the Family.

Step 8 (Page 84-87) Curse
Not being poorly aspected but wanting to gain 5 PC Points Stephen rolls 62 which gives his character a Serious Allergic Reaction. Rolling a 1D10 for Allergy he gets a 2 which is Animal Fur. He now has 129 PC Points.

Step 9 (Page 87-93) Special Talents
Wanting to save his PC Points for his attributes Stephen rolls a 36 which gives his character 1 special ability, he rolls 82 which gives him Sense Auras, the ability to detect if anyone has evil intent, useful if he is going to be a guard.

Step 10 (Page 94-101) Flaws
As he has a special ability he has to have a flaw to balance it. Stephen opts to roll, he gets 74 which is Over Confident.

Step 11 (Pages 102-104) Personal Attributes
Stephen has 129 Points to spend, he spends them as follows:

Strength 16 (17 pts)
Dexterity 15 (15 pts)
Constitution 17 (19 pts)
Intellect 14 (14 pts)
Discipline 14 (14 pts)
Wisdom 12 (12 pts)
Bardic Voice 12 (12 pts)
Appearance 11 (11 pts)
Spirit 15 (15 pts)

His derived attributes are as follows:

Agility
Average of (**STR, CON, DEX**) and Innate ability (random roll on 1D10 and the roll is 1) or average of (16 + 15 + 17) + 0 = 16 Then he gain +3 for being a townsman for total **AGL** = 19

Ferocity
Average of (**STR, WIS, DEX**) and Innate ability (random roll on 1D10 and the roll is 8) or average of (16 + 12 + 15) + 3 = 14 + 3 = 17

Charisma
Average of (**WIS, APP, BV**) and Innate ability (random roll on 1D10 and the roll is 10) or average of (12 + 11 + 12) + 4 = 12 + 4 = 16

Step 12 (Pages 104-106) Character Size
As a Heroic Male he rolls 2D10 and gets a 6 + 4 = 10. This gives a height of 10 + 62 = 72 inches or 6 foot tall. Stephen rolls 1D10 for build and gets 10 and heroic adds 2 = 12 which is a massive build. His Height gives his basic weight as 10 + (5 x (72-40)) = 10 + (5 x 32) = 170 lbs. His build adds 35% giving a total weight of 229 lbs.

Step 13 (Page 107-108) Body Points
Based on his Weight he has a base Body Point total of 23. To this is added **CON** and half **STR** = 23 + 17 + 8 = 48

Step 14 (Page 109-110) Fatigue Points
The total of **STR + CON** (16 + 17 = 33) or **CON** + DIS (17 + 14 = 31). 33 is the best score.

Step 15 (Pages 111-112) Lifting & Carrying Capacity
Based on **STR 16** his LCAP is 5 + (Weight + 30%) = 5 + 298 = 303 lbs and his CCAP is 151 lbs

Step 16 (Page 112-113) Jumping Ability
This is a quarter of (**STR + AGL**) = ¼ (16 + 19) = ¼ 35 = 9. Humans add 2 so his Jump is 11. He can do a running jump of 11 + ½ D10 feet and a standing jump of 5 feet.

Step 17 (Page 113) Base Action Points

His BAP is (**AGL + FER**)/2 or (**AGL + INT**)/2. So (19+17)/2 = 18 or (19+14)/2 = 16 so it will be 18.

Step 18 (Page 114) Starting Age
Stephen decides his character will default to the starting age of 18.

Step 19 (Pages 114-115) Personalising Traits
Stephen decides these can be decided later.

Vocation (Pages 119-146)
Stephen decides his character should be a common warrior. As a starting character he gets all the common skills at level 0, all his background skills at level 0, 10 starting skills (including competencies) from his vocation. These skills chosen from his vocation are at level 1. Five of his skills may be mastered for an extra level.

He also receives a number of hobby skills, based on INT + DIS he gets 2 hobby skills, he chooses Diviner Mode of Magick and Divination Method of Magick. Remembering his birth sign his skills chosen are vocational so he has them as mastered at level 2 for free. He chooses as his 5 mastered skills Spear, First Aid, Dagger, short swords and Archery, he then adds Shield Play Light and Shield Play Heavy. He chooses three competencies to fill his remaining slots Conditioning (+1 BP), Wear Light Armour and Wear Heavy Armour.

He has 5,000 Exp to spend so he spends 500 to specialize in Crossbow, 500 to improve Brawling to level 2, and 1,000 to improve it to level 3 (he will be a City Guard after all). He spends 1,000 to improve Dodge to level 3 (to improve to level 3 is 2 levels above current ExL so twice the cost). He spends 1,200 to improve Slashing Swords to level 3, and 600 to improve Shield Play Heavy to level 2. This leaves 200 Exp which he saves just in case. As he has spent 4,800 he hasn't spent enough to advance and ExL so remains as 1st Level. Stephen decides to call him Aldric.

As Aldric has chosen a Mode and Method of Magick, we need to calculate his PMF and his ML He adds is PSF in his Mode of magick -3% and his Aspect (well aspected) +10% Therefore his PMF = 7%. This gives him and ML = 1. See pages 288-289 for PMF & ML

He has the following points to spend on spells he has mastered. This his ML x Level he has in Methods of Magick (1) + He also gains a +2 from attribute bonus as he is a Heroic Character. So he has a mighty 3 Points to spend on buying mastered spells. See page 295.

1. Detect Hidden Object
2. Detect Tracks

Aldric Could have chosen to Learn spells that are above his ML see table on page 295 for limits. Or he could have spread his points on partial learned spells and take risks on casting i.e. instead of spending 2 points to master A MR 2 spell (detect Tracks) he could spend 1 point at it would remain an MR 1 partially learned spell with the incumbent issues of casting.

Starting Funds (Page 234)
As his Fathers Vocation was a Merchant (Small Businessman) he gets 20 x Social Status = 260 pennies plus and average weapon for each Mastered weapon skill. As a credit to the family he also gets +5% x 1D10 of basic purse (Stephen rolls a 6 so Aldric gets an extra 30% or 78 pennies) which totals 338 pennies for any extra equipment.

ALDRIC – Town City Guard

The son of a Wool Merchant aged 18. **Social Status** 13

STR	16 (79 AR%)	**INT**	14 (73 AR%)	**BV**	12 (76 AR%)	**AGL**	19 (88 AR%)
CON	17 (82 AR%)	**DIS**	14 (73 AR%)	**APP**	11 (62 AR%)	**FER**	17 (82 AR%)
DEX	15 (76 AR%)	**WIS**	12 (66 AR%)	**SPR**	15 (76 AR%)	**CHA**	16 (79 AR%)

BODY 49 **FATIGUE** 33
BIF 13 **BAP** 18
PMF 7 **ML** 1

Competencies
Accurate Counting, Conditioning, Wear Light Armour, Wear Heavy Armour

SKILLS	LVL	BCS%	ATT Bonus	LVL & Voc Bonus	Total PSF%	TSC%
Alertness Sight	0	07	0	0	0	07%
Alertness Sound	0	07	0	0	0	07%
Archery (Crossbow) (V,M)	2	20	4	26	30	70%
Bargaining	0	40	5	0	5	45%
Brawling (V)	3	40	12	19	31	71%
Dagger (V,M)	2	40	11	26	37	77%
Dodge (V,M)	3	40	9	29	38	78%
Diviner Mode of Magick (H)	1	20	3	-7	-4	16%
Divination Method (H)	1	20	3	8	11	31%
Evaluate Goods (Wool)	0	50	3	0	3	68%
Faith	0	20	6	0	6	26%
Finance	0	30	3	0	3	33%
First Aid (M)	2	50	3	16	19	69%
Language Spoken (Own)	0	60	3	0	3	63%
Local Geography	0	60	4	0	4	64%
Shield Play Heavy (V)	2	30	12	16	28	58%
Shield Play Light (V)	1	30	12	13	25	55%
Short swords (V,M)	2	30	12	26	38	68%
Slashing Sword (V,M)	3	30	12	29	41	71%
Spear (V,M)	2	40	6	26	32	72%
Stamina (V)	1	40	9	13	22	62%
Willpower	0	40	3	0	3	43%

Mastered Spells:
Detect Hidden Object
Detect Tracks

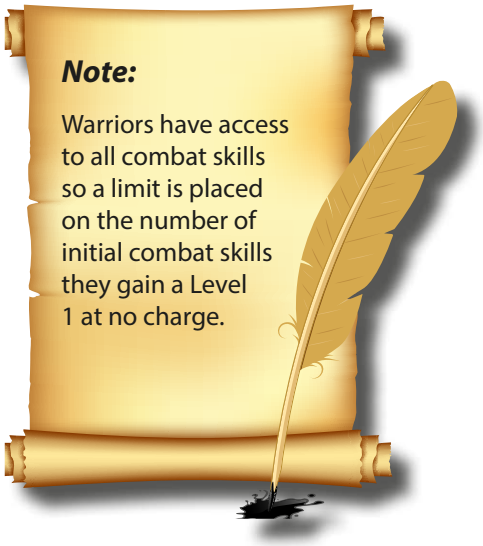
Vocations

In **Chivalry & Sorcery** vocations represent the way of life that characters are attracted too because of their natures and backgrounds, or some other such calling. The vocation that a player chooses for his character describes the skills the character can learn as part of his training. In many societies it was usual for apprentices to craftsmen to begin their apprenticeship as young as 10 years old. Sons of nobles would begin their training for Knighthood as pages at a similar age. The early age that these apprentices commenced their training channelled their development along routes that made vocational skills easily learnt. There are various categories of skills available and these reflect the various types of skills that a character will come in contact with.

Starting Skills

All characters begin play with ten skills and / or competencies listed for their vocation and at least six of these must be from those listed as Primary (Vocational). Skills are gained at Level 1, while competencies are treated as a single level (unless multiple levels can be purchased). They are gained at no cost to the PC. There are some Vocational skills which are also listed as Background skills. These skills receive no additional bonuses for being part of the Characters background. In addition to chosen skills, characters also gain background skills as per father's profession at level 0.

- Vocations which have combat skills as part of their vocation will state the maximum number of primary combat skills they may begin with at Level 1 at no cost (within the starting 10 skills). Any additional combat skills above the starting level must be purchased as normal.
- In all Vocations, the Gamemaster may exclude certain skills, especially combat skills, if they are not appropriate to the character's culture, social background or the military and historical accuracy of the people of the time.



Background Skills

Background skills are the skills a character has contact with in early childhood. They represent the skills of the father or mother, where the youngster may have been required to assist in some small part to help the family as a whole. Before skills and skill levels are selected, the character begins with Level 0 in those skills listed for his father's vocation. For skill promotion they are treated as Secondary Skills unless they are listed as Primary (or Vocational) Skills for the character's chosen vocation. In addition to these background skills, all characters begin play with the following skills that can also be regarded as Background skills unless listed under the vocation as Primary Skills. All 'gentle' PC's gain +10% to PSF% to the skills of Courtly Love (not EF) and Leadership.

Alertness - Sight	**Language - Spoken (Own)**
Stamina	**Alertness - Sound**
Local Geography	**Willpower**
Dodge	**Brawling**
	Faith

Primary (or Vocational) Skills

Primary or Vocational Skills are skills that are essential to the vocation chosen by the character. To reflect the amount of time spent with the skills during their apprenticeship they gain +10 PSF% in that skill. Any initial Primary Skills the PC selects are gained at Level 1. Once play has commenced, any additional Primary Skills are learnt at Level 0.

All Primary Skills can become Mastered Skills so giving the PC further benefits.

Secondary Skills

Secondary Skills may also form part of the character's vocation but they are not considered as practised or as necessary as Primary Skills. They may be skills that a PC learnt to aid his vocation, e.g. First Aid, if a warrior he does not need this skill to fight but it may prove useful after the fight! These are learnt at Level 0 unless selected as one of the PC starting skills, when they are learnt at Level 1. A PC can select a maximum of four Secondary Skills when choosing their starting skills. Secondary Skills can also become Mastered Skills so giving the PC additional benefits.

Tertiary Skills

A character can begin (at no cost) with a number of Tertiary Skills at Level 0. The actual number of skills is dependent on the character's Intellect and Discipline. In order to find out the number of Tertiary Skills available, add the two Attributes together and compare the result to Table – Number of Tertiary Skills. These Tertiary Skills can be used on a regular basis throughout the game. It may transpire that any regularly used Tertiary Skills can be promoted to Secondary Skills.

Mastered Skills

Total of INT + DIS	Max No. Tertiary Skills
Under 20	1
20 - 29	2
30 - 35	3
36 - 39	4
40 +	6

Table – Number of Tertiary Skills

There are times when a character favours a skill to such an extent that it can be said he has truly mastered the skill. Mastered Skills therefore reflect those skills that a character prefers to use above all others, e.g. a Knight may always use a mace instead of a sword. Mastered Skills gain a bonus of +10 to PSF%. In addition, a player will gain one additional level in skills that are initially mastered when selecting his ten starting skills, therefore any such Primary (or Vocational) Skills begin at Level 2 and +20 PSF% and any Background and Secondary skills begin at Level 1 and +10 PSF% when mastered.

Each character begins play with five Mastered Skills which can initially be applied to any skill except Tertiary (or Hobby) Skills. Further Mastered Skills as time progresses but these must come from the character Primary (or Vocational) Skills and Secondary Skills, and must be skills the character already has a knowledge of. Once a new Mastered Skill has been obtained, the character must state what the next skill is that he intends to master. The point at which further skills can be mastered is dependent on the character's experience level. This reflects both time and the experience a character has gained in his vocation. All vocations have a Primary, which reflects the attribute that is central to the vocation, and a Secondary Attribute which, although not central to the vocation, is deemed to strongly influence the vocation.

To determine when the character may gain an additional Mastered Skill, add together the Primary Attribute and Secondary Attribute (or Discipline if greater) and compare the result to Table – Mastered Skills.

The immediate benefit of the skill being promoted is the bonus to one's PSF%.

Attribute Total	Mastered Skills
Under 20	10 levels
21 - 24	9 levels
25 - 28	8 levels
29 - 31	7 levels
32 - 34	6 levels
35 - 36	5 levels
37 - 38	4 levels
39	3 levels
40+	2 levels

Table - Mastered Skills

For instance Master James, Yeoman Forester has **CON 16** and **AGL 17** giving an attribute total of 33. Every 6 levels he will be able to consider one additional skill to be mastered, so at levels 6, 12, 18, 24 etc. he will add an extra mastery.

Warrior Vocations

'Warriors' are characters who elect for a martial vocation. They focus on training for combat. A martial career requires that a man rely on brute strength, fast reflexes, physical toughness and bulldog tenacity, with quick wits thrown in for good measure. Above all, they are fighters, pure and simple. Their goals in life are to seek glory, honour, and loot, to build and maintain a good reputation, and to be remembered after death as a doughty warrior and a true hero.

Fighters: The Common Warriors

Fighters include all warriors lacking aristocratic backgrounds. While not enjoying the privileges of nobility, the common Fighter often has greater freedom of action. An ordinary feudal fighting man is not strictly bound by the Code of Chivalry which Knights are expected to observe in their daily conduct. On the other hand, neither are they protected by the Code, which is what dictates *'correct'* treatment of prisoners of chivalric rank.

It is the PC's social background, along with his ability to outfit himself accordingly, which establishes the type of Fighter he can choose to be to begin the fantasy role-playing campaign. One can not train to be a particular type of fighter without the appropriate equipment, i.e. how can you be a mounted warrior without a horse.

Fighters can choose from a wide range of combat skills. Of course, these choices will reflect personal preferences, but they will also be strongly influenced by a Fighter's social and cultural backgrounds.

For instance, a Viking will probably be a proficient horseman, but it is unlikely he will have skill in mounted combat. Nordics rode whenever possible. Horses were commonly used for rapid movement but only rarely as battle steeds. Northmen traditionally fought on foot. They were very good at it, not only because of their renowned ferocity but also because they were disciplined infantry who trusted in their proven shield wall formation and time-tested battle tactics to win the day.

Serviens & Livered Horsemen

Primary Attribute: ..... Strength (STR)
Secondary Attribute: ..... Constitution (CON)

In the feudal scheme of things, these are mounted Fighters who have many of the fighting skills of a Knight.

A Liveried Horsemen is a *'professional'* fighting man, typically a serving retainer of a Knight or Lord. A Servien is a small landholder with enough income to maintain a horse but not enough to qualify for knighthood.

A character coming from such a background is deemed adequately equipped and having an opportunity to follow a martial occupation. Other characters of common birth have to be able to purchase the requisite equipment to qualify.

Serviens & Liveried Horsemen Primary Skills	Secondary Skills
Animal Riding[1] Mounted Combat[2] Conditioning Endurance Any Combat Skills & Competencies (except K Only)	Any K Only Combat Skills[3] Weaponsmithing & Armoury Leadership First Aid Stamina Any background skills
Initial Number of Combat Skills	6

[1]Animal Riding must be selected as the first skill chosen for Mastery. Characters qualified by birth and background to become feudal horsemen have basic knowledge.

[2]Mounted Combat must be the second skill selected for Mastery, as it was the Liveried Horseman's role to fight alongside their Knight. It was not enough to have fighting prowess, their identity as a mounted warrior was based on their prowess in the saddle.

[3]Knight only combat skills are restricted to Ride a Warhorse, Wear Battle Armour and Cavalry Lance. Horsemen, as retainers, would be more likely to have Knightly Secondary Skills than Serviens as they have a greater chance of obtaining regular training in them.

Table – Serviens & Liveried Horsemen

Other Mounted Warriors

Primary Attribute: ..... Strength (STR)
Secondary Attribute: ..... Constitution (CON)

There are other types of mounted fighters, but these will tend not to come from a feudal setting. Examples are the Saracen cavalryman or the Mongol warrior. While each type would possess qualities and skills unique to their specific cultures, the following guidelines are designed to apply to such warriors in general.

Mounted Warrior's Primary Skills	Secondary Skills
Animal Riding[1] Horse Archery[2] Mounted Combat Conditioning Endurance Any Combat Skills & Competencies (except K Only)	Any K Only Combat Skills[3] First Aid Stamina Any background skills
Initial Number of Combat Skills	5

[1]Animal Riding must be selected as the first skill chosen for Mastery. Those characters qualified by birth and background to become Mounted Warriors have basic knowledge.

[2]Horse Archery must be selected as the second skill for Mastery if the character comes from a culture with a strong tradition of Horse Archery. Mongols, for example, specialised in Horse Archery. Some Saracens/Arabs/Moors might also be included in this group. Archery and Riding are pre-requisites for this skill.

[3]Highly unlikely unless the culture has a tradition of armoured cavalry warfare.

Table – Mounted Warriors

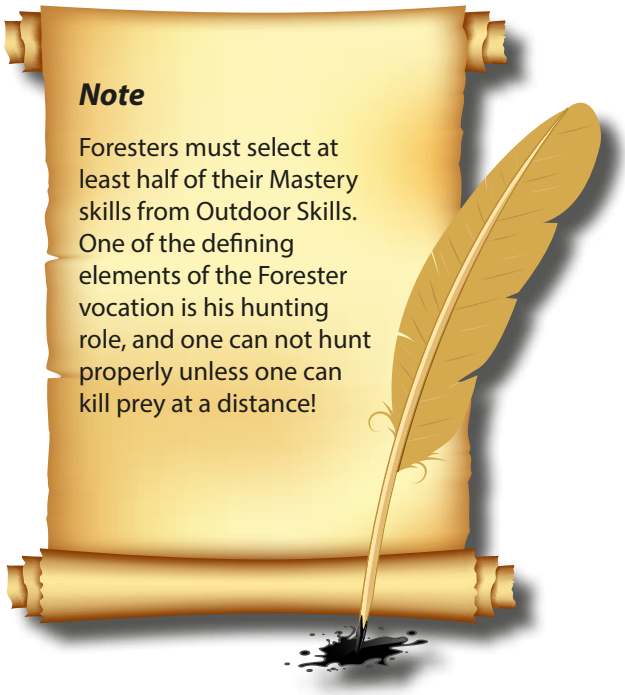
Guards, Retainers & Warriors

Primary Attribute: ..... Strength (STR)
Secondary Attribute: ..... Constitution (CON)

In **Chivalry & Sorcery** terms, these are 'professional' Fighters who specialise in foot combat. Some specialise in long-range armaments like the bow or crossbow. However, many will specialise in infantry close combat. They might be light infantry or they might learn to wear heavy armour and wield large shields. Their weapons of choice are armaments effective in the battle line, e.g. spears, javelins, pole arms, axes, swords and as weapons of last resort, daggers or short swords.

Guards, Retainers & Warriors Primary Skills	Secondary Skills
Any Combat Skills & Competencies (except K Only)[1] Conditioning Endurance Stamina	Any Combat Skills & Competencies (except K Only) First Aid Animal Riding Any background skills
Initial Number of Combat Skills	5 (including 2 selected as Mastery)
[1]At least 2 of the initial Combat Skills must be selected as the skills first chosen for Mastery. Archery is a specialisation and it is unlikely it would be selected by a line infantryman, who would be more likely choose hurling a javelin or axe for Mastery.	

Table – Guards, Retainers & Warriors



Foresters
Warriors of the Wildlands

Primary Attribute: ..... Constitution (CON)
Secondary Attribute: ..... Agility (AGL)

Foresters are characters who make their livelihoods in the wilds. They are the hunters and trappers, game wardens, guides, scouts, rangers, etc. of the campaign world.

Yeomen naturally suit this character class. They grow up in a rural setting and could easily spend a good deal of their youth gaining experience in the wilder regions of the countryside. Also, tradition and history cast such types in Forester roles.

Serfs also fit into the Forester class. If we want to be historically accurate, feudal peasants were not particularly free to roam around. It is also historically a fact that poaching was one way that many an enterprising peasant lad helped fill his poor family's soup pot. Also peasants were often employed as dog-handlers, game-drivers and so on by their feudal lords, who had a voracious passion for the hunt.

Townsmen are far less likely to make effective Foresters. They spend their youth in an urban setting and have early life experiences far removed from those dwelling in the countryside. Depending on the nature of the fantasy world he is depicting, the Gamemaster may have to rule on the eligibility of town-born characters for Forester vocations.

As a general rule, characters who are portraying Nobles are unlikely to opt for a Forester vocation simply because it is a commoner's proper calling and beneath their station. However, junior offspring of very minor knights might choose such a calling, especially if driven to it by harsh circumstances. The members of the nobility are, after all, passionate hunters and there is always the tradition of Robin Hood to fall back on.

These are merely guidelines for basic qualifications for the Forester vocation. Gamemasters preferring extreme realism and a traditional rendering of a feudal world might easily restrict membership in the Forester class. A character's background has a significant impact on his youthful experience and the likelihood of his following such a vocation. At the same time, it should be emphasised that Gamemasters are always free to set their own standards for membership, based on the nature of their fantasy worlds and the cultures in it.

Forester's Primary Skills	Secondary Skills
Archery or Hurling Javelins[1] Any Outdoors Skills[2] Combat skills & Competencies (marked F) Bestiary Lore Regional and National Geography[4] Regional and National History[4] Herbalism	Any Combat Skills (except K Only) First Aid Conditioning[3] Endurance[3] Stamina[3] Bowery & Fletching Any background skills
Initial Number of Combat Skills	4

[1]Either Archery or Hurling Javelins must be the first skill selected for Mastery.

[2]Outdoor skills are mandatory for any Forester and he possess a minimum of three of these skills. Also half of their Mastery slots must spent on Outdoor Skills. If the PC's father's vocation is a Forester, the character will start with background knowledge in any four Outdoor Skills.

[3]If born to a Forester background, the character will have basic knowledge in these athletic skills.

[4]Foresters only learn knowledge of forests within these skills.

Table – Foresters

Note

If the **Age** option is used (*see Step 20 of the Character Generation process*), a nobly born character who is under 18 begins as a **Squire** except in exceptional circumstances. A **Knight** must either be 18 or, if younger, he must have performed a great deed of valour or completed a major quest to have won his spurs.

Knights
The Chivalric Warriors

Primary Attribute: .....Strength (STR)
Secondary Attribute:.....Constitution (CON)

Automatic qualification for entry into the exclusive military-political class known as Knighthood is limited to characters from noble and chivalric backgrounds. Historically, nobles alone trained from childhood in the chivalric martial arts. Anyone of noble background therefore begins with significant, you might even say overwhelming, advantages.

A noble character desiring to become a feudal lord **must** elect for Knighthood. The feudal lord was a military as well as a political leader. He was expected to personally command his troops in battle. Any noble heir to lands and titles **must** become a knight if he expects his followers to respect him and follow him steadfastly.

Junior offspring of titled nobility may choose another vocation. However, if they inherit the family lands and titles, they will have to be knighted if they wish to exercise their authority and prerogatives to the fullest extent. This means acquiring Knightly fighting skills later in their careers.

A commoner PC might win Knighthood during the course of a role-playing campaign, but he may not start his career as a candidate for knighthood. A commoner must win knighthood 'the hard way'. His logical route for advancement to chivalric rank requires that he become a mounted **Retainer** if at all possible and the sooner the better. Only in this way can he most readily acquire the all-important Knightly skills without the benefit of early training and growing up in a chivalric household. He must win renown in battle. His 'worthiness' must be recognised by a feudal lord willing to confer knighthood upon him as a reward for valour and loyalty.

All of this is very unlikely and for good reason. The very idea of chivalry assumes the innate superiority of the noble-born over the commoner. In the feudal scheme of things, to be a Knight is to have the unquestioned right to command social inferiors. Being a commoner is to have the unquestioned duty to obey social superiors.

Democratic equality is non-existent in feudal society and Knighthood means belonging to a small, highly privileged group very jealous of its powers, prerogatives

and exclusivity. Were it otherwise, what value lies in being a Knight? If you have a commoner for a character and want Knighthood for him, the only way to attain that lofty goal is to prove his right by hard service and valiant deeds! In fact, he will most likely will have to demonstrate considerably superior prowess to that of most Knights in order to get himself noticed.

Knight's Primary Skills	Secondary Skills
Animal Riding[1] Mounted Combat[1] Any 3 Combat skills & Competencies marked (K)[2] Conditioning Endurance Stamina Battlefield Tactics[3] Leadership Any Noble skills	Any Other Combat Skills First Aid Any background skills
Initial Number of Combat Skills	7 (includes 3 selected as Mastery)

[1]Animal Riding and Mounted Combat constitute the essential skills for any Knight and must be selected for Mastery before any other skills.

[2]The next three skills selected for Mastery must be Combat skills characteristic of Knighthood.

[3]A character of noble background and with **INT 14+** and **WIS 14+** will learn Battlefield Tactics at +20 PSF% and need not select it for Mastery. This is a part of his fundamental training as a membership of the feudal leadership class and because his intellectual capabilities alone enable him to master the skill.

Table – Knights

Knights in Holy Fighting Orders

Primary Attribute: .....Strength (STR)
Secondary Attribute: .....Constitution (CON)

Characters born into the Chivalric class who have won their spurs automatically qualify for entry into the Knightly ranks of a Holy Fighting Order. A commoner player-character might win Knighthood during the course of a role-playing campaign, but he may not start his career as a knight. A commoner must win knighthood 'the hard way'.

His logical route for advancement to chivalric rank requires that he become a mounted Sergeant-at-Arms. Only in this way can he most readily acquire the all-important Knightly skills without the benefit of early training and growing up in a chivalric household. He must win renown in battle. His 'worthiness' must be recognised by an Officer of the Order, who will knighthood upon him as a reward for valour and devotion.

The Monastic Fighting Orders like the Knights Templar, the Knights Hospitalar, and the Teutonic Knights, are Chivalries who live by a religious rule. Unlike the other religious, who are essentially pacifists and not overly quick and ready to reach for a weapon, Church Knights are military men who feel 'called' to serve their Faith in the only way they know, which is by fighting. This unfailing military arm of the Church protects pilgrims and wages total war against the infidel. Brothers of the Fighting Orders have the usual attitudes of Knights, but tempered by their religious commitment. Indeed, many can prove to be quite fanatical.

Church Knights take solemn holy vows of obedience and poverty, like monastics, and are very strictly bound by the Rule of their Fighting Order. Their main roles in society are to:

- Protect the Church's interests and property.
- Protect the weak and innocent, especially pilgrims.
- Enforce Canon (Church) law.
- Defend the Faith against the infidel.

These character's have the basic social and military training required by the laws of chivalry to qualify for knighthood and will be accorded all the courtesies and rights of knighthood when they win their spurs.

They also are classed as monastics or priests and, as such, are governed and protected by Canon law. They are all expected to attend devoutly to their religious devotions, to study the holy texts of the Faith, and to submit to the Rule of their Order and the guidance and commands of their superiors in the Order. It should be noted that ordained Priests are also fighting men and are not loathe to don armour and ride into battle alongside the Knights of the Order.

Holy Knight's Primary Skills	Secondary Skills
Riding & Mounted Combat[1]	Any other Combat skills
A or B[2]	Any 2 Language Lore (Spoken)
Conditioning	Any2 Language Lore (Written)
Endurance	Any Materia Theologica Skills
Stamina	Any2 Materia Magica Skills
Battlefield Tactics[3]	Any2 Historical Lore
Leadership	Any Charismatic skills
Any Noble skills	Any Background skills
Any Materia Medicina5	

[1] Riding & mounted Combat must be the first skill chosen for Mastery.

[2] The choice of A or B will dictate the technical title of an character within the Holy Fighting Order:

A= Any 4 Combat Skills can be chosen as Primary Skills and Faith as a Secondary Skill. The character will be Squire or Knight in the Fighting Order.

B =Any 2 Combat Skills and Faith can be chosen as Primary Skills, along with one Language (spoken and written) or Historical Lore skill. The character will be a Brother or Reverend Father(Ordained Priest)-a Chaplain in the Fighting Order, and Faith will always be the second skill chosen for Mastery.

[3] A character of noble background with an **INT + WIS**=28+ will learn Battlefield Tactics at +20 PSF% and cannot select it for Mastery as this is a part of his fundamental training, and since his intellectual capabilities enable him to be considered to have Mastery in the skill.

[5] Some Knights, especially those who become ordained Priests, may become physicians and healers, as Holy Fighting Orders maintain hospitals and minister tot he sick and wounded.

The Code of Chivalry

Knights were expected to live up to the ideals of the Code of Chivalry. The code held that a true Knight was a champion of women, a protector of the innocent and the weak and a defender of the faith. He should give alms to the poor. He should conduct himself at all times with courtoisie (courtesy) which means according to the dictates of the Courtly Manners of the age.

As a lord, he should be stern but just and fair in his dealings with his sworn vassals and lesser subjects. To loyal vassals, he gives largesse openly, freely and generously, rewarding and honouring them, as they deserve. In battle, he should be steadfast and fearless, an example to all men. In victory, he should be magnanimous and courteous to defeated enemies he has taken captive and holds for ransom. A true Knight will always choose the path of truth and right and justice.

This was the ideal and many tried to attain it. Alas, many did not. History and legends are filled with tales of outlaw knights and robber barons, of deeds of treachery and the basest dishonour, of oaths broken, atrocities committed and false betrayals.

How a character chooses to serve out his Knighthood is up to the player, of course. He might well prefer to play the scoundrel knight. Yet he might well remember that true Knights take their honour seriously and defend it eagerly with lance and sword and mace.

Thievish Vocations

One of the favourite vocational classes in role-playing has been the 'Thief'. However, this vocation has been badly abused.

Again, a distinction should be made between the vocation of 'Thief' and the occupation. To choose the vocation of Thief is to elect for proficiency in skills that enable one to engage in *'shady'* behaviour even if he is not a 'thief' by occupation. For example, a character might follow the occupation of travelling minstrel and acquire skills like playing musical instruments. However, he chooses the vocation of 'Thief' to develop proficiency in skills enabling him to augment his living with what he might be able to 'pick up' here and there from 'good' citizens who are less than vigilant.

We all like to play a rogue from time to time and that is what a Thief is, a rogue living by his wits and trying to beat the system. However, the real 'secret' of being a proper Thief character is not to advertise it! *"Oh, and what is your character?"* is a common question, often answered by an offhand remark like, *"I'm a really good Thief!"*

Right! And in any society worth mentioning, he has just blown his cover. The last thing a Thief does is to reveal his vocation to anyone except for a few trusted friends and business associates. He is more likely to say, *"Well, I'm a Mariner, if you want to know"*, when he actually means he is a Pirate. All the rest of the world knows you as an honest and trustworthy seafaring man who is really handy on board a ship, and that is the way you like it. After all, in your case, that particular undetected lie a day keeps the gallows away!

All thievish characters receive the following basic Primary (Vocational) Skills. However, in addition each of the specialist types of thief has their own special areas of competence.

Basic Thieves' Primary Skills (+10 to PSF%)[1]
Streetwise
Dodge
Concealing and Finding
Any Underworld Lore
Detecting Thievery

[1]All Thief types may chose from these skills for Mastery.

Table Thieves Basic Skills

In addition to these basic skills common to almost anyone practising a thievery profession, the following skills are more specific to each group's Mastery areas of special competence.

Burglars

Primary Attribute: ..... Agility (AGL)
Secondary Attribute: ..... Strength (STR)

Burglars seek Mastery in skills like picking locks, stealth, detecting and disarming traps, etc. A Master at breaking and entering, he prefers to acquire his loot by secretive and non-violent means. His 'cover' may be a legitimate and respectable occupation. Stealth and secrecy are vital to plying his trade.

Burglar's Primary Skills	Secondary Skills
Picking Locks[1] Stealth of Thieves & Assassins[2] Detecting Mantraps[3] Setting & Disarming Mantraps Climbing Evaluating Loot Skulk in Shadows	Knife & Dagger Fighting Back-stabbing Hearing Rumours Any background skills

[1]Picking Locks must be selected as the first skill chosen for Mastery.

[2]Stealth must be selected as the second skill chosen for Mastery.

[3]Detecting Mantraps must be selected as the third skill chosen for Mastery.

Table – Burglars

Beggars

Primary Attribute: .....Intellect (INT)
Secondary Attribute: ..... Bardic Voice (BV)

Beggars are, in many cultures, true professionals who first chose Masteries in Begging and Conning. They may also be masters at Disguise because their very specialised trade involves faking physical deformities and assuming various pitiful guises to arouse pity and the bestowing of alms. In fact, Beggars starting with a large number of mastery slots may choose skills like Costume & Design or Stage Performance to polish their act.

The Beggar unabashedly practises his trade in the open. Indeed, he depends on being seen (and pitied). All this is not to say that the Beggar will not acquire skills appropriate to a proper thief. He will likely be able to pick pockets, cut purses, etc., but it is less likely that he will specialise in them as Mastery skills.

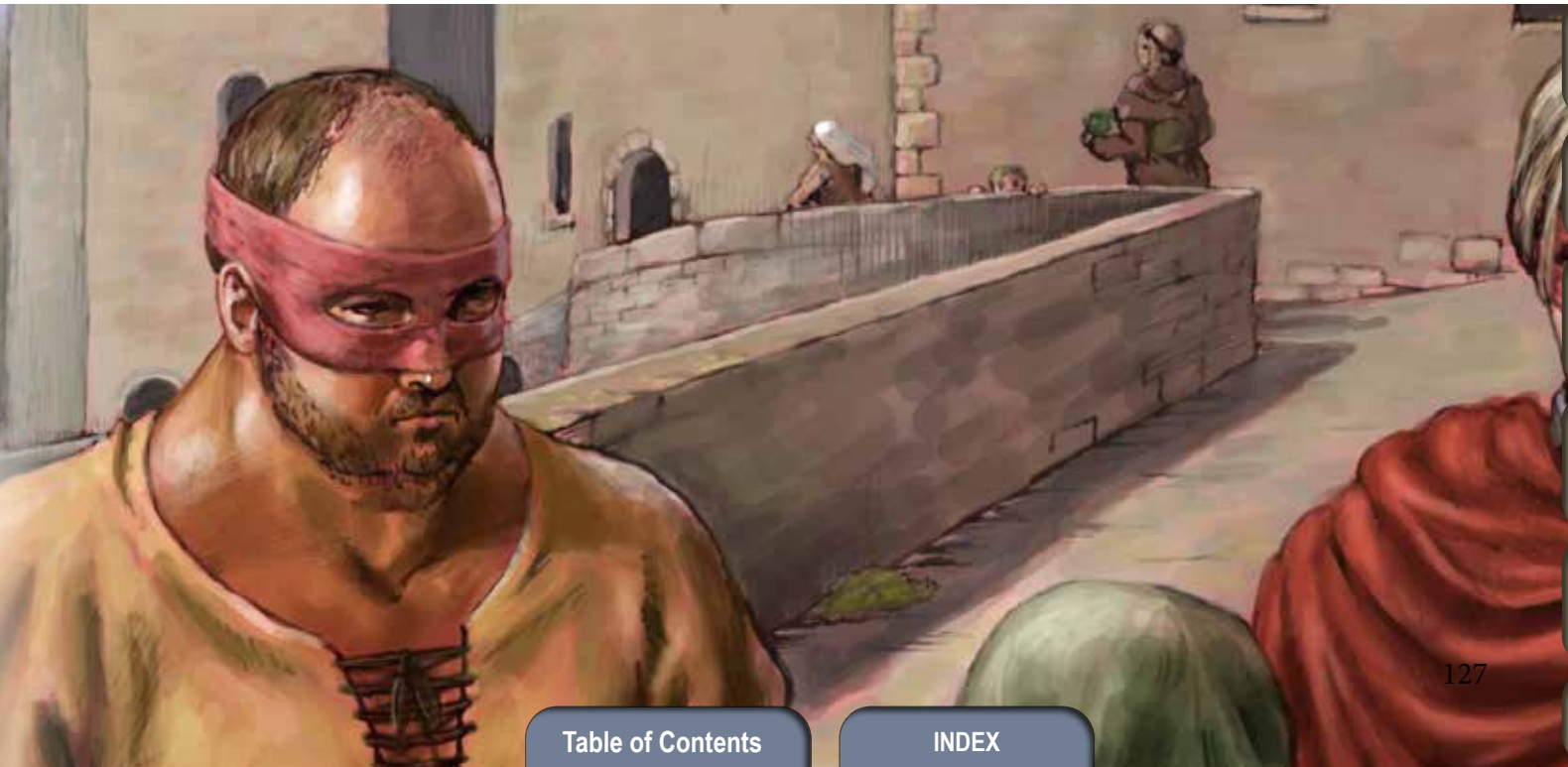
Beggar's Primary Skills	Secondary Skills
Begging[1] Con[2] Disguise[3] Hearing Rumours Acting: Costume & Design Sleight of Hand Skulk in Shadows Picking Pockets Evaluating Loot	Storytelling Acting: Performance Knife & Dagger Fighting Any 3 Lore Any background skills

[1]Begging must be selected as the first skill chosen for Mastery.

[2]Con must be selected as the second skill chosen for Mastery.

[3]Disguise must be selected as the third skill chosen for Mastery.

Table – Beggars



Cut-Purses

Primary Attribute: ..... Agility (AGL)
Secondary Attribute:..... Strength (STR)

Cut-Purses seek Mastery in skills like picking pockets, cutting purses, stealth and mugging. Unlike Burglars, they are basically thugs and have few scruples about confronting their victims. Neither are they the least bit reluctant to use the 'direct approach' and resort to violence if unavoidable. However, like the Burglar, any half-intelligent thug still prefers not to be seen (and possibly be recognised) by his victims or by witnesses when he is plying his trade.

Cut-Purses Primary Skills	Secondary Skills
Picking Pockets[1]	Back-stabbing
Stealth of Thieves & Assassins[2]	Maces, Hammers & Clubs
Mugging[3]	Evaluating Loot
Knife & Dagger Fighting	Garrotting
Sleight of Hand	Con
Skulk in Shadows	Any background skills

[1]Picking Pockets must be selected as the first skill chosen for Mastery.

[2]Stealth must be selected as the second skill chosen for Mastery.

[3]Mugging must be selected as the third skill chosen for Mastery.

Table – Cut-Purses

Assassins

Primary Attribute: ..... Agility (AGL)
Secondary Attribute:..... Strength (STR)

Assassins evidence many of the qualities of Fighters. However, their areas of Mastery combine Thievish skills, which stress stealth and awareness of danger, with the use of deadly force of both an overt and covert nature. It is in their being 'knives for hire', as it were, that really sets them apart from other members of the feudal underworld. Other thieves regard them with a mixture of contempt and outright fear.

Assassin's Primary Skills	Secondary Skills
Disguise[1]	Any 2 x 1-hand Weapon Skills
Stealth of Thieves & Assassins[2]	Sleight of Hand
Back-stabbing[3]	Detecting Mantraps
Garrotting[4]	Setting & Disarming Mantraps
Skulk in Shadows5	Climbing
Administer Drugs/Poisons	Pharmacology
Knife & Dagger Fighting	Swimming
Throwing Knives & Daggers	Hearing Rumours
Any 1-hand Weapon Skill	Any background skills

[1]Disguise must be selected as the first skill chosen for Mastery.

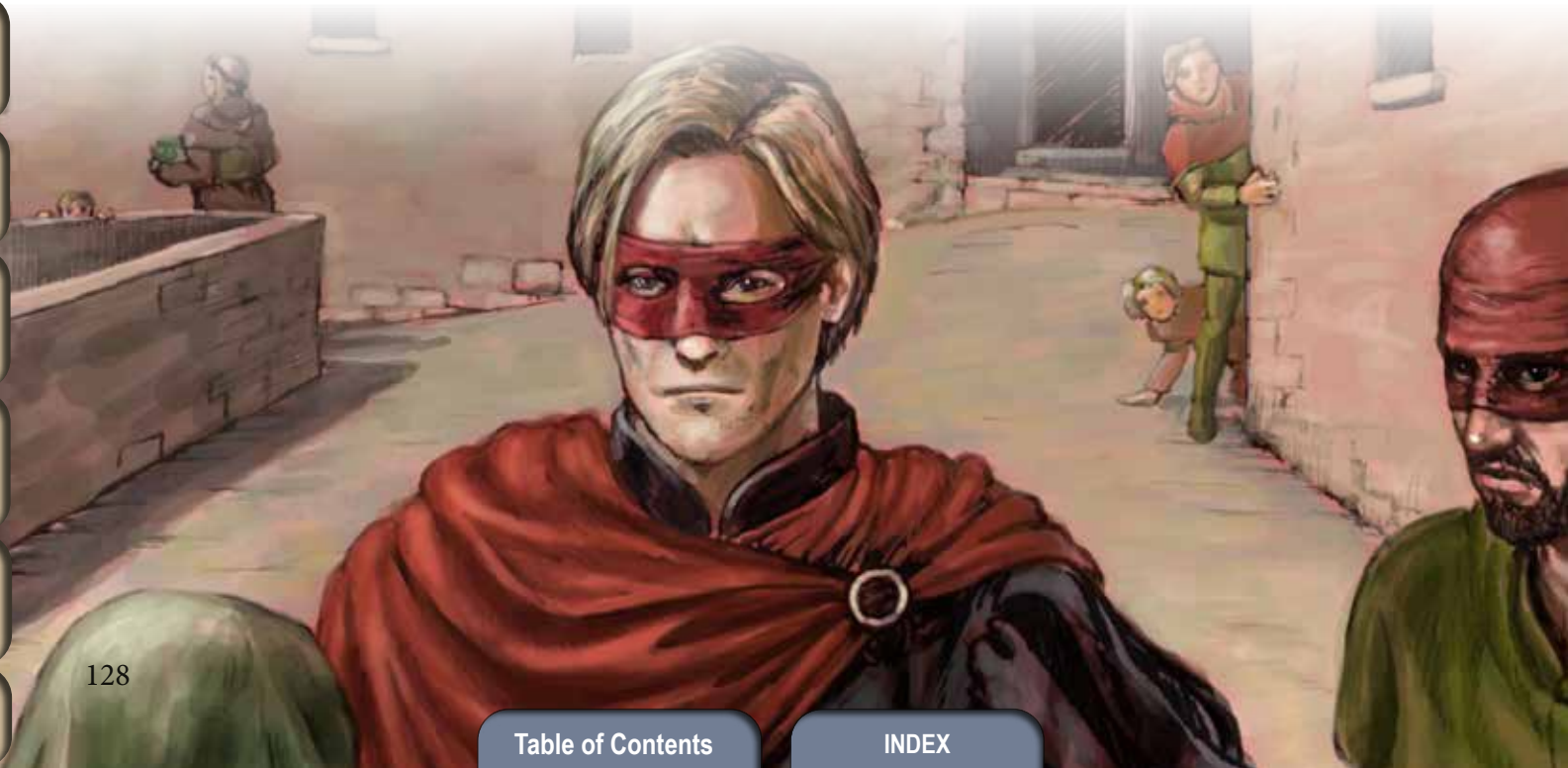
[2]Stealth must be selected as the second skill chosen for Mastery.

[3]Back-stabbing must be selected as the third skill chosen for Mastery.

[4]Garrotting must be selected as the fourth skill chosen for Mastery.

[5]Skulk in Shadows must be selected as the fifth skill chosen for Mastery.

Table – Assassins



Physician Vocation

Primary Attribute: .....Intellect (INT)
Secondary Attribute: ..... Agility (AGL)

Strictly speaking, the role of the chirurgeon and the physician was separated until recent times, with chirurgery being performed by **Barbers**, while the diagnosis of disease and its treatment was left to **Physicians**. Indeed, it was only in the 19th century that surgeons were recognised as physicians by the medical fraternity and accorded a much higher social status than they hitherto enjoyed.

If the Gamemaster believes it is desirable in his campaign to reflect the realities of the distinction between Chirurgeons and Physicians, he may make **Pharmacology** the +20 to PSF% skill for a Physician (+30 PSF% if chosen for Mastery). **Chirurgery** can be relegated to just a normal Primary skill category to reflect the fact that a Physician would not necessarily choose it but could become skilled with a scalpel.

Since a Chirurgery involves knowledge about vital points on the human body, any skill acquired with a weapon might be more lethal than normal. Consequently a **+1** modifier might be added to the Crit Die when the Physician is wielding an edged or pointed weapon once he has acquired PSF 33% skill with it.

Physician's Primary Skills	Secondary Skills
Chirurgery All Other Materia Medicina Administer Poisons & Drugs Regional & National Geography All Weapon Skills[1]	All Ancient Languages All Foreign Languages Animal Riding Any Background Skills
[1]Physicians know the vital points on the human body and thus do well with weapons.	

Table – Physicians

Adventurer Vocations

The Adventurer in **Chivalry & Sorcery** is literally everyone else in the world! There are lots more callings one might follow besides the vocations of Fighter, Thief, Priest, or Magus. The *'Adventurer'* is a character vocation that enables the role-player to design a unique character type. Let us consider a few examples:

Seaman.....Travelling Merchant
Travelling Miller ..... Wine Merchant
Troubadour.....Wandering Player (actor)
Master Miner .....Wandering Strong man
Weaponsmith .....Fortifications Engineer
Innkeeper ..... Holy Relics Salesman
Barber-chirurgeon .....Physician
Scholar .....Gold/silversmith
Master Bowman .....Herald
Tinker .....Farmer

Remember the list is endless.

Designing the Adventurer Character

The rules for do-it-yourself character vocation designing are simple, straight forward, and few in number:

- It is the Gamemaster's world, so discuss your character with him and you will need to agree about what your PC's primary skills should be.
- Focus on what your character is going to do with his life. What is his occupation? What should he learn? What is he likely to be able to learn in his early years, given his situation in life?
- Pick two related skills to be the character's specialised fields of knowledge. These skills must be bought with a Mastery slot and are learned at +20 PSF% with appropriate bonus levels. The Attributes for these skills determine the primary and secondary Attributes in the vocation and the rate at which additional Mastery slots are obtained.
- The character then selects a further eight skills to form the specialisation skill's categories (or related categories). These become part of his Primary (Vocational) skills and are learnt at +10 PSF% and any appropriate bonus levels. By devoting a Mastery slot to learning them, he can enjoy +20 PSF% and any appropriate bonus levels.
- A character's Secondary Skills consist only of the skills he learnt in his youth because of his social background, etc., or any skills that are peripherally relevant to the character's vocation.
- The Gamemaster may veto any of the player's choices and suggest others appropriate to the character type. Also, he may allow more skills in the vocational and secondary skills.

Chivalry & Sorcery systems enable you to design a character that can be literally anything! That character should make sense and be created in the spirit of the rules. **Chivalry & Sorcery** has a social system in order to give structure to the world, something solid and tangible, a 'real' world despite the fantasy elements, the magick, the High Adventure. Since a character comes from a definite background, that background affects what he might learn, what he can choose to do. The Gamemaster is within his rights to say an escaped Serf has no chance of learning skills that would start him off as a fledgling diplomat. And that is how it is done! Not at all hard, really and a new character vocation is born. Have fun inventing your own!

Changing Your Vocation

The may come a time in a character's career when they might wish to change their vocation. For example, from being a crusading man-at-arms to a monk (Cadfael). The procedure would involve the character spending three months in downtime assuming the mantle of the new vocation. After this period, they will acquire 3 vocational skills at level 1 selected from their new vocation. Any existing skills they have which are from the new vocation, can be promoted from secondary to vocational, gaining +10 PSF%. Any existing skills not from the new vocation, are demoted from vocational to secondary and lose their +10 PSF% bonus.

Mastery Bonuses for old skills are not lost and the reduction of the vocational bonus reflects the lack of use or requirement of that skill in the new vocation.

Herald Primary Skills	Secondary Skills
Riding & Mounted Combat[1] Heraldry[2] Any 2 Combat skills marked (K)[3] Diplomacy[4] Conditioning (Athletic) Endurance (Athletic) Stamina (Athletic) Battlefield Tactics[5] Leadership (Charismatic) Any 3 languages (spoken & written) Any Noble Skills	Any other Combat skills First Aid (Materia Medicinal Any background skills

[1] Riding & Mounted Combat constitute the essential skill for any Knight and must be selected for Mastery before any other skill.

[2] Heraldry must be the second skill selected for Mastery.

[3] The next two skills selected for Mastery must be Combat skills characteristic of Knighthood even though a Herald normally does not engage in battle.

[4] Diplomacy must be the fifth skill selected for Mastery.

[5] A character of noble background with an **INT +WIS**=28+ will learn Battlefield Tactics at +20 PSF% and cannot select it for Mastery as this is a part of his fundamental training, and since his intellectual capabilities enable him to be considered to have Mastery in the skill.

The Herald

Primary Attribute: .....Charisma (CHA)
Secondary Attribute: ..... Intelligence (INT)

Heralds have the following duties:

- Acting as an authority on all matters regarding chivalric custom and honour. This includes being an official witness and keeping records on who was knighted, by whom, arms bestowed etc., in a district.
- Acting as a message-bearer and arranging parleys in time of war. In this role, a herald is neutral. Inside an enemy's camp, he is honour bound to remain silent about whatever he witnesses of the enemy's strength, preparations etc. At the height of the chivalric period, he also negotiated the site of a battle, the time it would begin, etc. This reduced economic damage to the region and made war almost a sporting event. Heralds also saw to it that the Code of Chivalry was observed in wartime. Heralds could visit enemy camps to see that prisoners of war were being treated according to their rank, speak with them in private, arrange prisoner exchanges and ransoms, etc.
- Acting as a military historian during important campaigns.
- Arranging a variety of formal public ceremonies, tournaments, trials by combat etc., and insuring that chivalric protocol is observed.
- Reading royal proclamations etc., to the populace.
- Verifying the identity, rank etc., of anyone claiming knightly or chivalric status.
- Acting as an official secretary to the sovereign.

Historically, although he may well be a knight, the herald does not bear personal arms or wear armour besides a maille shirt under his tabard. Rather, he wears the arms of his lord (who may or may not be the King). He is colourfully clad to make him readily identifiable, and always is respected as a non-combatant.

Because of the nature of fantasy worlds, heralds can be armed as knights and are able to fight when not acting in their official capacities. The social races might be inclined to respect the neutrality of heralds as the need to parley and negotiate stretches across racial as well as national boundaries. Some monsters, notably dragons, have also been known to entertain parleys with heralds. The following list details the primary and secondary vocational skills for a Herald character:

Welcome Apprentice

Welcome young apprentice, I am Grandmaster Anderon, probably the greatest wizard in all of Anderia and master of this, the Obsidian Tower; your home for the next seven years. If you survive.

Ah! Yes, I can see that gleam in your eyes, for I too once stood at that threshold and looked upon the shiny glassware, the sputtering flame of the burners, the smell of the tinctures and powders and the deep burning curiosity of what lies behind the forbidden doors.

You stand there and you think that you have some entitlement because of the gift you carry in your bloodline. YOU DO NOT! The only entitlement here is to hard work. I am not speaking of the toil at cleaning the floor, fetching supplies or chopping wood. Oh no, you will look forward to these moments with eagerness as a respite from the mental trials you will have to undergo each day.

Pure and original thought, my young apprentice, creative genius, ingenuity; these are the things that will splinter that tiny paradigm that you carry in your young brain. The splinters will tumble through your mind, if you are prepared and diligent they will open up new perceptions, new ways of interacting with this universe. If you are unprepared, then the splinters will tear through your mind shredding what little sense you have. You will be lobotomised by the power of the Arcane, your greatest challenge will be getting the spoon to your mouth and not having gruel spill down your chin.

I see I have upset you young one.

As with all seedlings, they must be weathered and cracked before they can germinate into what they are supposed to become. Let us then begin, where all things begin, the fundamentals of Magick.

Drop your knapsack on your bunk, and join me at the blackboard - feel free to bring your brain with you!

What is Magick

Science is a noble pursuit and without it the Egyptians would not have raised their tall needles, the Greeks would not have favoured their gods with mighty marble temples and Caesar would not have built his bridges and forts for his legions. Science is still part of the world of Medieval Europe, of course, however; it runs concurrent with the reality of magick too. Unlike our modern society, the Fey, Dragons, monsters under the bed and ethereal creatures that infest bodies are just as real as the science of Pythagoras, Archimedes and Euclid. One could not have a Chivalry and exclude the sorcery for the world of this time is replete with the arcane and occult mysteries.

The Fundamentals of Magick

Magick is like light, it can be seen in many different hues depending upon how you look at it. It can be bent, distorted, filtered, coloured, captured, overlaid. It can be of benefit or it can burn and harm.

People have long noticed coincidence, synchronicity, fortune; the glimpsed strangeness in the shadows, the feeling of being watched. To the ordinary folk there is no denying that there are forces at work in the world, forces that are mysterious, forces that can be controlled , summoned or bartered for. The mundane people of the world break these things down into two types; the Holy and the Magickal

So what is meant when the farmer or the priest speaks of the Holy. They refer to the same thing, the eternal spirit that fashions all things. The animating force that creates living things, the dense force that manifests material, the guiding force that gives shape and movement to the animals.

The force of the spirit is, as are all things according to the emerald tablet of the Corpus Hermeticum, in polarity; it is positive and negative. The positive spiritual force is Holy binding order and law, creative and complimentary and the negative of this is demonic.

An entropic force, at its heart bent on destruction and tearing apart the creation into a roiling chaos.

Those considered Holy such as a clergyman, a monk, or a saint have the gift to bring forward the Holy Spirit in order to achieve an effect on the world, to restore the creative balance. The Holy Man himself is only a signalman, a conduit, having no powers himself he merely begs to the divine for something to be so. He then trusts in the divine to manifest the conditions required to the world. His gift is gained through devotion to a cause, a god, a belief system, ritualistic prayer and chanting are his tools of communication with the force of spirit.

Some will take this and think of Miracles; however the spirit does not tend to manifest in this way. It is most often a natural occurrence, a coincidence, a synchronicity, or a fluke that brings back the balance of the creative.

If the Holy man can beg assistance from the white light of the spirit then the Magician, through dint of will and creative cunning, can force changes in the world without physical interaction at a distance. He works with the very finest elements of the light of the world; all the colours of creation are under his will.

Grandmaster Anderon

There are two type of Wizard in the world, those of Correspondence and those of Command.

The wizard of correspondence, he enters into a partnership with the Arcane forces of the world. He brings together elements that are sympathetic to the effect he wants to achieve, he dangles them like honey and entices the universe to make it so. You may know these workers as Druids, Shamans, Witches. As a collective we call them Priest Mages.

The commanding Wizards exert their will over the elements of the world, ordering them like chess pieces on a board he forms them up to do his bidding. This is a true mage. It is a most powerful form of Magick but also the most dangerous. In attempts to gather ever greater power to him the true mage can fall into traps set by demonic forces. The essence of the universe can snap back at the control he tries to exert. His mortal and fallible mind can shatter under the shearing energies he tries to command.

The scales have to be balanced and drawing upon arcane or spirit powers is no exception, the price has to be paid. Every call or command to the powers incurs a debt, a debt that the universe might decide to collect threefold in an unexpected fashion. Better make sure that you have been contrite to your divinity or adamant of mind.

The Nature of Magickal Power

In Chivalry and Sorcery, magick is the use of mind over matter, creative power, genius, deep knowledge of elements, skilful and decisive reasoning. He uses these gifts to release arcane powers to achieve his ends, paying the costs the universe demands, often at the expense of his own well being.

Arcane powers are derived from the creative force of the universe, the astounding and beautifully complex spirit of all creation all things that live and move, even those of dense and immobile matter. You may call it what you will, what you find rolls off the tongue easiest for your culture, Manna to some, Arcane to others, Magick to most.

In **Chivalry & Sorcery** it is measured in Body and Fatigue points, one's life essence in effect.

Fatigue is the fuel of the Magickal a free and renewable source of energy, when a spell is cast the mage uses this to power and pay the debt of the universe. To the observer is will be seen as stress on the mage's body, a flush in his face, heavy breathing, sweating and quickened heart rate.

Body is the life essence of the creature, tied to the spirit, without it life cannot exist. If a character's body level becomes zero they are no longer conscious of the world around them, falling limp to the ground. If his levels continue into the negative then his connection to the spirit and life could be severed altogether and death would occur.

It is easy to see how, a sword blow or a fall might affect body levels from wounds received, but also mental stresses can affect body levels. Once a character's fatigue has been exhausted the mind turns on itself in order to pay the debt to the universe for the spell effect the wizard has brought into being. This manifest as body level loss.

Powerful Magickal effects take a great toll on a wizard, the most powerful might use up all of a character's fatigue or more in one go . It is possible to use body points to pay the debt of these effects; but unwise! For body points represent real wounds to a person that take time to repair, much as a broken leg requires time to heal so does the splintered mind. If taken too far then damage to the mind can leave the body with no controlling force and death occurs.

As mentioned earlier, according to the Emerald Tablet of the Corpus Hermeticum everything has polarity, positive and negative.

The positive of the universe is the force that holds and binds everything together, it is the way things are, order, rules, familiarity. The negative force is the opposite of this, it is entropy, dissolving and destructive, it is disorder, anarchy, chaos. The force of evolution, change the cruelty of nature.

This universal force runs through the world in lines like rivers or roads. Where these cross, areas of great power are found and become very important to those who use these powers, for at these sites the manipulation or cooperation of energies is much easier on these crossing sites. At these junctions of power the confluence of energies can achieve a complexity that gives rise to what is perceived as spirits, living entities made of Magickal energy. The spirits created through this conjunction may be of a positive or a negative nature; or both if the balance of energies is in harmony.

Magick takes its power from the negative forces and as such is a chaotic mistress, seeking to destroy what is already extant and often uncontrollable in nature. Those who are holy men, the clergy or saints of religions, access the divine who, then tap into the positive order of these forces on behalf of their worshipper. It is the divine that uses the positive energies not the holy man. As the positive force is a force of law, of order; these changes may be foreseen by those with a gifted insight, even ordained by those called prophets.

Spirit is one of the main characteristics for a **Chivalry & Sorcery** character. However rather than measure a bodily function of the character like Strength or Dexterity it measures the person's connection to forces of the universe. The higher the Spirit the character has the greater his attunement is to the forces.

All living things have an aura, this is the physical representation of the universal spirit force moving and working through them. Its aspect is different depending upon the balance of the polarity and can be seen by those who are practitioners of magick or have a gifted insight into the universe. Auras have a shape, a range, a colour; all of these change with how a character has interacted with the forces over time. The more continual access of a mage to the negative forces will give him a large spiky aura of dark and cold swirling colours representative of the chaos of the negative force he commands.

A priest will also have a large aura born from his devotion and dogmatic rituals; however, his aura will be smooth and constructed of light and warm colours representative of the order and balance of the positive forces.

When these two powerful and opposite auras meet, difficulties can arise. The very opposite nature of these polarities attracts the two together trying to balance the energies out - often destructively. This polarising of the energies within mages and priest is what makes it difficult for them to affect each other with their Magick or acts of faith, for they are effectively throwing pebbles into a much larger pool than with common folks or animals connections to the universal spirit force.

So with this background what is magick. Magick is the art of applying creative ingenuity either in correspondence with or manipulation of the basic universal forces. It is trapped with subtleties and pitfalls both moral and intellectual requiring great study and philosophical ruminations direct by an adamant willpower. Magick should not be approached in a haphazard manner with the intentions of taking short cuts; there is always a price to pay.

As a player of a mage character it should be the goal to achieve the greatest of work while expending the smallest of one's energies. Magicks can be wrought into the world that have far reaching effects from a small amount of effort. Imagine a spinning top, even the slightest amount of pressure can send it careening off in all directions, bashing and crashing into things as its chaotic movements whirl around the table. Such are the forces of magick. A true mage understands this and rather than use a force majeure or Magickal artillery mentality he understands that crafting a subtle and cunning response is always more potent.

Mages

Mages cover all magick users who use the study of magick and bargaining with spirits to practice their arts. As such, all mages must chose the appropriate mode of magick as a mastery skill for their vocation for example the conjuror must chose conjuration mode. However, for their mode of magick, they gain **+2 levels and +20 PSF% for mastery rather than +1 level and +10 PSF%** (In addition to the normal vocation skill bonus).

Conjuror

Primary Attribute:.....Intellect (INT)
Secondary Attribute:.....Agility (AGL)

Conjurers employ potions to perform their feats of magick, brewed from an enchanted cauldron.

Conjurors are particularly adept at the magicks of illusion and transmutation and are able to brew potions that allow others to cast spells, though this can be risky.

Where a conjuror can practice magick is restricted in that he must use a rather non-portable cauldron that acts as his focus. In the cauldron the conjurer keeps his 'brew', which contains Magickal components of all the spells he has learned. Often this brew attracts the attentions of a spirit (affectionately referred to as a 'spook') that will reside in the cauldron.

Spook's Characteristics:

Intellect:.....10 + 1D10
Wisdom: .....10 + 1D10
Willpower TSC%:.....50 + 3D10%
PMF:.....Conjuror's PSF% + 3D10

The spook has a definite personality (played by the Gamemaster) and exhibit its considerable knowledge in 3 x **INT** skills, half of which are related to magick and learned lore, with a PSF% of 3 x **INT** in each skill. The *'spook'* and the conjurer often cultivate a deep friendship based on mutual respect.

In the conjuror's absence, the *'spook'* will defend the conjuror's laboratory e spells the conjuror has stored in the cauldron.

Conjuror's Primary Skills	Conjuror's Secondary Skills
Conjuration Mode	Word of Guard
Laws of Magick	Herbalism
Lore of Correspondences	Pottery
Spell research	Willpower
Transmutation Method	Basic Magick Earth Method
Illusion Method	Basic Magick Fire Method
Basic Magick - Air Method	Basic Magick Water Method
Divination Method	Wards Method
Plant Method	Any background skills Summoning Method

Table - Mage Conjuror

Diviner

Primary Attribute:.....Intellect (INT)
Secondary Attribute:.....Wisdom (WIS)

The diviner is a specialist in discerning the truth of things. Divination is most often associated with seeing into the future but the diviner is adept at seeing both the future and the past as well as the present.

Diviner's Primary Skills	Diviner's Secondary Skills
Divination Mode	Command Method
Laws of Magick	Plant Method
Lore of Correspondences	Wards Method
Spell Research	Basic Magick Air Method
Divining the Omens	Basic Magick Fire Method
Divination Method	Basic Magick Water Method
Arcane Method	Oratory
Summoning Method	Any Lore Historical
Transcendental Method	Read Character
	Any background skills

Table - Mage Diviner

Enchanter

Primary Attribute: .....Intellect (INT)
Secondary Attribute: .....Bardic Voice (BV)

Enchanters use music and song to cast their spells and a few will use poetry or dance in their arts. The enchanter is particularly adept at the methods of Command and Illusion. If an enchanter lacks any of the following skills, penalties are applied until skill is acquired:

No Singing or Poetic Recitation: -10% to TSC% for magick targeting rolls

No Musical Instruments or Dancing: -10% TSC% to all magick methods.

Enchanter's Primary Skills	Enchanter's Secondary Skills
Enchantment Mode	Spell Research
Lore of Correspondences	Basic Magick Air Method
Sing	Basic Magick Fire Method
Any Musical Instruments	Basic Magick Water Method
Poetic Recitation	Arcane Method
Any Dance	Transcendental Method
Command Method	Any Charismatic skills
Illusion Method	Any Material Magicka
Summoning Method	Any Arts & Entertainment skills
Transmutation Method	Any Lore Historical
Wards Method	any 2 Languages (Written)
Any Languages (Spoken)	Any background skills
Any 2 Languages (Written)	
Any 2 Charismatic skills	
Any 3 Materia Magicka	
Any 2 Lore Historical	
Meditation	

Table - Mage Enchanter

Hex Master

Primary Attribute: .....Intellect (INT)
Secondary Attribute: .....Discipline (DIS)

The Hex Master mage is the most studious of mage types. The Hex Master spends much of his time poring over books studying others works, often generating little in the way of original research until he has reached a tremendous level of knowledge. Through one vocation, the Hex Master attempts to cover all areas of Magick, crossing the paths of several different types of vocation. The Hex Master may follow three differing paths, the solitary path where he continues to seek knowledge of all magick, the Sage or that of the Wizard, who hardly ever practises what he has learnt. While all are fundamentally the same, a clear distinction lies in their having different objectives:

The solitary Hex Master has no particular specialisations. That is, he studies all types of knowledge and casts magick without any special bonuses or penalties, but practises what he has discovered.

A Sage is a keeper of mundane knowledge who specialises in languages, Materia Medicina and in scientific and historical lore skills. He gains a bonus of +1% x **INT** to his TSC% for all such skills. However, he suffers a penalty of –10% to his Targeting TSC% when casting spells.

A Wizard can become expert in all kinds of knowledge but rarely casts spells. When the Wizard selects any language, Materia Magicka or any other types of lore for mastery, gain +15 to PSF%. If he learns it normally, gain +10 to PSF%. When casting spells, a Wizard suffers double fatigue (after any modifiers), except when they are performed as rituals.

Hex Master's Primary Skills	Hex Master's Secondary Skills
Magecraft Mode	Any Methods of Magick
Laws of Magick	Any Lore Historical
Lore of Correspondences	Any Languages (Written)
Any 3 Lore Historical	Any Languages (Spoken)
Any 7 Methods of Magick	Any Material Magicka
Any 3 Materia Magicka skills	Any background skills
Any 3 Languages (Written)	
Any 3 Languages (Spoken)	

Table - Mage Hex Master

Necromancer

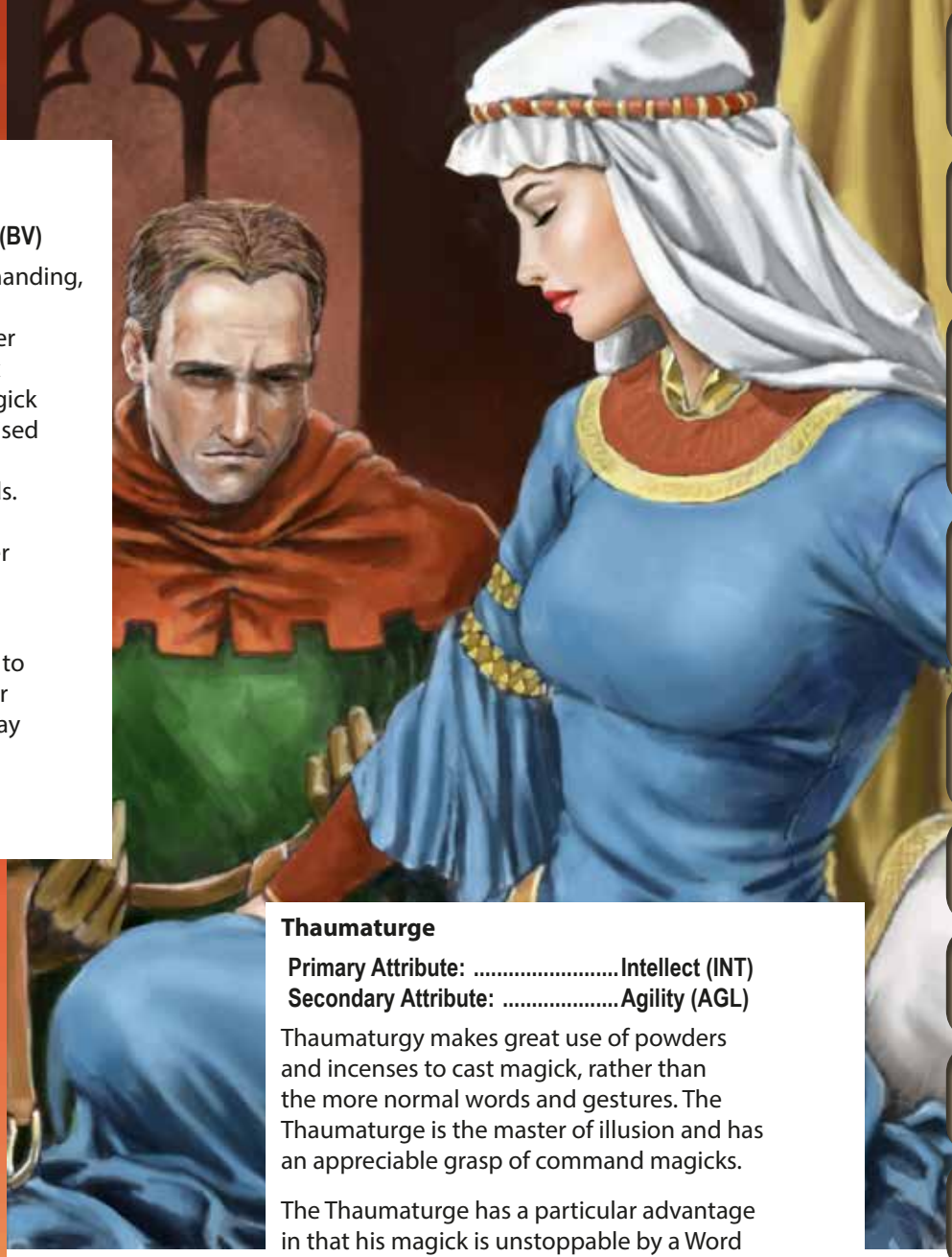
Primary Attribute: .....Intellect (INT)
Secondary Attribute: .....Wisdom (WIS)

The necromancer is a specific type of goetic (summoner) magus who specialises in summoning the dead. Necromancers are often portrayed as evil, but this is often not the case (a priest who performs an exorcism is technically using necromancy, so is a spiritualist medium who speaks to the dead).

The problem with necromancy is that there are some aspects of the art with which it is best to remain ignorant for the sake of one's soul, namely the binding of dead spirits to create undead. One may learn how to bind the spirit of a dead person or how to create undead, but it is the actual practise of such an art that brings perils. A roll is made immediately (and then every year thereafter) the first time such a spell is cast. There is a 10% x Magus's ML that he or she will become Poorly Aspected.

Necromancer's Primary Skills	Necromancer's Secondary Skills
Necromancy Mode	Spell Research
Lore of the Dead	Any Materia Magicka
Lore of Correspondences	Any Languages (Spoken)
Laws of Magick	Any Languages (Written)
Any 2 Materia Magicka	Any 3 Lore Historical
Any 2 Languages (Spoken)	Transcendental Method
Any 2 Languages (Written)	Transmutation Method
Any 2 Lore Historical	
Command Method	
Summoning Method	
Divination Method	
Arcane Method	
Illusion Method	
Wards Method	

Table - Mage Necromancer



Power Word Mage

Primary Attribute: .....Intellect (INT)
Secondary Attribute: .....Bardic Voice (BV)

Power Word magick is a natural, though demanding, progression from basic magick, though not intrinsically elemental in nature. In fact, Power Word magick is poorly suited to the complex rituals of elemental magick. Power Word magick uses shortened versions of the orderly-ritualised versions of other magicks, distilling even the most powerful spells into a few spoken words. The nature of Power Word magick is ideally suited to casting spells quickly and the Power Word Mage is the fastest spell caster of all.

Due to the sheer power of the magicks channelled in such a short duration, in order to do anything but enchant materials the Power Word Mage must use a focus. That is not to say that he cannot cast magick without a focus, but the fatigue costs will triple on any failure and are doubled even when he is successful.

Power Word Mage's Primary Skills	Power Word Mage's Secondary
Power Word Mode	Basic Magick Fire Method
Word of Guard	Basic Magick Water Method
Laws of Magick	Arcane Method
Lore of Correspondences	Transcendental Method
Command Method	Transmutation Method
Summoning	Method Storytelling
Wards Method	Any Charismatic skills
Basic Magick - Air Method	Any background skills
Illusion Method	
Any Languages (Spoken)	
Any Languages (Written)	
Any 2 Materia Magicka	
Any 2 Lore skills	
Any 2 Charismatic skills	

Table - Mage Power Word

Thaumaturge

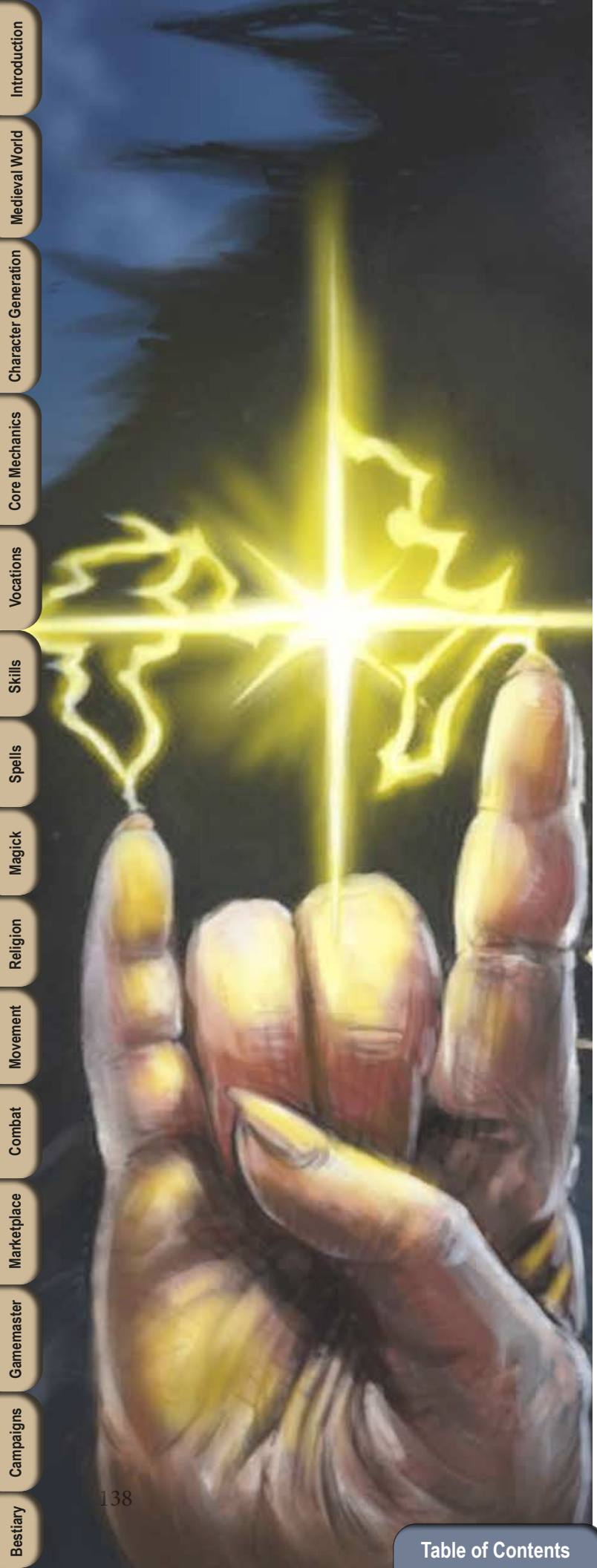
Primary Attribute: .....Intellect (INT)
Secondary Attribute: .....Agility (AGL)

Thaumaturgy makes great use of powders and incenses to cast magick, rather than the more normal words and gestures. The Thaumaturge is the master of illusion and has an appreciable grasp of command magicks.

The Thaumaturge has a particular advantage in that his magick is unstoppable by a Word of Guard, the normal fast Magickal defence against spells. However,the Thaumaturge cannot use the Word of Guard to aid his defence.

Thaumaturge's Primary Skills	Thaumaturge's Secondary
Thaumaturge Mode	Any 2 Thievery skills
Oratory	Any Languages
Con	Any Arts & Entertainment skills
Any 2 Materia Magicka	Any Materia Magicka
Any 2 Languages (Spoken)	Basic Magick Air Method
Any 2 Languages (Written)	Basic Magick Fire Method
Any 1 Lore Historical	Arcane Method
Sleight of Hand	Divination Method
Illusion Method	Plant Method
Command Method	Summoning Method
Transmutation Method	Transcendental Method
Wards Method	Any background skills

Table - Mage Thaumaturge



Elementalist

(Optional)

Primary Attribute: .....Intellect (INT)
Secondary Attribute: .....Constitution (CON)

For historical purposes the following Elemental Mage types are optional. They are included here for completeness and as they are well suited for High-fantasy games, especially our own campaign world, Dragon Reaches of Marakush.

Elementalists are amongst the most primitive of all the mage types. Their mastery over the elements exceeds that of any other mage type. The Elementalist over the centuries has become more and more specialised as their art has developed. There can now be found four kinds of Elemental Magus, one for each of the four elements. The Elementalist vocation consists of a set of common skills that each Elementalist can learn and a set of additional specialist skills appropriate to a specific type of Elementalist.

Elementalists Primary Skills	Elementalists Secondary
Law of Magick	Spell Research
Law of Correspondences	Spell Enhancement
Any Materia Magicka	Any Languages
+ Specialist skills	Word of Guard
	Any background skills
	+ Specialist skills

Table - Mage Elementalist Common Skills

Air Elementalists Primary Skills	Air Elementalists Secondary Skills
Air Elementalist Mode	Interpret Omens (Aeromancy)
Basic Magick Air Method	Basic Magick Earth Method
Basic Magick Fire Method	Arcane Method
Basic Magick Water Method	Summoning Method
Command Method	
Divination Method	
Wards Method	

Table - Mage Air Elementalists

Earth Elementalists Primary	Earth Elementalists Secondary
Earth Elementalist Mode	Masonry & Stone cutting
Basic Magick Earth Method	Gem Cutting
Basic Magick Fire Method	Basic Magick - Air Method
Basic Magick Water Method	Arcane Method
Command Method	Divination Method
Wards Method	Plant Method
Summoning Method	
Word of Guard	

Table - Mage Earth Elementalists

Fire Elementalists Primary Skills	Fire Elementalists Secondary
Fire Elementalist Mode	Interpret Omens (Pyromancy)
Basic Magick Fire Method	Basic Magick Water Method
Basic Magick Air Method	Arcane Method
Basic Magick Earth Method	Summoning Method
Command Method	Word of Guard
Divination Method	
Wards Method	

Table - Mage Fire Elementalists

Water Elementalists Primary Skills	Water Elementalists Secondary Skills
Water Elementalist Mode	Interpret Omens (Hydromancy)
Basic Magick Water Method	Basic Magick Fire Method
Basic Magick Air Method	Command Method
Basic Magick Earth Method	Illusion Method
Divination Method	Plant Method
Wards Method	Summoning Method

Table - Mage Water Elementalists

Priest Mages

The priestly mages are those who practise the old religions. Their vocations call upon the Divine for aid, mingled with knowledge of the Arcane. They are able to practise magick hand in hand with Acts of Faith. All these Priest- Mages may have survived into the Middle Ages, but mainly in seclusion and secrecy.

Druids

Primary Attribute: .....Various
Secondary Attribute: .....Spirit (SPR)

Druids are priestly mages who worship a pantheon of old Celtic gods. Through divination and sacrifice they are said to *"know the will of the gods."* In their worship practices, they revere nature and live close to nature, although this does not mean they practice Plant Magick.

There were four main sub types of Druid. These are shown below along with additional Primary skills and the appropriate Primary Attribute. One type should be selected for the character.

Druid's Primary	Druid's Secondary
Druid Mode	Any Lore Scientific
Divination Method	Any Lore Historical
Transcendental Method	Any Local History & Legends
Transmutation Method	Command Method
Wards Method	Summoning Method
Faith	Poetic Recitation
Interpret Omens	Oratory
Artefact Lore	Poetic Composition
Faerie Lore	Storytelling
Spell Enhancement	Materia Medicina
Spell Research	Riddling
Read Character	Meditation
Concentration	Law
Theology	Any background skills

Table - Priest Mage Druid

ML	Rank	Description
1 – 2	Candidate (Fear-iarraidh)	A Candidate is one who has presented himself for study at the Druidic college. They learn some small secrets as they are assessed to see if they are fit to proceed.
3 – 5	Student (Sgoilear)	The Student has proven worthy and will be apprenticed in rites and tasks with more experienced Druids.
6 – 8	Druid (Druidh)	The Druid is a full priest or priestess. The specialist Druids may be assigned to courts of Kings and the Priestly sent to Sacred Places.
9+	Arch Druid (Ard- Druidh)	The Highest Druid in the land. Any other Druid reaching this Magickal level but not obtaining the office of Arch Druid may take the rank of *"Faidh"* or Seer, if they devote themselves to prophecy and foreseeing the future. Some nations do not have a High Druid, preferring a convocation of equals.

Table - Druid Ranks

Judges (Brithem)	Teachers
Primary Attribute: Wisdom (WIS)	Primary Attribute: Intellect (INT)
Primary Vocational:	Primary Vocational:
Law (-DF 4)	Any Lore Historical
Any Lore Historical	Any Lore Scientific
Diplomacy & Politics	Theology
Detect Lie	
Physicians	**Poets**
Primary Attribute: Intellect	Primary Attributes: Bardic Voice
Primary Vocational:	Primary Vocational:
Materia Medicina	Riddling
Vegetable Crops	Oratory
Brewing	Poetic Recitation
	Poetic Composition
	Storytelling

Table - Druid Types

Druidic Acts of Faith

As Priests of their religion, Druids are able to call upon Divine Power. Many of the Acts of Faith might be specific to the local deity whose shrine they maintain. Suppose, for instance, that the healing stems from the goddess Sulis. If the Druid were not at her shrine, but instead was in Lyonesse, the goddess's powers would not hold sway there. Any healing would have to be done at the behest of other deities, possibly involving sacrifices to propitiate them. This sacrifice might be a day of labour to maintain the shrine, e.g. repairing a wall, preparation and burning of a meal at the altar, etc.

All Druidical Acts of Faith are ritual in nature. The time taken to perform the ritual is: (Act of Faith PFF x 60) / Druid's PFF in minutes with a minimum time of 1 minute.

Example:

Colm Mac Aongus has PFF 27 and is praying for Guard against the Supernatural (Holy Barrier of Guard) which is available at PFF 20. It takes Colm ((20 x 60) / 27) = 45 minutes to undertake the ritual.

Shaman's Primary Skills	Shaman's Secondary Skills
Shamanic Mode	Any 1 Materia Magicka
Faith	Any 3 Outdoor skills
Laws of Magick	Any 1 Animal skill
Herbalism	Any Animal Handling/Training
Any 2 Materia Medicina	Any 1 Agricultural skill
Any 2 Materia Magicka	Illusion Method
Transcendental Method	Arcane Method
Divination Method	Command Method
Plant Method	Wards Method
Summoning Method	Any background skills
Transmutation Method	

Table- Priest Mage Shaman

Shaman

Primary Attribute: .....Constitution (CON)
Secondary Attribute: .....Spirit (SPR)

A Shaman achieves their religious status by hereditary descent, completing a personal quest or by vocation. The recognition of the calling of the character to a shamanic life should be role-played during character generation and becomes an essential part of the PC's background.

Shamanism is common in many early cultures that have appeared in the Americas, Europe, Asia, Africa and Australia. The Shaman, who is usually (but not always) a man, may act as a medium by becoming a mouthpiece of the spirits, in many cases these are ancestors. In some cases, a Totem becomes his familiar during his initiation into manhood, acting as his spirit guide and teacher throughout his life. He will frequently undergo prolonged fasts, seclusion in sweat lodges and other ordeals that lead to prophetic dreams and visions.

In tribal societies Shamans occupy a high social and economic position, especially if they are successful healers or diviners. The main religious tasks of the Shaman are the healing of the sick through the use of prayer and herbal medicines and divination by communing with *'the ancestors'*. The Shaman achieves this by allowing his familiar Totem to possess him or by entering into a trance and allowing his own spirit to roam in an attempt to find the cure or the answers he requires. He might use divination to find the whereabouts of game, where enemies may be hidden, the location of food and water, the nature and source of an illness etc. His task is always to maintain the balanced relationship of the tribal group to the spirit world, which pervades the lands in which they dwell and influences literally every aspect of tribal and personal life.

Shamans are capable of casting magick, but they regard magick as sacred and not to be abused. Shamanic magick ultimately derives from the spirits and the Shaman who uses his Magickal powers for base purposes risks the anger of the spirit world and eventually comes to a bad end.

Witch

Primary Attribute: .....Intellect (INT)
Secondary Attribute: .....Spirit (SPR)

Witches are a type of priestly magus, who deal with nature gods and minister to the common folk with their healing arts. In a sense, witchcraft is a remnant of shamanism and / or Druidism.

Witch's Primary Skills	Witch's Secondary Skills
Witchcraft Mode	Any 1 Materia Magicka
Faith	Any 1 Outdoor skill
Laws of Magick	Any 1 Animal skill
Lore of Correspondences	Any Materia Medicina
Herbalism	Vegetable Crops
Any 1 Materia Medicina	Any 1 Agricultural skill
Any 3 Materia Magicka	Illusion Method
Command Method	Transcendental Method
Divination Method	Any background skills
Plant Method	
Transmutation Method	
Wards Method	

Table - Priest Mage Witch

The hedge-witches of Europe lived quietly in the countryside amongst their neighbours as healers and midwives for many centuries without enduring persecution. The first witch-hunt began in Switzerland in 1427, very late in the Middle Ages. From there witch-hunts seeped across Europe, with their Christian persecutors searching out people (mainly women) whom they regarded as heretics or unrepentant pagans. It is from the superstitious fears of those turbulent times that we have inherited many of the false popular beliefs about what witchcraft is all about. Despite popular fiction and such relatively recent beliefs, witchcraft is not intrinsically evil, nor does it involve black magick, worshipping Satan and consorting with demons. (Modern Wiccan witches, for instance, are no less horrified by Satanic practices than are devout Christians, Muslims and Jews.)

Priest

In these rules we depict Priest vocations based on the Christian Priests of the Middle Ages. These should be used as models of an organised religion within your campaign. The Priest relies on his Faith for his power, believing unequivocally in the power of the Divine. In most cases this applies to a monotheistic religion, but may also apply to a pantheon where the priest believes in the power of his chosen deity being absolute in comparison to others.

Friars

Primary Attribute: .....Spirit (SPR)
Secondary Attribute: .....Wisdom (WIS)

Friars are members of a religious order who are reliant on donations for their day to day existence. Although they lead a secular life, they do so in the real world, in an individual existence. They are representatives of a general order and do not belong to any particular community. The main orders for the Middle Ages were Black Friars (Dominicans), Grey Friars (Franciscans) and White Friars (Carmelites). Although they wandered the world the orders had monasteries where Brothers could stay awhile before continuing their work amongst the laity.

Friar's Primary Skills	Friar's Secondary Skills
Faith	Poetic Composition
Calligraphy & Illumination	Storytelling
Oratory	Any 1 Agricultural skill
Any 2 Languages (Written)	Singing
Any 2 Languages (Spoken)	Brewing
Any Materia Medicina	Paper & Ink Making
Any Materia Theologica	Any Lore Historical
Any background skills	

Table - Priest Mage Friar

Monastics

Primary Attribute: .....Spirit (SPR)
Secondary Attribute: .....Discipline (DIS)

In comparison with the Friars, the Monks generally wore brown robes and were attached to a particular monastic community, usually known as an abbey. These are self-contained communities, with a church, refectory, dormitory and guest house. Although Monks usually lived in seclusion, they did administer to their local community and may journey between Abbeys on errands for their order. Monastics are regarded as scholastic in orientation and their religious houses are sources of great libraries.

Monastic's Primary	Monastic's Secondary
Faith Any 1 Skill	Lore Scientific
Any 2 Agricultural skills	Any Resolution skills
Calligraphy & Illumination	Paper & Ink Making
Any Languages (Spoken)	Any 5 Learned Lore
Any Languages (Written)	Any background skills
Any 2 Materia Medicina	
Any Materia Theologica	
Singing (Monastic Chants)	

Table - Priest Mage Monastic

Rank	PFF%	Social Status
Novice	1	7
Lay Brother	5	8
Monk Brother	10	9
Cellerar	15	10
Precentor	20	11
Sacrisant	25	15
Almoner	30	17
Circatore	35	25
Prior	40	40
Abbot	50	50
Father General	75	70

Monastics and Friars have identical organisations, each position requires a certain level of Personal Faith Factor (PFF).

Table - Monastic Social Status

Ordained Clergy

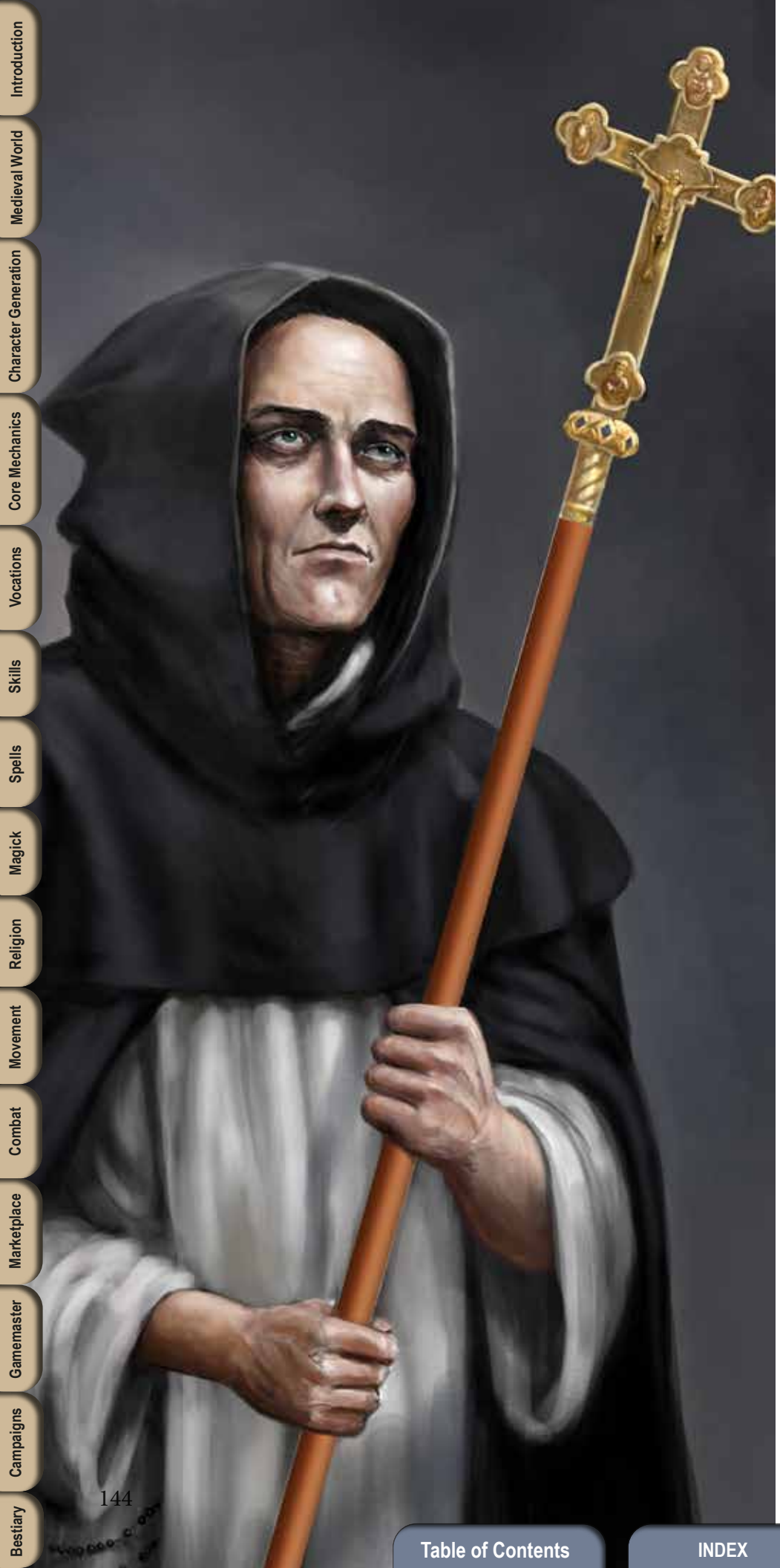
Primary Attribute: .....Spirit (SPR)
Secondary Attribute: .....Intellect (INT)

This is someone who has elected to accept Holy Orders and become ordained as a priest into his chosen faith. Ordained Priests are the mediators between the Divine and their mortal worshippers, the mouthpiece of God. They have greater access to the Acts of Faith granted by God. The greater their faith and Spirit the greater the Acts of Faith that they may call upon.

Ordained Clergy also have the opportunity to retire from their calling and adopt a monastic life. However, this does not remove their ability to mediate with God. Indeed some Ordained Priests have no lay congregation but rather join Fighting Orders as their priests, adopting a military monastic life.

Clergy's Primary	Clergy's Secondary
Faith	Any 1 Perception skill
Any Languages (Written)	Any 3 Learned Lore
Any Languages (Spoken)	Calligraphy & Illumination
Any 1 Charismatic skill	Any background skills
Any Materia Theologica	
Any 3 Learned Lore	
Materia Medicina	

Table - Priest Mage Ordained Clergy



Rank	PFF%	Social Status
Novice	5	7
Reader	10	9
Deacon	15	11
Postulant	20	13
Priest	25	15
Curate	25	18
Chaplain	30	20
Rector	35	25
Rural Dean	40	30
Canon	50	40
Archdeacon	55	55
Bishop	65	75
Archbishop	70	85
Primate	80	95
Cardinal	85	100
Pope	100	150

Within the Clergy there are specific ranks which one may advance though, each one requiring a specific Personal Faith Factor (PFF).

Table - Ordained Clergy Social Status

Advancement within the Church involves a certain amount of influencing the upper echelons of the Hierarchy. Once a priest reaches the level of Circatore for Friars and Monastics and Archdeacon for Clergy, advancement can only be made by election by Peers. For example a Bishop will be elected after due consideration by other Bishops, Archbishops and the Primate of the Kingdom concerned. It must also be pointed out that in many instances Bishops were appointed by the Regent of the realm (usually after receiving some advice to support the appointment).

Only the Pope may appoint Cardinals and only the Cardinals may elect a Pope, usually from amongst their own number. In the case of the puppet Pope of Avignon, he was elected by Cardinals, when a large number of influential Cardinals were French. The King of France applied a great deal of pressure to have a Pope elected, who was amenable to the Kings requests.

Core Acts of Faith: Prayers		Druid	Shaman	Witch	Friar	Monk	Ordained
PFF 5	Blessing	✓	✓	✓	✓	✓	✓
PFF 5	Common Prayer	✓	✓	✓	✓	✓	✓
PFF 5	Prayer for Forgiveness	✓[1]	✓	✓	✓	✓	✓
PFF 5	Prayer for Guidance	✓	✓	✓	✓	✓	✓
PFF 5	Prayer for Insight	✓	✓	✓	✓	✓	✓
PFF 5	Prayer for Luck	✓	✓	✓	✓	✓	✓
PFF 5	Prayer for Protection	✓	✓	✓	✓	✓	✓
PFF 5	Prayer for Skill or Craft	✓	✓	✓	✓	✓	✓
PFF 5	Prayer for Strength	✓	✓	✓	✓	✓	✓
PFF 10	Courage of the Righteous	✓	✓	✓	✓	✓	✓
Clerical Acts of Faith							
PFF 10	Bless Item	✓	×	×	×	×	✓
PFF 10	Bury the Dead	×	✓	×	×	×	✓
PFF 20	Sanctification	✓	✓	✓	×	×	✓
PFF 20	Holy Barrier of Guard	✓	✓	✓	✓	✓	✓
PFF 25	Prayer to Smite the Godless	×	×	×	✓	×	✓
PFF 25	Prayer for Strength of the Righteous	×	×	×	✓	✓	✓
PFF 25	Prayer to Detect Magickal Forces	×	×	✓	×	×	✓
PFF 30	Prayer to Find the Open Way	✓	✓	✓	✓	✓	✓
PFF 30	Prayer to Recognise Evil	✓[1]	✓	✓	✓	✓	✓
PFF 35	Ritual: Remove Curse	✓	✓	✓	×	×	✓
PFF 40	Prayer to Smite the Godless II	×	×	×	✓	✓	✓
PFF 45	Prayer for Strength of the Holy	×	×	×	✓	✓	✓
PFF 45	Ritual: Exorcise Demons	✓	✓	✓	×	×	✓
PFF 50	Visions	✓	✓	×	×	×	✓
Miracles							
PFF 10	Minor Miracle	×	×	×	✓	✓	✓
PFF 25	Miracle	×	×	×	✓	✓	✓
PFF 50	Greater Miracle	×	×	×	✓	✓	✓
Priestly Magicks: Specialised Miracles							
PFF 35	Purify Food and Water	✓	✓	✓	×	✓	✓
PFF 40	Restore the Faithful	✓	×	×	✓	✓	✓
PFF 50	Cure the Wounded	✓[2]	✓	✓	×	×	✓
PFF 60	Neutralise Toxins	✓[2]	✓	✓	×	×	✓
PFF 60	Restoration	×	×	×	×	×	✓
PFF 65	Cure Disease	✓[2]	✓	✓	×	×	✓
PFF 65	Heal Grievous Wounds	✓[2]	✓	✓	×	×	✓
PFF 90	Cure Blindness	✓[2]	✓	✓	×	×	✓
PFF 90	Cure Deafness	✓[2]	✓	✓	×	×	✓
PFF 90	Restore Use of Limb	×	×	×	×	×	✓
PFF 101	Call Back the Dying	✓[2]	✓	×	×	×	✓

Core Acts of Faith: Prayers		Druid	Shaman	Witch	Friar	Monk	Ordained
Formal Sacred Rituals: The Sacraments							
PFF 20	Baptism	✓	×	×	×	×	✓
PFF 40	Confirmation	×	×	×	×	×	✓
PFF 20	Extreme Unction	×	×	×	×	×	✓
	Last Rites	×	×	×	×	×	✓
	Anointing the Sick	×	×	×	×	×	✓
	Anointing the Wounded	×	×	×	×	×	✓
PFF 20	Holy Eucharist (Mass)	✓	×	×	×	×	✓
PFF 15	Matrimony	✓	✓	✓	×	×	✓
PFF 45	Ordination	×	×	×	×	×	✓
PFF 15		✓[1]	×	×	×	×	✓

[1]Available only to Judges
[2]Available only to Physicians

Note: The Acts of Faith for Druids may be known by other names, e.g.:
Banish Spirits = Exorcise
Bless the New-born = Baptism
Blessings of the Gods = Restore the Faithful
Conduct act or worship = Mass
Guard against the Supernatural = Holy Barrier of Guard
Restore Senses = Cure Blindness / Deafness
Restore Spirit = Call back the dead.

Table - Priestly Mages Available Acts of Faith

Skill Name	Page	DF	ATT
Agricultural Skills			
Field Crops	149	3	STR + WIS
Fruit Crops	149	3	INT + WIS
Vegetable Crops	149	2	WIS X 2
Viniculture	149	3	INT + WIS
Animal Skills			
Animal Riding – Camel	151	4	STR + DIS
Animal Riding – Donkey	151	2	STR + DIS
Animal Riding - Exotic Animal	151	5	STR + DIS
Animal Riding Horse / Pony / Mule	151	3	STR + DIS
Animal Riding Mythical / Legendary Beast	151	6	STR + DIS
Animal Training	152	3	BV + DIS
Bee Keeping	150	4	INT + WIS
Cattle Herding	150	3	INT + WIS
Dog Breeding	153	4	INT + WIS
Drover	150	3	INT + WIS
Horse Breeding	150	4	INT + WIS
Pig Raising	150	2	INT + WIS
Poultry Raising	150	2	INT + WIS
Running a Dairy	150	3	INT + WIS
Sheep Herding	150	2	INT + WIS
Veterinary Medicine	153	4	INT + WIS
Veterinary Surgeon	153	3	INT + DEX
Art & Entertainment			
Acting: Costume & Makeup	153	3	INT + DIS
Acting: Performance	153	4	BV + DIS
Acting: Ventriloquism	153	4	BV + DEX
Bagpipes	154	4	DEX + CON
Calligraphy & Illumination	154	4	DEX + DIS
Dancing: Court Dancing	154	3	AGL + DIS
Dancing: Folk Dance	154	2	AGL + DIS
Drums	154	2	STR + DIS
Flutes	155	3	DEX + CON
Horns	155	3	DEX + CON
Juggling	154	2	AGL X 2
Painting & Sketching	155	4	DEX x 2
Poetic Composition	155	4	INT + WIS
Poetic Recitation	155	3	BV + CON
Sculpting	155	4	DEX + DIS
Singing	156	4	BV + CON
Sleight of Hand	156	4	DEX + INT
Storytelling	156	4	BV + INT
Strings	155	3	DEX + DIS

Skill Name	Page	DF	ATT
Atheletic Skills			
Boxing	156	4	STR + AGL
Climbing	156	3	STR + CON
Conditioning	157	5	COMP
Endurance	157	4	COMP
Jumping	158	3	COMP
Lifting	158	3	COMP
Stamina	158	3	STR + CON
Swimming	158	3	STR + CON
Wrestling	160	4	STR + AGL
Charismatic Skills			
Bargaining	161	3	BV + CHA
Begging	161	3	BV + CHA
Charm	161	4	APP + CHA
Con	161	4	CHA + WIS
Diplomacy & Politics	162	4	BV + WIS
Intimidation	162	4	FER + CHA
Leadership	162	4	BV + CHA
Oratory	162	4	BV + CHA
Combat Skills			
Archery	164	5	DEX + WIS
Axes	164	4	STR x 2
Battlefield Tactics	164	5	INT + WIS
Brawling	165	3	STR + AGL
Cavalry Lances	165	5	STR + DIS
Chivalric Great Blow	165	5	COMP
Dodge	165	3	AGL + WIS
Fighting Staves	165	4	STR + AGL
Flails	165	5	STR + DIS
Great Swords	165	5	STR X 2
Horse Archery	165	5	AGL X 2
Hurling Axes	165	3	STR + AGL
Hurling Javelins	165	3	STR + AGL
Knife & Dagger Fighting	166	3	DEX + AGL
Maces, Hammers & Clubs	166	4	STR x 2
Mounted Combat	166	5	AGL X 2
Polearms	167	6	STR + DIS
Riding a Warhorse	166	5	AGL + DIS
Shield Play Light / Heavy	167	4	STR + AGL
Short Swords	167	4	STR AGL
Slashing Swords	167	4	STR + AGL
Slings	167	4	AGL + WIS
Spears	167	3	STR + DIS
Throwing Knives & Daggers	167	4	AGL + WIS
Throwing Objects	167	3	AGL + WIS
Two Weapon Fighting	168	7	COMP
Wearing Battle Armour	168	5	COMP
Wearing Heavy Armour	168	4	COMP
Wearing Light Armour	167	3	COMP
Cooking and Brewing Skills			
Brewing	169	3	INT + WIS
Cooking	169	3	INT + WIS
Winemaking	171	4	INT + WIS

Skill Name	Page	DF	ATT
Craft & Trade Skills			
Basketwork	173	3	DEX + DIS
Blacksmithing	173	3	STR + CON
Bone, Horn & Ivory work	174	4	DEX + DIS
Bowery & Fletching	174	4	INT + DEX
Carpentry	174	3	STR + DEX
Cartwright & Wheelwright	174	4	INT + DEX
Chandler	174	3	INT + WIS
Charcoal Burning	174	3	INT + WIS
Cooper	174	3	STR + DEX
Cord & Rope Making	175	3	STR + DEX
Dyeing	175	2	INT + WIS
Fashioning Arrowheads	175	3	STR + DEX
Glassblowing & Glazing	175	4	DEX + CON
Gold & Silversmithing	176	4	DIS + DEX
Lapidary (Gemcutting)	176	4	DIS + DEX
Leatherworking & Tanning	177	3	CON + DEX
Masonry & Stone Cutting	177	4	STR + CON
Mining & Tunnelling	177	3	STR + CON
Paper & Ink Making	178	3	INT + DEX
Perfumery	178	4	INT + DEX
Pottery	178	4	INT + DEX
Seal Making & Engraving	178	4	INT + DEX
Sewing, Embroidery & Knitting	175	2	DEX + INT
Smelting & Casting	175	3	STR + CON
Spinning & Weaving	175	3	DEX + INT
Sulphur & Saltpetre Making	178	3	INT + WIS
Tailoring	175	4	DEX + INT
Thatching	178	3	AGL + WIS
Tinkering	178	4	INT + DEX
Weaponsmithing & Armoury	179	5	STR + CON
Language Lore			
Ancient Language - Spoken	182	3	INT + BV
Ancient Language - Read / Write	182	3	INT + DEX
Beast Tongues—Read / Write	184	6	INT + DEX
Beast Tongues—Spoken	184	6	INT + BV
Common Tongue— Spoken	182	2	INT + BV
Common Tongue Read / Write	182	2	INT + DEX
Dwarven Tongue Read / Write	183	3	INT + DEX
Dwarven Tongue—Spoken	182	3	INT + BV
Elven Tongue—Read / Write	183	4	INT + DEX
Elven Tongue—Spoken	183	4	INT + BV
Foreign Language Read/Write	182	2	INT + DEX
Foreign Language-Spoken	182	2	INT + BV
Mage Speech-Read / Write	183	4	INT + DEX
Mage Speech-Spoken	183	4	INT + BV
Monster Tongues Read / Write	183	3	INT + DEX
Monster Tongues—Spoken	183	3	INT + BV

Skill Name	Page	DF	ATT
Own Language—Read/Write	181	1	INT + DEX
Own Language—Spoken	181	1	INT + BV
Lore Historical			
Ancient Local Geography	185	2	INT x 2
Ancient Regional/ National Geography	185	3	INT x 2
Ancient world Geography	185	5	INT x 2
Astronomical Lore	186	4	INT + WIS
Bestiary Lore	186	3	INT + WIS
Cartography	187	3	INT + WIS
Finance	187	4	INT + WIS
Geological Lore	187	3	INT + WIS
Local Geography	184	1	INT x 2
Local History & Legend	185	1	INT x 2
Regional & National Geography	184	2	INT x 2
Regional/National History & Legend	185	2	INT x 2
World Geography	185	4	INT x 2
World History & Legend	185	4	INT x 2
Lore Scientific			
Accurate Counting	186	1	COMP
Architecture & Engineering	186	4	INT + WIS
Arithmetic & Mathematics	186	4	INT + WIS
Materia Magicka			
Arcane Magick	220	6	INT + CON
Artefact Lore	213	6	INT x 2
Basic Magick – Air	220	5	INT + AGL
Basic Magick – Earth	220	5	INT + CON
Basic Magick – Fire	220	5	INT + CON
Basic Magick – Water	220	5	INT + AGL
Command Magick	220	5	INT + BV
Conjuration Mode of Magick	221	6	INT + CON
Demonology	213	5	INT x 2
Divination Magick	220	5	WIS + INT
Divination Mode of Magick	222	5	WIS + INT
Druidic Priest Mode	227	7	Various
Elementalist Magus Mode of Magick	225	7	INT + CON
Enchantment Mode of Magick	223	6	INT + BV
Faerie Lore	214	3	INT x 2
Hex Master Mode of Magick	223	6	INT + DIS
Illusion Magick	220	4	INT + WIS
Interpret the Omens	213	5	WIS + DIS
Laws of Magick	214	3	INT x 2
Lore of Correspondences	214	5	INT x 2
Lore of the Dead	215	3	INT x 2
Magickal & Enchanted Races Lore	215	3	INT x 2
Magickal Beast Lore	215	4	INT x 2
Necromantic Mode of Magick	224	6	INT + DIS
Plant Magick	220	5	INT + DIS
Power Word Mode of Magick	224	6	INT + BV
Ritual Preperations	217	4	INT + WIS
Shamanic Priest Mode	229	6	CON + SPR
Spell Enhancement	217	4	DIS x 2
Spell Research	217	4	INT x 2
Summoning Magick	220	5	INT + CON
Thaumaturgy Mode of Magick	225	6	INT + WIS
Transcendental Magick	220	5	INT + DIS
Transmutation Magick	220	5	INT + CON
Wards Magick	221	5	INT + CON
Witchcraft Priest Mode	229	6	INT + SPR
Word of Guard	219	4	INT + BV
Materia Medicina			
Chirurgery	187	4	INT + DEX
First Aid	187	2	INT + WIS
Herbalism	190	4	INT + WIS
Pharmacology & Medicine	188	4	INT + WIS
Materia Theologica			
Debate	232	4	INT + WIS
Faith	231	5	SPR x 2
Law	231	3	INT + DIS
Theology of ("Religion")	230	4	INT + DIS
Mental Fortitude Skills			
Concentration	191	3	DIS x 2
Meditation	191	3	DIS x 2
Riddling	192	3	DIS x 2
Willpower	192	3	DIS + WIS
Noble Skills			
Chess	193	3	INT x 2
Courtly Love	193	3	CHA + WIS
Courtly Manners	195	3	INT + DIS
Heraldry	195	3	INT + WIS
Outdoor Skills			
Blending into Surroundings	196	4	WIS + AGL
Calm & Attract Animals	196	4	BV + DIS
Covering tracks	197	4	INT + AGL
Detecting Snares	197	4	WIS + INT
Finding Direction	197	2	WIS + INT
Finding One's Location	197	3	WIS + AGL
Finding Water	198	3	WIS + AGL
Fishing	198	3	WIS + AGL
Foraging for wild foods	199	3	WIS + INT
Forester's Stealth	199	4	WIS + AGL
Intentions of Animals	200	3	INT + WIS
Setting & Disarming Traps	200	4	INT + AGL
Tracking Prey	200	4	AGL + WIS
Perception Skills			
Alertness Sound	202	7	N/A
Alertness: Sight	201	7	N/A
Detect Lie	202	5	WIS + INT
Lip Reading	203	5	WIS + INT
Read Character	202	5	WIS + INT
Seamanship Skills			
Fisherman	203	3	STR + CON
Mariner	204	4	STR + CON
Piloting & Navigation	204	4	INT + WIS
Sailing Small Boats	204	3	STR + AGL
Sailmaking & Rigging	204	2	INT + WIS
Shipbuilder Maritime Architecture	204	5	INT + WIS
Ships Carpenter	204	4	STR + AGL
Thievish Skills			
Administer Poisons & Drugs	205	4	INT + DIS
Backstabbing	205	5	INT + AGL
Concealing & Finding	207	4	WIS + INT
Detecting Mantraps	207	4	WIS + INT
Detecting Thievery	207	5	WIS + AGL
Disguises	207	3	WIS + INT
Evaluating Goods	207	2	INT + WIS
Garrotting	209	4	STR + AGL
Hearing Rumours	208	2	DIS X 2
Mugging	209	4	STR X 2
Picking Locks	210	3	INT + DEX
Picking Pockets & Cutting Purses	210	3	INT + DEX
Setting & Disarming Mantraps	211	4	INT + DEX
Skulking in Shadows	211	4	AGL + DIS
Stealth of Thieves & Assassins	211	4	AGL + DIS
Streetwise	212	4	INT + WIS

Chivalry and Sorcery™

Ye Olde Skills List

Skills

Agricultural Skills

Characters will have a high chance of being born into a rural background, as part of their upbringing and living in this culture they will have picked up the knowledge of agricultural skills. In our modern world, it might seem as though these skills have little use; however, in the feudal society these skills are the backbone of the economy and low-born survival. Agriculture is fickle and varies with the type of weather - too wet or too dry, the time available for harvest, the quality of the land etc. The table below Agricultural Harvest Modifiers, shows the affect the character's skill has on the harvest level, that has been set by the Gamemaster for the year. Come harvest time, make a skill check and apply the step change to the harvest level set by your GM then use the table Agricultural Harvest Yield to get a final total.

Field Crops

Attributes: ..... Strength & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has experience with the plough, planting crops, harvesting them and thrashing the wheat, barley, rye oats and stacking the hay. The cost of establishing a farmstead is 2 crowns per acre, this buys your tools, clears the ground for fields etc.

Fruit Crops

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 3; BCS 40%; 500 Exp

The character has experience in working and harvesting from an orchard, with skill in grafting and cross pollination. The cost of establishing an orchard is 4 crowns per acre and 1 - 3 years of maturing to maintain a saleable crop.

Vegetable Crops

Attributes: ..... Wisdom x 2
Level: ..... DF: 2; BCD 50%; 400 Exp

The character has experience working a vegetable patch with the growing, cultivation and harvest of beans, lentils, beets, carrots, cucumbers etc. Anyone with a small plot of land about ½ acre or so can put in a 50 penny garden to meet a family's dietary needs.

Viniculture

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 3; BCS 40%; 500 Exp

The character has experience in tending the vines and fruit of a vineyard and growing grapes is a laborious task; usually done on small scales in olde times. A yeoman for instance may have 1-6 acres in vines while a Servien might have 6-10 acres; landed knights can maintain 10-20 acre. The cost to establish a vineyard is 5 crowns per acre and several years are required to produce a saleable crop.

Crit Die	Step Change[1]
01 - 06	1 Step
07 - 09	2 Step
10	3 Step

[1] This step change is either up or down depending on Failure or Success of the Agricultural Skill roll. Up on the Results Table for Success and Down on the table with failure.

Table - Agricultural Harvest Modifiers

Harvest	Grain Crops	Garden Crops	Orchard Crops[1]	Vine Crops[1]
Bountiful!	12 bushels (150P)	Surplus (+50 P)	600 lbs (200P)	660lbs (220P)
Excellent!	112 bushels (140P)	Surplus (+25P)	540 lbs (180 P)	600 lbs (200P)
Fine Crop!	10.4 bushels (130P)	Surplus (+20P)	480 lbs (160 P)	545 lbs (180P)
Very Good!	9.6 bushels (120P)	Surplus (+15 P)	420 lbs (140P)	485 lbs (160 P)
Good Crop!	8.8 bushels (110P)	Surplus (+10P)	390 lbs (130P)	425lbs (140P)
Above Average	8 bushels (100 P)	Surplus (+5P)	330 lbs (110P)	365 lbs (120 P)
Average	7.2 bushels (90 P)	Feed Family	300lbs (100 P)	335lbs (110P)
Below Average	6.4 bushels (80P)	Feed Family (Minimum)	270lbs (100P)	300lbs (100P)
Poor!	5.6 bushels (70P)	Feed Family (minimum)	240lbs (80P)	275 lbs (90P)
Very Poor!	4 bushels (50P)	Feed Family (minimum)	180 lbs (60P)	180 lbs (60P)
Awful!	3.2 bushels (40P)	Total Crop Failure	120 lbs (40P)	150 lbs (50P)
Terrible!	2.4 bushels (30P)	Total Crop Failure	90lbs (30P)	90lbs (30P)
Disastrous	Total Crop Failure	Total Crop Failure	Total Crop Failure	Total Crop Failure

[1]Grain crops assume average 12 ½ pennies per bushel. Orchard crops assume fruits and berries at average ⅓ penny per lb and vine crops assume table grapes at ⅓ penny per lb.

Table - Harvest

Animal Skills

Animals were the backbone of the rural people in feudal time, not only food but transport and muscle for the machines and ploughs. Characters from a rural background would have experience in raising and looking after animals, veterinary treatments, training for riding or to wear collars, tack and harnesses etc. Such skills could be crucial to those out on adventures as well as those on the farm or knights households.

Animal Husbandry

Attributes ..... Intellect & Wisdom

A character that has a suitable background such as the son of an ostler has a basic skill level in any 3 Animal Husbandry Skills at a special cost of DF: 3 (BCS 40%; 500 Exp). Once the game starts these skills advance at their normal DF rates

Bee Keeping

Level:..... DF: 4; BCS 30%; 600 Exp

The character is trained in keeping and maintaining hives with the correct methods for caring and treating bees. The aim is to harvest the honey and it costs 1 crown per hive to set up to keep bees. Each hive needs 100 square foot and can produce up to 5 lb of honey.

Cattle Herding

Level:..... DF: 3; BCS 40%; 500 Exp

The character has experience with herding cattle, including breeding, herding and taking care of beef cattle. It costs 4 Crowns per acre to set up as a cattle herder.

Horse Breeding

Level:..... DF:4; BCS 30%; 600 Exp

The character has experience in breeding, raising and taking care of horses. It costs 7 crowns per acre to set up as a horse breeder.

Running a Dairy

Level:..... DF:3; BCS 40%; 500 Exp

The character has experience on a dairy farm, he knows how to her and care for the cattle as well as milking and storage of the milk. It costs 5 Crowns per acre to set up a dairy farm.

Pig Raising

Level:..... DF: 2; BCS 50%; 400 Exp

The character has experience raising and caring for pigs. It costs 2 Crowns per acre to set up raising pigs.

Poultry Raising

Level: ..... DF: 2; BCS 50%; 400 Exp

The character has experience with the breeding, raising and care of poultry birds such as; chickens, geese and ducks etc. It costs 2 Crowns per acre to set up as a poultry keeper.

Sheep Herding

Level:..... DF: 2; BCS 50%; 400 Exp

The character has experience taking care of, breeding and raising sheep as well as shearing them for wool. It costs 3 Crowns per acre to set up as a shepherd.

Note: Shepherds also need trained sheepdogs to aid in managing and protecting the sheep.

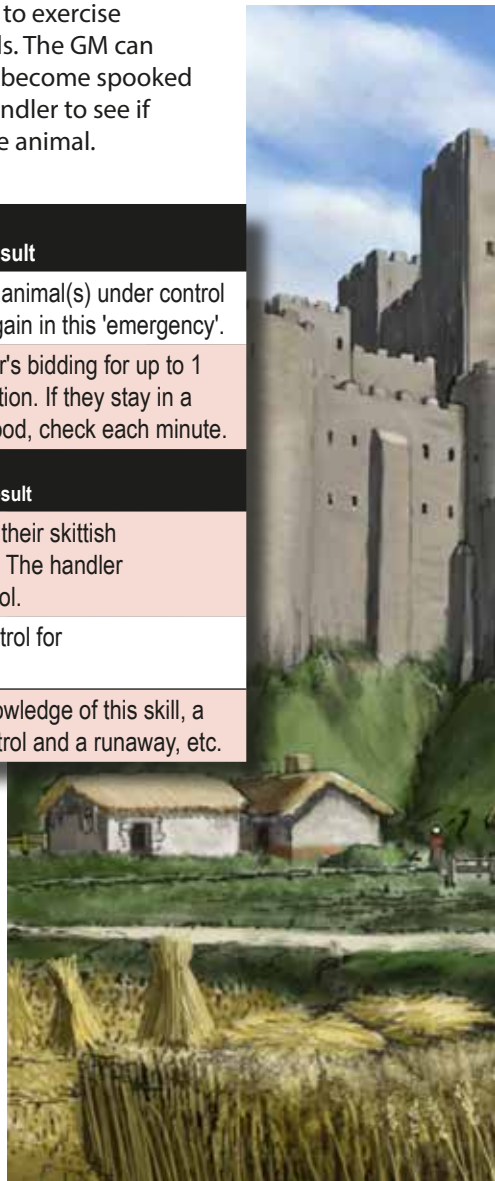
Drover

Attributes:..... Intellect & Wisdom
Level:..... DF: 3 BCS 40%; 500 Exp

The character has experience in the skills of a drover or mule skinner and is able to exercise control over draft and pack animals. The GM can make a resisted roll when animals become spooked Willpower - PSF% of the animal handler to see if he has maintained control over the animal.

Success with Crit Die	Result
09 - 10	The character has the animal(s) under control and need not check again in this 'emergency'.
01 - 08	Animals do the handler's bidding for up to 1 minute in a crisis situation. If they stay in a skittish or stubborn mood, check each minute.
Failure with Crit Die	**Result**
01	The animals persist in their skittish or stubborn behaviour. The handler is still fighting for control.
02 - 10	Animals are out of control for 1D10 x 10 seconds.
Note for characters without basic Knowledge of this skill, a failure with Crit Die 01-07 loss of control and a runaway, etc.	

Table - Drover Results



Animal Riding

Attributes: ..... Strength and Discipline
Level: ..... Variable - see below

Through training and discipline the character is able to ride a type of animal and exercise his will over it to control it in most situations. Table - Animal Riding Difficulty factors show the DF that applies to learning to ride certain types of creature. Some are more wilful and demand more from their riders than other animals. Having a skill at riding a type of animal does not necessarily confer skill in riding another type.

When the following events happen the rider should make a skill roll to control his ride.

1. The rider is attempting to vault into the saddle
2. The rider is mounting or dismounting from a moving animal
3. The rider is jumping the animal over an obstacle that stretches the animal, such as a fence, a wall, or across a ditch. Donkeys and camels are very poor at jumping and the GM should assign penalties depending upon the animal and the obstacle to be jumped. A pony or a riding or a mule will match a riding horse under most jump situations
4. The rider is trying to control a spooked animal or coerce a stubborn or frightened one into action.

Animal	DF	BCS%	Exp
Donkey	2	50%	400
Horse, Pony, Mule[1]	3	40%	500
Camel[2]	4	30%	600
Exotic Animal[3]	5	20%	700
Mythical/Legendary Beast[4]	6	10%	800

[1]Riding (Horse) is a pre-requisite for the specialised combat skill Riding a Warhorse.

[2]Reduce the DF of this animal by -1 DF if the character has Animal Training with PSF 33%+ or Riding a Warhorse at PSF 33%+.

[3]Reduce the DF of this animal by -1 DF if the character has Animal Training with PSF 33%+ or Riding a Warhorse at PSF 33%+. Exotic animals include elephants, lions etc.

[4]Reduce the DF of this animal by -1 DF if the character has Animal Training with PSF 33%+ or Riding a Warhorse at PSF 33%+. Mythical/Legendary Animals are unicorns, Pegsii, Gryphons etc..

Table - Riding Difficulty

Animal Training

Attributes: ..... Bardic Voice and Discipline
Level: ..... DF: 3; BCS 40%; 500 Exp
Resisted: ..... Animals Willpower - PSF% of Trainer

[TR] The character has experience in training a single class of animal; he selects the class he wishes to be skilled at training when he picks this skill. The table - Animal Training Time Necessary gives the time required for the character to train his chosen class of animal. It can take more than just a few months to train a warhorse or an elephant perhaps as long as several years. The time has been shortened for the sake of game play, as several years in game-time is quite a span.

Once the given time has passed make a skill roll to see the results of the character's training efforts on the Table - Animal Training Results

Each roll the animal being trained will try to resist the trainers attempts to tame him. This is the animals Willpower - Trainer's PSF%. There are those animals who persistently resist training and might be considered untrainable.

Success with Crit Die	Result
09 - 10	The rider succeeds in his actions and retains full control and need not check again in this emergency.
01 - 08	The rider succeeds in his actions and retains control of the animal, if the animal remains skittish, check every 2 minutes.
Failure with Crit Die	**Result**
01	The rider fails in his action and a second skill roll is required to find out if the rider remains in the saddle (a successful roll) or is thrown to the ground (a failure).
02 - 10	The rider not only fails in this action, but the animal becomes out of control. A second skill roll made to see if the character can bring the animal back under control (a success) or whether it begins to buck (a failure). If the character fails the second time, he makes a third skill roll but suffers a suitable penalty to his TSC%. A success means he brings the animal back under control, whilst a failure means the animal throws the rider to the ground.

Table - Riding Results

Animal	Time
Riding Horse	8 weeks
War Horse	20 weeks
Draft & Pack Animals:	
Horse	3 weeks
Mule	3 weeks
Donkey	3 weeks
Ox	2 weeks
Exotic Animals:	
Elephant	20 weeks
Camel	8 weeks
Wild Animals	8-20 weeks
Hunting/War Dogs	8 weeks
Birds of Prey (falcon, eagle hawk etc.)	8 weeks

Table - Training Time Required

Success with Crit Die	Result
09 - 10	The animal is exceptional and can be taught special tricks.
01 - 08	The animal has been trained up to a level such that it can be trusted to be reliable and compliant.
Failure with Crit Die	**Result**
01 - 02	The animal requires further training. Check again in 2 weeks, with a -10% penalty to TSC%. There is now no chance of an exceptional creature). A second failure doubles the time to the next check and adds a further -10% penalty to the first one and so on.
03 - 10	Not only is more training required but the animal may also have some unreliable quality or quirk which the Gamemaster decides at his discretion. Such qualities will reflect the nature of the beast, of course.

Table - Animal Training Results

Dog Breeding

Attributes: ..... **Intellect & Wisdom**
Level: ..... **DF: 4 BCS 30%; 600 Exp**

The character knows how to breed and care for dogs; dogs being domesticated for a wide range of tasks from shepherding for guarding to hunting. Lap dogs are also popular with ladies and wealthy townsfolk, it costs 12Cr to set oneself up as a dog breeder.

Veterinary

[TR] The character has skill in treating the ailments, injuries and diseases of animals. The skill is split into two sub-skills, Surgeon and Medicine. He can diagnose and prescribe treatments for animals in the same way a physician does for people.

Veterinary Surgeon

Attributes: ..... **Intellect & Dexterity**
Level: ..... **DF: 3 BCS 40%; 500 Exp**

The character is skilled at carrying out first aid and emergency treatments on injured animals such as setting bones.

Veterinary Medicine

Attributes: ..... **Intellect & Wisdom**
Level: ..... **DF: 4; BCS 30%; 600 Exp**

The character has learned to prepare cordial, elixirs and poultices to help heal animals for various ailments. He knows enough regarding medicine to be able to render some basic healing on people too. The chance of healing a person are the same as if he had the skill First Aid and some Chirurgical skills (½ PSF%)

Success with Crit Die	Disguise Skill Modifier	Acting: Performance Skill Modifier
01 - 02	+0%	+3%
03 - 05	+3%	+5%
06 - 07	+6%	+8%
08	+9%	+12%
09	+15%	+18%
10	+21%	+25%

Table - Costume & Makeup Modifiers

Arts & Entertainment Skills

These skills have a great impact on general Role-play. The skills of Performance and Disguise for instance are used often in thievery enable the character to fake his identity assuming the role of another person. Some skills such as Sing & Dance or Playing an Instrument can enhance one's social standing. In some warrior and tribal culture the ability to recite your lineage or accounts of battle deeds in an impressive manner might be essential to maintaining one's reputation or gain advantage upon first meeting.

Acting: Costume & Makeup

Attributes: ..... **Intellect & Discipline**
Level: ..... **DF: 3 BCS 40%; 500 Exp**

The character is able with the use of this skill to alter his or another person's appearance by using props such as wigs, makeup, platform shoes etc. The use of Acting: Costume & Make-up benefits the other skills - Disguise and Acting: Performance, the result of the Acting: Costume and Makeup roll determines the bonus as listed on the table below.

Acting: Performance

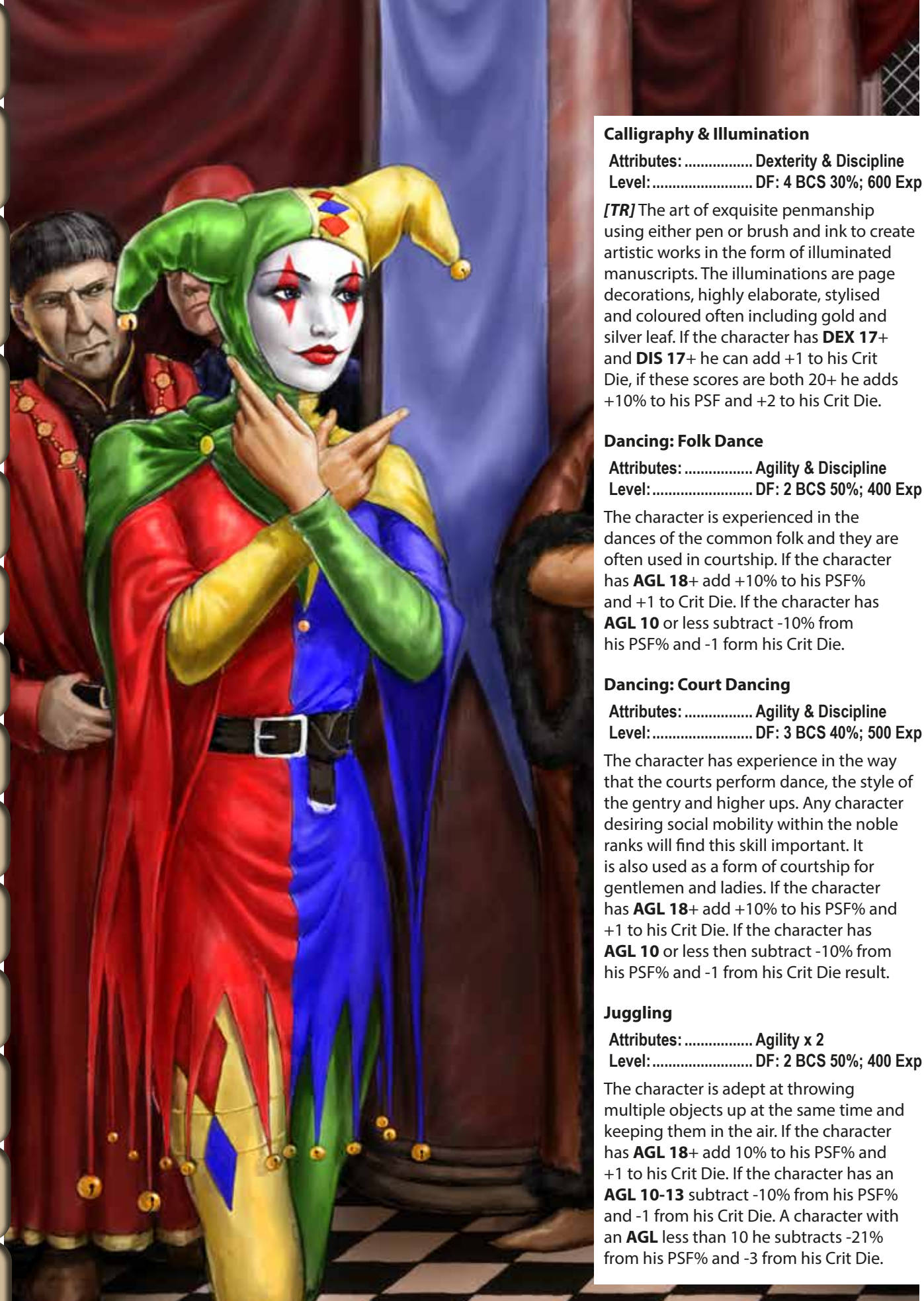
Attributes: ..... **Bardic Voice & Discipline**
Level: ..... **DF: 4 BCS 30%; 600 Exp**

The character is skilled in making dramatic performances to portray a character, using spoken words or mime. He may have memorised lines from certain plays and be used to performing to a crowd. The Acting: Costume & Makeup skill can provide a bonus to a performance of this skill. A character who has a **DIS: 19**+ adds +1 to his Crit Die. A character who has **BV 19**+ and **DIS 19**+ can add +2 to his Crit Die.

Acting: Ventriloquism

Attributes: ..... **Bardic Voice & Dexterity**
Level: ..... **DF: 4 BCS 30%; 600 Exp;**

The character through training is able to speak without moving his lips and throw his voice to give the impression of utterances from some other location. Upon gaining maximum proficiency with the skill and a success with a Crit Die of 07-10 the perception of listeners with place the sounds up to 30 feet away. A character with a **BV 19**+ may add +1 to his Crit Die. A character with a **BV 19**+ and an **DEX 19**+ may add +2 to his Crit Die



Calligraphy & Illumination

Attributes: ..... Dexterity & Discipline
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The art of exquisite penmanship using either pen or brush and ink to create artistic works in the form of illuminated manuscripts. The illuminations are page decorations, highly elaborate, stylised and coloured often including gold and silver leaf. If the character has **DEX 17**+ and **DIS 17**+ he can add +1 to his Crit Die, if these scores are both 20+ he adds +10% to his PSF and +2 to his Crit Die.

Dancing: Folk Dance

Attributes: ..... Agility & Discipline
Level: ..... DF: 2 BCS 50%; 400 Exp

The character is experienced in the dances of the common folk and they are often used in courtship. If the character has **AGL 18**+ add +10% to his PSF% and +1 to Crit Die. If the character has **AGL 10** or less subtract -10% from his PSF% and -1 form his Crit Die.

Dancing: Court Dancing

Attributes: ..... Agility & Discipline
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has experience in the way that the courts perform dance, the style of the gentry and higher ups. Any character desiring social mobility within the noble ranks will find this skill important. It is also used as a form of courtship for gentlemen and ladies. If the character has **AGL 18**+ add +10% to his PSF% and +1 to his Crit Die. If the character has **AGL 10** or less then subtract -10% from his PSF% and -1 from his Crit Die result.

Juggling

Attributes: ..... Agility x 2
Level: ..... DF: 2 BCS 50%; 400 Exp

The character is adept at throwing multiple objects up at the same time and keeping them in the air. If the character has **AGL 18**+ add 10% to his PSF% and +1 to his Crit Die. If the character has an **AGL 10-13** subtract -10% from his PSF% and -1 from his Crit Die. A character with an **AGL** less than 10 he subtracts -21% from his PSF% and -3 from his Crit Die.

Musical Instruments

The character has learned how to play a certain class of instrument, each class is learned and improved separately and has its own special requirements.

Bagpipes

Attributes: ..... Dexterity & Constitution
Level: ..... DF: 4 BCS 30%; 600 Exp

All type of wind reservoir bagpipe, Scottish, Irish and Germanic etc.

Drums

Attributes: ..... Strength & Discipline
Level: ..... DF: 2 BCS 50%; 400 Exp

Kettle, war, tambor, tambret, tambourine, timbrel, cymbals etc.

Flutes

Attributes: ..... Dexterity & Constitution
Level: ..... DF: 3 BCS 40%; 500 Exp

The fife, hautboy, pan pipes, recorder, shawm and whistles etc.

Horns

Attributes: ..... Dexterity & Constitution
Level: ..... DF: 3 BCS 40%; 500 Exp

The hunting horn, sackbut (trombone), serpent, trumpet, war horn etc.

Strings

Attributes: ..... Dexterity & Discipline
Level: ..... DF: 3 BCS 40%; 500 Exp

Harps, lyre, bandore, cithera, lute, archlute, psaltery

Painting & Sketching

Attributes: ..... Dexterity x2
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has trained to be able to produce pictures with brush and pigment, charcoal or pen and ink. The skill also includes the knowledge of how to prepare the pigments and surfaces to be painted on.

Poetic Composition

Attributes: ..... Intelligence & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp

The character is trained in composing poems and lyrics. Long works will be subject to time penalties to reflect the difficulty in the complexity of creating them. A skill that is never easy, even if one knows the theory behind the skill. An unskilled character will have severe penalties assessed against a success and or to the Crit Die.

Characters with **INT 14**+ and **WI 13**+ have the wit to compose satires, a biting poem that ridicules some social aspect or lampoons a well known figure. Often used to embarrass nobles and take them down a peg. Or two.

Poetic Recitation

Attributes: ..... Bardic Voice & Constitution
Level: ..... DF: 3 BCS 40%; 500 Exp

The character is trained in delivering public recitation of poetic works in a dramatic and entertaining manner. Having the skill can also bring a vibrancy, sense of drama and class to the casting of Magickal spells and rituals as well as religious ceremonies. It is of course a required skill for the bard or troubadour and an all round social skill as this form of entertainment was widely enjoyed in the times of old.

If the character has poetic composition he gains +10 PSF% and the character acquires the ability to:

1. Commit poems to memory
2. Recall them when needed
3. Recite them in a dramatic, entertaining manner.

Unless the character has an **INT 15**+ there may be penalties assigned to the quality / accuracy of memory and performance with some add-lib necessary when memory fails.

Sculpting

Attributes: ..... Dexterity & Discipline
Level: ..... DF: 4 BCS 30%; 600 Exp

Clay and stone are the primary mediums for the character to work his designs of figures. A character with a **DIS 18-19** adds a bonus of +1 to the Crit Die. A character with a **DIS 20+** adds a bonus of +10% to his TSC% and +2 to his Crit Die. A character with gold and silversmithing may cast modest-sized figurines in bronze, silver and gold etc. If the character also has the skill Foundryman he may cast large sculptures in metal.

Singing

Attributes: ..... Bardic Voice & Constitution
Level: ..... DF: 4 BCS 30%; 600 Exp

The character is experienced in singing in public, performing different types of songs. Anyone can sing to some degree but the skill must be purchased to develop their proficiency. In the noble social circles signing was seen as a mark of courtly manner and social grace. It is off course a required skill for the troubadour, minstrel or bard. The character acquires the ability to:

- Learn and commit song to memory
- Recall songs when needed
- Perform the songs in a dramatic and entertaining manner
- Compose music.

Unless the character has an **INT 15**+ there may be penalties assigned to the quality / accuracy of memory and performance with some add-lib necessary when memory fails. The character who has a **BV 17-18** adds +1 to his Crit Die. If he has **BV 19**+ he has a +10% to his TSC% and +2 Crit Die.

If accompanying himself on a musical instrument, the singer can add +10% to his singing PSF% as long as the instrument PSF% is not less than his singing skill.

The skill of Poetic Composition is required if the character wishes to compose pleasing lyrics to his own music. If his poetic composition PSF% is more than 10% above his singing PSF% he can add +10% to his singing PSF% to show the benefits of having good quality lyrics while performing his own song.

Sleight of Hand

Attributes: ..... Dexterity & Intellect
Level: ..... DF: 4 BCS 30%; 600 Exp

The character is practised at feats of prestidigitation and legerdemain seen as astounding feats of Magick by the untrained eye. He can pull rabbits from hats. Make small items appear and disappear. If the character has a **DIS 18**+ he adds +1 to his Crit Die. If he also has an **AGL 19**+ he adds +10 to his PSF% and +2 to his Crit Die showing his superior control and coordination.

Storytelling

Attributes: ..... Bardic Voice & Intellect
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has experience in composing and telling his stories in a dramatic and entertaining manner, as well as stories he has heard from other sources. The skill also makes him an excellent reporter of events that he has witnessed a desired skill for Heralds, Scouts and Spies.

If the character has also learned Oratory he may learn and develop storytelling at +10 PSF%. If when performing to an audience, he first succeeds with an oratory skill roll, he may add +10% to his storytelling PSF%. If the oratory skill roll is a critical success, with a Crit Die of 10, the bonus is doubled to 20%

Athletic Skills

Everyone has some skill at performing these physical abilities; however the skills below are where practice and training have honed a certain aspect of the character's physicality.

Boxing

Attributes: ..... Strength & Agility
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has trained in a specialised form of fighting that focuses on the use of fists, landing solid blows, counter blows and blocks. The skill is somewhat curtailed against none bipedal creatures but if they are of humanoid form and roughly the same size as the boxer then they are a good target. Another boxer may use dodge to avoid a blow but in order to return the blow he must counter with boxing or brawling TSC%

A non boxer may counter a boxer's punches with his brawling skill at ½ PSF%. His brawling punches are made using his brawling skill at ½ PSF when countered by a trained boxer who can counter such untrained blows with ease.

Those trained in the noble art gain a +2 to their Crit Die when using fists.

Climbing

Attributes: ..... Strength & Constitution
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has experience in making accents up difficult surfaces using handholds, footholds and using techniques and specialised climbing equipment.

A character's climb speed is dependant on his skill in climbing and the type of equipment he has available if any.

- 1 foot per AP expended if using a rope that is secured overhead
- 1 foot per 2 AP expended if using handholds and footholds in the surface being climbed.
- 1 foot per 3 AP expended if unskilled.

Example

Sir Tancred has STR 17 and CON 18 for a total of 35 giving him a climbing distance of 120 feet per FP spent.

He has 27 FP so if he climbed steadily to exhaustion he could climb 120 feet x 27 FP = 3,240 feet.

Success with Crit Die	Result
01 - 09	The character climbs steadily.
10	The character climbs easily, gaining +1 foot per 10% of his PSF% when climbing without aids and +1 foot per 5% of his PSF% when climbing with aids.
Failure with Crit Die	**Result**
01 - 07	The climber stalls in place. He can not find a handhold etc. and must pause for one round to look for one.
08 - 09	A skilled climber slides or falls 3 feet x 1D10, with -4 points of crush damage per 10 feet fallen (-2 points per 10 feet if onto soft turf). Unskilled climbers suffer damage as for Grit Die 01 results.
10	The climber suffers of bad fall of 5 feet x 1D10, with -6 points of crush damage per 10 feet fallen (-4 points per 10 feet if onto soft turf)

Table - Climbing Results

STR + CON	Distance	STR + CON	Distance
Under 10	10 feet	30 - 31	100 feet
10 - 12	20 feet	32 - 33	110 feet
13 - 15	30 feet	34 - 35	120 feet
16 - 18	40 feet	36	130 feet
19 - 21	50 feet	37	140 feet
22 - 23	60 feet	38	150 feet
24 - 25	70 feet	39	160 feet
26 - 27	80 feet	40	170 feet
28 - 29	90 feet	41+	180 feet

Table - Climbing Distance

The distance that can be climbed is a matter of **STR** and **CON** modified by a character's fatigue levels. See the table below Climbing Distance. This shows the distance a character can climb at a cost of 1 FP, the cost assumes the PC is climbing sheer rock face, wall or trees using available handholds and footholds.

The character should make a check every 10 feet climbed to determine if the accent is going well or not. Apply bonuses or penalties (+/- 5-50% depending upon the difficulty of the climbing conditions, such as overhangs, distance between handholds etc. Use the table - Climbing Results to adjudicate the degree of success or failure.

Conditioning

Attributes: ..... Body Points
Level: ..... DF: 5 BCS n/a; 700 Exp

(COMP) [TR] This is a Competency in that is represents a character's increase in his Body Levels. Each time he purchases a level in conditioning his Body Level increases by +1 to a maximum increase of ¼ of his initial Body Level.

Endurance

Attributes: ..... Fatigue Points
Level: ..... DF: 4 BCS n/a; 600 Exp

(COMP) [TR] This is a Competency in that it represents a character's increase in his Fatigue Points. Each time he purchases a level in Endurance his Fatigue Points increases by +1 to a maximum increase of ½ of his initial Fatigue Points

Jumping

Attributes: ..... Jump Distance
Level: ..... DF: 3 BCS 40%; 500 Exp

(COMP) [TR] This is a Competency that represents a character's increase in his ability to jump. Each time he purchases a level in Jumping his Jump Distance increases by +1 foot to a maximum increase of ½ of his initial Jump Distance.

Lifting

Attributes: ..... Jump Distance
Level: ..... DF: 3 BCS 40%; 500 Exp

(COMP) [TR] This is a Competency in that it represents a character's increase in his ability to lift, carry and drag. Each time he purchases a level in lifting his LCAP increases by +10% of his Body Weight.

Stamina

Attributes: ..... Strength & Constitution
Level: ..... DF: 3 BCS 40%; 500 Exp

Stamina is a core skill and every character begins the game with basic knowledge (Level 0) and so it can be improved like any standard skill. Stamina gives the character's capacity to keep on going no matter how tough, even if his FP totals are exhausted. It also models the character's resistance to being stunned and incapacitated by blows or shocks to the system.

If a stamina check is successful, the character can keep going as if he had FP to burn (make a check every minute). However, if he has no FP left, he doesn't just slow down, he collapses as he has nothing left.

STR + CON	Distance	STR + CON	Distance
Under 10	10 feet	30 - 31	500 feet
10 - 12	20 feet	32 - 33	6000 feet
13 - 15	30 feet	34 - 35	8000 feet
16 - 18	50 feet	36	1,000 feet
19 - 21	80 feet	37	1,200 feet
22 - 23	1000 feet	38	1,400 feet
24 - 25	2000 feet	39	1,600 feet
26 - 27	3000 feet	40	1,800 feet
28 - 29	4000 feet	41+	2,000 feet

Table - Swimming Distance

Example

Sir Tancred has a **STR 17** and **CON 18** for a total of 35 that gives him a swimming distance of 800 feet per FP spent.

He has 27 FP thus if he swam to exhaustion he could cover 800 feet x 27 FP = 21,600 feet.

A successful Stamina check with a Crit Die of 10 prevents a character from being incapacitated whatever the cause, short of being killed.

Example:

Sir Tancred starts at 800 feet per FP expended. Suppose he trained to level 15. The first 10 levels give him 50 x 10, so + 500 ft. Now he can swim 1,800 feet per FP. He has 27 FP, so he could swim 1,800 feet x 27 = 48,600 feet, 16,200 yards or 9.2 miles

Swimming

Attributes: ..... Strength & Constitution
Level: ..... DF: 3 BCS 40%; 500 Exp

In the days of old, swimming was not a common skill that people developed, they could either not swim at all or could only manage a few strokes.

Swimming speed is 1.75mph or 35 feet per 15 seconds at best, as the kind of strokes were limited in number and speeds were slow. The character's **STR** and **CON** determine the swimming distance as seen on the table below Swimming Distance.

For every level the character has in swimming, he increases his swimming distance by 50 feet until he reaches level 10, after which additional levels give an additional 100 feet.

When a character has to tread water he makes a swimming skill check, on a success he spends no FP for an initial period of 5 minutes. He must them make a further skill roll every 5 minutes to remain afloat at the cost of 1 FP per 5 minutes.

The table below Swimming Results, gives details for swimming or treading water rolls

CON	Seconds Inactive[1]	Seconds Active[2]	CON	Seconds Inactive[1]	Seconds Active[2]
01 - 05	30	15	16 - 17	120	90
06 - 09	60	30	18	150	120
10 - 12	75	45	19	180	135
13 - 15	90	60	20+	210	150

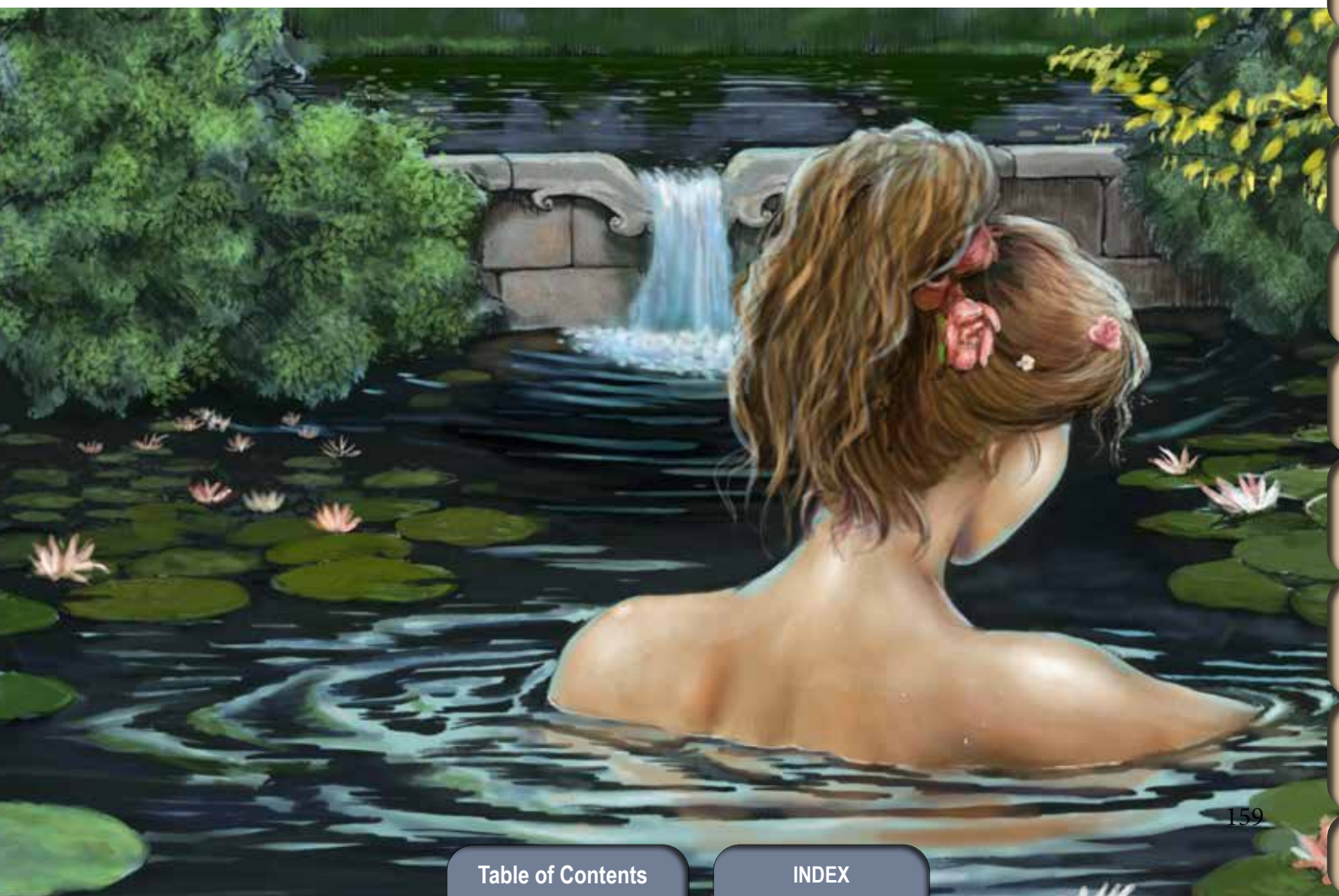
[1] Inactive: This is minimum movement or no movement. The character is attempting to conserve oxygen as long as possible.

[2] Active: This is swimming half speed underwater, walking slowly. Swimming at full speed or walking at normal speed halves the active time available.

Table - Hold your Breath

Success with Crit Die	Result
01 - 09	The character remains afloat or swims
10	The character is an accomplished swimmer and his total FP cost for swimming is reduced by -1FP
Failure with Crit Die	**Result**
01 - 04	The swimmer flounders about and loses -1FP trying to keep his head above water
05 - 10	The swimmer flounders badly and begins to swallow water and loses -2FP. Check again in 15 seconds, with -10% TSC% and -1 to Crit Die. A second failure means that the character is in danger of drowning and must succeed on the third attempt.

Table - Swimming Results



Holding One's Breath

What happens when a character is unfortunate enough to be caught in a situation where he is unable or incapable of breathing? Maybe he is underwater, or in an unbreathable atmosphere such a toxic fumes). Then holding one's breath is the key to survival. Everyone is able to do this, though panic setting in can severely shorten the time for a breath hold. The character must draw a full deep breath of fresh air before any emergency is upon him or times with be shortened. He makes a willpower check to see if he had the presence of mind to such in as much air as possible before the emergency.

Make a **CON** AR halfway through the time indicated in table - Swimming Holding One's Breath to see if he can last out beyond his limit. Once he run out of time he will drown or suffocate if unable to draw fresh air.

Wrestling

Attributes: ..... Strength & Agility
Level: ..... DF: 4 BCS n/a; 600 Exp

The character is trained in a specialised form of fighting using restraining methods, holds, kicks and throws; this is very popular as a sport with heavy betting in the circles.

Non-wrestlers counter a wrestler's moves with only ½ their PSF% in brawling. Similarly their grapples and throws are only made with ½ their PSF% in brawling against a trained wrestler. Table Wrestling Results can be consulted to give the various results of the action.

Restraining is much the same as a throw for resolution however this time any success means that the wrestler has grappled and restrained his opponent. The next part is to see if the defender can break the hold. This is done with a resisted roll, both making Wrestling TSC% a non-wrestlers using their brawling skill at ½ PSF%. The defender must make a successful skill roll and roll equal or better than the attack on the d10 Crit Die.

Any failure to maintain the hold gives the advantage to the defender on the next move and the roles are reversed with the defender gaining the initiative. If he chooses to maintain the hold he does so with a +10% chance to his TSC%. If he chooses to make a toss he does so at +10% to his TSC%. The defender loses -1 FP for his attempt to break the restrain. On a failure he loses an additional -1 FP for the efforts of his futile struggles.

Success with Crit Die	Result
01 - 05	This staggers the opponent. A non-wrestler must succeed with an AGL AR and Crit die 09-10 to stay on his feet! A Wrestler must "parry" the throw successfully with his Wrestling skill to avoid being staggered. The victor has the initiative and gains +10% to his TSC% to his next wrestling move. A staggered opponent subtracts -1% x Attacker's Crit Die result from his TSC% in his next skill attempt.
06 - 08	This throws the opponent to the ground. A non-wrestler is stunned by the throw if he fails a Stamina check. A Wrestler can success- fully 'parry' with Crit Die 06-10 to counter the throw. If he fails, he goes down and makes a Stamina check. In any event, the loser subtracts -2% x Attacker's Crit Die result from his TSC% in his next skill attempt. The initiative and a +20% bonus to his TSC% goes to the victor in his next wrestling move.
09 - 10	This results in a clean toss. The loser must succeed in a Stamina - Attacker's Wrestling PSF% to avoid being stunned by the impact. The victim loses -3% x Attacker's Crit Die result from his TSC% in his next skill attempt. The victor has the initiative and a +30% bonus to his TSC% in his next wrestling move.
Failure with Crit Die	**Result**
01 - 05	The wrestler fails to make a good grapple, his opponent gains an opening which gains a bonus of +10% to the TSC% for the opponent's next attack.
06 - 09	The wrestler stumbles, allowing his opponent to make a free attack with a bonus of +15% to TSC%, immediately followed by the opponent's normal attack.
10	The wrestler trips falling to the floor prone face down, requiring a Stamina check to avoid being momentarily stunned, as if he had been thrown (with a Crit Die result of 06-08 as detailed above).

Table - Wrestling Results

A trial of strength, where the two wrestlers are locked together in combat costs the defender -2 FP and the attacker -1 FP per combat turn and is undertaken as follows.

Both wrestlers make STR AR rolls. To break the hold the defender must succeed with his **STR** AR roll. However if the attack also succeeds the defender must have a higher roll on his Crit Die to be able to break the hold.

Once the hold is broken the advantage goes to the escapee (+10% to his TSC% on his next move) and the former attack loses an additional -2 FP for his vain attempt to prevent the escape.

The downside to the trial of strength is that should a defender fail to break the hold he loses an additional - 2FP, that is a total of -4 FP lost in a turn; with the attack still having the advantage.

Wrestling is ineffective against non-bipedal creatures in the case of tosses; however provided the wrestler is big enough and strong enough he may be able to grapple and successfully restrain a four legged creature under favourable conditions. It is his strength against the animals.

Charismatic Skills

This is the personal magnetism or ineffable charm of a person that can arouse enthusiasm or great loyalty in people. This is a valuable skill to all though especially to those who are expected to lead or have influence over others. It is used to assert your viewpoint over others.

Social Status plays a part in charisma based skills this has already been discussed in the Influence section of the core mechanics.

	Basic Price Multiplier	
Crit Die	Success	Failure
01	1	1.05
02 - 03	0.95	1.10
04 - 05	0.9	1.15
06 - 07	0.85	1.20
08 - 09	0.80	1.25
10	0.75	2.0

Bargaining

Attributes: ..... Bardic Voice & Charisma
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... Willpower PSF%

Characters who are trained in this skill are able to better negotiate deals for themselves when haggling with NPCs. The degree of impact his bargaining has is measured by how effective or ineffective his argument are. It is seen as a must, even a pleasure, in olden days to haggle over prices, no price is set in stone and many even look forward to a hard day's bargaining.

Begging

Attributes: ..... Bardic Voice & Charisma
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... Willpower PSF%

The giving of alms to those in need was seen as a moral duty, there were no welfare programs back those days and to many destitute people, this was the only form of survival. There were those to whom begging was a career choice, like a profession, sometimes even profitable if done with style. There may be cultures in your society where a person requires a licence to beg, either from local authorities or the thieves guild, maybe the beggars have their own guild.

Charm

Attributes: ..... Appearance & Charisma
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Willpower PSF%

The character has developed a natural ability to captivate others with voice and physical attractiveness. Often used to seduce members of the opposite sex, it is primarily used in non hostile situations, to gain new friends and allies. If the situation is hostile then some other skill needs to be used to alter the mood of the situation so that the character charming ways can be employed.

Con

Attributes: ..... Charisma & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Willpower PSF%

The Con is where the skilled character gains someone's confidence only to take advantage of that and gain something from them. It might be selling of some goods that aren't what they seem or getting oneself out of a dire situation. With a success in this skill, the conned person believes the lies.

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A WIS AR may be used to resist a Con attempt, as well as any other skill that can reveal the true nature of the con being perpetrated upon the target. Cons are usually quick and to the point, they cannot be used to create a reaction that would not be normal. On a successful skill roll its effects are temporary with the target of the con making a further roll 10 minutes x Crit die later to see if he realised he was conned.

Depending upon the story that the character weaves for his con, the GM should impose modifiers. A good story that sounds believable might earn a +10 to +30% bonus, while a poor unbelievable story would give a -10 to -30% penalty.

Diplomacy and Politics

Attributes: ..... Bardic Voice & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Willpower PSF%

The character has developed knowledge of the movers and shakers of society, who is important, the factions involved, how to curry favours and negotiate with those of rank and power. This type of knowledge and skill is required to find a way through the twisted halls of power. This is a skill that is only used in debating situations not in combat. A failure with this skill with a Crit Die of 01-02 indicates that the methods implied have earned the character a political enemy. A WIS AR can be used to resist this skill.

Intimidation

Attributes: ..... Ferocity & Charisma
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Willpower PSF%

This is the art of threatening people to get them to perform some action or give up some source or information. The threats used might be real, flexing muscles and showing knuckles or subtle threats regards something that the target loves. A failure to make the intimidation might backfire, bringing aggressive response and all out hostility from the target.

Using physical torture, will result in a negative modifier to the defender's willpower PSF% equal to the amount of damage inflicted (both Body & Fatigue combined and cumulative). If sufficient damage has been caused to reduce the subject's willpower PSF% to 0, then the subject is broken and the intimidation is automatically successful.

Leadership

Attributes: ..... Bardic Voice & Charisma
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Willpower PSF%

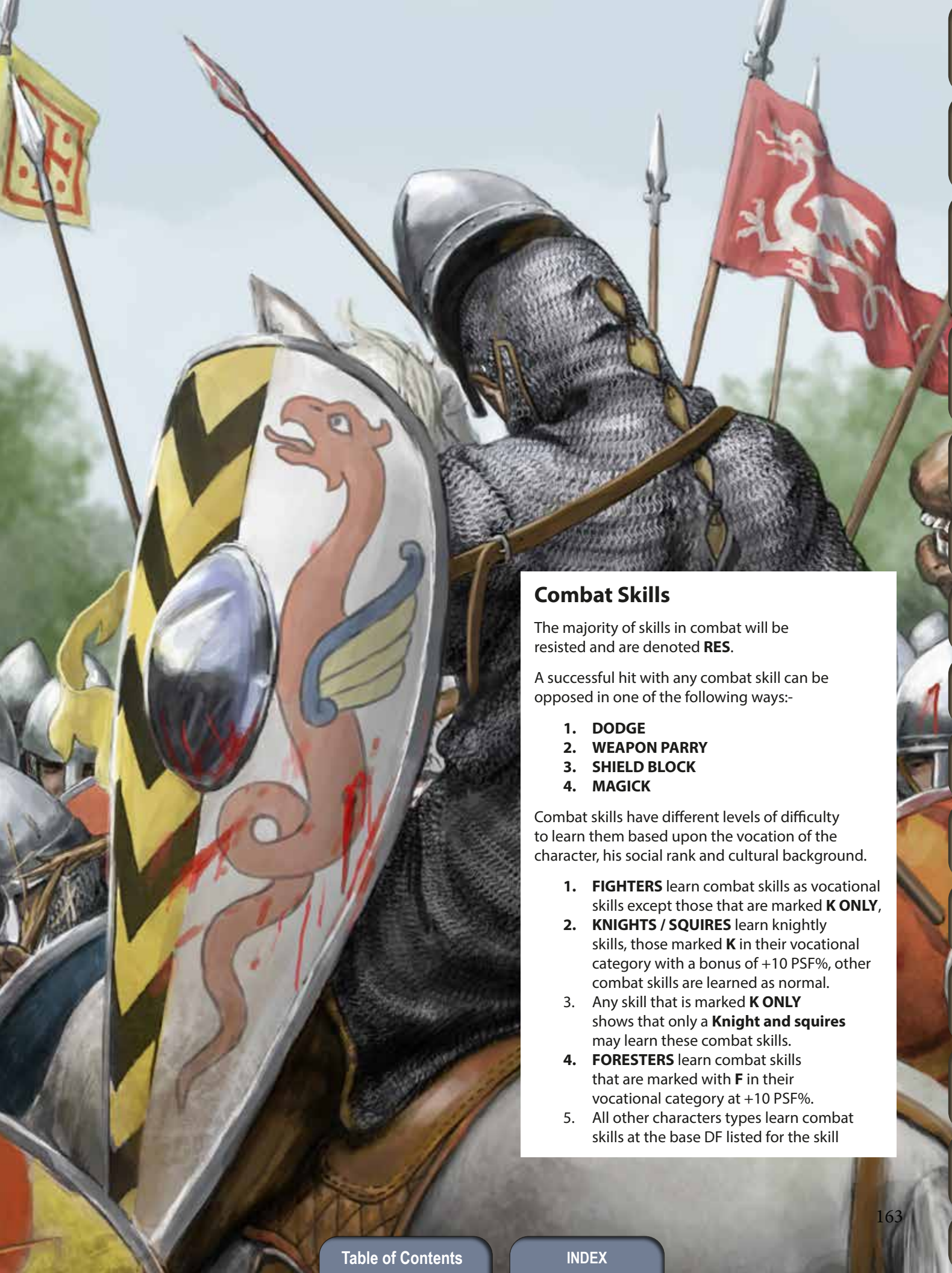
The character is skilled at using his force of will and strength of character to command others. The character with this skill does not use fear but gets his followers to obey his commands from a sense of respect and loyalty.

Oratory

Attributes: ..... Bardic Voice & Charisma
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Willpower PSF%

The character is trained in giving inspirational speeches that are designed to sway the opinions of crowds to his way of thinking. The effects of a successful oratory can be long lasting if followed up with strong successful action. The effects of oratory fall onto large crowds in a radius of 20 feet x PSF% / 10 around the orator who may influence 20 people x PSF% in that crowd.

If the orator also has training in **Bargaining, Begging, Con, Diplomacy & Politics** or **Leadership** then he increases his TSC% with those skills by +2% x Crit die. A successful oratory with a Crit Die of 10 increases his TSC% in these skills by +30%



Combat Skills

The majority of skills in combat will be resisted and are denoted **RES**.

A successful hit with any combat skill can be opposed in one of the following ways:-

1. **DODGE**
2. **WEAPON PARRY**
3. **SHIELD BLOCK**
4. **MAGICK**

Combat skills have different levels of difficulty to learn them based upon the vocation of the character, his social rank and cultural background.

1. **FIGHTERS** learn combat skills as vocational skills except those that are marked **K ONLY**,
2. **KNIGHTS / SQUIRES** learn knightly skills, those marked **K** in their vocational category with a bonus of +10 PSF%, other combat skills are learned as normal.
3. Any skill that is marked **K ONLY** shows that only a **Knight and squires** may learn these combat skills.
4. **FORESTERS** learn combat skills that are marked with **F** in their vocational category at +10 PSF%.
5. All other characters types learn combat skills at the base DF listed for the skill

Archery

Attributes: ..... Dexterity & Wisdom
Level: ..... DF: 5 BCS 20%; 700 Exp
Resisted ..... As Above

The character is trained at launching missiles from a bow, judging range, windage as well as maintaining the weapon. There are a number of sub-skills that a character can specialise in at the cost of 500 experience points each. Each of the sub-skills gives a modifier to the TSC% of the overall ARCHERY skill.

Crossbow ..... +20% to TSC%
Composite Bow ..... +10% to TSC%
Elven Longbow ..... Non Elves ....+0% to TSC%
..... Elves .....+10% to TSC%
Longbow ..... +5% to TSC% and +1 to Crit Die
Shortbow / Selfbow ..... +15% to TSC%

Skill in Elven longbows is almost never taught to non-Elves.

Axes

Attributes: ..... Strength x 2
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... As Above

(K) (F) The character is trained in the used of war or battle axes as well as any improvised chopping weapons such as meat cleavers, hatchets, wood axes and sickles.

Battlefield Tactics

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 5 BCS 20%; 700 Exp
Resisted ..... Special - See Section Below

(K ONLY) The character has experience in leading formations of troops in battle. This skill give the character advantage when two groups confront each other to do battle. The character needs to have been able to survey the field of battle and gain information about the opposition before he can make a battle plan.

If he is successful in his battlefield tactics roll, all those under his command have an advantage in the first round of their attacks. This bonus goes to all PCs and NPCs the character makes contact with and who can attack the foe. Some of the group may take the advantage later in the round if they were not committed to the initial assault (according to the battle plan).

In skirmishes the Crit Die determines the advantage enjoyed by the leader and those who follow his orders. Initial attacks gain a bonus of +2% x Crit Die and ⅓ Crit Die x AP in extra initiative. However a success with a Crit Die of 10 gives a bonus of +30% to their initial attacks and +7 AP.

If both sides are led by commanders with battlefield tactics then the skill becomes resisted.

1. If both leaders are successful with their skill roll in battlefield tactics then each uses normal attack values.
2. If only the one side succeeds in their battlefield tactics skill roll then they are the ones who gain the benefits of having the advantages.
3. If one side has a critical success with a Crit Die of 10 and the other fails the battlefield tactics roll, the leader wit the critical roll has a genius plan and max first attack bonuses apply to his group.
4. If one side has a critical success and the other has an ordinary success then the critical success is downgraded to an ordinary success and only they gain the attack advantages.

SP	Weapon	Length[1]	Dmg	Attribute	Crit.	Bash
L	Buckler Bash	24"	2 C	STR x 2	+0	6
M	Target Bash	20"	3 C	STR x 2	+1	6
H	Large Shield Bash	16"	4 C	STR x 2	+0	5
L	Punch / Head Butt	24"	1 C	STR + AGL	+0	9
M	Kick	30"	2 C	STR + AGL	+0	8
M	Body Throw	18"	5[2]	STR + AGL	+0	-

[1] Length is the unarmed combat reach. On a tied initiative, the weapon with the longer reach goes first on a draw because it will have a longer reach.

[2]Refer to Wrestling in Chapter - Skills.

Table - Misc. Weapons

Brawling

Attributes: ..... Strength & Agility
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... As Above

(K) (F) The character has experience in the very basic of punches, kicks, grapples and throws. Rather than a formal *'form'* this is street experience or self styled fighting. See table - Misc. Weapons

Cavalry Lances

Attributes: ..... Strength & Discipline
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... As Above
Prerequisite..... Mounted Combat

(K ONLY) Without this training in this skill, a character on horseback armed with a lance is unable to keep his seat or withstand the shock of impact. This covers both fighting from a charge and other methods of lance engagement.

Chivalric Great Blow

Attributes: ..... None
Level: ..... DF: 5 n/a; 700 Exp

(K ONLY) (COMP) [TR] The character has mastered his fury and weapon and by combining these he is able to deliver a most devastating blow. By expending 2 FP he inflicts +1 point of damage per 3 levels of skill with the weapon he is using. In addition he adds a +1 to the Crit Die roll. When the character reaches level 21 with the weapon he adds +2 to the Crit Die roll. To maintain this bonus his chivalric great blow skill cannot be more than 3 skill levels below that of the weapon he is using.

Dodge

Attributes: ..... Agility & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... As Above

(K) (F) This is a core skill that everyone is able to perform and covers moving out of the way of incoming attack, missiles etc. but not only in combat it can be used to evade many other type of troubles.

Fighting Staves

Attributes: ..... Strength & Agility
Level: ..... DF: 4 BCS 30%; 500 Exp
Resisted ..... As Above

(K) (F) The character has trained in fighting with quarterstaff and other stave type weapons. Short spear, even a zweihander may be used like a staff with this skill.

Flails

Attributes: ..... Strength & Discipline
Level: ..... DF: 5 BCS 20%; 700 Exp
Resisted ..... As Above

(K ONLY) The character has trained in the use of mace & chain or the military flail; these weapons are outside the experience that characters' of a non-chivalric social class would learn to used.

Great Swords

Attributes: ..... Strength x2
Level: ..... DF: 5 BCS 20%; 700 Exp
Resisted ..... As Above

(K) The character has trained with effectively using large two handed blades in combat for maximum power and effect. These include the great sword, two-handed scimitar and the 6-foot-long zweihander heavy infantry blade.

Hurling Axes

Attributes: ..... Strength & Agility
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... As Above
Prerequisite..... Axes

(K) (F) This is a missile weapon combat skill in judging range and accuracy for one-handed chopping weapons.

Hurling Javelins

Attributes: ..... Strength & Agility
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... As Above
Prerequisite..... Spears

(F) This is a missile combat skill in judging range and accurately throwing darts, one- handed spears and javelins. Not only a skill for combat, rural people use these types of weapons in hunting.

Horse Archery

Attributes: ..... Agility x2
Level: ..... DF: 5 BCS 20%; 700 Exp
Resisted ..... As Above
Prerequisite..... Animal Riding & Archery

Shooting shortbow, self bow, compound bow, composite bow or crossbow from horseback. Crossbows of medium or heavy weight are too large to be used from horseback they have to be braced or winched to be cocked. Animal riding skill is required to control the mount. The PC's Archery TSC% can be no higher than his horse archery TSC% while shooting from the saddle. The GM should apply severe penalties against shooting from a saddle without this skill.

Knife and Dagger Fighting

Attributes: ..... Dexterity & Agility
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... As Above

(K) (F) The character is trained at making swift and accurate attacks and parries with a short blade. This can be either a formal knife-fighting style taught be a master or a street learned gutter skill. Typically learned by thieves and townsmen.

Maces, Hammers and Clubs

Attributes: ..... Strength x2
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... As Above

(K) (F) The character is trained in conducting melee with mace, club or warhammer using either one-handed or two-handed weapons of these types. This skill also includes the use of improvised bludgeoning weapons such as a chair, or a one- legged-pirate's crutch.

Mounted Combat

Attributes: ..... Agility x2
Level: ..... DF: 5 BCS 20%; 700 Exp
Resisted ..... As Above
Prerequisite..... Animal Riding

(K ONLY) The character has spent the long hours to train in the art of fighting while mounted on an animal. The animal riding skill is used to control the beast being ridden while this skill governs the effectiveness of fighting from the saddle. Success chances with a melee attack can be no higher than the mounted combat TSC%. **Cavalry Lances** and **Horse Archery** are separate skills covering the use of those weapons while mounted.

Riding a Warhorse

Attributes: ..... Agility & Discipline
Level: ..... DF: 5 BCS 20%; 700 Exp
Resisted ..... Special See section below
Prerequisite..... Animal Riding (Horse)

(K ONLY) The character is trained in the skills required to control a spirited warhorse in battle situations, keeping the beast calm and staying firmly in the saddle. The training in the skill also confers the following capabilities to the rider.

- The character has mastered the art of vaulting into the seat of a standing warhorse, even if the character is wearing full armour and need not make a skill roll to perform.
- The character is able to vault into the saddle of a moving horse (no more than ¼ speed) with a successful Riding a Warhorse skill roll.
- The rider can use his knowledge and training in this skill to control a resisting mount who is frightened, skittish or just being stubborn. Failure means the mount is out of control for one action sequence after which the rider can make another attempt to get control of the warhorse. A second failure indicates that the warhorse is attempting to throw the rider by bucking. A third failure and the beast has thrown the rider.
- The character has trained with his warhorse in battle conditions and is able to guide him with his knees, leaving his hands free for shield and weapon. Only if he is badly injured, especially with leg injuries does he need to make a skill roll to maintain control using this method. Failure requires him to gain the reins to manoeuvre the warhorse.
- The character and his warhorse are used to jumping across open gaps with a roll required for ditches that are 11+ feet across, or over a fence, wall or other obstruction that is 3-5 feet high. If the rider fails the roll the horse has refused the jump, he can make a second roll to see if he keeps his seat or is thrown. Shorter distances or heights are made safely most of the time with exceptions and circumstance requiring a roll at the GM's discretion
- The rider has trained to be able to leap from his seated position in the saddle to engage a foe in combat without a skill roll, as long as his mount is not moving beyond a walk pace. At faster speeds (½ ,movement) a skill roll is required with failure the character stumbles upon landing and loses 3 FP. The rider may try to end his leap with the grapple of his foe, a successful roll must be made with failure ending in a missed target. He might then end up in a heap on the ground, the consequences are up to the GM and the situation at the time.
- The rider has trained to slide down the side of the horse while moving and use the horse's body as a shield. This manoeuvre is only possible when the rider is wearing light or even no armour. An attack cannot be delivered from this precarious position and the rider has to pay 5 AP to resume his seat in the saddle. The position also restricts attacks against the rider.
    - A success mean the enemy can hit the rider only by making a successfully resisted attack less the rider's Riding Warhorse PSF%; however, he may try to strike the horse at normal hit chances.
    - A failure means the enemy has a normal chance of hitting the rider
    - A failure with a Crit Die of 10 mean the rider has fallen from the warhorse.

Polearms

Attributes: ..... **Strength & Discipline**
Level: ..... **DF: 6 BCS 10%; 800 Exp**
Resisted ..... **As Above**

The character is trained in the effective use of two-handed polearms in combat. These include Poleaxe, bill, battle scythe, halberd, as well as improvised weapons from agricultural uses.

Shield Play: Light Shields

Attributes: ..... **Strength & Agility**
Level: ..... **DF: 4 BCS 30%; 600 Exp**
Resisted ..... **As Above**

(K) The character has trained with the use of a light buckler-type shield to ward off blows (shield block) and make punch attacks with the shield.

Shield Play: Heavy Shields

Attributes: ..... **Strength & Agility**
Level: ..... **DF: 4 BCS 30%; 600 Exp**
Resisted ..... **As Above**

(K) The character has trained with the use of a Heavy target or heater-type shield to ward off blows (shield block) and make punch attacks with the shield and to make buffets with the shield (shield bashes) in order to push back a foe, throw him off balance etc. This skill uses very different manoeuvres to Light Shields and so must be trained as a separate skill.

Short Swords

Attributes: ..... **Strength & Agility**
Level: ..... **DF: 4 BCS 30%; 600 Exp**
Resisted ..... **As Above**

(K) (F) The character has trained with a blade in the region of 16 to 27 inches long and primarily uses the blade in a thrusting manner rather than powerful slashing strokes.

Slashing Swords

Attributes: ..... **Strength & Agility**
Level: ..... **DF: 4 BCS 30%; 600 Exp**
Resisted ..... **As Above**

(K) (F) The character has trained with a blade in the region of 24 to 48 inches long and primarily uses the blade in a one-handed slashing manner with only occasional thrusting techniques. These blades include the longsword, falchion and scimitar; however a broadsword, greatsword or two-handed scimitar wielded one handed would also fall into the category.

Slings

Attributes: ..... **Agility & Wisdom**
Level: ..... **DF: 4 BCS 30%; 600 Exp**
Resisted ..... **As Above**

(F) The character has trained in judging ranges and windage and is able to accurately make attacks with the shepherd's sling or the more military staffsling.

Spears

Attributes: ..... **Strength & Discipline**
Level: ..... **DF: 4 BCS 30%; 600 Exp**
Resisted ..... **As Above**

(K) (F) The character has trained in the use of both one-handed and two-handed spears in combat

Throwing Knives and Daggers

Attributes: ..... **Agility & Wisdom**
Level: ..... **DF: 4 BCS 30%; 600 Exp**
Resisted ..... **As Above**
Prerequisite..... **Knife & Dagger Fighting**

(F) The character has trained in throwing knives and dagger with sufficient force and accuracy to become useful in combat.

Throwing Objects

Attributes: ..... **Agility & Wisdom**
Level: ..... **DF: 3 BCS 40%; 500 Exp**
Resisted ..... **As Above**

The character has experience with throwing different types of improvised missile, most commonly rocks.

Wearing Armour: Light

Attributes: ..... **Basic Knowledge**
Level: ..... **DF: 3 n/a; 500 Exp**

(K) (F) (COMP) [TR] The character has trained in fighting in combat while wearing light armour, allowing him to maintain his balance and agility. The light armours include reinforced leather, brigandines etc. protecting the torso against critical hits or targeted strikes. In some cases the arms may be protected as well. The character only needs to learn this skill at basic knowledge levels and no further advancement is required; he may then further his capabilities in combat by learning Wear Armour: Heavy. Wearing light armour without this skill a character take a penalty of -15% to their TSC% for dodges and an attacking foe gains +10% to their TSC% against the unskilled wearer.

Wearing Armour: Heavy

Attributes: ..... Basic Knowledge
Level: ..... DF: 4 n/a; 600 Exp

(K ONLY) (COMP) [TR] The character has trained to fight in combat while wearing heavy armour, mostly metal of construction such as maille shirts, banded corselet, breast and backplate etc. but also lighter hauberks or reinforced (studded) leather or ring mail. The character only needs to learn this skill at basic knowledge levels and no further advancement is required; he may then further his capabilities in combat by learning Wear Armour: Battle Armour. Wearing Heavy armour without this skill a character take a penalty of -15% to their TSC% for dodges and an attacking foe gains +15% to their TSC% against the unskilled wearer.

Wearing Armour: Battle Armour

Attributes: ..... Basic Knowledge
Level: ..... DF: 5 n/a; 700 Exp

(K ONLY) (COMP) [TR] The character has trained to fight in combat while wearing ¾ length or full battle armour, predominantly made of metal construction protecting all of the body against target strikes and critical hits. The character only needs to learn this skill at basic knowledge levels and no further advancement is required. Wearing Battle armour without this skill a character take a penalty of -15% to their TSC% for dodges and an attacking foe gains +20% to their TSC% against the unskilled wearer.

Two-Weapon Fighting

Attributes: ..... **Basic Knowledge**
Level: ..... **DF: 7 n/a; 900 Exp**
Prerequisite..... **STR 11+ & AGL 13+ Basic Knowledge**

Characters who are naturally ambidextrous learn this skill at +10 PSF% plus other bonuses; however they must still meet the minimum requirements. Character TSC% with either weapon may not exceed Two-Weapon Fighting TSC%.

The character has trained in the fine art of fighting with two blades, usually a lighter blade in one hand and a longer slower weapon the other, typically a longsword and dagger. The gamemaster should take into consideration the culture of the character's origin as this style of fighting quite specialised and may not be trained in his lands.

Any combination of one-handed weapon can be used in this style provided the user has sufficient strength and agility. To wield anything except a light weapon in the off hand requires **STR 15**+ and **AGL** 15+.

The technique has the added bonus of a spare weapon should one of them become broken or lost in combat, or if the character suffers debilitating damage to one of his arms or hands, he may use the other with equal skill.

Cooking and Brewing Skills

Brewing

Attributes: ..... **Intellect & Wisdom**
Level: ..... **DF: 3 BCS 40%; 500 Exp**

[TR] The character has experience in the brewing of ales, beers and meads. The success of the skill check affects the income of the inn keep but any character is free to learn brewing, resulting in a popular product in any time period.

Brewing - Results Table shows the quality of the ale, beer, mead produced and the modifiers available to the character's basic monthly income.

Cooking

Attributes: ..... **Intellect & Wisdom**
Level: ..... **DF: 3 BCS 40%; 500 Exp**

The character has experience or training in preparing cooked food. Table - Cooking Results shows the quality of the meal. This is of course a required skill for all cooks and innkeepers, who make a monthly check to find the overall quality of the food they have prepared.

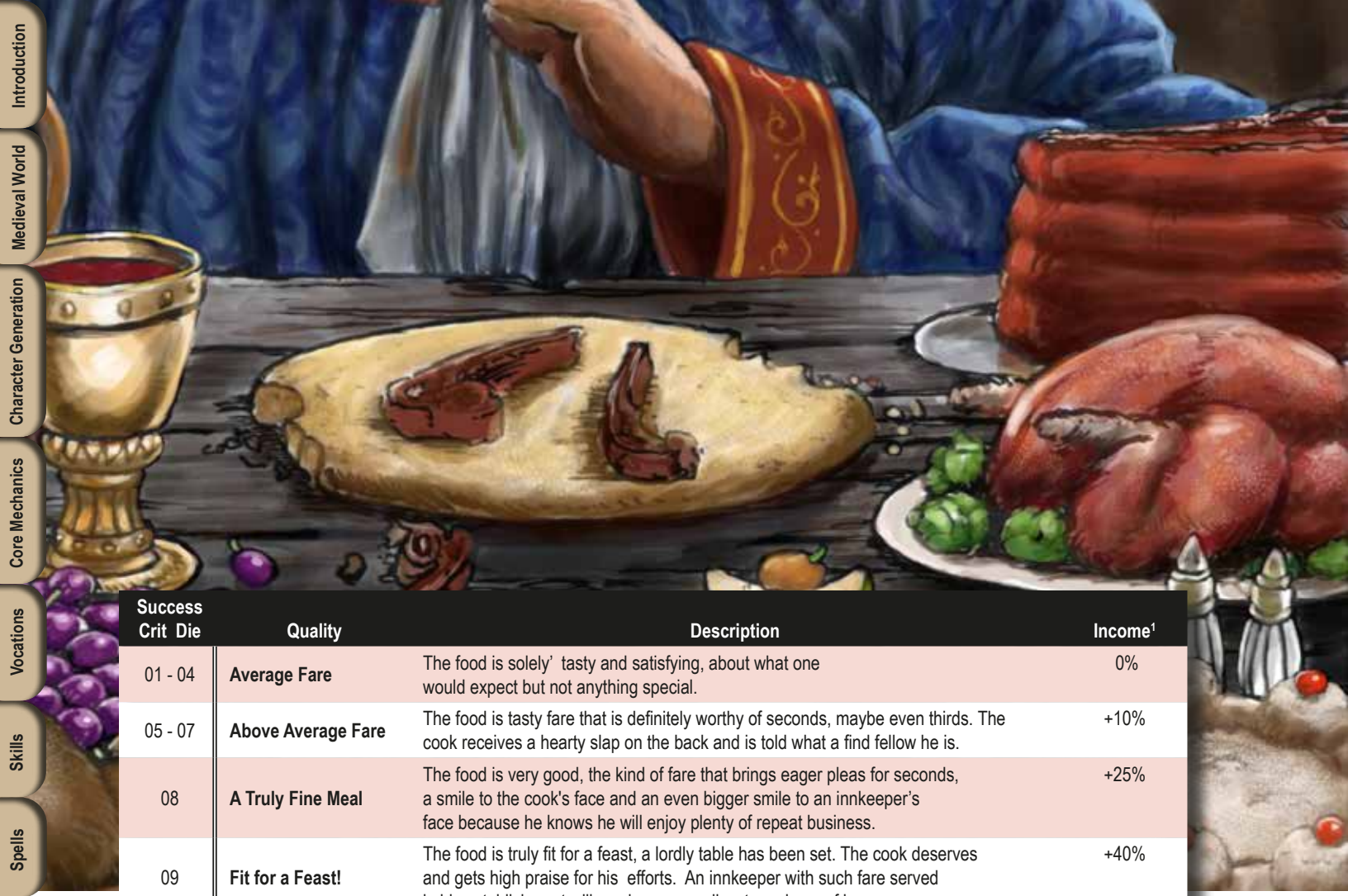
The character can have skill in five of the areas listed below, additional areas of expertise cost 100 experience points each to learn and add to one's cooking skill. The DF remains at DF3 (BCS 40%; 500 Exp;) when improving the overall cooking level regardless of the number of specialities the character has trained in. Cooking is a single broad skill with all areas checked at the same success percentages once they are added to a cooks repertoire.

- **Camp Cooking**: Spit cooking, baking bannock, simple stews or soups.
- **Baking Bread**: Fresh bread, rolls, bannocks, hard tacks.
- **Baking Pastries and Making Desserts:** Fruit pies, pastries and confections.
- **Casseroles:** Making posh stews and soups with mixed meats and vegetables.
- **Butchering Fresh Meat:** Slaughtering animals, skinning, cleaning, boning, preparing meat into cuts, steaks, chops, roasts etc. includes poultry.
- **Cooking Meat:** Roasting, braising, frying and boiling of meats and fowl.
- **Banking Meat Pies**: The preparation and cooking of meat pies and meat pastries.
- **Preserving Meat**: The skill of smoking, spicing, curing of hams, bacon, sausages, salting pork, beef or fish. The prevention of meat being spoiled over time.
- **Cooking Seafood:** Freshwater and salt-water fish, clams, mussels, oysters, shrimp, lobster and scallops.
- **Herb Spices & Seasonings:** The character has been trained in the subtle balance of cooking with herbs and spices to enhance the taste of foods. The sub-skill adds +1 to the Crit Die when preparing meat and seafood dishes.
- **Haut Cuisine:** As a prerequisite for this sub-skill, a character must first have at least six of the other sub-skills under cooking and one of these must be Cooking with Herbs Spices and Seasoning.

Success Crit Die	Quality	Income[1]
01 - 02	**Just bearable**	-10%
03 - 05	**Passable**	0%
06 - 08	**Good**	+25%
09 - 10	**Great**	+50%
Failure Crit Die	**Quality**	**Income[1]**
01 - 05	**Thin, rather poor**	-25%
06 - 10	**Swill, not fit for pigs**	-50%

[1]The percentages are applied to modify the basic monthly income.

Table - Brewing Results



Success Crit Die	Quality	Description	Income[1]
01 - 04	**Average Fare**	The food is solely' tasty and satisfying, about what one would expect but not anything special.	0%
05 - 07	**Above Average Fare**	The food is tasty fare that is definitely worthy of seconds, maybe even thirds. The cook receives a hearty slap on the back and is told what a find fellow he is.	+10%
08	**A Truly Fine Meal**	The food is very good, the kind of fare that brings eager pleas for seconds, a smile to the cook's face and an even bigger smile to an innkeeper's face because he knows he will enjoy plenty of repeat business.	+25%
09	**Fit for a Feast!**	The food is truly fit for a feast, a lordly table has been set. The cook deserves and gets high praise for his efforts. An innkeeper with such fare served in his establishment will survive even a disastrous brew of beer.	+40%
10	**Culinary Masterpiece**	The food is superb haut cuisine worthy of a Royal Table! The cook is roused from the kitchen to a standing ovation and treated to drinks. An innkeeper serving such fare can expect booming business.	+1D100 + 40%
11+	**Food fit for the Gods!**	The aromas coming from the kitchen are enough to have everyone salivating like starving wolves. The food's mere appearance to the eye is so perfect that it almost seems a crime to disturb it. Every mouthful is a miracle to be savoured, the taste, texture and temperature exactly right! A cook with such skill is a treasure and an innkeeper serving such fare will be very prosperous	+200%
Failure Crit Die	**Quality**	**Description**	**Income[1]**
01 - 02	**Below Average Fare**	The food is not up to scratch. Only a hungry man would not hesitate before asking for seconds.	-5%
03 - 04	**Rather 0isappointing**	The food is sub-standard. Complaints are in order and a few will be clearly voiced.	-10%
05 - 06	**Really Unappetising**	Something is very wrong with the food! It does not look, taste or smell right, or it is burned, scorched, overdone, or underdone, too salty, too flat in taste etc. The food can be eaten by anyone able to make a **CON AR** or **DIS** AR% to control the gag reflex.	-15%
07 - 08	**Slop fit for Pigs!**	The food is practically inedible! In fact, even pigs would think twice before eating it. A stout soul with a cast iron stomach can just barely get the meal down (make a CON AR or DIS AR). Many dark looks and grumbling complaints are directed at the cook.	-20%
09 - 10	**Irretrievably Ruined**	The food is indescribably awful! Even an old, starving troll would not eat such rubbish like this. The cook is not popular at all right now and he is soundly cursed by all for his miserable efforts!	-25%

[1]The percentages are applied to modify the basic monthly income.

Table - Cooking Results

Wine-making

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp

[TR] The character has experience with wines in the making and assessing of their quality. The business of wine-making requires an upfront investment of 12 crowns per acre of vines, this includes the investments in barrels, presses etc. Each year a further 1 crown is required to be invested in the upkeep of the equipment.

The basic income from this is calculated from the wine produced not from the value of the grape crop; however, the grape harvest does affect the wine quality. This is up to the Gamemaster to make a call on the quality of the harvest and assign appropriate modifiers from the table Agricultural Harvest Modifiers to be applied to the character's skill roll. Compare his skill roll result to the table Wine-making Results to give the vintage of the wine and the likely income that can be generated from it.

To compute the wine quantity assume that the wine price is that charged at the inn (as per Marketplace prices), multiply the quantity of wine x number of acres in the vineyard to find how much wine you have produced.

Success with Crit Die	Percentage of Wine Produced that is:								
	Vintage	Sour	Poor	Average	Good	Fine	Vintage	Grand Cru	Year's Income (per Acre)
01 - 02	**Average**	-	70%	30%	-	-	-	--	9 Crowns
03 - 04	**Average**	-	60%	40%	-	-	-	--	12 Crowns
05 - 06	**Good**	-	40%	50%	10%		-	--	18 Crowns
07	**Fine**	-	-	75%	20%	5%	-	--	27 Crowns
08	**Very Fine**	-	-	60%	30%	10%	-	--	36 Crowns
09	**Truly Great**	-	-	40%	40%	15%	5%	--	48 Crowns
10	**Grand Cru**	-	-	20%	45%	20%	10%	5%	60 Crowns
Failure with Crit Die	**Percentage of Wine Produced that is:**								
	Vintage	**Sour**	**Poor**	**Average**	**Good**	**Fine**	**Vintage**	**Grand Cru**	**Year's Income (per Acre)**
01 - 02	**Below Average**	20%	70%	10%	-	-	-	-	6 Crowns
03 - 04	**Below Average**	50%	40%	10%	-	-	-	-	4 Crowns
05 - 08	**Below Average**	60%	40%	-	-	-	-	-	3 Crowns
09	**Very Poor**	80%	20%	-	-	-	-	-	1 Crown
10	**Disastrous**	90%	10%	-	-	-	-	-	50 pennies

Quality Key:-
Sour Wine: A very poor quality, approaching wine vinegar.
Poor Wine: A wine of low quality, drinkable but harsh and hardly a delight to the discriminating palate.
Average Wine: A passable wine, quite adequate to the taste of a wine lover and definitely most satisfactory to the average person, who would regard it as "good wine!"
Good Wine: A wine of superior quality with a colour, clarity, bouquet and lingering after-taste of some complexity.
Fine Wine: A highly superior wine with a definite, pleasing "character" all its own, a wine to be savoured by anyone with a discriminating palate
Very Fine: A superb vintage of outstanding complexity, a true delight to the eye, the nose and the palate. Of superlative quality, literally the best!
Grand Cru: A vintage of superlative quality, quite literally the best.

Table - Wine-making Results

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Example

A successful skill roll with a Crit Die of 5 produces a good vintage Red wine. It yields 10% Good quality of wine at 3/4 pennies per pint, 50% at average quality ½ penny per pint and 40% of poor wine at ¼ penny per pint. The total value of the wine is 18 crowns per acre.

Therefore it produces (4,320 pennies / 0.75 pennies x 0.1 = 576 pints per acre of good quality of wine and (4,320 pennies / 0.5 pennies x 0.5) = 4,320 pints per acre of average quality of wine. (4,320 pennies / 0.25 x 0.4) = 6,912 pints of poor quality wine.

Craft & Trade Skills

The table - Craft Skill Results shows the general outcomes of any craft skill roll. Refer to the skill being used for more detailed information and any additions or modification to the general results obtained through this table.

The time that it takes to get to a result with the skill will vary greatly with the task at hand. Some things like weapons have average production times listed for them in their description on the good listed in the chapter - The Marketplace. For other items, some guidelines might be suggested in the skill description, often however it is gamemaster fiat as to the time taken. As a suggestion give times for a leisurely completion of the item as in the pre-industrial age things were crafted with painstaking thoroughness, one's reputation was based upon the fit and finish of the goods produced.

Basketwork

Attributes: ..... Discipline & Dexterity
Level: ..... DF: 3 BCS 40%; 500 Exp

The character is skilled at producing woven basketwork goods using split willow and reeds. These can range from baskets to fish traps to wattle panels for buildings. Thatchers use this skill to secure bundles of straw used in thatched roofs

Blacksmithing

Attributes: ..... Strength & Constitution
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has been trained in the hot and cold shaping of base metals at the forge into useful items as well as the work of the farrier at shoeing of horses. In addition, the blacksmith can fashion basic arms and armour but can never achieve better than average quality. Arrowheads are always of average quality regardless of the skill roll result.

Success with Crit Die	Results	Description	Failure with Crit Die	Results	Description
01	**Mediocre**	The task is barely successful. It could easily have ended in failure. However, luck intervened and a barely adequate technique has produced acceptable results. Give a slight discount to the price.	01	**Heartbreaking**	The task is a failure, but so nearly a success. Better luck next time. Yet all is not lost as such item/task can be offered at a moderate dis count.
02 - 05	**Middling**	The task is accomplished in an adequate but not inspiring show of basic competence. The work has a dew small flaws, nothing very important but still noticeable to a practised eye.	02 - 05	**Disappointing**	The task is a truly disappointing effort marked by some potentially disastrous flaws in executions severely if they become habitual. Give a significant discount.
06 - 09	**Competent**	The task is accomplished with style and expertise in a display of competence and skill that comes near to perfect execution. Any craftsman should be proud to associate his name with the work	06 -09	**Botched**	The task fails because the skill was incompetently applied and the work so badly done that it could lead to loss of reputation if it is offered for sale. Should be heavily discounted.
10	**Outstanding**	The task is accomplished with flare in an outstanding display of professional skill. It is a work of a true master craftsman and is well worth the price it commands in the marketplace. Charge a premium of +10% to +25% for such an item/task.	10	**Abysmal**	The task has ended in a complete and dismal failure. There is no way to save the work. One could not have done any worse, not even if he actually trying to fail! The product is rubbish!

Table - Craft Skill Results

Bone, Horn & Ivory Work

Attributes: ..... Discipline & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

This skill enables the character to prepare cut and fashion items of horn, bone and ivory, as well as small carved pieces of hardwood. These items could include combs, toggles, crucifixes, dice etc.

Bowery & Fletching

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has training in working wood, horn, leather, glues and feathers to make bows and arrows. He would need to have some metal working skill to be able to make the metal arrowheads. Composite bows are not able to be made by a Bowyer until he has reached a PSF of 21% or higher in this skill

A success must be rolled when the time has passed for a bow to be completed or the whole project is ruined. With arrows a failure means that the shaft of the arrow shatters upon impact and cannot be recovered or reused. A failure with a critical die result of 09-10 mean the arrows are flawed and cause the person firing them to suffer a penalty of -½ x TSC% when fired.

Carpentry

Attributes: ..... Strength & Dexterity
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has been trained in the ways of working wood to create work from building houses to making of furniture and chests. He can make many things from his experience; however, complex or unusual projects may require the aid of drawings or plans from other skilled tradesmen such as master builders, architects or military engineers etc.

Each time the character gains 4 levels in this skill he may specify one item he as achieved a special talent in making. e.g. cabinets, chairs etc. When making one of his speciality items he get a +2 bonus to his Crit Die.

Cartwright & Wheelwright

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character has been trained in the building of carts and wagons as well as their repair. This includes the making of spoked wheels, hubs and their repair. A character who has basic knowledge of Carpentry can learn/improve this skill at DF2

Chandler

Attributes: ..... Wisdom & Intellect
Level: ..... DF: 3 BCS 40%; 500 Exp

The character knows how to purify, colour and dip candles using beeswax and make tallow rush-lights. This skill covers the making of wicks and the running of multiple heated vats with their ever- constant consumption of wood fuel.

Charcoal Burning

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp

The character knows best how to prepare, construct and burn wood in clamps to make charcoal. Charcoal as a smokeless fuel was widely used in braziers indoors and in many industrial processes.

Crit Die	Successful Result
01 - 04	50% of Wood turned to Charcoal
05 - 07	60% of Wood turned to Charcoal
08 - 09	75% of Wood turned to Charcoal
10	90% of Wood turned to Charcoal
Crit Die	**Failure Results**
01	25% of Wood is turned to charcoal
02 - 03	A poor burn only 10% of the wood was converted. The remaining wood can be reused.
04 - 06	Some air crept in to the clamp, (1D10 +10)% of the wood is turned to ash the rest may be reused.
07 - 09	The earth covering the clamp was not tamped down, air crept in resulting in a intense bonfire.
10	The clamp has collapsed turning into a blazing inferno that ignites the surrounding trees burning 1D10 acres to charred stumps.

Cooper

Attributes: ..... Strength & Dexterity
Level: ..... DF: 3 BCS 40%; 500 Exp

[TR] The character has been trained in the making of and repair to wooden kegs and barrels of all types. A character who has basic knowledge of Carpentry can learn/improve this skill at DF2. Any ship's carpenter worth his wage will have this skill.

Clothes: Sewing, Embroidery and Knitting

Attributes: ..... **Dexterity & Intellect**
Level: ..... **DF: 2 BCS 50%; 400 Exp**

The character has training in the making and repair of clothes of average quality.

Clothes: Tailoring

Attributes: ..... **Dexterity & Intellect**
Level: ..... **DF: 4 BCS 30%; 600 Exp**

[TR] The character has training in the making of clothes of superior quality.

Cloth Making: Dyeing

Attributes: ..... **Intellect & Wisdom**
Level: ..... **DF: 2 BCS 50%; 400 Exp**

[TR] The character has training in making dyes and dyeing cloths so that the colours are fixed and will not run.

Cloth Making: Spinning & Weaving

Attributes: ..... **Dexterity & Intellect**
Level: ..... **DF: 3 BCS 40%; 500 Exp**

The character has training in preparing raw wool, carding and cleaning, linen from flax etc. They can spin yarn and weave cloth on a loom.

Fashioning Arrowheads

Attributes: ..... **Strength & Dexterity**
Level: ..... **DF: 3 BCS 40%; 500 Exp**

The character has training in fabricating arrowheads from non metallic sources like flint, obsidian and bone. These type of arrowheads however, suffer a -3 penalty to the damage they inflict when fired at a target that is wearing metal armour or metal reinforced shields at the hit location. They otherwise inflict full damage which is based upon the type of arrowhead i.e. war arrow, hunting arrow etc.

Cord & Rope Making

Attributes: ..... **Dexterity & Strength**
Level: ..... **DF: 3 BCS 40%; 500 Exp**

Almost everyone in the medieval world knew how to make crude straw and grass binding materials. This skill represents the manufacture of high quality cordage and hemp rope, able to withstand weather and sustained heavy use, as well as fine cord using human hair and silk.

Foundryman: Smelting & Casting

Attributes: ..... **Strength & Constitution**
Level: ..... **DF: 3 BCS 40%; 500 Exp**

The character has been trained in the art of casting from moulds, smelting and refining metals from an ore source.

During the pre-industrial times that **C&S** is set metals and metalworking were refined on a very small scale in crucibles and small furnaces, backyard anvil and forge. Blast furnaces, machine tools and other modern goodies we take for granted simply had not been imagined. The amount of metal that can be smelted from an ore depends upon the size and quality of the furnace being used in the refining process. A given melt takes around two to five days to complete from start to finish. A foundry set up would rarely have had more than two or three furnaces in operation, with some being in a state of being torn down and re-built; output would not be more than 1,000lb of metal per week.

A blacksmith or weaponsmith can smelt small amounts of base metals, 10 to 20 lbs at a time, in a backyard crucible. A goldsmith or silversmith can smelt small amounts of precious metals, roughly 1 to 5 lbs at a time. However character's with the Foundryman: Smelting and Casting skill can smelt 50 lbs of metal for each 10% of his TSC%. For example a Character foundryman with a TSC 75% can smelt or cast 7 x 50 Lbs = 350 lbs of metal per melt or pour.

Glass-blowing & Glazing

Attributes: ..... **Dexterity & Constitution**
Level: ..... **DF: 4 BCS 30%; 600 Exp**

[TR] The character has been trained in the art of making glass objects, small panes of both clear and coloured glass as well as blowing glassware. He also has skill in fitting of stained glass windows. This is a skill that is useful and cost effective for Alchemists and Mages, who work with potions, sensitive materials and destructive chemicals, often requiring special glassware to perform their experiments. A success is required at the end of the production time to make glass objects, glaze a pane etc. failure results in the destruction of the project. Glass leaves no room for errors of any kind.

Gold & Silversmithing

Attributes: ..... Discipline & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has experience in the working of precious metals and the art of being able to make accurate appraisals of value and purity. The skill is also used to ornament the arms and armour of the Noble elite. The table Gold and Silversmith Values outlines the increase in value from base for items made from gold and silver using this skill.

The gamemaster is responsible for assigning values to the silver and gold bullion.

Lapidary

Attributes: ..... Discipline & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character has trained in the fine art of cutting and polishing raw precious and semi precious gemstones as well as identifying the type from raw crystal and appraising their values. The state of the craft in medieval days was not nearly as well developed as it is today, so values of cut stones are only several times that of the raw stone. Table Gem Cutting Values shows the price modifiers once the raw gem is cut and polished.

The gamemaster must be responsible for assigning values to raw stones. Further detail can be found in the Marketplace chapter on Gemstones.

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 15	2.0 x raw gem value	1.50 x raw gem value
16 - 29	2.5 x raw gem value	1.75 x raw gem value
30 - 45	3.0 x raw gem value	2.00 x raw gem value
46 - 59	4.0 x raw gem value	2.50 x raw gem value
60+	5.0 x raw gem value	3.00 x raw gem value
Current PSF%	**Failure (Crit Die 01-09)**	**Dismal Failure (Crit Die 10)**
Under 15	0.4 x raw gem value	0.1 x raw gem value
16 - 29	0.8 x raw gem value	0.4 x raw gem value
30 - 45	1.0 x raw gem value	0.7 x raw gem value
46 - 59	1.3 x raw gem value	1.0 x raw gem value
60+	1.5 x raw gem value	1.0 x raw gem value

Table - Gem Cutting Values

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 15	1.75 x bullion value	1.25 x bullion value
16-29	2.00 x bullion value	1.50 x bullion value
30-45	2.25 x bullion value	1.75 x bullion value
46-59	2.50 x bullion value	2.00 x bullion value
60+	3.00 x bullion value	2.25 x bullion value
Current PSF%	**Failure (Crit Die 01-09)**	**Dismal Failure (Crit Die 10)**
Under 15	1.0 x bullion value	1.0 x bullion value
16 - 29	1.1 x bullion value	1.0 x bullion value
30 - 35	1.2 x bullion value	1.0 x bullion value
46 - 59	1.3 x bullion value	1.1 x bullion value
60+	1.5 x bullion value	1.3 x bullion value

Table - Gold & Silversmithing Values

Example:

Simeon who has PSF 33% in Gem Cutting succeeds in cutting and polishing a rare 10 Ct. ruby valued at 100 Crowns. When finished it weighs 8 Ct. but with a crit Die of 08 the final value of the gem is 2 x 100 Crowns = 200 Crowns.

Alberta who has PSF 33% in Gold & Silversmithing suffers a dismal failure when producing a gold necklace from gold bullion valued at 25 Crowns. He has a Crit Die of 10, so the final value of 25 Crowns no more than the original bullion value.

Leather-working & Tanning

Attributes: ..... Constitution & Dexterity
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has training in the preparation and working of raw hides and skins to fashion and repair leather gear, harnesses, clothing, and leather armour of average quality.

Masonry & Stone Cutting

Attributes: ..... Strength & Constitution
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has been trained in working plaster, stone and brick; he has the capability to perform simple carvings including capitals for columns, lettering and simple decorative designs. Table Masonry and Stone Cutting Area, shows the amount of wall that the character can either decorate or build at a given PSF%

Once a mason has attained 21 PSF% he can also act as a supervisor for unskilled workers and the table Masonry and Stone Cutting Supervision shows the number of workers doing such tasks as quarrying or shaping he can supervise.

Mining & Tunnelling

Attributes: ..... Strength & Constitution
Level: ..... DF: 3 BCS 40%; 500 Exp

The character is skilled in the driving of a tunnel through rock or other materials while making sure they are safely shored up. He can read the nature of the rock, fractures and fault lines, understanding 'where & where not to' excavate galleries and chambers.

Under normal conditions, in 1 hour a miner can remove a volume of hard stone indicated in the table Mining and Tunnelling Results. Two miners can work side by side to carve out a wider/taller tunnel but not a deeper one. There is only room for one person at a time to do the hacking and splitting of rock inward to the rock face.

The time involved includes the clearing of rubble and the correct shoring of the works to prevent cave ins. The figures assume that the miner has an assistant worker who clears the rubble, if he is not around then the production rate is half.

When tunnelling through soft stone like tufa the rate increases to 1 ½ times that of tunnelling through hard stone. If tunnelling through soft materials other than stone like earth the rate can be increased to twice that of hard rock tunnelling.

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 60	12 cu.ft. of wall	10 cu.ft. of wall
60 - 69	14 cu.ft. of wall	10 cu.ft. of wall
70 - 79	16 cu.ft. of wall	12 cu.ft. of wall
80 - 86	18 cu.ft. of wall	14 cu.ft. of wall
87+	20 cu.ft. of wall	16 cu.ft. of wall
Current PSF%	**Failure (Crit Die 01-09)**	**Dismal Failure (Crit Die 10)**
Under 60	6 cu.ft. of wall	3 cu.ft. of wall
60 - 69	7 cu.ft. of wall	5 cu.ft. of wall
70 - 79	8 cu.ft. of wall	6 cu.ft. of wall
80 -86	10 cu.ft. of wall	8 cu.ft. of wall
87+	12 cu.ft. of wall	10 cu.ft. of wall

Table - Masonry & Stone cutting Area

Current PSF%	Number Supervised	Work per Man
21 - 65	1 labourer x PSF / 5 1 labourer of x PSF / 10	Quarry/shape 9 cu.ft of stone Lay 12 cu.ft. of wall
66+	1 labourer x PSF / 3 labourer x PSF / 5	Quarry/shape 12 cu. ft. Lay 12 cu.ft. of wall

Table - Masonry & Stone cutting Supervision

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 10	4 cu.ft. excavated	3 cu.ft. excavated
10 - 19	6 cu.ft. excavated	4 cu.ft. excavated
20 - 29	8 cu.ft. excavated	5 cu.ft. excavated
30 - 49	10 cu.ft. excavated	6 cu.ft. excavated
50+	13 cu.ft. excavated	7 cu.ft. excavated
Current PSF%	**Failure (Crit Die 01-09)**	**Dismal Failure (Crit Die 10)**
Under 10	1 cu.ft. excavated	120 cu.ft. caves in
10 - 19	2 cu.ft. excavated	100 cu.ft. caves in
20 - 29	3 cu.ft. excavated	80 cu.ft. caves in
30 - 49	4 cu.ft. excavated	60 cu.ft. caves in
50+	5 cu.ft. excavated	40 cu.ft. caves in

Table - Mining & Tunnelling Results

A cubic foot of hard rock has a weight of approx. 275 lbs and soft rock approx. 175 - 200 lbs and other soft materials 75 - 175 lbs. Depending upon what the material is and if it is dry, damp, soaking wet etc.

The table Mining and Tunnelling Results show the per hour productivity of mining. A work shift in those day would be 10 hours and even with rest breaks a minder expends 2 FP per hour of work.

A cave in under an ocean, lake or river will start to flood the excavation unless lady luck is on the side of the miners. The chance of such an excavation flooding is 110 - PSF% of the chief miner. If the flooding does take place then the Crit Die indicated the number of inches the water is rising per hour. A 10 on the Crit Die indicates that an inch of water ingress each 5 minutes has to be dealt with! In short the miners should get out as fast as they can.

Paper & Ink Making

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 3 BCS 40%; 500 Exp

[TR] The character has been trained in making sheets of parchment, linen rag paper and papyrus as well as inks, book covers scroll cases and stitch binding.

Perfumery

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character is trained in the construction of perfumed essences and powders from musk, flower petals etc. As well as their pleasing applications such items find a use in Magickal preparations.

Pottery

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

The character is trained in working with clay, using his hands, the potter's wheel and the glazing of ceramics, firing in a kiln to harden and make them waterproof. This skill is also used to make fire hardened decorative tiles for floors, mosaics and roofs of noble houses and religious establishments.

Seal Making & Engraving

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character has training in making seals and engraving which involved creating inscriptions and designs into metal. Seals and signet rings were a mark of authority, used to impress an identifying pattern into some wax that shows the authority of the document.

Current PSF%	Resounding Success (Crit Die Result)	Dismal Failure (Crit Die Result)
Under 10%	10	07-10
10-19%	10	08-10
20-29%	09-10	09-10
30-49%	08-10	10
50%+	07-10	10

Table - Seal Making, Engraving and Coinage Critical Results

While engraving can bee seen as an ornamental creative skill it can also be essential for placing Magickal effects in objects, especially arms and armour.

Coins are made using dies that press the soft metal and leave a permanent impression, usually of the sovereign's head. The dies are engraved from harder metals, the quality of the work can be seen on table Seal Making Engraving and Coinage Critical Results. This skill also includes the ability to appraise the precious metals in coins or ingots of bullion.

Sulphur & Saltpetre Production

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp

These two linked activities cover the refining of sulphur from volcanic sources by heating in oil and the production of saltpetre from animal dung and urine, as well as the washing and filtering of the composted results through wood ash to obtain potassium nitrate.

Thatching

Attributes: ..... Agility & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp

A huge number of building and structures are roofed by thatch. Crude temporary coverings can be made by anyone. This skill is required to properly construct a roof that will last more than a year and not leak.

Tinkering

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

The character is a generalist fixer and minor maker of objects. This skill does not represent the ability to manufacture large or complex items. Rather the ability to *'cobble together'* a small article for personal, domestic use or sale.

Weaponsmithing & Armoury

Attributes: ..... Strength & Constitution
Level: ..... DF: 5 BCS 20%; 700 Exp
Prerequisites..... Blacksmithing

The character is skilled in the art of forging bronze, iron and steel as well as leather and quilted fabrics to make and repair arms and armour. Beyond level 1 the skills are learned as two separate specialities .

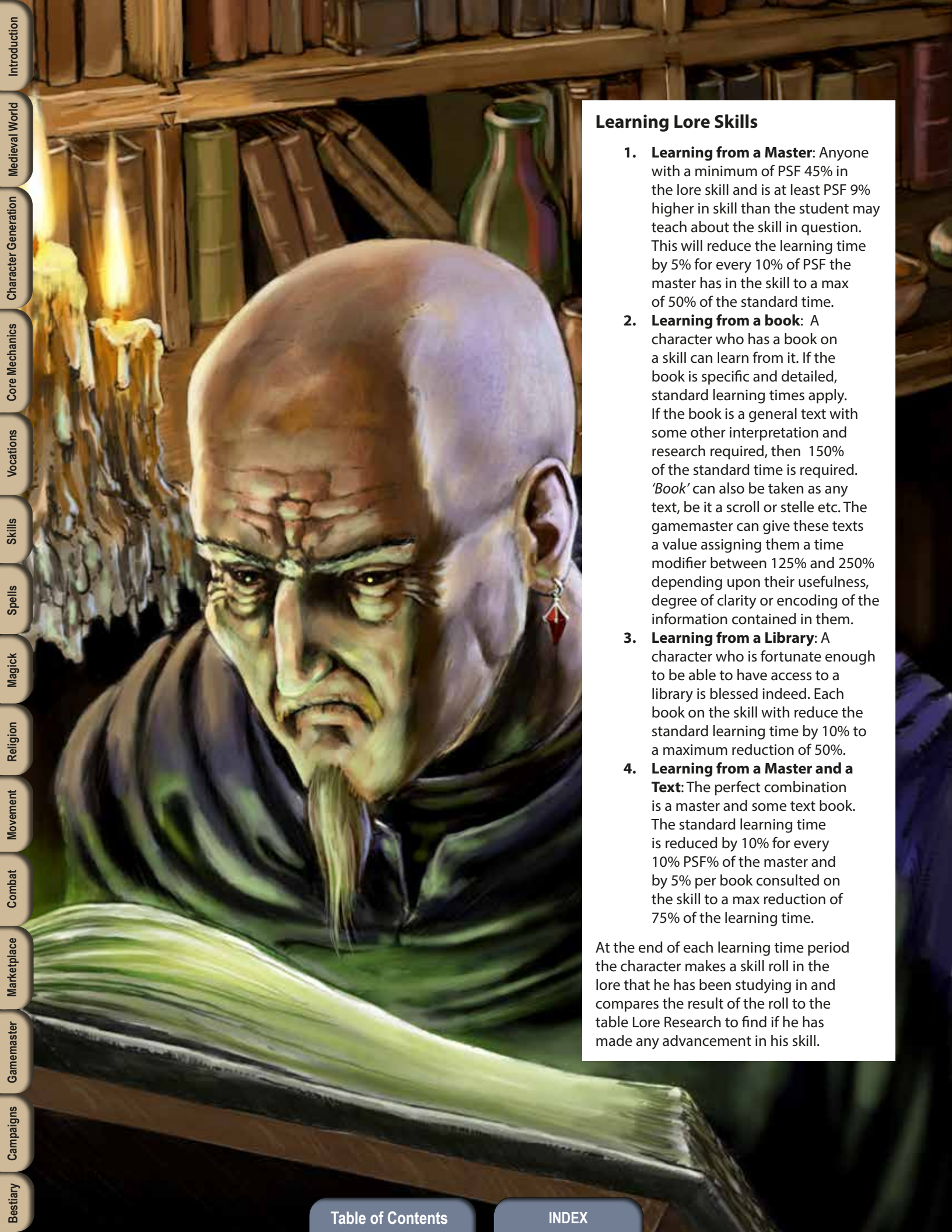
From level 2 onwards a character must decide if he wishes to specialise in one or both of the skills, weaponsmith or armourer. If the character wants both weaponsmith and armour he must pay the cost of increasing both skills by one level. For most masters who the character's meet will have specialised in one or the other of these skills alone; being known as an armourer or a weaponsmith and having only level 1 in the other skill. Only the very best in the craft are skilled at both.

Learned Lore

All skills involving the master of some formal knowledges are denoted as 'Lore' in **C&S**. Lore allows the character to make a roll to recall information they know about the world. It is the character's who live in the fantasy world with the player only peeking through the curtains at the stage. Therefore Lore skills are used to show us what the character knows that the player doesn't know. They are also research skills to solve certain problems or find the answers to tricky questions given the access to the correct materials such as books, scrolls, inscriptions or even sages, people who have expertise in the topics being researched. Some of the lore skills can be used to invent new mechanisms, design equipment etc.

Success with Crit Die	Result	
01 - 02	**Marginal**	Character has some knowledge but lacks the depth and detail needed to give him a firm grasp of the matter. He realises he ought to do more research to obtain additional information or to verify the truth of what he does know or suspect. When performing knowledge-based tasks, since he may have missed something significant, he suffers a penalty of -10% to his TSC% until he does more research.
03 - 09	**Acceptable**	Character has a good grasp of the question/problem. He has reasonably correct and detailed information, although it is sketchy in some areas, even more so the lower the Crit Die result. When performing knowledge-based tasks, he obtains satisfactory results.
10	**Outstanding**	The character has a superb grasp of the question/problem. He finds much important information that is accurate and detailed. When doing any knowledge- based task, he performs with ease. He gains a bonus of +10% to his TSC%.
Failure with Crit Die		
01 - 02	**Marginal**	Character has incomplete and inaccurate information. Fortunately, he is aware of the holes in his knowledge and may do more research to increase his understanding. If performing a knowledge-based task, he suffers a penalty of -15% to his TSC% until he does increase his understanding.
03 - 08	**Serious**	The character has incomplete information. Some of it is misleading, inaccurate, even false and may lead him far astray. If performing a knowledge-based task, he suffers a penalty of -25% to his TSC%. The important thing here is that he believes he is using the correct procedure, but in reality he has no idea and does not think it necessary to find out more. Only a failure at a task will alert him to the fact that he needs to do further study and research. Until that time, he automatically suffers a -25% penalty to his TSC% until he realises he is lacking key understandings and must do more research.
09 - 10	**Dismal**	The character has no information or very incomplete and erroneous information that leads him seriously astray. He is certain he knows enough and does not suspect just how faulty his knowledge is! If performing a knowledge-based task, apply a penalty of -50% to his TSC%. If successful, he misses the fact that he was wrong and just plain lucky. If he repeats the task at a later date without doing further study and y the -50% penalty automatically until he fails and the light finally dawns that he does not know the correct procedures at all and must do more research.

Table - Lore Research



Learning Lore Skills

1. **Learning from a Master**: Anyone with a minimum of PSF 45% in the lore skill and is at least PSF 9% higher in skill than the student may teach about the skill in question. This will reduce the learning time by 5% for every 10% of PSF the master has in the skill to a max of 50% of the standard time.
2. **Learning from a book**: A character who has a book on a skill can learn from it. If the book is specific and detailed, standard learning times apply. If the book is a general text with some other interpretation and research required, then 150% of the standard time is required. *'Book'* can also be taken as any text, be it a scroll or stelle etc. The gamemaster can give these texts a value assigning them a time modifier between 125% and 250% depending upon their usefulness, degree of clarity or encoding of the information contained in them.
3. **Learning from a Library**: A character who is fortunate enough to be able to have access to a library is blessed indeed. Each book on the skill with reduce the standard learning time by 10% to a maximum reduction of 50%.
4. **Learning from a Master and a Text**: The perfect combination is a master and some text book. The standard learning time is reduced by 10% for every 10% PSF% of the master and by 5% per book consulted on the skill to a max reduction of 75% of the learning time.

At the end of each learning time period the character makes a skill roll in the lore that he has been studying in and compares the result of the roll to the table Lore Research to find if he has made any advancement in his skill.

Language Lore

The worlds have many languages and scripts that a character can learn. Learning and improving them is comparable to any other skill a character might choose. The TSC% is a measure of a character's ability in using the language.

Learning Languages: A character must have a teacher or a book to learn a new language.

Fluency: Measures how well a character understands others or how well he can make himself understood in a given tongue. There are some guidelines on Language fluency in the table below.

Use the Crit Die result to gauge the degree of clarity of speech in trying to be understood by those native to the tongue being spoken. The higher the Crit Die result, the better the understanding of the communication with a success. With a failure the greater the misunderstanding. The result of this is increasingly more important with the lower fluency PSF%. For instance a Crit Die of 06 on a failure to communication is far less severe for a character with a 75 PSF% than one with 32 PSF%. At 75 PSF% a character is fluent, while he might make mistakes, the general nature of the conversation will be reasonably clear. At a 32 PSF% the mistakes are more likely to be serious either offensive or garbled. However a success with a Crit Die 10 always allows the meaning to be conveyed with clarity and no misunderstanding. Failure with a Crit Die of 10 always has the meaning misunderstood with complications arising.

Reading and Writing: The lower a character's **INT** the harder it will be for him to read and write. In **C&S** it is assumed that they have come by the opportunity to learn to read and write their own tongue. However, if you wish a more historical game, such opportunities were incredibly rare and the might require some lengths in order to reading and writing skills. It should always be remembered that for game purposes you must have minimal fluency in a language before you can start to learn to read and write it.

Speaking and reading and writing a language are considered separate skills. Literate character's should record a separate TSC% for their ability to read/write and speak a language. Table Language Read Write Modifiers shows the PSF% modifiers which apply dependant upon Intellect.

Own Language

Attributes:
Spoken ..... Intellect & Bardic Voice
Written ..... Intellect & Dexterity
Level: ..... DF: 1 BCS 60%; 300 Exp

[TR] The skill involves speaking one's own native tongue and always sounding native regardless of a low TSC%. A character may have a local dialect accent that is recognisable by others of his nationality, identifying his birthplace. Remember that being able to read and write one's own language is a separate skill.

Using medieval Europe as a model the languages shown in table Medieval Languages could be available for character to learn in your campaign. Of course a Gamemaster can use languages from his home campaign or a published one. Some of the languages might be unavailable or much harder to learn. Such languages are Foreign Languages if one is nor born into a land in which they are in common use.

Fluency	TSC%	Description
Minimal	< 40%	The character has considerable difficulty making himself understood or understanding others. Make a language check every time he speaks or attempts to understand another.
Marginal	40-65%	The character speaks hesitatingly and has a limited vocabulary. He may be misunderstood quite easily and may misunderstand some of what he hears. A language check should be made on a regular basis to see if he does understand.
Fluent	66-79%	The character can both make himself understood and also understand what others say. A language check should be made occasionally to confirm that no simple errors have arisen.
Native	80-100%	The character has great skill with the language and only very rarely has to make a language check if it is a foreign language, a character can pass himself off as native-born simply by rolling a language check successfully with a Crit Die 6- 10 to establish his accent is correct in all respects.

Table - Languages Fluency

Intellect	PSF % Modifier	Intellect	PSF % Modifier
05 - 06	-25	11 - 12	-0
07 - 08	-20	13 - 18	+10
09 - 10	-10	19+	+15

Table - Language Read/Write Modifiers

In some instances the written language is more difficult to learn than the spoken tongue as a simple alphabet is not used. Examples of this are the Chinese and Japanese Kanji and Hiragana characters both of these are learned at DF 4; BCS 40%; 500 Exp; and improved at +3% per level. These would be rated at 1 DF higher for foreigners to learn how to write as they are difficult to master.

Common Tongue

Attributes:
Spoken ..... Intellect & Bardic Voice
Written ..... Intellect & Dexterity
Level: ..... DF: 2 BCS 50%; 400 Exp

[TR] The common tongue can be thought of as a trade language, simple and with a vocabulary of about 1,500 words; developed by merchants to do business with foreigners. It can only convey simple communication when a common language is not shared. These trade speech languages are likely to be understood by many of the enchanted races and intelligent monsters as well as contacted tribal peoples.

Foreign Language

Attributes:
Spoken ..... Intellect & Bardic Voice
Written ..... Intellect & Dexterity
Level: ..... DF: 2 BCS 50%; 400 Exp

[TR] The character has training in speaking a foreign language, he speaks with an accent until he reaches a TSC 80%; after which he can have a chance to sound like a native. Some languages might be more difficult to learn than a DF 2, due to their complexity of tonal range, guttural rolls, because they have to be used in combination with facial gestures to give nuances.

English[1]	French[3]	Slavonic[2]
Welsh	Spanish[3]	Medieval Greek[4]
Scots Gaelic	Italian[3]	Turkish
Irish Gaelic	German[2]	Arabic
Nordic[2]	Finnish	0ther[5]

[1]In feudal England, members of the aristocracy are likely to have both English and French as native tongues because they were typically bi-lingual in the Norman and post-Norman period (c.1066-1300). Treat such cases as having one language for learning/improvement purposes.

[2]The language actually consists of several sub-languages which might be considered as separate languages which a 'native' could learn at 1 DF but others must learn at 2 DF. E.g. Nordic could break down into the sub-languages of Danish, Swedish and Norwegian.

[3]French, Spanish and Italian are related Romance Languages that grew out of ancient Latin and have many words in common. Someone knowing one of these would learn basic knowledge of one of the others as a Foreign Language, but after attaining TSC 66%+ (Fluent), he can improve his skill as if the language was at DF 1.

[4]Medieval Greek, spoken in the Byzantine Empire, is different from Ancient Greek, but someone who knows Medieval Greek could learn the ancient language at +10 PSF%.

[5]0ther languages would include any from lands or peoples that might be included in the, Japanese, East Indian[2]. Also, any Hebrew/Yiddish are included in this group.

Table - Medieval Languages

Ancient Language

Attributes:
Spoken ..... Intellect & Bardic Voice
Written ..... Intellect & Dexterity
Level: ..... DF: 3 BCS 40%; 500 Exp

[TR] The character has received training in speaking a dead language, an ancient tongue that is no longer spoken, like Latin now. These are often adopted as the language of the learned men, as Latin was in the medieval times. The ability to read such a language will have great use for mages in the researching of ancient lore from old and dusty tomes found in dangerous ruins. Some ancient languages may be more difficult to learn than DF 3 due to various possible nuances in the language.

Dwarven Tongue

Attributes:
Spoken ..... Intellect & Bardic Voice
Written ..... Intellect & Dexterity
Level: ..... DF: 3 BCS 40%; 500 Exp

[TR] The character has been trained to speak the language of the Dwarves. It goes without saying that Dwarves learn this as their own language. As with human tongues there are many dialects, each must be learned as a separate language in order for them to be understood. While Dwarves might be able to understand local dialects it is possible that dialects from a distant land would be unintelligible to them also.

Elven Tongue

Attributes:
Spoken ..... Intellect & Bardic Voice
Written ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character has been given training in speaking the tongue of the Elves. The language has many nuances and is very difficult to learn. It goes without saying that Elves learn this as their own language. As with human tongues there are many dialects, each must be learned as a separate language in order for them to be understood. While Elves might be able to understand local dialects it is possible that dialects from a distant land would be unintelligible to them also. The language is associated closely with nature and magick.

Mage Speech

Attributes:
Spoken ..... Intellect & Bardic Voice
Written ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%;600 Exp

[TR] The language is not specific to mages, it is instead an ancient tongue that has been adopted by the mages as the language of choice for the recording of their spells and magick formulas. Having this language is a great bonus in learning spells and lore from the writing of the mages of ancient times; It gives a bonus of +10% to the TSC% of any Materia Magicka skill when a character makes a lore research roll. Those who have learned the Elven language at TSC 80% learn mage speech at +10% per level. If a mage has a TSC 66%+ in mage speech they gain a bonus of +5% to their TSC% when targeting spells; however, Power Word Mages gain a 10% bonus. While the language is not essential for the practice of magick it is especially important to the mages of the Power Word method, as it alone is consistently able to manifest and focus the Magickal power of the single word form instead of a litany of incantation.

Monster Tongues

Attributes:
Spoken ..... Intellect & Bardic Voice
Written ..... Intellect & Dexterity
Level: ..... DF: 3 BCS 40%;500 Exp

[TR] These are the tongues that are spoken by monster who are sentient and have developed enough to have a language. They are difficult to learn but learning is open to anyone who can find a teacher and the patience to master them. It goes without saying that monsters learn this as their own language as DF 1. As with human tongues there are many dialects, each must be learned as a separate language in order for them to be understood. While Monsters might be able to understand local dialects it is possible that dialects from a distant land would be unintelligible to them also. The gamemaster must decide if the monster race has any written language. Some examples of monsters tongues are given below but feel free to add other monster tongues specific to your campaign.

Goblin Tongues	Saurian Tongues
Trollish Tongues	Ogre Tongues.

These languages actually consists of several sub-languages which might be considered separate languages which a 'native' could learn at 1 DF but others must learn at 2DF.

Table - Monster Tongues

Beast Tongues

Attributes:
Spoken ..... Intellect & Bardic Voice
Written ..... Intellect & Dexterity
Level: ..... DF: 6 BCS 10%;800 Exp

[TR] These are the languages that the beast communicate with, they are difficult to learn; after all, how does one find a teacher? However, anyone with the Elven tongue at TSC 80% or higher will be able to learn Beast Tongues with a bonus of +10% to PSF. Some examples of beast tongues are listed below. You can add more to the list if needed.

Those beasts who are of a mythical or legendary origin speak the beast tongue most suited to them. Some of those who are highly intelligent may have taken the time to learn a human tongue or if very long lived have an ancient tongue.

Knowing a beast tongue improves a character's animal training as he can communicate directly with the animal. Table-Beast Tongues Advantages shows the gains to the character's TSC% in animal training if he has the correct beast tongue.

Avian (Bird) Tongue	**Primate Tongues**
Canine Tongues	**Rodent Tongues**
Feline Tongues	**Reptilian Tongues**
Hooven Tongues	**Piscan (Fish) Tongues**

These languages actually consists of several sub-languages which might be considered separate languages which a 'native' could learn at 1 DF but others must learn at 2DF.

Table - Beast Tongues

TSC% in Beast Tongue	Advantage to Animal Training	
	TSC%	Time Reduction
Under 50%	None	None
51-65%	+5%	None
66-79%	+10%	-¼
80-99%	+15%	-½
100% and up	+20%	-½

Table - Beast Tongue Advantages

Lore Historical

This deals with geographical, historical and legendary knowledge on a local, regional and world wide level. The Gamemaster must bear in mind that the further away from home turf the knowledge requirement, or the further back into the past; the more vague the detail will become. Only general and incomplete snippets of information will be available for the most distant and ancient times, often presented in a mix of fact and fiction tied up in story and sometimes pure fantasy. Even the most trustworthy of authorities on these ancient and distant matters may have sketchy details. Even the most wildest myth and legend may have a glimmer of truth buried within it that may unlock the answer to difficult problems or illuminate long forgotten secrets.

Local Geography

Attributes: ..... Intellect x2
Level: ..... DF: 1 BCS 60%; 300 Exp

This is a core skill and the character will possess highly detailed knowledge of the countryside within a radius of about 20 miles around his birthplace. It is true however that in feudal time few ever travelled more than a day or two from their homes during their lifetime. In this area a character will know where he is and if he does get lost, it is a momentary setback before getting back on track.

Most locals are recognised on sight even if they are not known well by the character. This means that strangers are readily detected. Character will also have a knowledge of who's who in the local lands, persons of note and those who have power, local gossipers etc. Outsiders gain such knowledge as a DF 2 skill

Regional & National Geography

Attributes: ..... Intellect x2
Level: ..... DF: 2 BCS 50%; 400 Exp

The character has a broad and general knowledge of the geography of the region/country where he was born. He knows the names and details about the important places, features and people of the area. Foreigners acquire this skill as a DF 3 skill.

World Geography

Attributes: ..... **Intellect x2**
Level: ..... **DF: 4 BCS 30%; 600 Exp**

[TR] The character is either well read or well travelled, he has knowledge of the campaign's present-day world. The farther from his home the more general and vague the details bleeding away to inaccurate and hazy at the edges of the known world. On the other hand, as he visits specific locales the depth and detail of his knowledge of the area increases significantly. The ability to read three or more languages increases the character's PSF% in world geography by +10% and +1 to the Crit Die result of any research project.

Ancient Local Geography

Attributes: ..... **Intellect x2**
Level: ..... **DF: 2 BCS 50%; 400 Exp**

The character has a somewhat detailed knowledge of the historical geography of the locality in which he was born. Such knowledge can be invaluable in the hunt for old ruins. It also provides greater insight into the legends and myths by fixing their location to real places. Outsiders to the area can learn this skill as a DF 3 skill.

Ancient Regional/National Geography

Attributes: ..... **Intellect x2**
Level: ..... **DF: 3 BCS 40%; 500 Exp**

[TR] The character has knowledge of the historical geography of the region/nation where he was born. Foreigners acquire such knowledge as a DF 4 skill.

Ancient World Geography

Attributes: ..... **Intellect x2**
Level: ..... **DF: 5 BCS 20%; 700 Exp**

[TR] The character has a general knowledge of the historical geography of the ancient world. The farther from his home and the further back in time the more general and vague the details bleeding away to inaccurate and hazy at the edges of the known world. The ability to read three or more languages increases the character's TSC% in ancient world geography by 10% and adds +1 to the Crit Die result of any research project.

Local History & Legend

Attributes: ..... **Intellect x2**
Level: ..... **DF: 1 BCS 60%; 300 Exp**

The character has detailed knowledge of the history, legends and folklore of his birthplace. Those from outside the area can learn this skill as a DF 2 skill.

Regional/National History & Legend

Attributes: ..... **Intellect x2**
Level: ..... **DF: 2 BCS 50%; 400 Exp**

[TR] The character has a fairly detailed knowledge of legends and folklore for the area/nation he was born in. Foreigners can gain this knowledge as a DF 3 skill.

World History & Legend

Attributes: ..... **Intellect x2**
Level: ..... **DF: 4 BCS 30%; 600 Exp**

[TR] The character has a general knowledge of world history, legend and folklore. The farther from his home and the further back in time the more general and vague the details bleeding away to inaccurate and hazy at the edges of the known world. The ability to read three or more languages increases the character's TSC% in world history and legend by 10% and adds +1 to the Crit Die result of any research project.

Lore Scientific

This deals with those areas of knowledge and research that today would be classed as Natural History, Physical Science and Mathematics. They are a mix of skills, some complex and involved, and others as simple as counting. Astronomical Lore is a strange mix of precise observation and Astrology. Geological lore is more about recognition and contains little of chemistry and the geological processes.

Regardless of the more mystical approach, lore scientific has a good many practical and valuable applications. For instance, pilots of ships with Astronomical Lore are better able to navigate. Engineers and architects with Engineering and maths behind them are able to erect great structures like stone bridges across wide rivers or wing buttressed cathedrals with towers rising in the clouds. The diggers who mine for rich mineral deposits are able to detect the dangers when tunnelling and spot the high grade ores present as well as the gemstones in their rough forms.

Accurate Counting

Attributes: ..... Only Basic Knowledge Required
Level: ..... DF: 1 BCS 60%; 300 Exp

(COMP) The character can count with accuracy, as the average person of the time would cope by using their fingers; however larger numbers would elude them rapidly, becoming number such as *'big'* and *'bigger'*, *'A whole lot'* etc. If a character does not have accurate counting used the character's INT AR for any additions or calculations over 10.

Architecture & Engineering

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character has trained in the skills for designing and organising the build of structures such as fortification like castles, large buildings like churches and cathedrals, as well as aqueducts and paved roads. He has the skill to organize large workforces, coordinating their efforts to maximise work and get the job finished with minimised expense and on time.

As well as the design and building of large structures, those projects would require the use of mechanisms like cranes, scaffolding and winches. The architects of those days had to design and build their own equipment. To ensure he was also an engineer able to work out the mechanisms so they would operate as desired, choosing the right materials to hold the loads and strains. Basically they were multi-talented inventors.

Characters who also possess Arithmetic and Mathematics gain a bonus to the Architect and Engineering skill of +1 to their TSC% for every 5% of their PSF% in Arithmetic and Mathematics. They also gain a +1 to the Crit Die if their Arithmetic and Mathematics is at 67 PSF% +

Arithmetic & Mathematics

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character is able to perform arithmetic and can calculate using the higher forms of mathematics, like geometry and algebra.

Astronomical Lore

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character has a detailed knowledge of the night sky, able to identify stars and constellations, as well as the movements of the planets. He is able to predict seasonal movements of the heavenly bodies.

Characters' that have Arithmetic and Mathematics have a bonus to their Astronomical Lore of +1 to their TSC% for every 5% of the PSF% in Arithmetic and Mathematics. They also gain a +1 to their Crit Die results if their Arithmetic and Mathematics is at 67 PSF% +

Bestiary Lore

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has knowledge concerning the animal kingdom and can recognise the various beasts on sight and from the tracks and spore that they leave behind. He also has knowledge of their habitats and general behaviours and temperaments. The higher a character's PSF% the more like it is that he has accurate information. Also the higher the Crit Die roll the more information and the more accurate that information is that the character knows.

Cartography

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has received training in the reading and drawing of maps. Map reading is a difficult business as most of them were more art or flowchart than maps as we know them today. Unless the map is a simple one and contains only easily recognisable symbols, an illiterate with no training would find it almost incomprehensible.

The skill also involves the artistry of drawing maps with a reasonable accuracy. A character having cartography allows a gamemaster to do away with the long explanations describing the characters surroundings foot by foot, he can draw a map for the group as would be rendered by the character with cartography. Make an accuracy check every so often against the map maker's TSC% to see if the map has flaws or not. This also works for mapping larger areas perhaps coastal sea journeys etc.

Finance

Attributes ..... Intelligence & Wisdom
Level: ..... DF 4, BCS 30%, 600 Exp
Pre Requisite ..... Accurate Counting

The character has learnt the many arts of running a business. The skill incorporates record keeping of income and expenses, usury (money lending), investing money, budgeting.

Geological lore

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp

[TR]The character has some knowledge of minerals, able to recognise them out of the ground, evaluate richness of the item, specifically raw precious and semi-precious gemstones. This also gives him skill with finding the best lines for tunnelling as a miner.

Materia Medicina: Healing Lore

The table below First Aid and Chirurgical Treatments Results is used to find out the results of treatments involving first aid and chirurgery. Any subsequent penalties to TSC% apply only to First Aid

First Aid

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 2 BCS 50%; 400 Exp

The character has training and experience in the treatment of wounds, staunching bleeding, binding wounds, splinting and setting broken bones, helping with shock etc. Successful treatment given will prevent ongoing damage from trauma, when a patient is bleeding to death or suffering from shock and on the edge of entering a coma. A First Aid treatment take about 5 to 10 minutes depending upon the trauma being seen to. Serious wounds, burns etc. cannot be treated with decent success with the first aid skill and suffers a -1 to -3 to the Crit Die depending upon the wounds severity. Very few NPC's will have this as a skill, limited to barbers, physicians, priests who run hospitals or sanatoriums, a select few fighting men or the local midwife.

Chirurgery

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] This is a group of three sub skills, that give specialities in the survival and recovery of a patient through differing medical practices.

1. **Chirurgery**: The extraction of arrowheads, amputations, setting broken bones, pulling teeth, Stitching wounds, treating shock etc. These treatment can take between 5 to 60 minutes depending upon the trauma and the skill of the chirurgeon.
2. **Cauterising & Staunching Wounds**: Stopping uncontrollable bleeding from grievous wounds, when a character has been reduced to negative body values. First aid in such cases will slow but not stop such a blood flow. To stop it completely requires ether cauterisation or staunching or even both. Cauterising is the searing of the wound with a heated metal implement or flame. This is always effective and will stop the bleeding. However the method suffers a failure with a Crit Die of 01-04 bringing with it shock to the patient and an addition 3 Body points of damage. Otherwise the effects are as given in the results table below.
3. **Setting Broken Bones:** The character has experience and training in the setting of broken bones by immobilization so that they mend correctly.

Success with Crit Die	Result	
01	**Condition Temporarily Stabilised**	The victim's condition will not worsen for the moment. Check in 10 minutes. At that time, any failed First Aid TSC% means he is fading again.
02 - 07	**Condition Relatively Stable**	Victim is currently stable, but check again in 30 minutes. (If any subsequent First Aid roll fails, the victim starts to fade and requires further treatment.
08	**Prognosis Hopeful**	The treatment has been timely. The victim shows signs of recovery and gains +1 Body Point. There is no need to check on his condition for the next 3 hours.
09	**Good Prognosis**	The treatment was successful. The victim regains +2 Body Points and there is no need to check his condition for 24 hours unless he is sufficiently active to open wounds, etc.
10	**Excellent Prognosis**	Treatment was highly successful and the victim recovers +3 Body Points. There is no need to check his condition again unless he engages in vigorous activity.
Failure with Crit Die	**Result**	
01 - 07	**Condition Critical**	The victim's condition is critical. He will lose -1 Body Point in the next 10 minutes if his condition is not reversed by further treatment. The character suffers a penalty of -15% to his TSC% for his next First Aid roll.
08 - 09	**Condition Highly Critical**	Victim's condition worsens and he loses -2 Body Points in the next 10 minutes if his condition is not reversed by further treatment. The character suffers a penalty of -15% to his TSC% for his next First Aid roll.
10	**Condition Deteriorating Rapidly**	Victim is fading fast and loses -3 Body Points in the next 10 minutes if his condition is not reversed by treatment. The character suffers a penalty of -25% to his TSC% for his next First Aid roll. If Chirurgery is performed, there is a chance a Chirurgeon has removed the wrong thing! Roll 1D100% again, with failure indicating that just such a mistake occurred, with the Crit Die indicating the gravity of the error. A Crit Die of 01 means the outcome is very bad!

Table - First Aid & Chirurgery Treatment Results

Pharmacology & Medicine

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character has received training and experience with diagnosis, creating and administering potions, cordials and unguents as well as medicinal drugs. These make up five skills that can be developed separately after level one in Pharmacology and Medicine. Each of the sub-skills is trained at DF 3 and gives a bonus of +1 to the Crit Die. Of course the general skill can also be increased as well with no change in DF.

Certain of the sub-skills involve Medication Research yielding various facts about the materials in question. Make a skill check using the character's Pharmacology and Medicine TSC% with a success giving a preparation that works in some manner; while a failure shows that the research is incomplete and needs to be repeated. The research takes 90 - (3 x **INT**) days. Using a recipe from a book a scroll or some other format halves the time for research.

The medicine can't be used straight away, there needs to be a maturation time (as shown in the table) for the healing effects to gain their potency. The time taken to mix the ingredients is much less: a character can mix one batch of medicine in a day for every 10% PSF he has (round up) in Pharmacology and Medicine. The ingredient cost shown in the table is the usual price for the ingredients needed to make the medication while the price per dose is the amount charge to the end user of the completed medicine.

Diagnosis: The character has a better understanding of the nature of ailments allowing him to ascertain the correct treatment. This includes diseases and traumas. Anyone learning to make drugs and poisons can recognise which preparation was used and is able to prescribe the correct antidote and treatment to counter its effects.

Potions and Unguents: The character has knowledge of secret preparations; potions, balms, salves, ointments etc. The individual healer must research how to make them. Once he discovered a specific medication he will be successful as long as he makes a batch by following the recipe developed during his research.

Cordials: These are energy restoring potions, researched and made like potions and unguents. They restore fatigue points to those who drink them, up to their max level for a period of 24 hours.

Medicinal Drugs: The character can make medicinal drugs, narcotics for pain, sleep agents, hallucinogens or euphorics. An overdose of these will usually result in unconsciousness, coma and in extreme cases death. Some drugs are harmful and dangerous at any level. Medicinal Drugs are researched and made in the same manner as healing unguents; except that success on the skill roll alone is need to be successful in one's research. The time taken is same; however maturation is 15 days x Crit Die to get to full potency.

Knowledge of Toxins: The character can identify and recreate toxins and other poisons. Poisons directly attack the body levels of the victim with cumulative effects and damage that can build over the duration indicated in the table - Potions & Unguents. Most poisons are nowhere near as deadly as the game portrays them, many in history have survived poisoning attempts, others who have died did so slowly in pain over days. Toxins can be researched and made in the same manner as healing unguents, except that success on the skill roll alone is need to be successful in one's research. The time taken is same; however maturation is 15 days x Crit Die to get to full potency.

Antidotes: The character is skilled in preparation and administering antidotes for toxins and drugs. The character can prepare an antidote for poisons and drugs the character knows already. The skill includes the ability to recognise a particular drug or poison, to diagnose if the patient was poisoned or drugged and by what. He can then prescribe an antidote for the drug or poison present.

Once a character learns to make a given item correctly, make a skill roll to find out if he has properly prepared a batch. A medication or cordial will not always work, each time it is administered roll the TSC% used at the time the medication or cordial was made. To cut down on dice rolls success on the first batch indicates the other batches will be good ones too. If the first fails, roll each time it is administered.

Any formulation should contain 7 or more components, such as eye of newt, rosemary, sage etc. The majority of the ingredients should reflect the nature of the formulation, Boneset is known to aid in healing injuries and broken bones and should be included into a medication for aiding the recovery of such injuries. Once you have the ingredients, give the formula a name, something descriptive of what it does, describe how it looks, smells and taste.

The character also gains bonuses to making Potions and Unguents and Antidotes if he has skill in Herbalism. He gains a bonus to research and preparation of herbal infusions with the inclusion of healing herbs into medicines. He has a +1% per 3% of PSF (round down) after reaching 30 PSF% in Herbalism.

Crit Die	Maturation Time	No of Doses	Ingredient Cost	Price per Dose	Healing Effect (bonus to Natural Healing Rate)
10	7 days	20	5 Crowns	1.20 Crowns	+10%
09	7 days	20	4 Crowns	1 Crown	+8%
08	6 days	20	3 Crowns	50 pennies	+6%
07	5 days	20	2.50 Crowns	42 pennies	+5%
06	4 days	20	2 Crowns	33 pennies	+4%
05	3 days	20	1.50 Crowns	25 pennies	+3%
03 - 04	2 days	20	1 Crown	17 pennies	+2%
01 - 02	1 day	20	120 pennies	10 pennies	+1%

Table - Potions & Unguents

Crit Die	Maturation Time	No of Doses	Ingredient Cost	Price per Dose	Energisation Effect (bonus to Fatigue Points)
10	7 days	20	5 Crowns	1.20 Crowns	+10
09	7 days	20	4 Crowns	1 Crown	+8
08	6 days	20	3 Crowns	50 pennies	+6
07	5 days	20	2.50 Crowns	42 pennies	+5
06	4 days	20	2 Crowns	33 pennies	+4
03 - 05	3 days	20	1.5 Crown	25 pennies	+3
01 - 02	1 day	20	120 pennies	10 pennies	+1

Table - Cordials

Herbalism

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] Characters have spent time making a study of herbs, their medicinal properties, the preparation and application for the curing and prevention of a wide range of ailments. This is one of the most ancient healing arts and is passed down in oral traditions in most tribal cultures. This is not alchemy, or Magick, it is only a very basic rustic skill.

Finding Herbs: The character has learned knowledge of how to identify and where to find the herbs he is seeking in the wild, foraging will take three hours. He will be able to find a max of one quantity of herbs per 5% of PSF% (round up) that the character has in the Herbalism skill. Therefore a character with 21 PSF % in the Herbalism skill should be able to find 21 / 5 = 4.1 rounded up to 5 quantities of a herb in a three hour search period.

A character has to say what herb he is searching for before he makes the roll and he may search for up to 4 types of herb in a single day; however only a single search can be made for a type of herb in that day.

That is given 12 hours available daylight, with less usable light reduce the TSC% by ⅓ if only two hours or ⅔ if only one hour of daylight is left.

A successful roll with a Crit Die of 10 means the character has found a double load of the herbs he was searching for; or he can choose to roll for a second type of herb that he might have found in the same period. Herb are gathered in the growing season; usually May through to October in the northern climates and November to April in the southern climes. A character will know the location of a terrain specific to a particular type of herb if he makes a successful local geography skill roll for the area of the country he is in. Should the character be searching for herbs and he is not in his home territory then he will suffer the appropriate penalty to his geography skill as an outsider.

Herb Gardens: These are popular even for the unskilled during this time period, those who know how to grow Vegetable Crops (see agriculture) can cultivate a herb garden yielding 1d10 quantities of herbs x PSF% in (Herbalism + Vegetable Crops) Once a character gets to PSF 150%+ he becomes a Master Herb Gardener and can cultivate a garden with (5 +1d10) quantities x PSF% in (Herbalism + Vegetable Crops)

Preserving Herbs: The character is able to dry and use other methods to preserve his herbs so that they retain their healing or Magickal properties for 1 year + one week x PSF% of the his Herbalism skill.

The Herbal: A character who can read and write may record his knowledge and skills he has learned into a herb based medicinal book called a Herbal. Commonly in tribal culture these are remembered and passed on as a poetic recitation, with details recorded in verse and rhyme for easy remembrance.

For instance let us assumes that Connie has PSF 58% in her Herbalism skill and PSF 46% in her Vegetable Crops skill for a total of 58+46% = 104%. This she would be able to grow a lovely herb garden capable of yielding a minimum of 1 x 104 = 104 quantities of herbs to a max of 10 x 104 = 1,040 quantities of herbs. If Connie's totals came to 155% she would have yields between 930 and 2,325 quantities of herbs.

Mental Fortitude Skills

Concentration

Attributes: ..... Discipline x2
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has trained himself to be focused on a task even with distractions occurring all around him. Especially useful to mages, who could burn out, get possessed or even explode during critical Magickal rituals or experiments. Those of faith might find this critical to remaining solemn during religious activities where being distracted would ruin the chance of success. Bards and entertainers, troubadours, acrobats all need to remain focused on their tasks even though they might be cheered or jeered at by the crowds.

- The character can put off for a short time some action, delaying and concentrating on it so it can be released at a more appropriate or optimal time. This could be a spell being cast or hold a drawn bow releasing when the target comes into view through an opening.
- Any concentration during combat that goes longer than 15 seconds requires a successful concentration check at the end of that period in order to be able to continue the concentration for another time period up to another 15 seconds. In less demanding circumstances concentration can be maintained for 1 minute x PSF% without any extra effort. After this period further concentration will come at a cost of 1 FP per 10 minutes.

- The TSC% of a task can be enhanced when concentrating on a **single task**, focusing all of his abilities in that one thing drowning out the noise and interruptions around him. Success on the concentration skill roll mean that he gains a +5 TSC% bonus to the Skill he wishes to perform.
- Sometimes it is several things at once that need to be attended to and concentration in this case get a -10% TSC penalty to each of the tasks.
- If a successful check comes with a Crit Die roll of 10 he adds +1 to the Crit Die for the single task he is concentrating on.
- Between -10 to -50% can be assessed as penalties by the gamemaster against a character's concentration check, due to the external annoyances that might break his concentration. If the character fails his concentration roll, then the Crit Die determines the penalty to the next skill roll (immediate task) See the table - Breaking Concentration.

Meditation

Attributes: ..... Discipline x2
Level: ..... DF: 3 BCS 40%; 500 Exp

[TR] The character has trained himself to enter into a beneficial trance like state. In this state he heals +1 body point per 6% of PSF% in Meditation provided he can maintain the trance for three consecutive days, checking every 6 hours to see if the trance was maintained. In this state he requires no food and survives on only a cup of water for the day. Fasting this way can be maintained for **1 day x CON** without doing any harm to the body. Check every 6 hours.

Failure Crit Die	Penalty
01	Maintains concentration (no penalty)
02 - 03	-10%
04 - 06	-20%
07 - 09	-30%
10	-40%

Table - Penalty for Breaking Concentration

Alternatively a person may meditate on a certain task. For each hour that a character spends in a meditative state he gains a +2% bonus to the performance of the task. Check each hour to make sure the meditation has been maintained. This can be kept going for ½ x DIS hours, however he must say how long he intends to meditate for and must complete that time without losing his focus, if he does then he loses any benefits. Once the meditation is complete he has to perform the task immediately or else maintain **Concentration** (skill roll) to delay performing the task. Should his concentration be broken he loses his meditation benefits to the task. Once the task has been performed he of course loses those benefits on that skill.

Example

Maggie the Enchantress is concentrating on a spell that she wishes to cast; however, the situations turns and she now needs to dodge instead. She must make a concentration check at a -20% penalty since she had two items to concentrate on if she is to perform either of them well. She has an 81 TSC% - 20 = 61%. She rolls 32% and a Crit Die of 07 yielding a success. She remains focused dodges without penalty and maintains the concentration on the spell and may cast it later also without penalty. She does not get the +5% to enhance the skill of either task now, as she ended up concentrating on more than once task nor can she add +1 to the Crit Die of either result.

Riddling

Attributes: ..... Discipline x2
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... Riddling + PSF%

The character has learned the art of Riddling, a common pastime in the days of olde.

Riddling Games are played with others, each opponent in turn poses a riddle that the others take their time to solve. The guesser must make their Riddling TSC% - PSF% of the Riddler. If successful then the guesser becomes the riddler and the game repeats with the roles reversed. When you are stumped by a riddle you are out.

If a wager is placed on the outcome of the game, sometimes money, but often of some request or service from the loser. Abiding by the terms of a riddle wager is even in the code of honour of monsters and especially the enchanted races, no one wants to unbalance their luck by breaking the riddle terms. Some suspect that there is a deep magick at work, that binds folk into the riddle, perhaps an ancient binding magick with a powerful compulsion.

The skill can be used by character's to interpret mysterious inscriptions or prophesies that take the form of some sort of conundrum. The gamemaster can apply penalties to the skill checks depending upon the complexity and nature of the riddle with mods ranging from minor -5% to overwhelming -50%. On a failure the character is unable to find any meaning in the riddle. He can however return to the problem and start deciphering a riddle again every 7 days - 1day x PSF% / 9 in the riddling skill. At PSF 63% he can try again once each day. On each success the character will get one *'Hint'*, a clue or some other snippet of useful information. If he rolls a success with a Crit Die of 10 he just solves the riddle outright. The character can get up to 21 clues to a riddle after which, if not solved, the riddle remains unsolved.

You can either come up with a riddle as a Gamemaster to challenge your players along with the clues they might be given along the way. Or you can simply state that a riddle exists and it general form, using dice to resolve everything and giving general descriptions along the way allowing the dice to resolve the character's progress.

Willpower

Attributes: ..... Discipline & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... Willpower

This is a core skill that every character has a basic skill in. It arises from the very nature of existence and being an aware creature; whether that is a sentient being or a beat of the wild. It represents a character's stubbornness, the resistance he is able to put up **against external effort** to sway his mind and send him on an altered course of action. There are lots of ways a person will can be challenged, Magickal, natural such as charisma and charm or intimidation. The testing of a character's willpower will happen many times in his adventuring career and so is a skill well worth lots of attention. If the character is having an internal struggle of self doubt, conflict with his own ego or deficiencies, then this would be a DIS AR check.

Noble Skills

While this set of skills is by no mean limited to the ranks of the aristocracy, they are generally more often seen practiced by those of higher status. Depending upon a Gamemaster's campaign world he might want to limit these skills to those of rank in their early life, with commoner and such able to pick up the skills later on in their adventuring career.

Chess & Other Strategy Games

Attributes: ..... Intellect x 2
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... Chess

This is a popular skill in feudal society amongst the military and political minds. It was regarded as a serious preparation for understanding the command and use of troop in war. It was also a game that was heavily gambled on with large amount being wagered. It was known to have been used to settle disputes, a kind of safe trial by combat if you will.

To resolve a chess game the attacker's skill in chess is opposed by subtracting the defender's PSF% in chess, representing the counter-moves. Each side makes an attack in turn until one of the chess players succeeds with a Crit Die result of 10, this is checkmate!

Courtly Love

Attributes: ..... Charisma & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp
Resisted ..... Willpower

The character has a knowledge of the complexities of engaging in courtly love. This is used more towards the period of high chivalry and is the charter of ways in which a knight can become the suitor of a noble lady and win her favour. In turn the lady has rules determining her proper response to the attentions of a suitor. This was a highly intricate game that had to be played out in exactly the correct manner.

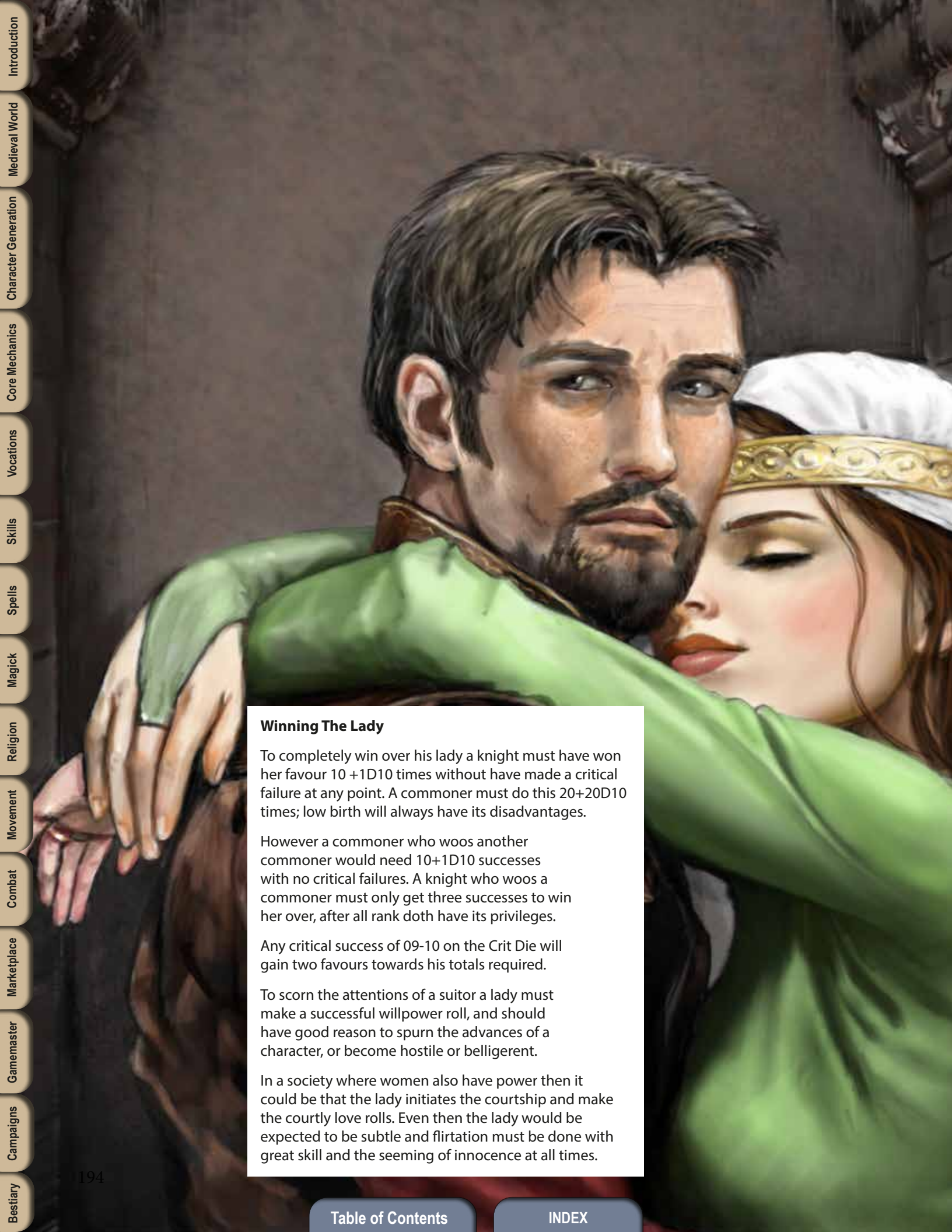
The lady must always be aloof and reluctant to commit herself; however much she might find her suitor desirable. She must demand proofs of his adoration and constancy, these must be excessive enough to dissuade all except the most genuine, willing to risk anything to enter her favour. She must be cool, even haughty or cruel at times, for she is testing the depth and strength of her suitors devotion. To balance this she must offer semblances of kindness such as a smile or a walk in the garden, or a token of her that her suitor might carry with him as a token of her affection.

The knight must always be seen to be ardent and eager to please his lady in any way possible. The skills of Poetic Recitation and singing are crucial and playing a musical instrument too would be a bonus. Add +2 to Crit Die results in courtly love when successful with such skills while entertaining the lady.

Other tasks that can improve the Crit Die are things like: Offering himself as her champion, dedication of a tournament victory to her, taking a quest and doing great deeds in her name. When a knight performs deeds that may please his lady, make a courtly love roll. A great feat in the lady's name will always be counted as a success, roll only the Crit Die to find the degree by comparing it to the table Courtly Love Results, below. In other situations make a full skill roll with the Crit Die and use the same Courtly Love Results table on a success.

Success with Crit Die	Result
01 - 08	Mere success brings only a slight smile or a mildly favouring compliment to her lips, encouragement to him to continue his suit.
09 - 10	The Knight has won her 'favour', for the moment, that is. Ladies may change their minds unless given repeated proofs of a Knight's ardent constancy and worthiness of her continued interest and affection. She will 'reward' him with some token of her favour, anything from clear praise up to giving him something of hers which others might recognise.
Failure with Crit Die	**Result**
01 - 09	The Knight must 'redeem' himself in her eyes and prove himself 'worthy' of her by performing some noble and spectacular feat in her name. Be forewarned: she will need considerable 'convincing' after a failure.
10	The Knight has given mortal offence to the Lady and has literally 'blown' his chances to ever win her favour. A most unfortunate situation! Ardent Knights often did the feudal equivalent of going into the Foreign Legion and joined a Crusade or took vows in a Holy Fighting Order because of their disconsolate grief.

Table - Courtly Love Results



Winning The Lady

To completely win over his lady a knight must have won her favour 10 +1D10 times without have made a critical failure at any point. A commoner must do this 20+20D10 times; low birth will always have its disadvantages.

However a commoner who woos another commoner would need 10+1D10 successes with no critical failures. A knight who woos a commoner must only get three successes to win her over, after all rank doth have its privileges.

Any critical success of 09-10 on the Crit Die will gain two favours towards his totals required.

To scorn the attentions of a suitor a lady must make a successful willpower roll, and should have good reason to spurn the advances of a character, or become hostile or belligerent.

In a society where women also have power then it could be that the lady initiates the courtship and make the courtly love rolls. Even then the lady would be expected to be subtle and flirtation must be done with great skill and the seeming of innocence at all times.

Courtly Manners

Attributes: ..... Intellect & Discipline
Level: ..... DF: 3 BCS 40%; 500 Exp

Either from training, experience through being raised in courtly culture or other experience the character has learned to navigate the intricacies of courtly affairs and etiquette. Upon the first meeting of a knight in a noble court or meeting a noble lady he must make a courtly manners check, this will define reactions to his bearing and manners. If the knight wishes to impress a noble then he must make a check every time he tries to show his devotion, loyalty and chivalry. Too much and he will seem a braggart, too little and he won't have made his point. If it is a lady his tries to impress then success will see her respond well to his actions, failure and he will be met with a more cool response.

It is hoped that the players will try to play out their courtly manners and a check might not be needed when this effort is made from a player as reward for taking his role seriously. Results of checks can be read on the table below Courtly Manner Results.

When the player take on his role in a noblemen's court and plays his courtly manners, rather than make a check just roll the 1D10 Crit Die and assume the roll is a success and the Crit Die will give a measure of the courts response.

Success with Crit Die	Result
01 - 08	The character is a model of courtly behaviour and is regarded with considerable approval by everyone.
09 - 10	The character exhibited True Courtosie
Failure with Crit Die	**Result**
01 - 09	The character has committed a breach of courtesy, enough to raise eyebrows if his manner fails to improve considerably in the near future.
10	The character has committed a serious breach of etiquette. Depending on the circumstances, the offence might be grievous enough to merit a challenge to combat on the field of honour. Or it might only arouse reactions ranging from disapproval to anger and dismissal of the character as one out of favour.

Table - Courtly Manners Results

Heraldry

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 3 BCS 40%; 500 Exp

[TR] The character has been given training or has gained through experience the ability to read the heraldic patterns and devices used in coats of arms and on shields worn by the chivalry of his homeland and its enemies. Such knowledge will give him the ability to identify who individual knights and nobles are from their arms.

In a foreign land however; the character will have a penalty to his roll of -20% to his TSC% until he has become accustomed to the armorial devices and spends 500 experience points to gain the knowledge.

This skill is essential on the battlefield with the arms worn by the fighters the only way to tell what side the combatants fought for as most were clad head to toe in steel.

Results from a heraldry roll can be found on the table Heraldry Results.

Success with Crit Die	Result
01 - 08	The arms have been identified correctly.
09 - 10	The arms have been identified and the background of the wearer has been recalled. If the wearer is an important noble, a success with a Crit Die between 05-10 will achieve the same result: such men are more likely to be known and remembered!
Failure with Crit Die	**Result**
01 - 09	The arms have not been identified.
10	The arms have not been identified but the character mistakenly identified them! Such cases of mistaken identity can have serious consequences.

Table - Heraldry Results

Outdoor skills

Blending into Surroundings

Attributes: ..... Wisdom & Agility
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Alertness Sight

With suitable clothing, colours that are subdued or matching of the environment, the character is able to blend his outline into the background and avoid being seen.

1. Concealed behind cover **or** wearing appropriate camouflaged clothing he gains a bonus of 10+1D10% to his TSC%
2. Concealed behind cover **and** wearing appropriate camouflaged clothing he gains a bonus of 20+1D10% to his TSC%
3. If wearing brightly coloured or otherwise conspicuous clothing that stands out from the background such as a red cloak in the greenery of the forest he gets a penalty of -20% to his TSC%. The more completely foppish or outlandish the attire the higher the penalty can rise up to 50% to his TSC%

If as an observer you have this skill you can sub your Blending into Surroundings PSF% for your Alertness PSF% when you are actively looking for someone who is hiding from you as this skill includes spotting camouflage as well as camouflaging yourself.

While in urban settings this skill use is at ½ PSF% as these settings are usually open and bland with little cover to conceal one's self.

Calm & Attract Animals

Attributes: ..... Bardic Voice & Discipline
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Willpower
Prerequisite..... Intentions of Animals at same Lvl

[TR] While using this skill can appear to be Magickal in nature to the city folk or the uninitiated in the natural ways, it is born from the knowledge and confidence of the character when facing animals. It is his confidence bearing and manner, his force of will that causes the creature to hesitate and become indecisive, perhaps even approach cautiously.

When within 30 feet and able to meet the animal's gaze he speaks in a quiet, soft and soothing tone. Only one small animal per 10% of PSF% or one large animal per 20% of PSF% can be held and for a period of 10 seconds, after which another check is made to see if the character can maintain the influence he has gained over the beast and hold it for a further 10 seconds.

Success with Crit Die	Result
01 - 05	Animal remains motionless only for 10 seconds, provided no one moves toward it, then will run away.
06 - 08	Animal stands motionless while the character approaches to 5 feet at this time. If successful with a Crit Die 06 - 10, the animal befriends the character, etc.
09 - 10	Animal approaches, befriends the character and does not behave in a fearful or hostile manner during this encounter.
Failure with Crit Die	**Result**
01 - 04	Animal slips away without undue haste or alarm.
05 - 10	Animal either charges or flees, according to its nature, size and the circumstances (that is, large fierce bears may charge, but small timid chipmunks tend to flee!)

Table -Calm & Attract Animal Result

See the table - Calm and Attract Animal Results for the chances available to the character.

The types of animals he can affect are limited to those he knows from his native environment or animals he has studied, requiring a check of his Bestiary Lore skill. Success negates any penalties with strange beasts.

Use these following conditions in applying this skill

1. Small animals can be calmed/ attracted without penalty
2. Characters with a PSF% below 27% can calm/ attract large animals at a penalty of -1D10%
3. Exotic animals have a penalty of -2D10% until a character has a successful use of this skill on the beast
4. Using this skill on a Legendary beast gets a penalty of 10+2D10% until a character has a successful use of this skill on the legendary beast.
5. Speaking the language of the beast gains a bonus to the skill TSC% of +2% per level in the beast tongue.

Covering Tracks

Attributes: ..... Intellect & Agility
Level: ..... DF: 4 BCS 30%; 600 Exp

The character knows methods to obscure the traces that he leaves behind so that someone trying to follow him cannot do so easily. A skill roll is made every mile or whenever he changes his direction of travel. His speed of travel is reduced to 1 mph while engaged in covering his tracks. The table below Covering Tracks Results show the outcome based on the Crit Die.

Success with Crit Die	Result
01 - 06	The character's PSF% in covering tracks will be added to the die roll of the person or creature following him
09 - 10	The trail was completely obliterated. The tracker needs a critical success to find the trail again after an hour's search
Failure with Crit Die	**Result**
01 -09	The tracker gains a bonus of +10% to his chance of picking up the trail as signs have been left behind
10	The tracker has found a clear trail and has a bonus of +30% to his chances of following it.

Table - Covering Tracks Results

Detecting Snares

Attributes: ..... Wisdom & Intellect
Level: ..... DF: 4 BCS 30%; 600 Exp

See detecting mantraps under thievery. This skill operate exactly the same way, only the skill check applies to detecting traps hidden in the natural environment. The skill has a penalty equal to the PSF% of the person who set the traps

Finding Direction

Attributes: ..... Wisdom & Intellect
Level: ..... DF: 2 BCS 50%; 400 Exp

A character is able to find true north using his knowledge of the sun position and stars at night as well as other natural signs like moss growing on trees etc. Characters that also have the Astronomical Lore skill gain a bonus of +1 to their TSC% for every 5% of the PSF in Astronomical Lore and if it is above PSF 67% they get a +1 to the crit result as well.

Finding One's Location

Attributes: ..... Wisdom & Agility
Level: ..... DF: 3 BCS 40%; 500 Exp

The character can use local landmarks and his knowledge of the area to figure out his location. This skill is at its best in familiar regions. In unfamiliar surroundings the character functions at only ½ PSF% in this skill, provided he is able to observe and make note of the landmarks and prominent features at an earlier time. The table below Finding One's Location Results gives details of results from the Crit Die.

Having a map will give a bonus to the character's TSC% of 10+1D10% and depends upon the quality of the map and the availability of visible landmarks in the current environment. Jungle and barren deserts are tough environments to navigate.

If the character has the skill geographical lore he gains a bonus of 15+1D10% when in familiar territory or has some book knowledge of the area he is in.

Success with Crit Die	Result
01 - 08	The character knows his approximate location.
09 - 10	The character knows his exact location
Failure with Crit Die	**Result**
01 - 08	The character has a very vague idea of where he is.
09 - 10	The character is totally lost and disoriented. The character remains so for 10 minutes x 1D10. Even if he has a map, he cannot read it correctly/ If he spots familiar landmarks, he fails to recognise them etc. If he fails his next attempt to find his location he becomes truly lost for 1 hour x 1D10

Table - Finding One's Location Results

Finding Water

Attributes: ..... Wisdom & Agility
Level: ..... DF: 3 BCS 40%; 500 Exp

In a survival situation, after shelter, finding water is the most important thing. The skill assumes a water rich environment, in dry conditions such as grassy steppes the character's chance of finding drinkable water is at ½ PSF%. In desert terrain this will tumble to ¼ PSF% of finding water and a Crit Die result of 6-10 for it to be drinkable. Alkali water and high turbidity make water poisonous to man and beast.

Those who are in familiar territory and have the skill Finding One's Location have a better chance of finding water, gaining a bonus of +2D10% to their PSF%.

A character can check to see if he has discovered water after 1 hour of searching in a water rich environment or after 3 hours in a dry environment. In a desert type of terrain the search can be 6 hours or longer. If they are in the general area of a known source the search time before a check can be 10 minutes. The table below Finding Water Results gives details of results from the Crit Die.

Success with Crit Die	Result
01 - 09	The character has found sufficient drinkable water for present. If the water source is in the desert, the Crit Die is 01-05 the water will be tainted and unusable for man and beat. It will produce an upset stomach or worse.
10	The character finds a natural spring of pure drinking water
Failure with Crit Die	**Result**
01 - 07	The character has failed to find water
08 - 09	The character has found water but it is tainted and dangerous to drink. If used by anyone it will produce gastric distress or worse.
10	The character has found poisonous water.

Table - Finding Water Results

Fishing

Attributes: ..... Wisdom & Agility
Level: ..... DF: 3 BCS 40%; 500 Exp

An important skill in any period fish were and still are a main source of protein using up little calories to obtain them given enough skill. The character has the skill to catch fish using a variety of methods, hook and line, spear, tickling nets and trot-lines. Make a 1D100 roll every 30 minutes and compare the results to the table below Fishing Encounters to find out if the character encounters any fish and their size. If he does then make a 1D10 roll and compare the result to the table below Fishing Numbers to find the possible number of caught fish.

Once the type and number of fish are known make a skill check for each and compare to the table Fishing Results below.

Fish Size	Encounter % Stream	Encounter % Lake	Encounter % Ocean
No fish	01 - 50%	01 - 50%	01 - 50%
½ lb.	51 - 65%	51 - 60%	51 - 60%
1 lb.	66 - 80%	61 - 70%	61 - 70%
2 lb.	81 - 90%	71 - 80%	71 - 80%
3 lb.	91 - 97%	81 - 88%	81 - 85%
4 lb.	98 - 99%	89 - 93%	86 - 90%
5 lb.	100%	94 - 97%	91 - 95%
5 + 1D10 lb.	-	98 - 99%	96 - 99%
10 + 2D10 lb.	-	100%	100%

Table - Fishing Encounters

1d10	Chance to Catch
01 - 07	1 fish
08 - 09	2 fish
10	3 fish

Table - Fishing Numbers

Success with Crit Die	Result
01 - 09	The Character catches the fish
10	The Character catches the fish easily and with aplomb.
Failure with Crit Die	**Result**
01 - 09	The character fails to catch the fish
10	The character not only fails to catch the fish but falls into the water scaring away any remaining fish

Table - Fishing Results

Foraging for Wild Foods

Attributes: ..... Wisdom & Intellect
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has the knowledge and skill to be able to find edibles such as fruits, berries, nuts, mushroom, roots etc. Given a 24 hours period he may undertake a max of 6 searches in woodlands or 3 in open country and one in desert terrain. The table below Foraging for Food Results gives success details from the Crit Die results.

Forester's Stealth

Attributes: ..... Wisdom & Agility
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Alertness Sound

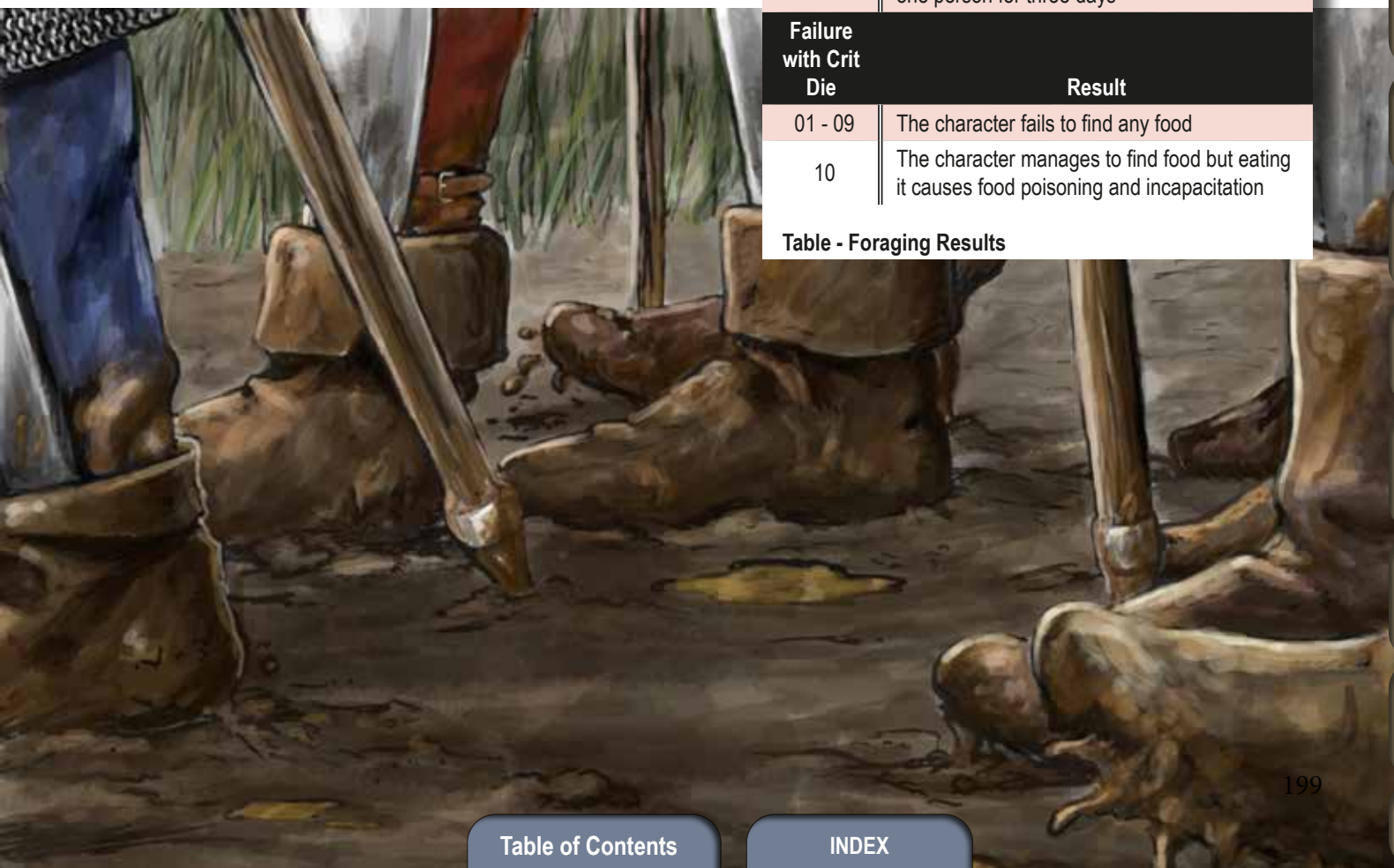
The character is adept at stalking other character's, NPCs, beasts or monsters in a natural outdoor environment. The hunted must make a successful Alertness: Sound - PSF% of the stalker to be able to detect the character through hearing suspicious noises. Even then the observer will need to locate the source of the sound and this may be hard to do even if looking in the right direction.

An observer who has skill in Forester's Stealth can sub his PSF% in this skill when actively looking for someone moving in a stealthy manner in the wilderness.

Forester's Stealth can be used in urban surroundings, though he will be at ½ PSF% in the skill.

Success with Crit Die	Result
01 - 05	The character finds enough food to satisfy one person's needs for one day
04 - 09	The character finds enough food for two people for one day or one person for two days
10	The character finds enough food for three people for one day or for one person for three days
Failure with Crit Die	**Result**
01 - 09	The character fails to find any food
10	The character manages to find food but eating it causes food poisoning and incapacitation

Table - Foraging Results



Intentions of Animals

Attributes: ..... Wisdom & Intellect
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has experience and skill at reading the intention of animals. This skill give the character knowledge of the intentions of two types of animal, each time a skill level is purchased he must decide which type to learn. For example, when he buys his first level in the skill he might chose to have knowledge over the intentions of Deer and Wolves as these are commonly found in his local woodlands. If the character also has basic knowledge in Bestiary Lore he can add a third animal for each level of skill he purchases in Intentions of Animals. The table below, Intention of Animals Results, gives details of the skill rolls outcome based on Crit Die.

Success with Crit Die	Result
01 - 06	The character has read the animal and knows its general mood (angry, curious, fearful etc.)
07 - 10	The character knows the animals intentions. If it is going to attack, he anticipates what it is going to do and gets a bonus of +1-% when striking at it with a weapon or dodging.
Failure with Crit Die	**Result**
01 - 09	The character fails to read the animals mood and intention. He does know the animal is unreadable and therefore unpredictable.
10	The character not only fails to read the animal but has mistaken the animal's intentions. The player is not informed of how bad the failure is. Rather, the gamemaster leads him to think his character has read the animal's intentions.

Table - Intentions of Animals

Setting & Disarming Traps

Attributes: ..... Intellect & Agility
Level: ..... DF: 4 BCS 30%; 600 Exp

See the skill Setting and Disarming Traps under thievery as this skills operation is that same, except that is covers traps for catching animals. The skill has a negative modifier for disarming equal to the PSF% of the person who set the trap.

Tracking Prey

Attributes: ..... Wisdom & Agility
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has experience of spotting and reading the tracks left behind by creatures in the countryside. The TSC% is modified by situation as in the table below Tracking Prey Modifiers. To see how successful the character is at following a set of tracks, make a skill roll including the modifier that are relevant from the table below Tracking Prey Results. This skill can be used in a town or a village but the trail is considered to be rocky ground, even if the streets are dirt or mud. There are many cross trails and confusing signs in a well trodden village or town path, reduce to ½ PSF%. Skill levels have to very high to be able to track in an urban setting.

Success with Crit Die	Result
01 - 05	Tracker has found the trail
06 - 09	Tracker find a good trail and gains a bonus of +1D10% to his TSC% on the next tracking roll
10	Tracker has unmistakeable signs and gains a bonus 10+1D10% to his next tracking roll
Failure with Crit Die	**Result**
01 - 08	No discernible tracks can be found. Search for 15 minutes and check again
09 - 10	The trail has been lost. Search for 1 hour and check again. The character suffers an additional penalty of 13% on his next tracking check.

Table - Tracking Prey Results

Tracking Circumstances	Mods
The tracks cross soft earth or ground, including snow.	+60% - 10% per 8 hours of cover after the tracks were made
There are clear tracks, almost impossible to miss. The tracks cross tall grass, dense undergrowth, reeds, etc. which will show frequent signs of passage	+40% -10% per 4 hours after the racks were made
Tracks cross normal ground. There are occasional signs of passage.	+20 - 10% per 2 hours after the tracks were made
Tracks cross hard earth. There are few signs of passage.	+0% - 5% per hour after the tracks were made
The tracks cross rocky surfaces or swampy flooded ground. There are few signs of passage.	-10% - 10% per hour after the tracks were made.
Per hour in which bad weather (rain, snow, dust-storms etc.) obscure the tracks.	-10% - 1D10% per hour the conditions persist
Dim light and darkness hide the tracks, even if lit by moon or torch	-5D10%
Attempt made to obscure tracks	PSF% of Cover Tracks
Per additional person/animal in the party being tracked	+5%
Per mph the tracker is moving faster than 3mph	-10%
The tracker has keen or poor vision	add/subtract % of bonus penalty

Table - Tracking Prey Modifiers

Perception Skills

These skills involve the natural senses of the character and knowledge of the surrounding world to make comparisons and judge what is out of place. A character need not posses the skills; he can attempt to use them at the BCS% for any requires skill check.

Alertness: Sight

Attributes: ..... None / Sight Modifier
Level: ..... DF: 7 BCS 5%; 900 Exp

The character can tell that something is out of place without actively looking for it. This speciality skill receives no Attribute Bonus. However, the character's PSF% does increase by +3% per level gained.

The skill can also be used in conjunction with another detection skill that character has trained in to find out if he has spotted something without being on alert for it. In such situations the character gets a bonus of ½ PSF% of the relevant skill.

However, suppose that the character is alert to certain activities. In this case the relevant skill does apply as he is actively on watch for such activities. If the person is naturally deaf, they get a +20% to their TSC this represents the heightened use of sight as a sense.

Lets say that Thornton has skill in Detecting Thievery (PSF 24%) but he is not actively using this skill. His subconscious mind however might pick up on some subtle clues that a thievish act is going on within his view. This is where Alertness Sight comes into play, Thornton has 5% in Alertness Sight (basic Knowledge) but he is a trained Thief, that means he gets a bonus to his Alertness Sight of ½ PSF% in Detecting Thievery i.e. 12%

Perhaps Thornton and his buddy are walking through a crowded marketplace and the player declares that his character is on the lookout for any thievish activities. He makes a check on this Detecting Thievery since he is actively looking rather that using his Alertness Sight skill.

If the character does not have an appropriate detection skill but still does wish to actively search for a specific action or event then his Alertness Sight skill will apply but he will gain a bonus of +10% to his TSC%

Alertness Sound

Attributes: ..... None / Hearing Modifier
Level: ..... DF: 7 BCS 5%; 900 Exp

This is a core skill and measure the character's ability to hear things out of place while not consciously listening for things. This special skill has no attribute bonus but the character's PSF does increases by 3% per level gained.

This skill can be used in conjunction with another detection skill that the character has learned in order to find out if he has heard something without being on alert for it. In such a situation the character gains a bonus of ½ PSF of the relevant skill. However, if the character is alert for a specific noise, in such a case the relevant detection skill applies.

In the case where the character does not possess a relevant detection skill while alert for noises then his Alertness Sounds is used with a +10% bonus to his TSC% See the example for Alertness Sight.

Example

A member of the sewer rat thieves guild is blending into his surroundings while casing a house to rob later that night. William is actively looking for such activities but does not have a specialised skill to help him. William has level 1 in Alertness Sight so has a PSF 3% and as he has declared he is actively seeking such activities he gets a +10% bonus to his TSC% this gives him a final TSC% of 5 + 3 +10 = 18% The sewer rat thief will make his Blending into Surroundings skill roll and if he succeeds then William must succeed with his Alertness Sight roll after taking a penalty of the Blending into Surroundings PSF% in Blending into Surroundings in order to actively detect the thief.

Detect Lie

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 5 BCS 20%; 700 Exp

This skill measures the character's skill at telling the difference between someone telling the truth and lies. This is not a simple thing to do, if a lie was being told, Detect Lie can be applied directly to see if he has spotted some tell or story discrepancy that gave away the lie. If however, a character is the subject of a Con, he can resist the con using his Detect Lie less the PSF% of the one undertaking the con. In some cases the skill may not be need to discover the lie, for instance if a character has skill in Lapidary and a con artist is attempting to sell a cheap semi precious stone as a valuable ruby, the character would use the skill with the best chance i.e. the highest PSF% to spot the con.

Read Character

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 5 BCS 20%; 700 Exp

This is not a hard and fast Magickal kind of ability, it is more like the capacity to assess a person's character from their behaviour, the way the speak and carry themselves, how they apply their intellect and wisdom. The skill is penalised at first because one is unfamiliar with the subject, the modifiers to the character's TSC% are shown in the table below Read Character Modifiers. However over time with interaction with the subject of this skill, he takes in more clues and indications giving him enough to place piece of the puzzle together and garner an idea of their true nature. This growth in knowledge of the subject over time is reflected in the reductions of the penalties to the skill and then bonuses. At high skill levels even a cold read can give some useful information. The use of this skill is better suited for the use on NPC.

Example

A con artist is trying to sell a chunk of pyrite (fools gold) Godred has a PSF 18% in Goldsmithing and a PSF 4% in Detect Lie. To maximize his chance of detecting the con Godred decides to use his Goldsmithing PSF% this will now give him a TSC% in detect lies of 20 + 18 = 38% as compared to 24% when using his detect lies PSF%

Period Known	TSC% Modifier[1]
Initial Meeting	-30%
Known for 1 week	-25%
Known for 1 month	-20%
Known for 3 moths	-15%
Known for 6 months	+10%
Known for 9 months	+5%
Known for 1 year +	0%

[1] If the person is known intimately that is close contact for more than 12 hours a day, then the reader gains a bonus of +5%

Table - Read Character Modifiers

Lip Reading

Attributes: ..... **Intellect & Wisdom**
Level: ..... **DF: 5 BCS 20%; 700 Exp**

This skill represents focused ability in understanding another's speech by their lip and mouth movements (the target's mouth must be visible for this to be possible). If partial, or broken speech can be overheard, the lip reader gains a bonus of +10 to their TSC%. If the person lip reading is deaf, they get a +20% to their TSC, this representing the heightened use of sight.

Seamanship Skills

Fisherman

Attributes: ..... **Strength & Constitution**
Level: ..... **DF: 3 BCS 40%; 500 Exp**
Prerequisite..... **Fishing & Sailing Small Boats**

The character has time, experience and training and is likely a fisherman by trade. He knows the habits of local fish and where and how best to catch them. The skill covers the knowledge of which fish prefer wrecks, reefs etc. and the skill can be used to identify where these wrecks or reefs lie.

The size and number of fish encountered are shown in table - Fishing Encounters on Page 198 to reflect the fisherman's increased knowledge he gains a bonus of +3% x Crit Die to his 1D100 roll. However, in respect to the number of fish that might be caught he multiplies the number on table - Fishing Numbers Page 198 by x3 if using a rod and line and by 10 if using nets. Only make one roll to find out whether the fish have been successfully caught regardless of the number available.

Example

Harold is skilled in Read Character, upon his first meeting with Richard and NPC his reading is a failure. The Gamemaster informs him that he observed nothing to raise his suspicions nor to win his confidence. Harold tries again after several weeks of interactions with Richard. This time he was successful and the Gamemaster informs him that while Richard seems to be a trustworthy person something has him doubting Richard's sincerity or honesty. Nothing definite but enough to keep Harold alert and watchful. Clearly Harold is going to have to come to terms with what is really going on.

Mariner

Attributes: ..... Strength & Constitution
Level: ..... DF: 4 BCS 30%; 600 Exp
Prerequisite..... Sailing Small Boats

[TR] The character has felt the call of the sea and probably has his career based out on rigged boats and ships. The character has knowledge and experience getting around a ship and being able to tie the required intricate knots, handle rigging and tackle, man the tiller, oars and all the other shipboard activities required of a sailor. Mariners enjoy advantage when fighting aboard a ship in attack and defence against a landlubber. He gains a +1% bonus per 3 PSF% he has in the mariner skill. This modifier is added to any weapon skill in attacking or parrying, using a shield or dodging a blow.

Note: This bonus does not apply to offensive spell castings, unless the Mariner is also a mage that is skilled in Basic Magick Water.

Piloting & Navigation

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp
Prerequisite..... Fishing & Sailing Small Boats

[TR] A character with this skill is trained to determine the position of a vessel and maintain it under a proper course by observing the prevailing conditions such as wind. Tides, currents, knowledge of important landmarks, channels and other seen and unseen hazards such as sandbars or reefs with the use of a sounding lead and line. He can also navigate by map and observation of the sun in the day and constellations at night.

Any character who also has been trained in Arithmetic and Mathematics gains a bonus to their Piloting and Navigation skill of +1 to their TSC% for every 5% of their PSF% in Arithmetic and Mathematics. They also get a +1 to the Crit Die if they have an Arithmetic and Mathematics at 67+ PSF%.

Any character who is trained in Astrology Lore gains a bonus of +1 to their TSC% in Piloting and Navigation for every 5 PSF% in Astrology Lore . They also get a +1 to their Crit Die if their Astrology Lore is at 67+ PSF%.

Sail-making & Rigging

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 2 BCS 50%; 400 Exp

[TR] The character has training and experience with cords, ropes, cable and canvas sails, in their maintenance and the running of this gear aboard fully rigged boats and large ships. He can also make major repairs and fully rig small boats and large ships alike including their blocks and tackle as needed.

Sailing Small Boats

Attributes: ..... Strength & Agility
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has experience and training in handling small boats and sail boats, steering, rowing, making sail etc. It is also useful for sailing larger vessels like shallow draft river going boats, barges and small river ships. Ocean-going ships under 50-ton burden may be sailed using this skill but passing out of sight of lands and without navigation becoming lost is almost a certainty.

Ship's Carpenter

Attributes: ..... Strength & Agility
Level: ..... DF: 4 BCS 30%; 600 Exp
Prerequisite..... Carpentry

[TR] The character is skilled at fashioning and repairing any wooden items required on board a ship. They are capable of building small craft and ocean-going ships, either from experience, taking longer, or under the direction of a master shipbuilder with drafted plans.

Shipbuilder Maritime Architecture

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 5 BCS 20%; 700 Exp

[TR] The character's skill, experience and training in the know-how of design and supervision of the building of a wide variety of vessels up to large ocean going trade or war ships. Any success of the skill roll means the laid down design will work as a vessel, however a Crit Die of 10 and a superior craft has been designed. Such craft will be +1d10% faster than normal for her type. Any failure and the design needs to be scrapped and redrawn.

Characters who have basic knowledge in this skill are able to learn Ship's Carpenter at +10 PSF%, so they can both design and build any water-borne craft.

Skills for Thieves, Rogues & Desperate Men

The skills listed below will be needed by those characters who have decided to live at the edge of society's laws and morals and have few if any scruples about doing shady or blatantly criminal acts to plump up their purse with a few silvers. Some of the skills however, might be practiced by law abiding folk, like disarming mantraps or even picking locks. Please bear in mind that possessing a thievish skill is not the same as being a thief.

At the discretion of the gamemaster, he might chose to roll the skill checks for some of these skills in secret, that way the character practising those skills will not be sure if he succeeded or failed in his task. Is there a trap in the alcove with the jewelled statue? Did I conceal that stash safely from prying eyes? etc. Sometimes only time will tell…

Administer Poisons and Drugs Undetected.

Attributes: ..... Intellect & Discipline
Level: ..... DF: 4 BCS 30%; 600 Exp

Assassination sometimes involves stealthily administering drugs or poisons to an unsuspecting victim. When done in secret the TSC% applies to spotting an opportunity to complete the action without being interrupted. When done in public it avoids detection from onlookers, but the skill is at ½ PSF% as the chances of being spotted are greater than interruptions for a deed done in secret. The Table - Administer Poisons Results shows how successful the poisoner has been.

The skill may be resisted by anyone with Detecting Thievery or Administer Poisons and Drugs Undetected, they can make a skill check - PSF% of the poisoner to see if he spots the attempt. The observer must have a clear view to the poisoner in order to be able make a skill roll.

Backstabbing

Attributes: ..... Intellect & Agility
Level: ..... DF: 5 BCS 20%; 700 Exp

[TR] The character has knowledge of the human anatomy, specifically to do with inflicting the greatest amount of harm with a stabbing blade of 2 feet or less. It involves sneaking up on a victim with the intent of inflicting a fatal blow. A successful backstab inflicts more damage to the victim as the blade is carefully directed towards vital organs, increasing the chance of an instant kill.

Success with Crit Die	Result
01 - 09	No one notices the character has administered the poison.
10	The act went unnoticed. The drug or poison has a maximum effect, the victim does no make a roll to counter the effects on the first check, which buys the poisoner time to make himself scarce.
Failure with Crit Die	**Result**
01 - 09	No opportunity arises to administer the drug or poison.
10	The character is caught in the act

Table - Administer Poison Results

Backstabs will not instantly kill a player character: these are the heroes of the story you are telling and they would never exit a story in such a simplistic and brutal manner. They are to leave battling dragons or evil necromancers. The best a good backstab can do to a character is a severe blow leading to unconsciousness.

A backstabbing attempt is not normally part of a combat round, but should happen this way then it takes +3 AP to deliver the blow. The assassin needs more time to select his target of vital area to strike. The backstab is normally delivered to the neck, upper back, lower back areas. Upper arms and leg cuts can be lethal from bleeding via severing of the femoral or brachial artery but this takes a longer time, unconscious after a minute and death following up to 4 minutes later.

The success chance of any backstab is based on the lower of the weapon skill or the backstabbing as modified by the table Backstabbing Location Modifiers below.

The table - Backstabbing Results show the outcome of the attempt at backstabbing. If successful and the character scores a critical hit, it is based on that of the weapon used, with a bonus of +1 to the Crit Die for every 20% (round up) the character has in Backstabbing skill.

Back Stab Example

A warrior wearing armour, giving -6 hit points of protection, guards the door to the Barbican of Castle Benarmon. Behind lurks the skilled assassin Gian-Carlo Venuti with **STR 12**.

Successfully sneaking up to striking range, Gian-Carlo stabs to the back torso with his poignard. He has Knife & Dagger Fighting at 63 PSF% and Backstabbing at 35 PSF%. His Backstabbing PSF% gives him 35 / 20 = +2 to Crit Die.

Due to his Backstabbing being lower than his Knife & Dagger Fighting skill he has to make his skill roll against his Backstabbing skill. As he is aiming for the warrior's torso (chest) he gains a bonus of +10%. He strikes successfully with Crit Die 08 which gives him a modified Crit Die of 8 + 2 = 10 (a Critical Hit). Thus he does 2 damage (Poignard) + 3 (Attribute Bonus) + 2 (Skill Bonus) + 10 (adjusted Crit Die roll) = 17 points of damage.

Subtracting -6 points for armour absorption, the remaining 11 points triples to 33 points of damage straight to Body. Add to that a second D10 roll due to it being a Critical Hit, which was 5, the total damage is 38 points compared to the guard's total of 38 Body Points. A check is now made for the effects of a targeted Critical Hit to the torso and find that the guard is down and dying, bleeding at 3 Body per combat round, so will pose no further threat to Gian-Carlo Venuti.

Target Area	Modifier
Neck	+10%
Upper Back	-10%
Lower Back	-5%

Table- Backstabbing Location Modifiers

Success with Crit Die	Result
01 - 09	Double the normal damage for the weapon, after taking armour into account. All damage is against the body levels and is counted as a critical hit, so the damage done should be compared to the normal critical hits
10	Triple the normal damage after armour is taken into account and the normal second critical die roll without taking armour into account is also inflicted.
Failure with Crit Die	**Result**
01 - 09	A clean miss because the weapon scraped against armour and was deflected or the victim moved at the last second.
10	A dropped weapon, the backstabber is badly off balance for one round so that anyone attacking him will gain a bonus of 50% to their TSC%

Table - Backstabbing Results

Concealing & Finding

Attributes: ..... Wisdom & Intellect
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has developed an eye for concealing items and finding those things that have been hidden. All characters may hide things or try to find things that are hidden, of course; however, it only becomes a resisted skill once a character has at least basic knowledge. In addition to the PSF% of the concealer, the Gamemaster may, at his discretion impose penalties of between -10 and -30% on finding an item based on the method of concealment used.

Detecting Thievery

Attributes: ..... Wisdom & Agility
Level: ..... DF: 5 BCS 20%; 700 Exp

The skill enables the character to detect someone committing thievish activity, like stealth of thieves and assassins or picking pockets. It also gives the character the ability to spot suspicious individuals from the way they are acting, then focusing attention on them and possibly catching them in the act. The skill applies to both spotting someone picking your own pocket or scanning an area over a radius of 30 feet and detecting any thief about his unsavoury business.

Detecting Mantraps

Attributes: ..... Wisdom & Intellect
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... Detecting Mantraps

The character has training and experience in spotting camouflaged mantraps.

Disguises

Attributes: ..... Wisdom & Intellect
Level: ..... DF: 3 BCS 40%; 500 Exp

The character has training and experience in the art of changing his looks and masking his true identity. The skill is related to the Arts and Entertainment skill of Acting: Costume and Makeup. It also enable a beggar to put on the guise of someone who is crippled or horribly disfigured. It involved a little acting ability, as a good disguise depends on behaving so that one blends into the crowd.

A spotter who knows the character in disguise, give the character a penalty of 15% to his TSC%; if the person knows the character very well or intimately then a penalty of -25% to his TSC% is reasonable.

Evaluating Goods

Attributes: ..... Wisdom & Intellect
Level: ..... DF: 2 BCS 50%; 400 Exp

Through experience is able to make a fair assessment of the worth of an item. Anyone with specialised skill is able to evaluate with a greater accuracy; therefore a goldsmith or silversmith can appraise a piece of jewellery, a weaponsmith can better estimate the value of a sword and so on. The thievish skill of Evaluating Goods enables a character to estimate an item's worth to within a +/- 50% range. The higher the Crit Die on a success the close to the correct value he gets. A failure and a high Crit Die result indicates a wildly flawed assessment of the items price.

Any character may spend 100 Exp to add a speciality with evaluating a specific type merchandise, for example cloth. These specialities add +15 to the Evaluate Goods TSC%

Hearing Rumours

Attributes: ..... Discipline x2
Level: ..... DF: 2 BCS 50%; 400 Exp

The character has a knack with gleaning bits of information, gossip, hearsay etc. about people, events or items. The Gamemaster will decide upon the length of time it takes for such details to come to the character's ear. Table - Hearing Rumours Results below shows what the character has managed to glean.

Success Crit Die	Result
01- 08	The character picks up reliable information that could prove useful or profitable. The higher the Crit Die the more reliable and detailed the information.
09-10	The character has detailed, highly accurate information on what he has been trying to find out.
Failure Crit Die	**Result**
01 - 09	The character has information that may be of use but it is also somewhat unreliable or misleading. The lower the Crit Die result the less accurate and reliable the information will be.
10	The character's sources have dried up, so he is able to hear nothing of value or anything he does manage to hear is untrue or contains serious errors

Table - Hearing Rumours Results

Garrotting

Attributes: ..... Strength & Agility
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character has been trained in the art of wrapping a thin but strong wire or silk garrotte around the neck of an unsuspecting victim. As with the skill Backstabbing, the character attempting to garrotte will probably employ Stealth of Thieves and Assassins to enable him to approach his target from behind to get within striking range. Alternatively he must be in place and able to slip the garrotte around the victim's neck by ambush.

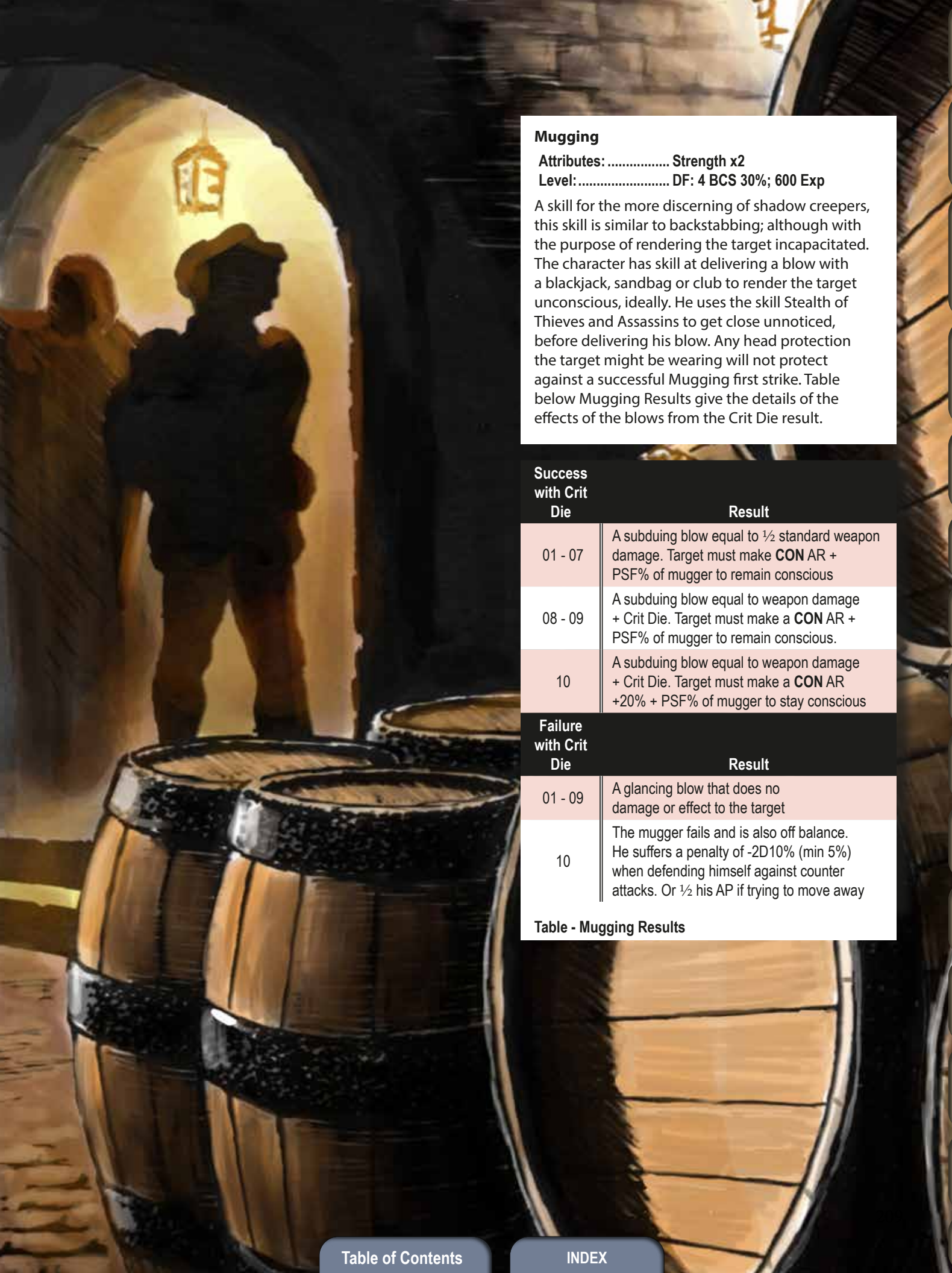
The victim must not suspect his intentions. Table - Garrotting Results shows the effects the character has achieved.

As with Backstabbing, garrotting should not kill PCs, but render them unconscious instead.

Neck protection (coif, plate, gorget etc..) eliminated the lethality of any strangulation weapons. Success merely gives the strangler a hold on his victim from behind. This can maximise the chances of another character to score a hit, as the restrained victim has his ability to evade or counter restricted. A success with a Crit Die of 09-10 cuts off any sounds the victim might make, beyond a gurgle or a wheeze. To break the hold the victim must succeed in a STR AR - Garrotter's PSF%

Success with Crit Die	Result
01 - 08	The strangling cord is successfully placed around the victims neck, cutting off all sound. It does damage of 1D10 + STR per combat turn the attacker can keep it in place. The victim can try to break free of the hold with a STR AR +PSF% of the attacker.
09 - 10	There is a possibility of an instant kill. It does damage of 2D10 + twice STR of attacker. Check against critical hits to the neck to see if the damage is lethal. If so, then the victim's larynx is crushed or his neck broken rendering him dead.
Failure with Crit Die	**Result**
01 - 09	Garrotter fails to place the garrotte around the victims neck
10	The Garrotter fails to place the garrotte around the victims neck and is also off balance. He loses a 2D10% (min 5%) when defending himself against counter attacks, or loses ½ his AP if trying to move away

Table - Garrotting Results



Mugging

Attributes: ..... Strength x2
Level: ..... DF: 4 BCS 30%; 600 Exp

A skill for the more discerning of shadow creepers, this skill is similar to backstabbing; although with the purpose of rendering the target incapacitated. The character has skill at delivering a blow with a blackjack, sandbag or club to render the target unconscious, ideally. He uses the skill Stealth of Thieves and Assassins to get close unnoticed, before delivering his blow. Any head protection the target might be wearing will not protect against a successful Mugging first strike. Table below Mugging Results give the details of the effects of the blows from the Crit Die result.

Success with Crit Die	Result
01 - 07	A subduing blow equal to ½ standard weapon damage. Target must make **CON** AR + PSF% of mugger to remain conscious
08 - 09	A subduing blow equal to weapon damage + Crit Die. Target must make a **CON** AR + PSF% of mugger to remain conscious.
10	A subduing blow equal to weapon damage + Crit Die. Target must make a **CON** AR +20% + PSF% of mugger to stay conscious
Failure with Crit Die	**Result**
01 - 09	A glancing blow that does no damage or effect to the target
10	The mugger fails and is also off balance. He suffers a penalty of -2D10% (min 5%) when defending himself against counter attacks. Or ½ his AP if trying to move away

Table - Mugging Results

Picking Locks

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 3 BCS 40%; 500 Exp

Locks of the early days were large, clumsy and only deterred those who were unskilled and had no knowledge of their workings. A skilled thief had little trouble with his bag of tools and knowledge of the locks workings. Using beeswax, he could make an imprint of the key, if it was available to him, then the TSC% represents the quality of his reproduction, no penalties for complexity and difficulty will apply when the key is made. The table below, Picking Locks Results, shows how effective his efforts have been based on the Crit Die roll.

The Gamemaster will decide the difficulty of the lock by assigning it a penalty to open between 0 and -50% to reflect the complexity of the mechanism and its strength. It is only after a thief has tried and failed to pick a lock that he can gauge the penalties he has to face with picking that lock.

Success with Crit Die	Result
01 - 09	The lock has been picked
10	The lock has been picked with consummate ease regardless of the lock's difficulty
Failure with Crit Die	**Result**
01 - 08	The thief has not yet figured out how to manipulate the wards
09 - 10	The thief is having trouble with the lock. Increase the time need for the next attempt and increase the lock's difficulty by 10%

Table - Lock Picking Results

The other factor that the Gamemaster needs to decide is the time required to make the picking attempt, with most average locks taking anywhere from 15 seconds to 2 minutes. Those of exceptional craftsmanship may require up to 5 minutes per attempt. With three failures at picking a lock the thief is considered to be baffled by the mechanisms and cannot open the lock with his skill at this time. More forceful, destructive and noisy methods are required and the hammer and chisel should always be included in a burglary kit.

Picking Pockets & Cutting Purses

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 3 BCS 40%; 500 Exp

This is the classic bread and butter skill of the street urchin. Unwary market goers and crowded tavern dwellers all have the contents of their pockets and purses at risk without realising it. Anyone with the skill Detect Thievery can detect the attempt on their wealth by rolling his own TSC% - PSF% of the pick pocket. The result based on the Crit Die roll are shown on the table below, Picking Pocket Results.

Those character's who also have training in Sleight of Hand and make a successful skill roll on this before attempting to pick a pocket may add +2% x Crit die result to their TSC% in the Picking Pockets and Cutting Purses for the attempt.

Success with Crit Die	Result
01 - 09	The pocket has been picked and the contents removed
10	The pocket has been picked and the contents safely removed, they will not be missed for 10 minutes x Level in Picking Pockets
Failure with Crit Die	**Result**
01 - 08	The thief has not succeeded in making the theft
09 - 10	The thief has bumped and bungled badly enough to be detected. He has a penalty of 2D10% (min 5%) when defending himself against a counter attack, or ½ AP if trying to move away.

Table - Picking Pockets Results

Setting & Disarming Mantraps

Attributes: ..... Intellect & Dexterity
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has skill, training and experience in how to design, build and set mantraps or booby traps, to be used against sentient beings (people). A failure at design or setting up the traps means that it does not activate when triggered by the target. A success at design sets the difficulty level of the trap at the designer's PSF%; so any attempt at disarming will be resisted at the traps difficulty level. A successful roll in setting the trap and the device will activate when the target triggers a device.

This skill does not include the hiding or camouflage of the device which requires the skill conceal object to mask its presence from the target.

The character can also disarm mantraps with this skill. A skill roll is made and the result is compared to the table - Setting and Disarming Mantraps Results to see one's success chances.

The gamemaster may decide to roll the dice for the character skill roll with this skill in secret, so as to have a wide discretion when playing it out. Depending on what he learns the character may then attempt a disarming. Imaginative handling of this by the gamemaster can make for some high energy tension around the game table until the outcome is finally known.

Skulking in Shadows

Attributes: ..... Agility & Discipline
Level: ..... DF: 4 BCS 30%; 600 Exp

The character is adept at hiding while in shadows and this skill works in a similar way to the outdoor skill Blending into Surroundings. However camouflage would be dark clothing rather than clothes suited to hiding in a forest or other wilderness setting. Using super dark variations of a colour is preferred like blues, browns, greys etc. as a camouflage colour, totally black one colour clothing is too black and stands out from the subtle shadows of the night.

Success with Crit Die	Result
01 - 09	The character has a good idea of how the trap works and knows the odds. He also has a chance of springing the trap safely if he cannot disarm it. If he fails to disarm the trap, a Crit Die result of 07-10 means he has safely sprung the trap.
10	The character knows how to disarm the trap and does so with ease.
Failure with Crit Die	**Result**
01 - 08	The character can only guess at the odds and will not safely spring the trap if he fails to disarm.
09 - 10	The gamemaster may lie through his teeth and tell the character he knows the odds when he is wildly off in his guesstimate

Table - Disarming Mantrap Results

Stealth of Thieves & Assassins

Attributes: ..... Agility & Discipline
Level: ..... DF: 4 BCS 30%; 600 Exp

The character is able to avoid being detected and is able to close the distance on someone to within 30 feet using various techniques such as cover, shadows, blending into the crowd and just looking like an innocent bystander. The end result of this might be picking a pocket or delivering a blow such as a mugging or worse a backstabbing. If successful subtract his PSF% from his quarry's chance of detecting him. In urban setting he could be trailing, tracking his subject for information gathering purposes on his movements.

The gamemaster may decide to impose penalties on the skill roll between -10% and -30% depending upon the circumstances. A failure means a detection roll can be made to spot him if he is within sight or hearing range.

This skill can be used at ½ PSF% in a wilderness setting in place of the Forester's Stealth skill.

Success with Crit Die	Result
01 - 07	The person gives away some worthwhile leads to follow up, but not the information nor the contact he seeks
08 - 10	The person places him in contact with the person he is seeking. How well he role plays will determine the amount of information he obtains.
Failure with Crit Die	**Result**
01 - 07	The question may lead to a blank look or a suspicious frown. He either spoke to the wrong person or raised the interest of an underworld figure. If he moves on, he will perhaps get away with it.
08 - 10	The question causes honest folk to become very suspicious and denounce the enquirer. Underworld figures will be highly suspicious and must be won over before they will trust the character

Table - Streetwise Results

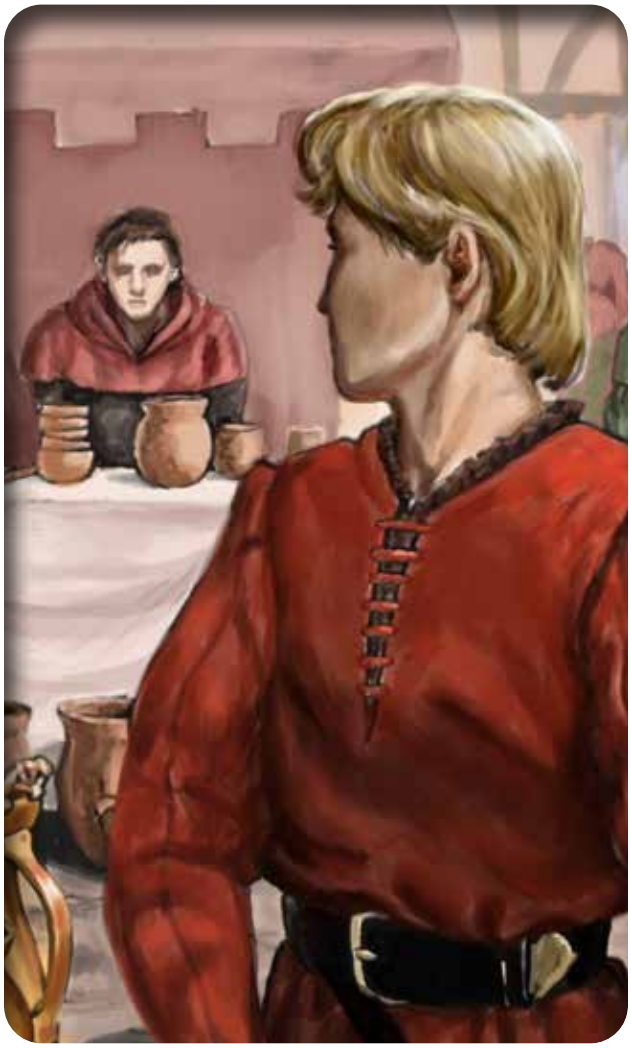
Streetwise

Attributes: ..... Intellect & Wisdom
Level: ..... DF: 4 BCS 30%; 600 Exp

The character has caroused and brown nosed, greased palms and done deals with and knows how things work in the streets of cities and towns. He does not take long in searching out who is who in a city, town or village. He can make contact with the members of the local thieves guild and other useful street folk. Once accepted he can more easily obtain information not available to the honest folks. This skill is the measure of his ability to pick the right person to question on matters of a less than law-worthy nature. See the table Streetwise Results for how successful his choice of person has been, based on his success or failure with the Crit Die result.

Once the roll has been made and the character has made a contact the player must role-play the situation he finds himself in. Streetwise is not a *'Do It All'* skill it will only open the right door wide enough for the player to show his cunning and exploit the contact for the insider information he needs. The liberal use of charismatic skills may always improve his situation in such a role.

If he fails he interacts with some honest townsfolk the character may have to use those charismatic skills to fast talk and back-pedal his way out of what could be a lot of trouble and a gaol cell. A con may be in order, either that or some slick silver-tongued waffle in role from the player.



Materia Magicka

This set of skills deals with lore concerning a wide range of Magickal subjects. In old scrolls and dusty manuscripts, the enquiring mind will search out the secrets of the ancients who came before him: they made all the mistakes and efforts and now he can ride their successes. The laws that govern the practice of magick itself lie at the very heart of this Arcane lore, thus the true mage will attain the Materia Magicka skills with a special fervour to win a greater understanding of the powerful forces he seeks to invoke, control and subdue.

The mage will attempt a reading of the omens to determine if auspicious or inauspicious at the moment he is to perform any important Magickal action. He seeks knowledge about strange beasts, enchanted races and the Magickal beings of the Astral realms, ghosts, demons, spirits or all sorts and motives who he might encounter in his exploration of the arcane. All these and many other topics considered dangerous, occult, forbidden are the substance of the Materia Magicka.

Artefact Lore

Attributes: ..... Intellect x2
Level: ..... DF: 6 BCS 10%; 800 Exp

The character has spent long hours seeking the knowledge of ancient and powerful items. The gamemaster may apply modifiers if the character is not familiar with the area the item is from. The character can recognise information about the ancient items that have been recorded in history or myth and legend. The more obscure the item, the lesser known it is, the less likely that the character has the information at hand.

The penalties imposed for finding such information might greatly extend the time before he allows the mage to make a roll for success or failure.

The character must have basic knowledge of Lore History and Legend skill to be fully effective with his Artefact Lore; otherwise he may only apply ½ his PSF% when using this skill.

He gains a bonus in TSC% Artefact Lore of +1% per 5% PSF he has in the appropriate History and Legend skill that has a bearing upon the subject of his search. If the character Artefact Lore TSC% bonus is greater +13% he also gains a +1 to the Crit Die roll. Use the table Lore Research in order to determine the outcome of his Artefact Lore investigation accuracy.

Demonology

Attributes: ..... Intellect x2
Level: ..... DF: 5 BCS 20%; 700 Exp

Through book learning, tuition from a summoner or direct experience, the character has knowledge of demons, how to identify certain types or specific individuals, how to summon and bind them as well as protect against them. The summoning method, as well as a mode of magick that has summoning spells, is necessary to actually perform a summoning to bring forth a demon.

When using this skill to make a determination of a demon, a successful Crit Die roll of 10 mean that he has learned the secret name of the demon he is summoning. The secret name has a special power over demons. He must remain in the binding circle for up to an hour or until dismissed and listen to the magus. He cannot attack the magus or any other within the protection of the magick circle; neither can he attempt to escape until the hour is passed or until the mage make an attack upon the demon. The mage may chastise the demon however, with an Eldritch attack, see the spells section for further details.

Use the **table - Lore Research page 179**, in order to determine the outcome of a Demon Lore skill roll for investigation accuracy of the data. Details of Demons and their abilities and skills can be found in the bestiary section.

Interpret the Omens

Attributes: ..... Wisdom & Discipline
Level: ..... DF: 5 BCS 20%; 700 Exp

[TR]The character has learned how to make prophesy from reading omens that presage the future through the charting of the stars (astrology), reading the entrails (haruspex or Augury), throwing of the runestones, reading tarot cards, or scrying through a crystal ball. The player must chose one specific method when his character first learns this skill. See the table - Methods of Divination Page 214.

On a successful roll, the Crit Die will show the gamemaster how much information the character learns. Higher rolls should yield more detailed and accurate data while failure and low Crit Die rolls will give scant and sometime misleading information though it will always concern the subject.

The gamemaster might, in order to limit the power of this ability, roll the dice in secret, that way leaving the player in doubt as to the accuracy and his level of potential failure or success. The answers should always be given in a general manner covering broad trends rather than specifics. *"The man in the long garb has a cloud of evil over him."* Does this mean the man is evil or he is being targeted by evil?

Alternatively, for the more creative, the answer could come as a riddle, something the GM has come up with in advance, or the character could use the extended Riddling skill to pick apart the clues, see more on that skill for a breakdown.

A character can pick up other forms of divination by expending an extra 900 Exp per form of divination. The extra forms are then raised in level separately from the initial from the first at the usual cost. Each area of divination will add +10% to the TSC% of the divination skill if that specialised form of divination is employed to Interpret the Omens.

Type	Method
Aeromancy	Interpreting clouds
Cartomancy	Reading Tarot Cards
Critomancy	Interpreting burnt offerings of food
Daphnomancy	Interpreting the crackle of burning laurel branches
Haruspication	Reading the entrails
Hippomancy	Interpreting the behaviour of horses
Hydromancy	Interpreting the flow, colour, swirl, ripples and ebb of water
Radiesthesia	Reading the divination-wheel
Astrology	Interpreting the movement of planets against the constellations of stars
Oneiromancy	Interpreting dreams
Pyromancy	Reading the fires
Rhabdomancy	Reading the yew rods/runes
Scapulomancy	Interpreting the cracking of scapulae (shoulder bones) placed in a fire
Ornithomancy	Interpreting the cry and flight patterns of birds
Sortilege	Casting of lots

Table - Methods of Divination

Faerie Lore

Attributes: ..... Intellect x2
Level: ..... DF: 3 BCS 140%; 500 Exp

The character has knowledge of, or experience with the faerie races such as brownies, pixies, elves, sprite or dryads. The character makes a skill check when they come across members of the fey races to identify them. The skill can be used to identify places where such races might be living, discern the signs of their presence in an area; and be aware of their customs and manners. The character is also aware of the weaknesses of such creatures and can recognise the tricks that they might play.

Use the **Lore Research table Page 179** in order to determine what information has come from his investigations and the accuracy of his data. On a critical success the character knows a lesser known weakness of the fey creature he is studying.

The bestiary section will have more details about these creatures, their social organisation, manners and vulnerabilities etc.

Lore of Correspondences

Attributes: ..... Intellect x2
Level: ..... DF: 5 BCS 20%; 700 Exp

[TR] This skill concentrates more on the Magickal nature and uses of materials rather than the source they come from. For example, a successful role will tell the user that Centaur Hide is aligned with the element of Earth and once prepared correctly the hide can acquire certain innate properties. This skill would not give the mage any knowledge of how to find a centaur, its social habits, manner etc. The skill also applies to plants and minerals with the same limitations. A mage might know that brass and bay are attuned to fire and bay has purifying properties, the skill however would not give any details of how to create brass or where you might harvest bay from.

Laws of Magick

Attributes: ..... Intellect x2
Level: ..... DF: 3 BCS 40%; 500 Exp

This skill gives the character the knowledge of the many types of laws that govern the realms of magick. It is considered a prerequisite for any spell casting activity. A mage without this skill is at a penalty of -15% to his TSC% in any of the methods of magick or spell casting. Of these laws many give bonuses to a mage as shown in the **table Laws of Magick**. The Casting mage may chose a skills roll against laws of magick, prior to casting to apply one of the laws to the spell.

Success with Crit Die	Result
01 - 07	The caster can apply the effects of a single law
08 - 09	The caster can apply the effects of two laws
10	The caster can apply the effects of three laws
Failure with Crit Die	**Result**
01 - 07	The chosen law has no effect
08 - 09	The chosen law has its effects reversed
10	As well as the law's effects being reversed, an additonal law at the game masters discretion is also reversed

Table - Law of Magick Results

Lore of the Dead

Attributes: ..... Intellect x2
Level: ..... DF: 3 BCS 40%; 500 Exp

The skill gives the character knowledge about those creatures of the undead, details on their vulnerabilities, haunts, and other facts that would be occult to the average person. Use the **Lore Research table Page 179** in order to determine what information has come from his investigations and the accuracy of his data. On a critical success the character knows a lesser known weakness of the undead he is studying. The bestiary section will have more details about these creatures, their social organisation, manners and vulnerabilities etc.

Magickal Beast Lore

Attributes: ..... Intellect x2
Level: ..... DF: 4 BCS 30%; 600 Exp

The skill gives an indication of the character's knowledge or experience with various Magickal beasts such as Trolls, Unicorns and Dragons etc. The character can use this skill to identify Magickal beasts, discern their habits and commonly known weaknesses. **Use the Lore research table Page 179** in order to determine what information has come from his investigations and the accuracy of his data. On a critical success the character knows a lesser-known weakness of the Magickal Beast he is studying. The bestiary will have more details about these creatures, their social organisation, manners and vulnerabilities etc.

Magickal & Enchanted Races Lore

Attributes: ..... Intellect x2
Level: ..... DF: 3 BCS 40%; 500 Exp

This skill gives an indication of the character's knowledge or experience with the Magickal and enchanted races such as Dwarves, Elves, Gnomes, Goblins, Orcs, Trolls, Ogres, Giants etc. Characters with this skill may make a roll when they come into contact with a member of such a race to identify them and aspects about them. They will have knowledge of the locations that such creatures inhabit, signs of their presence and familiarity of their customs and manners as well as vulnerabilities. Use the **Lore Research table Page 179** in order to determine what information has come from his investigations and the accuracy of his data. On a critical success the character's knows a lesser known weakness of the Magickal & Enchanted Race he is studying. The bestiary will have more details about these creatures, their social organisation, manners and vulnerabilities etc.

Law	Effect	Law	Effect
Resistance	The character can obtain a +/–10% modifier to his MR by spending 1 FP.	**Names**	The Mage gains the ability to use a person's name in targeting (see the section on Applying the Laws of Magick in Chapter – Spells for further details).
Personalities	The character gains a bonus of +10% to targeting.	**Invocation**	The Mage gains the ability to invoke Spirits to assist in spell casting (see the section on Applying the Laws of Magick in Chapter Spells for further details).
Reciprocity	Reduces FP costs when spell casting by 1 FP (minimum cost remains at 1 FP).	**Evocation**	This Law allows the Mage to double any other bonuses gained for Summoning spells.
Harmony	Allows Crit Die re-rolls on failed skill rolls.	**Words of Power**	This allows the Mage to reduce the casting time of spells. For the cost of –5% to Targeting or the cost of 2 FP he can reduce the casting time by 1 AP off the casting time. However, in times of need he could reduce casting time by 2 AP but at a cost of 4 FP and –10% to targeting.
Polarity	Allows the mage the ability to link spells of opposing elements, e.g. water and fire, air and earth.	**Energy Control**	Knowledge of this Law allows the Mage to reduce the cost of a spell by 1 FP for every full 5 points of cost.
Personal Reality	The character gains a bonus of +10% to his TSC% when using Illusion and Transcendental Methods of Magick.	**Enchanted Objects**	A Mage familiar with this Law can reduce the cost of enchanting materials by 1 FP.
Paradoxes	The character gains the ability to use area effect spells to affect specific individuals. He is able to use a maximum of 1 x ML spells.	**Quantity**	The mage can enchant specific materials at half the normal time. A Mage should specify a material for each ML.
Contrariness	If a Mage has knowledge of this Law he is able to cast spells in magick dead areas to a maximum MR of equal to or less than half of the Mages ML (rounded down).	**Personal Attunement**	This Law allows a Mage to make an item specific to a person, whereby only that named person can activate spell effects within the item.
Spells	With knowledge of this Law the Mage can trade of 1 FP for the ability to increase or reduce by 1 ML the effects of a spell.	**Causation**	This Law allows a Mage to further study a fully learned spell. For every additional period spent studying a spell (equal to the total time needed to study the spell a Mage can select either –1 AP to casting time, -1 Fatigue loss, a bonus of +10% to targeting or +1 to the Crit Die.
Objects	The Mage understands better the way spirits are involved in Magick and he uses this knowledge to reduce the time required to enchant materials. Sub- tract 1 day per ML from the time required to enchant materials.	**Focus**	This is the ability to trigger spells in a focus at a distance of up to 10 yards per ML.
Association	The Mage understands better the way spirits are involved in Magick and uses this knowledge to reduce the time required to learn subtract 1 day per ML from the time required to learn a spell.	**Discharge & Recharge**	This Law is required to create items with automatic recharge ability.
Contracts	Spells using touch gain a bonus of +10% to targeting by Mages with knowledge of this Law. They also gain +5% to targeting with items touched.	**Sympathetic Magick**	The Mage gains a bonus of +10% to targeting individuals.
Possession	The Mage gains a bonus of +5% to targeting with Command spells.		

Table - Laws of Magick

Ritual Preparation

Attributes: ..... Intellect + Wisdom
Level: ..... DF 4; n/a; 600 Exp; 6 SKP

[TR] Using this skill allows a mage to make additional preparations when casting any spell with a casting time of ritual. These preparations may be made up to a day in advance.

Making preparations for a ritual takes the same amount of time as performing the ritual itself, generally it also requires additional materials; depending on what action one is attempting to perform. Using a particular specialisation requires a skill check, with a penalty of -10% for every type of preparation after the first.

When first learning ritual preparations one must choose a speciality, further specialities can be added at the cost of 500 experience points.

Purification:

Purifications use rigorous cleaning and incense to rid the area of any sympathetic contamination, such as hair and skin that could affect the ritual. Performing this preparation uses 3 quantities of any material described as purifying and adds the caster's ML + Crit Die to any subsequent rolls.

Sacrifice:

Any living creature can be prepared to be sacrificed during the ritual. The sacrifice must be made during the ritual using a specially constructed sacrificial knife. This knife must contain 5 of the 22 correspondences of the mage's birth sign and 1 quantity of iron, all enchanted to MR 0. When the sacrifice is made the FP cost of the ritual is reduced by ¼ of the body points of an animal or ¾ of the body points of a sentient being. The sacrifice, needless to say, is killed during the ritual.

Research

Using this aspect of ritual preparations involves the use of a treatise on the method of Magick or a spell book containing the spell. Using the research preparation adds +30% to the INT AR roll for casting partially learned ritual spells.

Empowerment

Empowerment allows a mage to add extra fatigue during the ritual in order to reduce the target's resistance. The resistance of the target is reduced by 3 PSF% for each additional fatigue point spent. An empowered spell is more difficult to target, reducing the chance of targeting the spell by 1 TSC for each fatigue point spent. The mage using empowerment must have a focus, to this focus is added gems at MR 0 with the quality of energising, the maximum amount of fatigue that can be spent is equal to the energise value of the gems. So if amber (energises +13 charges) and diamond (7 charges).

Hasty preparations

Hasty preparations are used to prepare a ritual to be performed quicker. Once these preparations are made the ritual can be performed in half the normal time. This can be useful for preparing for an eventual emergency, such as when one is expecting an attack.

Spell Enhancement

Attributes: ..... Discipline x2
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] The character using this skill is able to enhance his chance to cast spells successfully through practice and meditation, with a limit to the number of fully learnt spells he can enhance being equal to his ML. For each day he spends 8 hours on practice and meditation and gains a bonus of +2 to his PSF% in casting the spells he is enhancing, up to a max of +10%. This enhancement will last a number of days equal to the total number of days spent enhancing x ML; after which the caster will to lose -2% per day until his casting chance returns to its normal level.

Spell Research

Attributes: ..... Intellect x2
Level: ..... DF: 4 BCS 30%; 600 Exp

[TR] This skill indicates that the mage has tricks and techniques for learning spells by researching them in books and scrolls. Of course the character will need access to these sort of Arcane works probably from some library; not all of which might contain such sorcerous texts. The books must contain a treatise on the method of magick he is researching; for example if he is researching an illusion spell, his source must contain works specifically on illusion, not merely general magick texts or other methods.

Given a library with relevant books in the methods he is researching then a specialist requires (13-ML) x MR days of the spell he is searching for information on to try to learn the spell.

If a Hex Master or a Power Word Mage does not have the required access, they may still undertake the research; however, it will take much longer. Under these circumstances they will require (21-ML) x MR days of research to learn the spell.

A non Mage needs a book and 10 days x MR to do research.

At the end of this time he must make a successful Spell Research roll and the Crit Die roll must be equal or higher than the MR of the spell being researched. Success gives a basic knowledge of the spell and allows reduction of the MR to start and to make if fully his to cast and control.

Druids have an oral tradition and therefore do not use books and scrolls to record the lore of their magicks. So in addition to learning from a master they also consult the sacred trees and use Read Oghams, a written form of mage speech only taught to Druids. Research using this method consists of meditating upon significance of the oghams often, carved amongst relevant pictograms.

Researching Original Spells (optional)

Depending upon the campaign and the desires of the gamemaster a Guild of Arcane Lore might have tight control over how their wizards learn spells. They might have call to restrict access to their library of books. Magick might be incredibly rare and texts or masters will be hard to come by. There might be many reasons that a player character will want to research an entirely new spell, a spell not listed in these rules, something to solve a unique problem perhaps. **Here are some rules guidelines:**

- The player should make his proposal in full to the gamemaster in order to make sure that the spell is acceptable and reasonable for the campaign world. The exact nature and the effects of the spell should be understood by both and clearly established in a written spell description. The ranks and MR of the spell are very important parts of the spell and should reflect its complexity and power in comparison to the other spells already in existence. Approval from the gamemaster is required and his word is final in this matter as it is his world that has to accommodate this new spell.
- The spell must fit within the Mage's modes of magick; a necromancer could not do research on a new plant spell as this method of magick is closed to him. The gamemaster should deny any original research of a spell that he feels does not embody the mode of magick of the designer.
- A mage may only create new spells that have an MR no higher than his Current ML.
- Once the original research project has been approved the mage must spend 10 times the normal time for his preliminary investigations and cogitations before he can create a working formula for the new spell.
- He must make a successful Spell Research roll and must roll 3 or higher than the MR of the spell being researched on the Crit Die. Any failure will mean starting all over from the basic principles to try to weed out his errors. Success signals that the spell works.

The success with a Crit Die result 3 or more higher than the MR of the spell shows that the mage has acquired basic knowledge of it. Once he has reduced the MR of the spell to MR 0, he then knows the spell well enough to teach it to others should he so desire, though mages normally guard their powers and knowledge jealously.

As a general rule, no original research spell can be developed that is above MR 7; however, once a character has enough skill (TSC% above the maximum skill chance available for Spell Research) he gains a bonus to the Crit Die of +1 per 20% his TSC% is above the minimum percentage chance. Research at this level requires incredible skill.

The gamemaster might decide to make the roll in secret and state that a failure is a success. This is where the Crit Die is very low and the signs are not obvious to the mage that things aren't going to go well. This gives the opportunity, once the character has learned the faulty spell, for some interesting and unusual effects to occur that can lead to fun and interesting role-play. The severity of these interesting and fun backfires should be down to how low the success and Crit Die were. Damaging and fatal flaws tend not to give much in the way of story to follow, much better is some lingering effect that the mage must then try to undo: Embarrassment or some disability in an area perhaps.

Word of Guard

Attributes: ..... Intellect & Bardic Voice
Level: ..... DF: 4 BCS 30%; 600 Exp
Resisted ..... PSF% of Caster

[TR] The character has learned how to counter spells by uttering the correct word of guard for that spell. He must have at least basic knowledge in the spell being cast. Upon beginning to cast the spell, the opposing wizard may attempt to counter. He must be within range to hear the casting wizard, as well as have fluency in the language the spell is being cast in. Should the guarding character not speak the language the spell is being cast in or has not mastered fluency in it, he may still make a skill roll, as he can asses the gestures and tone of mantra to give him an idea of the spell that is coming.

He may spend 1 FP to rush a word of guard, if the spell being cast would not normally allow time to speak the word of guard. Words of guard are rapid responses to give protection in such situations, after all.

A successful 1D100% roll is needed for the word to take effect, the guarding character suffers a penalty of -PSF% of the opposing caster in the mode of Magecraft he is using to the target the spell.

On a success with a word of guard the opposing spell becomes a resisted roll and he must subtract the PSF% of the guarding character's mode of magick from his success chance with the following possible results: -

- If both attacker and defender succeed in their rolls the attacking spell is cast successfully.
- If the word of guard with a critical success (10 on the Crit Die with a successful roll). The attacking mage fails to cast his spell.
- If both have a success and Crit Die of 10 the spell goes off; however its effects are as if it was a normal success.

There is one mage who is almost undefeatable with a word of guard and that is the thaumaturge, for he is able to cast his spells by the use of powders and smokes. These types of spells have no spoken component to them to be heard, no gestures to see and interpret. Lacking that knowledge how then would a mage know which word of guard to use against his spells.

Example

The wizard Lubaird wants to counter a fireball spell cast by the Black Mask, an evil sorcerer. Lubaird knows the spell and the language the Black Mask is using so he can fully counter with his word of guard. Lubaird spend 1 FP to hastily utter his word of guard and subtracts The Black Mask's PSF% from his TSC% with word of guard. He succeeds with his 1D100 roll.

Now the Black Mask attempts to cast his Fireball spell resisted by the interference of Lubaird's word of guard. He subtracts Lubaird's PSF% from his TSC% with the Fireball spell. He fails this roll as the reduction from Lubaird's PSF% in words of Guard was too much of a penalty to his roll. The fireball fizzles in front of The Black Mask and with a popping noise disappears leaving only a twist of smoke.

Lubaird's word of guard effectively short circuited the Black Masks magick before the effects could fully manifest themselves. However, had the Black Mask succeeded on his roll then the Crit Die would have to be compared to see if the spell was cast or not.

If the spell had been successful any of Lubaird's allies in the area of effect would have to make their dodge rolls to resist the spell as normal. Similarly, if the spell had been cast directly at Lubaird, he would still have his normal defence against the spell.

Methods of Magick

[TR] These are the very building blocks of magick and form the areas of spell types. The character's TSC% in the various methods are what gives him his chance to cast spells from that method of magick.

Basic Magick - Air

Attributes: ..... Intellect & Agility
Level: ..... DF 5; BCS 20%; 700 Exp

This method governs the use of the various component spells that govern the control and use of the element of Air.

Basic Magick - Earth

Attributes: ..... Intellect & Constitution
Level: ..... DF 5; BCS 20%; 700 Exp

This method governs the use of the various component spells that govern the control and use of the element of Earth.

Basic Magick - Fire

Attributes: ..... Intellect & Constitution
Level: ..... DF 5; BCS 20%; 700 Exp

This method governs the use of the various component spells that govern the control and use of the element of Fire.

Basic Magick - Water

Attributes: ..... Intellect & Agility
Level: ..... DF 5; BCS 20%; 700 Exp

This method governs the use of the various component spells that govern the control and use of the element of Water.

Arcane Magick

Attributes: ..... Intellect & Constitution
Level: ..... DF 6; BCS 10%; 800 Exp

Arcane Magick enables the Magus to conjure pure Magickal energy or 'mana' from extra-dimensional sources. Arcane Magick is among the hardest of the Magickal methods to learn and master and is truly deserving of the name, Arcana or *'Hidden Lore'*

Command

Attributes: ..... Intellect & Bardic Voice
Level: ..... DF 5; BCS 20%; 700 Exp

This method involves the casting of spells which influence the will of other living beings by the use of charms or other commands which bend the will of the target to that of the caster.

Divination

Attributes: ..... Intellect & Wisdom
Level: ..... DF 5; BCS 20%; 700 Exp

This method gives the user the ability to learn and cast spells that enable the caster to seek knowledge of the future or that knowledge that remains hidden from sight.

Illusion

Attributes: ..... Intellect & Wisdom
Level: ..... DF 4; BCS 30%; 600 Exp

This enables the Mage to cast spells which influences the perception of others and create a deception in causing them to believe in something that does not actually physically exist.

Plants

Attributes: ..... Intellect & Discipline
Level: ..... DF 5; BCS 20%; 700 Exp

This is the ability to cast spells that alter the physical, attributes of plants or make use of plants in their casting.

Summoning

Attributes: ..... Intellect & Constitution
Level: ..... DF 5; BCS 20%; 700 Exp

This is the skill by which mages may bend the will of spiritual beings, in order that they may appear in the presence of the caster and do his bidding. A dangerous art and subject to many pitfalls for the unwary.

Transcendental

Attributes: ..... Intellect & Discipline
Level: ..... DF 5; BCS 20%; 500 Exp

This method gives the Mage the ability to cast spells that affect the inner being of the target, or allow the caster to enter the Shadow Realms.

Transmutation

Attributes: ..... Intellect & Constitution
Level: ..... DF 5; BCS 20%; 700 Exp

This method governs the use of the various spells that allow the caster to physically alter the shape and nature of living creatures and inanimate objects.

Wards

Attributes: ..... Intellect & Constitution
Level: ..... DF 5; BCS 20%; 700 Exp

Intrinsic to most Magick is the ability to protect oneself from the effects of those spells cast by yourself or those cast by another. The spells governed by this method are effective defences against all forms of magick and many of the spiritual beings from the Shadow Realms.

Modes of Magick

[TR] These represent how attuned a mage is to a set of methods of magick. To be an enchanter you must learn enchantment mode or learn the conjuration mode to be considered a conjuror. These modes are what dictate the mage's ability to learn and cast the various methods of magick and affect his ability to target his spells.

Conjuration

Attributes: ..... Intellect & Constitution
Level: ..... DF 6; BCS 10%; 800 Exp

This mode of magick involves the preparation of brews (he actually binds minor spirits into the potions) into which the conjurer stores his spells for later casting. When drunk, the spirit inside is released with the condition of the spell being cast. The conjurer is a specialist in spells of Transmutation and Illusion as these are most easily performed with the casting procedures he employs.

Conjurers get modifiers to their TSC% for targeting as shown in the **table below - Conjuration Modifiers**.

Modifier	Method of Magick
+15%	Transmutation
+10%	Illusion
+5%	Air, Divination, Plant, Summoning
0	Earth, Fire, Water
-5%	Wards
-10%	Arcane
-15%	Command, Transcendental

Table - Conjuration Modifiers

The Cauldron is the focus of this type of mode of magick. It forms the container for the brew from which the conjurer casts his spells. It must be constructed from 22 correspondences related to his birth sign. Once the metals are fully enchanted to MR 0 these components must be taken to a metal worker to be smelted together with 50 lbs of copper and then beaten into a 10-gallon cauldron. It is possible for the mage to make smaller ones later for travel purposes. He then enchants the remaining materials to anoint his cauldron. The gems are used to set into the handles by a master jewelsmith. The materials listed for his correspondences can not be replaced by substitute materials; except for the metals that may have Dwarvish or greater gold replacements.

The brew is the conjurer's spell book of sorts and is created by using 7 parts of each of the 22 correspondences all crushed plus 21 different herbs, 7 flowers, 7 essences and 21 parts of each of 13 different liquids. All of these must be enchanted to a MR of 0 by the mage. Once per year the mage must add 3 parts of each of the 22 correspondences and 13 parts of each of 13 different liquids; however these need not be enchanted. If the conjurer fails to top up his brew in this way it will dry up and both it and the cauldron will need to be made anew.

Crit Die	Effect
01 - 07	Nothing happens, just a foul taste in the mouth.
08 - 09	The drinker shrinks to 1/20th of normal for 1D10 minutes
10	The drinker is turned into a frog until kissed by a Princess.

Table - Conjuration Failure Crit Die Results

This brew is a universal potion that can cause any spell effect the mage has learned. Once per day he can draw off a number of doses equal to his ML. The character must give each dose a known spell effect before drawing it from his cauldron. He then makes a check against his method of magick to which the spell belongs. If he succeeds then he draws off one dose of the desired spell. On a successful Crit Die of 10 he can draw 2 doses. If he fails then a concoction of the most foulness is drawn requiring a **CON** AR for it to be swallowed. On a failure with a Crit Die of 1 the mixture is so noxious that it can not be drunk at all.

If the mage passes his potion to another a second skill check against his method of magick is required to determine if the potion (bound spirit) is compatible with that person. With a success the spell works as normal. **The table - Conjuration Crit Die Results on page 221** show the effect if the roll is a failure.

If the conjurer cast his spell directly he suffers double the normal Fatigue costs unless the spell is cast into his brew. He may also cast basic Magick combination spells into the brew with suitable conditional triggers and names applied to these combination spells.

The doses that the mage draws from his cauldron must be stored in earthen crock pots (¼ pint) fired for 14 days commencing with the eve of the full moon and ending with the dark of the new moon. The lid of the crock pot must be sealed with beeswax. The potion in such a pot will remain viable for a year and a day. Once the seal is broken the potion must be consumed within 1 minute x ML of the conjurer. Once drunk the spell must be cast straight away and have a cost of 3 FP to cast. With basic magick combination spells it is the Fatigue cost for the trigger spell that is lost regardless of the amount.

Divination

Attributes: ..... Intellect & Wisdom
Level: ..... DF 5; BCS 20%; 700 Exp

This is the mage's ability to look into the future and see possible events that might become the present then past, it is the ability to locate things and determine knowledge from items that relate to them such as their owner.

The diviner excels at Divination, Summoning and Transcendental spells but is opposed to Basic Magick - Earth, Illusions, and Transmutation spells.

Diviners have modifiers to the Targeting TSC% as shown below Table - Divination Modifiers.

Diviners create their own focus, in the form of a divining rod. To create their divining rod he must enchant the 22 correspondences related to his birth sign. These must be enchanted to MR 0. The rod can store spells and gives bonuses to spell casting; however, it does have a specific divination effect - it has the ability to locate specific objects or life forms. The diviner can specify one object or being for each point of ML he has. The bonus for these specific targets is +10% to the TSC% for the related spell. If he makes his focus from Hazle wood then the bonus becomes +15% to the TSC%

A diviner must also chose a speciality area of knowledge within the divination method of magick these can be found under the skill description for Interpret the Omens. The diviner can also do Psychometry, the art of knowing the history of an item. The diviner makes a skill roll against his divination mode with the results from Table - Divination Psychometry if he is successful, on a failure he learns nothing.

Modifier	Method of Magick
+15%	Divination, Summoning, Transcendental
+10%	Arcane
+5%	-
0	Water, Command, Plant, Wards
-5%	Air, Fire
-10%	-
-15%	Earth, Illusion, Transmutation

Table - Diviners Modifiers

Crit Die	Result
10	The maker of the item, its purpose and the answers to any 3 questions which pertain to the object.
9	Whether the object is cursed.
7-8	Whether there are any spells placed in the object.
4-6	Whether the item is enchanted
1-3	The immediate past of the object is known (1 year per ML)

Note: The Diviner is given the information from all lesser rolls, so that a result of Crit Die 4-5 gives the information gained for a result of 1-3 as well.

Table - Divination Psychometry Success Results

Enchantment

Attributes: ..... Intellect & Bardic Voice
Level: ..... DF 6; BCS 10%; 800 Exp

This is normally practised through the use of music and verse, usually working as a travelling bard or entertainer using this guise to hide their Magickal and often perceived heretical nature.

Enchanters get modifiers to their Targeting TSC% as shown in the table below Table - Enchantment Modifiers

As a focus an Enchanter will often use a musical instrument or an amulet as his focus, this consists of the 22 correspondences relating to his birth sign and these materials once enchanted to MR 0 will be used to make his focus.

The enchanter stores his spells on song sheets or as musical notation or in verse. This requires one quantity of paper or vellum (thought other materials suitable for writing on could be used) per MR of spell. These notes need to be bound into a book to prevent pages from getting muddled or lost.

Certain types of instrument and verse can be used for different effects in accordance with the laws of sympathy, each giving a bonus of +5% to targeting and Method of Magick. For instance the harp can used to represent peace or love and gains a bonus when spell of this nature are cast. Drums could represent war or rhythm.

Modifier	Method of Magick
+15%	Command, Illusion
+10%	Summoning, Transmutation
+5%	Wards
0	Air
-5%	Fire, Water, Arcane, Transcendental
-10%	Divination, Earth
-15%	Plant

Table - Enchantment Modifiers

Hex Master

Attributes: ..... Intellect & Discipline
Level: ..... DF 6; BCS 10%; 800 Exp

The hex master covers those mages often known as magus, sage or wizard when highly experienced and well respected. The hex master uses the pure study of Magick in all areas to learn his arts. A hex master has no deficiencies in any areas of magick and also has no special strengths.

A hex master has an immense amount of information about Magickal theory and practice; A roll against his mode of magick (at a penalty of -10% to his TSC% for more obscure knowledge) can be made to see if the Magus has knowledge of any magick he might encounter. Other lore or knowledge-based skill checks that involve magick can be made with a bonus of +10% to his TSC%

They can use a variety of foci including, wands, amulets and staves and other items that might be used by mages. Their focus is created from the 22 material correspondences from their birth sign that must be enchanted to MR 0 and then worked into the final item by a competent craftsman.

Modifier	Method of Magick
+15%	Divination, Summoning, Command, Wards
+10%	Arcane
+5%	Illusion
0	Transcendental, Transmutation
-5%	-
-10%	-
-15%	Plant, Earth, Air, Water, Fire

Table - Necromantic Modifiers

Necromancy

Attributes: ..... Intellect & Discipline
Level: ..... DF 6; BCS 10%; 800 Exp

This mode of magick covers summoning and communicating with dead spirits. Some practitioners of this mode have taken their studies further to cover the binding of these spirits into a corpse, creating animated undead such as skeletons and zombies.

The gain modifiers to their targeting TSC% as shown in table - Necromantic Modifiers.

Incense is used to practice their arts, burnt in a focus that is an incense burner. The burner needs to be made from the 22 materials from their birth sign correspondences that are enchanted to MR 0 and mixed with 2 lbs of unenchanted brass. A competent craftsmen must then forge the materials into the incense burner.

The might also use other tools in their work to aid them, these include a bone wand created from 5 correspondences relevant to the necromancers birth sign and a limb bone. This bone is washed in 4 quantities of blood that has been enchanted to MR 0. This will then give a bonus to all necromantic rituals of +30% to TSC%. Black candles, made from mundane beeswax mixed with black dye and one quantity of crushed walnut and wormwood flower. The flowers must be enchanted to MR 0 and the candle made under the new moon. The candles are used in any animations and double the duration of the spell. Five such candles are needed and each one can be used for a total of six times.

Modifier	Method of Magick
+15%	Command
+10%	Summoning, Wards
+5%	Air, Illusion
0	Fire, Transcendental, Transmutation
-5%	Water, Arcane
-10%	Earth, Divination
-15%	Plant

Table - Power Word Modifiers

Power Word

Attributes: ..... Intellect & Bardic Voice
Level: ..... DF 6; BCS 10%; 800 Exp

This mode of magick uses the power of words to create Magickal effects. This is a powerful sympathetic magick the power word mage can utilise for faster effects than other type of magick, but at a cost. These concentrated Magickal energies which the power word mage must harness means that a focus is essential to his art.

Power word mages get modifiers to their targeting TSC% as shown on the table below Table - Power Word Modifiers.

The power word mage enchants a staff as his focus. Mage from the 22 correspondences relating to his birth sign, plus 4 lbs of wood. Once the materials are enchanted to MR 0 the staff must be assembled by a competent craftsman.

The knowledge of languages give great benefits to the power word mage, due to the powerful sympathetic nature of the spoken language. Naturally only one language can be used at a time.

Examples

Latin	+5% to TSC% in Arcane
Greek	+5% to TSC% in Divination
Egyptian	+5% to TSC% in Summoning
Own Lang.	+5% to TSC% in Command

Thaumaturgy

Attributes: ..... Intellect & Wisdom
Level: ..... DF 6; BCS 10%; 800 Exp

Those who practice this mode of magick master the art of illusions and performance, including mundane skills like sleight of hand. Powders and incense of mundane and Magickal materials are of great use in their theatrical spell casting performance.

They get modifiers to their Targeting TSC% as shown on **table - Thaumaturgy Modifiers**

Modifier	Method of Magick
+15%	Illusion
+10%	Command, Transmutation, Wards
+5%	-
0	Air, Fire, Arcane
-5%	Divination, Plant, Summoning, Transcendental
-10%	Water
-15%	Earth

Table - Thaumaturgy Modifiers

They craft a focus in the form of a bag or a jar to store their powders, perfumes and incense in. It is constructed from the 22 correspondences relating to his birth sign, fully enchanted to MR 0 and assembled by a competent craftsman.

These powders etc. serve as a replacement for a spell book, each spell in the *'book'* must be refined into a powder, incense or perfume constructed from a number of materials equal to the MR of the spell, that have been enchanted to MR 0. Each will contain hundred doses for ML of the Thaumaturge.

Elementalist Magus

(Optional For Historical Purposes)

Attributes: ..... Intellect & Constitution
Level: ..... DF 7; BCS 7%; 900 Exp

The Elementalist mage is one who for one reason or another feels a great draw from or an affinity with the elements. When they start down this path they must chose which of the four elements they will specialise in for the rest of their vocation as an Elementalist. The choice will determine the form that their focus will take, their relationship to the various methods and the manner in which they can deal with the elemental spirits.

This is a physically demanding path to walk, some knowledge of the other elements needs to be learned also. It requires a great deal from the mage's body. By some it is considered to be the most difficult of the modes of magick as it involved the closest contact with the core elements.

Elementalist - Air

These deal primarily with the element of air, by the manipulation he can create many effects from a simple gust of wind to massive tornadoes and lightning.

They get modifiers to their Targeting TSC% as shown in the table - Elementalist Modifiers Air

An elementalist will create a focus that usually takes the form of a whistle, fan or bullroarer and he will record his spell in a spell book often in the form of patterns of pinpricks in a sheet of parchment, like Braille. When held up to the wind the holes create the sounds of the spell-form.

Bullroarers are fashioned from oblong pieces of wood or bone and attached to a chord, when swung around by the cord above the head, they cause a whining noise. This gives a bonus of +5% to targeting TSC% with air spells. When dealing with air spirits it gives a bonus of +10 status points to try to influence them, as the sound lulls them into a relaxed state. While the main component of the focus is wood or bone it can be embellished with precious metals and gemstones and should be anointed with at least 3 different liquids or essences. The cords can be any suitable material including metal chain.

A whistle is normally fashioned from metal but incorporates other materials as decoration or anointment. Whistles give the Elementalist mage a bonus of +10% to his TSC% when summoning Air Spirits.

Fans are made from paper, cloth or even leather. The handles are made from the other correspondences and can be extremely ornate. A fan gives a bonus of +5% to TSC% of any air spells and a +5% bonus to the TSC% to ward against Fire Spells.

Modifier	Method of Magick
+15%	Air, Wards
+10%	Fire, Water
+5%	Command, Divination
0	Earth, Summoning
-5%	Arcane
-10%	Transcendental
-15%	Illusion, Plant, Transmutation

Table - Elementalist Modifiers Air

Elementalist - Earth

Using an elementalist Magickal knowledge of the element of earth he can command the most devastating of the elements, with effects that range from simple showers of sand to great earthquakes that can change the very landscape.

They get modifiers to their targeting TSC% as shown below in table Elementalist Modifiers Earth.

Modifier	Method of Magick
+15%	Earth, Wards
+10%	Fire, Water
+5%	Command
0	Air, Summoning
-5%	Arcane, Divination, Plant
-10%	Transcendental
-15%	Illusion, Transmutation

Table - Elementalist Modifiers Earth

Though they are able to command many forms of earth their main focus is on those effects based on the rock itself.

Their favoured focus is an enchanted stone, with the heart of the stone a piece of ore relating to the metal which corresponds to the elementalists birth sign. This and the other materials from his sign must be enchanted to MR 0 and the gems, metal and bones embedded into the piece. The stone is then wrapped into the skins of the correspondence materials and anointed by the liquids and essences along with other liquids according to the level of the focus. The wrapped stone is then burnt in the heart of a fire created from the correspondence woods to be commenced on a full moon at its height. The fire must be tended until all of the wood has been consumed and only then can the focus gain its final enchantment on the next full moon.

The focus stone give a bonus of +15% to targeting earth spells and +5% to targeting with fire spells. It also permits the maker to detect precious gems and metals in a radius of 1 foot x ML for gems and 3 feet x ML for metals. The type of gems and metals that are found are at the gamemaster's discretion.

Elementalist - Fire

Using Magickal knowledge the Fire Elementalist can command the simplest of candle flames up to a holocaust of fire that can burn down entire forests. They have access to the deadliest of fire, those created by magick, Salamander and Dragon fire.

They get modifiers to their targeting TSC% as shown on the table below Elementalist Modifiers - Fire

Modifier	Method of Magick
+15%	Fire, Wards
+10%	Air, Earth
+5%	Command, Divination
0	Water, Summoning
-5%	Arcane
-10%	Transcendental
-15%	Illusion, Plant, Transmutation

Table - Elementalist Modifiers Fire

Fire elementalists choose a focus that related to their element. Subtle items would be a lamp that can hold flame, or items that have been forged in the hottest fires.

Those that contain a flame give a bonus of +10% to Targeting TSC% with fire spells and a +5 MR when resisting water spells. Other than oil lamps a mage could have a portable brazier,a candle in a lantern etc.

Those foci that have been forged in the hottest of fires give a +5% bonus to targeting TSC% with fire spells but can also store and extra 1 spell MR x ML and has an improved recharge rate of 1 x ML per week. Examples of this type of foci could be a rod forged in a fire, an amulet made from hot forged metals or even a carbonised wand sheathed in a case of metal etc.

Elementalist - Water

A Water Elementalist can call upon the power of the sea or can shoot forth missiles of ice or command the rivers to flood entire towns. He gets modifiers to his targeting TSC% as shown on the table Elementalist Modifiers - Water. Their foci are always something to do with water, sucg as objects commonly used for carrying water or adorned aquatic artefacts such as conch shells.

Modifier	Method of Magick
+15%	Water, Wards
+10%	Air, Earth
+5%	Divination
0	Fire, Command, Summoning
-5%	Illusions, Plant
-10%	-
-15%	Arcane, Transcendental, Transmutation

Table - Elementalist Modifiers Water

Those foci that are container that hold water give a bonus of +10% to targeting TSC%, +15% to any divination spell that related to water and +10% to divination spells that relate to other liquids. Other foci from the ocean must be enchanted and adorned and anointed with the other materials. These items give a bonus of between +5 to + 15% to targeting depending upon the rarity of the base item at the gamemaster's discretion.

Mage Priest Modes

Druidic

Attributes: ..... Various - see below
Level: ..... DF 7; BCS 7%; 900 Exp

Druids are not just the priests of the Celtic world, they also provide the function of judges, physicians, teacher and poets in the secular world. They maintain their lore in purely an oral tradition, none ever being written down, although they do have access to a form of writing called Ogham. This was usually used in funeral inscriptions and on stones that record important events and places, and was also used in the creation of Magickal devices.

Modifier	Method of Magick
+15%	Divination
+10%	Transcendental
+5%	Summoning, Transmutation
0	Arcane, Command, Illusion
-5%	Earth, Water, Plant
-10%	Air, Fire
-15%	-

Table - Druidic Mode Modifiers

Druids have modifiers to their targeting TSC% as shown in table Druidic Modifiers

All Druids regardless of their rank gain +10% to any ritual that takes place in a sacred place or +15% if that place contains a living oak, yew or Rowan tree. Mistletoe was historically only present in Gaul (modern France) and if the gamemaster sets his campaign in that regions, then allow mistletoe on an oak tree to grant a further +5% bonus.

The Druid's focus is a staff or a torc, a kind of neck or arm ring made from twisted metal, usually gold or silver, and the 22 correspondences of his birth sign. Like power word mages, the Druid's Magick involves the spoken word, usually in the form of a poem.

A second focus is his sickle and mortar and pestle that are used to cut and prepare the relevant herbs. The sickle and mortar and pestle must contain 11 different correspondences pertinent to the druids birth sign, again these must be incorporated into a mortar and pestle and a sickle. These are 3 items with 11 different materials enacted into each

Herbs prepared with the foci attain Magickal properties and are used to store the druids spells. The ingredients and preparation of these materials are simple enough that the druid can remember the process without writing it down, but the recipe can be engraved in ogham for others to learn.

Each harvesting is a ritual that takes around an hour at the cost of 1 FP needing a successful Druidic Mode skill check. The ritual yields the Crit Die in quantities of usable herb. Each spell takes a number of quantities equal to the spells MR.

Herbs collected on the equinoxes are especially potent giving a bonus of +10% to the TSC% for each spell used by the Druid.

The druids learn their lore in colleges. Depending upon the game world these may be monastic settlements secluded from normal Celtic life, or a group of students who study with a teacher attached to the court of a king. The term king usually denoted any noble rather than one we would think of as a king. The colleges also teach the children of important families, and later those from their elders, in the groves and shrines where they maintain their deities.

Druids do not have temples as such, however they maintain sacred places such as the well-known groves with an oak or ash tree, pools or even standing stones from more primitive pre-Celtic cultures. These sacred places are usually dedicated to purely local deities, but these are not minor, they are extremely powerful in their own domains, and attract supplicants from great distances, particularly those with oracular or healing powers. The Celtic world-view is that all things are connected, people, gods, animals, plants and places, that the land itself is sacred.

Another principle in the Celtic religion is sacrifice. At certain times of the year or at certain occasions supplicants would make sacrifices or dedications. These would be animals or goods, such as items of silver or gold. The point was that the sacrifice would have to mean something, otherwise there was no point. Therefore there was no throwing out your second best sword to gain favour, only your best or a specially made item would do. Sometimes the things were not sacrificed, but merely dedicated to the deity, such as naming your child after a deity. However, if times were hard the sacrifices often became greater and more desperate.

Druids fulfilled many roles, not just priests, but also judges, teachers, doctors and poets. You do not have to be a Druid to occupy any of these roles, but the Druids did provide the training. Most of the nobles would have had Druid tutors. It was also the Druid's responsibility to bless children upon entering the world.

The attributes of the Druid vary, depending on the path that they follow. The Druidic candidate will know the path soon after joining the college. The term Druid simply refers to a priest without a secular avocation:

Druid and Judge (Brithem	**Wisdom and Spirit**
Teacher (Fear-teagaisg) & Physician (Lighiche)	**Intellect and Spirit**
Poet (Bard) Bardic	**Voice and Spirit**

The terms given for teacher and physician are modern Gaelic.

There are female priests, but they are not called Druidesses, but Priestesses (Ban-Sagart). They follow the priestly path or that of the physician or poet. The Celtic Poet does more than recite poetry, they sing, play instruments, notably the harp, recite the genealogies and history of the nobles whose court they are at, as well as stories and legends.

Shamanic

Attributes: ..... Constitution & Spirit
Level: ..... DF 6; BCS 10%; 800 Exp

Shamanism is a priestly mode of magick, linked to the spirits, whereby the mage gains instruction.

Shamans receive the modifiers to their Targeting TSC% as shown in **Table – Shamanic Modifiers**.

Modifier	Method of Magick
+15%	Transcendental
+10%	Divination, Plant, Summoning, Transmutation
+5%	Arcane
0	Command, Wards
-5%	Illusion
-10%	Air
-15%	Earth, Fire, Water

Table - Shamanic Mode Modifiers

The focus of a Shaman is his medicine or questing pouch. This pouch is created from the correspondent skins of the Shaman's birth signs. When a shaman undergoes his journey of knowledge he will be shown the items for his first focus. As he gathers them he must first create the pouch which will contain the other material components. When all of the items have been collected and enchanted down to MR 0, they are placed into the pouch and the pouch is sealed, bound tight with thread woven from the Shaman's own hair.

When the time comes for a Shaman to create a Greater focus, he must repeat his quest, once more collecting the items for a pouch. However, unlike other Mage foci, in the Shaman's case, his earlier medicine pouch is incorporated into the more powerful one. So a Greater Focus will always contain a Simple or Lesser focus.

The Shaman also receives a bonus to this Targeting TSC% and a bonus to his Faith skill TSC% as shown in **Table Shaman – Bonuses**.

Focus	Bonus to Targeting TSC%	Bonus to Faith TSC%
Simple Focus	+3	+5%
Lesser Focus	+7	+10%
Greater Focus		
Including Simple Focus	+10	+15%
Including Lesser Focus	+15	+20%

Table - Shaman Bonuses

Witchcraft

Attributes: ..... Intellect & Spirit
Level: ..... DF 6; BCS 10%; 800 Exp

Witchcraft, like Druidism, is a priestly mode of magick closely linked to nature. Contrary to popular belief very few witches can be considered evil.

Witches receive the modifiers to their Targeting TSC% as shown in Table Witchcraft Modifiers.

As a Priest-Mage a Witch can learn the Acts of Faith as shown in Table – Priestly Mages & Priest - Available Acts of Faith.

Modifier	Method of Magick
+15%	Transmutation
+10%	Wards, Summoning, Command
+5%	-
0	Transcendental, Illusion
-5%	-
-10%	Arcane, Fire
-15%	Water, Earth, Air

Table - Witchcraft Mode Modifiers

A witch's magick is performed through many different potions. These potions must be boiled in a pot that acts as the Witch's focus. This pot is made from 5 lbs of un-enchanted copper and 22 different correspondences relating to the Witch's birth sign, all of which must be enchanted to MR 0, and crafted by competent craftsmen.

The potions can be stored in pottery jars for 1 year per ML of the witch. However, if the ingredients are first enchanted to MR 0 then the potion will last indefinitely until drunk. Each potion is made from 1 quantity of liquid and one quantity of herbs for each MR of the spell. The recipe for each potion must be written down, though this can be recorded in a mundane way.

Witches with Basic Magick - Water and Divination method can create divining waters. This consists of 8 quantities of pure water that must be enchanted to MR 0 and boiled in the witch's pot and left to cool. If a drop of blood from a specific person is dropped into the cooled water at night the witch (and only the witch) can see where the person is and what they are doing. This effect lasts until the sun rises, then the water must be discarded.

Materia Theologica

Theology of [Religion]

Attributes: ..... Intellect & Discipline
Level: ..... DF 4; BCS 30%; 600 Exp

This skill involves the study of the scriptures, history and general rites within a religion. It gives in-depth knowledge of a particular religion, knowledge of the organisation of the religion, is various levels of priesthood. It provides knowledge of the various writings which pertain to that religion, detailed knowledge of the daily rituals, clothing to wear, items to use, when and how feast days should be celebrated and other related topics.

This skill should be learnt for each religion a character wishes to understand in depth. Theology is used whenever a character wishes to debate religion. A successful Theology skill roll gives a bonus of +10% to the TSC% (+20% on Crit 10) to any Charismatic skill check involving religious matters. Theology is also used whenever performing any religious rites and ceremonies and performing Acts of Faith.

A character choosing a priestly vocation also has the option to further specialise by initially spending an additional 500 Exp on any one of the following and then an extra 100 Exp per level in Theology skill gained thereafter:

Liturgy: Specialised knowledge of the rites required for communal worship. The character gains a bonus of +1% per level in Theology to belief rolls of Believers participating in such rites presided over by the character. He also gains +1 to the Crit Die.

Scripture: Specialised knowledge of the writings of the religion. The character gains +1 to the Crit Die when quoting scripture in debate.

Canon: Specialised knowledge of the code of laws of a particular religion. If an individual is tried under religious law, a character can substitute Theology for Law when he is acting as prosecutor or defender and gains a bonus of +2% per level to his TSC% when making his case.

Faith

Attributes: ..... Spirit x 2
Level: ..... DF 5; BCS 20%; 700 Exp

This enables a believer to call upon the Deity for assistance, but some aspects of Faith are available only to priests and lay clerics.

A priest must have SPR 10+ to invoke the benefit of many Acts of Faith for himself. Others may receive those same benefits from a Priest with Spirit of less than 10 because they are *"gifts"* bestowed by the Deity upon those who are believers in the religion. By virtue of his holy office, even a low priest with low Spirit can be used as an instrument of the divine to the benefit of believers.

Other clergy, such as members of Monastic Orders or Fighting Orders, have no minimum Spirit requirement, as a person can enter Orders to atone for great sins. They can invoke Acts of Faith marked (++) and also Acts of Faith open to the laity.

Lay people (everyone who is not clergy) may invoke any of the unmarked Acts of Faith once they have acquired them. Non-believers receive benefits from some Acts of Faith invoked on their behalf and may be affected by Acts of Faith invoked against them in certain circumstances.

Law

Attributes: ..... Intellect & Discipline
Level: ..... DF 3; BCS 40%; 500 Exp

Law is the knowledge of the body of law for a particular area or tribe. This will allow the character to find out a legal point or piece of information only in that area. Outside that area the character would either not know the law or, if the legal system shares the same roots as the one the character has learned, then he will have a large negative modifier to his TSC%.

This skill is not the one used in prosecuting or defending a case, since that requires either Debating or Oratory, depending on the nature of the legal system of the area. For example a Viking trial at the Thing (local parliament and meeting) is conducted using Oratory. A trial under English or Roman law requires Debate, that is, debate using logic. However, successful use of Law will aid your chance to present your case.

A successful Law skill roll adds the character's Law PSF% to his Debate TSC% or ½ PSF% to his Oratory TSC% depending on which skill is in use. If a Critical Success, these bonuses are doubled. If the roll is a Critical Failure then the character subtracts the *"bonuses"* instead.

Debate

Attributes: ..... Intellect & Wisdom
Level: ..... DF 4; BCS 30%; 600 Exp
Resisted: ..... Debate PSF%

Debate is the art of prosecuting an opinion by marshalling a chain of logical arguments to support your point. Whereas Oratory is an appeal to emotions, Debate is an appeal to reason and an attempt to genuinely change the minds of the listeners. It cannot sway crowds as much as oratory, but its effects last longer. The radius of effect is 20 feet x PSF%/10 and the number of people influenced is 20 x PSF%.

If the character possesses Bargaining, Diplomacy & Politics or Leadership a successful Debate skill roll gives a bonus of +1% x Crit Die to these skills. If the roll is a Critical Success the bonus increases to 20 + 1% x Crit Die. If a Critical Failure subtract a penalty of -10% and additional - 1% x Crit Die.

The Marketplace

The Marketplace provides information on many subjects, ranging from units of measurement and coinage to the prices and weights of items which characters may need in the FRP campaign.

Units of Distance

Distance	Abb.	Metric	Equivalent	
Inch	in. (“)	2.54 cm	1/12 ft	1/36 yds
Foot	ft. (‘)	30.48 cm	12 ins	⅓ yds
Yard	yd	91.4 cm	3 ft.	36 ins
Pace	pa	152.4 cm	5 ft	60 ins
Mile	mi	1 609 km	5280 ft	1760 yds
League	L	4 827 km	3 mi	5280 yds

Units of distance in **Chivalry & Sorcery** are in inches, feet, yards and miles. The *‘pace’* is the ancient Roman one, equal to 5 feet or two standard 30" marching paces. A *‘league’* varied between 2½ miles and 3 miles, about the distance a person can cover in an hour of walking.

Units of Weight

Weight	Abb.	Metric	Equivalent	
Ounce	oz	28.35 g	1 oz.	1/16 lb
Troy ounce	toz	30 g	1 toz	1/12 tlb
Pound	lb	454		
g	16 oz	1/100 cwt		
Troy pound	tlb	360 g	12 toz	4/5 lb
Hundredweight	cwt	51 kg	112 lb	1/20 t
Ton	t	1016 kg	2240 lb	20 cwt

Weights are given in *‘British Imperial’* ounces, a historical system. A Troy pound is actually 12 Troy ounces, a little under ⅘ of a standard pound. Troy weight is standard for precious metals and is used for the coin weights.

Units of Liquid Measure

Measure	Abb.	Metric	Equivalent	
Fluid ounce	fl oz	0.029 litres	1 oz	1/16 pt
Pint	pt	0.473 litres	1 lbs	16 fl oz
Quart	qt	0.946 litres	2 lbs	2 pts
Gallon	gal	3.785 litres	8 lbs	4 qts

Units of Area

Area	Abb.	Metric	Equivalent	
Square foot	sq ft	0.093m	144 sq	
in	0.111 sq yd			
Square yard	sq yd	0.836m	9 sq ft	1296 sq in
Acre	a	0.405 ha	1/640 sq	
mi	4840 sq yd			
Square mile	sq mi	2.59 km	640 a	

Chivalry & Sorcery Coinage System

The *‘money metals’* are abbreviated as follows:

Au = gold (from the Latin *‘aurium’*)

Ag = silver (from the Latin *‘argentum’*)

Cu = copper (from the Latin *‘cuprum’*)

Values of precious metals varied throughout history. A reasonable average is a ratio of 12:1. Relative values of gold, silver and copper in **Chivalry & Sorcery** are:

1 gold toz	= 12 silver
toz	= 144 copper toz
1 silver toz	= 0.08333 gold
toz	= 12 copper toz
1 copper toz	= 0.08333 silver
toz	= 0.00694 gold toz

The Chivalry & Sorcery 'Crown'

In the feudal economy the penny (P) is a fairly valuable coin divided into half-pennies and ¼ pennies. In the early period the silver penny was the only coin in use in England, being cut in half or quarters (farthings) for small change.

The Penny coin is equivalent to the ancient Roman denarius, on which the British silver penny was based. The Shilling and Mark are actually terms used for accounting purposes although coins were struck in more recent times. The actual coins in circulation were the silver penny (cut into half-pennies and farthings) and the gold crown (also called the Florin, Pound and many others).

C&S Coin Silver toz.)	Equivalent Lb	Coin Wt. Value	Per (in
1 Farthing	¼ P	Ag	
0.0125	1211	0.0125 toz	
½ Penny	½ P	Ag	
0.025	605	0.025 toz	
1 Penny	1 P	Ag	
0.05	303	0.05 toz	
1 Shilling	12 P		
-	-	0.60 toz	
1 Crown	Cr 1 or 240P	Au	
1.00	15	12 toz	
1 Mark	Mk 1 or 6 Cr	Au	
6.00	-	72 toz	

A Crown (Cr) consists of 20 Shillings and each shilling (S) breaks down into 12 pennies (P). Even a penny in a feudal society was a fair bit of money, so we break them into half-pennies and farthings (quarter-pennies).

To make pricing items easy to understand, all prices are stated in pennies. Gold Crowns may be seen occasionally. However, they represent sums large enough to raise eyebrows and cause a great deal of curiosity. A thousand-dollar bill today has far less impact and much less buying power, to boot! After all, in early economies a Penny was a fairly typical daily wage for a labourer!

The Gold Mark was very rarely minted and may be regarded as an accounting basis, used in major transactions such as the ransom for a King.

The monetary system is far less complicated than it looks. All you need to do is remember:

1 Penny ..... = 2 half-pennies or 4 farthings
1 Shilling..... = 12 Pennies
1 Crown..... = 20 Shillings,
240 Pennies, 1 toz gold.

Starting Off

Now that you have created your character, it's time to fit him out for high adventure! You now have an idea of how money works in **Chivalry & Sorcery**, so we can now consider what your character has to begin his life in the role-playing campaign. **However, this will depend upon:**

- Character's social class
- Character's status in the family.
- Chosen vocation (if a fighter).

Social Class

As we pointed out during character creation, the position a character's father occupies in life has a considerable influence over what that character begins with in the campaign. Part of that heritage comes in the form of the background experiences the character has, especially the skills in which he has acquired at least basic knowledge. Skills, after all, are essential to dealing with the world *'out there'* beyond one's family doorway.

No less important are the physical and financial resources a character has to rely on once he does leave home to win a place for himself in the world. These resources are largely determined by his background situation:

Father's Social Class	Basic Purse[1] in Pennies
Serf	4 x 1D10
Yeoman in Livery	16 x Social Status
Yeoman Freeholder	20 x Social Status
Servien	400[2]
Townsman	16 x Social Status
Small Businessman	20 x Social Status
Guildsman	20 x Social Status
Master Guildsman	20 x Social Status
Merchant Prince	1,000
Landless Knight	20 x Social Status[2]
Lesser Gentry	30 x Social Status[3]
Noble	30 x Social Status[3]
Titled Nobles	30 x Social Status[3]
Titled Noble with Castle	30 x Social Status[4]
Royal SK3 Holding	1,200[4]
Royal Castle I Holding	1,400[4]
Royal Castle II Holding	1,600[4]
Royal Castle III Holding	1,800[4]
Royal Castle IV Holding	2,000[4]
Royal Castle V Holding	2,200[5]
Royal Castle VI Holding	2,400[5]
Royal Castle VII Holding	2,700[5]
Royal Castle VIII Holding	3,000[5]
Royal Castle IX Holding	4,000[5]

1. A Fighter automatically has an average weapon for each of his Weapon Mastery skills. These may be upgraded by expending money from the PC's Purse.
2. As 1 above plus a light warhorse with riding gear. Armour would include a conical helm, arming doublet, a mail shirt and a shield.
3. As 1 above plus a medium warhorse with riding gear. Armour would include a helm, arming doublet, mail hauberk or fitted suit of mail and a shield.
4. As 1 above plus a heavy warhorse with riding gear. Armour would include a +1 helm, arming doublet, surcoat, +1 maille (or platemail in later historic periods) and a shield.
5. As 4 above except that the warhorse is guaranteed to be a superior mount, with mail and quilted caparison and the character's armour would be of suitably high quality (+2 or +3) as well.

Family Status

The support a character enjoys from his family, particularly the head of the family, has an important bearing on what he starts out with. This is represented by considering the character's status in his family to derive a bonus to the basic purse he has to purchase the things he will need to enter the campaign.

Family Status	PC's Purse
Black Sheep	Nothing more! Just go away!
Credit to the Family	+5% x 1D10 of Basic Purse
Good Son/Daughter	Double Basic Purse

Choosing Fighter Status

The footnotes in the relating to the basic starting purse of a character only apply if the player character chooses a Warrior Vocation. It was the custom to fit out a fighter according to his rank etc. Coming from a family background which would produce a mounted fighter means that a warhorse and a suit of armour would be part of the character's basic equipment in addition to his basic purse.

Purchasing Clothes, Weapons & Equipment

Upon entering the game, a character is assumed to have an average set of clothing. Serfs have well-worn clothes of relatively poor quality. Clothing is likely to consist of:

Males: Tunic, chemise, belt, breeches (or kilt) and sandals or wooden clogs. Characters who enter holy orders will have a habit of ordinary quality.

Females: Tunic, chemise, girdle, skirt, sandals or wooden clogs.

Other than this very basic equipment, characters must use the coin in their starting purse to purchase anything they want or to upgrade their clothing. It is time to go shopping at the market square. Those materials that pertain specifically to the Mage or Priest vocations will be found in Magicks and Miracles (Vol. II Core Rules). As for weapons and armour, the prices and details of these specific items can be found in the Chapter – Marketplace.

Going to the Market:

The Price Lists

Note: All weight are given in lb unless stated and all prices are in pennies

Travelling Gear

Item	Wt	Cost
Bridle & bit (average)	2	20
Bridle & bit (fine)	2	100
War saddle (average)	25	100
War saddle (fine)	25	300
Riding saddle (average)	15	60
Riding saddle (fine)	15	200
Saddle blanket (average)	2½	12
Saddle blanket (fine)	½	24
Spurs (plain)	8 oz	20
Spurs (silvered: .100 Ag)	8 oz	40
Spurs (silver: .925 Ag)	8 oz	184
Spurs (gilded: .100 Au)	8 oz	300
Spurs (gold: .916 Au)	15 oz	5800
Riding whip	1	12
Horseshoe	2½	10
Saddle bag (10 lb)	1	6
Saddle bag (25 lb)	2	9
Feed bag	½	3
Draft harness	5	10
Horse collar	5	12
Ox yoke	20	10
Bull whip	3	12
Ox goad	3	4
Pony cart (500 lb cap)	200	90
Cart, 1-horse (1000 lb)	500	150
Wagon, 2-horse (1 t)	850	200
Wagon, 4-horse (3 t)	1500	300
Coach, 2-horse (2 + 4)	1000	360
Coach, 4-horse (2 + 6)	2000	480
6' Leather boat, 2-seat	50	15
8' Row boat, 4-seat	150	30
12' Row boat, 6-seat	225	36
16' Row boat, 8-seat	350	40
20' Longboat, 10-seat	500	120
25' Longboat, 12-seat	750	150
Paddle	3	3
Oar	6	5
Mast, sail and rigging	30	60
Barge	*	2400
Carrack	*	9100
Galley (40 oars)	*	4500
Galley (80 oars & masted)	*	7000

Camp Equipment

Item	Wt	Cost
Torch, pitch (4 hr)	1	¼
Oil lamp (8 hr)	1	5
Oil lantern (24 hr)	3	24
Lamp oil (1 pt = 96 hrs)	1	1½
Flint & steel	4 oz	1
Tinderbox	8 oz	2
Double-weight wool blanket	6	16
Single-weight wool blanket	3	9
Sleeping furs	10	24
Fine woollen sheet	1½	10
Linen sheet	1	16
Palliasse w/o straw	1½	2
Belt Wallet (3 lb)	-	1¼
Money belt (3 lb)	-	10
Sack (10 lb capacity)	-	½
Sack (25 lb capacity)	-	1
Sack (50 lb capacity)	-	1½
Backpack (25 lb capacity)	2	4
Backpack (50 lb capacity)	4	6
Backpack (100 lb capacity)	7	8
Wooden bucket (5 gal)	2	2½
Leather bucket (5 gal)	1	3
Waterskin (1 gal)	-	2
Waterskin (3 gal)	-	3
Waterskin (5 gal)	-	1
Leather tent (2-man)	30	5
Leather tent (4-man)	50	8
Leather tent (6-man)	80	12
Leather tent (8-man)	100	15
Pavilion	100	20

Cooking Gear

Item	Wt	Cost
Iron pot (1 gal)	5	18
Iron frying pan (large)	5	18
Iron frying pan (small)	3	12
Wooden ladle	3 oz	½

Containers

Item	Wt	Cost
Barrel, wood (50 gal)	60	5
Barrel, wood (25 gal)	30	2
Cask, wood (10-gal)	12	3
Cask, wood (2.5 gal)	4	1
Amphora (50 gal)	120	12
Amphora (25 gal)	65	6
Crock, pottery (10 gal)	27	5
Crock, pottery (5 gal)	18	3
Crock, pottery (2.5 gal)	12	1
Crock/Pot, pottery (1 gal)	6	1
Jug/Pot, pottery (4 pt)	3½	1

Jug/Pot, pottery (2 pt)	2½	1
Vial, pottery (8 fl oz)	6 oz	1
Vial, pottery (1 fl oz)	2 oz	½
Glass container	x 30 Pottery	
Porcelain container	x 200 Pottery	
Silver container	x 300 Pottery	
Gilded container	x 450 Pottery	

Miscellaneous Items

Item	Wt	Cost
Rushlight (1 hr x 24)	1	¼
Torch (4 hr)	1½	¼
Candle, tallow (6 hr x 4)	1	½
Candle, wax (6 hr x 4)	1	2½
Cross, small wooden	2 oz	1
Cross, small silver	2 oz	50
Cross, small gilt	2 oz	76
Cross, small gold	2 oz	75
Wooden spoon	1 oz	¼
Wooden plate/bowl	8 oz	½
Wooden mug	8 oz	1
Pewter spoon	2 oz	3
Pewter plate/bowl	1	4
Pewter mug	1	4
Pewter cup	15 oz	18
Pewter chalice	2	36
Straw pallet	2	2
Metal mirror (6" x 6")	4 oz	15
Straight razor	4 oz	14
Soap	1	1

Writing Materials

Item	Wt	Cost
Papyrus (34" x 44")	½ oz	4
Parchment (34" x 44")	½ oz	16
Linen rag paper (34" x 44")	½ oz	12
Vellum (34" x 44")	½ oz	32
Writing tablet, slate	1	4
Writing tablet, wax	1	6
Quill pen	½ oz	¼
Black ink & pot	8 oz	2
Item	Wt	Cost
Coloured ink & pot	8 oz	4
Chalk sticks (6)	2 oz	¼
Stylus (for wax tablet)	2 oz	1
Portable writing desk	10	84
Book covers (8.5" x 11")	8 oz	16
Book covers (17" x 22")	5-10	32
Book covers (34" x 44")	15+	64
Bindery glue (1 pt.)	1	5
Personal seal (brass)	4 oz	48
Personal seal (silvered)	4 oz	90
Personal seal (silver)	4 oz	130
Personal seal (gilt)	4 oz	200
Personal seal (gold)	4 oz	900
Sealing wax (brown)	4 oz	2
Sealing wax (red)	4 oz	8
Sealing ribbon (72")	1 oz	10
Gold leaf (4" x 4")	-	4

Cordage, etc.

Item	Wt	Cost
Cord, light, per 100'	1	2½
Cord, heavy, per 100'	2	5
Rope, per 50'	3	7
Rope Ladder, per 10'	2	8
Grappling Hook	2	20
Rope Cable, 1", per 10'	1½	6
Rope Cable. 2", per 10'	3	12
Rope Cable, 3", per 10'	7	28
Rope Cable, 4", per 10'	12	50
Wire, per 10'	1 oz	2
Chain, light, per foot	½	8
Chain, heavy, per foot	2	20
Pulley, 5:1 MA, 250 lb. lift	5	48
Pulley, per 100 lb. add lift	+2	+16
Block & Tackle, 3:1 MA, 250 lb. lift	6	12
Block, per 100 lb. add lift	+3	4

Men's Clothing

Item	Good	Avg
Mantle (Cloak)	72	36
Bliaut (Tunic)	48	24
Chemise (Shirt)	30	12
Pellise (long coat, fur trim)	100	60
Pellison (long coat)	40	25
Breeches	48	24
Kilt	72	40
Hood	20	12
Hat	10	16
Hose	36	20
Gloves	24	12
Leather Gauntlets	40	20
Belt	20	8
Sword Belt	50	12
Sword Sheath	50	24
Dagger Sheath	20	8
Slippers	50	20
Sandals	20	10
Dress Boots	100	25
Riding Boots	80	20
Infantry Boots	0	10
Shoes	30	4
Work Boots	40	6
Wooden Clogs	6	3

Women's Clothing

Item	Good	Avg
Mantle (Cloak)	60	30
Bliaut (Tunic)	40	20
Chemise (Shirt)	30	12
Pellison (long coat)	40	25
Gown	1 Cr	80
Dress	80	32
Skirt	40	14
Wimple	40	20
Hat	15	20
Hose	36	20
Gloves	24	12
Girdle (Belt)	20	12
Slippers	50	20
Sandals	20	12
Wooden Clogs	6	3

Clothing Extras

Item	Additional Cost
Homespun	-
Fine Wool	+50%
Linen	+100%
Damask	+200%
Lace	+300%
Fine Lace	+500%
Silk	+1000%
Leather	+100%
Fine Leather	+200%
Lace Trim	+50%
Fine Lace Trim	+100%
Fur Trim	+125%
Embroidered	+50%
Fine Embroidery	+100%
Silver Thread Embroidery	+50%
Gold Thread Embroidery	+600%
Undyed	-
Brown	+05%
Green	+05%
Dark Green	+05%
Forest Green	+10%
Tan	+05%
Yellow	+15%
Black	+10%
White (sun bleached)	+20%
Orange	+20%
Red or Pink	+25%
Motley	+25%
Blue	+100%
Royal Blue	+200%
Violet	+200%
Purple	+500%

Dyes

Item	Wt	Cost
Brown Dye	1 oz	½
Green Dye	1 oz	1
Black Dye	1 oz	1
Yellow Dye	1 oz	2½
Red Dye	1 oz	3
Blue Dye (Indigo)	1 oz	20
Purple Dye	1 oz	300

An ounce of dye will colour about a 5' length of cloth. Note that blue and purple dyes are worth their weights in silver and in gold, respectively.

Bolts of Cloth

Undyed Item	Bolt Weight	Cost Per Bolt	Per Yd Length
Homespun Wool	6	38	2½
Finespun Wool	16	56	3½
Linen	16	73	5
Damask	24	154	9
Fine Damask	24	230	14
Lace	8	230	14
Fine Lace	6	384	24
Silk	8	768	48
Fine Silk	8	1152	72

A bolt is 5 feet. x 16 yd. (60 inches x 48 feet).

Why bother with bolts of cloth in an FRP game? Well, look at the value of the cloth and at the weights, too. Cloth was expensive! Not all *"treasure"* and *"loot"* comes in the form of gold and silver but rather in the form of cloth, dyes and other *"luxury"* items. Add the Clothing Modifiers for dyed cloth. Some items are sold by the square yard:

Blankets are usually of double-weight (x 2 cost) homespun, to which colour may be added. Sheets are of linen. Rugs are triple-weight (x 3 cost) homespun or fine-spun wool. Add embroidery and colour. Tapestries are made of linen cloth and are valued as richly embroidered (+75%) and multicoloured (at least +50% and probably more). An *'artistic'* quality" bonus from +200% to +2000% reflects how fine a work of art it is. Very fine rugs from the Middle East qualify as tapestries.

Sewing, Spinning & Weaving Gear

Item	Wt	Cost
Sewing Needle	-	1
Knitting Needles	-	2½
Lace Bobbins	-	2½
Thread (500')	1 oz	1
Coloured Thread	1 oz	2
Silver Thread	1 oz	28

Gold Thread	1 oz	320
Sewing Shears	1	20
Spindle	1	1
Carding Comb	1	2
Spinning Wheel	25	60
Weaving Loom	25	60
Tapestry Frame	6	40
Needlepoint Frame	1	5
Fleece	20	12
Spun Yarn	1	1

Foods, Nutrition

The food a character needs each day will depend on his size and activity level. Food value is rated in nutrition units (NU). The following sets out the requirements that most human characters must meet in order to maintain a given energy level:

		Daily Nutrition for Activity Level		
Person	Weight (lbs)	Subs	Avg	Stren
Child	6-25	02 NU	03 NU	04 NU
Child	26-50	03 NU	05 NU	07 NU
Human	51-74	04 NU	06 NU	09 NU
Human	75-99	04 NU	07 NU	10 NU
Human	100-150	06 NU	08 NU	11 NU
Human	151-250	07 NU	09 NU	12 NU
Human	251-300	08 NU	10 NU	13 NU
Human	301-350	09 NU	11 NU	14 NU
Human	350+	09 NU	12 NU	15 NU

Subs: A Subsistence Diet is the minimal nutritional value required to sustain life and health, with only a minimum of activity per day, about 3 hours of reasonably hard work or 4-5 hours of travelling at a moderate pace with no more than about 10% CCAP for a load. If this activity level is exceeded, double all Fatigue costs. If the dietary requirements are not met, a character loses –2% from his Fatigue each day and -2% from his physical capabilities (when performing any skill or activity). Characters can last for 7 + CON days under such conditions, after which death by starvation occurs.

Avg: An Average Diet is sufficient to provide for about 10 hours of average work or travel. If this activity level is exceeded, double all Fatigue costs after 10 hours of activity to reflect the character's inability to maintain that level of energy expenditure on the food taken in that day.

Stren: A Strenuous Activity Diet is sufficient to maintain a high-energy output, such as might be needed on a forced march, working in excess of 10 hours at a task requiring great effort, or during a day marked by considerable fighting, running, etc. If the nutritional level fails to meet the character's needs, decrease Fatigue by -5% per day until his activities match his nutritional intake. When a character reaches 50% of his normal Fatigue, he loses an additional -2% from his Fatigue and -2% from his physical capabilities. Also treat him as starving to death, for he is consuming body mass to keep going at that intense pace.

Field Rations

Item	Wt	Cost	NU
Jerked (dried) Beef	1	½	10
Dried Fish	1	¼	6
Smoked Salmon	1	1	6
Smoked Sausage	1	½	8
Spiced Sausage	1	¾	8
Salt Pork	1	¼	8
Well-cured Bacon	1	½	7
Pork Ham	1	½	8
Mutton Ham	1	½	8
Dark Rye Bread	1	¼	6
Hard Tack	1	¼	7

Fresh Meat

Item	Wt	Cost	NU
Veal	1	¾	5
Beef, quality cut	1	1	6
Beef, average cut	1	¾	5
Beef, cheap cut	1	½	5
Beef, poor cut	1	¼	5
Suckling Pig	15-30	½	5
Boar's Head	30-60	¾	4
Pork Spareribs	1	½	4
Pork, quality cut	1	¾	6
Pork, average cut	1	¾	5
Pork, cheap cut	1	½	5
Pork, poor cut	1	¼	5
Lamb, quality cut	1	½	5
Lamb, average cut	1	¼	5
Mutton, quality cut	1	¾	5
Mutton, average cut	1	½	5
Mutton, cheap cut	1	¼	5
Goat	1	½	5
Rabbit	1	¼	3

Poultry & Wild Game Birds

Item	Wt	Cost/ lb	NU/ lb
Whole Chicken	4-7	¼	5
Whole Duck	4-7	¼	5
Whole Goose	6-15	½	5
Fatted Goose	8-15	½	5
Whole Swan	7-20	2	5
Whole Peacock	5-15	2	5
Small Game Bird	1	1	4

Wild Game: Fresh Meat

Item	Wt	Cost	NU
Boar's Head	30-75	40-60	4
Boar Spareribs	1	½	4
Boar, quality cut	1	1	6
Boar, average cut	1	¾	5
Boar, cheap cut	1	½	5
Boar, poor cut	1	¼	5
Venison, quality cut	1	3	6
Venison, average cut	1	2	5
Venison, cheap cut	1	1	5
Venison, poor cut	1	¾	4

Dairy

Item	Wt.	Cost	NU
Fine Cheese	1	1½	6
Good Cheese	1	1	6
Average Cheese	1	½	5
Cheap Cheese	1	¼	5
Goat Cheese	1	½	5
Curds & Whey	1	¼	3
Pure Cream, 1 pint	1	2	8
Whole Milk, 1 quart	2	½	4
Buttermilk, 1 quart	2	1	6
Butter, salted	1	1	10
Butter, unsalted	1	¾	10
Bantam Eggs (x 12)	1	¼	6
Chicken Eggs (x 6)	1	¼	6
Duck Eggs (x 6)	1	¼	6
Quail Eggs (x 12)	1	1	6
Goose Eggs (x 4)	1	¼	6

Vegetables

Item	Wt	Cost	NU
Fresh Pea pods	1	¼	2
Dried Peas	1	½	5
Fresh Beans	1	¼	2
Dried Beans	1	½	5
Fresh Cabbage	1	¼	3
Lettuce	1	¼	1
Sauerkraut	1	½	4
Fresh Lentils	1	¼	3
Dried Lentils	1	½	5
Leeks	1	¼	2
Scallions	1	¼	2
Onions	1	¼	2
Shallots	1	½	2
Garlic	1	½	2
Carrots	1	¼	3
Parsnips	1	¼	3
Radishes	1	¼	2
White Turnip	1	¼	3
Rutabaga	1	¼	3
Beetroot	1	¼	3
Beet Pickles	1	1	2
Cucumbers	1	¼	2
Cucumber Pickles	1	1	2
Squash	1	¼	4
Green Olives	1	2	3
Black Olives	1	2½	3
Fresh Wild Mushrooms	1	¾	0
Dried Wild Mushrooms	1	1½	0

Fruits

Item	Wt.	Cost	NU
Crab apples	1	¼	2
Apples	1	¼	3
Pears	1	½	3
Peaches	1	¼	3
Apricots	1	¾	3
Pomegranates	1	6	1
Plums	1	½	3
Lemons	1	1½	1
Oranges	1	1½	3
Cherries	1	1	3
Strawberries	1	½	3
Raspberries	1	½	3
Gooseberries	1	¼	2
Wild Berries	1	¼	3
Table Grapes	1	⅓	3
Fresh Figs	1	1½	4
Dried Figs	1	2½	6
Fresh Dates	1	1½	4
Dried Dates	1	2½	6
Various Dried Fruits	1	1½	5

Seasoning's & Sweeteners

Item	Wt	Cost	NU	% in Shop
Rock Salt	1	1¼	0	-
Sea Salt	1	¾	0	-
Honey	1	1	6	-
Lump Sugar	1	2	5	-
Fresh Cooking Herbs	5 oz	¼	-	-
Dried Cooking Herbs	1 oz	½	-	-
Basil	1 oz	1	-	90%
Bay	1 oz	1	-	80%

Cinnamon	1 oz	13	-	30%
Clove	1 oz	1¾	-	80%
Coriander	1 oz	3	-	60%
Cumin	1 oz	4	-	50%
Fennel	1 oz	1¾	-	80%
Garlic	1 oz	¾	-	90%
Hops	1 oz	¾	-	90%
Pepper	1 oz	8	-	30%
Mint	1 oz	¾	-	90%
Nutmeg	1 oz	64	-	30%
Parsley	1 oz	¾	-	90%
Pepper	1 oz	320	-	40%
Rosemary	1 oz	2¾	-	70%
Saffron	1 oz	32	-	30%
Sage	1 oz	¾	-	90%
Thyme	1 oz	¾	-	90%
Walnut	1 oz	3	-	70%

% in Shop: This is the percentage chance that the herbs will be available.

Sugar came in loaves, the outer parts being cut or scraped for nobility and giving a whiter coarser texture than modern granulated sugar. In the centre would be a gooey residue, which would be used by the servants or lower classes.

Cooking Oils

Item	Wt	Cost	NU
Pork Dripping	1	¼	-
Beef Dripping	1	½	-
Olive Oil (1 pint)	1	1½	-
Virgin Olive Oil (1 pint)	1	2½	-
Extra Virgin Olive Oil	1	5	-

Bakery Goods

Item	Wt.	Cost	NU
White bread	1	½	3
Whole wheat bread	1	¼	4
Dark rye bread	1	½	4
Assorted Pastries (x6)	1	½	3
Cake	1	½	3
Fruit pie	1	¼	4
Meat pie	1	¾	6

Grain & Feed: Farm Prices

Item	Wt	Cost	NU
Wheat	50	7½	[200]
Rye	50	6	[150]
Barley	50	5	[200]
Oats	50	4	[225]
Hay	50	3 ½	[125]
Straw	50	2 ¾	[75]

The [NU] rating for grains and feeds refers to the nutritional value when feeding animals. For nutritional value to people, look to Flour & Bread.

Prices are at the farm gate. Millers charge 1/10th the weight of grain to mill it into flour.

Going to the Inn

While staying at the inn, the guest and his property were under the innkeeper's protection and he was liable for any losses due to his negligence or carelessness with basic security. Prices are typical of the rates at inns. A somewhat reduced rate may be obtained from producers of alcoholic beverages and an even better one if buying in large quantity. A long-term lodger would receive somewhat better food for the price paid and preferred service if he held accommodations of a better than average quality.

Fortified Wines & Spirits

Cognacs and grain alcohol are not available until someone invents the distilling process. In history, the mass production of distilled beverages happened rather late, less than four centuries ago, in fact. But there are records of Scotland exporting Whiskey in the 12th Century and crude stills have been found in Ireland dating to the 9th century, probably producing Poteen. Of course an alchemist could have come up with a distilling method much earlier on. The alternative to strong spirits would be 'Winter Wine', or wine put out in a tub on a very cold winter night. The icy slush would be skimmed off, resulting in a stronger wine with 20% to 30% alcohol content. Cost would be comparable to an average or good cognac.

Beverage	Alcohol	Wt.	Cost
Superb Port (1 pt)	20%	1	4
Fine Port Wine (1 pt)	18%	1	3
Good Port Wine (1 pt)	18%	1	2 ¼
Average Port (1 pt)	18%	1	1 ½
Liqueur (1 pt)	20%	1	2
Superb Cognac (1 pt)	40%	1	6
Fine Cognac (1 pt)	40%	1	4 ½
Good Cognac (1 pt)	40%	1	3
Average Cognac (1 pt)	40%	1	2 ½
Grain Alcohol (1 pt)	92.5%	1	6

The Wine List

Beverage	Alcohol	Wt	Cost
Grand Cru Red (1 pt)	12%	1	1½
Vintage Red (1 pt)	12%	1	1¼
Fine Red Wine (1 pt)	12%	1	1
Good Red Wine (1 pt)	12%	1	¾
Average Red (1 pt)	10%	1	½
Poor Red Wine (1 pt)	8%	1	¼
Sour Wine (2 pt)	6%	2	¼
Red Vinegar (1 pt)	-	1	¼
Grand Cru White (1 pt)	12%	1	1¾
Vintage White (1 pt)	2%	1	1½
Fine White (1 pt)	12%	1	1¼
Good White (1 pt)	12%	1	1
Average White (1 pt)	10%	1	¾
Poor White Wine (1 pt)	8%	1	½
White Vinegar (1 pt)	-	1	¼

Beer, Mead & Cider

Beverage	Alcohol	Wt	Cost
Stout Beer (1 pt.)	8%	1	½
Ale (1 pt.)	5%	1	¼
Lager (1 pt.)	5%	1	¼
Bitters (1 pt.)	5%	1	¼
Small Beer (2 pt.)	3%	2	¼
Fine Mead	10%	1	1
Good Mead	8%	1	¾
Average Mead	6%	1	½
Cheap Mead	4%	1	¼
Fermented Cider	7%	1	½
Fresh Cider	4%	1	¼

Eating at an Inn

Quality of the Meal	Cost
Banquet Quality Meal (NU = 18	1¾ - 2½
Fine Meal (NU = 15)	1½ - 1¾
Very Good Meal (NU = 12)	1 - 1½
Good Meal (NU = 10)	¾ - 1
Average Meal (NU = 10)	½ - ¾
Cheap Meal (NU = 8)	¼ - ½

Staying at an Inn

Accommodation	Cost
Fine Suite (2 rooms), per night	1½ - 3
Good Room, per night	1 – 1¼
Average Room, per night	½ - ¾
Pallet in Common Room, per night	¼ - ½
Sleep in Stable, per night	¼

Stabling Animals

Animal	Cost/Day
Warhorse stabled at country inn	1
Warhorse stabled at town inn	1½
Riding horse stabled at country inn	¾
Riding horse stabled at town inn	1
Pack/draft animal at country inn	¼
Pack/draft animal at town inn	½

Stabling includes feed, usually hay and straw for pack and draft animals. Warhorses are groomed and get a large feed bag of oats twice a day. Riding horses get a smaller feed bag twice a day.

Long-Term Accommodation

By the month

	Poor	Average	Good
Room in Country	5-10	13-20	23-30
Country Cottage	20-30	35-60	65-90
Board in Country	15-20	25-30	35-45
Room in town	13-20	25-40	45-60
3-rm floor in sm town house	50-75	88-125	138-175
5-rm floor in lrg town house.	80-95	100-163	175-250
Board in town	25-30	35-45	50-63

Mounts

The gaming statistics for all mounts are to be found in the Creatures Bestiary Chapter.

Long Distance Movement

The following sets out Fatigue costs for Mounts, Draft Animals and Pack Animals. See Chapter Movement for details on Journey Time, Pushing the Pace, etc.

Move Rate	Fatigue Loss
March	-1 FP per hour[1]
Trot (Double Time)	-5 FP per hour[1]
Canter	-1 FP per 2 mi.[2]
Gallop/Charge	-1 FP per mi.[2]

[1]Fatigue is expended per hour for these speeds.
[2]Fatigue is expended for distance covered.
Canter is 3/4 of full speed possible.

Warhorses

The man on horseback not only dominated the historic feudal ages, but he also proved to be supreme in legend and in fantasy fiction as well. However, the greatest warrior can be undone by an unreliable horse!

Warhorses are very expensive, for mounts with the right temperament and breeding are quite rare. Also, a truly fine warhorse can take years to train. Only warhorses will be effective mounts in battle. Other riding animals tend to be more skittish in temperament and can be somewhat unmanageable in combat. Indeed, they might baulk or panic in the din and chaos of a fight. Nor will they position themselves well nor be easily guided with knee movements and voice commands alone. These factors significantly reduce even a skilled cavalryman's ability to use his arms to best effect.

Warhorses, especially the great destriers (heavy warhorses), are very disciplined because of their highly specialised training and stoic temperaments. Destriers and feudal medium horses (called 'hunters' or 'coursers') were trained to rear, kick, trample foes under hoof and whirl round in place to prevent dismounted enemies from getting near. (The horse impacts them with his body if they do.) No other warhorses had this training, although light warhorses and warponies rear and kick at foes.

Type of Warhorse	Find %	Cost
Avg Very Heavy Warhorse	01-60%	2600+
Supr Very Heavy Warhorse	61-85%	2900+
Supb Very Heavy Warhorse	86-95%	3200+
Great Very Heavy Warhorse	96-00%	3500+
Avg Heavy Warhorse	01-60%	2300+
Supr Heavy Warhorse	61-85%	2500+
Supb. Heavy Warhorse	86-95%	2700+
Great Heavy Warhorse	96-00%	3000+
Avg Medium Warhorse	01-60%	1800+
Supr Medium Warhorse	61-85%	2000+
Supb Medium Warhorse	86-95%	2300+
Great Medium Warhorse	96-00%	2500+
Avg Light Warhorse	01-60%	1400+
Supr Light Warhorse	61-85%	1600+
Supb Light Warhorse	86-95%	1800+
Great Light Warhorse	96-00%	2000+
Avg. Light Arabian Warhorse	01-60%	2000+
Supr Light Arabian Warhorse	61-85%	2300+
Supb Light Arabian Warhorse	86-95%	2600+
Great Light Arabian Warhorse	96-00%	3000+
Avg Steppes War Pony	01-60%	2000+
Supr Steppes War Pony	61-85%	2300+
Supb Steppes War Pony	86-95%	2600+
Great Steppes War Pony	96-00%	3000+

Warhorse Armour

Medium and heavy warhorses are large and powerful enough to wear armour protection. Of course, the kind of armour is governed fairly much by the same rules as stated for personal body armour.

Light warhorses and war ponies cannot wear better than quilted caparison.

Medium warhorses may wear ½ frontal armour of metal, with side/rear caparison of quilting or studded leather.

Heavy warhorses can be armed in the full panoply of war and decked out in full cavalry plate (if available).

Armouring a horse will reduce its Fatigue considerably if the steed's CCAP limits are exceeded. In this regard, treat the mount's Fatigue loss exactly the same as in the case of a person carrying excessive weight.

A mount's speed will also be reduced if both rider and armour exceed 60% CCAP. In distance modes of travel, drop the speed by 1 mph per 5% overload. In combat mode, drop the movement rate by 1' each for each 10% of excess weight carried.

It might be noted that, except for a light quilted caparison, warhorses were rarely armoured except when formal battle was imminent. Cavalry mounts were kept fresh as possible for battle.

When travelling, warhorse armour was typically borne by pack animals. Similarly, a knight often rode a saddle mount, leaving the warhorse carrying perhaps no more than the knight's armour and some of his armaments. This spared the warhorse and kept him fresh for battle.

The following sets out the kinds of warhorse armours available in **Chivalry & Sorcery**. Warhorse armour is essentially the same in protective effect as body armour worn by characters.

½ (Frontal) armour does not protect the legs of the horse, just its face, head, neck and barrel back to the saddle.

Warhorse Armour: Type of Barding	Wt. as % of Mount's Wt.	Cost
½: quilted	3%	240
½: studded leather[1]	6%	400
½: brigandine (splint)	9%	800
½: scalemail	9%	1200
½: platemail	10%	2000
½: cavalry plate	12%	3000
½: Renaissance plate armour	14%	4400
Side/Rear: quilted	3%	160
Side/Rear: studded leather[1]	5%	240
Side/Rear: brigandine	8%	600
Side/Rear: scalemail	8%	900
Side/Rear: platemail	8%	1300
Side/Rear: cavalry plate	10%	2000
Side/Rear: Renaissance plate	12%	3200

[1]Equivalent to ring mail

Riding Mounts, Pack Horses & Draught Animals

In addition to fighting mounts, many animals are available for more mundane duties, such as light riding horses (palfreys), ponies, donkeys, draught horses, pack horses, mules, even camels! The animal for you depends on what you need and how much your purse can afford!

As a rule, large characters need to ride large mounts to avoid fatiguing them or breaking them down.

Different riding skills are needed to have effective control over horses, donkeys, camels and exotic animals. The skill, Ride Warhorse, is essential to controlling such a spirited animal or fighting while in the saddle.

The skill, Handle Animals, is sufficient to keep a draught or pack horse, mule or donkey in line when using them as draught or pack animals.

Type of Mount	Cost
Light Riding Horse (Palfrey)	300+
Riding Pony	180+
Light Pony	100+
Donkey	80+
Heavy Draught Horse	300+
Medium Draught Horse	200+
Medium Mule	300+
Mule	200+
Average Camel	500+
Superior Camel	700+
Superb Camel	800+
Great Camel	1000+

Animal Nutrition

The food a warhorse, riding mount, or draught animal needs each day will depend on his size and activity level. Food value is rated in nutrition units (NU).

The following sets out the requirements that most animals need in order to maintain a given energy level:

Animal	Daily Nutrition Weight (lbs)	for Activity Level Subs	Avg	Stren
Hv.Warhorse	2000-2400	40 NU	50 NU	65 NU
Md.Warhorse	1600-1900	36 NU	45 NU	60 NU
Lt.Warhorse	1100-1300	32 NU	40 NU	53 NU
Lt.Arabian	1200-1400	36 NU	45 NU	60 NU
War Pony	800-1100	27 NU	33 NU	40 NU
Lt.Riding H.	1000-1200	30 NU	37 NU	45 NU
Draught H.	1600-2400	36 NU	50 NU	65 NU
Mule	1500-2000	36 NU	45 NU	60 NU
Donkey	350-450	20 NU	25 NU	30 NU
Camel	1700-2400	35 NU	45 NU	55 NU

Animals may be fed grain, hay, etc. They may also be pastured. As a general rule, an animal can graze from 7 to12 NU per hour on rich grasslands, 4 to 7 NU per hour on steppe-land grasses and 1 to 4 NU per hour in wastelands (depending on the quality of the grazing). Deduct about 6 to 9 hours for sleep also deduct travel or work time from the day, the balance remaining out of 24 hours can be spent by the animal in grazing activities.

Livestock

Item	Cost
Capon	2
Calf, weaned	10
Cow	72
Cow, good milker	120
Duck	1
Falcon, trained Gerfalcon	48
Falcon, trained Goshawk	60
Falcon, trained Merlin	45
Fowl (Hen)	1
Goose	3
Ox	108
Pig	24
Pigeon	½
Sheep	10

Household Goods

Item	WT	Cost
Rushlight (1 hr x 24)	1	¼
Torch (4 hr)	1 ½	½
Candle, tallow (6 hr x 4)	1	½
Candle, wax (6 hr x 4)	1	2 ½
Candle lantern	2	15
Oil lamp (8 hr)	1	5
Oil lantern (24 hr)	3	20
Lamp oil (1 pt= 96 hr.)	1	1 ½
Candle holder, pottery	5 oz	4
Candle holder, pewter	8 oz	9
Candle holder, brass	8 oz	12
Candelabra, pewter	2 ½	40
Candelabra, brass	3	60
Candlestick, brass	75 oz	120
Silver item	X 20 Brass Price	
Gilded item	X 30 Brass Price	
Gold item	X 400 Brass Price	
Cross. small wooden	2 oz	1
Cross, small silver	2 oz	50
Cross, small gilt	2 oz	80
Cross, small gold	4 oz	150
Wooden spoon	1 oz	¼
Wooden plate/bowl	8 oz	½
Wooden mug	8 oz	1
Pewter spoon	2 oz	3
Pewter plate/bowl	1	8
Pewter mug	1	8
Pewter cup	15 oz	36
Pewter chalice	2	72
Silver tableware	X 16 Pewter Price	
Gilded tableware	X 25 Pewter Price	
Gold tableware	X 400 Pewter Price	
Brazier, iron, small	5	48
Brazier, bronze, small	5	76
Brazier, iron tripod	25	240
Brazier, bronze tripod	25	640
Charcoal	25	1 ½
Stool, oak 3-legged	5	4
Chair, oak	12	1
Bench, oak (2 person)	20	½
Bench, oak (4 person)	40	16
Great Seat, oak	50+	72
Writing desk, oak	50+	36
Table, oak	50+	24
Large table, oak	100+	48
Oak bed & mattress	50+	48
Oak bed with canopy	100+	76
Small oak casket	5	19
Oak chest	15	40
Large oak chest	40	84
Oak wardrobe	100	120
Pine furniture	X 3 Oak Price...	
Fruitwood furniture	X 10 Oak Price	
Carved furniture	+50% Oak Price	
Ornately carved furniture	+200% Oak Price	
Ironbound Chest	+50% Oak Price	
Seat cushion	2	10
Good seat cushion	2	24
Good seat cushion	2	48
Straw pallet	2	2
Bed hangings	20	40
Good bed hangings	20	84
Fine bed hangings	20	144+
Metal mirror (6" x 6°)	4 oz	15
Large metal mirror (2' x 6')	25	600
Straight razor	4 oz	14
Soap	1	1

Building Tools

Item	WT	Cost
Astrolabe (brass)	4	120
Yardstick (wooden)	1	3
Yardstick (iron)	2	16
Cord (waxed), 100'	1	4
Carpenter's square	2	6
Carpenter's level	2	16
Plumb-bob & string	1	4
Hatchet	3	18
Wood axe	5 – 7	40
Cross-cut saw (2 man)	10	140
Wood saw	3	40
Carpenter's plane	2	12
Wooden mallet	2	3 ½
Carpenter's hammer	3	20
Boring auger	3	24
Iron drill bits (6)	1	14
Steel drill bits (6)	1	24
Wood chisel	1	12
Adze	4	40
Drawing knife	2	19
Shingling knife	2	20
Wood glue (1 pt.)	1	24
Paint (1 gal.)	8	15
Construction nails (40)	1	10
Pennyweight nails (240)	1	15
6" Iron spikes (6)	1	7
12• Iron spikes (2)	1	7
Iron wedge (small x 4)	1	3

Building Construction

The following section deals with building structures ranging from peasant huts up to feudal manor houses.

Mud & wattle huts are crude one-room, one-storey structures typical of the peasantry.

Cottages are the homes of the rural yeomanry. They have lofts under their pitched roofs, with usable loft space about ⅔ of main floor area (no additional cost). Each level is 8′ high, so the roof-peak is 16′-18′ above the ground.

Manor Houses & Town Houses have 3-5 storeys, each about 10′ high (square footage applies per level. The top level is cost *'free.'* Being a loft area with usable space about ⅔ of the floor area of a storey.

Stables, storehouses, warehouses, etc., are of comparable construction to dwellings, but lack the frills and inside finishing one would expect of a proper residential structure. However, the poor rarely lived in quarters much better than those of their animals!

Construction time and costs assume that professional tradesmen are employed. If character's do the work themselves, cost is halved. However, they must have appropriate skills to build a structure or time is doubled. Brick and stone structures cannot be constructed without appropriate skills.

The time required for any building task is stated in man-hours: 60 man-hours means 1 man working for 60 hours. If more than one man is involved, divide the building time by the number of workers. A 60 man-hour job done by 5 men would take 60/5 = 12 hours. Assume 10 working hours in a day.

Unit cost= Cost per unit of work done; e.g.: 100 sq. feet of cottage of fieldstone built.

Type of Construction	Man Hours	Unit Cost
100 sq.ft. of Site Clearing	4	½
Clearing in Light Woods	8	¾
Clearing in Dense Woods	12	1 ¼
10 cu.ft. Excavated in Dirt	1	¼
10 cu.ft. Excavated in Stone	20	2 ½
Hut of mud & wattle with thatch roof		
beaten earth floor, per 100 sq.ft.	60	18
Cottage of timber and stucco, with hatch roof		
beaten earth floor, per 100 sq.ft.	180	72
Cottage, as above		
with wood plank floor, per 100' sq.ft.	240	96
Cottage of logs, thatch roof		
beaten earth floor, per 100 sq. feet.	150	60
Cottage, as above		
with wood plank floor, per 100 sq.ft.	210	84
Cottage of logs		
with wood floor, shake roof, per 100 sq.ft.	270	108
Cottage of field stone		
thatch roof, beaten earth floor, per 100 sq.ft.	250	100
Cottage		
as before, wood plank floor, per 100 sq.ft.	300	120
Cottage, as above		
with wood plank floor, shake roof, per 100 sq.ft.	360	144
Attached barn/storerooms		
As cottage, beaten earth floor,	60%	60%
Town house of field stone		
wood plank floor, shake roof, per 100 sq.ft.	390	160
Town house: timber-stucco		
wood plank floor, shake roof, per 100 sq.ft.	300	124
Feudal Manor House: 1-ft. thick stone walls		
wood floors, slate roof, per 100 sq.ft.	500	210
Fortified Manor House: 3-ft. thick stone walls		
wood floors, slate roof battlements		
Stout gates, per 100 sq.ft.	640	270

Finishing Work	Man Hours	Unit Cost
Brick facing	+20%	+20%
Fieldstone fireplace	40	16
Dressed stone fireplace	80	40
Chimney, per 20' of height	50	32
Poor finishing, per 100 sq.fl.	10	4
Avg. finishing, per 100 sq.ft.	30	20
Good finishing, per 100 sq.ft	60	48
Fine finishing, per 100 sq.ft.	90	96

Mining Tools

Item	WT	Cost
Iron wedge (large)	1	7
Crow bar (light)	5	28
Crow bar (heavy)	15	84
Shovel (long handle)	5	38
Spade (short handle)	6	44
Pick axe	7	56
Maul or sledge hammer	9	64
Maul or sledge hammer	16	112
Stonemason's hammer	4	36
Stonemason's chisel	2	20
Mason's trowel	1	4
Mason's hod	5	4
Mason's mixing trough	25	10
Mortar	100	8
Cement (Roman Style)	100	8

Metalworking Tools

Item	WT	Cost
Smith's leather apron	3	12
Smith's hammer	5	18
Armourer's hammer	5	20
Jeweller's hammer	1 – 2	20
Set of engraving tools	3	32
Portable anvil	25	70
Smithy anvil	100	200

Portable Forge	100	80
Smithy Forge	1000	240
Armourer's Forge	1000	280
Forge coal	100	4
Hardwood charcoal	100	8
Smelting coal	100	6
Smelting crucible (5 lb) small	5	54
Smelting ladle	2	12
Smelting crucible (25 lb)	20	120
Large smelting ladle	5	30
Small bellows	5	48
Large bellows	25	120
Small pliers	1	24
Large pliers	2	40
Small tongs	3	36
Large tongs	5 – 10	120
Wire puller & die	10	144
Iron clamp	3 – 5	36
Whetstone	½	1
Grindstone	100	21
Lead Ingot	25	50
Copper Ingot	25	500
Tin Ingot	25	500
Iron Ingot	25	100
Silver Bar	1	250
Gold Bar	1	3000

Agricultural Tools

Item	WT	Cost
Rake	3	2
Hoe	3	2
Digging fork	4	3
Shovel (long handle)	5	4
Spade (short handle)	6	4
Mattock	5	3
Pitchfork (metal tines)	5	2
Pitchfork (wood tines)	3	1
Sickle	3	2
Scythe	5	4
Wooden threshing flail	8	2
Walking plough frame	50	6
Iron plough blade	25	18

Baking Ingredients

Item	WT	Cost	NU
Whole Wheat Flour	10	¾	40
White Wheat Flour	10	1	30
Rye Flour	10	¾	40
Barley Flour	10	½	40
Oat Meal	10	½	40
Yeast	1 oz	½	-

Note: 1 lb. of flour makes 1 lb. of bread.

The Apothecary Shoppe

The following materials are used to make Magickal potions, powders, & devices. Skill in Herbology may be used to Find herbs and woods in the wild (minus the Find Modifier indicated).

Herbs & Flowers

Note: All weights are given for Herbs & Flowers are in ¼ oz unless stated and all prices are in pennies.

Herb/Flower	Find Mod.	% in Shop	Cost
Anemone	-25	60%	3
Angelica	-30	50%	9
Anise	-10	70%	3
Apple	-20	90%	1
Ash	-15	90%	1
Asafoetida	-35	40%	5
Avens	-30	50%	5
Balm of Gilead	-40	30%	40
Basil	-15	90%	1
Bay	-25	80%	1
Benzoin	-35	40%	35
Betony	-25	50%	6
Bistort	-25	40%	9
Bittersweet	-20	80%	2
Broom	-10	70%	3
Bryony	-20	60%	6
Burdock	-05	80%	2
Cactus	-90	20%	10
Camomile	-05	80%	1
Camphor	-90	60%	3
Caraway	-	90%	1
Carnation	-50	70%	3
Catnip	-15	80%	2
Celandine	-25	60%	4
Cinnamon	-	30%	13
Cinquefoil	-20	60%	4
Clover	-05	90%	1
Clove	-50	80%	1 3/4
Comfrey	-20	70%	3
Coriander	-45	60%	3
Cumin	-50	50%	4
Dragon's Blood	-50	30%	40
Elder	-05	80%	2
Fennel	-20	80%	1 3/4
Fern	-20	90%	1
4-Leaf Clover	-90	10%	240
Frankincense	-50	20%	240
Garlic	-25	90%	3/4
Geranium	-70	60%	4
Gooseberry	-25	90%	1

Herb/Flower	Find Mod.	% in Shop	Cost
Hawthorn	-20	90%	1
Hazel	-20	90%	1
Heather	-20	90%	1
Henbane	-35	70%	3
Holly	-45	70%	3
Honeysuckle	-10	70%	3
Hops	-30	90%	3/4
Horehound	-35	60%	4
Hyssop	-40	60%	4
Ivy	-10	90%	1
Juniper	-30	80%	2
Lavender	-50	60%	3
Laurel	-35	70%	3
Mandrake	-90	10%	20
Marigold	-30	70%	3
Marjoram	-50	80%	2
Mistletoe	-25	20%	15
Mugwort	-25	50%	5
Myrrh	-70	20%	360
Mint	-10	90%	3/4
Myrtle	-35	60%	3
Nettle	-10	80%	2
Nutmeg	-80	30%	64
Oak	-30	30%	6
Onion	-30	90%	1
Parsley	-30	90%	3/4
Pepper	-90	40%	320
Peppermint	-20	90%	8
Periwinkle	-35	50%	3
Pimpernel	-35	50%	5
Poppy	-40	40%	10
Primrose	-30	80%	2
Rose	-30	80%	2
Rosemary	-30	70%	2 3/4
Rue	-30	50%	4
Saffron	-40	30%	32
St. John's Wort	-40	50%	12
Snapdragon	-40	80%	2
Solomon's Seal	-40	50%	10
Star Anise	-40	50%	8
Thistle	-0	90%	1
Thyme	-10	90%	3/4
Valerian	-25	60%	5
Vervain	-30	50%	6
Vine	-10	90%	1
Violet	-10	80%	2
Walnut	-20	70%	3
Wolfsbane	-30	60%	6
Wormwood	-50	20%	10
Yarrow	-10	80%	2

Magickal Materials: Woods

Woods	Wt.	Find Mod.	% in Shop	Cost
Acacia	1 oz	-70	20%	10
Apple	1 lb	-20	70%	3
Ash	1 lb	-15	50%	5
Cypress	1 lb	-50	20%	10
Elder	1 lb	-05	70%	3
Elm	1 lb	-10	70%	3
Fir	1 lb	-10	70%	2
Hawthorn	1 lb	-20	50%	5
Hazel	1 lb	-20	50%	7
Myrtle	1 lb	-35	60%	4
Oak	1 lb	-30	20%	25
Pine	1 lb	-10	70%	1
Rowan	1 lb	-30	30%	10
Sandalwood	¼ oz	-30	30%	10
Walnut	1 lb	-20	60%	5
Willow	1 lb	-10	70%	5

Magickal Materials: Stones

All quantities are 1 caret of stones.

Stone	Available	Cost
Agate	90%	7
Alum	90%	1
Amber	50%	100
Amethyst	50%	100
Aquamarine	90%	20
Asbestos	90%	3
Aventurine	70%	12
Azurite	60%	70
Beryl	60%	25
Bloodstone	60%	80+
Calcite	60%	3
Carnelian	60%	15
Cats-Eye	60%	40
Chalcedony	60%	15
Chrysolite	60%	15
Coral	60%	15
Crystal	60%	100+
Diamond	50%	1,500+
Emerald	50%	1,500+
Flint	80%	3
Fossil	30%	600+
Garnet	60%	50+
Hematite	60%	10
Holey Stones	60%	40
Jade	60%	400+
Jasper	60%	50
Jet	50%	50+
Lapis Lazuli	40%	300+
Malachite	60%	30
Moonstone	50%	120+

Stone	Available	Cost
Obsidian	60%	80
Onyx	60%	60
Opal (Black)	50%	350+
Pearl	64%	500+
Petrified Wood	60%	500+
Pumice	60%	20
Ruby	50%	1,200+
Salt crystals	80%	7
Sapphire	50%	1,200+
Sardonyx	50%	200+
Sodalite	50%	100
Sphene	50%	400+
Staurolite	50%	100
Sulphur	90%	1
Sunstone	50%	120+
Tiger's Eye	50%	300+
Topaz	50%	300+
Tourmaline (All Colours)	50%	300+
Zircon (All Colours)	50%	300+

Magickal Materials: Metals

Metal	Wt.	Avl	Cost
Antimony	¼ oz	50%	2
Brass	1 oz	80%	9
Copper:	1 oz	90%	2
Electrum	½ oz	60%	70
Gold	½ oz	90%	112
Iron	5 lb	90%	120
Lead	5 lb	90%	100
Lodestone	1 oz.	30%	150
Mercury	1 oz.	50%	24
Pyrite	1 oz.	50%	100
Silver	½ oz.	90%	10
Tin:	4 oz.	60%	20

Magickal Materials: Miscellaneous

These are materials taken from enchanted beasts, etc.

Misc. Material	Wt.	Available	Cost
Blood	¼t	80%	6
Blood-Magus	¼t	100%	bleed
Bone (horn, teeth, Tusks, hooves)	1 oz	80%	2-20
Brandy/Cognac	¼ t	Var	Market
Feathers, Hair	¼ oz	80%	2-20
Internal Organ	3 oz	70%	2-20
Nail Clippings	¼ oz	Var	Collect
Oil (olive, etc.)	¼ t	90%	Market
Papyrus:	1 x 22" x 35"	90%	Market
Parchment:	1 x 22"x35"	90%	Market
Pure Water	¼t	70%	Collect
Red Wine:	¼ t	90%	Market
Skin/Hide	1 oz	70%	2-20
Vellum:	1 x 22"x35"	80%	Market

The more than 175 materials which follow may be used in Magickal enchantments to make potions, Incense, powders, Simple Magickal Devices, Lesser and Greater Magickal Devices of Power, Foci, and Scrolls.

Elements are materials that have an affinity to that form of Elemental Magick and several other Methods of Magick. Other properties are stated in the descriptions:

Air: Air, Divination, Transcendental

Earth: Earth, Plants, Wards

Fire: Fire, Arcane, Command

Water: Water, Illusion, Transmutation

Summoning requires an element that is based on the creature or spirit summoned: Earth: animals, people, woodland spirits (Faeries, Totems) enchanted land-dwelling beasts and monsters.

Fire: demonic spirits

Air: birds, free spirits, enchanted flying creatures.

Water: fish, aquatic mammals, crustaceans, sea spirits, enchanted sea creatures and monsters.

A 'purifying' or 'consecrating' material is usable with any Method of Magick as an anointment. Anointing materials must contain one liquid (blood, water, oil, wine, brandy, etc.).

Counts as (n) materials means that the material is equal to (n) quantities.

Energises means the material will hold additional spell charges. This is especially true of gemstones.

Some materials may list Magickal Methods or specific uses for that type of material. For instance, Betony is a Fire element but can be used in Healing as well. Ivy is a Fire Element but can be used in Wards as well.

A Magickal material must be enchanted to MR 0 before any bonus it imparts may be received.

All quantities of Herbs and Flowers are ¼ oz unless otherwise stated in the herb descriptions. A magus does not need materials to cast a spell. However, there are benefits for using herbs if they are attuned with the Method if Magick the Magus is using. Herbs form the base for simple potions and powders and can be used to anoint devices or to cast spells. To use them successfully their Magick Resistance must be reduced down to MR 0.

If a Magus casts a spell with herbs, the quantity of herbs used is consumed. He will need 1 quantity of herbs per 3 ranks of the spell (rounded up), i.e. ML10 requires 4 quantities. He can use more, but that will not increase the benefits above those listed below.

Note: Those herbs that count as several materials can be applied to satisfying multiple quantities.

Enchanted herbs impart +7% to the casting TSC%% if the same Element as the spell; e.g. a Fire herb adds +7% to a Fire, Arcane or Command spell. Also, if a Method is listed in the herb description, add a bonus of +7% to the TSC%%; e.g. Bistort is an Earth, but Divination is in the description, so add +7% to the TSC%% for Divination spells.

If the herb has a specific power, any affected spell has +13% to the TSC%%; e.g. Vine enhances Climbing or dealing with heights, so it adds a bonus of +13%to the TSC%% to spells involving climbing or overcoming fear of heights. Double the quantity of anointing herbs to enhance magick through a focus, adding +3% to the TSC%% in Methods attuned to the herb's Element. If casting a spell specific to the herb's powers, add +7% bonus to TSC%%.

Herbs & Flowers

Anemone (Windflower; Pasque Flower)

Fire; MR 2 Flower: Healing.

Angelica

Fire MR 2 1 oz root: Fire Wards; Exorcisms.

Anise (sweet Cicely; British myrrh; Aniseed)

Air; MR 1 aromatic seed: Healing; Aphrodisiac. Used with bay laurel by witches in ritual baths to enhance powers +7% to the TSC%% for 13 hours.

Apple (Aball; silver bough; silver branch; tree of love)

Water; MR 1; ¼ oz blossom,4oz fruit or ¼ pint cider: Healing; cider replaces blood.

Ash

Water: MR 1 leaves.

Astafoetida

Fire; MR 2 acrid herb: Wards; Exorcisms; Healing.

Avens (goldenstar)

Fire MR 1 herb: purification; Exorcism; as 2 materials.

Balm of Gilead (Mecca balsam)

Water; MR 0 bud: Summoning non-demonic Spirits (burn for smoke in which spirits materialised); Cure broken heart; Love.

Basil (the "Witches' herb;" St. Joseph's Wort)

Fire, MR 1 herb: Exorcism; Purification; Attract Lovers.

Bay (bay laurel)

Fire; MR 2 herb: Divination; Healing; Purification.

Benzoin (Benjamin)

Air; MR 1 herb: Purification incenses; tinctures to preserve magickal oils; as 3 materials in potions and incenses.

Betony (Bishopwort)

Fire; MR 2 herb: Healing; Purification.

Bistort (Snakeweed;Dragonwort)

Earth; MR 2 herb: Divination. Bittersweet: Water; MR 2 gum: Summoning (Water); Purification.

Broom

Air; MR 2 herb: Wards; Purification; as 2 materials for witches.

Bryony (Ladies' Seal)

Earth; MR 4 root: replaces Mandrake (see below).

Burdock

Water; MR 2 herb: Purification.

Cactus

Fire; MR 2 Plant or spines: Wards; Plant spell: Hedge of Thorns.

Camomile (maythen)

Water; MR 1 herb: Healing; Sleep; calms. Camphor: Water; MR 2 gum: Healing; Anti-Aphrodisiac; Sleep-incenses.

Caraway

Air; MR 2 seed: Attract Lovers; Fidelity; Improves Memory.

Carnation

Fire; MR 2 flower: Energising.

Catnip (Catmint; Field Balm)

Water; MR 2 herb: Bookmarks in Magick Texts; Attracts Felines and Lovers.

Celandine (Devil's Milk)

Fire; MR 2 herb: Escape Entrapment; Healing.

Cinnamon (sweet wood; cassia)

Fire; MR 2 bark: Divination; Summoning; Transcendental; Healing; Male Aphrodisiac.

Cinquefoil (five-finger grass)

Earth; MR 2 herb: Healing; Attract Lovers.

Clover

Air, Water, Fire, Earth; MR 3 herb.

Clove

Fire; MR 2 bud: Wards; Enhances Memory and Concentration.

Comfrey (yalluc; boneset; healing blade)

Air; MR 2 herb: Wards; Healing.

Coriander

Fire; MR 2 herb.

Cumin

Water; MR 2 spice: Wards; Fidelity; Arouse Lust.

Dragon's Blood

Fire; MR 1 herb: Enhances magick, doubles duration of a Fire Cantrip, Hex, or Sorcery (maximum +1 hour)

Elder (Alder; Lady Elder; devil's eye; tree of doom)

Air; MR 2 berries and leaves: Purification; Love; Finding food in the wild.

Fennel

Fire; MR 2 herb.

Fern

Earth; MR 2 herb.

Four-Leaf Clover

Earth, Air, Water, Fire; MR 0 herb: a single four-leafed clover prevents madness; Repels serpents.

Frankincense

Fire; MR 0 gum: Wards, Purification and Consecration.

Garlic

Fire; MR 1 bulb: versus Vampires and Lycanthropes (+21% TSC%%); Healing.

Geranium

Water; MR 2 flower: White: Fertility and Growth; Red: Wards and Healing.

Gooseberry (Spin)

Fire; MR 2 berries: Transmutation; Healing; Growth.

Hawthorn (Sceith; Huath; May bush; thorn)

Fire; MR 2 leaves: Wards; Good luck fishing (+13%); Enhances Beauty.

Hazel (Fincoll; coll; witch hazel)

Air; MR 2 nuts: Transmutation; Enhances Wisdom; Luck; Fertility and Growth.

Heather

Water; MR 2 blossoms: Healing; Love.

Henbane

Water and Air; MR 2 leaves: Poison if taken internally.

Holly

Air; MR 2 herb.

Honeysuckle (woodbine)

Earth; MR 2 blossoms: Divination; attracts money.

Hops

Water; MR 2 fruit: Healing.

Horehound (Maruil; Bull's Blood; Llwyd y cwn)

Earth; MR 2 herb.

Hyssop

Earth; MR 2 herb.

Ivy

Fire; MR 2 herb: Wards; Healing, protects versus intoxication. Magickally '*married*' to holly.

Juniper

Fire; MR 2 berries: Attract Lovers; Living Plant Wards versus intrusion; herbs (sprigs) protects versus Accidental injury.

Lavender

Air; MR 1 blossoms: Wards; Healing; Purification; Sleep; Love.

Laurel

Fire; MR 2 leaves: burned for Clairvoyance; Clairaudience; Prophecy. Narcotic is poison (cyanide) and lethal if used more than once every 3 days.

Mandrake

Earth; MR 1 root: Wards; Sexual potency; Fertility; Growth; Healing (especially emetics and purgatives); as 2 materials in Necromancy.

Pepper

Fire; MR 2 berries: Wards; Purification; Exorcism.

Marigold

Fire; MR 2 blossoms.

Marjoram (mountain mint; Wintersweet; joy of the mountain)

Air; MR 2 herb: Wards; Purification; Love charms.

Mistletoe

Air and Earth; MR 1 herb: Potent when cut 6 days after New Moon (+13%) or on Midsummer's Eve (+13%); counts as 2 items. Protect versus Wounds (absorbs 7 damage x 3 if worn as an amulet). Many uses.

Mugwort

Air; MR 2 herb: Wards, especially versus Wild Beasts; counters poisons (+13% versus toxins). Divination (in drink, scrying devices, incenses, etc. If sprigs are put into shoes, wards off Fatigue while travelling (+20% distance possible per day).

Myrrh

Air; MR 2 resinous gum: Purify; Reserve; Anoint and consecrate talismans, amulets, rings, and ritual items; counts as 2 materials.

Mint (mismun)

Air; MR 2 herb: Healing; Attract Lovers; enhance Intellect

Myrtle (bayberry)

Water; MR 2 herb: strongly enhances love charms.

Nettle

Fire; MR 2 herb: Wards; Exorcism; Remove Curse.

Nutmeg

Air; MR 2 seeds.

Oak (Dair; Duir)

Fire; MR 1 leaves: Purification when burned. MR 1 acorns: Sexuality; Fertility; Growth; Youth. Strings of acorns protect home (Wards versus Intrusions). Gather leaves at night and nuts during day. Pour libation of wine on the roots when gathering anything from the sacred tree.

Onion (Yn-leac; Oingnum)

Fire; MR 2 flowers/bulbs: Purification; Exorcism; Wards versus Evil.

Parsley (devil's oatmeal)

Water; MR 2 herb: Purification; Protects food from contamination.

Pepper

Fire; MR 2 berries: Purification and Exorcism.

Peppermint

Air; MR 2 herbs: Healing; Calming.

Periwinkle (Devil's eye; Sorcerer's violet)

Water; MR 2 blossoms: Wards versus Intruders, Evil, Supernatural.

Pimpernel

Air; MR 2 blossoms: Wards, especially versus deception and intruders; Healing.

Poppy

Water; MR 2 seed pod: Divination; Transcendental; Fertility; Sleep.

Primrose

Fire; MR 2 blossoms: Wards are powerful if placed on live plants (consider as 7 quantities) at entrances to homes.

Rose

Water; MR 2 blossoms: Divination; Love; Fertility and Growth.

Rosemary (dew of the sea)

Fire; MR 2 herb: Purification; Love; Intellect

Rue (Mother of Herbs)

Fire; MR 2 herb: Wards; Purification; Exorcism; Intellect; Healing.

Saffron

Fire; MR 2 flower: Divination; Healing; Purification; as 2 materials.

Sage

Earth; MR 2 herb: Healing.

St. John's Wort

Fire; MR 1 herb: Wards (especially in battle); Exorcism; Healing.

Snapdragons

Fire; MR 2 blossoms: Wards versus Magicks. Solomon's Seal: Fire; MR 1 leaves or roots: Wards; Purification.

Star Anise

Water; MR 2 herb.

Thistle

Fire; MR 2 herb: Wards (especially versus lightning); Recuperation (halves the time).

Thyme

Air MR 2 herb: Purification; relieves grief/sadness.

Valerian (all-heal; set-well; garden heliotrope; St George's herb)

Water; MR 2 herb: Harmony; Calm; Love; Purification; Healing.

Vervain (Enchanter's Plant; Holy Herb; Herb of Grace; Juno's tears)

Water; MR 2 herb: Wards; Purification; Growth; aids escape from foes; Learning; Love.

Vine (Muin)

Water; MR 2 herb: Climbing; versus Fear of Heights; powerful entangler.

Violet

Water; MR 2 flowers: Love; Cures headaches; Changes Luck; enhances Water, Illusion and Transmutation spells at sunset and twilight (+13%).

Walnut (tree of Evil)

Fire; MR 2 nuts: Cures madness and amnesia; Healing; Enhances Fertility and Growth; Necromancy.

Wormwood (absinthe)

Air; MR 2 herb: Summoning; Exorcism; Wards versus Supernatural and Undead.

Yarrow (milfoil; thousand seal; arrow root; wound wort; staunch weed; tansy; devil's bit; snake's grass; death flower)

Water; MR2 flowers: Wards (especially versus Magick and Fear); Divination; Healing; Love.

Woods

All quantities of wood are in 1 lb lots except where stated otherwise; e.g. Staff (3 lbs); etc.The actual weight of wood incorporated in a device might be far less.The quantity given is the amount of wood one must start with Some woods also count as several materials when dedicated to the structure of a Focus.

Acacia (Gum Arabic)

Air; MR 4 (1 lb): Wand; Staff (3 lbs).

Apple (silver bough; silver branch; tree of love)

Water; MR 2 (1 lb): Wand; Staff (2 lbs); as 3 materials in an Enchanter's Focus.

Ash

Water; MR 3 (1 lb): Wand; Staff (3 lbs); as 3 materials in a witch's Focus; Healing; Protects versus drowning; wood and leaves are valuable in sea and water rituals; essential component in a Magickal spear and lance (3 lbs), arrows (1 lb per 3 arrows).

Cypress (tree of death)

Earth; MR 5 (1 lb): Necromantic Wand or Staff (3 lbs); as 2 materials when used in a Focus; Wards (especially versus Spirits and Undead).

Elder (Alder; Lady Elder; devil's eye; tree of doom)

Air; MR 4 (1 lb): Wands of Air and Fire Element Magick; Staff (3 lbs); as 3 materials in a Focus.

Elm (Leam)

Earth; MR 3 (1 lb): Wand; Staff (3 lbs); as 3 materials in a Focus.

Fir (silver fir)

Air; MR 3 (1 lb): Wand; Staff (3 lbs).

Hawthorn (Sceith; Huath; May bush; thorn)

Fire; MR 5 (1 lb): Wand; Staff (3 lbs); amulet (1 lb per 4 amulets); as 3 materials in a Focus; Wards of Protection (especially versus lightning, Fire, Arcane); Purification. Very unlucky to cut down (-13% to all actions for 7 days!) so gather as dead branches.

Hazel (Fincoll; coll; witch hazel)

Air; MR 2 (1 lb): Wand; Staff (3 lbs); especially useful for drawing Protective circles (+7% to TSC%).

Myrtle (bayberry)

Water; MR 4 (1 lb): Wand; Staff (3 lb); amulet (1 lb per 4 amulets)

Oak (Dair; Duir)

Fire; MR 2 (1 lb) use branches for: Wand; Staff (3 lb); amulet (1 lb per 4 amulets). Especially useful in Plant Magicks (+7% to TSC%) but also in almost all magicks; as 5 materials in a Focus (7 for a Druid). Oak also counts as 1 personal material in a Focus when gathered within a mile of the Magus' birthplace. Wood is gathered at night. Oak trees may be felled only when the moon is waning. Always pour a libation of wine on the roots when gathering wood, or horrifically bad luck will haunt the gatherer (- 13% to all skills for 1 year!)

Pine (Ochtach)

Air; MR 4 (1 lb): Wand; Amulet; Healing; enhances athletic skill (+5% to TSC%).

Rowan (Caerthann; Luis; mountain ash; witchwood; witchbane; Wiccan tree; sorb apple):

Fire; MR 1 (1 lb): Wand; Amulet; as 2 materials for a Focus; Healing; Divination; Protection, especially versus Faeries (+21%).

Sandalwood

Air; MR 3 (¼ oz): Healing, Purification, and protection when burnt as an incense.

Sycamore

Fire; MR 4 (1 lb): Magick wands; most useful for Wands of Necromancy and Summoning; Protection versus Supernatural and Undead.

Walnut (tree of Evil)

Fire; MR 4 (1 lb): Magick wands; Healing.

Willow (Osier; tree of enchantment; withy willow)

Water; MR (1 lb): Magick wands; counts as 3 materials in a Focus; Witches' wands; Healing; Protection, especially versus Fear.

Gemstones, Semi-Precious Stones, & Minerals

All quantities are 1 caret (ct) of stones unless otherwise stated. Some areas of use require several carets to be efficacious; e.g. 3 ct Amber is needed for Transmutation spells. Special benefits (e.g.: 7 charges) are stated per ct. Percentage bonuses usually are not related to the amount used unless stated specifically. Energising stones are useful in any self-charging Magickal device. Ground up, gems can be used to anoint a device but lose their energising powers.

Agate

Fire; Earth; Water; MR 5 (3 ct): Wards, Healing, and Strength all require a minimum of 7 ct

Alum

Earth; MR 7 (3 ct).

Amber

Fire; MR 1 (1 ct): Wards (1 ct); Transmutation (3 ct); Healing (7 ct). Energises Fire: 13 ct restores +3 charges per day and holds +13 charges.

Amethyst

Water; MR 3 (1 ct): Wards (3 ct gains +7% to TSC%); Divination (7 ct gains+7% to TSC%); Plant (3 ct); Transcendental (7 ct); Healing (3 ct). Energising when a Magus' birthstone: 1 ct holds 7 charges and restores +3 charges per day.

Aquamarine

Water; MR 5 (3 ct): Divination (21 ct with silver gains +13% to TSC%).

Asbestos

Fire; MR 10 (21 ct): Wards, especially versus Fire and Arcane (+13% to TSC%).

Aventurine

Air, MR 5 (7 ct). Storm spells enhanced +1 ML.

Azurite

Water; MR 5 (7 ct): Divination enhanced +7% to TSC%.

Beryl

Water; MR 7: Arcane (1 ct); Divination (3 ct); Healing (7 ct).

Bloodstone

Fire; MR 3 (1 ct): Plant (3 ct gains+5% to TSC%); Invisibility (7 ct gains double duration); Summoning Demons (21 ct enhances Protection +13%); Healing, especially staunching bleeding (3 ct gains + 5% to TSC%); Courage (3 ct gains +5% to morale checks); Strength (3 ct gains +5% to STR AR and carry +10% more weight).

Calcite

Earth; Fire; Water; MR 8 (7 ct): Transcendental (21 ct gains +13% to TSC%); Healing (7 ct gains +7% to TSC%); Purification; Meditation.

Carnelian

Fire; MR 7 (1 ct): Wards: Healing (doubles rate); Courage (+7% to morale TSC%). Energises Fire: 1 ct holds +3 Magickal charges and restores +1 Fire charge per day)

Cats-Eye

Earth MR 7 (3 ct): Arcane; Transmutation; Healing; Beauty; Prosperity Luck in gambling and gaming (+5% TSC%%). Always use with silver.

Chalcedony

Water; MR 5 (3 ct): Wards; Arcane; Transcendental.

Chrysocolla

Water; MR 7 (3 ct): Wards versus Fear; Calming; Attracts Lovers.

Coral

Water; MR 3 (3 ct): Wards; Plants; Healing; Wisdom (+7% to AR). Use with silver and copper.

Chrysolite

Air; MR 4 (1 ct): Energising when a Magus' birthstone: 1 ct holds Magickal 7 charges and restores +3 charges per day.

Crystal (Quartz)

Fire; Water; MR 2 (1 ct): Wards; Divination; Transcendental; Healing; Energising: 1 ct holds 3 Magickal charges. Use with gold, silver and copper.

Diamond

Fire; MR 10 (1 ct): Wards; Divination; Transcendental; Healing (doubles rate); Courage (+7% to morale TSC%); Strength (+7% to STR AR); Energising: 1 ct holds 7 Magickal charges and restores +3 Fire charges per day. Use with platinum; gold; electrum; silver.

Emerald

Earth; MR 7 (1 ct): Wards versus Air; Divination (+7% to TSC%); Transcendental; Exorcism (+7% to TSC%); Energising: 1 ct holds 5 Magickal charges and restores +3 Water charges per day. Use with silver and copper.

Flint

Water; MR 5 (7 ct): Wards versus Fire (+5% to TSC%); Divination; Fire; Healing. Use with silver.

Fossil (Draconite)

Fire; MR 0 (3 ct): Wards; Divination (7 ct gains +13% to TSC% of Divinations of the Past); Transcendental; Transmutation; Energising: 1 ct holds 3 Magickal charges and 13 ct restores +3 charges per day. Promotes Longevity. Use with gold and silver but never any other metal.

Garnet

Fire; MR 6 (1 ct): Ward versus Water; Healing; Strength.

Hematite

Fire MR 6 (1 ct): Healing.

Holey Stones

Water; MR 4 (3 ct): Wards; Transmutation; Healing.

Jade

Water; MR 3 (1 ct): Wards; Plants; Healing; Wisdom; Attracts Love and Money; Health; Longevity. Energising in Oriental Magick: 1 ct holds 7 Magickal charges and restores +3 charges per day.

Jasper (Green)

Earth; MR 7 (1 ct): Healing (+1% to TSC% per ct to a maximum of +13%).

Jasper (Mottled)

Air; MR 7 (1 ct): Protection versus drowning (+5% to Swimming TSC% +1% per ct to a maximum of +13%).

Jasper (Red)

Fire; MR 5 (1 ct): Wards; Divination.

Jet (Witches' Amber)

Earth; MR 3 (1 ct): Wards; Divination; Healing; as 3 materials when used by a witch.

Lapis Lazuli

Water; MR 1 (1 ct): Wards; Divination; Transcendental; Healing; Love; Fidelity. Energises areas stated above:1 ct holds 3 Magickal charges, and 3 ct restores +3 Water charges per day.

Malachite

Earth; MR 7 (1 ct): Energising: 1 ct holds 3 Magickal charges and 13 ct restores +3 charges per day.

Moonstone

Water; MR 1 (1ct): Wards; Divination; Plants; Transcendental; Sleep; Youth. Energising when a Magus' birthstone: 1 ct holds Magickal 7 charges and restores +3 charges per day.

Obsidian (Smoking Mirror)

Fire; MR 5 (1 ct): Wards versus Water; Divination.

Onyx

Fire MR 7 (1 ct): Wards; Summoning; Energising: 1 ct holds 3 Magickal charges, but when a Magus' birthstone 1 ct holds Magickal 7 charges and restores +3 charges per day. Counts as 3 structural materials in Summoning devices.

Opal (Black)

All 4 Elements; MR 10 (1 ct): Wards; Arcane; Commands; Energising: 1 ct holds 7 Magickal charges and restores +3 charges per day.

Opal (Fire)

Fire: MR 3 (1 ct): Energising when used in a Magickal device dedicated to Fire Element Magick: 1 ct holds 7 Magickal charges and restores +3 charges per day.

Pearl

Water; MR 1 (1 ct): Wards; Luck; Love; Money. Energising when used in a Magickal device dedicated to Water Element Magick: 1 ct holds Magickal 7 charges and restores +3 charges per day.

Petrified Wood

Earth; MR 3 (1 ct): Protection versus Aging; Longevity; Healing.

Pumice

Air MR 6 (3 ct): Wards.

Ruby

Fire; MR 9 (1 ct): Wards; Energising: 1 ct holds 7 Magickal charges and restores +3 charges per day.

Salt crystals

Earth; MR 3 (1 ct): Purification. Salt water is a good substitute for blood and also purifies gemstones.

Sapphire

Water MR 8 (1 ct): Wards; Divination; Healing; Energising: 1 ct holds 7 Magickal charges and restores +3 charges per day.

Sardonyx

Fire MR 4 (1 ct): enhances Fire spells +1% per ct to a maximum of +13%. Energising when a Magus' birthstone: 1 ct holds 7 Magickal charges and restores +3 charges per day.

Serpentine

Fire MR 4 (1 ct): Wards (especially versus poisonous creatures: 25% bonus when resisting toxic bites, etc.)

Sodalite

Water MR 3: Meditation; Wisdom; Peace; Healing.

Sphene (Titanite)

Air MR 8 (1 ct): enhances mental powers: +13% to TSC%% for Learning and INT AR's. Energising when used in a Magickal device dedicated to Air Element Magick: 1 ct holds Magickal 7 charges and restores +3 charges per day.

Staurolite (Fairy Cross; Fairy Tears)

All 4 Elements; MR 5 (1 ct): Health. Sulphur: Fire MR 5 (1 ct): Wards (especially versus Demons); Healing.

Sunstone

Fire MR 7 (1 ct): Strength; Endurance; Healing; Energising: 1 ct holds 3 Magickal charges and restores +1 Fire charge per day. Use with gold.

Tiger's Eye

Fire MR 7: Energising: 1 ct holds +3 Magickal charges and restores +1 Fire charge per day. Use with gold.

Topaz

Fire MR 6: Healing; Energising: 1 ct holds +3 Magickal charges and restores +1 Fire charge per day, but when a Magus' birthstone: 1 ct holds Magickal 7 charges and restores +3 charges per day.

Tourmaline (black)

Earth; MR 1 (1 ct).

Tourmaline (blue)

Water; MR 5 (1 ct): Sleep: doubles Fatigue recovery rate.

Tourmaline (green)

Earth; MR 4 (1 ct). Energising when used in a Magickal device dedicated to Earth Element Magick: 1 ct holds Magickal 7 charges and restores +3 charges per day.

Tourmaline (pink)

Water; MR 7 (1 ct): boost Charismatic skills by +5%.

Tourmaline (red)

Fire MR 9 (1 ct): Wards; Courage; Willpower + 5%.

Turquoise

Fire; MR 7 (1 ct): Energising when a Magus' birthstone: 1 ct holds Magickal 7 charges and restores +3 charges per day.

Zircon (clear)

Fire; MR 5 (1 ct): Magickal substitute for diamond; Energising: 1 ct holds +3 Magickal charges.

Zircon (orange)

Fire; MR 4 (1 ct).

Zircon (red)

Fire; MR 9 (1 ct): Healing; Protects versus injuries; +5 FP.

Zircon (yellow)

Fire; MR 8 (1 ct): Enhances Alertness +5%.

Metals

All quantities of metals are as stated below. If a gemstone is used then a metal is required to set it into. Where a particular metal is specified, the gem must be set into it to have any Magickal effects.

Antimony

Fire; MR 3 (½ oz):

Brass

Fire; MR 4 (1 oz): An alloy of copper, tin, and zinc.

Bronze

Fire; MR 4 (1 oz): An alloy of copper and tin.

Copper

Water; MR 3 (1 oz): Use with energising gemstones; Healing; Luck; Love.

Electrum

Air; MR 2 (½ oz): An alloy of gold and silver. Used with energising gemstones; holds 7 charges.

Gold

Fire; MR 2 (½ oz): Used with energising gemstones; useful in all kinds of Magick and especially efficacious when inscribing Magickal spells onto weapons. Holds 13 charges.

Iron

Fire; MR 9 (5 lbs): Wards; Strength. Also wards off Faeries; prevents theft by supernatural beings (iron boxes!), etc. Mages experience a penalty of -13% per 5 lbs of *cold iron* above MR 0 that they are wearing or carrying.

Lead

Earth; MR 10 (5 lbs, but only 1 oz is actually placed in a Magickal device): Lead ensures long continuance of spells and doubles the duration of spells). Used to line walls, etc., Lead blocks Divination; Clairvoyance; Clairaudience; Teleportation and Astral Travel.

Lodestone

Water; MR 7 (1 oz): Used with energising gemstones. Enhances Charismatic skills and Willpower by +5% and Finding spells and skills by +7% because of its attraction properties.

Mercury (Quicksilver)

Water; Earth; Air; MR3 (1 oz): Divination; Wards.

Pyrite

Fire; MR 7 (1 oz): Very Lucky: add +5% to gambling and income rolls if enchanted and worn as an amulet or charm.

Silver

Water; MR 2 (½ oz): Useful in all kinds of Magick. 3 oz of enchanted silver holds 21 charges and produces the following bonuses: Wards versus Lycanthropes and Undead gain +21% to their TSC%; Divination +1 to Crit Die; Mental Fortitude +5%.

Tin

Air; MR 6 (1 oz): Lucky in an amulet or charm: add +5% to gambling and income rolls. If used with pyrites, the charm is doubly enhanced.

Zinc

Earth; MR 6 (1 oz).

Miscellaneous Magickal Materials

The following list is only minimal in size, for it does not include specific materials from enchanted beasts, etc., which are of great use in the creation of Magickal devices, potions, powders, elixirs, etc. These are in the Creatures Bestiary, which contains not only the descriptions of the creatures themselves but also the materials that can be taken from their carcasses and the many Magickal uses to which such materials may be put.

Blood

Element as for creature's nature; MR 3 (¼ pint).

Blood (Magus' own)

Well or Poorly Aspected use the element for Astrological Sign; Neutrally Aspected use the element Earth; MR 2 (¼ pint): Useful especially in Mages' Foci as personal item.

Bone (incl. horn, teeth, tusks, hooves)

Element as for creature's nature; MR 4 (1 oz): If used to create a Necromancer's focus, counts as 2 materials.

Brandy/Cognac/Alcohol

Air; Fire; MR 3 (¼ pint): Usable in all Magicks.

Feathers, Hair

Element as for creature's nature; MR 3 (¼ oz)

Internal Organ

Element as for creature's nature; MR 5 (3 oz)

Nail Clippings/Claw with Talon

Element as for creature's nature; MR 3 (¼ oz)

Oil (olive, etc.)

Water; MR 4 (¼ pint): Usable in all kinds of Magicks.

Papyrus

Water; MR 4 (34" x 44" sheet): Usable in all kinds of Magicks.

Parchment

Earth; MR 3 (34" x 44" sheet): Usable in all kinds of Magicks.

Pure Water

Water; MR 6 (¼ pint): Usable in all kinds of Magicks except Fire and Arcane.

Red Wine

Fire; MR 3: (¼ pint): Usable in al kinds of Magicks.

Skin/Hide

Element as for creature's nature; MR 5 (1 oz)

Vellum

Earth; MR 3 (34"x44" sheet): Usable in all kinds of Magicks.

The Astrologer's Way

The following entries provide information on the birthstones that can be used as personal items in a Focus. They also give a pot-pourri of information about lucky days, numbers, and colours, as well as divined recommendations for places that are most propitious for the character born under the Sign. A Magus might do well to establish his Sanctuary in such locations.

Aries: Fire Sign: Diamond; Amethyst; Tuesday; 6 and 7; bright red. Seek large cities to do best work.

Taurus: Earth Sign: Sapphire; Friday; 1 and 9; blue. Seek quiet places.

Gemini: Air Sign: Emerald; Wednesday; 3 and 4; silver and grey. Seek high places far from the sea.

Cancer: Water Sign: Moonstone; Pearl; Friday; 3 and 8; silver and white. Seek places near/on water.

Leo: Fire Sign: Ruby; Sunday; 5 and 9; gold and orange. Seek open, wild places.

Virgo: Earth Sign: Sardonyx; Wednesday; 4 and 8; grey. Seek small towns/cities. Quiet rural villages in secluded locations are best.

Libra: Air Sign: Chrysolite; Friday; 6 and 9; pastel blue. Seek places of social activity.

Scorpio: Water Sign: Topaz; Tuesday; 3 and 5; dark red. Seek places near/on water.

Sagittarius: Fire Sign: Turquoise; Thursdays; 9; purple. Seek the wide outdoors.

Capricorn: Earth Sign: Onyx; Saturdays; 7 and 3; dark green. Seek secluded places far from noise and activity.

Aquarius: Air Sign: Garnet; Wednesdays; 4 and 8; pastel greens and blues. Seek busy places, especially in large cities.

Pisces: Water Sign: Bloodstone; Fridays; 5 and 8; lavender. Seek the seashore, coastal villages, towns and cities.

Armaments

Key to Armaments Tables:

Prod Time: Average time needed to make a weapon. The actual time was less, but weaponsmithing was done in a series of steps that might require days, thus a weaponsmith often worked on several pieces at any one time.

Wt.: Weapon weight in pounds (lbs.).

Length: Typical length from hilt to point. A bladed weapon would have a hilt 6-8" long, so blade-length can be estimated by subtracting it.

Cost: Typical cost of an average quality weapon, stated in pennies. Costs do not include decorating weapons with hilts chased in precious metals, gems in pommels, etc. Balanced knives for throwing are at least twice the cost of a basic knife. Superior weapons are rated +1, +2, +3, +4, +5 etc. (weapons +3 or better add +1 to Crit Die roll). Superior arms cost several times basic cost and are rare.

Base Damage: The amount basic damage inflicted with that weapon and the type of damage. There are various methods of damage, they are Piercing (P), Slashing (S), Crushing (C), Crit

Crit Die Modifier: The modifier to the Crit Die for that weapon.

Bash Chance: The modified Crit Die result required to Bash with that weapon.

Weapon Type: There are various weapon types available, these are:

L = Light Weapon: Fast in combat but limited impact and damage compared to heavier arms.

M = Medium Weapon:A weapon of significant mass and capable of delivering a substantial impact as well as severe damage.

H = Heavy Weapon: A relatively massive weapon which is somewhat slow in combat but delivers a lot of damage and a severe impact.

2H = 2-Handed Heavy Weapon: This cannot be wielded with one hand at any time,making the use of a shield impossible.

2H^{S} = Characters wit **STR 13+** may wield such arms one-handed as Medium Weapons, but this is exceptional.

LM= Light weight weapon for AP cost but classed as a medium weapon for damage.

MH = a medium weapon for AP cost but classed as a heavy weapon for damage.

Weapon Type	Weapon Name	Date in Use	Prod time in days	Wt. Lbs	Length	Base Damage	Crit Die Modifier	Bash Chance	Cost in Pennies
	Cavalry Lances								
H	**Kontos**	100-1500AD	3	4	9'	5 P	+1	8	20
H	**Lance**	1000-1500AD	3	4	10'	8 P	+4	7	22
H	**Chivalric Lance**	1130-1500AD	4	5	12'	10 P	+5	7	26
H	**Tournament Lance**	1340-1500AD	3	4	13'	15C	+1	10	39
	Knives								
L	**Throwing Knives**	-1500AD	1.5	¼	8"	1P	+0	10	16
L	**Knife**	-1500AD	1	½	12"	1P	+0	10	10
L	**Dagger**	1000-1500AD	2	½	15"	2P	+0	10	18
L	**Poignard**	1275-1500AD	3	¾	18"	2P	+0	10	24
L	**Skean**	1525-1749AD	3	1	20"	3P	+0	10	28
L	**Dirk**	1000-1500AD	3	1	20"	3P	+0	10	25
	Short Swords								
M	**Roman Gladius**	216-20BC	4	2	24"	4P	+0	9	60
M	**Seax**	400-1275AD	4	2	24"	4P	+0	9	60
	Slashing Swords								
L	**Goblin Scimitar**	-	-	3	27"	4S	+0	9	-
L	**Yatagham**	1100-1850AD	-	4	30"	4S	+0	0	-
M	**Roman Spatha**	20BC-580AD	7	3	36"	4S	+0	8	90
M	**Arab Scimitar**	1250-1500AD	14	2-4	40"	5S	+1	8	80
M	**Knights Broadsword**	1100-1500AD	14	2-4	40"	6S	+1	8	200
M	**Orcish Scimitar**	-	-	2-4	42"	5S	+1	7	-
M	**Longsword**	1000-1180AD	9	3-5	44"	5S	+1	7	120
H	**Greatsword**	1240-1500AD	14	5+	48"	6S	+1	7	160
	Great Swords								
H	**Falchion**	1220-1500AD	7	5+	33"	6S	+1	7	24
2H	**Claymore**	1500-1749AD	7	5+	48"	8S	+1	7	150
2H	**Greatsword**	1240-1500AD	14	6+	40"	9S	+1	6	160
2H	**2-Handed Scimitar**	1250-1500AD	14	8+	4 ½'	9S	+2	6	150
2H	**Zweihander**	1450-1500AD	12	14+	6'	10S	+2	6	180

Weapon Type	Weapon Name	Date in Use	Prod time in days	Wt. Lbs	Length	Base Damage	Crit Die Modifier	Bash Chance	Cost in Pennies
	War Axes								
M	War Axe	1050-1500AD	4	3	36”	5S	+1	7	8
2H	Battle Axe	1300-1500AD	9	5	48”	8S	+1	7	30
	Flails, Maces & Hammers								
M	Cavalry Flail	1230-1300AD	9	4	4’	6C	+1	7	18
2H	Military Flail	1375-1500AD	7	5	5’	9C	+2	7	15
M	Dwarven Hammer	-	12	5	27”	6C	+1	9	40
2H	Dwarven Hammer	-	12	5	27”	8C	+1	8	40
M	Warhammer	1000-1500AD	5	3	21”	5C	+2	9	10
M	Mace	1000-1500AD	5	3	21”	8C	+1	9	6
2H	Maul, Sledge	-1500AD	4	9-16	48”	10C	+2	7	10
	Polearms								
2H	Morningstar	1215-1500AD	9	5	88”	10P	+1	8	11
2H	Lucerne Hammer	1450-1500AD	10	4	80”	8P	+2	8	20
2H	Pole Axe	1240-1500AD	5	4	6’	8S	+1	6	12
2H	Halberd	1290-1500AD	8	6	6 ½’	10S	+2	6	10
2H	Billhook	1325-1500AD	5	10	86”	5P	+0	9	8
	War Spears								
M	Roman Pilum	325-450BC	3	4	6’	5P	+0	10	5
M	War Javelin	-1500AD	3	3	6’	5P	+0	10	5
M	Infantry Spear	-1500AD	3	7	7’-9’	5P	+0	10	5
2H	Infantry Spear	-1500AD	3	7	7’-9’	7P	+1	9	5
	Civilian Spears								
M	Hunting Spear	-1500AD	3	4	6’	5P	+0	10	4
M	Harpoon	1000-1500AD	4	6	45”	6P	+1	10	9
2H	Boar Spear	1000-1500AD	5	5	80”	7P	+1	9	9
M	Fishing Trident	-1500AD	5	6	87”	5P	+1	10	8
	Fighting Staves								
LM	Quarterstaff	-1500AD	1	3	7’	5C	+0	9	Make
MH	Shod Staff	-1500AD	3	5	7’	6C	+1	9	5
	Clubs								
L	Blackjack	1000-1500AD	1	2	12”	1C	+0	9	2
L	Small Club	-1500AD	-	3	3-”	2C	+0	9	Make
M	Medium Club	-1500AD	-	5	30”	3C	+0	8	Make
2H	Large Club	-1500AD	-	10	5’	5C	+1	8	Make

Table - Melee Weapons

Weapon Type	Weapon Name	Date in Use	Prod time in days	Wt. Lbs	Length	Base Damage	Crit Die Modifier	Bash Chance	Cost in Pennies
-	Short Bow[2]	1000-1500AD	13	2	3-4'	+0	-	-	8
-	Composite Bow[3]	1000-1500AD	28	2 ½	3'	+3	-	-	120
-	Longbow[3]	1000-1500AD	28	2 ½	6'	+5	-	-	25
-	Elvish Longbow[3,4]	-	49	2 ½	5'	+5	-	-	-
L	Hunting Arrows [5]	1000-1500AD	2	0.1	30"	9	+2	-	10
M	War Arrows[6]	1000-1500AD	2	0.1	30"	10	+2	8	25
M	Armour Piercing Arrows[7]	1000-1500AD	2	0.1	30"	12	+2	9	15
-	Arrow Quiver[8]	1300-1500AD	2	3	18"				20
-	Light Crossbow	1000-1500AD	10	7 ½	30"				36
-	Medium Crossbow[9]	1250-1500AD	15	12	3 ½'				90
-	Heavy Crossbow[9]	1375-1500AD	8	18	3 ½'				110
L	Hunting Bolts[10]	1000-1500AD	2	½	18"	6	+0	10	15
M	Light Crossbow Bolts[11]	1000-1500AD	2	½	18"	10	+1	10	15
M	Medium Crossbow Bolts[11]	1250-1500AD	2	½	18"	12	+1	9	25
H	Heavy Crossbow Bolts[11]	1370-1500AD	2	½	18"	18	+2	8	25
-	Bolt Quiver	1000-1500AD	2	2	22"				10
L	Shepherds Sling[12]	1000-1500AD	1	¼	60"	4	+0	10	2
L	Slingstaff	1000-1500AD	½	5	7'	4	+0	10	20
M	Lead Bullets[13]	1000-1500AD	1	¼	1 ½"	+5	+2	-	2
L	War Darts[14]	350-625AD	½	½	18"	-	+1	10	1

[1]Increase the Bash Chance by +1 for each range increment above Medium Range.

[2]Short bows include all bows suitable for horse archery. Heavier composite bows and longbows are strictly infantry weapons and cannot be used well from the saddle.

[3]Composite bows and Longbows are rated for the strength of the user. If underbowed one cannot shoot farther than the ranges stated for that bow rating. If overbowed it is impossible to shoot farther than the ranges stated for one's ideal bow rating.

[4]Elvish Longbows are considered by Elves to be a part of their very self, they will not sell them. They are essentially hunting arms but can do very well in combat.

[5]Standard civilian arrows used to hunt game but not too effective against armour. Cost is for 20 arrows.

[6]Standard fighting arrows, moderately effective versus armour. Cost is for 20 arrows.

[7]Armour-piercing arrows with limited range, very effective versus armour. Cost is for 20 arrows.

[8]Quiver has a capacity of 20 arrows. Before this date arrows were tucked in the belt.

[9]Arbelest-type crossbow using a windlass to cock the powerful weapon, this is a very time-consuming operation.

[10]Standard civilian bolts used to hunt game, somewhat effective versus armour. Cost is for 20 bolts

[11]War bolts, very effective versus armour. Cost is for 20 bolts.

[12]The sling is measured from end to end.

[13]Lead bullets fired from a sling are lethal against unarmoured and lightly armoured and thus are Medium.

[14]War darts are the Roman Martiobarbuli. Cost is for 20 darts.

Table - Missile Weapons

TSC% Modifier		0%		-5%		-10%		-20%		-30%	
		Short		Medium		Long		Extreme		Maximum	
Weapon Name	Base Dmg	Range	Mod[1]	Range	Mod[1]	Range	Mod[1]	Range	Mod[1]	Range	Mod[1]
Dart	6	10'	0	30'	0	60'	-3	90'	-7	150'	-10
Hunting Javelin	8	10'	0	30'	0	60'	-3	90'	-8	120'	-11
War Javelin	9	10'	0	30'	0	60'	-3	90'	-6	120'	-9
Pilum	10	10'	0	30'	0	60'	-3	90'	-7	120'	-10
Thrown Axe	8	10'	0	20'	-1	40'	-3	60'	-6	90'	-9
Thrown Knife	1	5'	0	10'	0	20'	-1	30'	-3	40'	-5
Short Bow	9	20'	0	30'	-3	90'	-7	150'	-12	500'	-15
War Arrow	10	10'	0	30'	-2	60'	-4	100'	-7	400'	-9
AP Arrow	12	10'	0	20'	-2	40'	-5	60'	-7	180'	-10
Composite. Bow	12	20'	0	40'	-4	120'	-9	300'	-15	700'	-18
War Arrow	13	20'	0	40'	-3	90'	-7	175'	-14	525'	-17
AP Arrow	15	20'	0	40'	-3	80'	-7	150'	-15	375'	-18
Longbow	14	20'	0	40'	-5	150'	-10	350'	-16	800'	-20
War Arrow	15	20'	0	40'	-4	125'	-8	250'	-15	600'	-19
AP Arrow	17	20'	0	40'	-7	80'	-8	175'	-16	450'	-20
Elvish Longbow	14	20'	0	60'	-5	200'	-10	450'	-16	900'	-20
War Arrows	15	20'	0	50'	-4	150'	-8	250'	-15	600'	-19
AP Arrows	17	20'	0	50'	-7	125'	-8	175'	-16	450'	-20
Light Crossbow	10	20'	0	50'	-2	100'	-5	200'	-10	600'	-13
Mdm. Crossbow	12	20'	0	50'	-2	100'	-3	200'	-10	900'	-13
Heavy Crossbow	18	20'	0	50'	-3	100'	-6	200'	-12	1,200'	-18
Shepherd's Sling	4	10'	4	20'	-1	40'	-3	80'	-6	300'	-9
Lead Bullets	9	10'	9	20'	-2	40'	-5	80'	-8	300'	-9
Slingstaff	4	10'	5	20'	-1	60'	-3	150'	-6	600'	-9
Lead Bullets	9	10'	10	20'	-2	60'	-5	150'	-8	600'	-9

[1]This is the Crit Die modifier for the range.

Table - Missile Ranges

Characters who possess a high strength gain additional bonuses when using missile weapons. Therefore, for character's with **STR 12**+ increase the range of the bow by 50' per point of Strength over 12 when using at Extreme Range or Maximum range, and modify the Crit Die as shown in the table - Ranged Strength Modifier to Crit Die.

Example Edward has **STR 15** and armed with a Longbow using War Arrows. His Crit Die Modifier at Medium range is instead of -4 is now -1 due to the strength modifier.

Name	SR	MR	LR	ER	Max
Hunting Arrows	+2	+2	+1	+0	+0
War Arrows	+3	+3	+2	+2	+1
AP Arrows	+2	+2	+2	+1	+1
Lt X-Bowbolts	0	0	0	0	0
Mdm X-Bowbolts	0	0	0	0	0
Hvy X-Bowbolts	0	0	0	0	0
Darts	+2	+1	+0	+0	+0
Hunting Javelins	+2	+1	0	0	0
War Javelins	+3	+1	+1	0	0
Other Weapons	+1	+1	+1	+0	+0

Table - Ranged Strength Modifier to Crit Die

Armour

When the attacker succeeds with a Critical Success the armour fails at the location where the blow connected and will no longer offer protection at that point. If a hit is not critical, the character has a choice between absorbing any excess damage themselves or letting the armour take the excess and making a 1D100 roll to find out whether the armour fails or not. The armour will fail if the result of the 1D100 roll is 50% or less.

Note: If the excess damage is greater than the original armour rating, then the armour will automatically fail at that point.

Failed armour will no longer absorb damage at that point and due to this being likely to damage the integrity of the armour, the overall armour rating is reduced by -2 points.

A successful armourer roll will restore the damage absorption of the armour by +1, whilst a Critical Success will repair all damage and restore the full damage absorption of the armour.

Fatigue Level Reduction

Wearing armour on foot may reduce one's Fatigue Points. This fatigue cost for each type of armour is paid for every 10 minutes (or 40 combat rounds) that the armour is worn while on foot and immediately if the wearer dismounts from his horse.

Fatigue is suffered only while on foot. If a character is riding, then the character will not suffer any Fatigue since he does not need to bear the weight of his armour. Also if the character remounts his horse, he will regain any Fatigue lost when he dismounted. This simulates how armour saps some energy from moment to moment simply because one has it on and is carrying it around with him. Relieved of bearing that burden, a character will have greater energy levels to draw on. This may explain why cavalry wears heavier armour than infantry.

For example Sir Miles remounts his horse, he will immediately regain 5 fatigue points, since he his no longer bearing the weight of his armour.

Example:

Sir Miles has a maximum Fatigue of 33. If he wore a Maille hauberk and conical helm, the Fatigue cost for this is -3 Fatigue Points for the maille hauberk and no Fatigue Points for the helm. The cost would be paid for each 10 minutes he is on foot, so if on foot for 20 minutes it would cost him -10 Fatigue Points (-5 x 20/10). However if first dismounted from his horse and remain on foot for 20 minutes, it would cost him -15 Fatigue Points (-5 for dismounting plus -10 for the time spent on foot).

Lack of Skill Wearing Armour

Those characters who are foolish enough to wear armour in which they have no 'skill', meaning that they have not practised wearing it to become used to the weight and balance, will suffer double the usual FP reduction assessed against them while on foot! Unskilled armour wearers also have a disadvantage when using their Dodge. They suffer a penalty of between -10% to -30%, depending on the ground conditions, weight of armour, etc. This is at the Gamemaster's discretion. Wearing armour when one is unused to it is worse than wearing no armour!

Key to Armour Tables:

FP Cost to Wear: Amount of FP incurred when wearing the armour.
Prod Time: Average time needed to make the armour. The actual time was less, but creating armour was done in a series of steps that might require days, thus an armourer often worked on several pieces at any one time.
Wt.: Armour weight in pounds (lbs.).
Cost: Typical cost of average quality armour, stated in pennies. As in the case of weapons, armour may be superior and rated as +1, +2, or +3, which represents their ability to absorb extra damage. Such armour commands a higher cost.
Wt. Mod: Weight modifier dependent on weight of the user.
Armour Type: There are various weapon types available, these are:

L = Light Armour: Requires the skill Wear Light Armour.
H = Heavy Armour: Requires the skill Wear Heavy Armour.
B = Battle Armour: Requires the skill Wear Battle Armour.

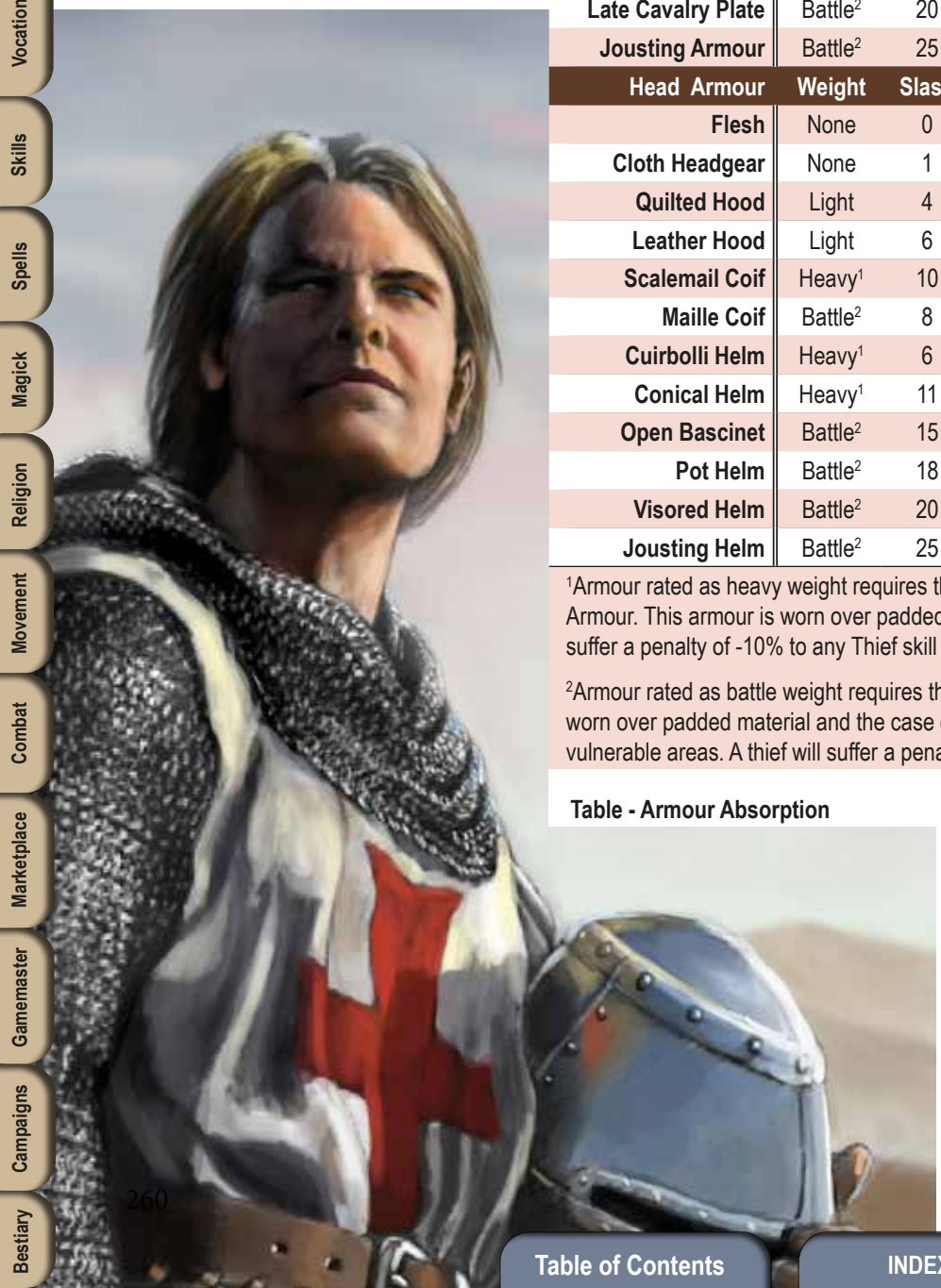
Armour protects the defended area of the body against Crit Hits and Aimed Strikes.

Body Armour	Weight	Slash	Crush	Pierce	Missile	Energy
Flesh	None	0	0	0	0	0
Cloth	None	1	0	0	0	0
Animal Hide	Light	2	1	2	2	2
Quilt Surcoat	Light	4	5	3	4	4
Leather/Fur	Light	6	5	4	5	5
Cuirbolli	Light	6	8	5	6	6
Reinforced Cuirboll	Heavy[1]	9	10	7	7	6
Scalemail	Heavy[1]	10	8	7	8	7
Brigandine	Heavy[1]	10	11	8	9	7
Maille	Battle[2]	9	9	8	9	7
Platemail	Battle[2]	13	11	11	11	8
Fieldplate	Battle[2]	15	15	13	15	9
Cavalry Plate	Battle[2]	18	17	15	15	9
Late Cavalry Plate	Battle[2]	20	17	17	17	10
Jousting Armour	Battle[2]	25	19	21	19	10
Head Armour	**Weight**	**Slash**	**Crush**	**Pierce**	**Missile**	**Energy**
Flesh	None	0	0	0	0	0
Cloth Headgear	None	1	0	0	0	0
Quilted Hood	Light	4	5	3	4	4
Leather Hood	Light	6	5	4	5	5
Scalemail Coif	Heavy[1]	10	8	7	8	7
Maille Coif	Battle[2]	8	8	7	9	7
Cuirbolli Helm	Heavy[1]	6	8	5	6	6
Conical Helm	Heavy[1]	11	10	8	10	8
Open Bascinet	Battle[2]	15	15	13	15	9
Pot Helm	Battle[2]	18	17	15	15	9
Visored Helm	Battle[2]	20	17	17	17	10
Jousting Helm	Battle[2]	25	19	21	19	10

[1]Armour rated as heavy weight requires the skill of Wear Heavy Armour. This armour is worn over padded material. A Thief will suffer a penalty of -10% to any Thief skill TSC%.

[2]Armour rated as battle weight requires the skill of Wear Battle Armour. This armour worn over padded material and the case of plate armour has maille in certain vulnerable areas. A thief will suffer a penalty of -20% to any Thief skill TSC%.

Table - Armour Absorption



Helmets

All helmet types were available since classical times except the following: pot helm was Middle Ages, 12th century; bascinet, visored and jousting helms were 13th - 14th century helms. All helmets before the full pot helm were open-faced. Helms before visored helms required a hood or a coif to protect neck and throat areas. Visored helms come with a full plate gorge to protect the neck and throat. Helmets protect against Crit Hits and Aimed Strikes to the head.

Type	Helmet Name	Dates	FP to Wear	Production Time	Wt. lbs	Cost in pennies
L	Quilted Hood		0	5 hours	1	4
L	Leather Hood		0	5 hours	1	16
H	Maille Coif	1000-1500AD	0	3 days	3	43
H	Cuirbolli Helm		0	4 days	2	35
B	Composite Helm		0	6 days	3	55
B	Conical Helm	1000-1275AD	0	6 days	4	72
B	Open Bascinet	1300-1430AD	0	8 days	7	120
B	Pot Helm	1180-1270AD	-1	9 days	3½	144
B	Great Helm	1250-1450AD	-1	10 days	5½	165
B	Visored Helm	1330-1430AD	-1	9 days	5½	192
B	Bascinet + Aventail	1330-1430AD	-2	16 days	16	216
B	Jousting Helm	1415-1500AD	-2	12 days	11½	240

Table - Helmets

Body Armour Weight

Each item of armour has a specific weight given for it, this is for a human sized person weighing between 150 to 174 lbs in weight. Also indicated is a weight modifier.

If a character is lighter than 150 lbs then these modifiers apply. If the character weighs between 100 to 124 lbs subtract the weight modifier as shown, however if the character weighs below 100 lbs subtract double the weight modifier shown.

For characters weighing over 174 lbs, add the weight modifier for every 25lbs (rounded up) that the body weight is above 174 lbs.

As an example of this, Sir Miles is a large knight, weighing 210 lbs. He has a full suit of Maille and a crusader-style pot helm. His helm weighs 7½ lbs. His Maille weighs 36 lbs with a weight modifier of +/- 6 lbs. Sir Miles weighing 210 lbs is 36lbs heavier than 174 lbs resulting in the modifier being doubled. (36/25 = 1.44 rounded up = weight modifier multiplier of 2.) Hence the full suit of Maille for Sir Miles weighs 36 lbs + (+6 x 2)= 48 lbs. It is assumed he will be wearing an arming doublet under his armour which weighs 8 ½ + (+1 ½ x 2) = 11 ½ lbs. Suited up for battle, Sir Miles is carrying a weight of 7½ + 48 + 11 ½ = 67 lbs. Add in at least a medium-sized *"heater"* shield and a broadsword and we find that he could be packing well over 70 lbs of fighting equipment alone!

This is a massive amount of weight to bear while engaging in combat sitting in the saddle, let alone tramping about the countryside on foot. Coupled with the fatigue drain of wearing battle armour, this largely explains why Knights were cavalry troops. No man on foot can bear such weight for hours and be effective as a fighting man.

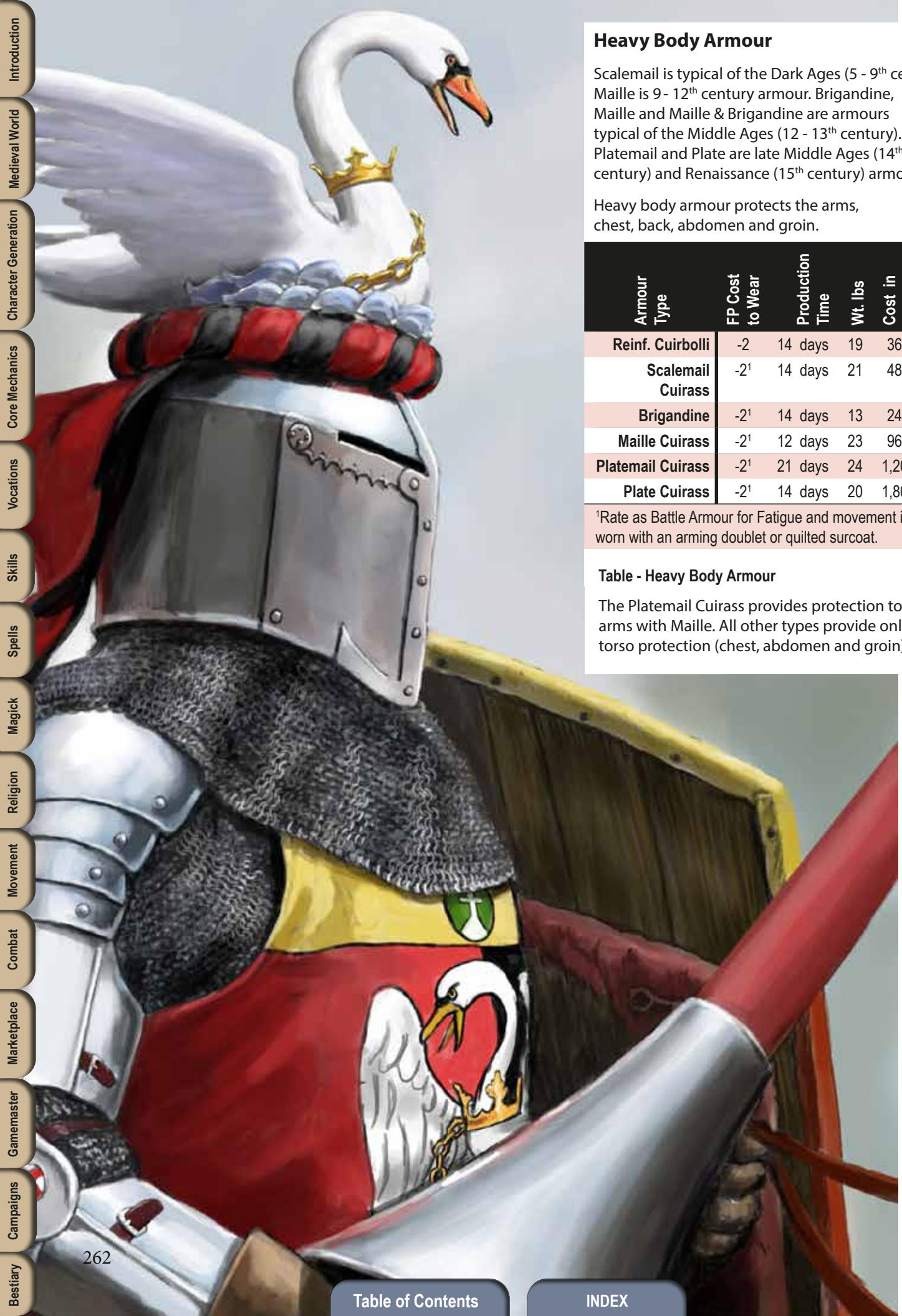
Light Body Armour

Light body armour has been available from pre-Roman classical times. Protection is given to the arms, chest, back and abdomen, but not to the groin or legs. The armour provides for light-weight and freedom from encumbrance, but does not afford much protection against powerful strikes. Such armour includes arming doublets that can be worn under heavy and battle armour.

Armour Type	FP Cost to Wear	Production Time	Wt. lbs	Cost in pennies	Wt. Mod.
Quilt Surcoat	0[1]	3 days	5	48+	+/-1
Leather/Fur Tunic	0	2 days	3 ½	36+	+/-1
Arming Doublet	0[1]	3 days	8½	48+	+/-1½
Cuirbolli Cuirass	1	7 days	9	144	+/-2

[1]Wearing a quilted surcoat or an arming doublet increases armour damage absorption by +2 against all classes of missile and melee weapons but not Magickal energy.

Table - Light Body Armour



Heavy Body Armour

Scalemail is typical of the Dark Ages (5 - 9th century). Maille is 9 - 12th century armour. Brigandine, Maille and Maille & Brigandine are armours typical of the Middle Ages (12 - 13th century). Platemail and Plate are late Middle Ages (14th century) and Renaissance (15th century) armour.

Heavy body armour protects the arms, chest, back, abdomen and groin.

Armour Type	FP Cost to Wear	Production Time	Wt. lbs	Cost in pennies	Wt. Mod.
Reinf. Cuirbolli	-2	14 days	19	360	+/- 3
Scalemail Cuirass	-2[1]	14 days	21	480	+/- 3
Brigandine	-2[1]	14 days	13	240	+/- 4
Maille Cuirass	-2[1]	12 days	23	960	+/- 4
Platemail Cuirass	-2[1]	21 days	24	1,200	+/- 4
Plate Cuirass	-2[1]	14 days	20	1,800	+/- 4

[1]Rate as Battle Armour for Fatigue and movement if worn with an arming doublet or quilted surcoat.

Table - Heavy Body Armour

The Platemail Cuirass provides protection to the arms with Maille. All other types provide only torso protection (chest, abdomen and groin).

3/4 Heavy Battle Armour

Scalemail is Dark Ages armour, Maille is characteristic of the early Middle Ages (11-12th century). A hauberk is a mail coat providing protection to the entire body below the neck and to the knees. If a leg hit occurs, roll a 1D10 with 01-07 falling on the armour rather than the unprotected part of the leg.

Armour Type	FP Cost to Wear	Production Time	Wt. lbs	Cost in pennies	Wt. Mod.
Scalemail Hauberk	-3[1]	21 days	45	1,440	+/- 5
Maille Hauberk	-3[1]	28 days	49	1,584	+/- 5

[1]Rate as Super Heavy Battle Armour for Fatigue and movement purposes if worn with an arming doublet or quilted surcoat.

Table - 3/4 Heavy Battle Armour

Heavy Battle Armour

Field plate and cavalry plate are fairly late models of full battle armour (15th century Renaissance). These types of armour are remarkably light in relation to the protection they provide, especially field plate, which is designed specifically for battlefield fighting on foot rather than from the saddle.

Armour Type	FP Cost to Wear	Production Time	Wt. lbs	Cost in pennies	Wt. Mod.
Field Plate	-4[1]	42 d.	40	2,400	+/- 5
Cavalry Plate	-5[1]	48 d.	55	3,000+	+/- 6

[1]Typically worn with arming doublet or quilted surcoat.

Table - Heavy Battle Armour

Super Heavy Battle Armour

Full mail is fitted from head to foot (13th century armour) and is easier to wear than a hauberk. Platemail is 14th century mail reinforced by iron plates at key areas and with an iron breastplate or a brigandine to guard the torso.

Full cavalry plate and jousting armour are 15th century protections. Such armour is a very late development and could be considered as not likely to be available or, for that matter; even to be appropriate to most fantasy campaigns unless the Gamemaster feels it is acceptable.

Armour Type	FP Cost to Wear	Production Time	Wt. lbs	Cost in pennies	Wt. Mod.
Maille	-3[1]	49 d.	36	1,536	+/- 6
Platemail	-4[1]	49 d.	45	2,400+	+/- 6
Late Cav. Plate	-5[1]	70 d.	66	3,600+	+/- 5
Jousting Armour	-5[1]	84 d.	97	4,800+	+/- 6

[1]Typically worn with arming doublet or quilted surcoat.

Table - Super Heavy Battle Armour

Shields

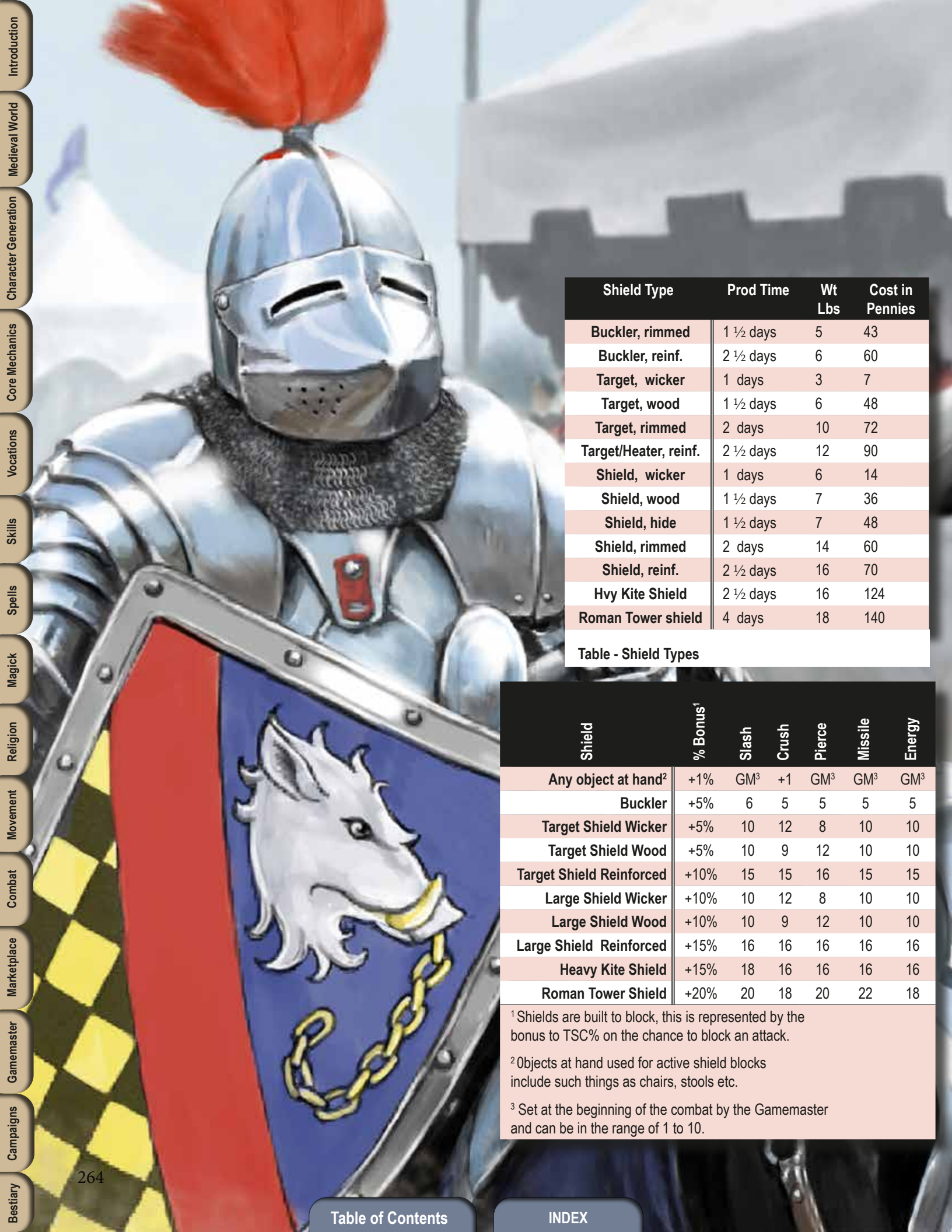
Objects or shields that successfully block an attacker directly absorb the damage, which would have been inflicted on the defender. The defender will absorb any damage that exceeds the damage absorption of the shield. Every time the shield or object takes damage more than its absorption capacity, there is a 10% cumulative chance that the blow will destroy the shield or object. To find out if the shield has failed, the character makes a 1D100 roll and if he rolls equal to or less than the percentage chance the shield fails. This chance remains after the combat unless repair is undertaken.

Let's imagine that Sir Gideon is attacked and successfully defends against the blow with his shield. The attack manages 10 points of slash damage. Gideon's shield, a Buckler, is able to absorb 6 points of slash damage. The remaining 4 points of damage are taken by Gideon. Since the Buckler has taken more damage than its absorption capacity it has a 10% chance of failing. Gideon makes a 1D100 roll and rolls 54%. As this is higher than 10% the shield survives. However, if the roll had been 10% or lower the shield would have failed.

Each successful armourer roll will reduce the chance of failure of the shield by 5% x Crit Die result. A Critical Success will repair all damage.

Key to Shield Table:

Prod Time: Average time needed to make the shield. The actual time was less, but an creating a shield was done in a series of steps that might require days, thus an armourer often worked on several shields at any one time.
Wt.: Armour weight in pounds (lbs.).
Cost: Typical cost of an average quality shield, stated in pennies. As in the case of rated as +1, +2, or +3, which represents their ability to absorb extra damage. Such shields commands a higher cost.



Shield Type	Prod Time	Wt Lbs	Cost in Pennies
Buckler, rimmed	1 ½ days	5	43
Buckler, reinf.	2 ½ days	6	60
Target, wicker	1 days	3	7
Target, wood	1 ½ days	6	48
Target, rimmed	2 days	10	72
Target/Heater, reinf.	2 ½ days	12	90
Shield, wicker	1 days	6	14
Shield, wood	1 ½ days	7	36
Shield, hide	1 ½ days	7	48
Shield, rimmed	2 days	14	60
Shield, reinf.	2 ½ days	16	70
Hvy Kite Shield	2 ½ days	16	124
Roman Tower shield	4 days	18	140

Table - Shield Types

Shield	% Bonus[1]	Slash	Crush	Pierce	Missile	Energy
Any object at hand[2]	+1%	GM[3]	+1	GM[3]	GM[3]	GM[3]
Buckler	+5%	6	5	5	5	5
Target Shield Wicker	+5%	10	12	8	10	10
Target Shield Wood	+5%	10	9	12	10	10
Target Shield Reinforced	+10%	15	15	16	15	15
Large Shield Wicker	+10%	10	12	8	10	10
Large Shield Wood	+10%	10	9	12	10	10
Large Shield Reinforced	+15%	16	16	16	16	16
Heavy Kite Shield	+15%	18	16	16	16	16
Roman Tower Shield	+20%	20	18	20	22	18

[1] Shields are built to block, this is represented by the bonus to TSC% on the chance to block an attack.

[2] 0bjects at hand used for active shield blocks include such things as chairs, stools etc.

[3] Set at the beginning of the combat by the Gamemaster and can be in the range of 1 to 10.

Movement & Time

Downtime

Time Period: 1 week onwards

Downtime is that period in which the characters are not doing anything which requires role-playing. ***Chivalry & Sorcery*** was the first Fantasy Role-playing game to formally introduce this concept, since right from the beginning it was seen that a FRP campaign could be a simulation of the lives of the imaginary characters.

There are long periods in life when nothing significant happens. Life is, after all, not a series of life-threatening events coming along so thick and fast that it is impossible to catch one's breath! As in real life, so it will be in a fantasy life. Characters may go for days, weeks, even months with their lives being quiet and routine, without any eventful occurrences.

In **Downtime**, game mechanics involving characters tiring themselves out, etc. can be ignored. They will have ample time to rest, to sleep and to engage in personal projects. Only if they are driving themselves beyond reasonable limits might attention to such matters be required.

Downtime, then, is the period between actual adventures and it should be taken into account. **Downtime** has the important function of allowing characters to use their skills to make something, to enchant Magickal items, to improve their proficiency with skills they have basic knowledge in, or to learn new skills. Events may gradually develop around them, slowly building to a crisis which they will have to confront with all their skills and knowledge. But not right away! There is time to prepare.

For further information on Downtime see the chapter on experience

Journey Time

Time Period: 1 hour onwards

Journey Time is very much like Downtime in that there will be considerable periods of time passing without or very little action. Journey Time allows characters to *'cover ground'* when travelling.

How far and how fast characters can move in Journey Time is therefore determined by the means of travel, the circumstances encountered on the way and the rate at which the characters are willing to travel. Table – Journey Times is only a basic guide and shows the approximate distance travelled for a cost of 1 FP per hour, provided the character is not carrying more than 50% of his carrying capacity.

If one wants to get hyper-realistic, see the section on Pushing the Pace (qv) to find out just how much Fatigue will be involved in the various movement situations when travelling faster than the basic pace.

If riding an animal, the animal takes the Fatigue loss. However, even a rider will become fatigued over time losing -1 FP per 2 hours of travel.

Real Speeds over Ground

Conditions	Distance Travelled in MPH		
	Foot	Cart	Mount
Good Road & Level Terrain	2	2	4½
Good Road & Hilly Terrain	1 ½	1 ½	3 ½
Poor Road & Level Terrain	1 ½	1 ½	3 ½
Poor Road & Hilly Terrain	1 ¼	1 ¼	3
Forest Path & Level Terrain	1 ¼	1	1 ½
Forest Path & Hilly Terrain	1	¾	1 ½
Cross-country in Open Terrain	1	¾	3
Cross-country in Dense Terrain	¾	0	¾
Cross-country in marshland etc.	¼	0	3

Table - Journey Times

It may come as a surprise to some players that a man on horseback can only cover around 36 miles a day, travelling on a good, level road and assuming good weather conditions. However, it must be remembered that no horse may gallop along, hour after hour, at close to top speed. Indeed, the *'marching'* pace of a horse is little faster than a man on foot walking briskly.

Moreover, a good rider will dismount to walk his horse regularly in order to give the animal a rest from carrying his weight. Time must also be taken for rest stops, meal breaks and any occurrences along the way. It is also well to remember that a horse is able to travel more than 36 miles in a day but he will not be able to travel so far the following day. However, more importantly, it is wise to spare one's mount so he will have ample energy left in case combat occurs.

These are the kinds of realistic conditions considered when working out movement rates. The statistics are readily available in historic sources. Going all the way back to the time of Julius Caesar, that great Roman general was very satisfied when his legionaries could march more than 15 miles per day. Historically, few armies marched much over 10 miles in a day.

Of course, this is for well-trained bodies of soldiers. A group of a few individuals would take less time to get organised, their equipment packed and be on the road. Even so, 20 miles per day is a very good hiking pace.

As for wagons and carts, we again know from history that rarely could they travel more than 10 miles a day with any kind of a load and often much less if the roads were poor. These give us an idea of the true limits on sustained marching, whether on foot or horseback.

Speeds over Water

River Craft

Boats and small ships move about the **speed of the current** when heading **downriver**. The Gamemaster determines the speed at which the current flows but a 2 mph to 7 mph current is reasonable. It is very rare that it will be any faster.

Heading **upriver** against the current, whether under sails or oars, small craft would average about **half** their downstream speed. River traffic also tends to anchor or tie up to the shore in darkness, so on average the maximum amount of travelling time in anyone day is 12 hours.

Ocean-going Craft

Players may again be surprised to learn that, giving fair sailing conditions, most sailing ships average speed is only about 4 to 4 ½ knots, that is around **5 mph,** which comes to a modest **120 miles per day**. Daytime speeds may be faster, but sailing vessels usually remain under shortened sail at night and therefore travel shorter distances.

The Gamemaster could vary this distance perhaps by around +90 to -90 miles a day to account for favourable or unfavourable wind and currents, the type and condition of the ship and the quality of the navigator-pilot and crew, etc. Storms will slow passage whilst fair winds will speed passage. Tubby merchant hulls move far more slowly than sleek warship hulls etc.

Oared Craft

Galleys may proceed independent of the wind because they can use oars as well as sails. However, it was the standard practice for galleys to put into shore at night or else to proceed under shortened sail. Consequently, they would cover between 60 to 120 miles per day, on average and might travel up to 160 miles in excellent cruising conditions.

Viking ships were equally suited to proceeding under oars or sail and made good speed under most conditions. So would fast War Galleys and courier vessels. Such craft would cover distance like ocean-going craft (see above).

Mythological Winged Creatures

Legendary creatures like winged Pegasus-type horses, gryphons, hippogriffs, dragons and their like, were all fabled to be extremely fast. However, their **ranges** would not be excessively great.

Consider the speeds of mythological winged creatures as being several times that of a horse over good ground. Thus, in an 8-hour period, they might fly between **four to eight times** the distance a horse would cover, around 144 to 288 miles per day.

Incidentally, few migrating birds manage any better in a full day of flying. A beast, even a mythological one, must rest. Therefore a maximum effort should exhaust it no less than it would a mere mortal man, horse, or bird.

Pushing the Pace

A forced march is possible, but by the end of the day it will exhaust anyone with less than above average Constitution and Strength and well above average Fatigue Points. The increased speed available and the amount of Fatigue lost are shown in Table – Pushing the Pace.

Animals can also be pushed and for information about travelling at a march, trot, canter and gallop for mounts and for pack and draft animals see Chapter – The Marketplace.

Fatigue Point recovery is at the standard rates enjoyed by a character based on his Constitution. Without rest breaks etc., one will become tired rather quickly and characters with higher Fatigue Points, lighter loads etc., will be able to maintain the pace longer than those with lower Fatigue Points or heavier loads. The same is true for animals.

Terrain Effects

Optional

Terrain, road conditions, etc. will also have an effect on the pace that a character and Fatigue loss. If proceeding at a faster pace than those shown in Table – Journey Times, the following restrictions on speed and the additional Fatigue loss incurred are shown in **Table – Terrain Effects**.

Movement Rate	Speed[1]	Fatigue Loss
Walking Pace	2 mph[2]	-1 FP per hour
Marching Pace	3 mph[3]	-2 FP per hour
Double-Quick	4 mph[4]	-3 FP per hour
Double-Quick	5 mph[4]	-3 FP per hour
Distance Running	1 mph x ½ BAP[5]	-1 FP per mile
Fast Running	1 mph x ½ BAP[6]	-1 FP per ¼ mile

[1]See Chapter – The Marketplace for Mount speeds that are attainable by pushing the pace.

[2]Moving at an Easy Walking Pace: The character may bear 50% of his CCAP without suffering extra Fatigue. If carrying more than 50% of his CCAP he suffers a penalty of -1 FP of additional Fatigue per 10% over that limit per 3 miles or part thereof.

[3]Marching Pace: The character may bear 40% of his CCAP without suffering extra Fatigue. If carrying more than 40% of his CCAP he suffers a penalty of -1 FP of additional Fatigue per 10% over that limit per 3 miles or part thereof.

[4]Moving at the Double: The character may bear 20% of his CCAP without suffering extra Fatigue. If carrying more than 20% of his CCAP he suffers a penalty of -1 FP of additional Fatigue per 10% over that limit per 3 miles or part thereof.

[5]Moving at a Distance Running rate: The character cannot bear more than 20% of his CCAP without extra Fatigue. If carrying over that limit he suffers a -1 FP of additional Fatigue per 20% over that limit per 2 miles or part thereof.

[6]Moving at a Fast Running rate: The character ideally should be stripped right down for such a run. If carrying over 20% of his CCAP he suffers -1 FP of additional Fatigue per 20% of CCAP carried per ¼ mile or part thereof.

Table - Pushing the Pace

Combat Mode

Time Period: 15 Seconds onwards

Combat Mode is reserved for any situation in which the action is unfolding very quickly. Players can literally make moment to moment decisions about the actions that their characters are performing. This is especially vital in combat situations.

Knowing exactly what a character's capabilities are and then being able to simulate them easily is what these rules are all about. Can a character accomplish the task in 15-seconds given his level of skill, speed, etc..? Or will he need more time?

To call it a *'combat'* round is a bit misleading for this 15-second time period. It actually applies to any situation requiring a character's urgent attention in order to meet some challenge or problem confronting him. Only at this level can decisions and actions be broken down into a series of steps, each perhaps carrying the possibility of success or failure. The 15-second *'combat'* round is, therefore, appropriate to any situation, combat or otherwise, in which a character has to react quickly and decisively.

For details on how to handle movement in action situations see Chapter – Combat.

The standard movement rates for PCs, NPCs, animals, monsters and mythological beasts are all rated in six basic categories. This is done for the purpose of working out fatigue rates and, therefore, for finding their endurance limits. These movement categories are:

Stalking/Moving Slowly, Long Distance Running/Cantering, Walking or Marching, Running/Galloping, Double Quick/Trotting Sprinting/Charging or Racing

Conditions	Speed	Fatigue Loss
Good road & level terrain	No effect	No effect
Good road & hilly terrain	No effect	-1 FP per hour
Poor road & level terrain	¾ speed	-1 FP per hour
Poor road & hilly terrain	¾ speed	-2 FP per hour
Forest path & level terrain	¾ speed	-1 FP per hour
Forest path & hilly terrain	½ speed	-2 FP per hour
Cross-country in open terrain	¾ speed	-1 FP per hour
Cross-country in dense terrain	½ speed	-3 FP per hour
Cross-country in marshes, etc.	¼ speed	-4 FP per hour

Combat

In **Chivalry & Sorcery**, combat revolves around the 15-second Combat Round and the spending of Action Points to carry out actions.

Dice Conventions

Throughout these combat rules skill checks are made using a percentile dice or 1D100 and a 1D10 Crit Die. A roll is made and if the result of the roll on the percentile dice is equal to or lower than the skill chance, then the skill succeeds. For every additional +20% to TSC% above Max% add +1 to the Crit Die. (i.e. divide the additional TSC% by 20 rounded down).

Combat Sequence for Action Points

The sequence for a combat round is as follows:

1. Each character rolls a 1D10 as a random addition to their Base Action Points (BAP) to provide them with their Action Point (AP) Pool for this Combat Round. This random roll is modified as shown in Table Armour Modifiers in order to take into account any armour the characters are wearing.
2. In the order of the highest current AP Pool, the characters, monsters and NPCs declare and resolve their actions in turn, reducing their AP Pool by the number of Action Points spent. Once all of the characters have done this, this completes the Action Phase.
3. Repeat Step 2 above until all the character's have used up their AP Pool or have decided to hold over APs to the next Combat Round. Once all the APs for that round have been used, the next Combat Round begins from Step 1 onwards. Any single Combat Round may be made up of a number of Action Phases.

Within any Combat Round characters have the opportunity to:

- Use up all of their available APs for that Combat Round.
- Hold over remaining APs , to a maximum of the character's BAP, to the next Combat Round where they are added to the APs available in that Combat Round.
- Begin actions in one round and complete them in the first Action Phase of the next Combat Round.

Actions which can be undertaken during the combat sequence are to attack, defend, move, cast spells, drop items (including weapons) and draw weapons.

A maximum of 10 action points can be expended on any one action during any single Action Phase. The number of Action Points available for each combat sequence is modified as shown in **Table – Armour Modifiers** when the character is wearing armour. The character also suffers a Fatigue cost for wearing armour.

Armour Worn	Fatigue	AP Modifier
None	0	+3 AP
Light Armour	0	0
Heavy Armour	1	-3 AP
Battle Armour	2	-5 AP

Table - Armour Modifiers

If the character has no Fatigue Points remaining then the character suffers a penalty of -10 AP each Combat Round.

Optional Rule (Recommended)

Combat Sequence for Action Points.

Step 2 (revised) Actions are declared in order of lowest to highest current AP. Actions are then carried out in order of highest to lowest current AP

Movement & Non-combat Actions

During each Action Phase, points can be spent on movement, but no more than 10 AP can be spent per Action Phase. The base move for a Human is 5 feet per Action Point. T**able – Movement & Non-combat Action Points** shows the number of APs needed to move or undertake non-combat actions.

Other creatures have their own Base movement rate, which can be found in the Bestiary section.

Action	AP Cost
Moving - Human:	
Normal Speed per 5 feet	1 AP
Sprinting per 20 feet	1 AP
Moving - Elf	
Normal Speed per 6 feet	1 AP
Sprinting per 24 feet	1 AP
Moving - Dwarf	
Normal Speed per 4 feet	1 AP
Sprinting per 16 feet	1 AP
Moving - Haeflin	
Normal Speed per 3 feet	1 AP
Sprinting per 12 feet	1 AP
Jumping	3 AP
Backing up	1 AP per foot
Change facing per 90'	1 AP
Kneel Down	2 AP
Stand from kneeling position	4 AP
Rise from prone to kneeling position	4 AP
Rise from prone to standing position	5 AP
Scaling ladder (maximum of 5 feet per action)	1 AP per foot
Climbing (maximum of 5 feet per action):	
Carefully using handholds	2 AP per foot
Carefully using climbing aids	1 AP per foot
Climbing fast, using handholds (-25% to TSC%)	1 AP per foot
Mounting/dismounting an animal:	
Animal stationary	5 AP
Animal moving (-25% to TSC%)	5 AP
Swimming per 3 feet	3 AP
Standing motionless, doing nothing	0
Finding an object in a pouch etc. (If over 10 AP it will take 2 actions)	5 to 15 AP
Placing an object in a pouch etc.	3 to 6 AP
Speaking more than 1 sentence (cost per sentence)	1 AP
Igniting a tinderbox	6 AP
Lighting a torch	6 AP
Lighting a fire with flint & Steel (each 10 AP equates to one action)	40-60 AP
Lighting a fire with tinderbox (two actions)	15-20 AP

Table - Movement & Non-combat Action Points

Increased speed can be gained by spending Fatigue Points. By spending 1 FP per Combat Round a character (or creature) will be able to run at double-time during any Action Phase of the Combat Round. By spending 2 FP the character (or creature) will be able to sprint or charge at four times the normal movement rate. If wearing heavy armour or heavily encumbered then the character can spend 3 FP to be able to move at three times the normal movement rate but are unable to move any faster.

The effects of charging into combat allows the charging attacker to receive a bonus to his TSC% equal to the number of feet travelled and he also gains +2 to Crit Die (except in the case of charging lances where the attacker this is doubled to +4). The charging attacker may declare a body bash (qv) and attempt to pile into their opponent as well as making an attack.

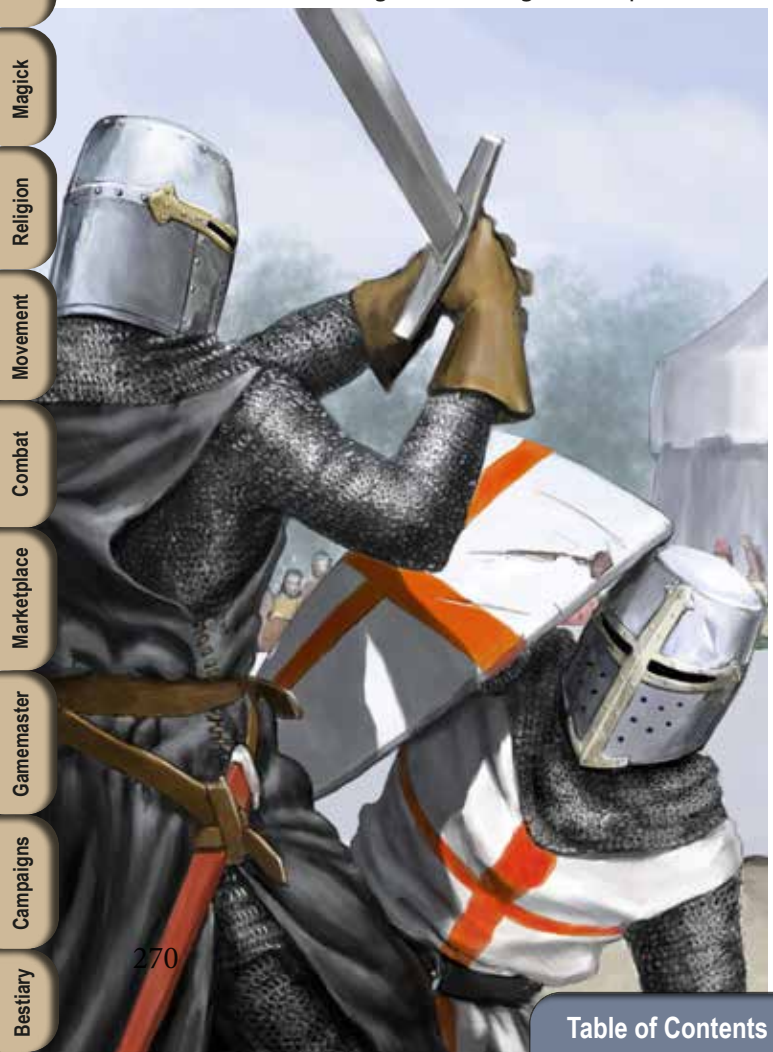
Weapon Blows & Missile Shots

The number of APs a character or creature has to spend on blows is shown in Table – Combat Actions. The PSF% is used as the basis for the cost of APs since this is a measure of the individual's knowledge of that weapon.

As a rule of thumb it is stated that the maximum number of APs that can be spent on an action is 10 APs. However, this is simply a rule of thumb, some weapons require slightly more than 10 APs to carry out a single blow, but remain as one action. In other cases such as crossbows and spell-casting, the cost is for the task, but it may take more than one action to carry out. The AP cost of casting spells is the total cost of casting the spell, so a mage with PSF 28%, will need to take two actions to spend 17 AP in order to cast a Hex.

During the Action Phase it is possible to combine two or more actions provided they do not exceed a maximum of 10 APs, for instance a warrior could combine the drawing of a sheathed weapon and attacking in one motion. Likewise a Mage could cast a spell and find that he has enough APs left to enable him to utter a *'Word of Guard'*.

Note: Any weapon that is considered sheathed can be drawn and used as one action with a penalty of –10% to TSC%. To find the number of APs used add together the costs for attacking and drawing the weapon.



The Attack Roll

The Attack Roll is made in a similar way to a skill roll with the character rolling the 1D100 and the 1D10 Crit Die. To succeed the character must roll lower than or equal to his TSC% in the appropriate weapon skill. Prior to making any attack roll, the attacking character must declare whom his opponent is going to be and what he intends to do. The opponent then has an opportunity to declare whether he is intending to make an active or passive defence.

Basic

In the basic form of combat the attackers TSC is modified by the targets form of defence. If it is an active defence then half of the defenders PSF% of their form of defence is deducted from the attackers PSF%. If it is a passive defence then a quarter of the defenders PSF% is deducted. If the attack fails then it was either turned away by a weapon parry, shield or dodge. If the attack is a critical failure then the defender gains a combat advantage with a weapon parry or dodge or a shield bash with a shield play defence.

Advanced

The advanced combat system uses separate attack and defence rolls as described in the section on defences. There can be various outcomes to the Attack Roll:

- The attack is successful and the defence either fails or is not made, then the attack will do damage.
- The attack Is successful but is met by a successful defence, then any damage from the attack is absorbed by the defending item (e.g. shield parry or weapon parry).
- The attack failed but any defence was successful, then the defender gains a combat advantage.
- If the attack was a Critical Success, the defender must roll a Critical Success in order to fully defend the attack and absorb the damage. If the defender only rolls a normal success, then the damage is reduced to that of a normal attack success.

Action	AP Cost based on Character's PSF% 1-25%	26-45%	46-60%	61-70%	75%+	Skill Used
Mounting/Dismounting War-horse	4	4	3	3	2	Riding Horse
Attack with Natural Light Weapon	5	5	4	4	3	Relevant Combat Skill
Attack with Natural Medium Weapon	7	6	6	5	4	Relevant Combat Skill
Attack with Natural Heavy Weapon	9	8	7	6	5	Relevant Combat Skill
Attack with Light Weapon	7	6	6	5	4	Relevant Combat Skill
Attack with Medium Weapon	9	8	7	6	5	Relevant Combat Skill
Attack with Heavy or 2 handed Weapon (1 action)	11	10	9	8	7	Relevant Combat Skill
Attack with Polearm (1 action)	12	11	9	8	7	Relevant Combat Skill
Drop weapon	0	0	0	0	0	n/a
Drawing a sheathed weapon (Light or Medium)	1	1	1	1	1	Relevant Combat Skill
Unslinging a weapon (Heavy) or shield	3	3	2	2	2	Relevant Combat Skill
Sheathing or slinging a weapon	4	4	3	3	2	Relevant Combat Skill
Reloading and firing a sling	10	9	8	7	6	Slings
Nock, draw and fire bow (from quiver)	9	8	7	6	5	Archery
Nock, draw and fire bow (fast draw)[1]	6	5	5	4	4	Archery
Load light crossbow (2 actions)	15	14	12	11	9	Archery
Load medium crossbow (3 Actions)	30	27	24	12	18	Archery
Load heavy crossbow (Arbalist) (5 actions)	60	54	48	42	36	Archery
Fire Crossbow	1	1	1	1	1	Archery
Draw and throw hurled weapon	7	6	6	5	4	Relevant Combat Skill
Setting a Polearm to receive charge	3	3	2	2	2	Pole Arms
Setting a Lance to receive attack	3	3	2	2	2	Cavalry Lance
Dodging a blow	1	1	1	1	1	Dodge
Parry with Light Weapon	1	1	1	1	1	Relevant Combat Skill
Parry with Medium Weapon	2	2	2	1	1	Relevant Combat Skill
Parry with Heavy or 2 handed Weapon	3	3	2	2	2	Relevant Combat Skill
Parry with Polearm	4	4	3	3	2	Relevant Combat Skill
Shield Block with Buckler	1	1	1	1	1	Shield Play: Light
Shield Bash with Buckler	2	2	2	1	1	Shield Play: Light
Shield Block with Target or Heater	2	2	2	1	1	Shield Play: Heavy
Shield Bash with Target or Heater	4	4	3	3	2	Shield Play: Heavy
Shield Block with Large Shield	3	3	2	2	2	Shield Play: Heavy
Shield Bash with Large Shield	7	6	6	5	4	Shield Play: Heavy
Cast Cantrip	9	8	7	6	5	Relevant Method of Magick
Cast Hex (2 actions)	19	17	15	13	11	Relevant Method of Magick
Cast Sorcery (3 actions)	29	26	23	20	17	Relevant Method of Magick
Utter Word of Guard	3	3	2	2	2	Relevant Method of Magick

[1]The act of fast draw with a bow involves the nocking, drawing and firing the bow in one action, but it also suffers a penalty of -20% to hitting the target.

Table - Combat Actions

Combat Advantage & Opportune Attacks

In the event that a character gains a combat advantage they may make an undefended opportune attack with a negative 20% to their TSC%. Opportune attacks may also be made if any combatant passes within the weapon length plus reach of the character (this is 3 feet for most humanoids but increases for the likes of Giants etc.., treat reach as half height.)

Attacks From Behind

If a defender is attacked from behind, he must spend 1 AP to turnabout to face his attacker or the defender will suffer a penalty of –25% to his TSC%. A Dodge is impossible against a rear attack unless the defender is forewarned.

The attacker also enjoys a bonus of +25% to his TSC% with the first attack from behind. Any further attacks will be at a bonus of +15% unless the defender turns to meet the attacker.

Note: The exception to this is if the defender is employing a *"Desperate Defence"* (qv).

Attacks From Above

It may occur that a defender is forced to his knees or worse during an attack. If this happens, the attacker will gain bonuses to hit. The defender will also be at a disadvantage.

If the defender is on his knees, the attacker gains a bonus of +10% to his TSC% until the defender regains his feet.

If the defender is knocked completely to the ground and is lying prone, but is not stunned the attacker gains a bonus of +25% to his TSC% until the defender regains his knees. On the defender has regained his knees, the attacker's bonus is then reduced to +10% until the defender regains his feet completely. If the defender is lying prone he will only be able to use his PSF% as his chance to hit with his weapons until he regains his knees.

If the defender is on foot and attacked by a mounted combatant, then the attacker gains a bonus of +10% to his TSC% in the same way as if the defender were on his knees.

Critical Success & Failure

If the attack is successful and the adjusted Crit Die is a 10 or higher, a Critical Success is obtained requiring an additional 1D10 roll. The result of this roll is directly removed from the target's Body, this is in addition to the regular damage taken from the Fatigue Points of the character.

Note: An unadjusted 10 on the Crit Die is always a Critical Success if the skill roll is successful.

If the attack is a failure and the adjusted Crit Die is a 10 or higher, a Critical Failure is obtained. In such a situation an Agility check is required by the attacking character in order for him to maintain a grip on the weapon. His opponent receives a free blow due to the opening created by the attacker's miss for an immediate opportunist attack.

Note: An unadjusted 10 on the Crit Die is always a Critical Failure if the skill roll is a failure.

Aimed Shots Or Blows

Optional

There are many occasions when a character wished to make an aimed shot, such as attacking a wrist to disable an opponent or a head attack if no head protection is being worn. In such cases the TSC% of the attacker will be modified as shown in Table 10.4 – Aimed Shot Modifiers.

Target Area	TSC% Modifier
Head	-40%
Abdomen	-5%
Eyes	-60%
Groin	-30%
Neck	-50%
Upper Leg	-15%
Chest	0%
Lower Leg	-25%
Arm	-10%
Foot	-40%
Hand	-25%

Table - Aimed Shot Modifiers.

Using More Than One Weapon

Optional

If a combatant has a weapon in each hand (or attacking appendage) he can make one attack per weapon in each phase providing the combatant has sufficient Fatigue Points to allow the attack and is trained in using the two weapon technique of fighting.

It is assumed that most combatants must keep 50% of their legs in contact with the ground at all times, i.e. one foot for bipeds, two feet for quadrupeds etc. Otherwise only natural weapons can be used in this manner, such as a Tiger which could attack with both claws and bite in a single attack phase. If the combatant is not using natural weapons and is not skilled in any multiple weapon technique, then his primary weapon suffers a penalty of -25% to his TSC% and his secondary weapon(s) suffers a penalty of -40% to his TSC%. The action of attacking with a second weapon requires the expenditure of Fatigue Points. Such an attack can only occur if it is done in conjunction with an attack by the primary weapon. The cost in fatigue for the attack with the secondary weapon is 1 FP for Light Weapons, 2 FP for Medium weapons and 3 FP for heavy weapons. However, there is no additional cost in AP.

The primary weapon should always be equal to or heavier than the secondary weapon.

A Strength of 11+ is needed to use a medium weapon in the offhand as a secondary weapon and a Strength of 16+ is required to use a heavy weapon in the offhand. Even the strongest humans cannot use a two handed weapon in their offhand, even if they are strong enough to wield them one handed!

Changing Weapons Mid-Combat

It may transpire that a player wishes his character to change weapons mid combat. There is no AP cost to drop a weapon, but there is a cost to draw another weapon. This is indicated in **Table – Combat Actions** where the costs of readying another weapon are given.

Offensive Actions

Missile Combat

In each action, one shot can be fired from a bow or one hurled weapon thrown. The AP system allows for archers with PSF% 75+ to fire an aimed shot for the cost of 5 APs. If the archer has Agility 15+ they will be able to make two aimed shots in an action provided they have enough APs available.

In addition, the character is allowed to use a fast draw and fire with a bow. These snapshots allow the archer to make two shots per action without aiming, however the character suffers a penalty of –20% to their TSC%.

Missile damage is calculated as:

1. Base damage as shown in Table – Missile Weapons, plus
2. Range Modifier, as shown in Table – Missile Ranges, plus
3. Attacker's Bonus, as shown in Table – Attacker's Bonus, plus
4. The Adjusted Crit Die. This is not only adjusted in respect of the character's skill but also for the range of the attack, as shown in Table – Missile Ranges.

An archer can also spend more time aiming to improve his chances at longer ranges. For every 10 points of Discipline (rounded up), the archer can spend one action aiming. However, each action spent aiming the shot will cost the character 10 AP, the archer gains a bonus of +10% to his TSC%. This bonus is cumulative.

If after this has been taken into account the archer wishes to continue spending time aiming his shot, he can do so but needs to make a Stamina check. A successful Stamina skill roll will enable the character to aim his shot for a further action costing 10 APs and this will gain him a cumulative bonus of +5% to his TSC%. Any subsequent attempts to aim will result in a cumulative penalty of –10% to his Stamina.

A failed Stamina skill roll will mean the character still aims the shot for 10 APs but suffers a penalty of –50% to his TSC% as he becomes afflicted with 'Target Blindness' and is forced to fire regardless of his aim.

Target Blindness can afflict an archer if he persists in spending inordinate time aiming at targets. The effect of this malady is that an archer becomes increasingly

unable to release an arrow while aiming. The result is that an archer will always extend his aiming time until his constitution fails resulting in the negative modifier to his TSC%. If the archer makes a Willpower roll before his stamina fails he will be able to refrain from firing and bring the bow to the rest position. The only known cure for Target Blindness is to refrain from archery for a period of 2 months. The other alternative is to treat the malady as a curse and have the curse removed in the normal way.

Crossbowmen can also spend time aiming in the same way as archers and with the same bonuses and penalties and they too can be susceptible to Target Blindness.

Mounted Combat

Mounted combat is quite different from basic foot combat. The first major difference is that the mounted warrior always has a height advantage against opponents on foot and therefore gains the benefits as detailed in 'Attacks from Above' as if his foot opponent was on his knees.

When in combat the Weapon TSC% of the rider cannot exceed that rider's TSC% in Mounted Combat. This reflects the difficulties in using weapons on horseback. The only exception to this rule is the lance, which is primarily designed for use on horseback and is mainly taught in this fashion.

Lance Attacks

The lance is a specific weapon designed for attacks by mounted warriors at the charge and as such the character uses his Cavalry Lances skill TSC% regardless of whether it is higher than his Mounted Combat TSC%. If used on foot it is a two-handed weapon similar to a pike.

The lance should ideally be couched under the arm but not aimed across the body of the horse (this only applies when involved in a joust).

If the opponent is on the shield side of the rider, the attacker suffers a penalty of –20% to his TSC% in Cavalry Lances if mounted or a penalty of –10% to his TSC% if on foot. A foot opponent can attempt to use his Brawling skill to attempt to drag the rider of his mount.

Note: If using the optional Bash Rules (qv), a lance will always deliver a bash when it hits if the mounted attacker was moving at double-time or charge. Depending upon the speed at which the horse is moving the character will suffer a positive modifier to his Cavalry Lances skill.

	Status of Target				
Attacking Horseman	Stationary	Walking	Double Time	Charging	Routing
Walking	+5%	+0%	-10%	-20%	-5%
Double-time	+10%	+5%	+0%	-10%	+0%
Charging	+20%	+10%	+5%	+0%	+5%

Routing is assumed to be the opponent making best time away from the field of combat while being pursued. For foot opponents increase the positive dice modifier by 5% to TSC% and +1 to Crit Die and decrease negative modifiers by 5%, i.e. -10% becomes -5%.

Table - Mounted Combat Modifiers

Horse is moving at Double-time

+15% to TSC% & 15% chance of being body bashed by horse.

Horse is charging

+30% to TSC% & 30% chance of being body bashed by horse.

A successful grapple can only be made from the side or rear of the horse and the foot opponent attempting to grapple is subject to attacks from the rider using melee weapons. In addition to the above, mounted warriors enjoy further modifiers to their TSC% in Mounted Combat as shown in **Table – Mounted Combat Modifiers.**

A foot opponent can always elect to strike the horse of a mounted opponent. However, all *'Horse peoples'* regard such tactics as dishonourable and they may attempt to make a *'Ferocious Attack'*. This includes feudal mounted warriors such as Saracens, Mongols and others of their kind.

Trained war-horses are also able to attack in melee using trample attacks. If a foot opponent should become prone at the feet of a trained War-horse, it will trample with two hoof attacks with a bonus of +50% to the attack TSC%.

Mounted Missile Weapons

The only missile weapons that can be comfortably used from horseback are hurled missiles such as darts, javelins, knives and small axes and short bows. Any bow other than the short bow requires too much drawing force or is too long to be used on horseback.

When using missile weapons they are best used while the mount is stationary. However, many races have developed the use of such missile weapons while on the move. The TSC% of the appropriate missile weapon skill is modified as shown.

The modified TSC% of the missile weapon cannot be greater than the character's TSC% in mounted Combat, so in such situations the TSC% in Mounted Combat is used.

Horse at Walk +0% TSC% Mod
Horse at Double Time -10% TSC% Mod
Horse at Charge -20% TSC% Mod

Ferocious Attacks

Optional Rule

Ferocious attacks are available to knightly characters (including Fighting Order Knights) when confronted by traditional enemies and are similar in nature to a Berserker rage.

When confronted by their enemy they need to roll a DIS AR at –25%. If the roll is failed the character enters a ferocious state gaining a bonus of +25% to his TSC% along with +2 to the Crit Die. There is also a 25% chance that the character will go amok making no defensive actions till the enemy is dead. A player can make a DIS AR to prevent this happening.

All characters and monsters have the opportunity of entering a ferocious state if they have suffered more than 50% Body damage or their loved ones are injured or in danger. A DIS AR is made at –45% and if failed the character or monster may enter into a ferocious state gaining the benefits as listed above.

Bashing An Opponent

Optional Rule

When an opponent is hit, there is the chance that the blow hits with such force that the defender is bashed backwards, to his knees or even to the floor. Bashes may be made using melee weapons, missile weapons and even shields used in an offensive manner.

Example:

A Mongol Steppe rider would learn to shoot the bow to such an extent it was higher than his Mounted Combat in skill. He could therefore shoot his bow a his Mounted Combat skill even while charging. If his missile weapon TSC% is lower then he would use the lower of the two and receive the negative modifiers to his TSC% as shown above.

Each weapon has a chance of *'bashing'* an opponent if the blow is successful. On the appropriate weapon table, there is a Bash Chance against each weapon. If the hit was successful compare the adjusted Crit Die for the attack to the Bash Chance for the weapon. If equal to or higher than this then a Bash occurs.

Note: All shields have a chance to bash if the modified Crit Die is a 6 or higher.

To find out the effect of the Bash, it is necessary to calculate the Bash Score. This is done as follows:

1. The adjusted Crit Die for the attack, plus
2. The modifier as shown in Table 10.9 – Bash Modifier

The amount a character can be *"bashed"* depends on the weight of the character or creature. The bash weights for individuals and monsters can be calculated as shown in **Table – Bash Weights**.

To find the effects of the bash, add the modifier as shown in **Table – Bash Modifier** to the adjusted Crit Die of the attack. This enables the Crit Die to reflect the opponent's weight and the weight of the attacker's weapon.

This gives the Bash Score for the attack and it is this that is compared to **Table – Bash Effects** to find out the result of the Bash attempt.

Bash Weight	Actual Weight	Description
Very Light	**Less than 50 lbs**	Very small creatures such as squirrels
Light	**50 to 100 lbs**	A small humanoid, Haeflin, Cobold etc. or small creatures such as dogs.
Medium	**100 to 200 lbs**	A human sized creature, includes Dwarves, Elves and goblinoids
Heavy	**200 to 500 lbs**	A humanoid in armour, or large creature such as a Minotaur, Tiger etc.
Very Heavy	**500 to 1,000 lbs**	A large creature such as a bull, etc.
Gigantic	**1,000 to 5,000 lbs**	A giant humanoid
Gargantuan	**Over 5,000 lbs**	A Dragon

Table - Bash Weights

Opponent	NW (Light)	NW (Medium) & Light Weapon	NW (Heavy) & Medium Weapons	Heavy Weapons & 2 Hand Swords	Polearms
Very Light	1	2	3	4	5
Light	0	1	2	3	4
Medium	-1	0	1	2	3
Heavy	-3	-1	0	1	2
Very Heavy	-5	-3	-1	0	1
Gigantic	-7	-5	-3	-1	0
Gargantuan	-9	-7	-5	-3	- 1

Table - Bash Modifiers

The Body Bash

Optional

The Body Bash is a special form of bash, where an individual attempts to use his body as a bashing implement. Such a bash is only possible where an individual is charging or the attacker is an animal utilising a leap or springing attack. If an opponent is braced to meet a charge or similar attack then his defensive bash weight will be normal as shown in **Table – Bash Weights.**

If the opponent is not prepared for such an attack, then his bash weight drops a class. The weapon weight equivalent for a body used in a Body Bash is shown in Table – Bashers Weight Equivalent. There is a 10% chance per size difference that if the defender is lighter than his opponent, then the defender will be stunned by the Body Bash

Example: The attacker makes this roll. If the defender was Very Light and the attacker was Gigantic there would be a 50% chance of stunning the defender since very Light is 5 sizes lower than Gigantic, therefore 5 x 10% = 50%.

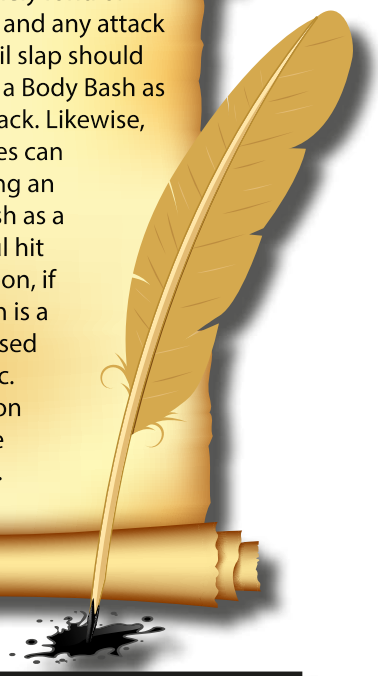
There is a 10% chance per size difference that if the defender is lighter than his opponent, then the defender will be stunned by the Body Bash.

Bash Score	Bash Effects
Less than 3	Opponent is unaffected by the bash
3 - 5	Opponent is pushed back 5 feet and the attacker gains a Combat Advantage
6 - 8	Opponent is pushed back 5 feet, loses 10 APs and the attacker gains a Combat Advantage
9 - 10	Opponent is bashed to his knees and loses 10 APs. The attacker gains a Combat Advantage. The defender must expend 1 FP and make a successful Agility AR to regain feet.
11+	Opponent is bashed to the floor and loses 20 APs. The attacker gains a Combat Advantage against the prone target. The defender must expend 2 FP and make a successful Agility AR with a -20% modifier to regain feet. (If a Very Light opponent the defender is smashed 15 feet through the air before coming to rest prone.)

Table - Bash Effects

Note:

Dragons are extremely fond of using body bashes and any attack by a wing slap or tail slap should also be regarded as a Body Bash as well as a normal attack. Likewise, many other creatures can be considered having an additional body bash as a result of a successful hit with a natural weapon, if that natural weapon is a head butt such as used by a stag, unicorn etc. For further information on such creatures see the Creature Bestiary.



Bashers Body Weight	Weapon Weight Equivalent	Bash Chance
Very Light	Natural Light	10
Light	Light	10
Medium	Medium	9
Heavy	Heavy	8
Very Heavy	Polearms	7
Gigantic	Polearms (+2 to Bash Score)	6
Gargantuan	Polearms (+5 to Bash Score)	4

Table - Basher's Weight Equivalent

Bash versus Mounted Opponents

Optional

When being attacked with a potential bash, a mounted opponent should always be regarded as the combined weight of rider and mount. A list of basic weights is shown in **Table – Mounted Combat – Bash Weights** for rough guidelines. If the mounted opponent is bashed and the Crit Die result is 6 or higher then the horse is staggered and this may result in the un-horsing of the rider. To find out if the rider is unseated, it will be necessary for the rider to make an Animal Riding skill roll.

Horse	Rider	Bash Weight
Riding Palfrey	Unarmoured	Heavy
Light Warhorse	Lightly armoured	Heavy
Medium Warhorse	Lightly armoured	Heavy
Medium Warhorse	Heavy armour	Very Heavy
Heavy Warhorse	Lightly armoured	Heavy
Heavy Warhorse	Medium armour	Very Heavy
Heavy Warhorse	Battle armoured	Very Heavy
Very Heavy Warhorse	Lightly armoured	Very Heavy
Very Heavy Warhorse	Heavy armour	Gigantic
Very Heavy Warhorse	Battle armoured	Gigantic

Table - Mounded Combat Bash Weights

However, mounted troops do enjoy some benefits when using the bash themselves, Table – Mounted Combat – Bash Advantage shows the modifiers that apply to the Bash Score in such instances.

Mounted Warrior attacked by:	Bash Modifier
Attacker on Foot (if smaller than Gigantic)	-2
Attacker on Horse	+1
Attacker charging with Lance	+2
Attacker charging with Kontos	+1

Table - Mounted Combat Bash Advantage

If a mount is bashed, then a Mounted Combat skill roll is required to maintain the mounts footing. If this roll fails, then an Animal Riding skill roll is required to maintain the saddle otherwise the rider is un-horsed and falls prone to the floor. If two mounted opponents encounter one another in combat and one is moving at double-time or faster; there is the chance that the slower mount may stumble from the impact. To find out a 1D10 is rolled and compared to the following:

Mounts are the same size
The slower mount stumbles on a roll of 1 - 3

Slower mount smaller
The slower mount stumbles on a 1 - 5

Slower mount larger
The slower mount stumbles on a 1 - 2

The 1D10 roll is modified by the armour worn by the slower horse and the footing:

Padded barding
+2 to dice roll of slower mount
Chain/Scale barding
+4 to dice roll of slower mount
Plate Barding
+5 to dice roll of slower mount
If the footing is unsure, i.e. muddy,soft, marshy, littered with bodies etc.
-2 to the dice roll of slower mount

There is also a chance that a horse moving quickly over unsure ground may stumble. The rider must make a Mounted Combat skill roll whenever travelling faster than a walk over unsure footing. If a stumble is indicated, there is a 50% chance that the horse falls and throws the rider. The thrown rider is stunned and prone for one Combat Round, suffering 1D10 damage from the fall. A thrown rider may employ Mounted Combat or an **AGL** AR% to attempt to make the fall safely. If successful the Crit Die reduces the damage sustained. If the roll is a Critical Success then the rider was able to kick free and land on his feet. A rider saving from a fall always loses 15 APs. If he fails the roll the rider suffers 15 – Crit Die in falling damage. If it is a Critical Failure the rider is stunned for 10 rounds and suffers 15 points of damage.

Defensive Actions

Regardless of the type of defence to be used, all defensive manoeuvres must be stated immediately after the attack has been announced but before any attack roll is made.

Passive Defence

A passive defence consists of minor movements, which interposes a weapon or shield in the way of an incoming attack and as such do not cost the character any APs or any Fatigue Points.

The most important fact to remember in sword and shield combat in hand to hand fighting is that the shield represents a major obstacle to any attackers,especially if the defender has any skill with a shield. A passive defence with a shield only applies if the shield is facing the attacker. If the defender makes a successful Shield Play skill roll, the attacker suffers a penalty of –¼ of the defender's PSF% in Shield Play to his attack roll.

In a successful defence the attack is deemed to have landed on the shield which absorbs any damage. Any damage above the shield's damage absorption rating will penetrate the shield and can be absorbed by armour if worn. If the shield takes a number of hits in this manner it can quickly deteriorate and become useless. For every blow that penetrates the shield there is a cumulative 10% chance that the shield has become useless as a defensive implement, in other words it has shattered.

With weapons, a defender attempts to interpose his weapon in the way of the attacker. If the defender makes a successful skill roll with the appropriate weapon skill, the defender blocks the blow and the attacker suffers a penalty of –½ of the Defender's PSF% in the appropriate weapon skill.

Active Defence

All active defences cost Fatigue Points but do not require the use of Action Points. An Active Defence consists of either using your shield for a shield block, your weapon for a weapon parry or your body to dodge out of the way of the attack. A successful attack needs to be met with a successful defence. If the attack was a Critical Success, the defender must also make a Critical Success to defend against it completely, otherwise an ordinary success reduces the attack to a normal success. In all cases when making a skill roll to see if the defence is successful the defender suffers a penalty of -½PSF% of the attacker in the appropriate skill.

Shield Block

A shield block requires the expenditure of Fatigue Points. The defender's Shield Play TSC% is reduced by the attacker's PSF% in the appropriate weapon skill, but it also gains a bonus depending upon the type of shield being used. The bonus to TSC% is shown in Table – Shields & Shield Failures.

A successful defence with a shield deflects the attack completely. A failure still means the shield was interposed and the shield will suffer damage. Any damage above the shields damage absorption rating will penetrate the shield and can be absorbed by defender's armour (if worn). If the shield takes a number of hits in this manner it can quickly deteriorate and become useless.

For every blow that penetrates the shield there is a cumulative 10% chance that the shield has become useless as a defensive implement, in other words it has shattered. If the shield block is successful the defender can elect to follow up with either a shield bash or a weapon riposte (which costs additional Fatigue Points) after gaining a combat advantage (qv).

Weapon Parry

A weapon parry requires the expenditure of Fatigue Points and the defender's TSC% in the appropriate weapon skill is reduced by the PSF% of the attacker.

A successful weapon parry against weapons of the same weight will result in no impact. However, if a defending weapon is lighter (unless specifically designed to combat heavier weapons) then impact damage will get through the weapon parry. In the case of light weapons versus medium weapons and medium weapons versus heavy, only the base damage will slip through the weapon parry. In the case of light versus heavy or medium versus two handed weapons or polearms, then base damage and Crit Die damage slips past the weapon parry.

A light weapon cannot parry a two-handed weapon or polearm unless a Critical Success is rolled. However, if the weapon parry was a Critical Success and the attack was a normal success, the parrying weapon will have successfully deflected the attack taking no impact damage whatever the weight of the opposing weapon. If the shield block is successful the defender can elect to follow up with either a shield bash or a weapon riposte (which costs additional Fatigue Points) after gaining a combat advantage (qv).

Objects or shields that successfully block an attacker directly absorb the damage, which would have been inflicted on the defender. The defender will absorb any damage that exceeds the damage absorption of the shield.

Every time the shield or object takes damage more than its absorption capacity, there is a 10% cumulative chance that the blow will destroy the shield or object. To find out if the shield has failed, the character makes a 1D100 roll and if he rolls equal to or less than the percentage chance the shield fails. This chance remains after the combat unless repair is undertaken.

For instance Gideon is attacked and successfully defends against the blow with his shield. The attack manages 10 points of slash damage. Gideon's shield, a Buckler is able to absorb 6 points of slash damage. The remaining 4 points of damage are taken by Gideon. Since the Buckler has taken more damage than its absorption capacity it has a 10% chance of failing. Gideon makes a 1D100 roll and rolls 54% the shield survives. However, if this had happened the shield failing is 60% and the shield would have failed.

Each successful armourer roll will reduce the chance of failure of the shield by 5% x Crit Die result. A Critical Success will repair all damage.

Shield	% Bonus[1]	Slash	Crush	Pierce	Missile	Energy
Any object at hand[2]	+1%	GM[3]	+1	GM[3]	GM[3]	GM[3]
Buckler	+5%	6	5	5	5	5
Target Shield - Wicker	+5%	10	12	8	10	10
Target Shield - Wood	+5%	10	9	12	10	10
Target Shield - Reinforced	+10%	15	15	16	15	15
Large Shield - Wicker	+10%	10	12	8	10	10
Large Shield - Wood	+10%	10	9	12	10	10
Large Shield - Reinforced	+15%	16	16	16	16	16
Heavy Kite Shield	+15%	18	16	16	16	16
Roman Tower Shield	+20%	20	18	20	22	18

[1] Shields are built to block, this is represented by the bonus to TSC% on the chance to block an attack.

[2] Objects at hand used for active shield blocks include such things as chairs, stools etc.

[3] Set at the beginning of the combat by the Gamemaster and can be from 1 to 10.

Table - Shields & Shield Failure

Dodge

A dodge always requires the expenditure of Fatigue Points. A successful dodge puts the defender out of the path of the attacker's blow but also makes it difficult to deliver a counter attack. If the dodge is successful the defender can elect to break from combat or deliver a counter blow (which costs additional Fatigue Points) after gaining a combat advantage (qv). If wearing medium armour then the defender suffers a penalty of –10% to his TSC% in Dodge, if wearing heavy armour the defender will suffer a penalty of –20% to his TSC% in Dodge.

Effect Of Armour & Shields

In **Chivalry & Sorcery**, armour reduces damage by absorbing the blows received during combat. Some armour is less effective against certain attacks; for instance, chain mail is not as effective against piercing blows as it is against slashing or crushing blows. Armour has a base defensive value and will then receive adjustments in respect of the various types of attack.

There is a chance that a piece of armour will fail if it does not absorb all the damage. Certain skills suffer penalties if a character wears armour.

Mages suffer the following penalties to all spell casting if any iron-based armour is worn, due to the inherent magick resistance of iron. However, if the armour is made from fully enchanted iron or non-iron materials these modifiers are removed.

-5% to TSC% if Heavy head protection worn
-10% to TSC% if Battle head protection worn
-15% to TSC% if half armour (cuirass) worn
-20% to TSC% if three quarters armour (hauberk) worn
-30% to TSC% if full armour worn

Mounted Shield & Weapon Parries

When mounted the shield can only be used to parry attacks from the shield side, but with the same effects as if on foot. In addition, if the mount is moving fast, the mounted warrior gains +5% to his TSC% if the mount is cantering (double time); if the mount is galloping (sprinting or charging) then the bonus is +10% to his TSC%.

Likewise, weapons can only truly be used as parrying defences when used against opponents on the weapon side. Medium weapons can be used to parry attacks from the shield side but receive the defender suffers a penalty of -25% to his weapon TSC%.

Desperate Defences

Optional

There may be occasions where a combatant wishes to enter a frenzy of activity in a defensive manner. It may transpire that a combatant may find himself surrounded and overwhelmed by attackers to such an extent that there is no way he can attack. His only option is to defend himself at all costs. A PC can select a *'Desperate Defence'* at the start of the combat round. It utilises all APs available for that Combat Round and requires an expenditure of 3 Fatigue Points (Warriors only pay 1 Fatigue point). The benefits that it confers are that the defender can make active defences against all attacks but are unable to make aggressive actions of their own. Only Warrior PCs may make use of those tactical advantages as stated in the defence section, when fatigue must be expended to counter blow and only one counter blow can be made per combat phase. This is a result of better combat training.

Combat Advantages

Optional

Combat advantages represent those turns of events that may place a defender in a position where a counter attack is possible. This attack is optional by the defender, but if taken is actually out of sequence and therefore cannot result in a further tactical advantage. The Fatigue Point cost of making this attack is shown in **Table – Combat Advantages**.

Attack Weapon	Cost
Natural Weapons	0
Light Weapon/Shield	1 FP
Medium Weapon/Shield	2 FP
Heavy Weapon/Shield	3 FP
Two Handed[1]	4 FP
Polearm[1]	4 FP

[1]Two-handed weapons and polearms may only be employed in a counter attack if they are the only weapons carried.

Table - Combat Advantages

If the defender is next in line to attack he is allowed to take his attack as normal after taking any combat advantage.

If the shield block was a Critical Success the defender may attempt a shield bash with a bonus of +10% to his TSC% in Shield Play with the Fatigue Point cost as shown in Table – Combat Advantages.

If a dodge was a Critical Success, then the defender gains a bonus of +10% to his TSC% in the appropriate weapon skill he uses for any attack he makes as a combat advantage.

These additional attacks are representative of tactical advantages gained from catching the opponent off balance. Alternatively if the defence was a weapon parry, the Combat Advantage can be turned into a disarm attack.

The cost for this will be based on the weapon used for the weapon parry and is shown in **Table – Combat Advantage**. The original attacker having to make a STR AR at a penalty of –PSF% of defender's weapon skill to retain his weapon.

Damage

Each weapon inflicts damage equal to the following:

- Base Damage for the weapon, plus
- Strength Bonus calculated as the Strength Attribute divided by 4 for Light weapons and by 2 for weapons heavier than Light, plus
- Attacker's Bonus as shown in Table – Attacker's Bonus, plus
- The adjusted Crit Die result

Shields and armour will absorb damage but the character will take any damage that is not absorbed.

Any damage suffered by the character will firstly reduce the character's Fatigue Points and then once all Fatigue is used, will reduce the character's Body Points.

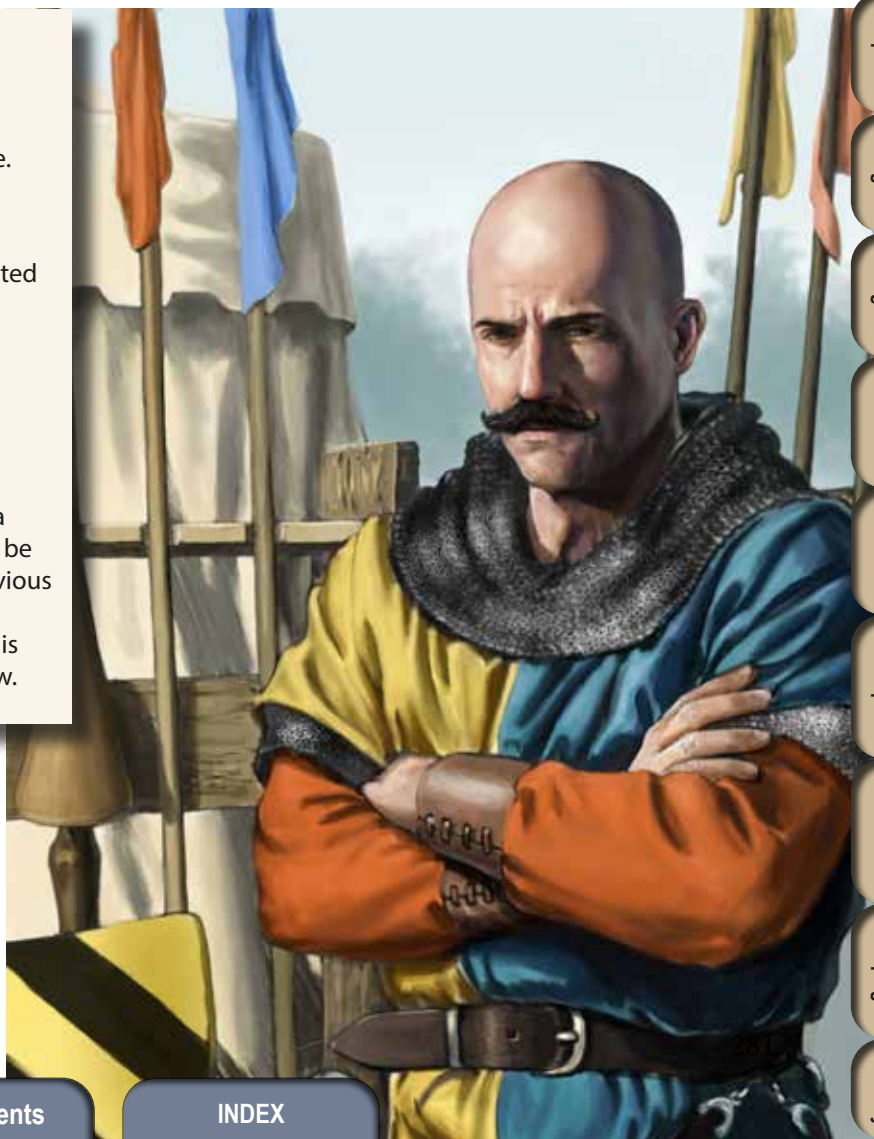
A hit that is a Critical Success, where the adjusted Crit Die is 10 or higher, has all of the damage, not absorbed by the shield or armour taken off the Body of the character. In addition to this, a further 1D10 is rolled which is damage that is also ignored by any armour defences and comes straight from the PC's Body.

Optional Rules:

As an optional rule, any damage after armour absorption that exceeds a character's Constitution reduces Body rather than Fatigue. This represents the Body's ability to absorb some damage in the form of bruising.

A hit that is a Critical Success, where the adjusted Crit Die is 10 or higher, has all of the damage, not absorbed by the shield or armour taken off the Body of the character. In addition to this, a further 1D10 is rolled which is damage that is also ignored by any armour defences and comes straight from the PC's Body.

As another optional rule if the character rolls a 10 on the additional 1D10, then the 1D10 can be re-rolled and the new result added to the previous total. This could result in massive damage being inflicted if a series of 10's are rolled and is indicative of that supreme killing or lucky blow.



If a Critical Success is rolled, then if the optional Critical Hit rules (qv) are used, it may result in other effects rather than simply reducing the character's Body Points.

Once a character reaches zero body he slips into unconsciousness. A character can suffer damage that places his body into negative figures, but once this happens death may rapidly follow. When the character's Body Points reach a negative figure equal to the level of the character's Constitution, the character is dead. Also other factors may quicken this result especially if the optional critical effects rules are in use.

Weapons are grouped according to weight (Natural Light, Light or Natural Medium, Medium or Natural Heavy, Heavy, Two-handed or Polearms) and the damage type (Crush, Slash and Pierce). The weight determines the attack rate and damage, while the damage type effects the armour protection.

Level	Weapon Weight				
	Natural Light	Light & Natural Medium	Medium & Natrual Heavy	Heavy & Two Handed	Polearms
1	0	1	1	2	2
2	0	1	2	2	2
3 - 4	0	1	2	3	3
5	0	1	2	3	3
6	1	1	3	3	4
7	1	2	3	4	4
8 - 9	1	2	3	4	5
10	1	2	3	4	5
11	1	2	4	5	6
12	2	3	4	5	6
13 - 14	2	3	4	5	6
15	2	3	5	6	7
16	2	3	5	6	7
17	2	4	6	7	7
18 - 19	2	4	6	7	8
20+	3	5	7	8	8

Table - Attacker's Bonus

The Attacker's Bonus damage is based on the skill level that the character has with the particular weapon. The attacker's skill level represents not only his ability to hit a target more successfully, but also his ability to use the weapon more effectively in causing damage. The additional damage is shown in Table – Attacker's Bonus.

Critical Hits

Optional Rules

There comes a time when a warrior wishes to know just where he has hit and just how much collateral damage has been done to the target. To cover such matters Table – Critical Hits – Locations gives a list of random hit locations for humanoid targets, along with the effects of such critical hits.

1D100%	Target Area
01 - 04	Head
05	Eyes
06 - 10	Neck
11 - 50	Chest
51 - 56	Arm
57 - 60	Hand
61 - 85	Abdomen
86 - 90	Groin
91 - 95	Upper Leg
96 - 98	Lower Leg
99 - 100	Foot

Table - Critical Hits Location

Critical effects are based on the amount of damage that penetrates the armour and does actual physical harm, i.e. it directly reduces the Body of the character.

There are three categories of Critical Hit effects, those causing damage of less than 40% of the maximum normal body, those causing damage of 40- 75% of the maximum and those blows causing damage of 75%+ of the maximum body. **Table – Critical Hits – Effects** shows the effect of the damage to the character.

Target Area	Damage Effect - % of Body			
	<10%	10-50%	50-75%	>75%
Head	Moderate	Serious	Critical	Death
Eyes[1]	Serious	Critical	Death	Death
Neck	Moderate	Serious	Critical	Death
Chest	Light	Moderate	Serious	Critical
Arm	Light	Moderate	Serious[2]	Critical[3]
Hand	Light	Moderate	Serious[2]	Critical[3]
Abdomen	Light	Moderate	Serious	Critical
Groin	Moderate	Serious	Critical	Death
Upper Leg	Light	Moderate	Serious[2]	Critical[3]
Lower Leg	Light	Moderate	Serious[2]	Critical[3]
Foot	Light	Moderate	Serious[2]	Critical[3]

[1] Eye hits may result in blindness at a percentage chance double the amount of damage done i.e. if the damage to the eyes is 45% of maximum body then there is a 90% chance of blindness in one eye. If the percentage chance is more than 100% then one eye is blind and the remaining percentage chance is applied to the remaining eye. Victim has to roll over this chance to avoid blindness.

[2] Limb hits that suffer serious blows have a chance of permanently being disabled. The chance of this happening is half the damage done. i.e.. if the damage done to a limb is 60% of the maximum body, then there is a 30% chance of disability, e.g. loss of the use of that limb. If this happens any Agility bonus relating to skills using that limb are halved.

[3] Limb hits which suffer critical blows have a chance of being severed (this includes the head). The chance of this happening is half the damage done. i.e. if the damage done to a limb is 80% of the maximum body, then there is a 40% chance of the limb being severed. If this happens any Agility bonus relating to skills using that limb are halved.

Table - Critical Hits Effects

Light Injury

All light injuries result in some pain, which incapacitates the victim unless they make a **CON** AR% at normal chance. Light puncture wounds (pierce damage) or cuts (slashing damage) bleed for a short time without resulting in further loss of Body, but giving a general penalty of –5% to PSF% for discomfort unless bandaged. Any crushing attack will result in major bruising, which if unattended will result in a penalty of –5% to PSF% in any related skill, the bruising heals after one day per weight of weapon (i.e. light = 1 day, medium = 2 days and so on). Energy attacks result in surface burns that carry a 5% chance of infection and incur a penalty of –5% to PSF% and take 3 days to heal.

Moderate Injury

All moderate injuries result in some pain, which incapacitates the victim unless they make a **CON** AR% at a penalty of –25%. Moderate puncture wounds (pierce damage) or cuts (slashing damage) bleed at the rate of 1 Body Point per combat round unless the wounds are bandaged. Any further injuries to the same location will increase the bleeding by 1 Body Point per combat round. Any crushing attack will result in minor fractures, which if unattended will result in a permanent penalty of –5% to PSF% in any related skill. Energy attacks result in minor burns that carry a 15% chance of infection.

Serious Injury

All serious injuries result in agony, which incapacitates the victim unless they make a **CON** AR% at a penalty of –50%. Serious puncture wounds (pierce damage) or cuts (slashing damage) bleed at the rate of 2 Body Points per combat round unless the wounds are bandaged. Any further injuries to the same location will increase the bleeding by 1 Body Point per combat round. Any crushing attack will result in major fractures, which if unattended will result in a permanent penalty of –10% to PSF% in any related skill. Energy attacks result in minor burns that carry a 30% chance of infection.

Critical Injury

This results in life threatening puncture wounds (pierce damage) or cuts (slashing damage), which are bleeding at the rate of 3 Body Points per combat round unless the wounds are bandaged. Any further injuries to the same location will increase the bleeding by 2 Body Points per combat round. Any crushing attack will result in compound fractures, which if unattended will result in a permanent loss of a limb or possibly death. To avoid this a successful **CON** AR is needed at a penalty of –60% for Head/Eye/Neck or – 40% for Torso hits. Energy attacks result in critical burns that carry a 50% chance of infection. Serious burns can result in death, which can only be avoided with a successful CON AR minus body percentage burnt, use Table – Critical Hits – Locations to give percentage of body covered.

Death Injuries

These specific injuries occur when extensive damage is done to the skull or groin area. With the skull area, including the neck, massive damage results in injuries too extensive to heal. A **CON** AR% at a penalty of –75% (with a minimum chance of 5%) is required to avoid instant death. With the groin area, the amount of internal organs and blood vessels has a similar effect and a **CON** AR% at a penalty of –50% is required to avoid instant death. If the **CON** AR% is successful, then the victim is completely incapacitated and cannot take any further activity until healed.

Shock

Any Critical Hit will result in the chance of shock. A Stamina check is required, if failed the victim is in shock. If shock occurs the victim faints and falls unconscious. A character with Healing Arts may attempt to revive the subject but if no action is taken, then a **CON** AR% roll is required each combat round. Each failure results in the loss of 1 Body Point per round.

Incapacitation

A character that becomes incapacitated is assumed to have fallen prone and incapable of any other action. They may be placed in a sitting position and remain conscious, but they have no active will to take any further part in combat. The exceptions to this are those combatants who are berserk and immune to the effects of Critical Hits while still berserk.

Blows

An Alternative Combat System.

This alternative combat system works on a 30-second combat round rather than the 15-second round for the AP system. You must initially calculate how many blows you will receive. Add 10 to your BAP. Then divide by 5 (rounding DOWN) to give the number of basic blows you get in a 30 second combat round. This is then modified by the PSF% of the weapon being used as shown below.

The blows system replaces the system of reducing AP for actions carried out. In all other respects the roll to hit, parry, dodge are the same. Initiative for each round is made by rolling a 1D10 and adding to the BAP.

Any of the non-combat actions listed in the AP system costs 1 blow to carry out, movement in 1 blow equals 10

Defence Type	PSF %				
Weapon / Shield	1-25	26-45	46-60	61-70	75+
Dodge	1	1	1	1	1
Light	2	2	1	1	1
Medium	3	2	2	2	1
Heavy	3	3	2	2	2

Dodging, weapon parries and shield blocks all cost a weapon blow or expenditure of fatigue.

Table - Fatigue cost for Defence (or 1 Blow)

Remember though that crossbows, hexes & sorceries have a fixed blows cost.

	PSF%				
Weapon Type	1-25	26-45	46-60	61-70	75+
Natural Light	+2	+2	+3	+3	+4
Natural Medium	+1	+1	+2	+2	+3
Natural Heavy	+0	+0	+1	+2	+2
Light	+1	+2	+2	+3	+4
Medium	+0	+1	+1	+2	+3
Heavy	+0	+0	+1	+1	+2
2 Handed	+0	+0	+0	+1	+1
Polearm	+0	+0	+0	+1	+1
Nock, Draw & Fire Arrow					
From a quiver	+0	+1	+1	+2	+3
Fast draw	+1	+2	+3	+4	+4
Loading Crossbow					
Light Crossbow	2	2	1	1	1
Medium Crossbow	3	3	2	2	2
Heavy Crossbow	6	5	5	4	3
Firing a crossbow only takes 1 blow					
Spells					
Cantrip	+0	+0	+1	+1	+2
Hex	2	2	2	1	1
Sorcery	3	3	2	2	2
Spell Casting takes a number of blows to complete (except cantrips which act like weapons)					
Words of guard Instant to cast – costs 1 blow					
Thrown weapons are as for melee weapons.					

Table - Additional Blows Based On Experience

feet of movement and allows for careful manoeuvring in combat. Dropping a weapon costs no blows. If changing weapons deduct the number of blows so far spent and deduct a further 0 blows for switching to Light, 1 blow to switch to medium and 2 for any weapon heavier than medium. e.g. A PC has 4 blows with a medium weapon and has 6 blows with a light weapon. 2 Blows have been spent with the medium weapon, and the weapon is dropped for a dagger. It costs 1 blow to draw the dagger but no blows to switch. So 4 blows minus 2 leaves 2 blows. By switching it costs 1 blow so 3 deducted from 6 leaves 3 blows with the dagger.

As an example we shall look at Edmund using both a longbow and a knights broadsword. He has an Agility 16 and an Intellect of 14. His PSF% with slashing sword is 54% and with Archery – Longbow is 49%.

His BAP in both AP and blows system is 15.

Two combat rounds in the AP system equals one combat round in the blows combat system.

In the AP system he rolls a 4 for the first round and 8 for the second.

In the AP system, in round 1 he could make 2 attacks with his broadsword or take 2 shots with his bow. In the second round (with carry over points) he could take 4 attacks with his broadsword or take 4 shots with his bow. Fast drawing he would get 3 shots with his blows in the first round and 5 in the second round.

A total of 6 attacks with his broadsword or 6 shots with his bow (8 if fast drawing).

In the blows system he would have a total of 6 attacks with his broadsword or 6 shots with his bow (8 if fast drawing).

Tactics (Optional Rule)

In one on one combat you may find yourself in a duel with an individual opponent. For added realism you can use the following rules. Each combatant on their turn writes down a tactic to be used in attack and defence in each combat round. This is then revealed at the point of attack and the modifiers applied based on the tactics used.

1D100 Tactic TCS% Modifier (Short / Long Weapon)							
	Defence Tactics						
Attack Tactics	Flight	Retreat	Stand	Keep Distance	Close	Charge	Fleche
Flight	NA / NA	NA / NA	NA / NA	NA / NA	NA / NA	NA / NA	NA / NA
Retreat	NA / -30	NA / -25	-20 / -15	-05 / +00	+00 / +05	+ 05 / +10	+05 / +05
Stand	NA / -25	-20 / -15	+00 / +05	+00 / +05	+05 / +05[1]	+15[2] / +15[3]	+10[2] / +10[3]
Keep Distance	-25 / -20	-10 / -10	+00 / +05	+00 / +05	+00 / +10	+05 / +05[1]	+05 / +05[1]
Close	-10 / -05	-05 / +00	+05 / +10	+00 / +05	+10[2] / +10[1]	+10[2] / +10[2]	+05[2] / +10[2]
Charge	+00 / +05	+05 / +05	+10[2] / +10[3]	+05 / +10[1]	+05[2] / +10[3]	+10[2] / +10[2]	+10[2] / +10[3]
Fleche	+00 / +00	+00 / +10	+10[2] / +10[3]	+05 / +10[1]	+ 05[2] / +10[3]	+10[2] / +10[3]	+15[2] / +15[3]

[1] Failure to hit an opponent places him within weapon range. Lose 5 AP (1 blow). A man with a longer weapon must attempt a bash to disengage with their next attack.
[2] Deliver a body bash after attempting to strike with weapon.
[3] Deliver a body bash after attempting to strike with weapon. If the weapon is a polearm, lose 5 AP (1 Blow)

Table - Optional 1D100 Tactics Matrix

Example of Combat

A group of adventurers find themselves on foot in the wilderness when they spy a group of 10 Goblin Raiders. As they wait they in turn are spotted and the Goblins rush towards them.

Sue is playing Sir Edward, a Knight in maille hauberk, conical helm, a kite shield and a broadsword. He has PSF% 47 in slashing sword, PSF% 49 in Shield Play Heavy, PSF% 38 in Dodge and 13 BAP.

Andy is playing Elvenar, an Female Elven Forester in hide armour, with an Elven longbow, and a dagger. Her PSF% is 57 with Archery, PSF% 49 in Dodge and PSF% 34 with dagger.

Colin is playing Cedric, a Hexmaster skilled with Basic Magick Fire. His TSC% with Hexmaster Mode of Magick is 52% The GM determines the combat will start when the Goblins are still 200 feet away.

To start all roll a D10 for initiative, including Steve, the Gamemaster (GM).

Sue rolls 9 giving Sir Edward 22 Action Points (Base AP of 13 plus the roll of 9). Andy rolls 5, giving Maud 19 AP. Colin gets a 2, giving Cedric 16 AP, and Steve rolls a 3 for the Goblins giving them AP 14.

Steve goes round the group asking what each player is doing in order of initiative. (Using the optional rule this would be declaring actions in reverse but carrying them out as stated. So the Goblins would have declared their advance first.)

Sir Edward has the highest at 21 and he decides to walk towards them, getting ready to bash heads with his sword. He can spend up to 10 APs and he decides to spend all 10 allowing him to walk ahead 5 feet for every AP, so he closes the distance by 50 feet. He reduces his AP total to 12.

Elvenar is next and the Goblins are within long range of her Longbow. It will cost her 8 AP to nock an arrow from her quiver, draw and fire. Her TSC is 87% but at long range she gets a negative 10% modifier giving a target of 77%. She declares her target.

Basic Combat

The Goblin declares an active Shield Block, his ½ PSF% is 10% and is deducted from Elvenar's TSC% giving a target of 72%. She rolls 59% with a 5 on the Crit Die.

Advanced Combat

She rolls 59% with a 5 on the Crit Die. The Goblin can attempt to Block with his shield but rolls 82% against their target TSC% of 50% and 1 on the Crit Die so just marginally fails.

The arrow hits. An Elven war arrow does 15 base damage plus 3 for level (lvl 9 in archery) plus the Crit Die (5 minus 8 for range + 2 for strength bonus) gives a total of 14 (15+5-8+2). The Goblin's leather armour absorbs 5 points of missile damage but he still suffers 10 damage. As it's not a critical the Goblin can take it as Fatigue damage first. The Goblin only has 15 fatigue so is reduced to 6. He is sorely bruised and nicked by the arrow but will carry on. Elvenar deducts 8 from her AP total; her new total is 11.

Finally Cedric manages to go on 16 AP, just before the Goblins. He decides to let loose with a spell, Fiery Arrows of the Salamander. He attempts to hit 3 Goblins (his range is 250 feet), as he can only cast 3 Arrows at his level of ability.

This costs Cedric 10 Fatigue Points to cast but it's only a Cantrip and only costs 8 AP. He needs to target the Goblins and rolls against his Mode of Magick which has a TSC% of 52%. His Ring is a Simple Focus and adds 7% and his Wand a Lesser Focus adding 13%. His new target is 72%. The Goblins are not trying to defend. He rolls 58% and 9 on the Crit Die. He hits all of the Goblins, each arrow doing 18 damage. The leather armour absorbs 5 points of energy damage but each takes 13 fatigue damage. Cedric is now on 8 AP.

It is now the Goblins' turn. Although they have taken some missile damage they decide to continue and advance.

They decide to sprint (normal move is 7 feet per AP, sprinting is 12 feet per AP but costs a Fatigue Point). They spend 10 AP and 1 Fatigue point to close to only 20 feet from Sir Edward.

The new Initiative order is Sir Edward 12, Elvenar 11, and Cedric 8 and the Goblins on 4 (not enough to attack so will likely have to carry over to the next combat round).

Sir Edward decides to spend 4 Fatigue points to charge at four times normal speed (and 1 AP) to close the 30 feet to the lead Goblin and swings his Broadsword, which costs 7 AP, a total attack of 8 AP. His target TSC% is boosted by 30 for the feet moved in the charge. His normal TSC% is 77%, the charge boosts this to 107%. As Slashing sword has a Max% of 95% so there is a bonus of 1 to the Crit Die. However charging adds another 2 to the Crit Die.

Basic Combat

The Goblin declares an active Shield Block, his PSF% is 10% so half is deducted from Sir Edwards TSC giving a target of 90%. He rolls 12% with a 7 on the Crit Die. The bonuses add 3 giving a total of 10 on the Crit Die which is a critical success.

Advanced Combat

The Goblin declares an active Shield Block, He rolls 12% against his TSC% of 66%. His Crit Die is an 8. The Goblin rolls 80% to shield block and fails.

The Broadsword does 6 base damage plus 8 for STR + 3 for level equalling 17 plus Crit Die of 10. He gets to roll a bonus 1D10 damage and gets 8. Total Damage is 15 plus Crit Die plus bonus of 17 + 10 + 8 a total of 35. The The Leather Armour absorbs 5 damage. The bonus damage ignores armour and comes straight of the Goblin's 17 Body leaving him on 9 Body and 15 Fatigue. The damage not stopped by the armour is 27 – 5 = 22. This equals the total Fatigue and Body of the Goblin and he would fall to the ground dead, however as the Crit Die exceeded the Bash chance for a broadsword (a Crit Die higher than 8 is needed). The Bash rules (optional) give Goblins as medium weight which vs a Broadsword (medium weapon) gives a +1 bonus. This is added to the adjusted Crit Die giving a total of 11. On an 11+ the target is bashed to the floor.

Sir Edward now has 12 minus 9 AP leaving 3. He decides to carry these over to the next combat round.

The combat continues with Elvenar's turn.

Magick

Magick was real, very real to the medieval mind and was viewed as demonic. In **C&S** we view Magick as the ability of someone who has studied ancient texts and learned to access the Universe and coerce Spirit to bend the will of the universe to their desires, rather than petition higher powers as in Religion. By mastering Arcane Lore the use of Magick may become more proficient through study, research and experimentation.

In **Chivalry & Sorcery** role-playing, Magick Users gain experience predominately through the actual practice of Magick. Magick is not a cleaver to smash the opposition out of the way. It is a pursuit for its own sake, often carried out away from the hustle an bustle of the world in a secure, peaceful sanctum in which a magus will not be disturbed by the mundane world around him.

It is often pursued for its own sake, not for what the Magus can *'do'* with it. Magick is unpredictable as the Magus attempts to coerce the spirit around him and depend upon the Will of the Magick User and his attunement to the Universe. Success is measured in the magnitude of the desired effect.

The ability to practice Magick includes some innate talent and the intelligence to understand the relationship between oneself and the Universe around. Apprenticeship only serves to refine that knowledge and attunement. The many paths open to Magick show the varied ways in which someone with the Knowledge can coerce the Universe for given effects, whether that is in the form of commands or illusions. Each pathway has a different form of training in how to use that knowledge and direct that affinity into productive paths.

There are certain places in the universe where a Magus may find special attunments. These may be crossroads, or where ancient markers have been placed like megaliths. Certain times of the day also offer opportune moments, especially for rituals. If at such a place the Magus (or even a Priest) will gain benefits.

At the Full or New Moon add a further 10% bonus to TSC. At the Winter or Summer Solstice at the dawning of the sun a Priest will receive a further +5% bonus to Faith TSC and 10% if a Druid. Nature Priests and Druids can benefit from both Mage and Priest bonuses.

Time of Day	Mage Bonus	Priest Bonus
Dawn	+0%	+0% Bonus
Noon	-5% to TSC on Targeting	+5% to Faith TSC
Dusk	+0% Bonus	+0% Bonus
Midnight	+5% to TSC on Targeting	-5% to Faith TSC

Table - Time of Day Magick Bonuses

Practising Magick

To practise Magick, a Magus must select a particular Mode of Magick as detailed in Chapter – Skills. This determines his chosen vocation amongst the workers of magick. The Method of Magick the Magus learns determines his ability to work the spells of that chosen method. If he wishes to work charms he must have knowledge of the Command Method of Magick.

The immediate indicator of how powerful a Magus is his Personal Magick Factor (PMF). His PMF shows at any given point in his development as a Magus, how strong he is compared to others in the manipulation of Magick.

To calculate the Personal Magick Factor (PMF) of a Magus, add together the following:

1. The Mage's PSF% in his selected Mode of Magick, plus
2. His Aspect Bonus. This is +10 for Well and Poor Aspected Mages and +10 for Neutral Aspected Priest-Mages.

The PMF determines the Mage's Magick Level (ML). This affects his ability to enchant materials and learn and cast spells. Table – Magick Levels shows the Magick Level (ML) gained for the various levels of PMF.

PMF	ML	PMF	ML	PMF	ML
51 or less	1	80 - 86	6	115 - 121	11
52 - 58	2	87 - 93	7	122 - 128	12
59 - 65	3	94 - 100	8	129 - 135	13
66 - 72	4	101 - 107	9	136 - 142	14
73 - 79	5	108 - 114	10	143 - 149	15

Note: For every additional +7 added to PMF above 149, increase the mage's ML by +1.

Table - Magick Levels

Example:

A Well Aspected Magus with a PSF 78% in his Mode of Magick will have a PMF of 78 + 10 = 88. This equates to a ML of 7. If the Magus gained a further 11 levels in his Mode his PSF% would increase to 111 which along with his Aspect bonus equates to a PMF of 121, giving him an ML of 11. When his PMF reaches 122 his ML increases to 12.

Applying the Laws of Magick

Law of Resistance

Advanced knowledge of the Law of Resistance gives an improved understanding of the way magick is resisted by the innate spiritual forces of the universe. This enables the user to improve their own Magickal resistance or to penetrate their target's Magickal Resistance (MR) by +/-10%. This costs 1 FP per spell or Magickal effect.

Law of Personalities

This law gives instinctive understanding of the personalities in all things, both living and inanimate. Providing the Mage has the opportunity to *'commune'* with the target (that is have a conversation with a person, talk to rocks or plants etc.), the Mage gains a bonus of +10% to his Targeting TSC% when targeting that object or person in the future. The communion needs to last for at least 10 minutes.

Law of Reciprocity

This enables the magus to reduce the Fatigue cost of casting spells he has fully learnt by –1 FP, effectively getting a better deal from the Magickal spirits. The Fatigue cost of a spell cannot be reduced to below half the normal cost through the Laws of Magick.

Law of Harmony

This enables the Magus to re-roll the Crit Die when suffering a Critical Failure when casting a spell. If the second Crit Die is a 7 to 9 the roll is considered a normal failure.

Law of Polarity

The advanced knowledge of the Law of Polarity allows the magus to exploit those things that are in opposition to enhance their magick. This allows an opposite to be used as a sympathetic object giving double the bonus normally given for the Laws of Sympathetic Magick. For example having water could be used in sympathy to create fire.

Law of Personal Reality

An extensive understanding of the Law of Personal Reality is of particular importance to both illusionary and transcendental magicks. This in depth understanding of the mage's own personal reality and how it interacts with the personal reality of others gives a bonus of +10% to his TSC% in Illusion and Transcendental magicks.

Law of Paradoxes

Using very complex sub-Laws of Personal Reality it is possible to make a spell work in a particular personal reality whilst it will only have a incidental effect in all others. To do this the magus must expend double the Fatigue and suffer a penalty of –50% to his TSC% to their relevant methods of magick, but not to targeting rolls. The magus must also make a separate targeting roll for each personal reality he wants to affect. The effect will only manifest in those personal realities the magus successfully targets. For example you cast a spell to become invisible but you only want one guard to be unable to see you, so you only target the guard's personal reality. You will be able to walk past the guard without him seeing you whilst to all others you are in plain sight.

Spells that have a definite physical effect such as the Basic Magick - Fire spell Fireball, create such a wide disparity in personal realities that the targeted realities can become *'detached'* from those that are unaffected. If you had killed the guard in his own personal reality he would have died only in his own personal reality, but to everyone else he would have been reduced to a vegetative state.

Law of Contrariness

The magus can to a certain extent bypass some perversity that is preventing them from using magick. Under circumstances where the magus has overused magick to the point of invoking perversity (i.e. where the magus cannot cast spells) minor magicks can still be used but only those with a MR of equal to or less than a quarter of the magus's ML (rounded down). This ability should be used sparingly as its overuse can lead to this ability also failing.

Law of Spells

The sorcerer learns to make *'on the fly'* trade-offs in spells. At the cost of 1 FP the sorcerer can reduce the effect of a spell in one area by 1 ML and increase it in another. For example, a sorcerer could reduce the damage of a ranged attack by 1 ML's worth of damage to increase the range to that of an equivalent sorcerer of the next ML.

Law of Objects

The magus has a better understanding of the way in which objects resist magick and so can more efficiently enchant objects. The magus can subtract his ML from the number of days it takes to enchant materials down to a maximum of half the normal time.

Law of Association

The magus has a better understanding of the way in which a spell resists magick and so can more efficiently learn spells. The magus can subtract his ML from the number of days it takes to learn a spell down to a maximum of half the normal time.

Law of Contact

The magus makes better use of touch range spells adding a bonus of +10% to his Targeting TSC% in these types of magick. The magus also gains a bonus of +5% to his Targeting TSC% to any items he has previously touched.

Law of Possession

This area of expertise gives a bonus of +5% to his TSC% to Command magicks, both to the method and to targeting. If used to directly take control of a person rather than just to give commands this bonus is doubled to +10% to his TSC%. As a side benefit the magus also gains a +10 to his MR against Command magick and possession.

Law of Sympathetic Magick

The magus makes better use of sympathetic magick. When applying this law he gains double the normal bonuses for sympathetic magick up to a maximum of +10% to his TSC% over the normal bonus.

Law of Names

Advanced knowledge of the Law of Names enables the magus to distil a person's true name into a complex sigil that provides a strong association with that person. This gives a bonus when targeting that person. Correctly inscribing the sigil requires a Law of Magick skill roll and gives a bonus of +2% x Crit Die to the Mage's Targeting TSC%.

Law of Invocation

Advanced invocation may be used to call a spirit to partially possess the magus in order to obtain skills for a temporary period. The magus must choose the spirit's PSF% in any skill and the spirit will have the named skill at its base DF, this costs 1 FP for each DF of the skill. However, there is a slight catch. Every time a spirit is called it may not wish to leave the Magus, therefore make a percentage roll against the spirit's PSF%. On a roll equal to or less than the spirit's PSF%, the spirit wishes to stay leading to the mage making an actively resisted Willpower check. If the spirit wins (i.e. the Willpower roll is failed) it will remain for some time, generally a period of 1D10 days though the exact details are left to the Gamemaster's discretion.

If this law is overused (GM discretion) it may lead to a particularly nasty spirit being called.

Law of Evocation

A detailed knowledge of the Law of Evocation will assist all ritual spells used to summon any type of spirit into the magus's presence. This doubles any bonuses for any other laws such as knowing the spirit's name (Law of Names) having touched the spirit (Law of Contact) etc.

Note: This does not apply to spirits called to possess the magus.

Law of Words of Power

Advanced knowledge of the Law of Words of Power enables the magus to take *'short-cuts'* when casting spells. The magus may take a penalty of –5% to his TSC% to their relevant modes of magick to reduce 1 AP from the cost of casting their spell by using a word of power to replace some of the more complex portions of the spell. Alternatively the magus can expend 2 FP to cut the time by 1 AP by using a word of power to gather energies instead of a slower formula to gather power from external sources. In times of need the magus can do both but at the cost of 4 FP and –10% to his TSC%.

Law of Energy Control

The knowledge of energy control can reduce the amount of Fatigue lost when casting powerful spells due to being able to create a more efficient conduit to the spirit world. For every 5 FP a spell costs to cast, this Law allows the magus to reduce this by 1 FP. The Fatigue cost of a spell cannot be reduced to below half the normal cost through the Laws of Magick.

Law of Enchanted Objects

Enhanced knowledge of the ritual of enchantment allows the magus to reduce the Fatigue cost of the enchantment ritual by 1 FP. The Fatigue cost of a spell cannot be reduced to below half the normal cost through the Laws of Magick.

Law of Quantity

The magus learns how to enchant materials of the same type more efficiently, note that the same type goes deeper than just being the same material, if enchanting herbs then the herbs should be from the same field, body parts from the same creature etc. The magus can enchant 50% more material than normal.

Law of Personal Attunement

When a magus creates an item he can choose exactly who can or cannot use the item instead of making the item personal or public. The magus must have either the people present or an object with a contagious or sympathetic link to each person who will use the item whilst the item is being finished.

Law of Causation

Advanced knowledge of the Law of Causation enables the magus to study a spell already fully learnt further than normal. Each bonus gained takes the same amount of time as it took to fully learn the spell and can give one of the following bonuses. All of which apply just to the spell, which has been studied: -1 AP cost, -1 FP, +10% to his TSC% to the Method of Magick, +10% to Targeting, or +1 to the Crit Die. These bonuses may be chosen once each for each spell, though you may choose multiple different bonuses for each spell. The Fatigue cost of a spell cannot be reduced to below half the normal cost through the Laws of Magick.

Law of the Focus

The magus can connect to his focus over a short distance. However, he can release only those spells stored in his focus and can place no further spells into his focus until he can normally operate it. The mage's TSC% when using ranged spells is at half TSC% when targeting. The Fatigue cost for activating triggers is five times the normal cost if the magus is normally required to touch the focus due to the inefficient means of operation. People and objects in contact with the focus count as been at touch range and other ranges are measured from the focus. The maximum range of the conduit is ten yards x ML of the mage.

Law of Discharge and Recharge

The magus can create items that can draw power from spirits from around the area of the artefact. All items the magus chooses to create in this way must contain one extra material enchanted to MR 0 and such items gain an extra charge per day.

Learning Spells & Enchanting Materials

Common Spells

Every Mage has access to two spells, which can be considered to be core skills attached to each Mode of Magick. These spells are intrinsic to each Mode and prove the basis for the cornerstones of the Mage's powers.

Enchant Materials

Resistance: ..... MR 2
Fatigue Cost: ..... 3 FP
Casting Time: ..... Ritual (30 minutes)
Range: ..... 1 foot per ML
Duration: ..... Permanent

The spell Enchant Materials is a ritual that lasts 30 minutes regardless of the quantity of material being enchanted. This spell enables a Mage to reduce the magick resistance of materials. The spell must be cast on the materials to be enchanted for a number of days as indicated in the Table – Enchant Materials – Days Taken and can only be cast upon a particular material once within any 24-hour period. Once fully enchanted materials are in such a physical state, that they can become repositories for Magickal energy. The amount of material that can be enchanted by a mage is ½ lbs x ML, therefore a Mage with ML 6 could enchant 3 lbs of material.

The total material so enchanted, within the weight limits of the mage may be a collection of a variety of different materials, but they must all have the same MR at the start of the spell casting. A Mage is not restricted to how many times he casts this spell. So if he had several piles of materials he was enchanting, he could spend a morning enchanting all of these separate materials. The process is fixed in time, the Mage's ML simply dictates how much material can be enchanted in one go.

A Mage can either work on materials constantly or leave them for a few days and return. The length of time that a magus can leave partially enchanted materials is 100 days minus the total number of days required to enchant the material, as shown in **Table – Enchant Materials – Days Taken**. i.e. if a mage of ML 3 enchanted a material of ML 1 it would take a total of 7 days. He could elect to enchant the material on seven consecutive days or he could leave gaps of days between castings if he so wished.

However, any material of MR 4+ would not be able to be left due to the number of days it takes to enchant the material down to MR 0.

In addition, if the work is left beyond the time limit allowed, there is a chance that the enchanted material returns to its natural state and MR. The chance of this happening is a cumulative 5% for each ML days lapsed. Basically, a Magus with a high ML can spend more time away but should know better than to leave work unfinished. A low ML mage can be excused somewhat as he is still learning the art and his impact on the infrastructure of the universe is still somewhat small.

The time to fully enchant materials in days is a cumulative process. Table – Days Taken to Enchant Materials shows the number of days taken to enchant an item down by one level, therefore a Mage of ML 4 who needs to enchant a material from MR 5 to MR 0 will take 26 + 21 + 16 + 10 + 5 = 78 days.

Magick Resistance (MR) of Materials										
ML	1	2	3	4	5	6	7	8	9	10
1	13	26	39	52	65	78	91	105	117	130
2	9	17	26	35	43	52	61	69	78	87
3	7	13	20	26	33	39	46	52	59	65
4	5	10	16	21	26	31	36	42	47	52
5	4	9	13	17	22	26	30	35	39	43
6	4	7	11	15	19	22	26	30	33	37
7	3	7	10	13	16	20	23	26	29	33
8	3	6	9	12	14	17	20	23	26	29
9	3	5	8	10	13	16	18	21	23	26
10	2	5	7	9	12	14	17	19	21	24

Table - Days Taken to Enchant Materials

This can be easily progressed for materials with a MR above 10 and for mages with ML 10+. For mages with ML over 10, the minimum time for any MR is 2 days. For materials with MR 10+ the maximum period is 154 days, and the maximum MR a mage can enchant is ML 9+. The formula for calculating the number of days required is 26 x (MR / (ML+1)) (round down).

Transfer

Resistance: ..... MR 3
Fatigue Cost: ..... 5 FP
Casting Time: ..... Hex
Range: ..... Sight - 1 person or Item
Duration: ..... Untill Triggered

This is a spell allowing a Magus the opportunity to transfer a spell stored in one container into another container, whether this container is an actual item or the mind of the Magus or another person. This is not a copy spell, the method and knowledge are 'transferred' to the other receptacle leaving the original container. If this is a book then the method for the spell is inscribed. It could then be researched and its MR reduced and so learned. This type of transfer is permanent.

If the receptacle is the mind of the magus or another person, then the spell and how to cast is transferred to the mind. Once cast however, all knowledge of the spell is gone, only a muddy remembrance of the magick remains. A mage can also transfer casting ability for a spell, from his mind into that of a non magic user. The originating mage forgets the spell until it is cast by the target of the transfer (using the originating mages PMF and targeting numbers).

This can be used to steal spells from the minds of other wizards, to do so it requires the caster of Transfer to know the target wizard has Mastered that spell. Using this Common spell, spells can be moved into items that have not been prepared to receive spells.

Learning Spells

A Mage may learn a spell from a Master or by researching the spell in a book. The maximum MR of a spell that can be learnt by a Mage is his ML + 2. Researching From a Book or Scroll

If the character has access to a book of the corresponding Method of Magick, he must spend a period of (13 – ML) x MR days researching the spell. At the end of this time, the Mage makes his Spell Research roll. If the roll is successful, he has learnt enough to help reduce the time it takes to learn the spell as shown in **Table – Spell Magick Resistant Modifiers**.

When taught by a Master the character does not need to undertake any research, he simply approaches his Master for instruction in the rudiments of the spell. He then commences to learn the spell according to the modifiers shown in **Table – Spell Magick Resistance Modifiers Page 295.**

Creating a Spell

If a Mage has no book available to find the corresponding spell, or if the spell he is looking for does not exist, he may try to invent one and make one of his own. This is a long, hazardous but rewarding task. The Magick User must spend a period of (13 –ML) x MR of the spell in days (minimum 3 days), without being disturbed by anything. Then he must make a successful Method of Magick skill roll in the method corresponding to the spell he wants to create. If he fails, he must spend a further 7 days x MR of the spell before recommencing the research process. If he fails twice in a row, he cannot try again until he receives a minimum 5% increase in his TSC% in the related Magick of Method.

Creating a Spell 'On The Spot'

It may happen (although it is not recommended), that a Mage needs a spell he does not know. This may be during the course of an adventure or for a specific action. In this case, he may try to invent the corresponding spell *'on the spot'*. He needs 1 minute of complete, undisturbed concentration, in order to gather his thoughts. Then he must make a successful skill roll using the (Method of Magick TSC% + his PSF in his Mode of Magick) / 10. If he is successful, he may try to cast the spell but suffers a penalty of -10% to his TSC% for each MR of the spell. Failure to properly cast the spell results in an automatic Backfire, unless the Mage rolls less than or equal to his PSF% in the related Method of Magick on a 1D100.

Spell Magick Resistance

When learning spells a mage must *"enchant"* the spell. This is done by the Mage spending a period of time memorising the nuances and meter of the spell, learning to breathe in rhythm with the spell etc. The amount of time required by a Mage to learn the various levels of spells is shown in **Table – Time Taken to Learn**. A mage may spend no more than 2 hours per day on any one particular spell but may opt to learn more than one spell at a time. The number of spells that can be learnt simultaneously is shown in **Table – Number of Spells.**

Intellect	No of Spells
Up to 12	1
13 - 16	2
17 - 19	3
20	4

Table - Number of Spells

The times shown in Table – Time Taken to Learn are cumulative, so that a Mage who is ML 5 wishing to learn a MR 3 spell requires (9 + 6 + 3) = 18 days. This can be represented by the formula 21 x (MR / (ML +2)) (round down). In addition the maximum Spell MR that can be learnt is a Mages ML +2.

	Mage									
Spell MR	ML 1	ML 2	ML 3	ML 4	ML 5	ML 6	ML 7	ML 8	ML 9	ML 10
1	7	5	4	4	3	3	2	2	2	2
2	14	11	8	7	6	5	5	4	4	4
3	21	16	13	11	9	8	7	6	6	5
4	-	21	17	14	12	11	9	8	8	7
5	-	-	21	18	15	13	12	11	10	9
6	-	-	-	21	18	16	14	13	11	11
7	-	-	-	-	21	18	16	15	13	12
8	-	-	-	-	-	21	19	17	15	14
9	-	-	-	-	-	-	21	19	17	16
10	-	-	-	-	-	-	-	21	19	18

Table - Time Taken to Learn Spells

In addition, the spell MR may be reduced for enchantment purposes depending on the type of Mage. The MR modifiers are shown in **Table - Spell Magick Resistance Modifiers**.

Table – Spell Magick Resistance Modifiers shows the various modifiers to the MR of the many spells within the Methods of Magick. Each Mode of Magick has differing attunements to the methods of magick and this affects the ability to learn spells. The modifiers reduce or increase the MR of spells, for example a Diviner enjoys a –3 reduction in the MR of Divination spells, but an increase of +3 with Illusion spells.

The minimum MR of a spell is always 1 and the maximum MR is always 10. If the modifier takes the MR of a spell above 10, then the MR remains at 10 but the Fatigue Point cost of the spell increases by 3 FP per point above 10.

Therefore a Diviner learning a MR 8 Transmutation spell can do so as if it was a MR 10 spell but the casting cost would increase by 3 FP. This due to the modifier of +3 for Transmutation spells increasing the MR to 11. With a maximum MR of 10 there is one excess point, which gives an additional cost of +3 FP.

MR Modifier		Basic Magick													
		Conjuration	Divination	Enchantment	Air	Earth	Fire	Water	Hex Master	Necromantic	Power Word	Thaumatrugy	Druidic	Shamanic	Witchcraft
Basic Magick	*Air*	-1	+1	0	-3	0	-2	-2	0	+3	-1	0	+2	+2	+3
	Earth	0	+3	+2	0	-3	-2	-2	0	+3	+2	+3	+1	+3	+3
	Fire	0	+1	+1	-2	-2	-3	0	0	+3	0	0	+2	+3	+2
	Water	0	0	+1	-2	-2	0	-3	0	+3	+1	+2	+1	+3	+3
Arcane		+2	-2	+1	+1	+1	+1	+3	0	-2	+1	0	0	-1	+2
Command		+3	0	-3	-1	-1	-1	0	0	-3	-3	-2	0	0	-2
Divination		-1	-3	+2	-1	+1	-1	-1	0	-3	+2	+1	-3	-2	-2
Illusion		-2	+3	-3	+3	+3	+3	+1	0	-1	-1	-3	0	+1	0
Plant		-1	0	+3	+3	+1	+3	+1	0	+3	+3	+1	+1	-2	-2
Summoning		-1	-3	-2	0	0	0	0	0	-3	-2	+1	-1	-2	-2
Transcendental		+3	-3	+1	+2	+2	+2	+3	0	0	0	+1	-2	-3	0
Transmutation		-3	+3	-2	+3	+3	+3	+3	0	0	0	-2	-1	-2	-3
Wards		+1	0	-1	-3	-3	-3	-3	0	-3	-2	-2	0	0	-2

Table - Spell Magick Resistance Modifiers

Starting Spells

When creating a Mage character it is essential that they have some knowledge in spells to commence the game. To this end we have a simple calculation to determine how many spells may have been learnt. This is:

1. Add together the total number of levels the Mage possess in the various Methods of Magick, and multiply the total by the Mage's ML.
2. Add Half of the Mage's Attribute Bonus for Heroic Mages or his full Attribute Bonus for Super-Heroic characters. Historical characters receive no additional bonus.

This gives the total number of Spell Points available to the character to purchase his initial starting spells. The spells can be purchased at a rate of 1 Spell Point equals one Spell MR. A Mage can use 10 Spell Points to purchase a simple focus with which to start the game.

Casting Spells

The Metaphysical Current flows through the world and the world is part of it. Only a handful of gifted characters are able to feel this Current and to use it to achieve their goals. Those are called Magick Users. They have the power to *'bend'* reality to their will and their will thus becomes reality. In order to successfully cast a spell and obtain the desired effect, a Magick User must go through a complex mental process, involving several distinct steps.

First, a Magick User must cast the desired spell. This is achieved through a secret formula, song, rune, etc., depending on the character's speciality. A Magickally enchanted item can also be used by a non-Magick User to cast a spell, if he knows the formula or word of command to be used with the corresponding item. In that case, the Magickal item is considered to actually cast the spell, and the character releasing the spell from the item is the trigger, as he does not play an active role in the spell effect. We will hereafter refer to any character/creature/Magickal item casting a spell as the caster.

Following a successful casting the Magick User must target the desired spell or effect. The target may be another character or living creature, but it may also be a non-living creature (undead), an animated object (golem) or a simple object or area, Magickal or not. We will hereafter refer to the creature, object or place targeted by the spell as the target.

Third, if targeting has been successful, the target may try to resist the spell effect. If the target succeeds with a Resistance Roll, the spell effect may be attenuated, or even totally cancelled.

Note: Some spells do not allow Resistance Rolls.

Finally, if the Resistance Roll failed, the target is affected by the full impact of the spell!

Spatial Range of Spells

All spells have a maximal range in space, depending on the Magick User's experience. Spatial Ranges can be found under the spell descriptions. A Magick User can increase the range of any given spell by 50% by doubling the amount of Fatigue Points he spends when casting the spell.

Temporal Range of Spells

All spells have a time limit, after which they rapidly decay and within 1D10 minutes become ineffective. This limit before decay sets in depends on the Magick User's experience. Temporal Ranges can be found under the spell descriptions. A Magick User can increase the time limit of any given spell by 50% by doubling the amount of Fatigue Points he spends when casting the spell.

A Magick User may increase both Spatial and Temporal Ranges by quadrupling the amount of Fatigue Points he spends when casting the spell.

The Casting Of A Spell

A Mage is automatically able to cast a spell that has been fully learnt. Once he has cast the spell he must target the spell. Before explaining how spell targeting is accomplished, a few words are needed to describe how a spell effect manifests itself. Magick is invisible on the *'Physical plane'*, our world. The Metaphysical Current travels from the caster to the target, through the *'Shadow World'* also known as the *'Astral plane'*, the world of Spirits, Demons and Mystical Forces. Anyone able to see into the Shadow World (by using a spell or by travelling in Shadow) will also see Mana fluxes manipulated by Mages and devices. Anyone on the Physical plane, including Mages themselves, will not see the metaphysical current but will be able to see its effect, if any. In order to understand this somewhat paradoxical assumption, one has to make the distinction between a *'spell'* and a *'spell effect'*. A spell is the manipulation of energy in the Shadow World, whilst a spell effect is the result of energy transfer from one location on the Physical plane to another one, through the Shadow World. A spell travels through the Shadows, but the resulting spell effect actually appears at its target location on the Physical plane.

This is the reason why CASTING a spell (creating a specific energy pattern) is different, and independent, from TARGETING a spell (transferring the energy pattern from one place to another).

This distinction becomes very important when the spell effect manipulates various amounts of Basic Magick materials. The manipulation occurs on the Shadow World, but unlike other spells its effect is clearly visible on the Physical plane, since it involves physical matter. So, if the Metaphysical Current necessary to create the Basic Magick - Fire spell Fireball and to cast it at a creature is only visible on the Shadow World, its effect is clearly visible on the Physical plane. This implies that any sentient target may try to avoid being the target of a spell when the spell effect is of a physical nature. However, spells travel almost instantaneously on the Astral plane and their effects travel at a very high velocity on the Physical plane. It is thus very hard to escape a physical spell effect, even though the target is experienced and fully conscious of what is happening.

Now, the spell effect has been created and the caster may try to direct the spell at the desired target. If a Magickal device is the actual caster, the character or creature triggering the device chooses the target.

Fatigue Costs to Cast Spells

To cast a spell the Mage must tap the Metaphysical Current around him to create the desired effect. This costs the Mage Fatigue Points (FP), or if exhausted, Body Points. The Fatigue cost to cast a spell depends on the particular spell and the mana level of the place. In an average Mana level environment the costs to perform Magick are as indicated for the spell. In a low Mana environment the Fatigue costs are doubled due to the additional Fatigue spent in tapping into the Metaphysical Current. In a high Mana environment the Fatigue costs are halved. The Shadow World , should the Mage actually travel there, is considered to be a High Mana environment with and gives a bonus of +10% to any Method of Magick or Mode of Magick TSC%.

- **Cast a spell from a scroll or book, known or unknown spell:** ½ normal FP (round up)
- **Activate a spell in a Magickal device, known or unknown spell:** ½ normal FP (round up) for Non-mages, or ¼ for Mages plus the spending of 1 charge
- **Cast a spell through his own Focus, known or unknown spell:** See Creating Magickal Items of Power

Targeting a Spell

To successfully target any spell, the caster must first succeed with a skill roll under the appropriate Mode of Magick that relates to the particular style of Magick employed by the Mage. Some creatures are particularly resistant to Magick, for only partial existence on the Physical plane (like Faeries, Ghosts, and Wraiths), or due to other reasons, such as Dwarves who have close links to the earth. Such creatures have an intrinsic basic Magick Resistance or MR. A target's MR is subtracted from the caster's TSC% when computing the chances of targeting the spell. If the spell is a *'touch'* spell then the targeting roll can be considered as the chance to hit. If the target wishes the spell to be cast, then the caster receives a 50% bonus to his Targeting TSC%.

Finally, if the spell effect is of physical nature (i.e. a Basic Magick spell), the target may try to dodge the spell effect. The target needs to be fully alert (not surprised for example) and a minimum of 50 feet from the caster. If the target is closer than this distance he has no time to dodge the spell effect.

Even Basic Magick effects have a very high velocity! If the target succeeds with his Dodge roll, his Dodge PSF% is subtracted from the caster's chances of targeting.

To calculate the caster's Targeting %:

1. Caster's Mode of Magick TSC%, less
2. Target's MR, less
3. Any Movement, Range and Obstacle penalties, less
4. Dodge PSF% if the spell effect is of physical nature and the target succeeds in a Dodge roll, plus
5. Method Bonus as detailed under Modes of Magick in Chapter - Skills

To find out the target's MR consult **Table – Target's Magick Resistance** to find the creature's MR, or use the values given in the Creature's Bestiary.

Target	MR	Target	MR
Human	0	Haeflin	15
Dwarf, Clan	20	Dwarf, Noble	25
Wood Elf	10	Noble Elf	15
True Elf	20	Lycanthrope	15
Skeleton	10	Zombie	10
Death	15	Ghoul	10
Wight	25	Wraith	25
Ghost	25	Spectre, Phantom	30
Vampire	10	Mummy	20
Lich	40	Small Animal	25
Large Animal	0	Non-sentient	0

Table - Target's Magick Resistance

Movement	Penalty
Caster is moving faster than 10 feet per turn	-10%
Target is stationary and in view	+10%
Target is moving faster than 30 feet per turn	-5%
Target is moving faster than 100 feet per turn	-15%
Target is advancing toward spell caster	+10%

Table - Targeting Movement Penalty

Other adjustments relating to movement, range and obstacles must be taken into consideration while computing a Mage's chances of targeting.

Target is at:	Penalty
Short Range (10% of Max Range)	0
Long Range (50% of Max Range)	-10%
Maximal Range[1]	-30%
[1]Maximal Range for a Mage is given with each spell.	

Table - Targeting Range Modifiers

When targeting using Astrology, Divination or a scrying device (crystal ball, enchanted mirror, etc.) the target is always considered to be at Maximal Range (in addition to the penalty for targeting through an obstacle, given below).

Obstacle	Penalty
Target invisible but generally located	-25%
Target obscured by foliage or partial cover	-10%
Target seen in a mirror or pond reflection	-10%
Target behind wall of dust, spray, fog, fire, light or darkness	-15%
Target behind wall of water, ice, rock or metal	-20%
Target behind wall of lead	-25%
Target behind wall of True Lead	No penetration
Target clad in full armour of Dwarvish Steel	-10%
Target clad in full armour of Enchanted Dwarvish Steel	-20%
Target by Astrology, Divination or a scrying device	-20%

Table - Targeting Modifiers for Obstacles

The spell effect materialises at the target location. That is why spells might be cast through solid objects, like walls. The spell travels through the Shadow World and is not stopped by a physical barrier.

However, Basic Magick spell effects also travel on the Physical plane, since they are made out of matter. Such spells cannot be targeted through solid objects. When they hit a wall they do not penetrate, but instead their energy is released at the point of impact. Some wise and knowledgeable Mages believe that the spell itself or the Metaphysical Current keeps on travelling to its target on the Shadow World but no matter is *'attached'* to it on the Physical plane. It thus has no effect.

Optional Rule

If the Targeting fails, the caster rolls a 1D100 against Table - Willpower Failure, with a result of 86-100% indicating that he actually managed to correct the targeting and hit the correct target.

Overcoming Target Defences

If the target is protected by Magick, the spell may have to overcome those protections before the intended victim may himself be targeted:

If a Circle of Protection or Ward defends the intended target, the Circle or Ward must itself be targeted in order for the spell to penetrate. Circles and Wards are targeted as if they were the Mage who created them.

If the intended target is wearing an Amulet of Protection, the Amulet must be targeted to penetrate its defences. An amulet will have a MR equal to 5% per level of the spell placed in it. In addition, an amulet will automatically increase its MR by 2% for every 25 years of its existence. If such an amulet is overcome, the defensive spell will discharge for 1D10 days if the spell overcoming it was of a harmful nature and directly injurious.

If the intended target is carrying a Focus, the Focus has a MR equal to 5% per level of the highest spell placed in it, with an increase in MR of 2% for every 25 years of its existence. The Mage may elect to use the Focus defensively, like an Amulet. However, there is a 20% chance of a backfire occurring if the Focus fails to stop the spell.

If a Word of Guard or Prayers have been spoken, the penalties against targeting are subtracted from the percentage needed to target the outermost Magickal defence.

Targeting and Meditation (Optional)

It is also possible to enhance the targeting probabilities through Meditation and fasting. A Mage may select one spell per ML that he has learnt and enhance it. An enhancement of + 1% x ML per day of meditation to his Targeting TSC% may be gained. The enhancement will be raised to + 2% x ML if he fasts and does nothing else during his meditations. This process can be used to raise the targeting probabilities by up to + 25%. Only one spell may be raised in this manner at a time. The period of time that the enhancement will endure is equal to the time spent x ML of the Mage, after which meditation enhancement is lost.

Note: At no point can the Targeting enhancement be greater than +25%. However, a Magician can accumulate different bonuses, coming from Meditation, material components, astrological Influence, etc. up to the maximum enhancement of +25%.

If a Major Component is used, the Mage gains a bonus of +3% to his TSC%. If a Major Component and 2 Minor Components are used, the Mage User's gains a bonus of +7% to his TSC%. This increase is temporary and reverts to normal when the spell has been cast.

A Major Component is the secret component of the spell (usually learnt with the spell). A Minor Component is a material that is of the same Element as the spell (if applicable) or the same as the caster's astrological sign. Components must be partially enchanted by reducing their MR by at least three levels to be used in such a way, and they are *"disenchanted"* in the process to their natural state. This is a direct application of the Law of Resistance (see The Laws of Magick).

Partially Learnt Spells & Backfires

If the spell is not fully learnt and the Mage wishes to try to cast the spell he has to make a roll to attempt to cast the spell successfully. A skill roll is made against his Method of Magick with a penalty of -10% per MR over 0. If the Casting fails there is the potential of a backfire and the severity of this is shown by the Crit Die. The result is compared to Table – Severity of Spell Backfiring.

Crit Die	Result
01	Spell fails but half FP cost applies.
02 - 04	Spell fails bur full FP cost applies.
05 - 07	Major backfire. The spell failure but double FP costs applies as the Metaphysical Current surges back through the Mage.
08 - 09	Extreme backfire. The spell goes off at the Mage's feet and double FP cost applies due to the surge of the Metaphysical Current.
10	Disastrous backfire. The spell activates in the Mage's hand with double Spell Effects along with the Mage experiencing double FP cost as the Metaphysical Current surges back through the Mage placing a great strain on his heart. This is comparable to picking up a live electrical cable.

Table - Spell Backfire Severity

Non-Mages Casting Spells

It often happens that a non-mage acquires an item that contains spells activated through the use of a command word or the spell's 'Trigger'. Targeting a spell through a device is not easy for someone who was not born to be a Mage. Any non-Mage trying to target a spell (unless it is a touch effect whereby a blow is required) must first succeed with a Willpower roll. If the roll is successful, the correct target was aimed at, and targeting may occur.

If the Willpower roll fails, proper targeting fails too, and the spell effect misses its intended target. The Gamemaster rolls 1D100 and compares the result to Table – Willpower Failure to find the final target of the spell.

1D100%	Effect
01 - 25	Spell is dispelled, without any other effect
26 - 40	Spell affects the nearest character or creature, if less than 30 feet away from the intended target, else the spell is dispelled as above.
41 - 55	Spell affects the nearest character or creature, if less than 10 feet away from the intended target, else the spell is dispelled as above.
56 - 70	Spell overshoots target by 10-30 feet
71 - 85	Spell lands short about 10-30 feet away from the target (or less if the caster is less than 10 feet away from the target).
86 - 100	Character manages to correct the error in time, and the spell may effect the actual intended target.

Table - Willpower Failure

If the character or creature triggering the spell succeeds with his Willpower roll (or if he failed but managed to correct his error in time), actual target may occur. Mages never need to check their Willpower when using a Magickal device, since they are attuned with Magick and know how to target spells. Some particular or powerful Magickal devices may give penalties to the Willpower roll, due to their nature, but this is at the Gamemaster's discretion. For instance a Wand of Fire will certainly try to target a Water Elemental before any other available target, and will probably give a non- Magick User a penalty to his Willpower roll.

Partially Learnt Spells

Optional Rules

As an option the Gamemaster may require a Mage attempting to cast a partially learnt spell to remember the spell. The Mage *'triggering'* the spell must remember the exact secret formula, rune or word of command. The chances are equal to an INT AR, modified by the level of the spell as shown in Table – Spell Level Penalty.

Spell Level	Penalty
1 - 2	0%
3 - 4	-5%
5 - 6	-10%
7 - 8	-15%
9 - 10	-20%
11+	-25%

Table - Spell Level Penalty

Reflection can improve chances of remembering, by giving a bonus of +1% per minute spent reflecting (or remembering) to a maximum +25%. If pressed, the Mage can furiously try to remember the formula, by expending 1 FP per minute. He benefits by a bonus of +5% per minute to his chances of remembering (maximum of +25%). A remembering roll (or INT AR) may be made every minute after the first try, until the Mage remembers the exact formula. Whenever this happens, the Mage may try to keep the formula in mind for as long as 20 minutes if he has the skill Concentration.

For every minute after the first he must make a successful Concentration skill check to maintain the formula in his mind. After 20 minutes, he cannot maintain his concentration anymore on the same formula and must start the process over again. Remembering the exact formula of a given spell can take as little time as five seconds (if the first roll is successful without reflection) or precious minutes for one who is under a great deal of pressure! If the Mage does not have the skill Concentration, he may still attempt to remember the formula using his Intellect. An INT AR roll is required for each minute with a cumulative penalty of –10%. Once the secret formula, rune or word of command has been remembered, the caster may cast the spell. If the spell is not remembered correctly and the caster continues with the casting he suffers the chance of a Backfire as detailed in **Table – Severity of Spell Backfiring**.

Casting a spell through a Magickal device or item is always successful, since the spell would be at MR 0 (or fully learnt) when being placed in the device (see Enchanting Magickal Items). In other words, when the caster uses a Magickal device, or when the caster has fully learnt the spell, the casting is always successful.

Meditation adds a +1% x ML chance per day spent meditating, of correctly casting a spell that is not learnt to MR 0. This enhancement is raised to + 2% x ML per day if the Mage is fasting at the same time (maximum 21 days of fasting) and does nothing else whilst meditating. When meditating (and/or fasting) a Mage may enhance a maximum of one unlearnt spell per ML at the same time. Once an enhanced spell is cast, the effect of Meditation is lost. Meditation can take place either prior to any adventure or, if there is time, during the actual adventure itself. This bonus applies to the caster's Method of Magick TSC%, which he must roll against to successful cast the spell

Resisting a Spell Effect

Some spells, essentially those affecting mind, like Charms or Illusions, may be resisted by the target. These spells are shown in Chapter – Spells and each spell states how it may be resisted. As a rule of thumb, the Gamemaster should allow a Resisted Roll to any living creature targeted by a spell effect which affects mind, by trying to charm, command, lure, frighten, hold, confuse, panic, or hallucinate its target.

To make a Resisted Roll, the target must make a Willpower TSC% - Caster's Method of Magick PSF%. An unmodified 1D100 roll of between 01- 05% is always a success, and an unmodified die roll of 96%+ is always a failure. If the Resisted Roll is successful, the target is not affected by the spell effect, unless otherwise specified in the spell description.

Resisting Spells Optional Rules

Saves can be reduced through Meditation and fasting, or through the use of Mantra gestures, Chants, etc. Meditation reduces saves against Commands and Illusions spells and all spells that involve a Willpower roll to resist. Such saves are reduced by - 1% per day spent meditating on the spell, to a maximum of -25%. This form of enhancement is a *'one-shot'* technique and a spell so enhanced can be cast only once with such an advantage.

Resisting Commands & Charms

If the caster's Second Attribute is either Appearance or Bardic Voice, reduce the save percentages by -5% for every 2 points the Attribute is over 14 (rounded up). i.e. if the Attribute is 19, then the save percentage will be reduced by 15% (19-14 = 5 / 2 = 3 rounded up) If the caster uses a Mantra gesture, saves are reduced by a further -5%. Only Hex Masters, Thaumaturges and Enchanters are able to learn Mantras as part of their Mode of Magick. The time to cast the spell as a Mantra is increased, so therefore a Cantrip is cast as a Hex, a Hex is cast like a Sorcery, both Sorcery and Rituals take twice the normal amount of time.

Resisting Illusions

The use of smokes such as those produced by burning incense, fogs against which an Illusion can be projected, perfumes and essences to produces mysterious odours, or cauldrons of steaming brew reduces the chances of a save by -10%.

Dancing or chanting reduce saves by a further -5%, but only Shamen and Enchanters can use them as they are automatically learnt as part of their Mode of Magick.

Casting Spells Through A Magickal Device

Scrolls & Books

1. The caster must be able to read the book or scroll at least fluently (TSC 65%+) and must be successful with a Read Language skill roll. The caster must then correctly read the trigger phrase written on the parchment. The time taken to cast the spell is as if the spell is a Cantrip.
2. The basic chance of casting the spell through a Magickal device is equal to the Method of Magick TSC% of the Magick User who wrote the scroll or book. On a failure, the scroll or page is discharged and the casting is unsuccessful.
3. If the spell is correctly cast, it now has to be targeted to the victim (see Targeting a Spell). Targeting chances are computed by taking into account the TSC% of the Magick User who created the scroll or book. Meditation cannot be used to increase Targeting of a scroll, but if part of the target was used as one of the Material Components then the spell gains a bonus of +15% to Targeting TSC%.
4. If the target is successful, the victim may be entitled to a try to save against the effects of the spell (see **Resisting a Spell Effect – Optional Rules**). Victims take into account the PSF% of the Magick User who created the scroll or book but saves cannot be reduced through Meditation and fasting.
5. Finally, if the victim fails his Save, he will be affected by the spell.

Other Devices

1. The caster must correctly remember the formula, as explained previously.
2. If the caster knows the spell at MR 0 then the casting is automatically successful. If the spell is not at MR 0, it is considered *'unlearnt'* and the caster suffers from a penalty of -5% for each MR the spell is above 0. Of course, this penalty automatically applies to Non-Mages. The basic chance is equal to the Method of Magick TSC% of the Mage who made the device. On a failure, the casting is unsuccessful but the item loses one charge x MR of the spell.
3. If the spell is correctly cast, it has now to be targeted to the victim (see Targeting a Spell). Targeting chances are computed by taking into account the TSC% of the Magick User who created the device. Meditation cannot be used to increase Targeting of a Magickal device, but if part of the target was used as one of the Material Components then the spell gains a bonus of +15% to Targeting TSC%.
4. If the target is successful, the victim may be entitled to a try to save against the effects of the spell (see Resisting a Spell Effect – Optional Rules). Victims take into account the PSF% of the Magick User who created the Magickal device but saves cannot be reduced through Meditation and fasting.
5. Finally, if the victim fails his Save, he will be affected by the spell!

Commands and Charms cast through Magickal Devices

If the caster's Second Attribute is Bardic Voice and the spell is cast through a Magickal device, then reduce save percentages by -5% for every 2 points over 14. i.e. if the Attribute is 17, then the save percentage will be reduced by 10% (17 -14 = 3 / 2 = 2 rounded up).

Illusions cast through Magickal Devices

When the spell is cast through a Magickal device, the use of smokes such as those produced by burning incense, fogs against which an Illusion can be projected, perfumes and essences to produces mysterious odours, or cauldrons of steaming brew can reduce the chances of a save by -10%.

Correspondences

Table – Correspondences shows the various materials, which form the correspondences for the twelve astrological birth signs. To arrive at the 22 correspondences, which are required by a Magus in many of the items created, such as a focus; he must first take the seven correspondences for the birth sign of the Magus. He must then take the correspondences for the star sign either side of his own and to polarise these 21 correspondences you require the gemstone which corresponds to the birth sign 6 places away from the mages own birth sign. The weights indicate the minimum quantities required enabling the full benefits of the 22 correspondences to come into play.

Sign	Metal	Gem	Wood/Plant	Essence	Liquid	Skin	Bone / Teeth
Aries	Iron	Diamond	Oak	Dragon's	Blood	Blood	Sheep Ram
Taurus	Copper	Emerald	Pine	Sage	Beer/Ale	Bull	Beaver
Gemini	Mercury	Pearl	Willow	Lavender	Rain	Water	Deer
Cancer	Silver	Moonstone	Lotus	Myrrh	Sea	Water	Dog Wolf
Leo	Gold	Ruby	Sunflower	Frankincense	Blood	Lion	Salmon
Virgo	Electrum	Sapphire	Palm	Horehound	Wine	Squirrel	Bear
Libra	Copper	Opal	Yew	Mint	Sap	Hare	Dove
Scorpio	Iron	Blue	Topaz	Oak	Belladonna	Spring Water	Leopard Snake
Sagittarius	Brass	Amber	Poplar	Cloves	Milk	Horse	Horse
Capricorn	Lead	Garnet	Ash	Patchoulli	Oil	Goose	Goat
Aquarius	Tin	Amethyst	Elm	Pine River	Water	Otter	Dog
Pisces	Bronze	Lapis Lazuli	Beech	Orchid	Lake Water	Seal	Ox
Weight	0.1 lb	0.05 lb	1 lb	0.05 lb	0.1 lb	0.1 lb	0.1 lb

The weights shown are the enchantment weights for 1 quantity of material. For the actual physical weight per quantity refer to pages 248 - 254. e.g. An emerald has a physical weight of 1 ct. a tiny amount in pounds per quantity which is equal to 0.05lb for the sake of working out enchantment wt.

Table - Correspondences

Creating Magickal Items of Power

Myriads of items can be created as Magickal Items of Power. To simplify this we categorise items into Simple Magickal Devices, Lesser Devices of Power, Greater Devices of Power, Simple Focuses, Lesser Focuses and Greater Focuses.

The process of creating a Magickal device is similar in most cases. First the Mage must research the item he wishes to create. The time required is shown in the Table - Magickal Devices.

At the end of this period the Mage must make a successful Research roll (INT AR) to find out if has acquired the knowledge as to what materials are required to create the device.

The amount of materials required is determined by the type of device being crafted and **Table – Magickal Devices – Materials** shows the number of different materials that are required.

Magickal Device	Powers
Simple Device	Holds a single spell with limited number of charges.
Lesser Device	Able to hold more than one spell but with a limited number of charges.
Greater Device	Able to hold a number of spells and with the ability to self-recharge its initial charges.
Simple Focus	Adds +7% to the PSF of any magickal ability and reduces Fatigue costs in spell casting by -2 FP (minimum cost is always 1 FP).
Lesser Focus	Adds +13% to the PSF of any magickal ability and reduces Fatigue cost by half (minimum cost of 1 FP)
Greater Focus	Adds +26% to the PSF of any magickal ability and reduces Fatigue cost to a quarter (minimum 1 FP)

Table - Magickal Devices

Item	22[1]	Base[2]	Others[3]	Charges[4]
Simple Device	No	4	3	ML x 4
Lesser Device	No	7	6	ML x 13
Greater Device	No	13	8	ML x 21
Simple Focus	Yes	4	3	n/a
Lesser Focus	Yes	7	6	n/a
Greater Focus	Yes	13	8	n/a

[1]The 22 represents the 22 correspondences related to the birth sign of the creating Magus, and to whether they are needed or not.

[2]Base represents the number of base materials required for the item. The types of base materials are listed under Specific Items (qv) for some common forms of devices.

[3]Others represents the number of other materials needed for anointing or for inclusion in some manner as additional items.

[4]Charges represents the base number of charges available, 1 charge is used each time the spell is activated.

Table - Magickal Device Materials

The steps to creating a Magickal Item are as follows:

1. If creating a focus the 22 correspondences are assembled and fully enchanted to MR 0.
2. The base materials for the item are assembled and are fully enchanted to MR 0.
3. The remaining materials are assembled and fully enchanted to MR 0.
4. The base materials (and correspondences if needed) are assembled into the item. This may require the assistance of a Master craftsman (a craftsman who has a PSF 50% or higher in a craft skill) who must craft the item using the materials enchanted by the Magus. If a craft roll should fail then there is a 100 – (Crit Die x 10)% chance that one of the materials may lose its enchantment. If the craft roll was a Critical Failure all the materials will lose their enchantment and require re-enchanting.
5. The item is then anointed or dusted with the other materials as necessary.
6. If creating a Magick Device, the Mage then empowers the device with the spells he wishes it to contain. This involves the Mage reciting the spell formula repeatedly for a period of (7 / ML) hours x the Spell MR for each spell. He may spend no more than 10 hours reciting the formula at any one time, and no more than 3 hours can separate the periods of recitation.
7. The Mage finally makes a roll against his Method of Magick and compares the result to T**able – Magick Devices – Results**. In this instance the Crit Die should be rolled by the Gamemaster in secret.

Success with Crit Die	Effects
1 - 7	The spells have been successfully empowered.
8 - 9	The device receives an additional 2 charges.
10	The device receives an additional number of charges equal to the Mages ML x 2
Failure with Crit Die	**Effects**
01	Although the spell is successfully empowered into the device the number of charges are halved.
02 - 07	The device fails to accept the spells and Step 6 must be repeated.
08 - 09	The device is destroyed.
10	The device is cursed but appears as if a success is rolled. When used the spell acts against the wielder of the item.

Table - Magickal Device Results

Simple Devices

These devices may hold a single spell up to MR 7. It holds a number of charges of that spell up to 4 x ML of the Mage creating the item. The device may be recharged as long as one charge remains. This is achieved by repeating Steps 6 and 7 in the creation process.

Lesser Devices

These devices may hold up to 13 spells with a total of MR 21 with no spell having a MR of 7 or higher. It holds a number of charges up to 13 x ML of the Mage creating the item. The device may be recharged as long as one charge remains. This is achieved by repeating Steps 6 and 7 in the creation process.

Greater Devices

These devices may hold any amount of spells up to a total MR of 21 x ML of the Mage creating the item, with no MR limit to the spells placed in the device. It holds a number of charges up to 21 x ML of the Mage creating the item. The device may be recharged as long as one charge remains. This is achieved by repeating Steps 6 and 7 in the creation process.

The Greater Device may also become an Artefact of Power if the following is carried out. The Mage seeks out a Diviner or uses the Divination skill himself to determine when the stars are right. On a specific day (as determined by the Gamemaster) the Mage must make a skill roll against each Method of Magick used in the placing of spells into the device. If the roll fails the spells of that method fail until they can be checked on the same day in a year's time. If all methods fail then the item cannot be used for a year.

Once the mage succeeds with all methods the device becomes self-recharging, and recharges at the rate of 7 charges per day or 13 charges if item is placed at a conjunction of lines of the Metaphysical Current. On its *'birthday'* it will recharge 13 charges or 21 if placed at a conjunction of the current.

Simple Focuses

A Simple Focus is created in a similar manner to a simple device with the exception that the 22 correspondences of the Mage are incorporated. The 4 base materials relate to the structure of the Focus, the remaining 3 materials must be personal to the Mage and cannot be duplicated. Once these have been fully enchanted, the focus is made and the enchanted 22 correspondences are incorporated into the structure. The Mage must spend 3 weeks constructing the device during which time he becomes personally attuned to the device. Once completed the mage receives the following benefits:

- A bonus of +7% to his Method of Magick PSF%.
- Fatigue costs for spells cast while using the focus as an aid to targeting are reduced by –2 FP.
- A bonus of +5% to his Targeting TSC%
- The Simple Focus can store 3 x ML (the ML of the Mage at the time of construction) in Spell MR's, which can be cast for the cost of 1 charge per Spell MR.
- The Simple Focus contains a number of charges equal to the 3 x ML and recharges at 1 x ML charges per week. In both instances the ML is that of the Mage at the time of construction.

If the Simple Focus is destroyed within 1,000 feet of the Mage, it results in the Mage having to make a **CON** AR% check. If he fails he loses all Fatigue and is stunned for 1D10 rounds. If he succeeds he loses only half of his Fatigue.

Without his focus the Mage suffers a penalty of -14% to his PSF% when casting spells. This effect lasts for 3 months or until the Mage manufactures a new focus.

Lesser Focuses

The Lesser Focus is created by Mages with ML 3 or more. The 7 base materials relate to the structure of the Focus, the remaining 6 materials must have been obtained by the Mage and not simply purchased. Once these have been fully enchanted and the focus is made, the enchanted 22 correspondences are incorporated into the structure. The Mage must spend 7 weeks constructing the device commencing on his birthday and aiming to end on the first Full moon after the 7 weeks construction period has passed.

During this time he becomes personally attuned to the device. Once completed the mage receives the following benefits:

- A bonus of +13% to his Method of Magick PSF%
- Fatigue costs for spells cast while using the focus as an aid to targeting are halved.
- A bonus of +10% to his Targeting TSC%
- The Lesser Focus can store 7 x ML (the ML of the Mage at the time of construction) in Spell MR's, which can be cast for the cost of 1 charge per Spell MR.
- The Lesser Focus contains a number of charges equal to the 7 x ML and recharges at 3 x ML charges per week. In both instances the ML is that of the Mage at the time of construction.

If the Lesser Focus is destroyed within 1,000 feet of the Mage, it results in the Mage having to make a **CON** AR% at a penalty of –13%. If he fails he loses all Fatigue and is stunned for 1D10 minutes. If he succeeds he loses half his Fatigue.

Without his focus the Mage suffers a penalty of -26% to his PSF% when casting spells. This effect lasts for 7 months or until the Mage manufactures a new focus.

Greater Focuses

The Greater Focus is created by Mages with ML of 6 or more. The 13 base materials relate to the structure of the Focus and the remaining 8 materials must have been obtained by the Mage and not simply purchased. These items must be obtained at the full or new moon. Once these have been fully enchanted, and the focus made, the enchanted 22 correspondences are incorporated into the structure. The Mage must spend 13 weeks carefully constructing the device commencing on his birthday and adding 3 of the correspondences at each full or new moon, exactly at midnight, aiming to end on the first Full moon after the 13 weeks construction period has passed.

During this time he becomes personally attuned to the device. Once completed the mage receives the following benefits:

- A bonus of +26% to his Method of Magick PSF%
- Fatigue costs for spells cast while using the focus as an aid to targeting are quartered.
- A bonus of +15% to his Targeting TSC%
- The Greater Focus can store 13 x ML (the ML of the Mage at the time of construction) in Spell MR's, which can be cast for the cost of 1 charge per Spell MR.
- The Greater Focus contains a number of charges equal to the 13 x ML and recharges at 1 x ML charges per day. In both instances the ML is that of the Mage at the time of construction.

If the Greater Focus is destroyed within 1,000 feet of the Mage, it results in the Mage having to make a **CON** AR% at penalty of –26%. If he fails he loses all Fatigue and is stunned for 2D10 minutes. If he succeeds he loses half his Fatigue.

Without his focus the Mage suffers a penalty of -42% to his PSF% when casting spells. This effect lasts for 13 months or until the Mage manufactures a new focus.

Specific Items

The majority of Magickal devices are crafted into every day items such as rings, amulets, crown, staffs, rods etc. The base materials for these items can be as follows:

Jewellery (Amulets, Brooches etc.**)**	**Precious metals**
Rings	Metals
Staffs	Woods
Rods	Wood and metals
Wands	Wood
Crowns	Precious Metals

Other items can be produced with the base materials being agreed upon with the Gamemaster. An example could be a Gauntlet of Berserking with leather (skins) as the base material.

Potions

For potions the base materials should be liquids, which are combined within a receptacle, usually of a pure noble metal such as gold or silver. The other materials may consist of any other materials, which are crushed into fine powders and then added to the liquid.

This mixture is then heated on a slow heat for 7 days to combine the mixture and fully enchanted. The number of doses that may be created is equal to the number of charges divided by the total MR of the spell or spells contained in the potion. Potions may contain combination spells.

Scrolls

A scroll requires two sets of base materials. The first material is of course the parchment or vellum upon which the spell will be inscribed. Scrolls may only contain one spell with the type of scroll dictating the level of power of spell the scroll can contain.

Simple scrolls may carry a spell with a MR of 1 to 3, Lesser Scrolls a spell of MR 4 to 7 and only Greater scrolls may carry a spell of MR 8+ or combination spells.

The scroll material is fully enchanted and sprinkled with the fine dust of gems relating to the Method of Magick of the spell. Simple scrolls require the dust of 1 gem, Lesser scrolls need 2 gems and Greater scrolls need 3 gems. These gems form part of the base materials.

The spell is then inscribed upon the scroll using a quill, selected for the purpose and enchanted. The ink used is made from the remaining base materials, which must be liquids. To this liquid is added the remaining enchanted materials, which have been crushed or powdered. These materials should be related to the spell in some way.

A Calligraphy & Illumination skill roll is required while inscribing the spell, a failure means the scroll is spoilt and the process must be started from scratch. A Critical Failure results in the spell triggering with the scroll being the point of origin. The time to inscribe the scroll is 1 hour x MR of the spell (or total MR if a combination spell). The mage also expends the normal amount of Fatigue for casting the spell while transcribing the spell formula onto the scroll.

The wording of the spell once inscribed merges into the parchment or vellum, leaving a single phrase upon the surface that may be read. This is the trigger phrase of the spell and when read aloud triggers the spell. As a result, a scroll is always discharged as a cantrip, with only the trigger phrase required.

This can be as little as one word or as much as a whole sentence. Once triggered the wording fades and the scroll crumbles to dust. Until activation the scroll to all intents and purposes does not decay, but can be destroyed by fire or water or other damaging elements such as acid.

If a scroll is found, it is necessary to divine the properties of the scroll to identify the spell inscribed, as each Mage uses an individual trigger phrase for a spell. Once the spell is known the spell can be cast providing the Mage (or even a Non-mage) can read the script used. It is possible for a Mage to *'transfer'* the spell to their spell book if the spell is unknown. If this is done the spell inscription will appear in the spell book but the Mage will not be able to cast it until the spell has been learned. (In this instance the spell book acts as a learning aid.)

Spell Books And Other Texts

Spell Texts

Many Modes of Magick require or find useful the writing down of spell formulae, be it in a book or on a tree using oghams. Each spell will require one page per MR of the spell, after any modifications for the mode. A spell written for one specific mode is useless to another. However the whole spell text (i.e. all spells contained in the text) may be used as a reference text for reproducing any of the spells in the spell book, any other spells being used for cross referencing.

If the Mage has not learned the spell fully (i.e. enchanted it to MR 0) he may read the spell from the book, this doubles the time required to cast the spell but means the spell is automatically cast as if he had learnt it fully. Naturally the mage must have a spell fully learned to be able to scribe it.

Grimoires

A grimoire is used to store the names and information on specific individual demons rather than a broad type, each individual demon is considered a separate grimoire, though many grimoires are typical bound together in one book. Grimoires will normally require one page for an imp, ten pages for Malebrance, one hundred pages for the powers and principalities and 50 pages for other demons.

The information required to write a grimoire typically requires a great deal of research on top of the time it takes to write the book. Normally this is one day per page worth of research.

To find out whether the research in the grimoire is correct, a successful roll against Demon Lore less the number of pages used for the particular *"creature"* is necessary for each entry. If the roll is a Critical Success the information is completely accurate and any bonuses normally given by the grimoire are doubled.

A failed roll means that the book contains inaccuracies that make it useless as a grimoire, although the user does not know this until it is too late. A Critical Failure leads to misinformation being included (typically spread by the demons themselves), using the grimoire will alert the demon and be considered an invitation to possess the mortal.

Using a grimoire gives a bonus of +50% to the user's PSF% and +1 to the Crit Die to spells which effect the demon and to target the demon, if the book is used in conjunction with any spell. However, the spell will take at least ten minutes per page of the book to cast. Typically grimoires are used to summon and bind the daemon.

Treatises

Treatises are similar to reference texts for Magickal research except that they are required to research spells rather than simply giving a bonus. Each treatise is written for a specific Mode and Method of Magick and is unusable for a different method or even the same method but in a different mode.

A treatise requires 100 pages per base MR of the spell being researched (base MR being the MR before the mode bonuses and penalties are applied).

A treatise can be used to research any spell of the relevant method and mode up to the maximum base MR the book was written for. The maximum number of pages a magus may write in a treatise is equal to his ML x TSC% in the relevant method.

Advanced Rules (Optional)

For those players who desire a more in depth approach to spell casting we offer the following additional rules.

Channelling

The Magus uses the process of Channelling to draw upon others to boost their Fatigue when casting high cost spells. It may be used upon both willing and unwilling participants.

The receiving mage must cast the Channelling spell (see Common Spells in Chapter – Spells) upon each participant. If the participant has volunteered through his own free will the spell is not be resisted and receives a +10% bonus to the TSC% of the spell. Participants who are unwilling to give of their energy may make a DIS AR or Willpower skill check. If successful the Mage receives a negative modifier of –10% to his TSC% (-20% if the CON AR or Willpower roll was a Critical Success).

Casting Spell Formulas

The time may come when a Mage wishes to cast a complex formula spell. This occurs when a Mage has built up a string of inter linked spells over a period of time. He must first cast the spell Prepare Combination which allows the Mage to begin stacking his spells. Combination spells may only contain fully learnt spells.

The initial spell in the combination dictates the Method of Magick used for the final casting. Combination spells are never automatic, and receive a negative modifier of 3% per spell incorporated into the formula, to a maximum of 21%. If spells of different Methods are included into the formula, using the Link spell, then there will be a negative modifier of 7% per method above the first.

These combination spells involve the Mage spending days casting the spells into the formula. At the moment the Mage is satisfied that the combination is complete, he closes the formula with the Trigger spell. This *'trigger'* may contain the following:

Trigger Now: The spell(s) discharge immediately the formula is closed. These are cast as if they were the following:

Word of Guard Up to 3 spells in combination
Cantrip 4 – 7 spells in combination
Hex 8 – 13 spells in combination
Sorcery More than 13 spells in combination

Hold Trigger: The spell(s) are delayed until the Magus wishes the effect to occur. This enables him to expend the required FP over a period of time instead of all at once. The Trigger must include a formula which the Mage must remember to be able to cast. These spells are cast the same as *'Trigger Now'* spells

Trigger when: The spell(s) will discharge when the conditions set down by the Magus are fulfilled. These spells always activate as if a Word of Guard.

Arm/Disarm: The Magus can temporarily disarm a conditional Trigger on the spell(s) to allow him (and companions) to pass safely by etc. Then can rearm the spell to trigger conditionally. These trigger effects require the Mage to remember the trigger formula and recite aloud as if a cantrip.

Storing Spells

One of the other abilities a Mage may have is the ability to store spells in mundane (unenchanted) materials. This is accomplished, by the Mage casting a spell, or combination spell, into a mundane artefact along with a trigger spell. This allows the mundane artefact to be thrown, or left in a particular area awaiting the trigger conditions to be met. When the trigger spell activates, the casting mage must make his targeting roll.

The duration of the spell within such an item is 1 day per ML. After half of this time (round down) has elapsed the spell begins to dissipate, giving a cumulative negative modifier of 5% per day elapsed, commencing the day the spell was first cast.

Example: A Mage of ML 7 cast a spell into a rock, after 3 days the spell would begin to dissipate. On day 4 the negative targeting modifier would be -20%.

Example: A Mage of ML 7 wishes to cast a MR 4 spell into a rock. To do this he would require (4 / 7) x 1 = 0.6 lb or a large pebble. He could use other materials, as long as the total weight was 0.6 lb.

The minimum amount of mundane material able to store a spell is equal to the following formula: Spell MR / Mage ML x 1 lb (round up to the nearest 0.1 of a lb) Spell effects on such mundane items may be stripped from the material if thrown into Circles of Protection. If the Circle of Protection would normally stop a spell of the same method of the spell stored on the mundane material, then the spell effect is *"washed"* from the material. Only fully enchanted materials retain their spells when thrown into Circles of Protection.

Casting Times

If the Gamemaster allows, then revised timings may be permitted. The basic AP cost can be altered by 1 or 2 Action Points. This may increase or decrease the casting times and may be applied to each spell at the Gamemaster's discretion.

Spell	MR	Fat	Casting	Rng	Dur	Page	Prerequisite
Common Method Spells							
Link	1	1	Cantrip	10' x ML	Till cast	315	
Extend	3	Var	Cantrip	-	-	315	
Prepare Combination	1	2	Instant (5 Sec)	10' x ML	2 Days x ML	315	
Trigger	3	5	Instant (5 Sec)	100' x ML	Var	316	
Common Elemental Control Spells							
Detach Element	1	2	Cantrip	-	-	317	
Affix Element	1	2	Cantrip	-	-	317	
Accelerate Element	2	3+	Cantrip	-	-	317	
Slow Element	2	4	Cantrip	-	-	318	
Dispel Element	4	7	Cantrip	-	-	318	
Basic Magick Air							
Create / Command Air	2	3	Cantrip	-	-	318	
Remove Air	2	2+	Hex	100' x ML	15 Seconds x Volume	319	
Concentrate Air	3	3 +	Sorcery	20' x ML	1 Min X Vol	319	
Diffuse Air	2	3+	Sorcery	20' x ML	5 Sec x Vol	320	
Warm / Cool Air	1	2	Sorcery	100' x ML	1 min per 3 deg	320	
Puff	2	4	Cantrip	10' x ML	Instant	320	
Airwall	4	5+	Sorcery	10' x ML	3 min x ML	320	
Airbolt	4	7	Cantrip	25' x ML	Instant	321	
Air Beam	4	6+	Hex	50' x ML	Instant	321	
Air Ram	7	9	Sorcery	25' x ML	Instant	321	
Mist & Fog	2	3+	Hex	500' x ML	10 min x ML	322	
Clouds & Rain	2	Spec	Ritual	Sight	15 min x ML	322	
Dust Devils	4	5	Sorcery	100' x ML	1 min x ML	323	
Tornado	10	9	Ritual	250' x ML	5 min x ML	323	
Lightning Dart	4	6	Cantrip	35' x ML	Instant	324	
Lightning Bolt	6	8	Hex	100' x ML	Instant	324	
Thunderbolt	9	11	Sorcery	250' x ML	Instant	324	
Basic Magick Earth							
Create / Command Earth	2	3+	Cantrip	-	Permanent	325	
Remove Earth	2	3	Ritual	10' x ML x Density	30 sec x Density	325	
Concentrate Earth	2	3+	Ritual	10' x ML	20 min x Density / ML	327	
Diffuse Earth	2	5	Ritual	10' x ML x Density	20 min x Density / ML	327	
Warm / Cool Earth	2	4 per	Sorcery	10' x ML	Spec	327	
Puff of Dust	4	7	Cantrip	10' x ML	Instant	328	
Sand Blast	5	8+	Cantrip	50' x ML	Instant	328	
Shower of Stones	2	3+	Ritual	10' x ML	20 min x Density / ML	328	
Scorpion's Strike	10	15	Sorcery	125' x ML	Instant	328	
Battering Ram	2	12	Sorcery	50' x ML	Instant	329	
Wall	2	Spec	Sorcery	10' x ML	15 seconds for 100'	329	
Sheet	2		Sorcery	10' x ML	15 seconds for 100'	329	
Landslide	3	Var	Sorcery	50' x ML	Instant	330	
Quake	10	Spec		1/4 mile x ML	Instant	330	
Basic Magick Fire							
Natural Fire	2	Spec	Cantrip	10' x ML	Fuel	332	
Magick Fire	4	Spec	Sorcery	10' x ML	Spec	332	Create or Command Natural Fire
Salamander Fire	4	Spec	Sorcery	10' x ML	Spec	332	Create or Command Magick Fire
Dragon Fire	10	Spec	Sorcery	10' x ML	Spec	335	Create or Command Salamander Fire
Warm / Cool Fire	2	4 per	Sorcery	10' x ML	Spec	335	
Remove Fire	3	3+	Sorcery	10' x ML	5 seconds x Level	335	
Fuel the Flames	7	Spec	Sorcery	10' x ML	Spec	336	
Create Smoke	3	Spec	Sorcery	100' x ML	5 min x ML	337	Create or Command Natural Fire
Intensify Fire	3	Spec	Sorcery	10' x ML	5 seconds x ML	337	
Flame Wall	3	2+	Sorcery	10' x ML	Per Type of Fire	337	

Spell	MR	Fat	Casting	Rng	Dur	Page	Prerequisite
Create Noxious Fumes	7	Spec	Sorcery	50' x ML	Spec	338	Create Smoke
Acrid Smoke		2 per			15 seconds x ML	338	
Sulphurous Fumes		3 per			10 seconds x ML	338	
Deadly Vapours		4 per			5 seconds x ML	338	
Sulphur & Brimstone		Spec			5 seconds x ML	338	Create or Command Magick Fire
Fire Arrows	Var	Var	Cantrip	50' x ML	Instant	339	
Jets of Flame	Var	Var	Sorcery	75' x ML	Instant	340	
Fire Ball	Var	Var	Sorcery	100' x ML	Instant	340	
Basic Magick Water							
Create / Command Water	2	3+	Sorcery	50' x ML	30 seconds per volume	340	
Remove Water	2	3+	Sorcery	50' x ML	1 min per Volume	340	
Warm / Cool Water	2	3+	Sorcery	50' x ML	5 seconds x Temp Change	341	
Wall of Water	3	5	Hex	10' x ML	5 min x ML	341	
Sheet of Water	3	5	Hex	10' x ML	5 min x ML	342	
Mist & Fog	2	5+	Hex	500' x ML	10 min x ML	342	
Clouds & Rain	2	Spec	Ritual	Sight	15 min x ML	342	
Flood	5	8	Ritual	250' x ML	7 min x ML	342	
Spray	3	5	Hex	10' x ML	Instant	343	
Jet	5	9	Hex	25' x ML	Instant	343	
Water Bomb	7	13	Sorcery	25' x ML	15 seconds x ML	343	
Water Ram	9	11	Sorcery	5' x ML	15 seconds x ML	344	
Ice Arrows	6	9+	Cantrip	75' x ML	Instant	344	
Javelins of Ice	7	11	Cantrip	10' x ML	Instant	344	
Ice Storm	9	8	Sorcery	25' x ML	Instant	344	
Ice Bomb	5	7	Sorcery	100' x ML	Instant	345	
Arcane Magick							
Recharge	4	7	Sorcery	Touch	Instant	345	
Wizards Seal	4	7	Ritual	5' x ML	Instant	346	
The Seal of Suleiman the Magnificent	10	16	Ritual	5' x ML	Until Dispelled	346	
Arcane Cloak	4	7+	Sorcery	Touch	15 seconds x ML	346	
Arcane Wall	6	9+	Sorcery	5' x ML	15 seconds x ML	346	
Arcane Shield	5	8	Sorcery	Self	Until Dispelled	346	
Knock	2	3	Cantrip	Touch	60 seconds - (5 x ML)	347	
Arcane Key	3	5	Hex	Touch	60 seconds - (5 x ML)	347	Knock
Astral Key	4	7	Sorcery	Touch	60 seconds - (5 x ML)	347	Arcane Key
Wizard's Key	7	11	Sorcery	Touch	60 seconds - (5 x ML)	347	Astral Key
Dazzle	1	2	Hex	10' x ML	15 Seconds x ML	347	
Eldritch Light	1	2	Hex	Touch	1 hour x ML	347	
Eldritch Area Light	3	5	Sorcery	Touch	1 hour x ML	347	Eldritch Light
Eldritch Area Sunlight	4	7	Sorcery	Touch	1 hour x ML	348	Eldritch Area Light
Sunburst	6	9	Sorcery	Self	Instant	348	
Dispel Night	6	9	Sorcery	Self	30 min x ML	348	Eldritch Area Sunlight
Darkness	2	4	Sorcery	10' x ML	5 min x ML	348	
Shadowcast	2	4	Hex	10' x ML	5 min x ML	348	Darkness
Cloak of Shadows	3	5	Sorcery	Touch	10 min x ML	348	Shadowcast
Darkness of the Pit	4	7	Hex	10' x ML	10 min x ML	349	Shadowcast
Area Darkness	6	10	Ritual	50' x ML	10 min x ML	349	Darkness of the Pit
Dispel Darkness	3	Var	Sorcery	100' x ML	full in 30 seconds	349	
Portals to the Shadow World							
The Shining Path	4	7	Ritual	50'	30 min+	349	
Invisibility	4	7	Sorcery	Self	3 min x ML	349	The Shining Path
Spirit Walker	3	5	Ritual	Self	1D10 Hours	350	
Phase	7	7	Sorcery	Self	1 min x ML	350	Spirit Walker
Teleport Lesser	6	9+	Ritual	10 miles x ML	Instant	350	Phase
Teleport Greater	8	13+	Ritual	10 miles x ML	Instant	350	Teleport Lesser

Spell	MR	Fat	Casting	Rng	Dur	Page	Prerequisite
Teleportal	7	11	Sorcery	50 miles x ML	1 min - 7 hours	351	Teleport Lesser
Astral Gate	9	14	Ritual	500 miles x ML	1 min - 7 hours	351	Teleportal
Eldritch Servants							
Shadow Beast	5	8 per	3 x Ritual	-	Until Destroyed	351	
Spectral Servant	9	15 per	7 x Ritual	-	Until Destroyed	352	Shadow Beast
Eldritch Missiles							
Shadow Arrows	2	4+	Hex	90' x ML	15 seconds	352	
Shadow Bolt	4	8	Sorcery	60' x ML	15 seconds	352	
Shadow Bomb	6	11	Sorcery	50' x ML	15 seconds	352	
Command Magick							
Sleep	1	2	Cantrip	10' x ML	3 min x ML	353	
Greater Sleep	4	7	Hex	25' x ML	3 min x ML	353	
Area Sleep	3	5	Sorcery	25' x ML	3 min x ML	353	Sleep
Greater Area Sleep	5	9	Hex	50' x ML	3 min x ML	353	Greater Sleep
Enchanted Sleep	7	11	Sorcery	50' x ML	until awakened	354	Greater Sleep
Sleep into the Ages	9	14	7 x Ritual	Touch	until awakened	354	Enchanted Sleep
Mass Charm	6	10	Ritual	Var	Var	354	Greater Charm Person
Charm Small Animal	1	2+ 1 per	Cantrip	25' x ML	3 min x ML	355	
Charm Large Animal	2	3	Sorcery	25' x ML	3 min x ML	355	
Charm Small Predator	2	3 +3 per	Hex	25' x ML	3 min x ML	355	
Charm Large Predator	3	5 +4 per	Sorcery	25' x ML	3 min x ML	355	
Charm Person	4	6 +5 per	Ritual	25' x ML	3 min x ML	356	
Greater Charm Person	5	9	Ritual	50' x ML	Spec	356	
Hold Small Animal	2	3 +1per	Cantrip	25' x ML	15 seconds x ML	356	
Hold Large Animal	3	5 +2per	Cantrip	25' x ML	15 seconds x ML	356	
Hold Small Predator	3	5 +2 per	Cantrip	25' x ML	15 seconds x ML	357	
Hold Large Predator	4	5 +3 per	Cantrip	25' x ML	15 seconds x ML	357	
Hold Person	4	6 +3 per	Cantrip	25' x ML	45 seconds	357	
Hold Enchanted Beast	4	7 +3 per	Hex	25' x ML	45 seconds	357	
Hold Enchanted Being	5	8 +5 per	Cantrip	25' x ML	30 seconds	357	
Hold Lesser Undead	4	7 +3 per	Hex	50' x ML	45 seconds	357	
Hold Greater Undead	7	11 +7 per	Hex	50' x ML	45 seconds	357	
Hold Lycanthrope	6	9 +4 per	Cantrip	50' x ML	45 seconds	357	
Suggestion	2	4	Sorcery	25' x ML	10 min max	358	
Mesmerise	3	6	Sorcery	5' x ML	Var	358	Suggestion
Necromantic Bindings	3	5	Ritual	25' x ML	Spec	359	
Command Small Animal	3	6 +1 per	Cantrip	25' x ML	5 min x ML	359	
Command Large Animal	4	7 +2 per	Cantrip	25' x ML	5 min x ML	359	
Command Small Predator	5	8 +2 per	Cantrip	25' x ML	5 min x ML	359	
Command Large Predator	5	9 +3 per	Hex	25' x ML	5 min x ML	359	
Command Person	5	9 +4 per	Cantrip	25' x ML	5 min x ML	360	
Command Enchanted Beast	6	10 +7 per	Cantrip	25' x ML	5 min x ML	360	
Command Enchanted Being	7	11 +5 per	Sorcery	25' x ML	5 min x ML	360	
Command Lesser Undead	6	9 +5 per	Sorcery	25' x ML	5 min x ML	360	
Command Greater Undead	9	15 +7 per	Sorcery	25' x ML	5 min x ML	360	
Command Lycanthrope	8	13 +4 per	Sorcery	25' x ML	5 min x ML	360	
Geas	10	16	Ritual	10' x ML	Till Complete	361	
Fear	4	7	Sorcery	20' + 2 x ML r	3 min x ML	361	
Cowardice	4	7	Sorcery	25' x ML	45 seconds x ML	362	
Confusion	5	8	Sorcery	20' + 2 x ML r	44 Seconds x ML	362	
Bravery	5	8	Sorcery	25' x ML	45 seconds x ML	362	
Infatuation	3	5	Sorcery	Touch	3 hours x ML	362	
Love	5	8	Ritual	Touch	7 days x ML	363	
Dislike	3	5	Sorcery	Touch	3 hours x ML	363	
Hate	5	8	Ritual	Touch	7 days x ML	363	
Berserker Rage	6	10	Sorcery	25' x ML	45 seconds x ML	363	

Spell	MR	Fat	Casting	Rng	Dur	Page	Prerequisite
Forgetfulness	8	13	Sorcery	25' x ML	1 day x ML	364	
Muscle Spasm	3	4	Cantrip	25' x ML	15 seconds x ML	364	
Clumsiness	3	4	Cantrip	25' x ML	15 seconds x ML	364	
Deafen	6	9	Sorcery	50' x ML	45 seconds x ML	364	
Blind	7	11	Sorcery	50' x ML	45 seconds x ML	365	
Stun	8	13	Sorcery	50' x ML	15 seconds x 1D10	365	
DIE	10	21	Sorcery	25' x ML	Spec	365	
Divination Spells							
Detect Hidden Door	2	4	Sorcery	1' x ML	60 min / ML	365	
Detect Hidden Object	1	3	Cantrip	10' x ML	60 min / ML	365	
Detect Life	2	4	Hex	20' x ML	7 min x ML	366	
Detect Supernatural	3	5	Sorcery	20' x ML	7 min x ML	366	
Detect Astral Being	3	7	Sorcery	10' x ML	7 min / ML	366	
Detect Magick	1	3	Cantrip	10' x ML	7 min / ML	366	
Detect Illusions	2	4	Ritual	10' x ML	1 min x ML	366	
Detect Invisible	3	6	Ritual	10' x ML	1 min x ML	366	
Detect Observation	2	4	Ritual	20' x ML	30 min x ML	367	
Detect Evil	3	5	Ritual	5' x ML	1 min x ML	367	
Detect Enemies	3	5	Ritual	10' x ML	1 min x ML	367	
Detect Metal	3	8	Ritual	5' x ML	1 hour	367	
Detect Water	3	6	Ritual	5' x ML	1 hour	367	
Detect Tracks	2	4	Ritual	10' x ML	60 min / ML	367	
Detect Traps	3	6	Ritual	5' x ML	10 min / ML	368	
Find the Path	3	5	Ritual	10' x ML	30 min / ML	368	
Scry the Imminent	2	4	Ritual	1 mile x ML	10 min x ML	368	
Scry (Distance) From Afar	4	7	Ritual	10 miles x ML	10 min x ML	368	
Scry (Distance) The Land	6	9	Ritual	100 miles x ML	20 min x ML	368	
Scry (Distance) Ends of the Earth	7	12	Ritual	1,000 miles x ML	30 min x ML	368	
Prophecy	1	3 +	Ritual	1,000 miles x ML	30 min x ML	369	
The Sight of the Unicorn	2	4	Hex	5' x ML	1 min x ML	369	
True Sight	9	14	Hex	10' x ML	1 min x ML	369	
Illusions Spells							
Detect Illusions	1	3	Cantrip	10' x ML	3 min x ML	370	
Dispel Illusions	1	Spec	Spec	10' x ML	Instant	370	Spells cast with < 30 PSF%
Dispel Phantasmals	7	Spec	Spec	10' x ML	Instant	370	Dispel Illusion
Illusionary True Sight	7	11	Sorcery	Touch/Self	1 min x ML	370	
Blurred Image	1	3	Hex	Touch/Self	45 seconds x ML	371	
Blurred Script	2	4	Ritual	Touch	Permanent	371	
Project Image	4	7	Hex	Self	1 min x ML	371	
Faerie Gold	2	4	Hex	Touch	1 day x ML	371	
Lesser Illusion	2	4	Hex	10' x ML	1 min x ML	371	
Greater Illusion	5	9	Sorcery	10' x ML	3 min x ML	371	
Faerie Glamour	6	13	Sorcery	Touch	12 hours x ML	371	
Sleight of Hand	1	3	Cantrip	Self	1 trick	372	
Disguise	2	4	Hex	Touch/Self	10 min x ML	372	
Greater Disguise	4	6	Sorcery	Touch/Self	1 hour x ML	372	
Cloak Self	3	6	Sorcery	Self	10 min x ML	372	
Delusion	2	4	Hex	10' x ML	45 seconds x ML	372	
Diminish	2	4	Hex	10' x ML	45 seconds x ML	372	
Grow	2	4	Hex	10' x ML	45 Seconds x ML	372	
Places of Mystery	5	9	Sorcery	10' x ML	1 day x ML	373	
Illusory Landscape	7	12	Ritual	100' x ML	1 day x ML	373	
Phantasmal Landscape	8	13 per	3 x Ritual	1,000' x ML	1 day x ML	373	
Shadow Lands	9	15 per	7 x Ritual	2,000' x ML	3 days x ML	373	
Phantasmal Weather	6	10	Ritual	1,000' x ML	10 min x ML	373	
Djinn Creation	10	15 per	7 x Ritual	100'	Until Dispelled	373	

Spell	MR	Fat	Casting	Rng	Dur	Page	Prerequisite
Shadow Missiles						373	
Shadow Monsters							
Shadow Monster	6	10	Sorcery	10' x ML	Engagement	374	
Phantasmal Monster	8	13	Sorcery	10' x ML	Engagement	374	
Spectral Monster	9	14	Sorcery	10' x ML	Engagement	374	
Plant Magick							
Demeter's Touch	1	13	Ritual	3 acres x ML	1 season	374	
Restore Plants	2	7	Ritual	1 acre x ML	7 days	375	
Blight/Wither	2	13	Ritual	1 acre x ML	3 days	375	
Cure Blight	3	13	Ritual	1 acre x ML	7 days	375	
Grow in Haste	3	7	Sorcery	Touch	1 week	375	
Speak with Plants	3	5	Sorcery	Touch	1 question per 3 ML	375	
Insect Pests	4	13	Sorcery	1 acre x ML	1 week x ML	375	
Animal Pests	4	13	Sorcery	1 acre x ML	1 week x ML	375	
Rowan Grove	1	3	Sorcery	10' x ML	11 min - ML	375	Speak with Plants
The Open Way	2	4	Sorcery	10' x ML	1 phase x ML	376	Speak with Plants
Faerie Ring	3	7	Sorcery	3' x ML	7 min x ML	376	
Overgrown Path	3	7	Sorcery	10' x ML	5 min	376	Grow in Haste
Glade of Darkness	3	4	Sorcery	20' r	Dusk till Dawn	376	Grow in Haste
Hedge of Thorns	3	9	Sorcery	10' x ML	1 min per section	376	Grow in Haste
Wooden Bridge	3	6	Sorcery	5' x ML	3 min x ML	377	Speak with Plants
The Greenway	4	7	Sorcery	100' x ML	10 min x ML	377	Grow in Haste
The Greenwood	7	13	Ritual	100' x ML	10 min x ML	377	Grow in Haste
The New Forest	10	39	Ritual	3 mile r	Permanent	377	Grow in Haste
Thorn Darts	1	3	Cantrip	5' x ML	Instant	377	
Tangle Weeds	2	5	Sorcery	10' x ML	10 min x ML	378	Grow in Haste
Warp Wood	3	7	Sorcery	10' x ML	15 seconds x ML	378	
Old Man Willow	7	13	Ritual	Touch	Permanent	378	
Healing Spells							
Lesser Salve	2	5	Ritual	Touch	Instant	378	
Greater Salve	6	9	Ritual	Touch	3 days	378	
Great Balm	10	13	Ritual	Touch	3 days	378	
Restorative Cordial	2	4	Ritual	Drink	1 day	379	
Elixir of Renewed Vigour	6	9	Ritual	Drink	1 day	379	
The Great Elixir	0	9	Ritual	Drink	1 day	379	
Potion Versus Illness	5	9	Ritual	Drink	1 day	379	
Antidote	6	9	Ritual	Drink	1 poison	379	
Anti Venom	6	9	Ritual	Drink	1 toxin	379	
Summoning							
Circles of Binding	2	4	Ritual	-	-	380	
Animate Stone Simulacrum	6	10 per	7 x Ritual	-	1 hour x ML	381	
Animate Metal Simulacrum	7	12 per	7 Ritual	-	1 hour x ML	381	
Animate Dead	3	6	Ritual	Spec	30 min x ML	382	
Awaken the Dead	4	7 per	Ritual	-	3 hours x ML	382	
Summon Ghoul	5	9	Ritual	1/4 mile x ML	1 hour x ML	382	
Summon Greater Undead	6	10	Ritual	1/4 mile x ML	1 hour x ML	382	
The Great Work	9	13 per	13 x Ritual	30' x ML	Until Released	383	
Call Familiar	2	3	Ritual	-	1 hour min	383	
Summon Small Birds	1	3	Sorcery	1 mile x ML	1/2 hour x ML	384	
Summon Birds of Prey	2	4	Sorcery	1 mile x ML	1/2 hour x ML	384	
Summon Small Animal	1	3	Sorcery	1 mile x ML	1/2 hour x ML	384	
Summon Large Animal	2	4	Sorcery	1 mile x ML	1/2 hour x ML	384	
Speak with the Dead	3	5	Ritual	-	3 questions	384	
Summon Least Spirit	6	9	Ritual	-	60min - 10 min x ML	385	
Summon Imp	4	7	Ritual	-	1/2 day x ML	385	
Summon Lesser Totem	6	10	Ritual	-	1 hour	385	

Spell	MR	Fat	Casting	Rng	Dur	Page	Prerequisite
Summon Greater Spirit	8	13	Ritual	-	1 hour	385	
Summon Greater Totem	10	16	Ritual	-	1 hour	385	
Summon Paragon Spirit	10	15	Ritual	-	1 hour	386	
Transcendental Magick							
Clairaudience	1	3 per	Hex	10' x ML	Concentration	386	
Clairvoyance	1	3 per	Hex	10' x ML	Concentration	387	
Levitation	1	3	Hex	Self	15 seconds x ML	387	
Mind Speak Lesser	1	3	Hex	10' x ML	10 min x ML	387	
Mind Speak Greater	3	5	Hex	1/4 mile x ML	10 min x ML	387	
Move with Mind	1	3 +	Sorcery	5' x ML	15 seconds	387	
Sleep of the Dead	2	4	Sorcery	Self	1 day x ML	387	
Trance	2	3	Sorcery	Self	15 seconds x ML	387	
Deflect Missiles	2	3	Sorcery	Self	15 seconds x ML	388	
Fly	4	7	Hex	Self	6 min x ML	388	
Projected Image	5	8	Sorcery	25 miles x ML	15 seconds x ML	388	
Otherworldly	7	12	Ritual	Self	1 month	388	
Grand Audience	8	13	Sorcery	100 miles x ML	1 min x ML	388	
Crush the Defiant	9	14	Sorcery	5' x ML	15 seconds x ML	388	
Kinship	9	14	Sorcery	5' x ML	15 min x ML	389	
Transmutation Magick							
Armoured Skin of Leather	1	3	Cantrip	Touch	45 seconds x ML	389	
Armoured Skin of Guard	4	6	Hex	Touch	45 seconds x ML	389	
Armoured Skin of Preservation	7	10	Sorcery	Touch	45 seconds x ML	389	
Cool Cloak	2	4	Hex	Touch	15 min x ML	389	
Warm Cloak	2	4	Hex	Touch	15 min x ML	389	
Keen Sight	1	3	Cantrip	Touch	30 min x ML	390	
Keen Hearing	1	3	Cantrip	Touch	30 min x ML	390	
Night Vision Cats Eyes	2	4	Cantrip	Touch	30 min x ML	390	
Night Vision Dark Sight	5	8	Cantrip	Touch	10 min x ML	390	
Far Sight	2	3	Cantrip	Touch	10 min x ML	390	
Breathe Water	3	4	Cantrip	Touch	10 min x ML	390	
Pain	3	5	Sorcery	Touch	1 hour x ML	390	
Calm Pain	3	7	Sorcery	Touch	1 hour x ML	390	
Agony of the Damned	4	6	Hex	Touch	2 min + 15 seconds x ML	391	
Release from Agony	4	7	Hex	Touch	Instant	391	
Shape Shift	4	7 +1 per	Sorcery	Touch	10 min x ML	391	
Speed	4	6	Cantrip	Touch	15 seconds x ML	391	
Slow	3	5	Cantrip	Touch	15 seconds x ML	391	
Journey in Haste	5	9	Sorcery	Touch	24 hours	392	
Circe's Touch	5	9	Sorcery	Touch	24 hours	392	
Wither	6	10	Sorcery	Touch	24 hours	392	
Gaseous Form	6	9	Sorcery	Touch	24 hours	392	
Turn to Stone	6	10	Sorcery	Touch	Spec	392	
Gaze of the Basilisk	7	11	Hex	5' x ML	15 Seconds	393	
Breath of the Basilisk	7	12	Hex	5'	Permanent	393	
Eyes of the Medusa	8	12	Sorcery	5' x ML	Permanent	393	
Grow Aged	9	14	Sorcery	Touch	Permanent	393	
Regenerate	10	16	Ritual	Touch	24 hours	393	
Become Another	10	15 per	3 x Ritual	Touch	3 days	393	
Bloom of Youth	10	Spec	Ritual	Touch	Permanent	394	
Magickal Wards							
Lesser Circle of Protection	Spec	Spec	Cantrip	5' + 1' per ML	3 min x ML	394	
Lesser Wards	Spec	spec	Cantrip	5'	45 seconds + 3 per ML	395	
Circle of Protection	4	7	Cantrip	5' + 1' per ML	3 min x ML	395	
Greater Circle of Protection	9	14	Cantrip	5' + 1' per ML	3 min x ML	395	

Spells

Common Method Spells

Not all spells are specific to a method of Magick, there are three spells that are common to across all the methods and the MRs do not change regardless of the vocation of the mage.

Link

Magick Resistance ..... MR 1
Fatigue Cost..... 2 FP
Casting Time ..... Cantrip
Range..... 10 fee x ML
Duration..... Until Combination spell is cast

Used by mages to cast spells in combination across methods allowing the method of the spells in the link to be masked.

Extend

Magick Resistance ..... MR 3
Fatigue Cost..... Varies
Casting Time ..... Cantrip
Range..... -
Duration..... -

With the expenditure of 5 FP the mage may extend the range by ½ or the Duration by ½ for each 5 FP spent in this way. So for 10 FP a mage might wish to either double the range or duration or both by ½. With an expenditure of 20 FP he could double both the range and the duration.

Prepare Combination

Magick Resistance ..... MR 1
Fatigue Cost..... 2 FP
Casting Time ..... Instant (5 sec)
Range..... 10 fee x ML
Duration..... 2 days x ML

Spells of the same method may be linked using this spell. The final spell is cast with a trigger spell but must begin with this spell. The mage has a limit to the number of spells he may combine, this is equal to his ML x 2. Prepare, link and trigger spells are not counted in the total) If during the duration of the prepare combination he has the capacity and wishes to add another spell to the combination he may do so without activating them. However, once the triggering spell is added this seals the combination allowing no further spells to be added.

Furthermore, the triggering spell must be added at sometime during the duration of the prepared spell otherwise all the spells in the combination have their energy sublimate and return to the universal force all around us.

The educated mage does not waste space in his mind placing these combination spells there but stores them in a device, most often one that is enchanted. Commonly used items are rings, amulets, potions and scrolls. If the mage is pressed and has to use a non enchanted item then the completed spells energy fades after 2 days x ML. Of course only spells that have been fully learned may be used in combinations and the first spell in the combination defines the method used to activate the whole combination.

Some mages write down these combination to be learned as new and unique spells; there are however some limitations and rules that must be observed when learning a combination of spells as a single unique spell.

Calculate the total FP cost for the combined spells, not including the Prepare Combination or Trigger Spell

The FP total is modified depending if the spell deals damage. If the spell's damage is +ML then add 2 points for every three damage. If the spell's damage is x ML then add +4 for every 2 points. e.g. if your combination deals a base damage of 5 + ML + Crit die then modify your FP by +4 (3's into the five round up gives 2, multiply by 2 gives +4 modifier). 5 x ML + Crit Die would give a +8 modifier. (3's into the five round up gives 2, multiply by 4 because it is a x ML damage spell gives a +8 modifier)

Divide this total by 3 round down and this yields the MR of the new spell, but this cannot less than the highest MR of any spell in the combination.

Divide this total by 2 round up and this yields the FP cost of the new spell.

The final step is to determine the casting time of the new unique magicks and this is determined by the number of spells within the combination; as always excluding the Prepare Combination and the trigger spell.

The combination magick is a specific form casting and such combinations of spells cannot be combined with other groupings of spells. In other words, you cannot join together two combination magicks.

No of Spells in Combination	Casting Time of Spell
2	Word of Guard
3-5	Cantrip
6-12	Hex
12+	Sorcery

A sensible mage is always concerned about the FP cost of his spells, he may reduce the FP cost of a combined spell by 10% for each casting time shift he takes on the table. Therefore moving a Word of Guard to a Cantrip would give him a 10% reduction in the FP cost of the new spell. Casting time can be pushed past the table into Ritual casting to further reduce FP by an additional 20%.

This also works if a mage wishes to have his new spell be quicker to cast, reducing the casting time thus increases the FP cost of the new spell by 10% for each shift on the table.

Example:

A Mage wished to increase the casting time of a Cantrip, he first increases the time by one step to a Hex, this would result in a decrease to the FP cost of -10%. If he wished to increase the casting time further by making the spell Sorcery, this is a further step so the FP cost is decreased by a further -10%.

Trigger

Magick Resistance ..... MR 3
Fatigue Cost..... 5 FP
Casting Time ..... Instant (5 sec)
Range..... 100 fee x ML
Duration..... Variable

To set the conditions under which the prepared combination of spells will be discharge requires a trigger spell as below:

Trigger Effect: Spell goes off when trigger is cast

Hold Trigger: The spell goes off at some later point of the mages choosing, he may expend the FP cost required for the combination over this delay period.

Trigger Upon Occurrence: The spell goes off when the condition set by the mage at the time of defining the trigger is met.

Arm/Disarm: This is an useful trigger spell, this allows the mage to temporarily remove and reactivate a trigger set on a combination spell. This might be used to allow safe handling of an item so the combination spell does not activate or allow safe passage through an area of the Mage's allies.

Channelling

Magick Resistance .... MR 3
Fatigue Cost ..... 5 FP
Casting Time..... Hex
Range ..... 1 Person x ML (participant must be within 10 feet of caster)
Duration ..... Until final spell is cast or 1 hour whichever comes first

This spell is used to syphon off Fatigue from another participant in the spell, an amount no greater than ⅓of his con score may be taken; however the cost to the participant is 2 FP in addition to each FP taken. Therefore if 5 FP were taken the participant loses 15 FP. With a critical success and Crit die of 8 - 10 the syphoned FP are taken at 1 additional FP cost to the participant, so in the example above he would have lost 10FP instead.

The casting mage may use the syphoned FP straight away before using any of his own to pay for spell FP costs.

Basic Elemental Magick

Basic magick, introduced in 1977, is a method of taking small, simple elements and welding them together to form sophisticated spells. The spells detailed previously in common spells, Prepare Combination and Trigger are used to accomplish this.

The link spell can be used; however, when linking dissimilar elements such as Fire & Water or Air & Earth then an additional 1 FP is added to the casting cost. Additionally if the spell is designed to do damage and is prepared in combination then use these modifications. Air & Water spells double the total cost before the MR and FP cost are calculated for the learn spell. For Fire & Earth spells add 1 to the MR and 2FP to the cost of the learned spell.

These spells are learned over time through treatments and familiarity with all the nuances of the element being studied. How it flows, how it smells, how it burns, what it does to other elements, it strength, it weakness. It is this in depth study that is reflected in the time spent to reduce the MR of the spell to zero. At this point the mage has obtained the knowledge of that portion of the element and it is considered learned. A mage may learn spells no greater than his MR +2 after modification for mode of magick. These three spells need only be reduced to Zero and counted as learned just once, they then apply to all the other spells of elemental magick.

Common Elemental Control Spells

Detach Element

Magick Resistance .... MR 1
Fatigue Cost ..... 2 FP
Casting Time..... Cantrip
Range ..... -
Duration ..... -

The mage gains knowledge of the command of elements such that he can control them to leave his location; however, without further magick to accelerate their motion they are at the mercy of natural forces such as air drifting on the wind water flowing downhill or fire burning up a tree trunk.

Affix Element

Magick Resistance .... MR 1
Fatigue Cost ..... 2 FP
Casting Time..... Cantrip
Range ..... -
Duration ..... -

The mage has attained such knowledge of the elements that he can control them to be bound to location or object or person. The element will remain in the location even against the natural forces that normal act upon them.

Accelerate Element

Magick Resistance .... MR 2
Fatigue Cost ..... 3+ FP
Casting Time..... Cantrip
Range ..... -
Duration ..... -

This spell determines the motion of a detached element: earth, air, fire and water. The volume affected is whatever the mage is able to command. The speed may be pushed with an increase of +1 ML per FP spent to a max of 4 levels over his current ML

ML	Speed	ML	Speed	ML	Speed
0	Stillness	5	5 mph x ML	10	10 mph x ML
1	1 mph x ML	6	6 mph x ML	+1	11 mph x ML
2	2 mph x ML	7	7 mph x ML	+2	12 mph x ML
3	3 mph x ML	8	8 mph x ML	+3	13 mph x ML
4	4 mph x ML	9	9 mph x ML	+4	14 mph x ML

Table - Basic Element Movement Speeds

A mage may also create missiles from the elements, missiles carry a much greater speed than just moving materials around. Use the caster's ML on the table below to determine the chance of the missile begin dodged by someone, who first sees the missile being cast at him.

ML	Dodge	ML	Dodge	ML	Dodge
0	n/a	5	TSC% -25	10	TSC% -60
1	TSC	6	TSC% -30	+1	TSC% -65
2	TSC% -5	7	TSC% -35	+2	TSC% -70
3	TSC% -10	8	TSC% -40	+3	TSC% -75
4	TSC% -20	9	TSC% -45	+4	TSC% -80

Table - Basic Elemental Missile Speeds

Slow Element

Magick Resistance .... MR 2
Fatigue Cost ..... 4 FP
Casting Time..... Cantrip
Range ..... -
Duration ..... -

As the educated mage would understand, this is the opposite of the Accelerate spell and works to slow the speed of movement of an element and uses the same tables above to determine speed. The dodge modifiers in the missile table become bonuses to dodge the missile.

Example:

A Mage of ML 7 has cast the Basic Magick - Fire spell Fireball. This would give a negative modifier to dodge of 35%. His opponent is a Mage of ML 4 who casts Slow this would reduce the penalty to 35 – 20 = 15%. If the defending Mage was of ML 7 or higher and was able to target the Slow spell, he would slow the missile to a standstill.

Element Magick Counter-Spells

As with all finely balanced things, say a tower of playing cards, it is easier to knock them down that it is to build them up. So it is with magick, the greater the effect that has been wrought the easier it is to knock it down. Part of the knowledge acquired when spending the time to learn spells is how to counter such spells.

Dispel Element

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Casting Time..... Cantrip
Range ..... -
Duration ..... -

Let us say that a mage adept in Air Magick has wrought upon you a spell that creates Mist & Fog to dispel would consist of Command Air + Dispel as a Cantrip.

A dispel contests the skill of an acting mage against the skill of a defending mage, in a duel of sorcery. If the defender is successful with his defensive cast of dispel subtract his PSF% from the caster's TSC%. This is the new Total Success Chance (TSC) % and if the attacker fails then the intricate web of gestures and mantras, the manipulation of the flow of the universal forces in the spell was disrupted.

Any non instantaneous spell can have a dispel cast against it at any time and force a recheck of the spell's success. If the spell being dispelled fails then whatever effects it had, will sublimate into the aether and disperse. The Crit Die of the attack determines how fast the reduction of effect is. Once a dispel has been cast and failed to affect a spell, then it cannot be attempted again. There is a backlash from the universe if the dispel fails causing the caster to spend ½ the total FP that the mage of the acting spell expended.

Basic Elemental Magick Air

This is a method of magick that is entwined with the element of air, its manipulation, it form and function, its powers and weakness. A mage that has studied the form of Air is able to manipulates gaseous materials control the weather; by combining control spells many effects can be achieved.

Create or Command Air

Magick Resistance .... MR 2
Fatigue Cost ..... 3 FP
Casting Time..... Cantrip
Range ..... -
Duration ..... -

With this spell a mage can manipulate the air around him that exist already or force the universe to create more. The volumes of air that can be manipulated are in the table below, forcing the universe into creating air reduces the amount of volume.

ML	Commanding Air Quantity Commanded			Creating Air Quantity Created		
	Radius	Height	Volume	Radius	Height	Volume
1	0.25 miles	0.25 miles	0.049 miles^3	10 feet	10 feet	3,140 feet^3
2	0.5 miles	0.5 miles	0.392 miles^3	20 feet	20 feet	25,120 feet^3
3	0.75 miles	0.75 miles	1.323 miles^3	30 feet	30 feet	84,780 feet^3
4	1 mile	1 mile	2.816 miles^3	40 feet	40 feet	200,960 feet^3
5	1.25 miles	1 mile	4.9 miles^3	50 feet	50 feet	392,500 feet^3
6	1.5 miles	1 mile	7.056 miles^3	60 feet	60 feet	678,240 feet^3
7	1.75 miles	1 mile	9.604 miles^3	70 feet	70 feet	1,077,020 feet^3
8	2 miles	1.25 miles	15.68 miles^3	80 feet	80 feet	1,607,680 feet^3
9	2.25 miles	1.25 miles	19.6 miles^3	90 feet	90 feet	2,289,060 feet^3
10	2.5 miles	1.25 miles	24.5 miles^3	100 feet	100 feet	3,140,000 feet^3

Table - Air Quantity

Remove Air

Magick Resistance .... MR 2
Fatigue Cost ..... 2+ FP
Casting Time..... Hex
Range ..... 100 feet x ML
Duration ..... 15 seconds x Volume Level

The air that is around the mage naturally can be removed using this spell with a cost of an extra 1 FP per level of volume past level 1. Removing air will cause a steady flow of air towards the area of removed air, a breeze. An amount of air can be removed that is equal to the mages ML -1. Natural fires, such as torches, kitchen fires, bonfires etc. require air to burn, by removing their source of air a mage can snuff them out. He could affect fire up the size shown in the table:-

ML	Size of Fire	ML	Size of Fire
1	Candle	6	15 feet radius (15 min)
2	Torch, unshielded lantern/lamp	7	20 feet radius (20 min)
3	Campfire (3 min)	8	25 feet radius (25 min)
4	5 feet radius (5 min)	9	35 feet radius (30 min)
5	10 feet radius (10 min)	10	50 feet radius (35 min)

Table - Remove Air Effect on Fire

Concentrate Air

Magick Resistance .... MR 3
Fatigue Cost ..... 3+ FP + 2FP per level
Casting Time..... Sorcery
Range ..... 20 feet x ML
Duration ..... I minute x Volume Level

By concentrating the air into a smaller volume this spell increases the density of air in an area. It must be cast for each volume of reduction, do a five times reduction would require five castings as one spell in a sorcery. To find out the reduced amount of air refer to the Quantity Created in **Table Air Quantity**. For reductions below ML 1 use T**able – Air Quantity** ML less than 1. A great tool in elemental magick, concentrate has the following other effects

Sound: by the fine control of compression and release of air density sounds such as a whisper, creak, or even thunder can be conjured. Such effects cost an additional 1 - 3 FP at the GM fiat depending upon the effect requested by the player of the mage character.

Intensify Fire: For each level of concentrated air the fire grows by one level.

ML	Creating Air Quantity Created		
	Radius	Height	Volume
-1	7.9 feet	7.9 feet	1,570 feet^3
-2	4.8 feet	4.8 feet	350 feet^3
-3	4 feet	4 feet	196 feet^3
-4	3.4 feet	3.4 feet	125.6 feet^3
-5	3 feet	3 feet	87 feet^3

Table - Air Quantity ML <1

Diffuse Air

Magick Resistance .... MR 2
Fatigue Cost ..... 3+ FP
Casting Time..... Sorcery
Range..... 20 feet x ML
Duration..... 5 seconds x Volume Level

By spreading out and thinning the air this spell increases the volume +1 to a maximum of +5 volume levels. To find the increased amount of air refer to the quantity created column in **Table - Air Quantity** and for increased above ML 10 use **Table - Air Quantity** ML above 10.

	Creating Air Quantity Created		
ML	Radius	Height	Volume
+1	110 feet	110 feet	4,179,340 feet^3
+2	120 feet	120 feet	5,425,920 feet^3
+3	130 feet	130 feet	6,898,580 feet^3
+4	140 feet	140 feet	8,616,160 feet^3
+5	150 feet	150 feet	10,597,500 feet

Table - Air Quantity ML >10

Example:

A Magus of ML 10 casts Creates Air and obtains a quantity of 100 feet radius and 100 feet in height. He can expand the volume by +5 Levels to ML 10 + 5 = ML 15. This means he has created a quantity of air of radium 150 feet and height 150 feet. This thinning of the Air results in drop in air pressure of 3,140,000 / 10,597,500 = 0.296 (divide lower volume by higher).

Warm/Cool Air

Magick Resistance .... MR 1
Fatigue Cost ..... 2 FP
Casting Time..... Sorcery
Range..... 100 feet x ML
Duration..... 1 minute per 3^O

With a maximum of +/- 3°C x ML (+/- 6 F x ML) this spell is able to increase or decrease the air temperature. The area of coverage for this spell can be found on **table - Air Quantity**. Initial change and dew point of precipitation is left up to GM fiat. Wind, normal or of magick construction produce a temperature of -4° C -7°F and the wind chill factor decreases the temperature by -1° C -2°Fx mph of wind.

Puff

Magick Resistance .... MR 2
Fatigue Cost ..... 4 FP
Casting Time..... Cantrip
Range..... 10 feet x ML
Duration..... Instant Effect

Used to create a thin beam of air strong enough to extinguish a candle, torch or uncovered lantern; even knock over small, light items such as a page or some cloth. This is a combination spell of Command Air (1 volume + 3 FP) Detach (2 FP) Accelerate (3 FP) = 8 FP

Airwall

Magick Resistance .... MR 4
Fatigue Cost ..... 5 FP + 1 x Volume
Casting Time..... Sorcery
Range..... 10 feet x ML
Duration..... 3 minutes x ML

As the spell name indicates this spell creates a wall of roiling air that can stop movement and deflect missiles, it covers dimensions within the caster's volume limits.

ML	Wall	Volume	ML	Wall	Volume
1	10 x 10 x 10 feet	1,000 feet^3	6	10 x 10 x 60 feet	6,000 feet^3
2	10 x 10 x 20 feet	2,000 feet^3	7	10 x 10 x 70 feet	7,000 feet^3
3	10 x 10 x 30 feet	3,000 feet^3	8	10 x 10 x 80 feet	8,000 feet^3
4	10 x 10 x 40 feet	4,000 feet^3	9	10 x 10 x 90 feet	9,000 feet^3
5	10 x 10 x 50 feet	5,000 feet^3	10	10 x 10 x 100 feet	10,000 feet

Table - Airwall Size

Other effects include:

- **Moving Wall**: combined with Detach and Accelerate it creates a wall of roiling air that moves at 1mph x ML up to a max of 5mph. (+3FP)
- **Missile Deflection:** Gives a -5% to attacker TSC%^ for every 5 feet thickness of the airwall
- **Flame Deflection:** A flame is blow 5 feet every 15 second to a max distance of 10 feet x ML
- **Fire Spell Deflection:** Basic Magick Fire spells cast receive a -3% penalty to TSC% for every 5 feet of Airwall thickness.
- **Movement Hindrance:** The Airwall resists movement causing a STR AR - Caster's PSF% test. Also while inside the airwall they have ½ AP move allowance. Furthermore any dodge rolls inside the airwall fail on a Crit Die 01-04

This spell is a combination spell of Command Air (3FP) Accelerate (3FP) Concentrate (5FP) = 11 FP, this is reduced as the cantrip is cast as a sorcery.

Airbolt

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Casting Time..... Cantrip
Range ..... 25feet x ML
Duration ..... Instantaneous Effect

The speed of the Airbolt causes a loud noise like the report of a rifle and can distract or scare people. The spell creates a focused stream of air with sufficient force to deliver a Bash. The Bash Weight of the spell is Caster's Weight + (50lbs x ML).

- **Below Bash weight of Spell**
  Knocked to the ground
- **Up to Twice Bash Weight**
  Pushed back 10 feet + Crit Die
- **Up to Three times Bash Weight**
  Pushed Back 10 feet
- **Up to Four Times Bash Weight**
  Stopped in their tracks

3 Points of Crushing damage can occur if a target is pushed and ends the pushed movement by coming into contact with a solid object. On a roll of 10 on the Crit Die this damage increases to 10 points of crushing damage. If the solid object is another creature they may try to doge to avoid being Bashed themselves.

This spell is a combination of Command Air (3FP) Concentrate (5FP) Detach (2FP) Accelerate Missile (3FP) = 13 FP

Air Beam

Magick Resistance .... MR 4
Fatigue Cost ..... 6+ FP
Casting Time..... Hex
Range ..... 50 feet x ML
Duration ..... Instantaneous Effect

The beam of air created by this spell is dense and high pressure, it can be directed at one target per 2 ML with a +1 cost increase in FP per additional target. Other effects are the same as the spell Airbolt.

This is a combination spell of Command Air (3FP) Concentrate (5FP) Detach (2FP) Accelerate Missile (3FP) = 13 FP, the FP cost is reduced as the cantrip is cast as a Hex.

Air Ram

Magick Resistance .... MR 7
Fatigue Cost ..... 9 FP
Casting Time..... Sorcery
Range ..... 25 feet x ML
Duration ..... Instantaneous Effect

A battering ram is created from a dense column of air and give an automatic bash on target that are under 50lbs x Caster's ML. The Bash weight of the ram is Caster's (MLx500lbs) +50lbs per speed level gained from the Accelerate spell. Being hit with the ram will cause damage equal to (3 x ML) + Crit Die of crushing damage with +1 to the Crit Die per 1,000lbs of bash weight. (10 on the Crit Die inflicts +10 damage on target under 10,000lbs). Those hit and bashed are sent flying 10 feet x ML and are also Stunned for 1 x ML action phases.

The air ram is invisible and so can't be dodged; however those who are able to witness a bashed victim can dodge so that they get a grazing strike for no bash and ½ damage. The spell can be used to turn inanimate object into missiles.

The spell is a combination of Create Air (3 volumes and 9 FP) Concentrate (5 FP) Detach (2FP) Accelerate Missile (3 FP) = 19 FP. The damage adds another 4 FP for a total of 22 FP, the casting time of Sorcery instead of Cantrip reduces the cost.

Mist & Fog

Magick Resistance .... MR 2
Fatigue Cost ..... 3 P + mist cost
Casting Time..... Hex
Range..... 500 feet x ML
Duration..... 10 minutes x ML

By lowering the ambient temperature this spell causes a sufficient decrease in the dew point to create mist and fog. However, there must be enough humidity to form the mist, inadequate humidity levels triple the FP cost of the spell.

This is a combination spell of Command Air (3FP) Cool (2FP) = 5 FP a further fatigue point cost is added for the density of the fog or mist as per table - Mist & Fog Range

	+3 FP	+4 FP	+5 FP	+6 FP	+8 FP
ML	Lt Mist	Mist	Fog	Dense Fog	Pea Soup
1	660 '	440 '	220 '	110 ft	55 '
2	1,320 '	880 '	440 '	220 '	110 '
3	1,980 '	1,320 '	660 '	330 '	165 '
4	2,640 '	1,760 '	880 '	440 '	220 '
5	3,300 '	2,200 '	1,100 '	550 '	275 '
6	3,960 '	2,640 '	1,320 '	660 '	330 '
7	4,620 '	3,080 '	1,540 '	770 '	385 '
8	5,280 '	3,520 '	1,760 '	880 '	440 '
9	5,940 '	3,960 '	1,980 '	990 '	495 '
10	6,600 '	4,400 '	2,200 '	1,100 '	550 '

Table - Mist & Fog Ranges

	Modifiers to TSC% when			
Type	Max	Sighting	Missile	Casting
Lt Mist	300 '	-5% per 30 '	-7% per 30 '	-7% per 30 '
Mist	200 '	-5% per 20 '	-7% per 20 '	-7% per 30 '
Fog	100 '	-7% per 10 '	-10% per 10 '	-10% per 10 '
Dense Fog	50 '	-7% per 5 '	-10% per 5 '	-10% per 5 '
Pea Soup	10 '	-30% per 5 '	-30% per 5 '	-30% per 5 '

Table - Mist & Fog Visibility

As with any mist or foggy weather, the visibility is reduced, this reduction is shown of table 7.10 Mist & Fog Visibility. Giving the maximum range of sight and the modifiers to TSC% for perception, range of missile fire or spells.

There is also the option to move the Mist & Fog in a drift as if caught in a light breeze at the cost of 5 FP plus the cost for the type of mist. This is based on a combination of Command Air (3 FP) Cool (2FP) Detach (2 FP) Accelerate (3 FP) = 10 FP. The speed of the breeze cannot be greater than 5mph or it will affect the mist and begin to dissipate it faster than would otherwise occur. Between 5-10 mph the mist will dissipate in 5 minutes x ML, at 11-15 mph dissipation becomes 3 minutes x ML and over 15mph the mist dissipates in 1 minute x ML. To go above 5mph costs an additional +2 FP.

To cause a static bank of Mist or Fog the mage may add Affix as part of the combination at the additional cost of 1 FP

Clouds & Rain

Magick Resistance .....MR 2
Fatigue Cost .....See Below
Casting Time..... Ritual (1 minute)
Range.....Sight
Duration.....15 minutes x ML

Affecting the dew point but at the upper levels of altitude this spell causes the condensation of water vapour as long as there is sufficient humidity to form clouds; if there are insufficient levels of humidity then FP costs are tripled.

Based on a combination of Command Air (3 FP) Cool (2 FP) = 5 FP.

The clouds that are created will drift on the prevailing winds; however, by using the detach and accelerate spells in the combination a mage is able to direct their movements with his will anywhere he can see. Using the Affix spell in the combination forces the clouds to remain stationary even in a strong wind. Table - Clouds & Rain on the next page shows the cost in FP and the level of cloud cover that can be manipulated.

Cloud Cover	FP Cost	Cloud Cover	FP Cost	10/10 Cloud Cover with	FP Cost
1/10	2	6/10	7	Drizzle: 1/16" per hr.	14
2/10	3	7/10	8	Light Rain: ⅛" per hr.	17
3/10	4	8/10	9	Rain: ¼" per hr.	20
4/10	5	9/10	10	Heavy Rain: ½" per hr.	23
5/10	6	10/10	11	Downpour: 1" per hr.	26

Table - Clouds & Rain

Dust Devils

Magick Resistance .... MR 4
Fatigue Cost ..... 5 FP
Casting Time..... Sorcery
Range ..... 100 feet x ML
Duration ..... 1 minutes x ML

With this spell a mage can conjure a compact cloud of whirling dust 20 feet in diameter, he can summon one additional dust devil per 2 ML at an additional cost of +2 FP each. This requires a wind speed of at least 50mph. The mage controls the movements of the Dust Devil and may shift its location anywhere within his range. Creatures caught in a Dust Devil have their sight reduced to a few feet and all PSF% in vision dependant skills are lost. Animals inside will become panicked and unable to be bought to heel. Objects of light weight will be picked up and tossed in random directions and distance. Even after leaving a Dust Devil it will impede eyesight as dust clogs up eyes and nose, for a timespan of 15 seconds x Crit Die. This will result in a =3% x Crit Die penalty to TSC% of any sight based skills.

This spell is based on a combination of Command Air (3 FP) Detach (3 FP) Accelerate (3 FP) plus the spell Link and Create Dust (3FP) = 11 FP this cantrip is cast as a Sorcery reducing the FP cost.

Tornado

Magick Resistance ..... MR 10
Fatigue Cost ..... 9 FP
Casting Time..... Ritual (21 Minutes)
Range ..... 250 feet x ML
Duration ..... 5 minutes x ML

With this spell a mage creates a huge funnel of cloud that causes tremendous devastation and preparation for this ritual is extensive. First a downpour must be created that yields at least 1 inch per hour and storm force winds of at least 50mph. These are from a spell combination of Command Air (3 FP) Clouds & Rain - Downpour (26 FP) Detach (2FP) Accelerate (3 FP) = 34 FP this cantrip is cast as a Ritual that reduces the FP cost.

The funnel affects an area of 100 feet around its base centre and move at random 10mph +1D10 mph (that is roughly 200 feet ever 15 seconds) Checks on the table - Tornado Movement should be made every 3 minutes to see what the tornado does next.

Most structure in the area of the tornado are torn apart by winds over 300mph and even substantial stone building and fortifications will take damage. If the tornado is at sea or a substantial body of water then it creates a waterspout, able to smash ships into kindling and sink them immediately. It is of course impossible to dodge a tornado, being caught inside has a 20% chance of survival, even then they are battered to half to death.

1D10	Result
01 - 02	Tornado moves north.
03 - 04	Tornado moves east.
05 - 06	Tornado moves south.
07 - 08	Tornado moves west.
09	Tornado remains stationary.
10	Tornado jumps one mile. Roll again for direction and if 09 - 10 is rolled direction is at Gamemaster's discretion.

Table - Tornado Movement

Lightning Effects

Electrical discharges from lightning are some of nature's most powerful effects; however, why should the cunning wizard leave nature to have all the fun. Even the mighty armour of the knights with all its metal links and plates does nothing to stop the effects. Even the most powerful of supernatural beings take heed when lightning is being thrown around as they are just as vulnerable. The cost of summoning such godly powers from nature is double the command, detach and accelerate spells. Fatigue costs for the damage however remain the same.

- In wet condition that can conduct the lightning effects and ground the victim of the attack, the spell does double damage.
- Conductive metal armour of course provides no protection against the damage of lightning.
- An additional 2 x ML of damage is dealt against spirits, undead and similar entities.
- To dodge such an effect a creature must be over 30 feet away and have seen the spell cast, however a ward spell will still have a chance to turn the strike.
- A dart missile of lightning can have its damage negated by a successful dodge; however, a lightning bolt has too great an area of effect to be dodge fully and a successful dodge only halves is effects.

Lightning Dart

Magick Resistance .... MR 4
Fatigue Cost ..... 6 FP
Casting Time..... Cantrip
Range ..... 35 fee x ML
Duration ..... Instantaneous effect

The caster holds out his and with his fingers splayed and pulses of lightning spring from them like white darts of light. One dart per 2 ML may be created and each dart is cast at the same time but aimed separately; either the same or separate targets. The darts do damage when they hit 6+1D10 points of energy; however, on a successful Crit Die 10 the dart does 27 points of energy damage (as well as stunning him for 2d10 action phases on a failed CON AR). This is combination of Create Air (2FP) Detach (2FP) Accelerate Missile (3FP) = 7 FP additionally the damage caused increases this by 4 FP giving a grand total cost of 11 FP.

The spell must be boosted by using multiple accelerate spells to reduce the targets ability to dodge.

Lightning Bolt

Magick Resistance .... MR 6
Fatigue Cost ..... 8 FP
Casting Time..... Hex
Range ..... 100 feet x ML
Duration ..... Instantaneous effect

Anyone in the spell's target area of 20 feet in diameter suffers 3 x ML + crit Die energy damage; however a success and Crit Die in the range of 5-8 increases the damage to 4 x ML +13 energy damage. A critical success with Crit Die of 9-10 inflicts 5 x ML +21 points of energy damage also stunning the target 1 x Crit Die action phases on a failed CON AR. A Crit Die of 7-10 sets fire to inflammable materials and causes significant damage to wooden object such as trees, houses etc.

This is a combination of Create Air - 3 volumes (6 FP) Detach (2 FP) Accelerate Missile x 2 (6 FP) = 14 FP. The damage caused increases the FP Cost by 4 FP to give a grand total cost of 18 FP This is reduced by casting the cantrip as a Hex.

Thunderbolt

Magick Resistance .... MR 9
Fatigue Cost ..... 11 FP
Casting Time..... Sorcery
Range ..... 250 fee x ML
Duration ..... Instantaneous effect

In nature thunderbolts occur when there is an especially heavy downpour. In a storm a mage can direct one thunderbolt at a target in line of sight and within range. The point of origin for this spell, instead of being from the mage's position, is from above and targets an area 50 feet in diameter. This spell can not be dodged. In clear weather the resistance on the mage from the universe is stronger and the cost to cast the spell is higher 24 FP as thunderbolts do not exist in nature in clear skies. This extra cost comes from the inclusion of a Cloud and Rain spell.

A thunderbolt is an incredibly destructive force, even castles suffer significant damage Crit Die 8-10 and wooden structures are severely damages with fires on a Crit Die 5-10 leaving craters on the ground where they strike.

This is a combination of Create Air - 3 volumes (6 FP) detach (2FP) Accelerate Missile x 5 (15 FP) = 23 FP with an additional 4 FP for the damage caused by the spell giving a grand total of 27 FP. As this cantrip is cast as a Sorcery the FP totals have been reduced.

Crit Die	Energy damage suffered:
01 - 04	3 x ML + Crit Die damage
05 - 08	4 x ML + 13 damage and the victim is stunned for 1D10 Action Phases if he fails his CON AR.
09 - 10	5 x ML + 21 damage and the victim is stunned for 2D10 Action Phases if he fails his CON AR

Table - Thunderbolt Damage

Basic Elemental Magick Earth

Rock, dust even gemstones come under the Magickal control of these spells, manipulating them in a plethora of ways. As with most elemental magick it power comes from casting smaller parts in a combination.

Create or Command Earth

Magick Resistance .... MR 2
Fatigue Cost ..... 3+ FP
Casting Time..... Cantrip
Range ..... -
Duration ..... Permanent

In Create Earth form may be used to manipulate the existing earth materials into different shapes and forms or create these by condensing Magickal forces into solid matter. Since this is not as cost effective and counter to the universal forces mages work against the volumes that can be created are smaller. As shown in table - Create Earth Quantities.

Earth quantities are permanent unless a dispel condition was placed in the combination.

Command earth allows a mage control over larger quantities of existing materials with increased time required to shape materials if the volume exceeds his Create Earth limits. Table - Command Earth Quantities shows the max amount a mage can command given his ML

It is easy from this to see how a mage of great power could move mountains if he decided to spend the considerable time and effort. Create or Command earth fatigue costs are variable, cumulative and alter depending on what the mage wishes to achieve. i.e to command earth (gravel) costs 3 FP for Dust plus 1 FP for Sand and a further 2 FP for Gravel for a grand total of 6 FP. If lower volumes are created then reduce FP costs by 1 for each volume level lower. That the Mage Current ML

Example:

A Mage of ML 3 can command 8,775 lbs of material but is only able to create 3,925 lbs. His Magickal Working Factor (MWF) will be (8,775 lbs / 3,925 lbs) x 13 = 2.23 x 13 = 28.99 = 29 (rounded up).

Remove Earth

Magick Resistance .... MR 2
Fatigue Cost ..... 3 FP
Casting Time..... Ritual (1 minute)
Range ..... 10 feet x ML / Density Level
Duration ..... 30 seconds x Density Level

Use table Create Earth Quantities to find the maximum amount of earth that can be removed from the desired area, less amounts can be used as desired. Considerable amount of time is taken to remove material due to its mass and density.

Example:

If the Magus were laying down a Magickal wall of rock using the Basic Magick – Earth spell Wall. Normally 100 feet3 of wall is laid down per 15 second round. However, since the Magus is working over his Create Earth weight limit it will take him 29 phases to lay down 100 feet3 of wall, i.e. 29 x 15 seconds – 7 ¼ minutes.

ML	Weight	3 FP	+1 FP	+2 FP	+2 FP	+2 FP	+7 FP	+13 FP	+21 FP
		Dust	Sand/ Dirt	Gravel	Porous Rock	Dense Rock	Metal Ores[1]	Noble Metals & SP Gems[1]	Precious Metals & Gem Ores[1]
1	325 bs	10 ft³	5 ft³	3 ft³	1 ft³	1 ft³	1 ft³	1 ft³	1 ft³
2	1,300 lbs	40 ft³	20 ft³	10 ft³	5 ft³	4 ft³	4 ft³	4 ft³	4 ft³
3	2,925 lbs	90 ft³	45 ft³	22 ft³	11 ft³	9 ft³	9 ft³	9 ft³	9 ft³
4	5,200 lbs	160 ft³	80 ft³	40 ft³	20 ft³	16 ft³	16 ft³	16 ft³	16 ft³
5	8,125 lbs	250 ft³	125 ft³	68 ft³	34 ft³	25 ft³	25 ft³	25 ft³	25 ft³
6	11,700 lbs	360 ft³	180 ft³	90 ft³	45 ft³	36 ft³	36 ft³	36 ft³	36 ft³
7	15,925 lbs	490 ft³	245 ft³	123 ft³	61 ft³	49 ft³	49 ft³	49 ft³	49 ft³
8	20,800 lbs	640 ft³	320 ft³	160 ft³	80 ft³	64 ft³	64 ft³	64 ft³	64 ft³
9	26,325 lbs	810 ft³	405 ft³	203 ft³	101 ft³	81 ft³	81 ft³	81 ft³	81 ft³
10	32,500 lbs	1,000 ft³	500 ft³	250 ft³	125 ft³	100 ft³	100 ft³	100 ft³	100 ft³

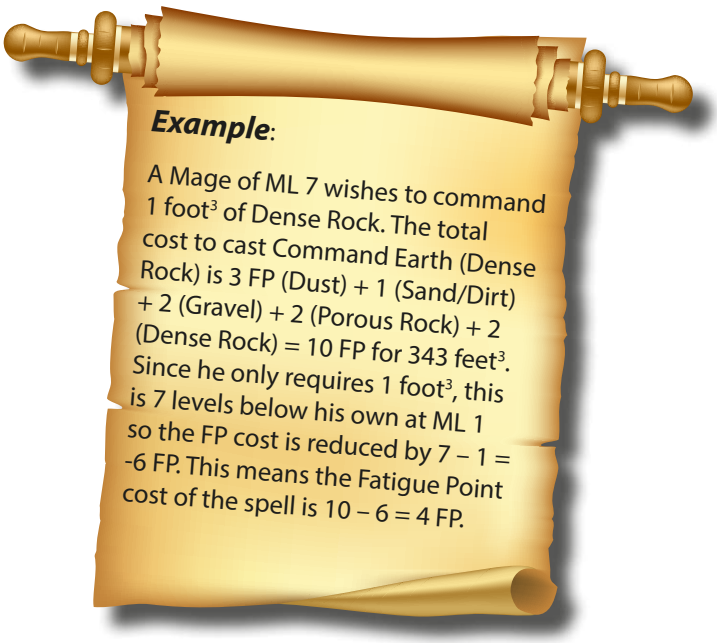
[1]The Magus can modify Create Earth (Dense Rock) into Create Earth (Ore) by paying the cumulative cost of 17+ FP, a hefty price for a relatively small quantity of material that might hold something valuable. Note how many pounds of ore one need in Command Earth to have the possibility of a few carats of semi-precious gems or metals. The quantities found within the ore stated can be found in Table - Command Earth - Quantities. Better to leave to prospectors to find such ores, but the talent of creating them has, nonetheless, been the subject of Arcane investigation for its own sake. Many of the insights needed to make such breakthroughs have come from Alchemy.

Table - Create Earth Quantities

ML	Weight	3 FP	+1 FP	+2 FP	+2 FP	+2 FP	+3 FP	+7 FP	+13 FP	+3 FP	+7 FP	+13 FP	+21 FP
		Dust	Sand/Dirt	Gravel	Porous Rock	Dense Rock	Base Metal[1]	Higher Metal[1]	Noble Metal[1]	SP Gem I[1]	SP Gem II[1]	Precious Gem[1]	Gem of Power[1]
1	325 lbs	10 ft³	5 ft³	3 ft³	1 ft³	1 ft³	3 lbs	2 lbs	-	-	-	-	-
2	2,600 lbs	80 ft³	40 ft³	20 ft³	10 ft³	8 ft³	24 lbs	12 lbs	-	2 ct	-	-	-
3	8,775 lbs	270 ft³	135 ft³	67.5 ft³	34 ft³	27 ft³	81 lbs	14 lbs	0.81 oz	7 ct	2 ct	-	-
4	20,800 lbs	640 ft³	320 ft³	160 ft³	80 ft³	64 ft³	192 lbs	32 lbs	2.56 oz	16 ct	5 ct	2 ct	-
5	40,625 lbs	1,250 ft³	625 ft³	313 ft³	156 ft³	125 ft³	375 lbs	62 lbs	6.25 oz	31 ct	9 ct	4 ct	2 ct
6	70,200 lbs	2,160 ft³	1,080 ft³	540 ft³	270 ft³	216 ft³	648 lbs	108 lbs	10.8 oz	54 ct	16 ct	6 ct	3 ct
7	111,475 lbs	3,430 ft³	1,715 ft³	858 ft³	429 ft³	343 ft³	1,029 lbs	149 lbs	24 oz	86 ct	25 ct	10 ct	5 ct
8	166,400 lbs	5,120 ft³	2,560 ft³	1,280 ft³	640 ft³	512 ft³	1,535 lbs	768 lbs	41 oz	128 ct	37 ct	15 ct	8 ct
9	236,925 lbs	7,290 ft³	3,645 ft³	3,645 ft³	1,823 ft³	729 ft³	2,187 lbs	1,094 lbs	65 oz	182 ct	53 ct	21 ct	11 ct
10	325,000 lbs	10,000 ft³	5,000 ft³	2,500 ft³	1,250 ft³	1,000 ft³	3,000 lbs	1,500 lbs	100 oz	250 ct	73 ct	30 ct	15 ct

[1]Mined from natural ores. FP costs are cumulative and begin with Dense Rock, the standard ore material.

Table - Command Earth Quantities



Concentrate Earth

Magick Resistance .... MR 2
Fatigue Cost ..... 3 FP +3 FP per density level
Casting Time..... Ritual (1 minute) x Density Level
Range ..... 10 feet x ML
Duration ..... 20 Minutes x Density Level / ML

The very makeup of the material is altered with this spell causing it to become denser and thus lose volume in the process. This spell may be used multiple time in one spell casting. Use appropriate tables depending upon your create and command options and identify the volume / weight reduction for the density levels.

Diffuse Earth

Magick Resistance .... MR 2
Fatigue Cost ..... 5 FP
Casting Time..... Ritual (1 minute) x Density Level
Range ..... 10 feet x ML
Duration ..... 20 Minutes x Density Level / ML

This spell causes material to expand in volume while decreasing the density of the earth being manipulated. Multiples of this may be cast within one spell. Use the appropriate tables to determine expansion in volume for the density levels.

Warm / Cool Earth

Magick Resistance .... MR 2
Fatigue Cost ..... 4 FP per increase
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... See below

Using this spell a mage alters the temperature of earth by +/- 1 degree C (+/-2°F) or +/- 3 degrees C (+/- 6°F) for Gravel/Rock. A mage can make a number of changes equal to his ML with each alteration costing 4 FP. Volumes that can be altered in this way are taken from table 7.15 Command Earth Quantities for the mages current ML. When affecting smaller volumes than his max adjust the temperature + or - equal to the caster max volume divided by the volume to be affected. Increase in temperature is incremental to the amount of material to be heated or cooled. As the volume decreases so the level of the incremental step increases.

Melting Points

These are different depending upon the mineral being affected; however, we can assume 600° C (1100°F) will turn most rocky materials into a molten larva state.

Duration

The temperature alteration will last for a period equal to the Temp x 5 seconds. However, this is a Magickal effect and the temperature of the material does not cool/warm slowly full alteration is kept until the duration of the spell ends; at which point the temp returns to normal immediately.

Damage

The spell does damage equal to 1 point of energy for every block of 5 degrees C (9°Fover boiling point (100° C 212°F) per 5 seconds. So, subtract 100° C from the temp and x by 0.2 (or subtract 212 and divide by 9)

Further Example:

A Magus of ML 9 can command an amount of 729 feet³ of dense rock. He heats up the surface of a narrow stone bridge which is 3 feet wide, 30 feet long and 1 foot thick giving a volume of 3 x 30 x 1 = 90 feet³. To calculate the increase in temperature divide 729 feet³ by 90 feet³ = 8.1, this is multiplied by x 3 (the standard increase in temperature of rock for one increment step) = 24.3° C. Therefore, the cost of heating the bridge by 24.3° C is 4 FP (one increment step increase in temperature). Suppose the walk is at 95° C to start with, it being a very hot sunny day. He expends 5 FP to Command Porous Rock (to accept the change in its temperature) and 24 FP heating up the walk (6 increment steps, 4 FP each), therefore the bridge is now at 95 + (6 x 24.3) = 240.8° C. That is enough to set paper aflame on contact. The duration of the increased temperature will be 240.8 x 5 seconds = 1,204 seconds or 20.07 minutes. The bridge surface inflicts (240.8 - 100) x 0.2 = 28 points of Energy damage per 5 seconds on anyone who insists on crossing it! If a person steps onto such a surface, he may try to Dodge backward off the surface to avoid injury.

Puff of Dust

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Casting Time..... Cantrrip
Range ..... 10 feet x ML
Duration ..... Instantaneous

With the point of a finger or focus instrument a thin stream of dust issues forth and a covering of dust blows onto the surrounding area that could snuff out a candle, a torch or an uncovered lantern, or flip a page of a book. Anyone who gets the dust in their eyes from the stream is partially blinded for 3 Action Phases and have any of their visual dependant skill reduced to one fifth of their TSC% the dust is followed by a 1,000 foot^3 cloud of dust filling a volume equal to 10 feet on a side and takes 1D10 minutes to settle. Those within the dust cloud that comes after the stream halve their TSC% of visually dependant skills.

This is based on a combination of Command Dust (3 FP) Link and Puff (4 FP) Detach (2 FP) accelerate (3 FP) for a total cost of 12 FP. It is a Hex spell cast as a cantrip so the FP are increased by 10% round up, = 14 FP.

Sand Blast

Magick Resistance .... MR 5
Fatigue Cost ..... 8 FP plus 1 FP per extra Target
Casting Time..... Cantrip
Range ..... 50 feet x ML
Duration ..... Instantaneous Effect

With the point of a finger or focus instrument the mage produces a stream of sand that can be beamed over 1 target for every 2 points of ML the mage has. The sand causes slashing damage of 3 + caster's ML. Armour provide protection be reducing this damage by half. A hit to the eyes blinds the target for 1D10 action phases, though on a Crit Die 10 the target takes 7 + ML slashing damage and has a 7% x ML of caster of being blinded permanently.

Based on the combination of Create Sand (4 FP) Link + Air Beam (5 FP) detach (2 FP) Accelerate Missile (3 FP) for a total of 14 FP, a further 2 FP is added for the damage giving a grand total of 16 FP.

Shower of Stones

Magick Resistance .... MR 2
Fatigue Cost ..... 3 FP +3 FP per density level
Casting Time..... Ritual (1 minute) x Density Level
Range ..... 10 feet x ML
Duration ..... 20 Minutes x Density Level / ML

A rain of stone falls in a 10 foot circle within range, anyone in the circle is a target of the stones and they take 3 + Crit Die of crushing damage, on a Crit Die of 10 they take 15 crushing damage each. If targeting a specific individual in the area they take 7 + Crit Die of crushing damage, or 27 points if the Crit Die is a 10.

This is based on the combination of Create Gravel (5 FP) command Gravel for form shower (6 FP) Detach (2 FP) Accelerate Missile (3 FP) for a total of 17 FP, an additional 3 FP is added for the damage giving 20 FP however, this a cantrip cast as a Hex and so the cost is reduced.

Scorpion's Strike

Magick Resistance .... MR 10
Fatigue Cost ..... 15 FP
Casting Time..... Sorcery
Range ..... 125 feet x ML
Duration ..... Instantaneous Effect

Holding out both hands or focus instrument the spell creates an obsidian lance 7 feet long striking with the force as if fired from a ballista. Designed to be cast on the battlefield, the spell is ½ TSC% in an enclosed space. Damage caused is piercing and the lance does 11 +ML + (1 x speed Level) + Crit Die. On a successful hit with a Crit Die of 7 or 8 double the damage dealt. On a hit with a Crit Die of 9 or 10 the lance over penetrates and may strike another target in a line behind the first with an equal force. This hit and that weight less than 1,000 lb are incapacitated. Those over 1,000 lbs in weight may continue by passing a **CON** AR% wih a penalty of -3% x ML of caster, if they pass they are at ¼ of TSC% in all skills.

This is based on the combination of Create Dense Rock (10 FP) Command Dense Rock to form Spear (10 FP) detach (3) Accelerate Missile (3 FP) for a total of 25 FP, in addition 12 FP are added for the damage giving a grand total of 37 FP. This is a Cantrip cast as a Sorcery so the FP total is reduced.

Trebuchet

Magick Resistance .... MR 10
Fatigue Cost ..... 17 FP
Casting Time..... Sorcery
Range ..... 200 feet x ML
Duration ..... Instantaneous Effect

Lifting a 325lb stone high into the sky and lobbing it hundreds of feet this spell is designed to be used on the battlefield and is not suited for casting in enclosed areas. The boulder explodes doing 11 x ML + Crit Die of piercing damage to all in an area of 10 feet radius of the strike point. On a successful Crit Die of 8 - 10 the boulder's explosion causes 15 x ML damage. Any victims who weigh less than 2,500lbs are bashed and knocked prone. A target may attempt to dodge for half damage and avoid being bashed.

If desired the Trebuchet may be targeted at a single large tarted of at least the size of a horse using ⅔ TSC%, a hit causes crushing damage of (13 x ML) + (2 x Speed Level) + Crit Die. On a successful Crit Die of 7-10 then the hit does double damage with an auto bash of a target under 10,000 lbs. This target may dodge a direct hit with the boulder but the still has to deal with the explosive effect of the spell.

Ideally suited for use on the field of battle Trebuchet can be used against fortification to reduce towers and walls. It can penetrate 6 feet of dust, 2 feet of sand/dirt and 3 inches of rock for each ML of the caster. It can be deflected on by an Air spell from a mage who has a higher ML.

This spell is a combination of Create Dense Rock (10 FP) Command Dense Rock (10 FP) detach (2 FP) Accelerate Missile (3 FP) for a total of 25 FP, this is increased by a further 16 FP because of the damage for a grand total of 41 FP. This cantrip is cast as a Sorcery to reduce the FP cost.

Battering Ram

Magick Resistance .... MR 2
Fatigue Cost ..... 12 FP
Casting Time..... Sorcery
Range ..... 50 feet x ML
Duration ..... Instantaneous Effect

A spell designed to bash down doors and reduce gates. The spell conjures a 300lb cylinder of dense rock. To be able to make a dodge against the ram you must have seen the spell cast, a success changes a hit into a graze for half damage and no bash effect. If the dodge succeeds then anyone behind the target must make a dodge check or be bashed and suffer damage.

The bash weight of the ram is 300lbs +50 per speed level, yielding a max bash weight of 1,000lbs. Bash is automatic for anyone of less than half the bash weight of the ram. The battering ram does (3 x ML) + Crit Die of crushing damage, with a successful Crit Die of 8-10 and additional 10 points of damage are dealt to the target by the ram. Any target less than 150lbs is hurled 10 feet x ML. Magickally animated objects are stunned for 5 minutes x ML.

This is a combination of Create Dense Rock (10 FP) Command Dense Rock to form ram (10 FP) detach (2 FP) accelerate missile (3 FP) to give a total of 25 FP. A further 4 FP is added for the damage for a grand total of 29 FP

Wall

Magick Resistance .... MR 2
Fatigue Cost ..... See below
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... 15 second for 100 feet

This spell creates a permanent wall made of earth of any shape or thickness and maybe formed into permanent structures unless a dispel component is combined into the spell.

This is based on the combination of Create (FP for type of Earth created) Command Earth to form wall (FP based on type of Earth to Command) . Detach and Accelerate can be added into the combination in order to make the wall move; its max acceleration is 10mph.

Some wall materials are able to deflect missiles Table - Wall gives the thickness and additional FP costs.

	Thickness required to deflect		FP cost per 100 feet3
Density	Missile	Magick	
Dust	N/A	12 feet	3
Sand/Dirt	1 foot	2 feet	4
Gravel	1 foot	2 feet	5
Porous Rock	6 inches	1 foot	7
Dense Rock	3 inches	1 foot	8

Table - Wall

Sheet

Magick Resistance .... MR 2
Fatigue Cost ..... 4 / 5 / 7 / 8 by density
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... 15 second for 100 feet

Similar to a wall spell this instead lays a sheet of earth in a horizontal form such as a floor a ceiling, bridge or road. The minimum thickness is 6 inches and the earth created is permanent unless a dispel component was included in the combination.

This is based on the combination of Create (FP for type of earth created) Command to form sheet of earth (FP for type of earth to be commanded).

Landslide

Magick Resistance .... MR 3
Fatigue Cost ..... 4 / 5 / 7 / 8 by density
Casting Time..... Sorcery
Range ..... 50 feet x ML
Duration ..... Instantaneous Effect

This spell creates a landslide, avalanche or cave in by breaking naturally occurring volumes of earth. Sculpted and mortared formations are unaffected by this spell. Refer to table - Command Earth Quantities for the volumes that can be moved. The damage caused will vary and is dependent upon the capabilities of the mage - see the **table - Landslide Crush Damage** below.

Crushing Damage Inflicted by Landslide of:				
ML	**Weight**	**Sand/Dirt**	**Gravel**	**Rock**
1	300 lbs	1	Crit Die + 1	2 x Crit Die + 1
2	2,400 lbs	½ Crit Die	Crit Die + 2	2 x Crit Die + 2
3	8,100 lbs	½ Crit Die	Crit Die + 3	2 x Crit Die + 3
4	19,200 lbs	Crit Die	Crit Die + 4	2 x Crit Die + 4
5	37,500 lbs	Crit Die	Crit Die + 5	2 x Crit Die + 5
6	64,800 lbs	Crit Die + 1	Crit Die + 6	2 x Crit Die + 6
7	102,900 lbs	Crit Die + 2	Crit Die + 7	2 x Crit Die + 7
8	153,500 lbs	Crit Die + 3	Crit Die + 8	2 x Crit Die + 8
9	218,700 lbs	Crit Die + 4	Crit Die + 9	2 x Crit Die + 9
10	300,000 lbs	Crit Die + 5	Crit Die + 10	2 x Crit Die +10
		Additional damage suffered if a success with:		
		Crit 10 +7	Crit 08-10 +13	Crit 07-10 +21

Table - Landslide Crush Damage

This is based on the combination of Command type of earth (FP depends of type of earth to be commanded) Detach (2 FP) Accelerate Missile (3 FP) for a total of 9 FP as a base cost.

A critical hit from a rockfall that starts overhead need not roll for a hit location it will always be on the head and shoulders of a humanoid shaped target or spine of a quadruped creature and may result in the death of the target.

Overhead rockfall can be dodged if an AGL AR is made first. Dodge TSC% are modified as shown in the table - Landslide TSC% Modifiers.

A dodge that fails against a ML 3 or greater in volume results in not just being struck but the poor target is buried, stunned and immobilized. Digging oneself out is possible if they have sufficient strength and aid from those outside the landslide can speed this up. The spell has lots of variation using many materials and volumes creatively.

Quake

Magick Resistance .... MR 10
Fatigue Cost ..... See below
Casting Time..... Special
Range ..... ¼ mile x ML
Duration ..... Instantaneous effect

By the manipulation of subsurface rocks the mage can use this spell to cause violent tremors and quakes. The amount of the material and the depth of the displacement define the radius of effect.

The mage must cast a combination spell of Command Rock (10 FP per volume level commanded up to 10,000 feet^3) Detach (3 FP) Accelerate (3 FP) Trigger Hold (5 FP). The combination sets up the minimum volume of rock to create a quake ¼ mile in radius. Every addition 10,000 feet^3 of rock prepared, increases the radius of effect by ¼ mile; the mage can continue to increase the radius a number of time equal to his ML. Because of the time required to do the combinations the Trigger Hold spell is required to delay the effects until the desired radius is reached.

Once all is set then the mage casts the Trigger Spell (5 FP) to set the quake into motion; however the mage needs to be within ½ mile x ML of the centre of effect when casting the trigger spell.

The severity of the shock wave is determined by the Crit Die result on **Table - Quake Damage**. A crevasse opens up from the centre of the effect stretching out either side.

Length: Crit Die x (100ft + 10 feet per Caster ML)
Width: Crit Die x (10 feet + 2 feet per caster ML)
Depth: Crit Die x (25 feet + 5 feet per caster ML)

Distance from Start Point	Modify Dodge TSC	Size of the Landslide	Modify Dodge TSC%
0-10 feet	-50%	ML 1 volume	+25%
11-20 feet	-40%	ML 2 volume	+15%
21-40 feet	-25%	ML 3 volume	+5%
41-60 feet	-10%	ML 4 - 5 volume	0%
61-80 feet	0%	ML 6 volume	-10%
81-100 feet	+10%	ML 7 volume	-20%
101-125 feet	+25%	ML 8 volume	-30%
126-150 feet	+40%	ML 9 volume	-40%
151+ feet	+60%	ML 10 volume	-50%

Table - Landslide TSC% Modifiers

Crit Die	Damage
01-02	Minor tremors: no damage.
03-04	Noticeable tremors: little damage, but people and animals are alarmed.
05	Strong tremors: minor damage to frame buildings; people and animals are shaken up and fearful.
06	Powerful tremors: moderate damage to frame buildings; minor damage to stone buildings. It is hard to stand. People tend to panic. Animals become unmanageable, flee etc.
07	Severe tremors: heavy damage to frame structures; moderate damage to stone buildings; slight damage to fortifications. It is impossible to stand. People and animals are terrified.
08	Shock waves flatten frame structures: major damage to stone buildings and moderate damage to fortifications, etc. People and animals are terrified.
09	Shock waves smash frame structures and stone buildings and do severe damage to fortifications, bridges, etc. People and animals are terrified.
10	Shock waves smash everything; man-made short of great structures like the Pyramids will be cast down into the dust.

Table - Quake Damage

Example:

A Magus of ML 10 can create a earthquake of up to a maximum radius of 10 x ¼ mile = 2.5 mile radius. The cost for each 10,000 feet3 will be Command Dense Rock x 10 (10 FP x 10 = 100 FP) + Detach (2 FP) + Accelerate (3 FP) + Trigger (Hold) (5 FP) = 110 FP which as a combination spell becomes 55 FP. Therefore the maximum earthquake size would cost the Mage 55 x 10 = 550 FP, a huge cost but with a huge effect.

Basic Elemental Magick Fire

The manipulation of heat, flames and ignition of items.

- **Create or Command Fire**
  Each type of fire from natural to Dragon breath is learned as a separate discipline, allowing the mage to direct existing fire to obey his will. There are factors common to all types of fire: -
- **Quantity**
  Varies, up to an amount depending on the ML of the mage.
- **Diameter**
  A distance across that, over time the fire fills by spreading into the given area.
- **Spread**
  How fast the fire travels from its ignition point to its maximum spread. Also the rate of reduction after natural fuel has been exhausted.
- **Energy Damage**
  Dependant upon the type of fire created
- **Critical Hit**
  The are scored against targeted living creatures and the effects depend upon the type of fire created and usually are only levied against targets in the first Action Phase. However, the ignition of items that might catch fire can be tested in each Action Phase. For example a person wearing flammable materials may well have them catch fire later dealing 1D10 points of energy damage for every 15 seconds the material burns.
- **Light Radius**
  The distance the source sheds light from its centre point, with the inverse square law giving more shadowy and indiscernible figures the further out from the centre.
- **Duration without Fuel**
  Magickal fires have a capacity to feed from the universal spirit and so are self sustaining with the duration dependant upon the size of the fire, presence of natural fuel materials etc.
- **FP Cost**
  As with all Magick the universe demands a cost for the manipulation, command and control of its energies. The cost depends upon the level of control/ complexity and the volumes involved in the spell.

Natural Fire

Magick Resistance .... MR 2
Fatigue Cost ..... See below
Casting Time..... Cantrip
Range ..... 10 feet x ML
Duration ..... Dependent upon Natural Fuel Supply
Spread ..... 3 feet per 5 seconds

The mage using his will and control over the universal spirit can summon natural fires into existence; however, such fires are dependent upon the surrounding area for fuel, otherwise they spread to their max spread and die, starved of fuel in a mere 15 seconds x Level of fire. Creatures that are resistant to fire are immune to the effects of natural fire.

Magick Fire

Magick Resistance .... MR 4
Fatigue Cost ..... See below
Prerequisite ..... Create or Command Normal Fire
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... See below
Spread ..... 5 feet per 5 seconds

Once the mage has mastered the alteration and manipulation of normal fires, only then can he advance his studies into the control and summoning of Magickal fire. Creature resistant to fire suffer ¼ damage from magick fire.

Salamander Fire

Magick Resistance .... MR 4
Fatigue Cost ..... See below
Prerequisite ..... Create or Command Magick Fire
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... See below
Spread ..... 7 feet per 5 seconds

After the time spent learning to manipulate and control magick fire a mage has a unique understanding of the essence of fire; only then can he learn to control and command Salamander fire, a more intense form of Magick Fire. Creatures resistant to normal fires are somewhat resistant to Salamander fire and take only ½ damage from it.

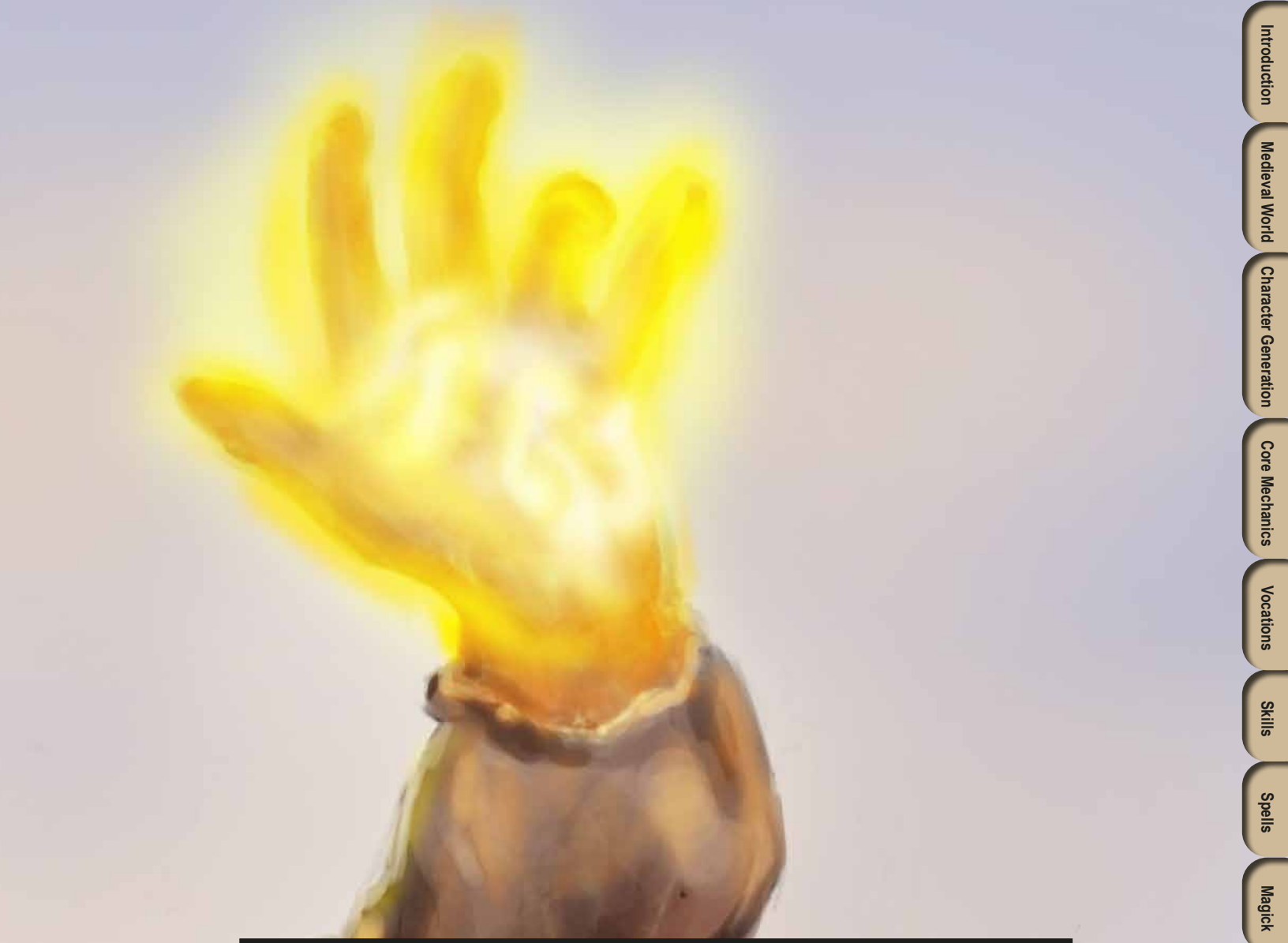
ML	Create Natural Fire	Fire Diameter	Energy Damage	Crit Hit[1]	Crit Damage[2]	Light Radius[3]	FP Cost
1	Candle	1 inch	0	10	+1	5 feet	2
2	Torch	1 feet	3	10	+5	10 feet	3
3	Campfire	2-5 feet	4	10	+7	50 feet	4
4	Blaze	6-10 feet	5	10	+10	100 feet	5
5	Beacon	11-15 feet	5	9 - 10	+10	150 feet	6
6	Bonfire	16-20 feet	6	9 - 10	+10	200 feet	7
7	Wildfire	21-30 feet	7	9 - 10	+10	300 feet	8
8	Conflagration	31-40 feet	8	8 - 10	+10	400 feet	9
9	Inferno	41-50 feet	9	8 - 10	+10	500 feet	10
10	Holocaust	51-60 feet	10	7 - 10	+10	600 feet	11

[1]A critical hit ignites flammable materials on a living target (clothing, etc.) Add +2 to Crit Die for flammable non-living targets when determining ignition.

[2]On initial phase of contact. The damage from continuing exposure to fire is 1D10 points of Energy damage per 15 seconds, with no Critical. Ignition of flammable material on a person causes 2D10 damage per 15 seconds.

[3]Distance from the centre of the fire at which enough light is cast to dimly illuminate a creature or object.

Table - Natural Fire



ML	Create Magick Fire	Fire Diameter	Energy Damage	Crit Hit[1]	Crit Damage[2]	Duration without Fuel[3]	FP Cost
1	**Candle**	1 inch	1	10	+1	2 hours x ML	4
2	**Torch**	1 feet	4	10	+10	1 hour x ML	5
3	**Campfire**	2-5 feet	5	9 - 10	+10	2.5 min x ML	6
4	**Blaze**	6-10 feet	6	9 - 10	+10	45 sec x ML	7
5	**Beacon**	11-15 feet	8	9 - 10	+10	15 sec x ML	8
6	**Bonfire**	16-20 feet	9	8 - 10	+10	10 sec x ML	9
7	**Wildfire**	21-30 feet	10	8 - 10	+10	5 sec x ML	10
8	**Conflagration**	31-40 feet	11	7 - 10	+11	2.5 sec x ML	11
9	**Inferno**	41-50 feet	12	7 - 10	+12	1.5 sec x ML	12
10	**Holocaust**	51-60 feet 1	3	6 - 10	+13	1 sec x ML	13

[1]A critical hit ignites flammable materials on a living target (clothing, etc.) Add +3 to Crit Die for flammable non-living targets when determining ignition.

[2]On initial phase of contact. Continuing exposure to Magick Fire causes 1 + 1D10 points of Energy damage per 15 seconds, with no Critical. Ignition of flammable material on a person causes 1 + 2D10 damage per 15 seconds.

[3]Magickally sustained. The fuel may be Magickal or from natural sources. See Create or Command (Natural Fire) for Light Radius of a blaze of comparable size.

Table - Magick Fire

ML	Create Salamander Fire	Fire Diameter	Energy Damage	Crit Hit[1]	Crit Damage[2]	Duration without Fuel[3]	Cost FP
1	Candle	1 inch	1	10	+5	6 hours x ML	7
2	Torch	1 feet	4	9 - 10	+10	3 hours x ML	8
3	Campfire	2-5 feet	5	9 - 10	+10	7.5 min x ML	9
4	Blaze	6-10 feet	7	8 - 10	+10	2 min x ML	10
5	Beacon	11-15 feet	9	8 - 10	+10	45 sec x ML	11
6	Bonfire	16-20 feet	11	7 - 10	+11	30 sec x ML	12
7	Wildfire	21-30 feet	13	7 - 10	+13	15 sec x ML	13
8	Conflagration	31-40 feet	15	6 - 10	+15	7.5 sec x ML	14
9	Inferno	41-50 feet	18	6 - 10	+18	5 sec x ML	15
10	Holocaust	51-60 feet	21	5 - 10	+21	3 sec x ML	16

[1]A critical hit ignites flammable materials on a living target (clothing, etc.) Add +4 to Crit Die for flammable non-living targets when determining ignition.

[2]On initial phase of contact. Continuing exposure to Salamander Fire causes 3 + 1D10 points of Energy damage per 15 seconds, with no Criticals. Ignition of flammable material on a person causes 3 + 2D10 damage per Action round.

[3]Magickally sustained. The fuel may be Magickal or from natural sources. See Create or Command (Natural Fire) for Light Radius of a blaze of comparable size.

Table - Salamander Fire

ML	Create Dragon Fire	Fire Diameter	Energy Damage	Crit Hit[1]	Crit Damage[2]	Duration without Fuel[3]	FP Cost
1	Candle	1 inch	1	10	+5	6 hour x ML	9
2	Torch	1 feet	5	9 - 10	+10	3 hour x ML	10
3	Campfire	2-5 feet	7	9 - 10	+10	7.5 min x ML	11
4	Blaze	6-10 feet	9	8 - 10	+10	2 min x ML	12
5	Beacon	11-15 feet	12	8 - 10	+12	45 sec x ML	13
6	Bonfire	16-20 feet	15	7 - 10	+15	30 sec x ML	14
7	Wildfire	21-30 feet	18	7 - 10	+18	15 sec x ML	5
8	Conflagration	31-40 feet	21	6 - 10	+21	7.5 sec x ML	16
9	Inferno	41-50 feet	24	6 - 10	+24	5 sec x ML	17
10	Holocaust	51-60 feet	27	5 - 10	+27	3 sec x ML	18

[1]A critical hit ignites flammable materials on a living target (clothing, etc.) Add +5 to Crit Die for flammable non-living targets when determining ignition.

[2]On initial phase of contact. Continuing exposure to Salamander Fire causes 5 + 1D10 points of Energy damage per 15 seconds, with no Criticals. Ignition of flammable material on a person causes 5 + 2D10 damage per Action round.

[3]Magickally sustained. The fuel may be Magickal or from natural sources. See Create or Command (Natural Fire) for Light Radius of a blaze of comparable size.

Table - Dragon Fire

Dragon Fire

Magick Resistance .... MR 10
Fatigue Cost ..... See below
Prerequisite ..... Create or Command Salamander Fire
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... See below
Spread ..... 10 feet per 5 seconds

The most intense form of any fire a mage has to have mastered the art of Creating and Commanding Salamander fire first. Creatures that are resistant to fire still take ¾ damage from Dragon Fire spells.

Warm/Cool

Magick Resistance .... MR 2
Fatigue Cost ..... 4 FP per Increase
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... See below

By altering the energies within the fire a mage can change the intensity of them either increasing or decrease their temperature in steps of:

+/-1°C (2°F) Natural Fire
+/-3°C (6°F) Magick Fire
+/-5°C (9°F) Salamander Fire
+/-7°C (13°F) Dragon Fire

A mage can make a maximum number of alterations equal to his ML, with each increase/decrease costing 4 FP. To find the maximum volume of fire a mage can warm/cool use his ML on the table for the fire type in Create or Command Fire. With the control of smaller volumes increase/decrease is equal to the caster's max fire diameter divided by the fire diameter to be controlled.

The duration is equal to the temperature increase x 5 seconds; however, as this is a Magickal effect the original temperature with be returned to as soon as the spell's duration is over. There is no cooling or reheating time.

Warm/Cool allow a mage to effectively supercharge fire allowing them to inflict extra damage. This is 1point of energy damage per block of 5°C (9°F) increase in temp. Per 5 seconds. That is temp increase x 02 round down (or divided by 9° in F).

Example:

A Magus of ML 9 can command a Magick Fire with a diameter of 50 feet. He wishes to increase the heat a fire with a diameter of 5 feet. To calculate the increase in temperature divide 50 feet by 5 feet = 10, this is multiplied by x 3 (the standard increase in temperature for Magick Fire for one increment step) = 30° C. Therefore, the cost of heating the fire by 30° C is 4 FP (one increment step increase in temperature).

Suppose he wishes to expend 24 FP heating up the fire (6 increment steps, 4 FP each), therefore the temperature of the fire has been increased by (6 x 30) = 180° C. The duration of the increase in temperature will be 180 x 5 seconds = 900 seconds or 15 minutes. The fire also inflicts (180 x 0.2) = 36 points of additional Energy damage per 5 seconds on anyone who insists on trying to touch it.

Remove Fire

Magick Resistance .... MR 3
Fatigue Cost ..... 3 FP + FP equal to cost to Create
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... 5 seconds x Level

The mage designates an area within the caster range and the spell removes fire from that area. He can remove a similar amount of fire to what he is able to control; see the amount on the appropriate fire tables for the Mage's ML for the type of fire being removed.

Fuel the flames

Magick Resistance .... MR 7
Fatigue Cost ..... See below
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... See below

This spell borrows fuel from somewhere else to fuel the targeted fire where no natural fuel is present and increases the duration that the fire will burn; however this borrowing has a costly burned from the universe. It is not possible to extend the duration of an instantaneous fire spell; however, the fires that may begin from the instantaneous effect can be stoked with this spell.

Create Smoke

Magick Resistance .... MR 3
Fatigue Cost ..... See below
Prerequisite ..... Create or Command Natural Fire
Casting Time..... Sorcery
Range ..... 100 feet x ML
Duration ..... 5 minutes x ML

The old saying *"Where there's smoke, there's fire"* certainly does not hold true for the mage as he may create smoke without the accompanying fire. Those creatures who are resistant to fire or undead are immune to smoke and its ill effects. The table below shows how much smoke and the FP cost based on the mage's ML

A mage can also move the smoke as though blown on the breeze this is the combination of Create smoke (FP dependant on density) detach (2 FP) Accelerate (3 FP) the movement cannot go over 10mph or the smoke cloud will break up. 10-19 mph the smoke dissipate in 3 x ML min. 20 - 29 mph 1min x ML over 30 mph the dissipation is 15 second x ML. The speed increase for the breeze costs +2 FP

A mage may wish to have his smoke stay in one place and resist the natural air flow, he then adds in Affix as part of the combination for 1 FP

ML	Fire	Diameter	Duration	FP Cost
1	Candle	1 "	7 hours x ML	1
2	Torch	1ft	3 hours x ML	2
3	Campfire	2-5 ft	1 hour x ML	3
4	Blaze	6-10 ft	20 minutes x ML	4
5	Beacon	11-15 ft	7 minutes x ML	5
6	Bonfire	16-20 ft	4 minutes x ML	6
7	Wildfire	21-30 ft	2 minutes x ML	7
8	Conflagration	31-40 ft	1 minute x ML	8
9	Inferno	41-50 ft	45 seconds x ML	9
10	Holocaust	51-60 ft	30 seconds x ML	10

Table - Extended Duration Fatigue Cost

ML	5 FP Light Smoke	7 FP Smoke	9 FP Dense Smoke
1	440' radius	220' radius	110' radius
2	880' radius	440' radius	220' radius
3	1,320' radius	660' radius	330' radius
4	1,760' radius	880' radius	440' radius
5	2,200' radius	1,100' radius	550' radius
6	2,640' radius	1,320' radius	660' radius
7	3,080' radius	1,540' radius	770' radius
8	3,520' radius	1,760' radius	880' radius
9	3,960' radius	1,980' radius	990' radius
10	4,400' radius	2,200' radius	1,100' radius

Light Smoke obscures objects over 200 feet away and reduces the TSC% of any visually dependent skills by -7%. The TSC% of any missile and spell casting skills is reduced by -5% per 20 feet of intervening space.

Smoke completely objects over 100 feet away and reduces the TSC% of any visually dependent skills by –13%. The TSC% of any missile and spell casting skills is reduced by -5% per 10 feet of intervening space.

Dense Smoke obscures objects over 50 feet away and reduces the TSC% of any visually dependent skills by –26%. The TSC% of any missile and spell casting skills is reduced by -5% per 5 feet of intervening space. Anyone in dense smoke must make a CON AR every minute. Failure means the character loses -1 FP due to distress caused by the acrid fumes. If the character fails with a Crit Die 10, they lose –3 FP.

Table - Create Smoke

Intensify fire

Magick Resistance .... MR 3
Fatigue Cost ..... See below
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... 5 seconds x ML

The table below shows how this spell can be used to intensify the levels of heat, energy and higher concentrations of noxious fumes. Fume damage applies to both Fatigue and Body Levels as well as the Crit Die applying to the ignition of flammable materials.

	Natural Fire			Magick Fire			Salamander Fire			Dragon Fire			Sulphur & Brimstone		
ML	Basic Dmg	Crit Die	FP Cost	Basic Dmg	Crit Die	FP Cost	Basic Dmg	Crit Die	FP Cost	Basic Dmg	Crit Die	FP Cost	Basic Dmg	Crit Die	FP Cost
1	+1	+1	1	+2	+1	1	+2	+1	2	+2	+2	2	+1	+1	1
2	+2	+1	2	+3	+1	2	+4	+1	3	+4	+2	3	+2	+1	2
3	+3	+1	2	+6	+1	3	+7	+1	4	+7	+2	5	+3	+1	3
4	+4	+1	3	+7	+1	4	+9	+2	6	+9	+2	6	+4	+1	4
5	+5	+1	3	+8	+1	5	+11	+2	8	+11	+2	8	+5	+1	5
6	+6	+1	4	+9	+2	6	+13	+2	10	+13	+3	12	+6	+1	6
7	+7	+1	4	+10	+2	7	+15	+2	12	+16	+3	15	+7	+1	7
8	+8	+1	5	+11	+2	8	+17	+3	14	+20	+3	18	+8	+2	8
9	+9	+1	5	+12	+2	9	+19	+3	16	+24	+3	21	+9	+2	9
10	+10	+2	7	+13	+2	10	+21	+3	18	+30	+3	27	+10	+2	10

Table - Intensify Fire

Flame Wall

Magick Resistance .... MR 3
Fatigue Cost ..... 2 FP + 1 FP per level
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... Per type of fire being used

Limited up to his total max volume a mage can shape the roiling fire into a wall of any shape and thickness (10 feet is an assumes min height with large volumes giving flames reaching even as high as 40 feet) The volume is assumed to be 1 foot thick with a coverage equal to the diameter of the fire squared. That is a 20 foot diameter fire would have a 20 foot by 20 foot coverage, 1 foot thick and an area of 400 feet^2

Based on the combination of Create fire (FP based on the type of fire) Command fire to form a wall (based on fire type and ML of Mage) A mage may choose to have the wall moveable in which case he can add in the spells detach and Accelerate. If not affixed a wall may be blown along by a wind at ⅔ of the winds speed. But never more than 50mph

Missile Deflection

Attacks take a -7% penalty to TSC% per 5 feet of thickness

Water Spells

Negates water missiles however a similar volume of detached water can cause the fire to extinguish in 3d10 seconds.

Movement

First the mover has to overcome the instinctive fear of fire, a Willpower roll minus the PSF% of the caster. Take fire damage, also check for ignition of materials on person

Example: A Magus of ML 7 can create a Natural Fire that is 30 feet in diameter. This gives a Natural Fire Wall of 30 feet x 30 feet x 1 foot thick, a coverage of 900 feet^3 and it will last until all the fuel is burnt out. This will cost the Mage 8 + 8 = 16 FP.

Create Noxious Fumes

Magick Resistance .... MR 7
Fatigue Cost ..... See below
Prerequisite ..... Create Smoke
Casting Time..... Sorcery
Range ..... 50 feet x ML
Duration ..... See below

With this spell a mage can create fumes in volumes that range from mildly nauseating to highly toxic. Of course creatures that are fire resistant and live in such environs suffer no ill effect.

By using the spells Detach and Accelerate in a combination the fumes can be moved around; however any breeze of greater than 10-15 mph will dissipate the fume within 30 seconds x ML 16-20 mph and they dissipate in 15 seconds x ML. Over 20 mph and the fumes with be gone in 5 seconds x ML. Causing the breeze to blow above 10 mph costs +4 FP

If those in the fumes use some acceptable method to mitigate the fumes, before breathing them in. Such as damp cloth over the nose and mouth, reduce the penalties (not visual impairment) on them by ½ .

Each type of noxious fume has its own FP cost, duration and effect, any success with a Crit Die of 10 doubles the TSC% penalties and damage.

With the use of intensify add 1% x Caster's ML to TSC% penalties and +2 to FP damage per intensify fire in the combination (max of three at a cost of 3 FP each) Sulphur and Brimstone are a special case however.

Acrid Smoke

Fatigue Cost: ..... 2 Per Level
Duration: ..... 15 seconds x ML

The target must make Make a CON AR -(3% x Caster's ML.)

Blinded by tears, on a failed roll the target suffers a penalty of -3% x 1D10 from his TSC% of vision dependent skills until he is out of the area of effect or the fumes dissipate.

Sulphurous Fumes

Fatigue Cost: ..... 3 FP per level
Duration: ..... 10 seconds x ML

Make a CON AR - (3% x Caster's ML)

On a fail lose 1 FP x 1D10 from Fatigue Levels and any skills or actions that require sight take a penalty of -3% x 1D10 to their TSC% until out of the area of effect or the fumes have dissipated.

Deadly Vapours

Fatigue Cost: ..... 4 FP per Level
Duration: ..... 5 seconds x ML

The target must make a **CON** AR% - (7% x caster's ML) ever 15 seconds in the fumes

On a failed roll lose 1D10 FP and 2 points of damage directly to his Body levels. Skills and actions that require sight suffer a -3% x 1D10 on their TSC% until out of the vapours or they have dissipated.

Sulphur & Brimstone

Fatigue Cost: ..... See below
Prerequisite: ..... Create or Command Magick Fire
Duration: ..... 5 seconds x ML

Anyone in medieval Europe will know that Sulphur and Brimstone are associated with Magick and the infernal at work. Mages must have the ability to work equivalent volumes of magick fire before creating such vapours. Details are on the table below.

Once the Sulphur and Brimstone fumes are inhaled, damage is taken and all skill PSF% are at ½ for 20 minutes - ½ **CON**. After being affected by the fumes the, victim must make a **CON** AR% every 15 seconds that the victim remains inside the area of effect. Failure of the roll means the victim suffers the extended exposure effects.

ML	Fumes	Volume (approx)	ML	Fumes	Volume (approx)
1	10 x 10 x 10 ft	1,000 ft^3	6	27 x 27 x 27 ft	20,000 ft^3
2	16 x 16 x 16 ft	4,000 ft^3	7	29 x 29 x 29 ft	24,000 ft^3
3	20 x 20 x 20 ft	8,000 ft^3	8	31 x 31 x 30 ft	28,000 ft^3
4	23 x 23 x 23 ft	12,000 ft^3	9	33 x 33 x 30 ft	32,000 ft^3
5	25 x 25 x 25 ft	16,000 ft^3	10	35 x 35 x 30 ft	36,000 ft^3

The noxious cloud doubles in dimensions after 15 seconds; e.g.: a 10 x 10 x 10 ft cloud expands to 20 x 20 x 20 ft etc.

Table - Noxious Fumes Quantities

ML	FP Cost	Initial Damage	Extended Exposure Damage	Penalty to CON AR[1]	Duration
1	4	-2	-2 FP and -1 Body	-13%	6 minutes
2	5	-3	-3 FP and -1 Body	-15%	5 minutes
3	6	-3	-3 FP and -1 Body	-18%	4.5 minutes
4	7	-3	-4 FP and -1 Body	-21%	4 minutes
5	8	-4	-4 FP and -2 Body	-24%	3.5 minutes
6	9	-4	-5 FP and -2 Body	-27%	3 minutes
7	10	-4	-5 FP and -3 Body	-30%	2.5 minutes
8	11	-4	-6 FP and -3 Body	-33%	2 minutes
9	12	-5	-7 FP and -3 Body	-36%	1.5 minutes
10	13	-5	-7 FP and -4 Body	-39%	1 minute

[1]Holding one's breath fights off the effects of Sulphur & Brimstone. A CON AR is required to hold one's breath for 15 seconds if highly active (fighting or running); 30 seconds if moderately active (walking); or 60 seconds if motionless. Each additional 15 seconds requires a successful Willpower roll in order to make a further CON AR.

Table - Noxious Fumes Sulphur & Brimstone

Fire Missiles

Here are listed the guidelines for casting fire missiles

- A mage learned in the art of Elemental fire may cast fiery missiles at a target or area the mage specifies.
- Fire Missiles have their effects occur in a single Action Phase and may not be extended.
- Missiles have four type of fire that they can be made from, Natural, Magick, Salamander or Dragon Fire.
- If a mage has a source of fire already present then he may create missile from this source using the Detach spell to move them from the source.
- Armour does not protect against fire; however, a shield user may be able to cover his body from a blast of flame. Shield made of iron will of course not catch fire however, they will get hot. Other materials used for shields will take damage and may have to be discarded if on fire.
- Any creature that lives in water or is created of water takes double damage from fire missiles
- Spirits and creatures that live in or are created of fire are immune to natural fire, take ¼ damage from Magick Fire, ½ damage from Salamander fire and ¾ damage from Dragon fire.
- A target may dodge a missile made of fire if the target see the spell being cast and is more than 30 feet away. If target by an explosive missile of fire, such as a fireball, this may render a dodge partially or completely ineffective. ½ damage on a successful dodge but only if there is sufficient space to do so. In tight confines the GM might rule a dodge to be ineffective as the blast can not be avoided.

Fiery Arrows

Type of Fire	MR	FP Cost
Normal Fire	2	4 FP + 1 FP per additional target
Magick Fire	3	5 FP + 1 FP per additional target
Salamander Fire	4	6 FP + 2 FP per additional target
Dragon Fire	5	7 FP + 2 FP per additional target

Fatigue Cost:..... See below
Casting Time:..... Cantrip
Range:..... 50 feet x ML
Duration:..... Instantaneous effect

The mage uses his Magick and command of the elements of fire to shape one arrow of fire. He can shape one arrow in this way for every 3 ML round up. These may be cast in the same Action Phase or in later Action Phases. Each arrow does damage according to the type of fire used in its creation and the mage can create up to his limits.

This is a combination of Create Fire (FP based on type of fire and level) Command fire into arrow form (FP based on fire type and level) detach (2 FP) Accelerate (3 FP).

Jet of Flame

Type of Fire	MR	FP Cost
Normal Fire	4	6 FP + 2 FP per additional target
Magick Fire	5	5 FP + 2 FP per additional target
Salamander Fire	8	6 FP + 3 FP per additional target
Dragon Fire	9	7 FP + 3 FP per additional target

Casting Time: Sorcery
Range: 75 feet x ML
Duration: Instantaneous effect

Issuing forth from fingers or focus, a continuous jet of flame is produced that plays over targets like a flame thrower. The mage can hose down one target per ML with fire. The mage can create the jet up to his level and the type of fire he has mastered. Once it issues forth from the mage the fire can ignite other materials and create secondary natural fire dependant upon the natural fuel in the area.

This is a combination of Create fire (FP based on type and level) Command fire to form a jet (FP based on type and level) Detach (2 FP) Accelerate (3 FP)

Fire Ball

Type of Fire	MR	FP Cost
Normal Fire	5	8 FP + 1 FP per 100 feet
Magick Fire	6	10 FP + 1 FP per 100 feet
Salamander Fire	9	14 FP + 1 FP per 100 feet
Dragon Fire	10	16 FP + 1 FP per 100 feet

Casting Time: Sorcery
Range: 100 feet x ML
Duration: Instantaneous effect

The mage forms into being a roiling ball of fire of the type he desires that he has mastered and casts it towards a target or area. The ball explodes causing energy damage to all within 3 feet x Fire Level of the blast centre. The following action phase flammable materials are ignited and Magick Fire, Salamander fire and Dragon fire spread from the blast point out to the limits for the level of fire. **Table - Magick Fire & Table Salamander Fire** for the dimensions.

A mage of ML 7 or greater may push past their limits of ML at a cost to his fatigue points of +3 FP per additional 100 feet.

This is a combination of Create Fire (FP based on type and level of fire), Command into a sphere (FP based on type and level of fire)and Accelerate Missile (3 FP).

Basic Elemental Magick Water

The manipulation, command and alteration of the element of water; also aspects of weather when including the element of Air.

Create or Command Water

Magick Resistance .... MR 2
Fatigue Cost ..... 3 FP + 2 FP per Level
Casting Time..... Sorcery
Range ..... Create 50 feet x ML
Duration ..... 30 seconds per volume level

By dint of will and skill a mage conjures into being a quantity of water or command water that already exists. The maximum amount of water that can be created is shown in the table below based on the Mage's ML. However, a mage may always choose to produce a lesser quantity of water at the time of casting.

The time required to create the water is 30 seconds x the Level and the water appears at a steady rate throughout the required duration. 5 feet^3 in the first 30 seconds then 20 feet^3 in the second, 45 feet^3 in the third and so on until max volume is achieved.

A mage may also bring into being a volume of water vapour, spread thinly out across a wider area, the amount of area affected is found in the create column of the table - Air Quantity

The amount that can be commanded is also based off the ML of the casting mage and the volumes are listed in the table below. He can of course choose to command a lesser volume. For commanding water vapour, again see the **table - Air Quantity**.

Remove Water

Magick Resistance .... MR 2
Fatigue Cost ..... 3 FP + 2 FP per Level
Casting Time..... Sorcery
Range ..... 50 feet x ML
Duration ..... 1 minute per volume level

This spell allows the mage to remove quantities of water from an area; in essence a reverse of the create spell. The amount that can be removed is based on ML and uses the same table as the create spell. To remove water vapour see **Table - Air Quantity**.

ML	Quantity Created	ML	Quantity Created
1	325 lbs = ~5 feet^3	6	11,700 lbs = ~180 feet^3
2	1,300 lbs = ~20 feet^3	7	15.925 lbs = ~245 feet^3
3	2,925 lbs = ~45 feet^3	8	20,080 lbs = ~320 feet^3
4	5,200 lbs = ~80 feet^3	9	26,325 lbs = ~405 feet^3
5	8,125 lbs = ~125 feet^3	10	32,500 lbs = ~500 feet^3

Table - Create Water Quantity

ML	Quantity Commanded	ML	Quantity Commanded
1	325 lbs = ~5 feet^3	6	70,200 lbs = 1080 feet^3
2	2,600 lbs = ~40 feet^3	7	111,475 lbs = ~1,715 feet^3
3	8,775 lbs = ~135 feet^3	8	166,400 lbs = ~2,560 feet^3
4	20,800 lbs = ~320 feet^3	9	236,925 lbs = ~3,645 feet^3
5	40,625 lbs = ~625 feet^3	10	325,000 lbs = ~5,000 feet^3

Table - Command Water Quantity

Warm or Cool Water

Magick Resistance .... MR 2
Fatigue Cost ..... 3 FP + 2 FP per +/-5
Casting Time..... Sorcery
Range ..... 50 feet x ML
Duration ..... 5 second x temperature change

The spell changes the temperature of water by +/- 10°C (18°F)x ML of a quantity of water that a mage can control for his ML level in Table - Create Water Quantity. The high FP cost for this spell is due to the high levels of energy already present in water. It may freeze water into ice or change ice into liquid water.

The GM determines the baseline temperature of the body of water, created water from create water spell always arrives at a temperature of 38°C, 100°F

Cold water brings penalties to those exposed to its chill wetness, except for undead creatures and those adapted to survive in such conditions.

Cold Water Penalties

- **Cold Water (10 to 16°C, 50 to 61°F)**
  Inflicts -1 FP per 5 minutes of immersion
- **Very Cold Water (1 to 9°C, 33 to 49°F)**
  Inflicts -1 FP per 1 minute of immersion
- **Freezing Water (0°C, 32°F)**
  Inflicts -1 FP per 30 seconds of immersion

Hot Water Penalties

- **Hot water (>49°C, 120°F)**
  Inflicts -1 FP per 5 minutes of immersion
- **Very Hot Water (>66°C, 150°F)**
  Inflicts -1 FP per 1 minutes of immersion
- **Boiling Water (100°C, 212°F)**
  Inflicts 7 + 2D10 energy damage to the body location of the creature. Success die of 7-10 does 13+2D10 damage instead. This is per 15 seconds of contact.
- **Steam**
  Once water has reached a temperature of 100°C 212°Fthen steam may form. The mage can expend an additional +7 FP to make this happen and a further +1 FP per 5°C 9°F x Volume if superheated. This inflicts 13 + 2D10 to the body levels and is always on the body location, with a Crit Die of 6-10 the energy damage increases to 21 +3D10 and an additional +1 point of damage for each +10°C 18°Fof superheated steam above 100°C 212°F

Shock

When a creature takes FP loss regardless of the temperature of the water it must make a CON AR check every minute to avoid going unconscious.

Wall of Water

Magick Resistance .... MR 3
Fatigue Cost ..... 5 FP
Casting Time..... Hex
Range ..... 10 feet x ML
Duration ..... 5 minutes x ML

The mage shapes created water into a wall that may deflect missiles and impede the movement of creatures through it. Based on the combination of Create Water (5 FP) command water to form wall (5 FP) = 10 FP this creates a wall that is 100 feet^3 If a larger volume is require the spell can be cast multiple times in combination.

If the casting mage wishes to move the wall then the spells detach and accelerate should be added into the combination spell; however the best speed the wall can move is 7mph

- **Wall vs Missile**
  The provide protection against missiles and reduced damage by -3 per 1 foot of thickness. Arrows and hurled weapons have a penalty of 15% to their TSC% per foot thickness of wall penetrated.
- **Wall vs Flame**
  Any natural fire that is overrun by a wall of water are extinguished instantly.
- **Wall vs Fire Spells**
  The wall reduces damage from fire spells that pass through it by 3 per 1 foot of thickness penetrated.
- **Wall vs Movement**
  A wall that is at least knee high for a creature and 5 feet across slows movement to 3 feet x Crit Die per 15 seconds (any faster causes a loss of -1 FP per extra foot moved) Even entering a wall that is over head high required a **STR** AR% -½ caster's PSF%. If an air breather they need to hold their breath and swim thereafter.

Sheet of Water

Magick Resistance .... MR 3
Fatigue Cost ..... 5 FP
Casting Time..... Hex
Range ..... 10 feet x ML
Duration ..... 5 minutes x ML

This is similar to the wall spell but with the water placed as a sheet horizontal. The spell requires 15 seconds to place the sheet of water and then lasts 5 minutes x ML before draining away. The sheet is at least 6 inch thick, otherwise it can be of any dimension up to the volume of the mages Command Water limits. Table Command Water

This is a combination of Create Water (5 FP) Command water to form a sheet (5 FP) = 10 FP. This is a cantrip cast as a Hex spell so the FP are reduced. There are options to include War/Cool to create a sheet of ice - this is 1 inch thick and will safely support a 250 lb creature, add an extra 250lb to how much the ice will support for each 1 inch of thickness.

Mist & Fog

Magick Resistance .... MR 2
Fatigue Cost ..... 5+ FP
Casting Time..... Hex
Range ..... 500 feet x ML
Duration ..... 10 minutes x ML

With the power to manipulate water vapour a mage is able to mimic the Basic Magick Air spell Mist & Fog. See that spell description for details.

Clouds & Rain

Magick Resistance .... MR 2
Fatigue Cost ..... See below
Casting Time..... Ritual 1 minute
Range ..... Sight
Duration ..... 15 minutes x ML

With the power to manipulate water vapour a mage is able to mimic the Basic Magick Air spell Clouds & Rain. See that spell description for details.

Flood

Magick Resistance .... MR 5
Fatigue Cost ..... 8 FP
Casting Time..... Ritual 1 minute
Range ..... 250 feet x ML
Duration of High Water 7 minutes x ML after peak flood

Either creating the rain or by taking advantage of the natural rain source he can produce a flash flood in a stream or river. The factors involved in the rise of the water levels are the width of the river or stream bed, the level of rainfall and the caster's ML. All the mage is doing here is rapidly increasing what occurs naturally and so there is an economy of effort to impose his will on the universe. This is a combination of Command Water (5FP per foot of river width) Accelerate (3 FP)

Once the spell is cast the water level will rise to its peak for a distance of 250 feet x ML both upstream and downstream of the casting point. After 7 minutes x ML at this peak flood level the water will subside by 10% every 30 minutes until back to normal.

Most streams and rivers do not have banks that lie much higher than the normal water flow level. This means that instead of a towering flood of water the extra flow bursts the banks and effectively widens the stream. This makes fording such a stream unlikely and swimming would be very dangerous with the fast flow and debris that travels downstream. After effects might be washed out small bridges and muddy ground that prevents or slows movement drastically.

For instance, if rain is falling at the rate of 1.5 inches per hour, running off into a stream 25 feet wide. The peak height is (1.5 / 0.5) x 12 inches = 36 inches (or 3 feet) above normal because of run-off. A Magus of ML 5, can increases this by 25% x 5 = +125%, so multiply 36 inches + (125% x 36 inches) = 36 + 45 inches = 81 inches (or 6 feet 3 inches) total rise. It will therefore rise 10% of this every five minutes so rising 8.1 inches every 5 minutes.

Width of Stream	Effect per ½ inch of Rainfall per Hour[1]	ML Modifier[2]	Rise in 5 minutes[3]
up to 5 feet	1 ½ ft	+50% x ML	10%
5 to 10 feet	1 ¼ ft	+40% x ML	10%
11 to 20 feet	1 ft	+30% x ML	10%
21 to 30 feet	1 ft	+25% x ML	10%
31 to 40 feet	¾ ft	+25% x ML	5%
41 to 50 feet	¾ ft	+25% x ML	5%
51 to 75 feet	½ ft	+20% x ML	5%
76 to 100 feet	½ ft	+20% x ML	5%
101+ feet	¼ ft	+20% x ML	5%

[1]This is the effect on the stream and gives the amount the stream rises after one hour of rainfall, when ½ inch of rain fell.

[2]This is the additional amount the stream rises dependant on the Mage's ML

[3]This is the percentage of the total amount that the stream will rise in 5 minutes, e.g. if in one hour, there is ½ inch of rain this will cause a stream of width 25 feet will rise by one foot. It will do this gradually at 10% every five minutes; it will therefore take 50 minutes to reach its peak. If the river is was 75 feet wide it would only rise 6 inches but it would take 100 minutes to reach its peak.

Table - Flood

Spray

Magick Resistance .... MR 3
Fatigue Cost ..... 5 FP
Casting Time..... Hex
Range ..... 10 feet x ML
Duration ..... Instantaneous effect

The mage send forth a thin stream of water from his finger or focus that is enough to extinguish a camp fire. Those being who are native fire creatures suffer ½ x ML energy damage.

This is a combination of Create Water (3 FP) Command Water to form a spray (3 FP) Detach (2 FP) Accelerate (3 FP) = 11 FP, however this is a cantrip cast as a Hex and so the FP cost has been reduced. Several castings of accelerate can be added into the combination to increase the speed of the stream of water

Jet

Magick Resistance .... MR 5
Fatigue Cost ..... 9 FP
Casting Time..... Hex
Range ..... 25 feet x ML
Duration ..... Instantaneous effect

The mage is able to manifest a high pressure jet of water that shoot out at speed and can extinguish bonfires of 5 feet in diameter. The jet has enough force to push a target of 500 lg in weight backwards delivering a Bash. This is a combination of Create Water (2 Volumes at 6 FP) Command Water to form a Jet (6 FP) Detach (2 FP) Accelerate (3 FP) = 17 FP, however this is cantrip cast as a Hex so the FP cost has been reduced.

A mage may also create three volumes of water and the heat this to 100°C, 212°F and vaporise them. This is a steam spray and can target 1 creature per 3 ML of the caster round up. Damage is avoided on a successful Dodge.

Water Bomb

Magick Resistance .... MR 7
Fatigue Cost ..... 13 FP
Casting Time..... Sorcery
Range ..... 25 feet x ML
Duration ..... 15 Seconds x ML

The mage creates a ball of highly compressed water and send it towards a target within range. The water ball explodes with a massive concussive force that causes 1 x ML points of crushing damage to all creatures in 10 + (2 ML) feet of the blast centre. On a success with a Crit Die of 10 the exploding ball inflicts a further +10 points of damage. Those creatures who are of fire or fire dwelling suffer double damage. If the spell is seen to be cast, then the creature can attempt to dodge the water bomb, a success halves the damage. If the GM rules that a confined space is too tight to evade then a dodge is ineffective.

This is a combination of Create Water (3 volumes at 9 FP) Command Water to form a ball (9 FP) Detach (2 FP) Accelerate (3 FP) = 23 FP, the damage level add a further 4 FP for a total cost of 27 FP; however this is a cantrip cast as a Sorcery and so the FP cost is reduced. When used to extinguish fire treat this as a Water Blast with a rating of ML 6 in open and ML 10 in confined spaces. A Steam Bomb may be create with 7 volumes of water heated to 100°C, 212°F and vaporized. Those in the area of effect suffer Steam damage and a successful dodge halve the damage and place the target at the edge of the effect.

Water Ram

Magick Resistance .... MR 9
Fatigue Cost ..... 11 FP
Casting Time..... Sorcery
Range ..... 5 feet x ML
Duration ..... 15 Seconds x ML

Brings into being a battering ram made from a dense cylinder of water. The created ram has a bash weight of 50lb x (Speed Level + Volume Level) x ML up to a maximum bash weight of 12,000lb. A hit inflicts 3 +ML of crushing damage plus 1 point of damage and +1 to Crit Die for each 1,000 lb of weight. Any target that is under 250lb x caster ML is automatically Bashed. On a successful Crit Die of 10 add +10 damage and an automatic bash on targets under 10,000lb. If a target is bashed it is knocked back 10 feet x ML prone on the ground and stunned for 15 second x Crit die. If the target of the water ram is less than 30 feet away from the caster then making a dodge attempt is not possible. Against inanimate objects such as doors the ram has a 9% x ML of knocking them off their hinges or shattering them. Objects may be turned into missiles, producing effects like those of bashed victims flying into others.

Any fire creature will suffer double damage.

This is a combination of Create water (3 volumes 9 FP) Command Water to form Ram (9 FP) Detach (2 FP) Accelerate (3 FP) for a total of 23 FP, an additional 4 FP is added for the damage to give 27 FP; however, as this is a cantrip cast as a sorcery the FP Cost is reduced.

Ice Missiles

A mage is able with skill and concentration to exert his will of the element to form various missile created with ice. These effect occur in an Action Phase. Because of the relatively small amounts of water used in the missiles FP cost for cooling are low. As long as the target is over 30 feet away from the caster the missiles may be avoided with a successful dodge.

Ice Arrows

Magick Resistance .... MR 6
Fatigue Cost ..... 9 FP +1 FP per Target
Casting Time..... Cantrip
Range ..... 75 feet x ML
Duration ..... Instantaneous Effect

For each 3 ML of the caster (round up) the mage may fire 0ne ice arrow. These can be fired simultaneously at the same or different targets. Each arrow does 2 x ML + Crit Die of piercing damage. On a successful Crit Die of 9 - 10 the arrow does an additional 10 points of damage. Any fire creature suffers double damage from ice arrows. Metal armour shatters the ice arrows and they do half damage to targets in metal armour.

This is a combination of Create Water (3 FP) Command Water to form and Arrow (3 FP) detach (3 FP) cool (3FP) Accelerate Missile (3 FP) for a total of 14 FP and additional 4 FP is added for the damage giving a grand total of 18 FP.

Javelins of Ice

Magick Resistance .... MR 7
Fatigue Cost ..... 11 FP
Casting Time..... Cantrip
Range ..... 10 feet x ML
Duration ..... Instantaneous Effect

A javelin made from ice is hurled at a visible target within range doing 7 + (2 x ML) + Crit Die of piercing damage. On a successful Crit Die of 8-10 it inflicts an additional 13 points of damage. Any fire creature suffers double damage and targets wearing metal armour take half damage as the ice shatters on the metal.

This is a combination spell Create Water (3 FP) Command Water to form Javelin (3 FP) Cool (3 FP) Detach (2 FP) Accelerate Missile (3 FP) for a total of 14 FP with an additional 8 FP for the damage giving a grand total of 22 FP

Ice Storm

Magick Resistance .... MR 9
Fatigue Cost ..... 8 FP
Casting Time..... Sorcery
Range ..... 25 feet x ML
Duration ..... Instantaneous effect

The mage creates a hailstorm of large ice stones that inflicts 1 x ML of crushing damage to anyone in the targeted area of 5 feet x ML diameter. On a successful Crit Die of 9-10 an additional 13 points of damage are inflicted. Fire loving creatures take double damage from Ice storm.

This is a combination of Create Water (3 FP) Command Water to form hailstones (3 FP) Cool (3 FP) Detach (2 FP) Accelerate Missile (3 FP) giving a total of 14 FP, an additional 4 FP is added for the damage giving a grand total of 18 FP; however this is a cantrip cast as a sorcery and so the FP cost is reduced. Cool is at a special FP cost as 325 lb of large hailstones are used.

Targets that are wearing metal armour take half damage. If the mage cast the ice storm spell during a rainstorm the range is increased to 100 feet x

ML and the target zone is 10 feet x ML diameter. Given a rainfall of inch per hour or greater the crushing damage increases to 3 + 2 x ML and on a successful Crit Die result of 7 - 10 it is a critical and the target takes the damage to body levels.

Ice Bomb

Magick Resistance .... MR 5
Fatigue Cost ..... 7 FP
Casting Time..... Sorcery
Range ..... 100 feet x ML
Duration ..... Instantaneous effect

A compressed ball of ice that is targeted on a person or area explodes with a concussive force, ice shatter into millions of razor sharp shards in all directions. This inflicts 3 + ML + Crit die of damage to anyone within 10 + (2 feet x ML) of the blast centre. On a successful Crit Die of 8 - 10 an additional 7 points are inflicted and a Bash with a 25% chance of a knock-down. On a Crit Die of 10, 13 points of additional damage is inflicted. Any fire loving creature suffers double damage from this spell. ¾ or greater metal armour halves the damage. A successful dodge halves the damage but only if there is enough room to manoeuvre.

When cast at a single target the Ice bomb does 7 + (2 x ML) crushing damage with an additional 13 + ML on a Crit Die of 7 - 10 and an automatic Bash and knockdown if the target is less than 5,000 lb. A single target that is a fire loving being is 13 + (3 x ML) + Crit Die with double damage inflicted on a critical hit. To dodge an Ice bomb he must be able to have seen the spell being cast.

Arcane Magick

This type of magick is a manipulation of the very essence of the universe, mana drawn from the spiritual essence of creation itself. This is the hardest type of magick to master as the mage is contesting directly with the universal spirit. The mage must be warned at using this type of magick, failure in the control of such energies brings disastrous consequences for those who are clumsy, careless or unprepared. The places where these energies are drawn from are inhabited by powerful spirit creatures who may have their curiosity aroused when the conscious will of a mage is exerted into their realm.

Recharge

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Casting Time..... Sorcery
Range ..... touch
Duration ..... Instantaneous effect

Concentrating upon a device of his own creation, a mage can use his knowledge and force of will to draw energies from the universal well of energy and the restore depleted charges of the device. Because of the powers and exposure that is involved in this spell a mage may only recharge a device once in a day and no more than three time in a week. Success recharges the device up to its maximum capacity. Add +1 to the Crit Die for every 30 PSF% the mage has in Arcane Magick. Failure of the spell results in the mage losing additional FP and a potentially catastrophic drain of the Magick from the device.

Success with Crit Die	Recharge
01-05	7 charges
06-08	7 charges + ML
09	7 charges + (2 x ML)
10	7 charges + (3 x ML)
11	7 charges + (5 x ML)
12	13 charges + (6 x ML)
13	21 charges + (7 x ML)
Failure with Crit Die	**Backfire Effect**
08-10	-3 FP from Fatigue Level
05-07	-7 FP from Fatigue Level
03-04	-13 FP from Fatigue Level
01-02	-21 FP from Fatigue Level

Table - Recharge

Arcane Barriers

This spell prevents the access through a natural barrier such as a door, gate, etc.

Wizard's Seal

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Casting Time..... Ritual (7 minutes) x 3 days
Range ..... 5 feet x ML
Duration ..... Until Dispelled

Taking a book or scroll the wizard performs secret mantras and gestures over it so that it cannot be opened by anyone other than the casting mage. The spell Wizard's Key may be used to force the tome open but the spell is resisted at Caster's TSC% - Sealer's PSF%. Failure to successfully cast Wizard's Key on a sealed tome or scroll results in triple FP cost. Even a success might have some trouble in store for the prying mage.

Crit Die 01: The contents are destroyed as the book/scroll bursts into flames.
Crit 02-03: The contents are illegible to anyone except the Sealer.
Crit 04-10: The contents are partially legible and a correct reading is possible by making an INT AR – Sealer's PSF% after studying one page for 1 day x Sealer's ML

The Seal of Suleiman the Magnificent

Magick Resistance .... MR 10
Fatigue Cost ..... 16 FP
Casting Time..... Ritual of 21 minutes
Range ..... 5 feet x ML
Duration ..... Until Dispelled

This is used to bind and contain spirits such as the Djinn or Demons. Those inside a container thus sealed cannot open it by any physical or Magickal means. If the container has a stopper or lid that can be removed and replaced then the casting time is 13 minutes each day for 7 successive days. This exhausting ritual costs 21 FP per day.

The stopper must be made of 3 quantities of 7 different enchanted materials, silver and emerald must be included in these materials. The seal is not dispelled when broken and the stopper removed; it will reactivate when the stopper is replaced. The same ritual may be used upon a wax seal; however, when broken this type of seal is dispelled.

Arcane Cloak

Magick Resistance .... MR 4
Fatigue Cost ..... 7+ FP
Casting Time..... Sorcery
Range ..... Touch
Duration ..... 15 seconds x ML

The casting mage gains a cloak of shimmering light around him like an aura of amber. This arcane cloak absorbs 3 x ML points of energy damage or 1 x ML of mundane damage like slashing, crushing and piercing.

Arcane Wall (Wall of Bright Shadows)

Magick Resistance .... MR 6
Fatigue Cost ..... 9+ FP
Casting Time..... Sorcery
Range ..... 5 feet x ML
Duration ..... 15 seconds x ML

An opaque wall of kaleidoscopic colours, so bright and intense it hurts the eyes of onlookers. This is a wall of pure universal energy 10 feet long by 10 feet high per ML of the caster. Reduce the TSC% of onlookers visually dependant skills by 21%. Creature that are at home in the dark have a 13% chance of being blinded for 1 Action Phase checked at the start of each AP they are able to see the wall. The wall is impervious to ordinary and Magickal missiles and all elemental magicks.

Any Magickal item that has a charge may if touched to the wall become discharged. Any physically solid being is unable to pass through the wall and those who are incorporeal will meet with resistance. There is a 33% chance they may pass through the wall however, sustaining damage in doing so.

Anyone touching the Arcane Wall takes (3 x ML) + 1d10 energy damage. On a successful Crit Die of 10 they are stunned, knocked down and are helpless for 1D10 AP

Arcane Shield

Magick Resistance .... MR 5
Fatigue Cost ..... 8 FP
Casting Time..... Sorcery
Range ..... Self
Duration ..... Until Shield is depleted

This creates a shield of force near the caster of the same energy as in the Arcane wall, reducing the TSC% of skills dependant on sight by 21%. The cloak of bright lights has an armour rating of 13 against all attacks and this includes those born from Magickal spells. It is used as a mundane shield warding off blows using the wielder's Shield Play PSF% if from an item or the caster's Arcane Magick PSF% if cast on one's self. The shield will stop 9 points of damage from any attack

and reduced the Crit Die by 1 point and bashes are prevented entirely. Damage over the 9 points are taken on the shield's body levels, these are 21 + (3 x ML). When these levels are 0 then the shield vanishes.

Arcane Keys

A selection of spell that allows a wizard to pass through portals that are locked by mundane or arcane means. When the spell is contesting a Magickal barrier reduce the TSC% by the PSF% of the Barrier's creator.

Type:	Knock	Arcane Key	Astral Key
Magick Resistance:	MR 2	MR 3	MR 4
Fatigue Cost:	3 FP	5 FP	7 FP
Pre-requisite:	-	Knock	Arcane Key
Casting Time:	Cantrip	Hex	Sorcery
Range:	Touch	Touch	Touch
Duration:	60 seconds – (5 seconds x ML)		

Knock: This spell enables any normally locked door, container, etc. to be opened and might overcome a weak Magickal locking spell. As the Magus casts the spell, he knocks three times. If barred by a Magickal Hold Portal, the cost rises to 7 FP and the TSC% is reduced by –13%. Knock is not powerful enough to open an Arcane or Astral Lock.

Arcane Key: Enables a locked door etc. to be opened. If barred by an Arcane Lock the cost is increased to 7 FP and the TSC% is reduced by -13%. It can not open an Astral Lock.

Astral Key: This enables a locked door, etc. to be opened. If barred by Astral Lock the cost is increased to 9 FP and the TSC% is reduced by –13%

Wizard's Key

Magick Resistance .... MR 7
Fatigue Cost ..... 11 FP
Prerequisite ..... Astral Key
Casting Time..... Sorcery
Range ..... Touch
Duration ..... 60 seconds - (5 seconds x ML)

With a simple touch a mage can open any mundane lock without a time delay. If the item is barred by a Hold Portal spell the barrier may be destroyed by the forced entry (10% chance x ML of Wizard Key Caster). If the item is barred by an Arcane Lock then the basic TSC% applies. An Astral lock reduces the TSC% of the wizards key 7%. Astral Lock is an active resistance, Locker's TSC% - Knocking wizard's PSF%. On a successful resist with a Crit Die of equal or greater than the Wizard's Key, otherwise the door is blown open. On a Crit Die of 10 with the Wizard's Key the door is reduced to bits and pieces.

Arcane Lights

A selection of spells that the Mage can use to bring into being various type of light effects.

Dazzle (faerie Dance, Fireflies)

Magick Resistance .... MR 1
Fatigue Cost ..... 2 FP
Casting Time..... Hex
Range ..... 10 feet x ML
Duration ..... 15 second x ML

Tiny balls and spark of light dance around whirling in intricate and random patterns in a radius of 1 foot x ML at the location of the mage's choosing within range. Use as entertainment or distraction. Within the area of effect a creature loses -3 AP and take a penalty to visual dependant skills of 13% TSC% for 2 Action Phases

Eldritch Light

Creates either a globe that glow with a soft light or an area pool of illumination

Type:	Eldritch Light	Eldritch Area Light
Magick Resistance:	MR 1	MR 3
Fatigue Cost:	2 FP	5 FP
Pre-requisite:	-	Eldritch Light
Casting Time:	Hex	Sorcery
Range:	Touch	Touch
Duration:	1 hour x ML	1 hour x ML

Eldritch Light: This creates a globe of softly glowing Magickal light that illuminates an area of 10 feet in radius. The light may radiate from the Caster himself or from an object anyone may carry. This may also be known as Wizard's Lantern and Mana Globe.

Eldritch Area Light: This illuminates an area of radius 10 feet x ML with Magickal light the intensity of a bright lantern. The light remains fixed and cannot be made to move with the Magus or with any object.

Eldritch Area Sunlight

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Prerequisite ..... Eldritch Area Light
Casting Time..... Sorcery
Range ..... Touch
Duration ..... 1 hour x ML

At the point of casting a sphere of light with a radius of 10 feet x ML come into being with the light and intensity of the midday sun. The light is a fixed source and can not be moved. All creature the are sensitive to light suffer a penalty of 3% x ML of caster to their TSC% of skills that depend upon a visual perception. They must also maintain their morale to stay within the area of light rolling their Willpower - Caster's PSF%

Sunburst

Magick Resistance .... MR 6
Fatigue Cost ..... 9 FP
Casting Time..... Sorcery
Range ..... Self
Duration ..... Instantaneous Effect

Starting at the caster's location intense Magickal light flares out in all directions. Anyone within 50 feet who can see the light is blinded for 15 seconds x Crit Die and is unable to perform any visually dependant actions. With a Crit Die roll of 10 the blindness lasts for 10 minutes. Creatures who are sensitive to light suffer pain and take ½ D10 energy damage to their Body levels. Furthermore they must make a ¾ Willpower - Caster's PSF% to maintain their morale. For creatures to avoid the blindness effect they must make an AGL AR - Caster's PSF% in order to avert their gaze in time.

Dispel Night

Magick Resistance .... MR 6
Fatigue Cost ..... 9 FP
Casting Time..... Sorcery
Prerequisite ..... Eldritch Area Sunlight
Range ..... Self
Duration ..... 30 minutes x ML

Cast in an area of natural darkness this spell sheds soft pre-dawn levels of light out to a radius of 40 feet x ML. The size of the area and the brightness levels can be altered by the casting mage as this is a version of the spell Eldritch Area Sunlight.

Arcane Darkness

A group of spells that create darkness in an area. Those creatures that naturally have night vision are at no penalties as those using True Sight; however at the gamemaster's fiat, Magickal night vision might suffer impairment from Arcane darkness.

Darkness

Magick Resistance .... MR 2
Fatigue Cost ..... 4 FP
Casting Time..... Sorcery
Range ..... 10 feet x ML
Duration ..... 5 Minutes x ML

Natural darkness spreads out to a radius of 10 feet x ML in daylight and 20 feet x ML in moonlit conditions. The level of darkness created puts light-loving creatures at a penalty of ¼ TSC% though light from torches and lamps is unaffected.

Shadowcast

Magick Resistance .... MR 2
Fatigue Cost ..... 4 FP
Casting Time..... Hex
Prerequisite ..... Darkness
Range ..... 10 feet x ML
Duration ..... 5 minutes x ML

Surfaces in the area of the spell are darkened as is if cast in deep shadows even during midday sun. The shadows can be penetrated by Magickal light and night vision but natural light such as candles and torches does not. The deep shadows are perfect for hiding from normal visual observers. Unless placed cleverly the deep shadows will look obvious and unnatural.

Cloak of Shadows (Mantle of Darkness)

Magick Resistance .... MR 3
Fatigue Cost ..... 5 FP
Prerequisite ..... Shadowcast
Casting Time..... Sorcery
Range ..... Touch
Duration ..... 10 minutes x ML

Creates vague and shifting shadows over the creature or object touched like a billowing cloak, the thing covered cannot be seen by normal means while within a dark place.

Darkness of the Pit

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Prerequisite ..... Shadowcast
Casting Time..... Hex
Range ..... 10 feet x ML
Duration ..... 10 minutes x ML

The spell dims and reduces the radius of light from torches lamps etc. to a maximum of 5 feet, even Magickal light has its radius of light reduced to ¼ Dazzling effects are negated all together though a mage can spend an additional 8 FP and force the effect to overcome the deep darkness. Light-loving creatures suffer a penalty of ¼ TSC% to skills and actions requiring sight and -13 +(3 x ML)% to morale against fear checks.

Area Darkness

Magick Resistance .... MR 6
Fatigue Cost ..... 10 FP
Prerequisite ..... Darkness of the Pit
Casting Time..... Ritual of 1 minute
Range ..... 50 feet x ML
Duration ..... 10 minutes x ML

Intense darkness forms in a radius of 30 feet x ML or 90 x ML if cast in already dim lighting conditions. Any natural light is completely absorbed; while Magickal light and fire diminishes the levels of dull moonlight, at best with ¼ of their illumination radius. Any dazzling or blinding light effects are negated; however, a mage may push the effect by spending an additional 11 FP. If they enjoy dim illumination, light-loving creatures have ½ TSC% for visually dependant actions and skills while in total darkness the penalties are as for Pit of Darkness.

Dispel Darkness

Magick Resistance .... MR 3
Fatigue Cost ..... Variable FP
Casting Time..... Sorcery
Range ..... 100 feet x ML
Duration ..... Full effect in 30 seconds

Able to negate totally any Magickal darkness spells that the casting mage knows with a resistance of Caster's TSC% - PSF% of darkness Mage. The cost of the spell is dependant upon the power of the opposing mage; cost of appropriate Darkness spell + (1 FP x ML) of the opposing mage. To negate one's own darkness spell has no additional FP cost.

Portals to the Shadow World

Creating a doorway this group of spell allows travel between the this plane of existence and the Shadow World

The Shining Paths

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Casting Time..... Ritual of 3 Minutes
Range ..... 50 feet
Duration ..... 30 minutes or all have passed

While this spell is not especially difficult to learn and is common knowledge amongst mages, finding the Astral Gates is not so easy. These were created in the first age, the days of high magick and they are permanent doorways. Once through the Astral Gate then a traveller needs to know how to navigate also. Some ancient texts contain the location of such gates, often in cryptic or encoded language or maps and they require in depth research to eke out their secrets. These Astral Gates open onto what are called the Shining Paths, roads of great enchantments that wend and wind through the shadow world linking other gates through the world. While travels on these roads is ten times the speed of the normal world getting lost is real issue unless you know the path to take at crossroads, forks and branches. There are powerful entities, spirits and terrifying monsters who make this realm their home and they do not like visitors.

Invisibility

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Prerequisite ..... The Shining Paths
Casting Time..... Sorcery
Range ..... Self
Duration ..... 3 minutes x ML

A dangerous spell both physically and morally. The caster walks with one step in the natural world and the other in the world of shadows. He is invisible to those in the normal world, only detectable by Magickal means; while visible to those in the world of shadows. He can see into both the normal world and the shadow world being affected by any weapon or magick employed from either world. He can employ Magickal offensive spell into the normal world; however the mage has to step into the normal world to do so, becoming visible for the time it takes to cast the spell.

The mage may remain invisible as long as he likes; however, after the duration there is a chance that he treads deeper into the shadow world than he intended and he may become drawn in completely. 15% +3% per minute over the duration. When this happens the mage needs to expend a great effort (additional 13 FP, drawn from personal fatigue levels only) of control over his spell to bring himself back to the normal world. If he has insufficient personal fatigue levels to pay this cost of effort then he cannot return.

For every minute in the shadow world over the duration there is a 3% chance he suffers Body level damage of 3 per point of Crit Die. Once his negative body levels have been exceeded he becomes a wraith.

Spirit Walker

Magick Resistance .... MR 3
Fatigue Cost ..... 5 FP
Casting Time..... Ritual of 3 minutes
Range ..... Self
Duration ..... 1D10 hours

The caster must enter into a trance state during the spell's casting time, after which his spirit and perceptions leave his body to travel in the Shadow World to journey to far distant places in either the real or shadow realm. Often used in primitive cultures to speak with totems and ancestral spirits. It can be a way to spy or scout a location in the real world.

Crit Die 08 - 10
The mage successfully enters the trance state and his spirit and perception are transported to the location he desires to see.

Crit Die 04 - 07
The trance state is imperfect and the mage carries a burden into the shadow realm with him. His journey is incredibly tiring causing complete exhaustion for 3 x Crit Die hours upon his return to waking.

Crit Die 01 - 03
The mage brings conflict into his trance state and he is met with a supernatural challenge before reaching his destination. The details are up to the GM and should take the form of a test of the mage's abilities, reflect some conflict that has been in the mage's life recently; these conflicts are rarely of a lethal nature. Fatigue Expenditure while travelling is increased by +3 FP over the first hour.

Phase

Magick Resistance .... MR 7
Fatigue Cost ..... 7 FP
Prerequisite ..... Spirit Walker
Casting Time..... Sorcery
Range ..... Self
Duration ..... 1 minutes x ML

Using this spell the mage passes body and soul into the Shadow realm for a short period of time; leaving no trace of himself in the normal world he cannot be detected except by spells that affect Astral Beings.

Movement in the shadow realm is three times the speed of movement in the normal realm. By moving in the shadow world and then phasing back to the normal world it would appear as though the mage had teleported himself from one place to another. Being fully in the shadow world has the benefits of being easier for the mage to manipulate the energies of magick and his FP cost for spells are ½ normal. The downside is that offensive magick cast here cannot affect targets in the normal realm. The duration rolled can not be extended, but a mage may end his visit to the shadow realm early by spending 3 FP.

Teleport

The caster and a number of his allies are transported to a known location within the spells range.

Type:	Lesser	Greater
Magick Resistance: ..	MR 6	MR 8
Fatigue Cost:	9 FP	13 FP
per additional person:	+ 4 FP	+7 FP
Pre-requisite:	Phase	Lesser Teleport
Casting Time:	Ritual (1 minute)	Ritual (1 minute)
Range:	10 miles x ML	10 miles x ML
Duration:	Instantaneous	Instantaneous

This transports the caster plus a group of willing companions to a known location within range. The maximum weight that can be transported is himself + (125 lbs x ML) in the case of Lesser Teleport and himself + (250 lbs x ML) in case of Greater Teleport. In both cases there is an additional cost for each extra person teleported.

Teleportal

Magick Resistance .... MR 7
Fatigue Cost ..... 11 FP
Prerequisite ..... Lesser Teleport
Casting Time..... Sorcery
Range ..... 50 Miles x ML
Duration ..... 1 minutes up to 7 hours

When cast the mage chooses a vertical surface such as a wall or door and names a destination. The initial set up for the spell takes 1 hour at the expenditure of 11 FP. The portal created can take 1 person x caster's ML in any given hour and if the location is not well known to the caster then there is an overshot or undershot of the distance +/-5% x Crit Die each time the portal is used.

The travel is one way to the chosen location; however, if a mage wishes return travel through the portal, he may cast another Teleportal at the destination. Upon casting the mage determines how long a time the portal stays open and may attach a password to prevent unauthorised travellers from using it. Every travel expends 3 FP from his own levels from the stress of the journey through the portal and may carry up to 250lb of equipment. The portals allow large animals to enter and travel while a big enough vertical surface was chosen, however creatures greater than 10 feet tall may not use portals.

A mage might decide he wants to make a permanent teleportal, this requires a seven-day commitment, each day casting the one-hour set-up, on a full-length mirror or doorway that must contain 7oz of fully enchanted silver. The mage chooses a password and afterwards the portal can be opened instantly with the expenditure of 13 - caster's ML in FP

Astral Gate

Magick Resistance .... MR 9
Fatigue Cost ..... 14 FP
Prerequisite ..... Teleportal
Casting Time..... Ritual of 1 hour
Range ..... 500 miles x ML
Duration ..... 1 minutes to a max of 7 hours

The mage, using similar set-up techniques to Teleportal, opens a gate onto the shadow world or the natural world. The one-hour set-up time costs 14 FP. The spell requires knowledge of the dimension and destination; the mage must have been there before, otherwise travellers will end up in some extremely strange (often dangerous and unpleasant) locations in the shadow world. Unlike Teleportal, Astral Gates allow travel of any size of creature.

Permanent Astral Gates are created by a commitment of 13 days with the casting of the set-up ritual on each day into a doorway or full-length mirror that must contain 13oz of fully enchanted silver. The gate operates continuously and takes 3FP from each traveller due to the stress of transit.

Eldritch Servants

The mage gives the spirits of shadow form in the real world, creating a shadow creature that mimic any beast or monster that the creator has seen before. Unlike the plays of light that the illusionist creates these creature have sentience and purpose and are real to all senses, terminated only by their destruction. Once created they stay close to their creator, at first solely to be fed; the feeding requirement are listed in the spells descriptions below.

Mages beware, these shadow spirit servants are vampiric in nature and feed off the life force of living creatures, consuming the souls of their prey when they kill. These feeding requirements can take the mage down a dark and treacherous path indeed.

The shadow creature, to the eye of ordinary folk, is a natural being. Those who possess true sight can recognise shadow creatures for what they really are. Upon having their real nature detected a shadow creature will exude an aura of fear at the creator's PSF% in arcane magick, requiring morale checks rolled by those near. Their demonic nature makes them vulnerable to exorcism and clerical wards.

Shadow Beast

Magick Resistance .... MR 5
Fatigue Cost ..... 8 FP per Ritual
Casting Time..... 3 x Rituals of 1 hour
Range ..... -
Duration ..... Until destroyed

The mage manifests a shadow spirit into a form of an animal no longer the 1 foot x ML. The creature has all the appearance and capabilities of the animal form it takes, including its weapons for fighting; however the damage it inflicts is Magickal.

The mage performs 3 x 1 hour rituals at a cost of 8 FP each. The rituals are started at the full moon and continued on successive nights. After its creation the beast can be summoned with a cantrip costing 3 FP. A mage can control 1 such beast at ML 5-6; 3 beasts at ML 7-8; 7 beast at ML 9; and thirteen beasts at ML 10+

Fighting Potential: ... Caster PSF%
Fatigue Level: ..... Shadow Creatures never tire
Body:..... As for the natural beasts body level + 13 + (3 x ML) regardless of size
Damage:..... Takes only ½ damage from weapons that are not Magickal
Sustenance: ..... If not fed 7FP per day from a living sentient creature it leaves the mage's service.

Spectral Servant

Magick Resistance .... MR 9
Fatigue Cost ..... 15 FP x 7
Prerequisite ..... Shadow Beast
Casting Time..... 7 Rituals of 7 hours
Range ..... -
Duration ..... Until destroyed

The mage creates a humanoid figure shadow creature of his own race. He must perform 7 rituals beginning on the new moon and continuing on successive nights; the servant appears to the mage on the next full moon. Once the creature has been created the mage may summon it with a 5 FP cantrip. A mage may control up to seven Spectral Servants regardless of their ML.

Fighting Potential: .. The highest of the Spectre's PSF% or the creating Mage's PSF in Arcane Magick
Fatigue Level: ..... 21 + Creators Fatigue Points
Body: ..... 21 + (13 x ML)
Damage: ..... Takes ½ damage from non-Magickal weapons
Sustenance: ..... The servant needs to be fed 50 FP per day from a sentient living creature or it leaves the service of the mage. However, there is a 21% chance should the spectre not be fed that it turns on its creator.

Eldritch Missiles

These are conjured by the mage from the very universal spirit itself. As such they can be modified by the basic Magick spell Accelerate. These missiles inflict grievous wounds on corporeal creatures, which take the damage as if they were unarmoured. A trigger spell is advisable to a mage using Eldritch Missiles, he prepare the spell beforehand and the cast very quickly. Creatures of the shadow world fear these missiles for they are especially effective upon them, dealing 1 ½ time the damage to them. Those who try to dodge an Eldritch Missile will find that they travel at too fast a rate and no dodging will succeed only Magickal wards and protect against them.

Shadow Arrows (Mana Darts)

Magick Resistance .... MR 2
Fatigue Cost ..... 4 FP + 3 FP per additional Arrow
Casting Time..... Hex
Range ..... 90 feet x ML
Duration ..... 15 seconds

A mage may create one of these Arrows' for every 2 ML (round up), with each additional arrow costing an extra 3 FP. They take the form of a fiery shaft of pure magick. Several may be cast at one time and target a single or multiple targets. Each arrow deals 2 X ML energy damage. On a successful Crit Die of 10 damage increases to 2 x ML + 13 energy damage. A **CON** AR% is required or the target is dazed for 1 additonal phase 10 AP and is at ½ his TSC% for all skills.

Shadow Bolt (Mana Bolt)

Magick Resistance .... MR 4
Fatigue Cost ..... 8 FP
Casting Time..... Sorcery
Range ..... 60 feet x ML
Duration ..... 15 seconds

A bolt of lightning that radiates spectral colours shoot forth to a location with a radius of 5 feet. Individuals need not be targeted unless moving rapidly. Those within the radius of effect take 2 x ML energy damage. A successful Crit Die of 9-10 and the damage taken increases to 3 x ML + 13. A **CON** AR% at a 13% penalty is required or the target is dazed for 2 AP and is at ¼ his TSC% for all skills.

Shadow Bomb (Mana Ball)

Magick Resistance .... MR 6
Fatigue Cost ..... 11 FP
Casting Time..... Sorcery
Range ..... 50 feet x ML
Duration ..... 15 seconds

Pure Magickal energy is formed into a sphere of blue fiery energy that the mage target a specific location; therefore targeting individuals is not required unless they are moving rapidly. The Shadow Bomb explodes in a radius of 10 feet + (2 feet x ML). Creatures within the area of effect take (4 x ML) + Crit Die of energy damage. On a successful Crit Die roll of 07-09 damage is increased to (5 x ML) + 13 and a CON AR with a penalty of -13% is required or targets are dazed for 3 Action Phases acting at ¼ TSC% in all skills. If the successful Crit Die is 10 damage increases to (6 x ML) +13 points of energy damage and the **CON** AR% is at -21% penalty or targets are dazed for 7 Action Phases and all skills are at ¼ TSC%

Command Magick

Command magick is the mage using his mind to influence the mind of other creatures. The level of influence over a mind is affected by the following factors:

Natural Resistance:
The Mage's targeting roll is reduced by the natural MR of the creature being influenced by the command spell. Spells such as Charm and Suggestion are not affected by the creature's natural MR however, unless the target is alert to such influence or has a natural resistance.

Willpower:
Add 1% to the targeting of the command magick for each 10 points the magus PSF% has over the target's willpower PSF%. In addition, if the target has already been subject to a charm his Willpower is reduced by -3% x ML of the casting mage.

Oratory:
The oratory skill gives the mage an advantage of 1% for each 10 points of PSF% as long as he is fluent in the target's language.

Illusion Magick:
The ability to influence a target's perception is an aid to the success of command magick and so adds +1% to the targeting PSF% for each 10 PSF% the mage has in Illusion Method.

Note: The modifiers are also subtracted from the TSC% of the subject when resisting any command magick with Willpower.

Sleep Spells

These spells induce sleep in the target. Either a natural or Magickal sleep can be caused. These spells are affected by the following additional factors:

- A Willpower roll minus the caster's PSF% in Command method of the casting magus resists all sleep spells. Other factors may affect willpower TSC%. a bonus of up to +/-50% can be awarded at the Gamemaster's fiat to reflect the situation or unique circumstances.
- When in a deep natural sleep a sleeper can be awakened by violently shaking them, or a close-by loud noise. A disturbance going on around a deep sleeper may not awaken them from their slumber.
- The Magickal spell Awaken is the only way to waken those who are caught in a Magickal slumber before the sleep magick's duration is up. This depends upon the mage knowing the corresponding sleep spell. Subtract the PSF% of the Sleep caster from the Willpower TSC% of the Awakening caster.
- Learning the Sleep spell gives the mage knowledge of the relevant Awaken spell.
- Those in a deep Magickal sleep who awaken after 3 hours or more do so with Fatigue Points100% fully restored unless there is some intervention to prevent it.
- Deep Magickal sleep can be used as a healing solution for those in need of repair, with 7 hours of deep Magickal sleep doubling the healing rate.
- There are creatures who are resistant to sleep, and therefore sleep spells have no effect on them: Spirits (demons), Fey, Undead, those inflicted with Lycanthropy in beast form.

Sleep Individual

Type:	Sleep	Greater Sleep
Magick Resistance:	MR 1	MR 4
Fatigue Cost:	2 FP	7 FP
Casting Time:	Cantrip	Hex
Range:	10 feet x ML	25 feet x ML
Duration:	3 minutes x ML	3 minutes x ML

Sleep: This puts a living creature into a deep, natural sleep. A target involved in energetic activity resists with Willpower - ½ Magus' PSF% (in Command Method). The maximum weight of living creatures that can be put to sleep is 250 lbs x ML, i.e. a Mage of ML 10 can Sleep 250 x 10 = 2,500 lbs.

Greater Sleep: This induces a deep, Magickal sleep in a living target, from which a victim must be awakened. After the duration elapses, a victim continues in a normal deep sleep until he wakes up (this is at the Gamemaster's discretion) or is roused. Other than this the spell is the same as above.

Area Sleep

Type:	Area Sleep	Greater Area Sleep
Magick Resistance:	MR 3	MR 5
Fatigue Cost:	5 FP	9 FP
Pre-requisite:	Sleep	Greater Sleep
Casting Time:	Sorcery	Hex
Range:	25 feet x ML	50 feet x ML
Duration:	3 minutes x ML	3 minutes x ML

Area Sleep: This affects all living targets in a radius of 10 feet + ML. The maximum weight of living creatures that can be put to sleep within the area is 250 lbs x ML.

Greater Area Sleep: In all respects, this spell is the same as Greater Sleep but this affects all living targets within a radius of 25 feet + (2 x ML). The maximum weight of living creatures that can be put to sleep within the area is 250 lbs x ML.

Enchanted Sleep

Magick Resistance .... MR 7
Fatigue Cost ..... 11 FP
Prerequisite ..... Greater Sleep
Casting Time..... Sorcery
Range ..... 50 feet x ML
Duration ..... Until the target is awakened

The mage designates a single creature when casting this spell and attempts to put them into a deep Magickal sleep. The sleep continues until the conditions in an attached trigger spell are met or the spell is dispelled. Discovering the conditions of the trigger spell are more difficult than normal and they are at a penalty of -3% x ML of the sleep caster. This spell is in every other way the same as the sleep spell.

Sleep into the Ages

Magick Resistance .... MR 9
Fatigue Cost ..... 14 FP
Prerequisite ..... Enchanted Sleep
Casting Time..... 7 Rituals of 3 hours each
Range ..... Touch on each of 7 rituals
Duration ..... Until the target is awakened

To begin the process the mage must enchant food or drink to MR 0 for the spell to be placed into. The 3-hour ritual must be cast on each of seven successive days starting with the dark of the new moon and costing 14 FP. Any living creature that partakes of the enchanted food or drink with fall into an enchanted sleep. There is no resistance against this spell; however, while in their enchanted sleep target will not age or require sustenance and no harm will come to the sleep from heat, cold, drowning or even burial. The condition for them to awaken must be achievable and straightforward. Only Divination will reveal the awakening condition with a penalty of 21% + caster's PSF% to his TSC%. Other types of dispel attempts cause the sleeper to become visibly distressed and a Crit Die roll of 10 causes the sleeper to die.

Charm Spells

These spells work in a subtle manner to alter the perceptions of the target towards the mage, so that he considers the mage a friend, confidant or even lover. While the spell does not give the mage control of, or direct obedience from, the target it does make them susceptible to further manipulations.

- A combat situation is untenable for casting a charm spell and they will only work in non-stressful situations with a creature not already hostile to the mage. If cast in such conditions the target will be inclined to attack the mage or, with a failure Crit Die of 01 - 06, to withdraw.
- The target's Willpower PSF% (if successful) is subtracted from the caster's targeting roll.
- The Charm caster's PSF% is subtracted from the dispellers' TSC%
- Only creatures of natural form are susceptible to charms. Spirits, Demons, Fey, Undead, Trolls and Lycanthropes etc. are not susceptible to charms.
- When a mage learns a charm spell he also learns how to dispel it.
- The Table - Charm Effects shows the variations in effect of the charm spell depending upon the Crit Die roll

The charm spells below are only effective while the target is within sight or earshot of the caster. When the target can no longer see or hear the caster the spell ends. Most mages must gaze into their target's eyes to cast the charm spell; however, Enchanters and Power Word mages may rely on the power of their voice or enchanted potions.

Mass Charm

Magick Resistance .... MR 6
Fatigue Cost ..... 10 FP
Prerequisite ..... Greater Charm Person
Casting Time..... Ritual of 7 minutes
Range ..... Variable
Duration ..... Variable

For this charm spell the targets do not need to be in the immediate presence of the caster. The mage uses his voice and argument to sway a crowd over to his viewpoint. Those in a radius of 50 feet + (10 feet x ML) and who can hear the mage may be affected. The cost is 10 FP + 1 FP for every 25 people the crowd is over 10 x ML people.

This is potentially a large number of targets and making this number of Willpower rolls is too time consuming. The Gamemaster should break down the crowd into groups of similar Willpower's and roll for each group from highest to lowest Willpower. Success against any group means those with a lower Willpower automatically succumb to the charm. However PCs in the crowd always make their own Willpower rolls.

The duration and effects of the spell are the same as Charm Person, with the exception of the number of targets.

Success with Crit Die	Result
01-04	The victim is friendly and not suspicious.
06-09	The victim is very friendly and trusting. Reduce Willpower versus further Command Magick or manipulation by Charismatic skills by -13% + (-1% x ML) for the duration of the Charm.
10	The victim is completely beguiled by the Magus. Reduce Willpower versus further Command Magick or manipulation by Charismatic skills by –7% + (–2% x ML) for the duration of the Charm.
Failure with Crit Die	**Result**
01 - 04	The subject's attitude toward the Magus is unchanged.
05 - 07	The subject senses something that makes him wary and suspicious of the Magus. Increase Willpower versus further Command Magick or Charismatic manipulation by +7% during this encounter.
08 - 09	The subject is suspicious of the Magus. Increase Willpower versus further Command Magick or Charismatic manipulation by +13% during this encounter.
10	The subject is highly suspicious and feels hostile toward the Magus. Increase Willpower versus further Command Magick by an additional +21% during this encounter. Also, in subsequent encounters, the subject remains wary and enjoys +13% to Willpower versus Command Magick or Charismatic manipulation until the Magus can allay such suspicion.

Table - Charm Effects

Charm Animals

Type:	Small Animal	Large Animal
Magick Resistance:	MR 1	MR 2
Fatigue Cost:	2 FP	3 FP
per additional target:	+1 FP	+ 2 FP
Casting Time:	Cantrip	Sorcery
Range:	25 feet x ML	25 feet x ML
Duration:	3 minutes x ML	3 minutes x ML

Charm Small Animal: This affects a small animal (mouse, rabbit, sparrow, frog, fish, etc.) that is not predatory by nature. The number of small animals that can be charmed is equal to ½ x ML at a cost of +1 FP per additional creature. Charmed creatures do not actively resist the Charmer's Will as long as there is no threat to their welfare and safety, rendering them highly susceptible to taming/training and to Command Magicks.

Charm Large Animal: This is the same as above but it affects a large animal (deer, horse, etc.) that is not predatory by nature. The number of large animals that can be charmed is equal to ½ x ML at a cost of +2 FP per additional creature.

Charm Predator

Type:	Small Predator	Large Predator
Magick Resistance:	MR 2	MR 3
Fatigue Cost:	3 FP	5 FP
per additional target	+3 FP	+ 4 FP
Casting Time:	Hex	Sorcery
Range:	25 feet x ML	25 feet x ML
Duration:	3 minutes x ML	3 minutes x ML

Charm Small Predator: This is the same as Charm Small Animal but it affects a small predator or omnivore (cat, ferret, hawk, etc.). The number of small predators that can be charmed is equal to ½ x ML at a cost of +3 FP per additional creature.

Charm Large Predator: This is the same as Charm Small Animal but it affects a large predator or omnivore (dog, wolf, bear, leopard, eagle, shark, etc.). The number of large predators that can be charmed is ½ x ML at a cost of +4 FP per additional creature.

Charm Person

Type:	Charm Person	Greater Charm Person
Magick Resistance:	MR 4	MR 5
Fatigue Cost:	6 FP	9 FP
per additional target:	+5 FP	-
Casting Time:	Ritual (3 minutes)	Ritual (7 minutes)
Range:	25 feet x ML	50 feet x ML
Duration:	3 minutes x ML	See Below

Charm Person: This affects Humans and human-like beings such as Dwarves, Elves, Orcs, etc. It may also work on some sentient enchanted *'monster'* races such as Trolls, Ogres, Giants, etc., but that is not always the case. The total persons that can be charmed is equal to ½ x ML at a cost of +5 FP per additional person.

Greater Charm Person: This charm is effective even when the target is not in the Caster's presence. Otherwise this works in the same way as Charm Person but only one person may be targeted for a period of 24 hours - 1 hour per 10% of PSF% the victim has in Willpower, with a minimum duration of one hour. The Charmer also adds +1 to the Crit die per 33% of PSF% they have in Command Magick to any spells or charismatic skills he practises on the *'victim'*. When the duration of the spell lapses, the victim rolls a Willpower – Charmer's PSF% in Command Magick to break free from the charm.

If he fails, the charm remains in effect for a full day. No additional Fatigue costs are incurred for such extensions. The victim then makes a WIS AR - Charmer's PSF%. If he fails with this, he remains charmed for 3 days before he is able to check again! In all this time, the victim is unaware of the Magickal influence the Magus has over him. He does not question the Charmer's motives and regards him as a fine fellow, even if there is evidence to the contrary. However, he will not do anything that is not in accord with his own deeply held beliefs or his own self-interest. If the victim remains under the Charmer's spell for more than 39 days he is effectively the *'Mage's man'*.

Domination Spells.

The final goal of command magick is to bring target under the domination of the mage, bending the target to his will, reducing them to unquestioning obedience. Resistance is in the form of Willpower and is used to reduce the TSC% of the command mage. The strength of will of the target is his best defence.

Hold Spells

These cause the target to become immobile and unable to perform any actions.

- The mage must meet the gaze of the target to hold him in place; however he can perform other actions as long as his eyes are affixed to the victim, who cannot move or perform any actions as long as their eyes locked together.
- Resistance is with Willpower PSF subtracted from the caster's Targeting chance if successful.
- If the mage is distracted and looks away the target can make and un-resisted Willpower check. Success releases him from the mage's hold; on a fail he is held for a further 15 seconds (one round) before he can move.
- Attacking or threatening danger to the target can break the hold spell with the target losing 3 AP from a momentary disorientation. He may not gain the initiative in any combat during that Phase.

Hold Animals

Type:	Small Animal	Large Animal
Magick Resistance:	MR 2	MR 3
Fatigue Cost:	3 FP	5 FP
per additional animal	+1 FP	+2 FP
Casting Time:	Cantrip	Cantrip
Range:	25 feet x ML	25 feet x ML
Duration:	15 seconds x ML	15 seconds x ML

Small Animal: This holds up to 2 x ML small animals. Reduce the Caster's TSC% by –3% for each additional animal held over three and pay an extra cost of +1 FP for each additional three small animals held.

Large Animals: This holds up to 1 x ML large animals. Reduce the Caster's Targeting by -5% for each additional animal held over two and pay an extra cost of +2 FP for each additional large animal held.

Hold Predators

Type:	Small Predators	Large Predators
Magick Resistance:	MR 3	MR 4
Fatigue Cost:	5 FP	6 FP
per additional animal:	+2 FP	+3 FP
Casting Time:	Cantrip	Cantrip
Range:	25 feet x ML	25 feet x ML
Duration:	15 seconds x ML	15 seconds x ML

Hold Small Predators: This holds up to 1 x ML small predators. Reduce the Caster's Targeting by -7% for each additional animal held over two and pay an extra cost of +2 FP for each additional small predator held.

Hold Large Predators: This holds up to 1 x ML large predators. Reduce the Caster's Targeting by –9% for each additional animal held and pay an extra cost of +3 FP for each additional predator held.

Hold Person

Magick Resistance: .. MR 4
Fatigue Cost: ..... 6 FP + (3 FP per Additional Person)
Casting Time: ..... Cantrip
Range: ..... 25 feet x ML
Duration: ..... 45 seconds

This holds up to ½ x ML Humans or human-like individuals. Reduce the Caster's Targeting by –9% for each additional person and pay an extra cost of +3 FP for each additional person held.

Hold Enchanted Beast

Magick Resistance: .. MR 4
Fatigue Cost: ..... 7 FP + (3 FP per Additional Beast)
Casting Time:..... Hex
Range: ..... 25 feet x ML
Duration: ..... 45 seconds

This holds one enchanted beast (Unicorn, Great Wolf, etc.). If the beast is quite small (under 25 lbs), a Magus of ML 7+ may hold a maximum of ½ x ML beasts but reduce his Targeting by –9% per additional animal and pay an extra cost of +3 FP for each additional animal held.

Hold Enchanted Being

Magick Resistance: .. MR 5
Fatigue Cost: ..... 8 FP + (5 FP per Additional Being)
Casting Time: ..... Cantrip
Range: ..... 25 feet x ML
Duration: ..... 30 seconds

This holds up to ½ x ML living, sentient beings such as Trolls, Ogres, Centaurs, Fey, etc. in the same way Hold Person does human-like beings. Reduce the Caster's Targeting by –13% for each additional being and pay an extra cost of +5 FP for each additional being held.

Hold Undead

Type:	Lesser Undead	Greater Undead
Magick Resistance:	MR 4	MR 7
Fatigue Cost:	7 FP	11 FP
per add Undead:	+3 FP	+7 FP
Casting Time:	Hex	Hex
Range:	50 feet x ML	50 feet x ML
Duration:	45 seconds	45 seconds

Hold Lesser Undead: This holds up to ½ x ML Lesser Undead (Skeleton, Zombie, Ghoul). Reduce the Caster's Targeting by –7% for each additional Lesser Undead and pay an additional cost of +3 FP for each additional Lesser Undead held.

Hold Greater Undead: This holds up to ½ x ML Greater Undead (Mummy, Vampire, Wight, Spectre, etc.). Reduce the Caster's Targeting by –13% for each additional Greater Undead and pay an extra cost of +7 FP for each additional Greater Undead held.

Hold Lycanthrope

Magick Resistance: .. MR 6
Fatigue Cost: ..... 9 FP + (4 FP per Additional Lycanthrope)
Casting Time: ..... Cantrip
Range: ..... 50 feet x ML
Duration: ..... 45 seconds

This holds one Werebeast per 3 ML. Reduce the Caster's Targeting by –13% for each additional Werebeast and pay an extra cost of +4 FP for each additional Werebeast held. If the Werebeast is in Human form the spell Hold Person is sufficient to hold the Lycanthrope.

Compulsion Spells

The compulsion spells that follow allow the mage to force his will upon his target, compelling them to perform whatever action the mage desires. They can take the form of a subtle suggestion or an outright command that must be obeyed.

- To resist a compulsion spell subtract the target's Willpower PSF% (if successful) from the mage's targeting chance.
- See individual spell descriptions as the target may not completely resist the compulsion spell.
- When a command mage uses compulsion spells to try to force his target to violate his deeply held beliefs such as self preservation, then the GM may call for a WIS AR - caster's PSF% in command magick. Use judgement and caution with compulsion spells, not all of them have the power to override a target's normal frame of mind.

Suggestion

Magick Resistance .... MR 2
Fatigue Cost ..... 4 FP
Casting Time..... Sorcery
Range ..... 25 feet x ML
Duration ..... Up to 10 minutes max

Any living creature, even animals can be a target of the mage's suggestion with this spell. Targets that have been previously charmed are especially susceptible and resist with a penalty of ½ Willpower PSF%. The mage must be able to communicate with the target, either through a shared language or imagery. This spell cannot be used in combat or against creatures already hostile to the mage. The suggestion the mage can give is limited and must be conveyed in 3 words + (1 word x ML); it has to be simple and clear to understand. The target's subconscious mind will interpret the suggestion in a very literal manner, and he must then act upon it within 10 minutes.

Animals and other beastly creatures have great difficulty understanding suggestions, but a beast language can help.

The question of the reasonableness of a suggestion will arise. It is not unreasonable for a mage to ask a guard to turn a blind eye to his passing with his companions and forget they were there. A suggestion to kill himself or a comrade would break the spell often bringing hostile action from the target as his subconscious detects the invasion of the mind. If a target is attacked or overtly threatened then the spell is also broken.

Mesmerise

Magick Resistance .... MR 3
Fatigue Cost ..... 6 FP
Prerequisite ..... Suggestion
Casting Time..... Sorcery
Range ..... 5 feet x ML
Duration ..... Varies

Gives the ability to hypnotise any living creature, with ease if that creature is already charmed. (½ Willpower PSF%). If the mage knows the target then the compulsion to do his bidding is stronger still. On casting, the target falls into a hypnagogic state and the mage gives his instructions: up to 7 words (+3 words x ML). As with suggestion they must be simple and clear, as the subconscious mind will interpret the words literally. The same limits of not breaking the target's deep-held beliefs apply. However, an illusion may be used to trick the target's mind and mislead him, or blind him as to his real actions. The spell ends when the mage returns the target to a normal state with a pre-set action, such as the snap of his fingers. Otherwise, the target falls into a deep natural sleep for 3D10 minutes; remembering nothing upon his return to consciousness unless instructed to remember. The target will carry out the instructed actions at an appointed time, upon waking, or up to 3 x ML days in the future.

There are species-specific compulsions that involve overcoming the target's Willpower to gain complete control.

- If already charmed the creature may only use ½ willpower PSF% to resist
- If the target is already under the influence of a mesmerise spell then no resistance can be offered, the mage merely has to succeed at his casting.
- Sight and distance are not relevant to the spell with regards to the target following orders, the target only must hear the words of the mage. However the compulsion only applies for the spell's duration
- The target, even if his beliefs are violated, will almost always obey the mage's commands. This calls for WIS or SPR AR for such violations; success only brings a momentary disobedience and does not break the compulsion.
- A victim will always get an unmodified WIS AR to resist commands that are clearly suicidal, but not for entering extreme danger.
- Half way through the duration of the spell the victim may make a resistance check against the compulsion: Willpower check - Mage's PSF% in command magick. If the victim fails his will is broken and the duration is then tripled, as are all extensions.

Necromantic Bindings

Magick Resistance .... MR 3
Fatigue Cost ..... 5 FP
Casting Time..... Ritual of 7 hours
Range..... 25 feet x ML
Duration..... See below

The ways of the necromancer are deep and dark with no return path, and only they may know the secrets of this spell. The knowledge of the ritual of Necromantic bindings allows a necromancer to learn the spells Hold and Command lesser and greater undead but at -2 MR below the standard rate listed for the spell. After casting a command undead spell the necromancer has a chance to bring the creature permanently into his service by binding the animating spirit to him. Once the command spell has ended he can prevent the creature from leaving, attacking etc. if he first scribes a Binding Circle around it. Then he must conduct the 7-hour ritual with a command magick TSC% - undead's Willpower PSF% successful roll trapping the spirit of the undead to the Necromancer's service.

The creature will obey the necromancer for three days and will resist the control of other mage's actions and spells with its Willpower PSF% + ⅓ necromancer's PSF% and cannot resist spells cast by its controlling master. Each further successful casting increases the undead creature's service by three days. After seven such successful castings the service of a lesser undead creature is permanent and no longer requires the casting of command magick to control it. For greater undead the necromancer must make thirteen such successful casting before permanently taming the undead creature.

Should a necromancer attempting permanent bindings fail at any point the undead creature become highly resistant to further command magick cast by that necromancer. The undead has its effective Willpower PSF% increased by 33%. A greater undead will harbour evil grudges for being manipulated in such a manner and will attempt to avenge himself on the necromancer for his audacity.

There are several command spells, each specific to a kind of creature or being.

Command Animal

Type:	Small Animal	Large Animal
Magick Resistance:	MR 3	MR 4
Fatigue Cost:	6 FP	7 FP
per additional animal:	+1 FP	+2 FP
Casting Time:	Cantrip	Cantrip
Range:	25 feet x ML	25 feet x ML
Duration:	5 minutes x ML	5 minutes x ML

Small Animal: This commands up to 1 x ML small animals. Reduce the Caster's Targeting by –3% for each additional animal over two and pay an extra cost of +1 FP for each additional small animal. The cost of casting is reduced to 3 FP if the animal is already under the influence of the spell Mesmerise or 4 FP if only under a Hold spell.

Large Animal: This commands up to ½ x ML large animals. Reduce the Caster's Targeting by –5% for each additional animal over two and pay an extra cost of +2 FP for each additional large animal. The cost of casting is reduced to 3 FP if the animal is already under the influence of the spell Mesmerise or 6 FP if only under a Hold spell.

Command Predator

Type:	Small Predator	Large Predator
Magick Resistance:	MR 5	MR 5
Fatigue Cost:	8 FP	9 FP
per additional animal:	+2 FP	+ 3 FP
Casting Time:	Cantrip	Hex
Range:	25 feet x ML	25 feet x ML
Duration:	5 minutes x ML	5 minutes x ML

Command Small Predator: Commands up to ½ x ML small predators. Reduce the Caster's Targeting by –7% for each additional animal over two and pay an extra cost of +2 FP for each additional small predator. The cost of casting is reduced to 4 FP if predator is already under the influence of the spell Mesmerise and 7 FP if only under a Hold spell.

Command Large Predator: Commands up to ½ x ML large predators. Reduce the Caster's Targeting by –9% for each additional animal and pay an extra cost of +3 FP for each additional large predator. The cost of casting is reduced to 5 FP if the predator is already under the influence of the spell Mesmerise and 8 FP if only under a Hold spell.

Command Person

Magick Resistance: ..MR 5
Fatigue Cost: .....9 FP + (4 FP per Additional Person)
Casting Time: .....Cantrip
Range: .....25 feet x ML
Duration: .....5 minutes x ML

This commands up to ½ x ML Humans or Human-like individuals. Reduce the Caster's Targeting by –9% for each additional person and pay an extra cost of +4 FP for each additional person. The cost of casting is reduced to 7 FP if person is already under the influence of the spell Mesmerise and 10 FP if only under a Hold spell.

Command Enchanted Beast

Magick Resistance: ..MR 6
Fatigue Cost: .....10 FP + (7 FP per Additional Beast)
Casting Time:.....Cantrip
Range: .....25 feet x ML
Duration: .....5 minutes x ML

This commands one enchanted beast (Unicorn, Great Wolf, etc.). If the beast is quite small (under 25 lbs), a Magus of ML 7+ may command a maximum of ½ x ML beasts. Reduce the Caster's Targeting by –9% per additional animal and pay an extra cost of +7FP for each additional animal. The cost of casting is reduced to 7 FP if beast is already under the influence of the spell Mesmerise and 10 FP if only under a Hold spell.

Command Enchanted Being

Magick Resistance: ..MR 7
Fatigue Cost: .....11 FP + (5 FP per Additional Being)
Casting Time: .....Sorcery
Range: .....25 feet x ML
Duration: .....5 minutes x ML

This commands up to ½ x ML living, sentient beings such as Trolls, Ogres, Centaurs, Fey, etc. in the same way Command Person does human-like beings. Reduce the Caster's Targeting by –13% for each additional being and pay an extra cost of +5 FP for each additional being. The cost of casting is reduced to 7 FP if the being is already under the influence of the spell Mesmerise and 10 FP if only under a Hold spell.

Command Undead

Type:	Lesser Undead	Greater Undead
Magick Resistance:	MR 6	MR 9
Fatigue Cost:	9 FP	15 FP
per additional Undead:	+5 FP	+7 FP
Casting Time:	Sorcery	Sorcery
Range:	25 feet x ML	25 feet x ML
Duration:	5 minutes x ML	5 minutes x ML

Lesser Undead: Commands up to 1 x ML Lesser Undead (Skeleton, Zombie, Ghoul). Reduce the Caster's Targeting by –7% for each additional Lesser Undead and pay an extra cost of +5 FP for each additional Lesser Undead. The cost of casting is reduced to 10 FP if Lesser Undead is already under a Hold spell.

Greater Undead: Commands up to ½ x ML Greater Undead (Mummy, Vampire, Spectre, Wight, Water Wraith, etc., but not Wraiths). Reduce Caster's Targeting by -13% for each additional Greater Undead and pay an extra cost of +7 FP for each additional Greater Undead. The cost of casting is reduced to 13 FP if Greater Undead is already under a Hold spell.

Command Lycanthrope

Magick Resistance: ..MR 8
Fatigue Cost: .....13 FP + (4 FP per Additional Lycanthrope)
Casting Time: .....Sorcery
Range: .....25 feet x ML
Duration: .....5 minutes x ML

This commands one Werebeast per 3 ML. Reduce the Caster's Targeting by –13% for each additional Werebeast and pay an extra cost of +4 FP for each additional Werebeast. A Command Person is sufficient to command a Lycanthrope in human form. The cost of casting is reduced to 10 FP if Werebeast is already under the influence of the spell Mesmerise and 13 FP if only under a Hold spell.

Geas

Magick Resistance .... MR 10
Fatigue Cost ..... 16 FP
Casting Time..... Ritual of 7 hours
Range..... 10 feet x ML
Duration..... Until task is completed

The spell compels a living person to perform a task, regardless of time and complexity of the tast. It is one of the most powerful enchantments a mage can cast. The task can not go against the true nature of the person, against its deeply held beliefs and there is no Magick that can compel a person to take on a holy quest. The ritual takes seven hours to cast; however the preparation for the ritual takes a further three hours of uninterrupted time over seven consecutive days. If the preparation is not performed correctly the target can make a willpower roll - caster's PSF% each day to escape the compulsion. A mage should attach a trigger spell to the geas as the seven-hour ritual is too long to expect a target to stand still while you cast your spell.

If the target fails his Willpower - Caster's PSF% check, the task specified in the geas must be performed. It might involve great dangers but it cannot be suicidal. Each day the target fails to set out on his task or deviates from the task, he suffers -3 FP. This loss is not restored with rest, only resuming this task can restore these lost FP. Should the target be captured and held or incapacitated then no FP cost is levied against him for not doing the geas.

A geas is only removable from the target by the original caster or a clerical remove curse ritual that is resisted by Willpower - Geas caster's PSF%. If the remove curse fails the target takes 1D10 damage to his body levels that heal at ⅓ the normal rate. Any further Remove Curse attempts are at a 10% cumulative penalty for each failure.

Commanding Emotions

Passions run deep and fear is a critical emotion in humans. A very powerful set of spells invoke these emotions in the target. Were-creatures, undead and spirits are unaffected by fear or might even find such attempts amusing.

Fright

Type:	Lesser	Greater
Magick Resistance: ..	MR 1	MR 2
Fatigue Cost:	2 FP	4 FP
Casting Time:	Cantrip	Sorcery
Range:	Touch 10 feet x ML radius	
Duration:	45 seconds x ML	

Lesser Fright: This spell inspires fear in one victim. The Caster must touch the victim or else be close enough to touch him as their eyes meet. Lesser Freight is resisted by subtracting the victim's Willpower PSF% from the Caster's Targeting. If the spell is a success with Crit Die 01-07 the victim is utterly intimidated and reluctant to take action against the Magus and those with him.

This reluctance may be overcome with a willpower check - caster's PSF%; however he still suffers a -3% to his TSC% in all skills while in the presence of the caster. On a successful casting and a Crit Die of 08-10 the target will rout in a blind panic during combat, or he might freeze, paralysed to the spot and shaking with fear. In less conflicting situations he might merely quickly withdraw from the caster.

Greater Fright: An aura of fear radiates in a radius of 10 x ML feet around the caster moving as he moves. Unless ordered during the casting of the spell, even his allies are also affected by radiated fear. Even if nominated as exempt during casting an ally will be on edge and nervous from the radiated fear from the caster. The casting time of the spell is dependent upon the PSF% of the mage casting: Sorcery at 30%, Hex at 50% and Cantrip at 70%.

Fear

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Casting Time..... Sorcery
Range..... 20 feet + (2 x ML) radius
Duration..... 3 Minutes x ML

A more powerful version of the Greater Fright spell, requiring a Willpower - caster's PSF% every minute within the area of effect unless the caster directs otherwise. The power of this spell means that even allies must make a Willpower roll, though not at a penalty. The spell may be cast on an area or object and set with a trigger to activate when the location is entered or the object touched.

Cowardice

Magick Resistance .... MR 4
Fatigue Cost ..... 7 FP
Casting Time..... Sorcery
Range..... 25 feet x ML
Duration..... 45 seconds x ML

1 x ML living creatures are drained of any bravery they may have and they are inspired only to cowardice. Additional creatures may be affected at a cost to the casting mage of 3 FP for each target. The spell is resisted with Willpower PSF% subtracted from the caster's Targeting. If a target is deemed natural weak of morale or cowardly then take ½ of Willpower PSF%. The PSF% of the caster is subtracted from the target's Willpower for all rolls on phobias and fears.

The casting time of the spell is dependent upon the caster's PSF%. Cast as a Hex at 50% PSF and a cantrip at 70% PSF.

Confusion

Magick Resistance .... MR 5
Fatigue Cost ..... 8 FP
Casting Time..... Sorcery
Range..... 20 feet + (2 x ML) radius
Duration..... 45 Seconds x ML

The spell's area of effect will bring any living creature under its confusing influence, even the mage's allies. A successful casting of Confusion is resisted with INT AR - caster's PSF% with results listed in the table below.

Bravery

Magick Resistance .... MR 5
Fatigue Cost ..... 8 FP
Casting Time..... Sorcery
Range..... 25 feet x ML
Duration..... 45 Seconds + ML

1 x ML creatures find themselves inspired to great bravery at a cost of 3 FP per additional creature after the first. The successful casting of the spell is resisted by reluctant targets with ½ Willpower PSF subtracted from the mage's Targeting. A creature that is deemed cowardly or lacking in morale subtracts 1.5 x his Willpower from the caster's Targeting. When cast before entering a battle add ¼ of the caster's PSF% to all Willpower rolls against phobias and fears.

This spell automatically dispels any natural fear affecting the person and against a Magickal fear he can make a Willpower check with ¼ of the caster's PSF% added to try to break the fear.

Casting time of the spell is dependant upon the caster's PSF% with it being cast as a Hex at 50% and a cantrip at 70% PSF.

Success with Crit Die	Result
01 - 02	Victims are disoriented and suffer a penalty of –3% x ML to their TSC% in all skills.
03 - 05	Victims are disoriented and mill around in confusion, not knowing what to do, but will defend themselves against attack. Mages attempting to cast spells forget what they were doing. The Caster and his companions can easily disengage and will not be followed or they can attack with the initiative.
06 - 09	Victims attack each other. If alone, victim withdraws in haste but may return later.
10	Victims depart the area in Fear and will not return.
Failure with Crit Die	**Result**
01 - 04	If not hostile before, the targets are hostile now and attack the party.
05 -09	Enraged targets attack. Add +4 damage to the first blow each strikes!
10	As for Crit 02-03, except that targets try to reach the Magus if they can!

Table - Confusion Results

Infatuation and Love

	Infatuation	Love
Magick Resistance	MR 3	MR 5
Fatigue Cost	5 FP	8 FP
Casting Time	Sorcery	Ritual of 1 hour
Range	Touch	Touch
Duration	3 hours x ML	7 days x ML

Infatuation causes the target to exhibit emotions of lust with someone who is named by the caster. They resist the spell with WIS AR -3% x ML of the caster. While the spell is active on the target they are likely to fall in love with the person the caster named. When the spell ends the target must make another **WIS** AR% -3 x ML of the caster; a failure and the target of the spell has fallen in love as per the spell.

With the Love spell an obsessive infatuation is directed by the target to a person the caster names in a trigger spell or the first person they see after the casting if no trigger is used. As with any natural Love the target is capable of all the usual foolish insanities and desperate acts to have their love returned. If the spell succeeds with a Crit Die of 10 then the enchantment instils a permanent True Love on the target that requires a Remove Curse to dispel it. Of course the target of Love may resist any such attempts.

Dislike and Hate

	Dislike	Hate
Magick Resistance	MR 3	MR 5
Fatigue Cost	5 FP	8 FP
Casting Time	Sorcery	Ritual of 1 hour
Range	Touch	Touch
Duration	3 hours x ML	7 days x ML

These are the mirror spells of Infatuation and Love giving the target of the spell these emotions and state of mind with regards to the person named by the mage. The target gets a bonus to his resistance of charisma-based skills the object of his dislike / hate uses on him.

If the hate spell is successful with a Crit Die of 10 then the spell is permanent and the target feels complete and reasonless hatred for the named person.

Note:

A personal item belonging to the target is required to cast either of these spells. Sympathetic Magick often requires a connection of some sort usually given through food or drink but can also be touch. Resisted by **WIS** AR% -3% x ML of the caster. Add +1 to the Crit Die for each 20% of PSF the mage has in command magick. The Crit Die gives the level of the infatuation / love the higher the result the deeper the effect.

While affected by one of these seduction spells a target has -3% x Crit Die take off their PSF% on their resistance to Charisma based skills used on them by the object of their affection.

Berserker Rage

Magick Resistance	MR 6
Fatigue Cost	10 FP
Casting Time	Sorcery
Range	25 feet x ML
Duration	45 Seconds + ML

The spell removes any fear from the target, giving him unshakeable morale. The mage pays an additional +7 FP per target of the spell. While there is not extension to the spell's effects, the natural adrenaline within the target can carry the berserk state after the spell has finished if he passes a Willpower check. Normally the spell's effects are felt immediately; however, if cast before a battle the spell can have its effects delayed by 30 minutes x ML and then activated upon utterance of certain keywords such as *"Let slip the dogs of war,"* or *"Kill them all."*

Add +2 to attack Crit Die results as a berserker does not hold back, and strikes with the force of a crazy madman. If his Crit Die is a 10 then double the Crit Die damage. His mind is working faster and he gains +2 Action Points to spend in any Action Phase. His mental state is unbalanced and he is immune to any command magick. Even when dying his mind still continues to push his body on fighting for up to 3 Action Phases after the round he drops below ½ negative body levels. Even a lost limb will not prevent him from fighting on. Only losing his head or severing his spine will cease his battle lust.

If, when the spell's effect ends the person has negative body levels but not lethal wounds then he falls unconscious and can be saved through medical treatment. Berserkers with lethal wounds die when the spell ends.

The berserker rage, while mental insanity, does not mean that fighting without skill. Berserkers still counter blows, use shields and dodge; using their cunning to land devastating blows.

Forgetfulness

Magick Resistance ..... MR 8
Fatigue Cost ..... 13 FP
Casting Time..... Sorcery
Range..... 25 feet x ML
Duration..... 1 day x ML

Any living creature can be affected by this spell which is resisted by **INT** AR% - caster's PSF%. All the intellectual and recall functions of the mind are dramatically diminished. Even the simplest of facts or skills require a INT AR with a -3% x Crit die penalty. On a successful casting and Crit Die of 10 the target is afflicted with complete amnesia for 1 month x ML. The effects of the spell can be reversed by a cleric, the caster or naturally after 1D10 days with a successful **INT** AR% - caster's PSF%

Commanding the Flesh

Instead of manipulating the target's will, emotions or intellect this group of spells affects the physical body. They can be used against creature with a corporeal body even undead.

- Power Word mages make commanding the flesh their special project and they have significant advantages for their extra study of this type of magick. Spells MR, FP cost, casting times and ranges listed are for Power Word mages and must be modified for use by other mage types.
- Flesh is at +2 MR for any other command magick mage
- Other mages who learn command magick increase the casting time of these spells by one level: therefore a cantrip becomes a hex, a hex becomes a sorcery and a sorcery becomes a ritual of 1 minute.
- Ranges for other command magick mages is ½ of listed range.
- The Flesh spells for other mages can only be cast through a Magickal device.
- When other command magick mages cast flesh spells they are target-specific. Seven elements of sympathetic materials should be included in device to target specific types of victims. For example a wand that has Muscle Spasm enchanted within it requires seven materials that belong to the type of creature the mage wants to affect. Small mammals might have parts from rodents, birds, etc. If these materials are not included then the FP cost of the spell in the device is tripled and would drain the charges of the device rapidly.
- Resistances for Flesh spells are as listed in the spell descriptions. Mages who have learned Flesh spells may instead use Willpower - caster's PSF% when resisting.

Muscle Spasm

Magick Resistance ..... MR 3
Fatigue Cost ..... 4 FP
Casting Time..... Cantrip
Range..... 25 feet x ML
Duration..... 15 Seconds

Physical attacks and spell casting are hampered when successfully targeted with this spell, causing spasms and twitches in the muscle and deep muscle tissues. Resited with a **AGL** AR% - caster's PSF%. During combat a target suffers a penalty of (-2% x ML) + Crit Die to their TSC% in all skills: In non-combat situations they suffer a penalty of -5% x ML to their TSC% in all agility - or dexterity-based skills. Sleight of hand, juggling, pick pocket etc.

Clumsiness

Magick Resistance ..... MR 3
Fatigue Cost ..... 4 FP
Casting Time..... Cantrip
Range..... 25 feet x ML
Duration..... 15 Seconds

This spell hampers the target's fine motor control and coordination so that he cannot maintain small body movements. Resisted by **DEX** AR% - caster's PSF%. In combat a target suffers (-2% x Crit Die) + ML to the Dodge and Parry TSC% only; their ability to make large swings or thrusts is not affected they can still attack normally. In non-combat situations apply a penalty of (-2% x Crit Die) + ML to their TSC% in all action requiring coordination of the whole body such as climbing, lifting heavy weights etc. Things will be bumped into, knocked over, tripped over etc.

Deafen

Magick Resistance ..... MR 6
Fatigue Cost ..... 9 FP
Casting Time..... Sorcery
Range..... 50 feet x ML
Duration..... 45 Seconds x ML

The spell can be cast to the range set listed above and the affects a 1- feet + ML radius with those inside having to make a **CON** AR% - caster's PSF to try to resist temporarily losing their hearing. Detection skills suffer a penalty of -5% x ML to their TSC%. Power word mages rely heavily on correct intonation and pronunciation and while deaf are at ⅔ of their TSC%. Enchanters, Druids, Witches and others have to keep watch over their pitch and tone and are at ½ their TSC% and should best use Magickal devices. Other mage types who become deafened are at ¾ TSC% when casting directly instead of through a Magickal device with a triggered stored spell.

Blind

Magick Resistance .... MR 7
Fatigue Cost ..... 11 FP
Casting Time..... Sorcery
Range..... 50 feet x ML
Duration..... 45 Seconds x ML

Removes the ability of the target to see for the duration of the spell, leaving him incapable of performing any action that requires sight. Resisted with a **CON** AR% - caster's PSF%. On a successful casting with a Crit Die of 07-10 the target must check to see if they panic at the sudden loss of vision : roll against Willpower - (7% x ML). Those who fail believe that the loss of sight is permanent and lose their self control.

Stun

Magick Resistance .... MR 8
Fatigue Cost ..... Min 13 FP
Casting Time..... Sorcery
Range..... 50 feet x ML
Duration..... 15 Seconds x 1D10

The spell is cast up to the range listed above and then affects any living corporeal being in a 10 feet + ML radius. Targets must make a **CON** AR% - caster's PSF%. With a failure they are instantly rendered unconscious. The mage may target all in the area, regardless of size or number of targets, at the cost of ¼ of his total FP Level to a minimum of 13 FP

Die

Magick Resistance .... MR 10
Fatigue Cost ..... 21 FP
Casting Time..... Sorcery
Range..... 25 feet x ML
Duration..... See below

The mage, touches the heart of the living victim at a distance, causing it to stop. Resisted by a **CON** AR% - Caster's PSF%. The target will experience sudden chest pains becoming excruciating over the casting time of the spell as his heart is being squeezed and savaged by the manipulations of the mage. The duration is 15 seconds x Crit die, during which time the target can only roll around on the ground in agony. He loses 5% x Crit die from both current Fatigue and Body levels.

If a successful casting Crit Die of 10 is rolled the target is facing possible death and must make a Stamina roll with a success required for survival. Survivors are will be limited in their capabilities afterwards until the body levels are recovered. Until then, strenuous activity may cause another arrest of the heart. The chance of this is the percentage of body levels yet to heal. If another arrest occurs then the same effects as the original spell befall the target. There is no long term damage to the heart and recovers fully.

Divination

Certain divination spells may be learned as part of another Magickal method, notes in the spell's description give details.

Generally divination spells are resisted with a PSF% penalty to an appropriate skill or opposing divination PSF%, and some gamemaster ruling for conditional penalties may be levied also.

Detect Hidden Door

Type:	Diviner	Other Mages	Dowsing Diviner
Resistance:	MR 1	MR 2	MR 1
Fatigue Cost:	2 FP	4 FP	2 FP
Casting Time:	Hex	Sorcery	Cantrip
Range:	3 feet x ML	1 foot x ML	5 feet x ML
Duration:	60 min / ML	60 min / ML	60 min / ML

If there is a hidden door within line of sight of the mage who has cast this spell, then its outline will glow with a soft blue white light. The duration is the time taken to detect the door. A door that has been hidden by magick gives a penalty to detection equal to the caster's PSF%. Dowser magicians who attain ML 4 have their time to search halved.

Detect Hidden Object

Type:	Diviner	Other Mages	Dowsing Diviner
Resistance:	MR 1	MR 1	MR 2
Fatigue Cost:	3 FP	3 FP	4 FP
Casting Time:	Hex	Cantrip	Sorcery
Range:	5 feet x ML	10 feet x ML	3 feet x ML
Duration:	60 min / ML	60 min / ML	60 min / ML

Effects are as for Detect Hidden Door; however a mage who is unable to state what he is looking for has double fatigue costs levied against him or reduces his targeting by half in order to find the object. Duration is the time taken to locate the object.

Detect Life

Type:	Diviner	Scryers	Other Mages
Resistance:	MR 1	MR 1	MR 2
Fatigue Cost:	3 FP	3 FP	4 FP
Casting Time:	Hex	Hex	Hex
Range:	30 feet x ML	60 feet x ML	20 feet x ML
Duration:	9 min x ML	13 min x ML	7 min x ML

Creatures that are concealed from view are highlighted by a soft green-blue light. Elves, Dwarves, mortal goblin races and beasts fall into the group for the purpose of this spell. The spell does not reveal the specific type of creature; however, the caster knows if the creatures detected are sentient or beast, and their distance and numbers.

Detect Supernatural

Type:	Diviner	Arcane Mages	Other Mages
Resistance:	MR 2	MR 1	MR 3
Fatigue Cost:	4 FP	3 FP	5 FP
Casting Time:	Hex	Cantrip	Sorcery
Range:	30 feet x ML	60 feet x ML	20 feet x ML
Duration:	13 min x ML	21 min x ML	7 min x ML

Undead, werewolves, trolls, ogres, giants, fey, fey goblins, enchanted beasts etc. that are part of the natural order and yet have clearly supernatural origins fall under this spell. The spell will not reveal the type of supernatural but the caster does know if it is a monster or an enchanted beast as well as numbers and distance.

Detect Astral Being

Type:	Diviner	Arcane Mages	Other Mages
Resistance:	MR 2	MR 1	MR 3
Fatigue Cost:	4 FP	3 FP	7 FP
Casting Time:	Hex	Cantrip	Sorcery
Range:	20 feet x ML	60 feet x ML	10 feet x ML
Duration:	13 min / ML	21 min / ML	7 min / ML

Beings and forces that are from the astral plane fall under this spell, indicating their presence within the detection range. The spell will give only a general direction and no a precise location; however the stronger the sense of a presence the closer it is to the caster. Duration is the time taken to locate an Astral Being.

Note: Arcane mages can learn this spell as part of their Arcane Method of Magick at MR 2 and 4 FP cast as a cantrip.

Detect Magick

Type:	Diviner	Arcane Mages	Other Mages
Resistance:	MR 1	MR 1	MR 1
Fatigue Cost:	3 FP	3 FP	3 FP
Casting Time:	Cantrip	Cantrip	Cantrip
Range:	20 feet x ML	30 feet x ML	10 feet x ML
Duration:	7 min x ML	13 min x ML	7 min x ML

After casting the spell will alert the mage to the presence of anything that is Magickal within range; the Magick is shrouded in a violet blue glow. When cast on a singular specific item the spell will reveal how Magickal the item is through the strength of the glow, the brighter the glow the more powerful the magick.

At ML 5+ Dowsers have a range of 60 feet x ML when dowsing for ley line and they can accurately sense the amount of Magickal power present.

Detect Illusions

Type:	Diviner	Other Mages
Resistance:	MR 1	MR 2
Fatigue Cost:	3 FP	4 FP
Casting Time:	Cantrip	Ritual (1 minute)
Range:	10 feet x ML	10 feet x ML
Duration:	1 minute x ML	1minute x ML

Subtract the illusion mage's PSF% from the caster's targeting. Illusions with an MR higher than a mage's ML are not detectable, except with a great success -

Crit die 01 -05 +1 MR above ML
Crit die 09 +2 MR above ML
Crit die 10 +3 MR above ML

Illusionists have their own detect illusion spells

Detect Invisible

Type:	Diviner	Arcane Mages	Other Mages
Resistance:	MR 2	MR 2	MR 3
Fatigue Cost:	4 FP	4 FP	6 FP
Casting Time:	Cantrip	Cantrip	Ritual (1 minute)
Range:	10 feet x ML	10 feet x ML	10 feet x ML
Duration:	3 min x ML	7 min x ML	1 min x ML

The spell indicates the direction within the mages range but never the actual location of the subject; however the closer the subject the stronger the mage's send of the presence.

All mages of the arcane method can learn this spell as part of the practice of Arcane magick.

Detect Observation

Type:	Diviner	Scryers	Other Mages
Resistance:	MR 1	MR 1	MR 2
Fatigue Cost:	3 FP	3 FP	4 FP
Casting Time:	Cantrip	Hex	Ritual (1 minute)
Range:	20 feet x ML	30 feet x ML	20 feet x ML
Duration:	1 hour x ML	1 hour x ML	30 min x ML

The mage's senses and natural instincts are sharpened to the point where he automatically becomes aware of being watched. He does not know the observer's exact location, just a general sense of direction. The Gamemaster rolls the caster's targeting to find of the mage senses the observation and alerts him if he does.

When a scryer reaches ML 4 their range increases to 50 feet x ML

Detect Evil

Type:	Diviner	Other Mages
Resistance:	MR 2	MR 3
Fatigue Cost:	4 FP	5 FP
Casting Time:	Sorcery	Ritual (1 minute)
Range:	10 feet x ML	5 feet x ML
Duration:	3 min x ML	1 min x ML

Anything, including people or items such as cursed weapons or the demon possessed, that are intrinsically evil in nature fall under this spell. When cast a dark shadow cloaks over the evil, the darker the shadow the greater the evil. If the evil has intent to harm the mage or his allies then it will be tinted with blood-red hues. The more imminent the danger the brighter and greater the coverage of the red tint. The spell does not detect enemies, it identifies the evil of a soul and its state of mind.

Detect Enemies

Type:	Diviner	Scryers	Other Mages
Resistance:	MR 2	MR 2	MR 3
Fatigue Cost:	4 FP	4 FP	5 FP
Casting Time:	Sorcery	Hex	Ritual (1 minute)
Range:	20 feet x ML	30 feet x ML	10 feet x ML
Duration:	3 min x ML	3 min x ML	1 min x ML

Those who are within range and have the intent of ill will to the mage or his allies are marked with a blood-red aura tinged with black when in sight of the mage. Target must roll against Willpower - Caster's PSF% representing the target's ability to mask its intentions.

Detect Metal

Type:	Diviner	Dowsing Diviners	Other Mages
Resistance:	MR 1	MR 1	MR 3
Fatigue Cost:	3 FP	3 FP	6 FP
Casting Time:	Ritual (7 min)	Hex	Ritual (7 minutes)
Range:	10 feet x ML	30 feet x ML	5 feet x ML
Duration:	1 hour	30 min	1 hour

The mage specifies the type of metal he wishes to detect and the spell reveals the general direction and distance of a source within range. The mage also gets a sense of the quality of the source and the quantity present. The duration listed is the time to make a single search. When the spell is cast through rock the range of the spell is ⅕ (exception: dwarven casters)

Detect Water

Type:	Diviner	Dowsing Diviners	Other Mages
Resistance:	MR 1	MR 1	MR 3
Fatigue Cost:	3 FP	3 FP	6 FP
Casting Time:	Ritual (7 min)	Hex	Ritual (7 min)
Range:	10 feet x ML	30 feet x ML	5 feet x ML
Duration:	1 hour	15 min	1 hour

Gives the approximate direction and distance to a source of water within the spell's range. When cast through rock the range is ½ (exception: dowsers). The duration is the time to make a single search.

Detect Tracks

Type:	Diviner	Scryers	Other Mages
Resistance:	MR 1	MR 1	MR 2
Fatigue Cost:	3 FP	3 FP	4 FP
Casting Time:	Ritual (10 min)	Ritual (3 min)	Ritual (15 min)
Range:	20 feet x ML	30 feet x ML	10 feet x ML
Duration:	60 min / ML	60 min / ML	60 min / ML

Sign and scent of a quarry are picked up by this spell. Having an item to use as a sympathetic focus allows tracks to be found after only a minute with a bonus of 13% to TSC%. The targeting should modified by factors as per the outdoor skill - Tracking Prey. On a failure a mage may try again but at a 25% penalty. He may not make a third attempt. The duration is the time taken to locate the tracks.

Detect Traps

Type:	Diviner	Other Mages
Resistance:	MR 2	MR 3
Fatigue Cost:	4 FP	6 FP
Casting Time:	Cantrip	Ritual (1 minute)
Range:	10 feet x ML	5 feet x ML
Duration:	10 min / ML	10 min / ML

If successful after subtracting the trap's PSF% from the targeting chance the mage can see Normal traps radiate a pale red glow and Magickal traps an intense indigo blue. The duration is the time taken to locate the trap. Scryers and Dowsers only require 1 minute to search for traps.

Find the Path

Type:	Diviner	Scryers	Other Mages
Resistance:	MR 2	MR 2	MR 3
Fatigue Cost:	4 FP	4 FP	5 FP
Casting Time:	Sorcery	Cantrip	Ritual (1 minute)
Range:	20 feet x ML	30 feet x ML	10 feet x ML
Duration:	30 min / ML	30 min / ML	30 min / ML

This spell gives the caster a hunch or intuition as to the correct path to follow when lost. He gets a 25% bonus to the targeting chance if he has prior knowledge of the area; such as passing through, seen a map etc. On a failure of the spell then the mage remains lost for a period of 6 hours - (½ hour x Crit Die). When a scryer get to ML 4 he only needs 10 minutes / ML to find the path. The Duration is the time taken to find the path.

Specialised Divination Spells

Divination spells are resisted by an appropriate PSF%, PSF% in divination magick, or some penalty based on circumstance assessed by the Gamemaster; instead of or in addition to the other penalties. Sight of the Unicorn and True Sight are as per their description and Prophecy is not resisted at all. The information from such spell is drawn from the spirits of the shadow world. Their accuracy is not about the greatness of the knowledge of such creatures who know many unknowable things, but the ability of the mage to interpret the correctly the information gained from the entity.

Scry the Imminent

Magick Resistance:	MR 2
Fatigue Cost:	4 FP
Casting Time:	Ritual (3 minutes)
Range:	1 mile x ML
Duration:	10 minutes x ML

While in a distant, safe area the mage is able to view an area of 100 feet x ML radius located within his range. If the mage is interrupted while viewing then the vision is broken. The vision will go to the area straight away if it is known by the mage, otherwise he must spend 3D10 minutes shifting his viewpoint to find it. The mage's ML determines the duration of his vision of the area and how many times he may move his viewpoint. The Prophecy spell may intrude 13% of the time, with a vision of something in the recent past, the present or the near future of up to 1 to 3 weeks.

Scry Distance

Type:	From Afar	The Land	Ends of the Earth
Resistance:	MR 4	MR 6	MR 7
Fatigue Cost:	7 FP	9 FP	12 FP
Casting Time:	Ritual (7 min)	Ritual (13 min)	Ritual (21 min)
Range:	10 miles x ML	100 miles x ML	1,000 miles x ML
Duration:	10 min x ML	20 min x ML	30 min x ML

These spells are the same as Scry the Imminent except for the following:

Scry from Afar: The scryer can view an area of radius of 10 miles at a time to find any unfamiliar location. To scan any radius of 10 miles he requires a period of 10 minutes. The spell Prophecy may *"intrude"* 13% of the time, with a vision of an event or person up to +/-3 months away.

Scry the Land: The scryer can view an area of radius of 100 miles at a time to find an unfamiliar location. To scan any radius of 100 miles he requires a period of 20 minutes. The spell Prophecy may *'intrude'* 13% of the time, with a vision of something up to +/- 3 years away.

Scry the Ends of the Earth: The scryer can view an area of radius 1,000 miles at a time to find an unfamiliar location. To scan any radius of 1,000 miles, he requires a period of 30 minutes. The spell Prophecy may *'intrude'* 13% of the time, with a vision of something up to +/- 3 decades away.

Note:

A failed spell results in misinformation and false visions, only determined by the use of the skill Interpret the Omens and a WIL AR to avoid misreading the visions. The Gamemaster, as always with uncertain results, should feel free to make the roll in secret to preserve the mystery for the player.

Prophecy

Magick Resistance: ...MR 1
Fatigue .....Cost: 3 FP + (3 FP per 30 minutes in trance)
Casting Time: .....Ritual (1 minutes)
Range: .....1,000 miles x 1D10
Duration: .....30 minutes x ML

Best cast in safe surroundings as the mage falls into a deep trance in which he has prophetic visions concerning the past, present or future; both distant and near. The information gained is at the Gamemasters fiat. On a Crit Die roll of 01 - 03 the vision is likely about something that the mage had not intended to see. Fatigue cost is variable with a levy of 3 FP per 30 minutes of trance. The longer the trance lasts the more detailed and relevant the information obtained will be.

Due to the nature of where the information comes from the visions are always difficult to interpret, often coming in allegory and metaphors. Reduce the mage's TSC% in Interpret the Omens by -3% per 30 minutes spent in the trance to reflect the depth of knowledge attempting be interpreted.

The Sight Of The Unicorn

Magick Resistance: ...MR 2
Fatigue Cost: .....4 FP
Casting Time: .....Hex
Range: .....5 feet x ML
Duration: .....1 minute x ML

The spell once cast will reveal the presence within range of poisons and drugs in any form. The mage senses the presence of toxins or soporifics up to 10 feet away. He must touch food or drink or the container to detect hidden poisons or drugs. If placed by Magickal means then he subtracts the poisoners PSF% from the Targeting chance. If applied by mundane methods then no penalties apply.

True Sight

Magick Resistance: ...MR 9
Fatigue Cost: .....14 FP
Casting Time: .....Hex
Range: .....10 feet x ML
Duration: .....1 minute x ML

This spell gives the mage a sort of double vision, the truth laid on a sub-layer of his sight revealing disguises, transformations, illusions etc. The caster has his targeting chance reduced by ½ the PSF% of the mage whose magick is being revealed by this spell. If mundane falsehoods are being revealed then there is a penalty of the PSF% of the skill used. At ML 10 a mage see all truths with this spell and no resistance is possible to his true sight.

Illusion Spells

If a mage fully conceals or alters the nature of something, perhaps to make it look like something else entirely; then he is using illusions. Those who see an illusion believe it to be real; after all, most creatures unquestioningly trust their senses. Only when a viewer has good reason to suspect that things aren't what they seem can they then make a resistance against the illusion.

The Gamemaster, as always with uncertain results, should feel free to make the roll in secret to preserve the mystery for the player. An illusion is real until a credible reason to believe otherwise is presented to the viewer. It is tricky in role playing to balance mechanics with suspense and players adjusting their character's actions based on player knowledge over characters knowledge.

No illusion is perfect however, and small details can give away the trick. The suspicion of trickery may arise out of actions and the Gamemaster might give subtle clues that the character's might spot. A gamemaster could rule that the quality of the illusory image is a function of the caster's INT AR, rolling a 1d100 and if higher than the caster INT AR a flaw exists that might be spotted.

A player must state that his character is resisting an illusion effect and does not automatically get a resistance roll. He must actively call out his disbelief of the trickery and spend 3FP to make the roll to see if he uncovers the illusion for the trickery it really is. Those mages who adept at illusions do not spend the FP cost to resist if they are using the detect illusion spell, as the cost is already included in the casting of the spell.

Even after a character realises that some trickery is at play, the full effects of the illusion might not go away, Often the character with see the illusion still, only superimposed onto his reality, seeing both at the same time. The confusion of this state is relative to a character's intelligence those of low INT might be confused, frightened or upset. In some cases however the illusory effect might challenge a character's WIS instead. A score of 13 is a cut off point for being disturbed by illusions after disbelieving them. Call for an INT or WIS AR for those with low scores to see if they are susceptible to being confused, conflicted, disoriented etc. Failure might bring a penalty to a relevant skills TSC% required moral judgements, decision making, or serious reasoning. -4% for each point under 13 and -2% per point for skill of a physical nature.

Overall Illusions and their effects will be a cooperative event between the player and the Gamemaster. Telling a story that is dramatic, suspenseful, interesting and leads to better drama is always a key goal in role playing games.

Detect Illusions

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP
Casting Time: .....Cantrip
Range: .....10 feet x ML
Duration: .....3 minutes x ML

The caster's targeting chance is reduced by the PSF of the illusionist and if successful the mage detects the illusion. If the mage is adepts at illusion magick then he always detects and illusion regardless of how powerful the caster and also knows the nature of the spell if they have learnt it themselves.

Dispel Illusion

Magick Resistance: ...MR 1
Fatigue Cost: .....See Below
Casting Time: .....See Below
Range: .....10 feet x ML
Duration: .....Instantaneous Effect

This spell removes an illusion cast over an object, a creature or a small area that is less than 100 feet radius.

- **Cast as a cantrip** with a cost of 3FP it will dispel most illusions cast by a mage with a PSF% equal to or lower than that of the dispelling mage.
- **Cast as a Hex** with a cost of 7FP it removes illusions from mages with a PSF% 10% higher. Cast as a **ritual of one minute** at a cost of 13FP 11-20% higher
- **Cast as a ritual of three minutes** at a cost of 21FP 21-30% higher

Spells from a mage with a PSF% 30% higher require the use of the Dispel Phantasmals

Dispel Phantasmals

Magick Resistance: ...MR 7
Fatigue Cost: .....See Below
Pre-requisite: .....Dispel Illusion
Casting Time: .....See Below
Range: .....10 feet x ML
Duration: .....Instantaneous Effect

A more powerful removal tool than the spell Dispel Illusions this enables the caster to remove illusions spells of a much more powerful nature. At its heart this is a reversal spell based on the mage knowing the intricacies of the spell. The time to cast this spell and its cost is the same as required to cast the spell to be removed. The targeting chance of Dispel Phantasmals is reduced by the PSF% of the illusionist of the spell to be removed. However the dispeller can gain +1% per day he spends meditation on the problem. The degree of his success is based on the Crit Die.

Crit Die 01 - 05: The spell will dispel work of a Magus whose PSF% is equal to or lower than the Dispeller's PSF%.

Crit Die 06 - 07: The spell will dispel the work of a Magus whose PSF% is up to 10% higher than the Dispeller's PSF%.

Crit Die 08: The spell will dispel the work of Magus whose PSF% is between 11-20% higher than the Dispeller's PSF%.

Crit Die 09: The spell will dispel the work of a Magus whose PSF% is between 21-30% higher than the Dispeller's PSF%.

Crit Die 10: The spell will dispel the work of a Magus whose PSF% is between 31-50% higher than the Dispeller's PSF%.

If the dispel attempt fails then all is not lost for the mage, he can attempt the process again with a +13% bonus to TSC% for building upon the work already done. Even the most powerful illusion will thus be broken over time.

Illusionary True Sight

Magick Resistance: ...MR 7
Fatigue Cost: .....11 FP
Casting Time: .....Sorcery
Range: .....Touch / Self
Duration: .....1 minute x ML

Same as the Divination magick spell True Sight except that it is available at the lower ML of 7 to mages who have selected the Mastery of Illusions. He sees through any illusions, they appear as a misty form superimposed onto reality, as this spell does not remove the illusion it renders it transparent to the caster's vision.

Blurred Image

Magick Resistance: .... MR 1
Fatigue Cost: .....3 FP
Casting Time: .....Hex
Range: .....Touch / Self
Duration: .....45 seconds x ML

The image of the mage or another creature is softened and blurred into a shifting mess of outlines, colours and shapes. Any attackers have a penalty of -3% x ML to their TSC% in all appropriate skills. Spirits and the spell of True Sight are unaffected by the Blurred Image spell. Illusionists can negate the spell with a Willpower - Caster's PSF%, while non-illusionists use only ¾ Willpower - Caster's PSF%

Blurred Script

Magick Resistance: ...MR 2
Fatigue .....Cost: 4 FP
Casting Time: .....Ritual (1 minute)
Range: .....Touch
Duration: .....Permanent

For the spell to permanently work each page must first have its MR reduced to Zero, otherwise the spell only takes on the page for 1 day x ML. The spell garbles the text so that only those who the mage intended can read the script. Others who try to read the text have to make an **INT** AR% - Illusionist's PSF% or become confused, resulting in the reader being unable to think clearly in all INT and WIS based skills. (½ AR% and ½ TSC% for 1 hour x ML). Even with a success the text is unreadable however the reader does not suffer the confusion. Only a dispel by a mage of equal or higher ML renders the page readable. On a failure to dispel he may make another attempt 12 months - ML later.

Project Image

Magick Resistance: ...MR 4
Fatigue Cost: .....7 FP
Casting Time: .....Hex
Range: .....Self
Duration: .....1 minute x ML

The mage's image is projected to a point within 100ft per ML of his actual location. The projected image moves and talks and all spells cast will seem to come from this image. To discover the deception a viewer must make a successful willpower - Caster's PSF%. If the projected image is touched, then it disappears.

Faerie Gold

Magick Resistance: ...MR 2
Fatigue Cost: .....4 FP
Casting Time: .....Hex
Range: .....Touch
Duration: .....1 day x ML

Cast on a small object such as a stone, it take on the appearance of being a gold coin. An illusionist can create 10 gold coins x ML x Crit die. Faerie gold has a 99% chance - caster's PSF% of reverting to its original form when it comes into contact with cold iron.

Illusion

Type:	Lesser Illusion	Greater Illusion
Resistance:	MR 2	MR 5
Fatigue Cost:	4 FP	9 FP
Casting Time:	Hex	Sorcery
Range:	10 feet x ML	10 feet x ML
Duration:	1 minutes x ML	3 minutes x ML

Lesser Illusion: An object or creature the caster has seen before is created in illusion. If a living creature then it will seem to move and act naturally if the caster is concentrating on the illusion to the exclusion of all else. If the mage has the Acting: Ventriloquism skill then he can make the illusion seem to speak. On a touch the illusion is dispelled. The illusion is resisted by a WIS AR - caster's PSF% and spirits or those using True Sight see through the visual trickery.

Greater Illusion: This creates an object or creature that is totally believable in every way and indistinguishable from the original. It can act normally without the interaction of the caster. It still disappears when touched however. Only if the viewer's suspicions are aroused may he make a roll to see through the illusion Willpower - caster's PSF%. This spell can even fool spirits; however anyone using True Sight will see the trick for what it really is.

Faerie Glamour

Magick Resistance: ...MR 8
Fatigue Cost: .....13 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....12 hours x ML

An illusion to enhance the outward appearance of the recipient of the spell increasing their appearance by +1 APP x ML. Those masked by this spell are safe from having their trickery detected, except by those who have true sight, some rare Magickal charms or a Mage who is adept at illusions with an ML higher than the caster of the Faerie Glamour (willpower - caster's PSF%) Such a spell cannot fool spirits or fey creatures who can see through the trickery of this spell.

Sleight of Hand

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP
Casting Time: .....Cantrip
Range: .....Self
Duration: .....1 trick

This allows the caster to use real magick to perform acts of prestidigitation and trickster as per the Arts and Entertainments skill. If the magick spell fails but the mage knows the sleight of hand skill then he may still be able to save the trick.

Disguise

Type:	Disguise	Greater Disguise
Magick Resistance:	MR 2	MR 4
Fatigue Cost:	4 FP	6 FP
Casting Time:	Hex	Sorcery
Range:	Self or Touch	Self or Touch
Duration:	10 minutes x ML	1 hour x ML

Disguise: This enables the Caster to change his or another's appearance.

Disguise: Allows the caster to change his or another's appearance to a persona of someone roughly the same size and mass +/- 1 inch in height and +/- 10 lbs per ML. Those who have reason to suspect a disguise may attempt to penetrate the illusion with a **WIS** AR% - Caster's PSF%. Spirits and those using True Sight see through the spell. An Illusionist mage who is 20% PSF higher spots the trickery but not see through the illusion unless a **WIS** AR% - caster's PSF% is made

Greater Disguise: As above; however, even more detail in the illusion, those who know the copied personae will not think to doubt the identity with a very good reason to do so (WIS AR - Caster's PSF%) This spell is convincing enough to fool spirits but not those using True Sight.

Cast at ML 6 or above the duration is 1 day x ML

Cloak Self

Type:	Cloak Self	Greater Cloak Self
Resistance:	MR 3	MR 4
Fatigue Cost:	6 FP	7 FP
Casting Time:	Sorcery	Sorcery
Range:	Self	10 feet x ML
Duration:	10 minutes x ML	30 minutes x ML

Cloak Self: conceals the illusionist and anything he wears or holds from the sight of all living creatures. When he moves the cloak moves with him. If he cast a spell or makes an attack however he loses the cover of the spell immediately. A willpower roll - Caster's PSF% resists the spell but cannot be checked for unless the viewer has a good reason to suspect the presence of the cloaked figure. The spell Dispel Invisible does not reveal a cloaked person however; anyone using True Sight or Spirits and Undead will see a cloaked figure at all times.

Greater Cloak Self: As above but of greater duration and when cast by an Illusionist of ML 7+ a suspecting person resists with willpower - caster's PSF - (3% x ML)

Delusion

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Hex
Range: 10 feet x ML
Duration: 45 seconds x ML

The target of the spell becomes deluded into an inflated sense of his abilities and work, and can easily be pushed into taking actions that he would not normally attempt. He will act in a daring manner with +21% to his resistance against fear of any kind. He would not retreat or surrender unless outnumbered 3:1 and tends to throw caution to the wind. The spell is resisted with a willpower roll - Caster's PSF%

Diminish & Grow

Type:	Diminish	Grow
Resistance:	MR 2	MR 2
Fatigue Cost:	4 FP	4 FP
Casting Time:	Hex	Hex
Range:	10 feet x ML	10 feet x ML
Duration:	45 seconds x ML	45 seconds x ML

Diminish: Creates the illusion of the target being as little as 1/20th its normal size. To the viewer and target it seems to be able to anything that something of that size could normally do. However it is all visual magick trickery and attempting to perform some action could cause serious problems in reality with the victim unaware of them. Also for double FP cost Diminish can be cast as an area spell on everyone within an area of effect of radius 10 feet so that they perceive someone to Diminish in size, resisted with willpower - caster's PSF%

Grow: Creates the illusion that a target is up to 10 times larger than normal. It seems able to do anything that a creature of that size would normally do. The same effects as Diminish only in reverse.

Places of Mystery (Hallucinatory Landscape)

Magick Resistance: MR 5
Fatigue Cost: 9 FP
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 1 day x ML

Those who look upon the landscape, see an altered or concealed version of it that appears to be real to them. For example a bridge across a river where none exists, or the concealment of a real bridge so it appears there is no way across. Anyone who attempts to cross the fantasy bridge would believe his is walking on a bridge and dry footed; while in the real world, he is waist deep in water and soaking wet. The spell is resisted with willpower - caster's PSF%

but a success only reveals an Illusion is present, to see through the illusion then requires a WIS AR - ½ caster's PSF% with a success allowing the doubter to see through the illusion from then on. The image trickery is still visible but has a transparent, false quality to it overlaid over the substantial real landscape.

Note: Spirits and Higher undead will not be affected by any form of illusory landscape for they are used to the changing nature of the shadow realm. True sight always penetrates this illusion and allows a WIS AR immediately.

Illusory Terrain

Type:	Illusionary Landscape	Phantasmal Landscape	Shadow Lands
Resistance:	MR 7	MR 8	MR 9
Fatigue Cost:	12 FP	13 FP x 3	15 FP x 7
Casting Time:	Ritual (13 min)	Ritual (21 min x 3)	Ritual (3 hours x 7)
Range:	100' x ML	1,000' x ML	2,000 'x ML
Duration:	1 day x ML	1 day x ML	3 days x ML

Each of these is a version of Places of Mystery only on a much larger scale. See that spell for details. In the case of Phantasmal Landscape the ritual must be cast 3 times before it becomes operational and in the case of Shadow Lands the ritual must be cast 7 times before becoming operational.

Phantasmal Weather

Magick Resistance: ...MR 6
Fatigue Cost: .....10 FP
Casting Time:..... Ritual (13 minutes)
Range: .....1,000 feet x ML
Duration: .....10 minutes x ML

A spell that creates the illusion of real weather conditions; rain, sleet, snow etc. Resistance is the same as for the spell Places of Mystery.

Djinn Creation

Magick Resistance: ...MR 10
Fatigue Cost: .....15 FP x 7
Casting Time: .....Ritual (7 hours x 7)
Range: .....100 feet
Duration: .....Until dispelled

The spell can create objects, such as castles, roads, forests a village etc. that take on a quasi real form from the mage's ability to shape the Arcane forces. Once created the objects are real unless dispelled by a mage of equal or greater power and who knows the Djinn Creation spell at the Dispeller's TSC% - Creator's PSF% and 1% x Months the enchanted object has existed in the real world. Eventually over time the creation will become real and permanent. The mage can fill a volume of 10,000 feet^3 with Djinn Creations after casting the spell 7 times.

Shadow Missiles

These are a series of illusion spells that create facsimiles of Basic Magick Elemental missiles, they are born from the quai solid force materials of the shadow world. They are resisted with willpower - Caster's PSF% and if the roll fails then they are treated as if real and inflict damage accordingly. A successful roll results in 1 x ML energy damage as even if disbelieved they are still made of a real force. With a Crit Die result of 10 on the resist roll then no damage is suffered.

The MR, Fatigue Cost etc. for each missile are as for the equivalent Basic Magick elemental missile spell. To learn to mimic such spell the illusionist need to have had some familiarity with the Basic Magick Elemental Missile spell he wishes to replicate, either knowing the spell himself or witnessing the spell in action enough to be able to copy its look, sound, smells etc.

Shadow Monsters

Shadow Monster

Magick Resistance: ...MR 6
Fatigue Cost: .....10 FP
Casting Time: .....Sorcery
Range: .....10 feet x ML
Duration: .....Engagement

This spell creates a semi real illusion of a monster, any living creature that the mage has seen before can be mimicked. The size limit for the monster is 1 foot long or tall x ML. If the monster that is being mimicked is able to cast spells then the mage can have his cast spells appear to originate from the Shadow Monster (at the mages full PSF% not the mimicked monsters levels)

Those who make a willpower - caster's PSF% realise that their foe is an illusion and only suffer ½ damage from its attacks (except spells cast by the mage through the Shadow Monster) The shadow monsters is still made of a solid force and does damage, fighting till its body levels are exhausted; making it a truly frightening enemy. Once its body levels have gone it disappears. Those who have True Sight always recognise the Shadow Monster for what it really is.

Fighting Potential: ½ Casters PSF% and fights with the weapons appropriate to the creature and the damage it does is Magickal.

Fatigue Level: 3 x ML (damage only)
Creature will never tire from its actions

Body: 4 x ML

Damage: Takes only have the damage inflicted by weapons that are not Magickal

Phantasmal Monster

Magick Resistance: ...MR 8
Fatigue Cost: .....13 FP
Casting Time: .....Sorcery
Range: .....10 feet x ML
Duration: .....Engagement

Similar to the Shadow Monster spell, the creature's size can be 2 feet long or tall x ML

Fighting Potential: Casters PSF% and fights with the weapons appropriate to the creature and the damage it does is Magickal.

Fatigue Level: 3 x ML (damage only) Creature will never tire from its actions

Body: 8 x ML

Damage: Takes only have the damage inflicted by weapons that are not Magickal

Spectral Monster

Magick Resistance: ...MR 9
Fatigue Cost: .....14 FP
Casting Time: .....Sorcery
Range: .....10 feet x ML
Duration: .....Engagement

Similar to the spell Shadow Monster, the creature's size can be 3 feet long or tall x ML

Fighting Potential: Casters PSF% and fights with the weapons appropriate to the creature and the damage it does is Magickal.

Fatigue Level: 3 x ML (damage only) Creature will never tire from its actions

Body: 12 x ML

Damage: Takes only have the damage inflicted by weapons that are not Magickal

Plant Magick

Normally plant magick is the province of those who have a close affinity with nature such as the many tribal shamans, Hedge wizards and witches etc. These spells are required to be cast in a natural surrounding, Tangle-weed for example need to have some undergrowth and could not work if cast upon a bare stone floor. The fatigue costs for the Plant spell are also higher due to their closeness to the natural spirit of the universe.

Psychic Powers: A mage who is a natural psychic enjoys and affinity for the unseen. A mage has a 33% chance of being a Psychic. If so add 3% + Crit Die for all plant spells that have healing properties.

Enchanted Mistletoe gives plant magick spells a bonus of +7% to the TSC% As with most spells, Plant spells can be dispelled reversed or dispelled by a mage who has learned the same spell.

All plant spells must include the common spells of Trigger and Dispel which a mage may place in the basic spell at not added FP cost.

Fertility Spells

Demeter's Touch (Blessings of the Goddess)

Magick Resistance: ...MR 1
Fatigue Cost: .....13 FP
Casting Time: .....Ritual (1 day)
Range: .....3 acres x ML minimum
Duration: .....1 season

A spell that has many names, it allows crops to give double their normal yield. The area is a minimum of 3 acres x ML. May only be cast on any particular group of plants once per season. Area the spell covers may be increased at a cost of +4 FP per additional acre.

Restore Plants

Magick Resistance: ...MR 2
Fatigue Cost: .....7 FP
Casting Time: .....Ritual (1 day)
Range: .....1 acre x ML
Duration: .....7 Days

When plants are damaged by the weather, physical or Magickal attacks, this spell is used to heal them and restore them to their former health. This one day ritual restores 1 acre of plant life x ML. A valuable spell in rural areas, as spoiled crops from a storm could mean a deadly winter ahead.

Blight/Wither

Magick Resistance: ...MR 2
Fatigue Cost: .....13 FP
Casting Time: .....Ritual (7 hours)
Range: .....1 acre x ML
Duration: .....3 Days

Affecting only vegetation and not trees in an area of 1 acre x ML this spell stunts the growth of the plants and reduced any crop from them to ½ normal. It may be cast on a particular group of plants only once per season.

Cure Blight

Magick Resistance: ...MR 3
Fatigue Cost: .....13 FP
Casting Time: .....Ritual (7 hours)
Range: .....1 acre x ML
Duration: .....7 Days

When cast on a tree or plant it removes the blight and the damage it has done. If the spell is extended into a half hour ritual at triple the normal fatigue costs the spell with restore 1 acre x ML back to full health

Grow in Haste

Magick Resistance: ...MR 3
Fatigue Cost: .....7 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....1 week

Cast on a single plant or tree this spell causes the target to grow very rapidly to its mature size. As the plant grows if it would normally bear fruit or nuts then the plant or tree blooms into flower, the fruits form and then ripped. Often mages cast the spell into a nut, seed or berry that activates when it is buried.

The number of plants affected can be increased to 1 acres worth of grain, seed or vegetables, 7 bushes or 1 tree per ML at a cost of 3 FP per ML of plants affected. By doubling the FP cost the spell can be made instantaneous when cast on a single plant.

Speak with plants

Magick Resistance: ...MR 3
Fatigue Cost: .....5 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....1 question per 3 ML

When cast this spell gives the mage the ability to communicate with plants at a very simple level. The mage must have knowledge of Herbalism and successfully identify the plant before he is able to speak with it. He may ask one question per 3 ML. The plant answers to the best of its knowledge and in a very literal and factual manner. Questions should be simple and direct and no longer than seven words.

Insect Pests

Type:	Insect Pests	Animal Pests
Resistance:	MR 4	MR 4
Fatigue Cost:	13 FP	13 FP
Casting Time:	Sorcery	Sorcery
Range:	1 acre x ML	1 acre x ML
Duration:	1 week x ML	1 week x ML

Either attracting or repelling insects and pests, or animal pests that could damage or destroy crops and trees. An area of 1 acre x ML s affected by the spell but may be extended beyond this at the cost of 1 FP per acre with no upper limit except for the FP level the mage is able to spend.

Protective Spells

Rowan Grove

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP
Pre-requisite: .....Speak with Plants
Casting Time: .....Sorcery
Range: .....10 feet x ML
Duration: .....11 minutes - ML

The spell gives the mage knowledge to find a stand of Rowan trees, these provide a +21% bonus to any protection spells used to stave off Faerie attacks and Faerie magick so long as a person stays within the bounds of the grove. The Duration is the time taken to locate a Rowan Grove.

The Open Way

Magick Resistance: ...MR 2
Fatigue Cost: ..... 4 FP
Pre-requisite: .....Speak with Plants
Casting Time: .....Sorcery
Range: .....10 feet x ML
Duration: .....1 phase x ML

With the exception of a Faerie Ring this spell creates a three foot wide path through natural or Magickal plant barriers.

Faerie Ring

Magick Resistance: ...MR 3
Fatigue Cost: .....7 FP
Casting Time: .....Sorcery
Range: .....3 feet x ML
Duration: .....7 minutes x ML

A circle of protection against magick and all Magickal beings formed out of a ring of enchanted toadstools. The spell has to be cast in a wooded area and those inside the circle see through faerie glamour and most illusions as if they had True Sight. No Magickal creature can pass the bounds, especially faeries but also demons, undead, spirits and Magickal constructs without passing a Willpower roll at ⅓TSC%. Crossing the circle of toadstools inflicts 7 x Crit Die in energy damage with a minimum of 13 points. Natural living creatures may come and go through the circle unharmed at will. Goblins, Trolls etc. must succeed at a Willpower - Caster's PSF% to enter the enchanted circle but if they make the roll they take no damage for entering the Faerie Ring

Overgrown Path

Magick Resistance: ...MR 3
Fatigue Cost: .....7 FP
Pre-requisite: .....Grow in Haste
Casting Time: .....Sorcery
Range: .....10 feet x ML
Duration: .....5 minutes

Any signs of passage is obliterated by the Magickal growth of plants. A tracker must proceed with only ½ walking speed and his chances are reduced Tracking Roll - Caster's PSF% even then he must score Cirt Die 8 - 10 to find a direction of travel. Check every 50 feet and if he loses the trail he must spend 6 minutes x ML searching before he can check again. After three hours such a trail is too cold to track.

Glade of Dreams

Magick Resistance: ...MR 3
Fatigue Cost: .....4 FP
Pre-requisite: .....Grow in Haste
Casting Time: .....Sorcery
Range: .....20 feet radius
Duration: .....Dusk to Dawn

A complex spell that opens a small clearing in the forest to provide a camp-site that is secure and protected. For 100 feet around the clearing even the dry twigs and leaves act as sentinels against the presence of intruders, making loud crackling and rustling noises to alert those who dwell inside the glade of dreams. Make a Forester's Stealth roll - Caster's PSF% every 20 feet to avoid making a noise when trying to creep into the glade of dreams. Anyone not using Forester's Stealth always sets off the sentinels noises. Given the presence of certain types of trees the Glade has the following bonuses.

Rowan (Mountain Ash):
The trees protect against the approach of faeries giving a -21% to any stealth check.

Oak:
These warn against the stealthy approach of Demons, Undead and other spirits, giving a -21% to any stealth checks.

Mistletoe:
This enhances the Druids magick by +7% when casting spell while in the Glade of Dreams

Yew:
These warn against the approach of deadly forces and foes with the creaking and cracking of their branches. Stealth rolls of those with such intent are at -21%

Elders:
A witches magick is enhanced by +7% while casting spells from within the Glade of Dreams.

Hedge of Thorns

Magick Resistance: ...MR 3
Fatigue Cost: .....9 FP
Pre-requisite: .....Grow in Haste
Casting Time:.....Sorcery
Range: .....10 feet x ML
Duration: .....1 minutes per section

Only usable where bushes already exist, the plants become a thick intertwining wall of sharp thorns inflicting Crit Die + ML damage to any living creature, including corporeal undead, of a size greater than a small cat or dog. The wall is 5 feet thick and 8 feet high and a section of 10 feet in length per ML. The Hedge of Thorns may be shaped any way the mage desires. A creature attempting to breaking through the hedge of thorns must make a **STR** AR% +5 per 100lbs of Body weight, minus 13% per foot of Hedge Thickness. Chopping the hedge requires 21 points of damage per foot. Piercing damage is not effective against the Hedge of thorns.

Wooden Bridge

Magick Resistance: ...MR 3
Fatigue Cost: .....6 FP
Pre-requisite: .....Speak with Plants
Casting Time: .....Sorcery
Range: .....5 feet x ML
Duration: .....3 minutes x ML

The mage creates a bridge 3 feet wide and up to the length he is allowed in order to span a gap. The spell uses nearby trees which must be present for the spell to work, that lean their trunks across the gap. If Oak trees are used the bridge becomes permanent unless dispelled before the duration of the spell ends. Other tree types spring back to their normal vertical stance at the end of the spell's duration.

The Greenway

Magick Resistance: ...MR 4
Fatigue Cost: .....7 FP
Pre-requisite: .....Grow in Haste
Casting Time: .....Sorcery
Range: .....100 feet x ML
Duration: .....10 minutes x ML

When cast upon dense vegetation this spell opens a pathway through the plants for the caster as if he was walking on a good quality road. As he walks the pathway closes behind him concealing his tracks and halting any pursuit.

The Greenwood

Magick Resistance: ...MR 7
Fatigue Cost: .....13 FP
Pre-requisite: .....Grow in Haste
Casting Time: .....3 hour Ritual
Range: .....100 feet x ML
Duration: .....10 minutes x ML

With this spell trees and plants are protected from the scorch of flames and searing fires. Vegetation within 100 feet x ML resist ignition and cannot be set on fire unless a success with Crit Die 10 is rolled when starting a fire with natural mean or casting fire spells. Even if a fire is begun, it burns in stops and starts and has a chance of going out equal to 7% x ML of the caster checked every 3 minutes.

The New Forest

Magick Resistance: ...MR 10
Fatigue Cost: .....39 FP
Pre-requisite: .....Grow in Haste
Casting Time: .....3 day Ritual
Range: .....3 mile radius
Duration: .....Permanent

A spell of wondrous effects The New Forest does exactly that, it alters the layout of an existing woodland so that it would no longer be recognised by those who knew it before the spell. Tree and plants are relocated, earth and moss conceal rocky outcroppings, paths and roads. Those feature that may have been covered over now become exposed altering the landscape even further. Only the vegetation shifts, but that is plenty to mask the physical landscapes appearance to the point where it is unrecognisable.

This powerful defence spell creates a natural maze to those caught in the area and only a mage who knows the New Forest spell can determine the outlines of the new landscape quickly by divining what the spell caster has done.

Attack Spells

Thorn Darts

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP
Casting Time: .....Cantrip
Range: .....5 feet x ML
Duration: .....Instantaneous

A dart is created for every 2 ML of the spell caster, who can gather thorns before casting the spell and must have the right number of thorns in had to throw then at the target(s) The dart can target one or more creatures during the action phase and each dart inflicts 1 x Crit Die of piercing damage. Armour that is non Magickal is only ½ strength against these missiles.

Tangle Weeds

Magick Resistance: ...MR 2
Fatigue Cost: .....5 FP
Pre-requisite: .....Grow in Haste
Casting Time: .....Sorcery
Range: .....10 feet x ML
Duration: .....10 minutes x ML

This causes the natural undergrowth to hinder the movement of travellers. Movement is cut in ½ and in combat double the AP cost for movement. Anyone moving faster than a walking pace must succeed with a **AGL** AR% - Caster's PSF% or they will fall prone. Fast movement expends 1 FP per 10 feet in combat and per 100 feet in overland travel mode.

Warp Wood

Magick Resistance: ...MR 3
Fatigue Cost: .....7 FP
Casting Time: .....Sorcery
Range: .....10 feet x ML
Duration: .....15 seconds x ML

This spell targets 3 lb of wood x ML of caster, the wood is warped and becomes brittle, bent and -13% is subtracted from the TSC% of any weapon with a wooden shaft from both attack and defence, if successfully targeted with this spell.

On any successful hit or parry with a Crit Die of 06-10 the weapon shatters. Those missiles who have been warped with this spell have a -25% penalty to hit a target. Bows and Crossbows that have been warped shatter when fired and a Crit Die of 6 - 10 is rolled. Wooden shields will shatter when a hit it taken on them. A mage who knows this spell may dispel its effects. Armaments that are wooden and of a Magickal nature resist this spell at 5% x the bonus of the weapon + PSF% of the creator - PSF% of the Warp Wood Caster.

Old Man Willow

Magick Resistance: ...MR 7
Fatigue Cost: .....13 FP
Casting Time: .....Ritual
Range: .....Touch
Duration: .....Permanent

Every forest has a stream or pool and an ancient willow tree growing next to it that may be awakened. The spirit of such an awakened tree is generally aggressive and opposed to those intruders into its woodland. *'Old Man Willow'* cast out a continuous summoning in a 1 mile radius at 90% TSC%. Those affected, will be enamoured with the tree and lie down under its shade to rest. The tree then casts a powerful sleep spell over them at 90% TSC and when they drift off to sleep it embraced them. Only those who know this spell are immune to the call and the sleep spell.

Healing Spells

Medication of a healing and restorative nature can be prepared for animals and people using these spells. A character may receive the benefits of any healing salve or balm only once every three days and the salve or balm must be injury specific e.g. Wounds, Burns, Broken Bones etc. Herbs that are to be used must be enchanted to MR 0 and them mixed with oils to make the salve. Once the spell is then cast into the medication it prepares seven applications. After three days it is effective and can then be used.

A character may benefit from any restorative elixir or cordial no more than once per day with experiencing ill effects. If a restorative is used more often make a CON AR -1% x FP restored to reflect the strain on one's heart. Failure of the **CON** AR% results in direct damage to the body of 1 x Crit Die. The herbs used in the restorative Cordials and Elixirs must be enchanted to MR 0 and then steeped in honey mead or fine wine for three days. The spell is then cast into the liquid to give 7 + 1.2 ML doses that are effective instantly.

Healing

Type:	Lesser Salve	Greater Salve	Great Balm
Resistance:	MR 2	MR 6	MR 10
Fatigue Cost:	5 FP	9 FP	13 FP
Casting Time:	Ritual (13 minutes)	Ritual (1 hour)	Ritual (3 hours)
Range:	Touch	Touch	Touch
Duration:	Instantaneous Effect	3 Days	3 Days

These spells restore lost Body points by being cast on specially prepared herbs and then used in the appropriate way. The herbs needed and the effects are shown below:

	Lesser Salve	Greater Salve	Great Balm
No of Herbs:	3	7	13
BP Restored:	3	5	7
Natural Healing:	Doubled	Doubled	Tripled
Critical Roll:	Crit Die 10	Crit Die 08-10	Crit Die 07-10
Critical Healing:	5 Body	5 + ½ ML Body	7 + ½ ML Body

Restorative Cordial

Magick Resistance: ...MR 2
Fatigue Cost: ..... 4 FP
Casting Time: .....Ritual (13 minutes)
Range: .....Drink
Duration: .....1 Day

This fatigue-restoring spell must be cast on three quantities of different, specially prepared herbs. Cordial instantly restores 3 FP. A success with Crit Die 06-10 means the Cordial instantly restores 3 FP + ½ Crit Die.

Elixir of Renewed Vigour

Magick Resistance: ...MR 6
Fatigue Cost: .....9 FP
Casting Time: .....Ritual (1 hour)
Range: .....Drink
Duration: .....1 Day

This powerful fatigue-restoring spell must be cast on seven quantities of different, specially prepared herbs. Cordial instantly restores 7 FP. A success with Crit 06-10 means the Cordial instantly restores 7 FP + ½ Crit Die.

The Great Elixir

Magick Resistance: ...MR 9
Fatigue Cost: .....9 FP
Casting Time: .....Ritual (3 minutes)
Range: .....Drink
Duration: .....1 Day

This puissant fatigue-restoring spell must be cast on thirteen quantities of different, specially prepared herbs. Cordial instantly restores 13 FP. A success with Crit 06 - 10 means the Cordial instantly and completely restores Fatigue levels.

Potion Versus Illness

Magick Resistance: ...MR 5
Fatigue Cost: ..... 9 FP
Casting Time: .....Ritual (1 hour)
Range: .....Drink
Duration: .....1 Day

This curative spell must be cast on thirteen quantities of different, specially prepared herbs and formulated as a Cordial. The Potion must be administered once per day for 3 successive days and grants a bonus +3% x ML to survival/recovery chances. A success with Crit Die 09-10 means the Potion cures disease in four days and cuts recuperation time to ¼.

Antidote

Magick Resistance: ...MR 6
Fatigue Cost: .....9 FP
Casting Time: .....Ritual (3 minutes)
Range: .....Drink
Duration: .....1 Poisoning

This puissant anti-toxin must be cast on thirteen quantities of different, specially prepared herbs steeped for seven days in red wine. It instantly arrests the damaging effects of any poison administered through food or drink or on the point or edge of a weapon.

Anti Venom

Magick Resistance: ...MR 6
Fatigue Cost: .....9 FP
Casting Time: .....Ritual (3 minute)
Range: .....Drink
Duration: .....1 Poisoning

This puissant anti-venom must be cast on thirteen quantities of different, specially prepared herbs stepped for seven days in white wine. It instantly arrests the damaging effects of any venom administered by fangs, etc.

Summoning

Bringing forth a powerful creature into the presence of the magus by summoning with great authority. It is more than just calling a creature or attracting its attention though this is the most common thought when summoning is mentioned.

A summoned creatures appearance depends upon if one is near enough (within the range given for the summon spell) to heed the call. The choice is up to the gamemaster based on the mages location in the campaign. The more common the creature in the given environ, then the more likely it will be summoned.

The entry in the spell appearance, indicated how long it takes for the summoned entity to answer the call; however, the gamemaster has control, adjusting according to the situation. Those creatures of a supernatural origin hear the summoning through the astral link and must respond if they fail a willpower roll and have to stay for the duration of the summoning.

Living entities, that is people and beasts, also must heed the summoning; however, once they make their appearance the do not have to perform any service for him. Unless of course they want to, the service is in their interest or serves their goals for example. To force a living entity to perform after the summons has been answered some other form of coercion must be applied either natural or Magickal such as command spells.

Undead heed the call; however, unless a creation of the mage through necromancy they will never be truly under the control of the summoning mage. Especially the higher undead, those who are sentient and resent any form of control over them. A mage should always cast a circle of binding or beings such as Demons. Spirits and higher undead are free to roam or attack the summoner. They always attempt to resist the summoning and then resist every attempt to force them to comply with the mages demands. Demons and spirits do of course understand the concept of give and take, they have their own agendas that might be advanced. Even given the previous statement Demons and spirits will still utterly resent complying with the mages demands even if they end up striking a bargain with them to further their own desires.

Ancestral spirits and totems enter into bargains with shamans often with beneficial relationships being formed. Other mages strike bargains with denizens of the shadow world, however be forewarned, without an ancestral connection to the summoned spirit there are grave dangers that should not be ignored.

Demonic forces in particular are always tricky to deal with and fraught with great danger. Demons are always treacherous, malevolent and try to twist and pervert words and intentions. A summoner should be extra careful with any deals that are struck with demons, for they will exploit every facet of the language, literal and obtuse versions or loopholes to subvert the meaning of the bargain.

Circles of Binding

Magick Resistance: ...MR 2
Fatigue Cost: .....4 FP
Casting Time: .....Ritual (7 minutes per Circle)
Range: .....-
Duration: .....-

The beginning of any summoning is the casting of several protective circles; however even with these precautions a summoner is never safe, especially with Spirits, Demons and higher undead. The duration of the spell is the length of the summoning.

FP may be lent to the summoner by any who are present and may share the cost between them.

The spell cast Circles of Protection versus Supernatural. One is cast for the summoner, the second is for his familiar if he has one and a third is required for any others who may be present. The circles that are cast always protect against the summoned entity even if the mage does not know the specialized circle for the type of entity being summoned. The very nature of being summoned makes the creature supernatural so a Circle of Protection versus Supernatural is sufficient.

Next a circle of binding is cast to hold the summoned being, the duration is for the length of the summoning. A summoned being may make a willpower roll - Summoner's PSF% one time only in an attempt to escape. If it fails then it is securely imprisoned in the bounds of the circle. If however, it succeeds on its willpower roll then it may escape, what a being might do realizing it is not imprisoned depends upon the creature and the mages perceived weakness, attitude etc. Most however, will simply leave. A Demon or higher undead might remain in order to punish such an impudent mortal, how dare they summon him. Make a second willpower - Summoner's PSF% roll, on a success it suffers -3% x ML to its attacks, spell casting etc. against those inside the circles of protection. On a failure it rethinks its situation and merely departs in anger. May be it harbours a grudge to be exercised at a later date when it has better odds.

Should anyone present be stupid enough to step outside of the circles or enter the sanctum during the summoning the summoned being is free to leave the confines of its binding circle and do whatever it want to them. Inconceivable as it is, should anyone enter the binding circle with the summoned entity, then they would find that the creature has +21% to the TSC% of action performed against them and hose stupid enough to enter have -13% to their TSC% while in the binding circle.

A mage may have to come the realisation that a creature might have to be punished to force it to obey his will. However, make sure that the binding circle is fixed and holding the creature first otherwise it can try to escape with willpower - Summoner's PSF%

Those with deep ancestral ties to the spirits often do not cast the circle of binding, such creatures are held with great reverence as spiritual allies. Such summoning are a common practice the shamanistic religious ceremonies with the intent to request the willing cooperation of the spirit. The spirits are treated with the utmost respect and courtesy and are always free to leave. Only enemy spirits and malevolent spirits are treated with binding circles. Shamans often summon totems with the intent of being possessed by them, in this case all of the protections are dispensed with and the shaman stands open and exposed.. Typically this is his spirit brother, his guardian or spirit guide and they have a very close relationship.

Binding a Summoned Supernatural Being.

Supernatural being, spirits and demons can all be bound to the will of the summoner. The number of times that an entity must be summoned before being a servant of the summoners will is listed in the descriptions for the type of creature.

Once a supernatural being has been successfully summoned the required number of times. It then **must** obey the summoner, who is now its master. A being that is bound in this way may be summoned quickly with a sorcery.

The master should always make a circle of protection however, better to guard oneself. As long as he stands with the boundaries of the circle the creature cannot attack him nor may he use more than ⅓ TSC% to resist his master's demands (such as making a willpower resisted roll etc..) Remember while the creature is bound and the mage its master, the demon or spirit has no love for the summoner and will take its revenge at any opportunity.

Animation by Summoning

A mage can animate objects by summoning a spirit to inhabit the object thus giving it an animus and the ability to move. This can be done with crafted objects or necromantic reanimation of skeletons etc.

Animate Stone Simulacrum

Magick Resistance: ...MR 6
Fatigue Cost: .....10 FP x 7 castings
Casting Time: .....Ritual (7 hours x 7)
Range: .....-
Duration: .....1 hour x ML

Creating a fearsome adversary out of prepared stone the mage places a summoned spirit into a statue; they have a high armour rating and a capacity to absorb damage. The simulacrum has to contain at least 1 lb of enchanted rock, typically MR 7 for every 50 lbs of material contained in the stature. Once the statue is crafted it must be anointed with 13 enchanted materials. The eyes of the statute must be at least 20 carats of enchanted precious gemstones. Rich mages often chose rubies for the menacing red glow. To make the summoning the mage must cast the ritual seven times and after summoning the same spirit three times he can activate the simulacrum by sending the spirit into the statue. The statue's spirit can take one order of a specific nature for each ML of the mage. Once the simulacrum is thus created only a cantrip is required to activate its awareness.

Animate Metal Simulacrum

Magick Resistance: ...MR 7
Fatigue Cost: .....12 FP x 7 castings
Casting Time: .....Ritual (7 hours x 7)
Range: .....-
Duration: .....1 hour x ML

In the same way as described above a mage can animate a metal statue. They make ideal guardians and are regarded as truly fearsome adversaries; however due to their mass they are slow moving and cumbersome and uncertain ground, weak floor etc.. would see them break through. The simulacrum requires 1 lb of enchanted metal, (bronze or iron is typical) per 50 lbs of material in the statue. Once crafted the mage must anoint the statue with 21 enchanted materials. The eyes must each be at least 30 carats of enchanted semi precious gemstone, Sapphires being popular for those with resources, for the cold blue glow. To make the summoning the mage must cast the ritual seven time and after summoning the same spirit three times he can activate the simulacrum by sending the spirit into the statue. The statue's spirit can take one order of a specific nature for each ML of the mage. Once the simulacrum is thus created only a cantrip is required to activate its awareness.

Necromantic Summoning

A mage who chooses to learn summoning may also learn the following spells at +3 MR and cast them at 1.5 times the stated FP cost. Each time a mage who is not a necromancer casts such a spell, he has a cumulative 5% chance of his Magickal vocation changing to Necromancer has the pull of the spirits sway him and pull him into necromancy full time. Working with the Spirits and the undead has an unholy addiction to them.

Animate Dead

Magick Resistance: ...MR 3
Fatigue Cost: .....6 FP
Casting Time: .....Ritual (13 hours)
Range: .....See Below
Duration: .....30 minutes x ML

Starting with either a skeleton or a corpse the mage summons a spirit to enter the remains and animate them. Necromancers learn the spell at MR 2 and cast it at 3 FP. The spirit called to be the animus of the remains is sometimes a deceased person unable to pass over (13% chance) but not necessarily the former occupier of the remains at hand. More common is for the spirit summoned to be of demonic nature though a low level entity. The animated dead remains under the control of the mage so long as it is kept within range; this depends upon the summoner's ML see the table below - Animate Dead - Range. If this range is exceeded then the spirit is released and the remains with no animus collapses to the ground.

Animated Dead do not think for themselves, at all, needing directions and orders given in up to seven words.

Awaken the Dead

Magick Resistance: ...MR 4
Fatigue Cost: .....7 FP + (7 FP per Additional Animation)
Casting Time: .....Ritual (30 minutes)
Range: .....-
Duration: .....3 hours x ML

Necromancer's spell. This will animate one skeleton or zombie for each ML the mage has and is essentially an extended Animate Dead. By expending 7 FP per creature the mage may animate an additional undead creature up to his ML giving them simple orders of 21 words or less. The spirits within no longer leave the remains when out of range and have some semblance of intelligence when carrying out their orders able to act independent of control.

If a mage perform the ritual for three nights, he has a 3% chance of summoning a spirit of a person who inhabited a corpse and use to re-animate it. Such Zombies are of greater intelligence and have the ability to remember fragments of their previous life.

A necromancer can permanently animate the remains by anointing each skeleton or zombie with seven different enchanted materials before summoning a spirit to inhabit the remains. This holds the bound spirit in the remains and prevents it from escaping. This can keep 2 x ML animated undead in the service of the necromancer if such bound spirits are used.

Summon Ghoul

Magick Resistance: ...MR 5
Fatigue Cost: ..... 9 FP
Casting Time: .....Ritual (30 minutes)
Range: .....¼ miles x ML
Duration: .....1 hour x ML

Necromancer spell. A ghoul resists such a summons with willpower - Caster's PSF% These are undead creatures who feed upon the rotting flesh of corpses. They are typically found near abandoned graveyards and forgotten battlefields. They can only be summoned during the hours of night. After the same ghoul has been summoned three times the necromancer may bind it into his service by the power of his will. Afterwards it is a sorcery to call it forth again. He may only have one ghoul in his service for each point of ML. The ghoul will serve faithfully and always follows orders once bound in such a manner. While not bright of thinking a ghoul has an innate cunning that it can use to deal with situations not specifically covered in its orders.

Summon Greater Undead

Magick Resistance: ...MR 6
Fatigue Cost: .....10 FP
Casting Time: .....Ritual (30 minutes)
Range: .....¼ miles x ML
Duration: .....1 hour x ML

Necromancer Spell. This spell summons forth a greater power of the undead such as a Mummy or a Vampire; only usable at night. The necromancer has to know or have good evidence of the location of the undead's resting place. Knowing the creature's name is always important and if a mage does not have a name then he is at ½ TSC%. These greater undead will always resist the call with willpower - Caster's PSF %. Once the same greater undead has been summoned three times the necromancer may bind it to his will. After this the summoning of the creature is merely a Sorcery. He can only bind one greater undead into his service for every 3 ML

Note: These are not to be trifled with, they are very clever and often have Magickal powers of their own. They will constantly try to turn the tables on an unwary necromancer.

The Great Work

Magick Resistance: ...MR 9
Fatigue Cost: .....13 FP x 13 castings
Casting Time: .....Ritual (7 hours x 13)
Range: .....30 feet x ML
Duration: .....Until released

A necromancer's opus magna is referred to as the great work, the animation of flesh into a simulacrum assembled from the body parts of different corpses. Almost all cultures see such horror as a dark practice to be reviled and hated whether Christian, muslim or pagan. The consequences of a mage being caught assembling a great work are not to be taken lightly, including burning at the stake or worse. The body parts should be harvested from the corpses of the freshly dead; less than 24 hours. The mage requires the parts from 13 different donors; often robbed from graveyards where the poor, indigent or criminal are buried without headstone or ceremony. Once harvested the parts must be joined together in a seven hour ritual, where the mage packs the body with 13 enchanted preserving herbs and liquids. At the end of the ritual the new part takes shape and decay stops, the magick infused into the worked body retarding any rotting. Then the necromancer may animate the body permanently by

ML	Range	ML	Range	ML	Range
1	100 feet	5	500 feet	8	½ mile
2	200 feet	6	750 feet	9	1 mile
3	300 feet	7	¼ mile	10	3 miles
4	400 feet				

Table - Animate Dead Range

summoning the spirit of a dead person. This great work does not call for the summoning of a demons as is the case with the animation of skeletons and zombies.

The Flesh Simulacrum is a powerful, strong and hard to kill adversary; yet possessed of genuine intelligence with all of the knowledge and skills of the dead person whose spirit inhabits the Magickal body of flesh. The spirit however is bound to the will of the necromancer and must obey his creator so long as the necromancer is within 30 feet x ML. The great work can be left alone and will work with considerable intelligence able to receive one order x ML of the necromancer, though they will be carried out in a literal manner.

If the necromancer dies the great work will wander off on its own and is unable to be bound the service of a new necromantic master. See the bestiary section for the stats of a Flesh Simulacrum.

Common Summoning

Covering the summoning of a wide variety of creatures and beings, all who resist with willpower - Caster's PSF% and if they succeed do not need to heed the call of the summons

Call Familiar

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP
Casting Time: .....Ritual (3hours)
Range: .....-
Duration: .....Familiar appears in 13 hours – ML
.....(1 hour minimum)

The mage summons a creature that is willing to serve the mage as a faithful companion. The table Call Familiar shows the nature of the creature that answers the call; however the summoner may reject the one who turns up if he is unhappy with the form of the creature. This spell is only castable on the dark night of the new moon.

The table Call Familiar is only an example for the types of creatures that might heed a summons to become a mage's companion. The gamemaster can add in some creations here if he so desires.

A familiar has its mind linked to the summoning mage upon his acceptance and the linkage is a permanent one and ongoing. The connection however does cause stress to the mage if the familiar dies, the mage has to make a Discipline AR - 2% x Familiars' max body. On a failure the mage loses all his FP and is stunned for 10 - Crit Die rounds min of 1. This is due to the shock of its death while sharing a consciousness. With a successful roll the wizard loses half of his current FP total.

While the familiar has all the idiosyncrasies of its type its intellect is distinctly human. They also are more robust than creatures of their type having modified Body and Fatigue levels. Small familiars have +1 x ML body points and +3 x ML FP. Large (50 lb and larger) Familiars have +3 x ML body points and +3 x ML FP. The creatures willpower and fighting capabilities use either the creatures own or the summoning mage's PSF% in summoning. The damage that a familiar can inflict in combat is Magickally enhanced, doing +1 x ML extra points of damage. Even a tiny creature can have credible capabilities once becoming a mage's familiar.

The familiar is able to lend up to ½ of its FP total for the use of spell casting, so long as it is within 10 feet of the mage.

Familiars that are spirits such as Sprites and Imps are a special case for the mages who accept them as companions. Demonology and unseelie studies should become a career specialisation.

Crit Die	Creature Appearing	Crit Die	Creature Appearing
01	Frog, toad, salamander	06	Medium dog, bird of prey, monkey
02	Reptile, viper	07	Large dog or weasel type, hyena
03	Mouse, rat	08	Wolf, wolverine, chimp, baboon
04	Small game animal or bird	09	Bear, large hunting cat
05	Cat, small dog, weasel, ferret	10	Sprite, Imp

Table - Call Familiar Results

Summon Birds

Type:	Small Birds	Birds of Prey
Magick Resistance:	MR 1	MR 2
Fatigue Cost:	3 FP	4 FP
Casting Time:	Sorcery	Sorcery
Range:	1 mile x ML	1 mile x ML
Duration:	Birds appear in 100 minutes – (10 minutes x ML) (10 minutes minimum) stay for ½ hour x ML	

Summon Small Birds: Songbirds and upland game birds are summoned with this spell and not larger birds or birds of prey. The number of birds that a mage can summon to his call is 1 for each 2 ML. When the birds are summoned the mage has command over their willpower and the ability to command them, though they will not go against their nature and the mage must be able to speak their language or the commands will be exceptionally limited. If the mage has a correspondence item, such as a feather, claw or bone from the type of bird he is to summon, the spell's reach of summoning extends to 3 Miles x ML and doubles the number of that type of bird that might answer the call.

Summon Birds of Prey: Owls, Falcons, hawks, eagles and other types of raptor can be summoned with this version of the spell, otherwise it has the same effect and limits as above.

Summon Animals

Type:	Small Animals	Large Animals
Magick Resistance:	MR 1	MR 2
Fatigue Cost:	3 FP	4 FP
Casting Time:	Sorcery	Sorcery
Range:	1 mile x ML	1 mile x ML
Duration:	Animals appear in 100 min – 10 min x ML (10 min minimum), stay ½ hour x ML	

Summon Small Animal: Animals such as Rabbits, squirrels, insects, snakes, small reptiles, cats dogs etc. can be summoned using this spell. All other effects and limitations are the same as the spell Summon small birds.

Summon Large Animals: Animals such as Deer, Cattle, Horses, boars, goats etc. can be summoned using this spell. All other effects and limitations are the same as the spell Summon small birds.

Speak with the Dead

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Ritual (13 minutes)
Range: -
Duration: Spirit appears in 10 minutes – ML minutes (2 minutes minimum), and stays for 3 questions

To begin the spell the caster must know the identity of the dead person's spirit otherwise any entity could be summoned with confusing or dire consequences. The summoned spirit will be angry at being summoned and while it must answers the questions posed to it, the answers it will give will be limited, direct, and literal. A mage should of course thus avoid asking yes or no answer questions. The spirit can only answer questions to which it would have had knowledge while it was alive, should a question be posed that it cannot answer then it says *"I know it not"* and that question is lost.

After the spell is ended the spirit may not be called again for a period of at least one month. If they are summoned again within that period by a different image it will become curt, then outright uncooperative and ultimately hostile the more it is drawn from its shadow sleep. An appeasement to this is if a known relative is present who requires information and guidance, in which case it might be favourable to renewed summoning each week.

Summon Least Spirit

Magick Resistance: ...MR 6
Fatigue Cost: .....9 FP
Casting Time: .....Ritual (21 minutes)
Range: .....-
Duration: .....Spirit appears in 60 min – 10 min x ML

This brings forth from the darker areas of the shadow realm a spirit of a demon of the lower ranks or a variety of least spirit that is not evil. The caster should approach this knowing the spirit's name; however, if he does not have this then his TSC% is reduced to ⅓ normal. A Least Spirit must be summoned at least seven times before a mage may permanently bind it to his will; after which a simple sorcery can summon it.

Summon Imp

Magick Resistance: ...MR 4
Fatigue Cost: .....7 FP
Casting Time: .....Ritual (3 minutes)
Range: .....-
Duration: .....Imp appears in 10 minutes – ML minutes (2 .....minute minimum), stays for ½ day x ML

The lowest level of the demons Imps are tiny supernatural beings with Magickal powers. They are considered weak and might be safely summoned without a protective circle and only a binding circle. Once the same Imp has been summoned three times it may be permanently bound to the will of the caster and afterwards can be summoned with only a sorcery. A mage can control one Imp for each 3 ML up to ML 7 when the number is increased to 1 Imp per 2 ML. At ML 10 a mage can control 13 Imps; however, only one Imp may be present in the same location at any one time. The other will have to be out serving elsewhere or back in their home section of the shadow realm

Summon Lesser Totem

Magick Resistance: ...MR 6
Fatigue Cost: .....10 FP
Casting Time:.....Ritual (21 minutes)
Range: .....-
Duration: .....Totem appears in 60 minutes – 10 minutes x ML .....minutes (10 minute minimum), stays for 1 hour

This summons one of the lesser totems, birds, rats, small predators like weasels etc. These totem spirits are too individual and wilful to be bound and the mage must treat them with respect and try to gain their cooperation rather than dominate their will. Shamans learn the ritual at MR3. A summoned totem will answer three questions on matters concerning past or present facts with a 75% chance of it knowing the facts of the answer. This can be modified by the gamemaster as to the ease or difficulty of the spirit being able to know the facts to give the answers. A totem may lend the mage one or more of its natural wild creatures if the service aids the interests of the totem and the creatures. Up to 3 x ML creatures may be given to serve the mage depending upon the type of service and the appropriateness for the totems agenda. With very tiny creature like mice 13 x ML of these will appear. Totem spirits will often require service to them in return.

Summon Greater Spirit

Magick Resistance: ...MR 8
Fatigue Cost: .....13 FP
Casting Time: .....Ritual (3 hours)
Range: .....-
Duration: .....Spirit appears in 60 min – 10 min x ML .....min (10 min minimum), stays for 1 hour

This is the spell that bring forth a powerful demon or shadow spirit to the mages location. The spirit's *'True Name'* must be known or the mage cannot compel attendance of such a powerful entity. Such a summoned spirit is a powerful force in the shadow realms and will be overtly aggressive, obtuse, indignant and bitter towards the caster. Only the most careful attention to detail will prevent the mage from being destroyed in a hideous fashion by an escaped demon. Even if contained correctly the demon will be treacherous and do its best to pervert, hinder or thwart the mages requests. If the same greater spirit is summoned 13 times the mage may then bind it to his will in a special ritual that takes 7 nerve wrecking minutes to complete.

Summon Greater Totem

Magick Resistance: ...MR 10
Fatigue Cost: .....16 FP
Casting Time: .....Ritual (3 hours)
Range: .....-
Duration: .....Totem appears immediately, stays for 1 hour

This calls a totem of a greater animal spirit such as a deer, bison, bear, wolf, large cats, eagle etc. The mage should have some sort of offering ready to appease the summoned spirit. Shamans may learn this ritual at MR5 and complete it within one hour. These spirits are too powerful to be bound and their cooperation has to be earned through respect.

A greater totem spirit will answer three question concerning past or present facts and has a 90% chance of knowing the correct answer. This can be modified by the gamemaster as to the ease or difficulty of the spirit being able to know the facts to give the answers.

The greater totem spirit can make prophecy by concerning a question about the future, these answers will be general, vague and cryptic at best, as the future is not set, but changeable yet somewhat predictable. The answers should be such that they are open to the mages interpretation.

The greater totem spirit might lend one or more of his natural wild animals as servants to the mage if the service is in correspondence with the totems goals. Up to 1 x ML appropriate creatures to the type of totem spirit may be given to the mages service. They will do his bidding as long as the service is not acting against the natural will. Once they have completed their task the mage must reward them in an appropriate manner. It must be kept in mind that this is a cooperative relationship not a tyrannical domination of the animal, more akin to allies working together. Breaking this bond could forfeit future summoning or even earn the enmity of the totem spirit.

The Greater totem spirit may give the mage tuition in a skill that the lies within the competence of the totem. The greater totem spirit may infer some power upon the mage in order to accomplish a task of mutual concern. This favour will certainly require some service or sacrifice from the mage as payment.

Summon Paragon Spirit

Magick Resistance: ...MR 10
Fatigue Cost: .....15 FP
Casting Time: .....Ritual (3 hours)
Range: .....-
Duration: .....Spirit appears immediately, stays for 1 hour

For the great spirit to hear the call of the summoner he must know its true name; it then appears instantly against its will upon completion of the ritual. The greater spirits are exceedingly powerful entities such as Djinn, Efreet, Demonic Powers and Principalities of Hell, demi Gods and Gods. To summon them is to very much take one's life and future lives into one's hands. These entities are very megalomaniac, proud and regal beings, having the audacity to summon one if not bad enough they do not respond well to being told what they must do once they arrive. It is highly likely that one will earn its blackest hatred for the deed.

A greater spirit when it is successfully summoned 21 times may be bound to the will of the caster; doing the summoners bidding. The service it does however will be literal, bloody minded, cunning, treacherous and pervasive. Even the slightest loophole or latitude of interpretation will be exploited.

For these reasons the summoning of the greater spirits is often biased with a great offering to the spirit, making the request for aid rather than a demand. To say this is safer is only a marginally true. If the spirit is in the mood for reciprocity then it will strike a hard bargain. The best chance here is summoning a being of one's own faith, one that has been worshipped and seen service from the summoner.

Ultimately the outcome of summoning has to be down to good judgement, fun and role playing on both the part of the players and the gamemaster. Making things really tough but not enough to destroy a well played character is the key.

Transcendental Magick

These are the spells of choice for the true mystic, focusing on the ultimate questions of the inner self and enabling access to the shadow realms.

Some of the spells here may only be use on the casting Mage

Psychic Powers: A mage that is psychic (33% chance) enjoys an affinity with the unseen things, he has a bonus of 3% + Crit Die to his TSC% for all his transcendental spells.

Unless the spells description indicates otherwise all of the transcendental spells are reversible or dispelled by a mage knowing the spell in question.

If a mage has selected both Transcendental and Arcane Magick for his mastery he has a +7% to his TSC% for all his transcendental spells.

All of the transcendental spells must contain the common spells Trigger and Dispel that can be placed in the basic spell at no added FP cost.

Clairaudience

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP + (1 FP per 3 minutes in trance)
Casting Time: .....Hex
Range: .....10 feet x ML
Duration: .....Unbroken Concentration

This enables the casting mage to overhear targeted subjects from a distance as though he were there. Barriers are not a block for the spell, however even a thin layer of lead is enough to block the spell completely. Once cast the mage must give his attention to listening and then enter a trance like state. Any loud noises, jostling etc.. in his physical location will break the trance and end the spell. The spell once cast is un-resisted, only if a target mage notices the scrying does he get a willpower - Caster's PSF% roll as resistance.

The range of this spell is greatly enhanced if it is cast in combination with a divination and in such instances the added cost of 1 FP per 3 minutes in the trance no longer applies.

Clairvoyance

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP + (1 FP per 3 minutes in trance)
Casting Time: .....Hex
Range: .....10 feet x ML
Duration: .....Unbroken Concentration

In most aspects this spell is the same as Clairaudience, however the mage can see the targeted subjects.

Levitation

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP
Casting Time: .....Hex
Range: .....Self
Duration: .....15 seconds x ML

This spell give the mage the power to defy gravity by ascending and descending at will. 1 foot x ML per AP expended. Horizontal movement is also possible but only 10 feet in either direction.

Mind Speak

Type:	Lesser Mind Speak	Greater Mind Speak
Resistance:	MR 1	MR 3
Fatigue Cost:	3 FP	5 FP
Casting Time:	Hex	Hex
Range:	10 feet x ML	¼ mile x ML
Duration:	10 minutes x ML	10 minutes x ML

This spell give the casting mage a telepathy that is limited to 1 person x ML and located anywhere within the spell's range. He can speak to them as a group or pick out individuals to talk to. As the conversation is telepathic it cannot be overheard. When he reaches ML 5 the targets may reply to the mage but not the others in the telepathic group, the mage must act as an intermediary voice.

Move with Mind

Magick Resistance: ...MR 1
Fatigue Cost: .....3+ FP
Casting Time: .....Sorcery
Range: .....5 feet x ML
Duration: .....15 seconds

The spell gives the mage the ability to move objects or creatures telekinetically with his force of will. Using arcane forces he can move the target 5 feet x ML. A creature may make a Dodge - Caster's PSF%. Inanimate objects subtract their MR from the mage's targeting TSC% The arcane forces may also be used to lift an object 1 foot x ML x AP expended. The mass of the object that can be moved depends upon the caster's ML with an additional +1 FP per 25 lb moved.

The arcane forces of the spell may also be used to manipulate smaller objects (1 Lb or less) such a writing with a pen. Objects of up to 5 Lb can be hurled as a missile doing ML + Crit die damage of an appropriate type to the object being hurled.

ML	Mass	ML	Mass	ML	Mass
1	1 lb	5	50 lbs	8	300 lbs
2	5 lbs	6	100 lbs	9	400 lbs
3	10 lbs	7	200 lbs	10	500 lbs
4	25 lbs				

Table - Weight Moved

Sleep of the Dead

Magick Resistance: ...MR 2
Fatigue Cost: .....4 FP
Casting Time: .....Sorcery
Range: .....Self
Duration: .....1 day x ML

Once cast the mage enters a deep trance that to observers resembles death; he can maintain this semblance for 1 day x ML. The mage can cast this spell at x3 the FP cost and then the death like state will last indefinitely, until a time set by the mage at time of casting at which point he will return to life. While in his death like state the mage is Magickal undetectable even by the strongest of divinations.

Trance

Magick Resistance: ...MR 2
Fatigue Cost: .....3 FP
Casting Time: .....Sorcery
Range: .....Self
Duration: .....15 seconds x ML

Entering a trance the mage is still aware of his surroundings, however he becomes focused on a single task and cannot be distracted by them. While in his trance the mage adds 3% +ML to his TSC% in all Arcane, Transcendental and Wards Magicks. If the mage moves, attempts to interact with his surroundings the trance ends and the benefits lost, like trying to remember a dream.

Deflect Missile

Magick Resistance: ...MR 2
Fatigue Cost: .....3 FP
Casting Time: .....Sorcery
Range: .....Self
Duration: .....15 seconds x ML

With a wave of the mage's hand he can summon telekinetic arcane forces to deflect incoming missiles. (arrows, axes, javelins and rocks etc.) On a successful deflection with a Crit Die of 10 the missile is deflected back to the shooter/thrower by the arcane forces with a chance of hitting equal to the shooter / thrower's own chances of success. After 15 seconds any additional missiles to be deflected cost 1 FP

Fly

Magick Resistance: ...MR 4
Fatigue Cost: .....7 FP
Casting Time: .....Hex
Range: .....Self
Duration: .....6 minutes x ML

The spell enables the casting mage to fly at 3mph x ML or at triple the human movement in combat. (⅓ AP movement costs) Witches learn this spell at MR 3 and 4 FP cost even if they do not learn transcendental magick and they can place the spell into their brooms at triple the cost during seven rituals lasting 30 minutes each, to be cast on successive nights beginning with the dark of the new moon. Also commonly cast into potions to create flying ointments and of course, flying carpets.

Projected Image

Magick Resistance: ...MR 5
Fatigue Cost: .....8 FP
Casting Time: .....Sorcery
Range: .....25 miles x ML
Duration: .....15 seconds x ML

The mage's image is projected across great distances to deliver a set message in a one way communiqué. If the casting mage does not know the location of the recipient: -

- Caster has a personal article of the recipient TSC% +10
- Caster knows the recipient well TSC% + 5
- Caster is acquainted with the recipient TSC% -25
- Caster does not know the recipient TSC% -50

Otherworldly

Magick Resistance: ...MR 7
Fatigue Cost: .....12 FP
Casting Time: .....Ritual (3 hours)
Range: .....Self
Duration: .....1 month

The mystics, true masters of the transcendental magick, empower themselves with detachment from the mundane world. Only those with a DIS score of 16 or greater may attempt this spell. Once learned and begun it must be cast every month thereafter. Without this monthly ritual the mage loses all the benefits and has to spend 1 month x 1D10 to regain himself so he may try again to become otherworldly.

The benefits of being in an otherworldly state are:-

- May exist comfortably on half rations
- Weatherproof, he can stand -27°C without heavy clothing and 52°C without shade or extra water.
- +21% PSF to stamina rolls to withstand inclement weathers rain, snow, sleet etc.
- A permanent +13% PSF to willpower to resist fear, command spells, charisma attacks etc.

Grand Audience

Magick Resistance: ...MR 8
Fatigue Cost: .....13 FP
Casting Time: .....Sorcery
Range: .....100 miles x ML
Duration: .....1 minute x ML

Like mindspeak only with greatly enhanced range and two way communication with a single person. When cast through a crystal it has a range of 500 miles x ML of caster. The mage must however know the person he is contacting and his approximate location. If not then he is at ⅓ TSC%

Crush the Defiant

Magick Resistance: ...MR 9
Fatigue Cost: .....14 FP
Casting Time: .....Sorcery
Range: .....5 feet x ML
Duration: .....15 seconds x ML

With an outreached hand you use arcane forces to crush the internal organs. No armour can prevent the damage inflicted. A successful CON AR - Caster's PSF% results in 1D10 damage, ½ of this is direct to the targets body levels. If the target fails the CON AR he collapsed to the ground, incapacitated and writhing in excruciating pain and taking (1 x ML) + Crit Die, initially and then 1D10 damage every 15 seconds until the spell expires. Damage taken is spread equally to Fatigue and body levels.

Kinship

Magick Resistance: ...MR 9
Fatigue Cost: .....14 FP
Casting Time: .....Sorcery
Range: .....5 feet x ML
Duration: .....15 minutes x ML

In the time spent learning this spell the mage enchants himself into a deep and mystical relationship with the animal kingdom. Once learned the mage may utter the words *"We are brothers you and I"* and he will be able to approach the most ferocious of beasts and walk among them without them fleeing or the mage being attacked. Within the duration of the spell he gets a bonus of +21% to his TSC% in any skills that command or train animals of any kind. Shamans may learn this spell without learning the transcendental magick method as it is an integral part of the calling. Those mages who have learned Necromancy or Black Magick can never learn this spell as the stench of their arts is anathema to the natural creatures.

Transmutation Magick

Targeted individuals or objects may be drastically altered from their original state using this form of magick, not only their appearance the target can actually become something else. These type of alterations are always passively resisted by the targets MR. Active resistance is treated under the individual spells. Some of the spells are cast on the mage himself, giving beneficial adaptations. Most however are close range spells 5 feet or less, though they may be extended with effort. To avoid the passive MR resistance of a target a mage might take advantage of the law of contagion and touch the target to eliminate the MR resistance altogether. Unless detailed otherwise in the spell's description transmutation magicks may always be reversed, or dispelled by another wizard who has learned the specific spell in question. These spells must include the common spells of trigger and dispel that may be placed on the basic spell at no added cost to the caster.

Protective Transformations

Armoured Skin

Type	of Leather	of Guard	of Preservation
Resistance:	MR 1	MR 4	MR 7
Fatigue Cost:	3 FP	6 FP	10 FP
Casting Time:	Cantrip	Hex	Sorcery
Range:	Touch	Touch	Touch
Duration:	45 seconds x ML		
Armour Protection	+3	+7	+13

The targets skin is toughened to the point where it acts as a type of armour giving a level of protection as listed above for the specific spell.

Cool Cloak (Mantle of Borealis)

Magick Resistance: ...MR 2
Fatigue Cost: .....4 FP
Casting Time: .....Hex
Range: .....Touch
Duration: .....15 minutes x ML

The cloak resists intense heat and flames absorbing 1 x ML energy damage. It can also protect from hot weather temperatures up to 5°C x ML (base temp taken at 25°C, 77°F)

Therefore a mage who has attained ML 7 may create a mantle to resist +25°C + 35°C = 60°C, 140°F thus a person in ordinary clothes would be as comfortable as walking in a mild summer's day.

Warm Cloak (Mantle of Helios)

Magick Resistance: ...MR 2
Fatigue Cost: ..... 4 FP
Casting Time: .....Hex
Range: .....Touch
Duration: .....15 minutes x ML

The cloak resists intense heat, flames and cold absorbing 1 x ML energy damage. It can also protect from cold weather temperatures up to 5°C x ML (base temp taken at -25°C, -13°F)

Therefore a mage who has attained ML 7 may create a mantle to resist -25°C +35°C = +10°C, +50°F thus a person in ordinary clothes would be as comfortable as walking in a spring day

Sensory Transformations

Keen Sight

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP
Casting Time: .....Cantrip
Range: .....Touch
Duration: .....30 minutes x ML

The mages vision is altered and enhanced to where his alertness: sight TSC% is increased by +3% x ML accuracy with missile weapons adds +1% x ML to TSC%. These additions add to any existing natural sight bonuses the target might already have.

Keen Hearing

Magick Resistance: ...MR 1
Fatigue Cost: .....3 FP
Casting Time: .....Cantrip
Range: .....Touch
Duration: .....30 minutes x ML

The mages hearing is altered and enhanced to where his alertness: sight TSC% is increased by +3% x ML. These additions add to any existing natural sight bonuses the target might already have.

Night Vision

Type	Cats Eyes	Dark Sight
Magick Resistance:	...MR 2	MR 5
Fatigue Cost:	.....4 FP	8 FP
Casting Time:	.....Catnip	Cantrip
Range:	.....Touch	Touch
Duration:	.....30 minutes x ML	10 minutes x ML

Alters the mage's eyes to allow him to see in moonlight or starlight as though it were a dull overcast day. In condition where no light is available his vision will be limited to 5 feet x ML with creatures and objects appearing to his sight as though in bright moonlight. If bright light suddenly shine on someone under the effects of the Cats Eyes spell while they are in a dark environment he must make an AGL AR or be dazed and lose ½ AP for one action phase. With the spell Dark Sight these is no diminishment in vision even in the most powerful darkness spells.

Far Sight

Magick Resistance: ...MR 2
Fatigue Cost: .....3 FP
Casting Time: .....Cantrip
Range: .....Touch
Duration: .....10 minutes x ML

While under the effects of this spell the target has great sight for distance able to see object clearly up to 1.2 mile x ML away as if they were only a few yards from him. Alertness: Sight TSC$ is increased by +5% x ML. Accuracy with missile weapons is increased by +1% x ML to TSC%. Anything between medium and extreme range for missile weapons is targeted as medium range SC%. Any naturally existing sight bonuses also apply.

Physical Transformations

Breathe Water

Magick Resistance: ...MR 3
Fatigue Cost: .....4 FP
Casting Time: .....Cantrip
Range: .....Touch
Duration: .....10 minutes x ML

Allows the target to breathe under water

Pain

Magick Resistance: ...MR 3
Fatigue Cost: .....5 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....1 hour x ML

The spell is resisted by those touched with a Stamina - Caster's PSF%. On a failed roll the target suffers extreme pain and is at a penalty of ½ TSC% in all skills. Failure with a Crit Die of 01 and the target falls unconscious from the pain. Only effective on living targets.

Calm Pain

Magick Resistance: ...MR 3
Fatigue Cost: .....7 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....1 hour x ML

The spell takes away all pain in the target, if it is naturally induced this is immediate; however Magickal pain is resisted with willpower - ½ Pain caster's PSF%

A successful casting reduces any combat penalties caused by wounds by half. A critical success when casting removes all such penalties for the duration of the spell.

Agony of the Damned

Magick Resistance: ...MR 4
Fatigue Cost: .....6 FP
Casting Time: .....Hex
Range: .....Touch
Duration: .....2 minutes + 15 seconds x ML

With a touch the mage sets every nerve in a living target into agonising pain. The target must make a successful Stamina - Caster's PSF% to still be in severe pain and lose ½ PSF% until the spell ends. Otherwise the target is incapacitated with the agony he is suffering; however unlike the spell pain, there is no unconsciousness to be had to stop the suffering.

Release from Agony

Magick Resistance: ...MR 4
Fatigue Cost: .....7 FP
Casting Time: .....Hex
Range: .....Touch
Duration: .....Instantaneous Effect
Resistance:.....PSF% of Pain caster

This spell with reverse the effects of Pain or Agony of the damned instantly and restores the target of such spells back to their normal levels of performance. The spell may also be used to block the effects of naturally induced pain for 1 hour x ML

A successful casting removes any combat penalties caused by wounds for the duration.

Shape Shift

Magick Resistance: ...MR 4
Fatigue Cost: .....7 FP
.....+ (1 FP per 1,000 lbs of Creature's Weight)
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....10 minutes x ML

The target of the spell is able to mutate into the form of some creature, the type of which is determined by the ML of the caster and chosen from the list in the table - Shape Shift Type. In this form the target subject gains all the abilities and characteristics of the creature his has mutated into. If cast as a ritual taking 15 minutes to complete the spell's duration is extended to 1 hour x ML. The cost is increased by +1 FP per 1,000 lbs of the creature's weight.

If the target is killed while in the animal form, that is the Fatigue and body levels of the adopted animal form are exceeded; the target must make a Stamina roll - 2% x Damage suffered. If he succeeds he survives the trauma but loses all FP and is stunned for 15 seconds x Crit die.

If he fails then the target is unconscious for 11 minutes - Crit Die. If the animal form is not able to take the levels of damage inflicted then he changes back to his normal form with the remaining damage assessed against his own fatigue and body levels.

If the target of this spell takes on an enhanced animal form he might be able to take more damage than while in his true form. Upon changing back, any damage suffered in his adopted form is taken in proportion to his true shape. For instance if he shifted into a form able to take 95 points of damage to fatigue and body levels and he actually suffered 31 points of damage, while his true form has FP + BP of 55, damage taken = 31 x (55/95) = 17.9 round up to 18 points of damage.

While in an animal form a mage cannot cast any spells except detection spells. If he is wearing an amulet containing a protective ward he may also cast that spell.

ML	Animal
1-2	Small animal, bird, etc., under 5 lbs.
3-4	Animal up to 50 lbs.
5	Animal up to 125 lbs.
6	Animal up to 500 lbs or enchanted beast up to 5 lbs.
7	Animal up to 2,000 lbs or enchanted beast up to 50 lbs.
8	Animal over 2,000 lbs or enchanted beast up to 500 lbs.
9	Enchanted beast up to 2,000 lbs.
10	Enchanted beast up to 10,000 lbs

Table - Shape Shift Type

Speed

Magick Resistance: MR 4
Fatigue Cost: .....6 FP
Casting Time: .....Cantrip
Range: .....Touch
Duration: .....15 seconds x ML

The target of the spell adds 1 AP for each 2 ML of the caster

Slow

Magick Resistance: MR 3
Fatigue Cost: .....5 FP
Casting Time: .....Cantrip
Range: .....Touch
Duration: .....15 seconds x ML

The target of the spell subtracts 1AP for each 2 ML of the caster

Journey in haste

Magick Resistance: ...MR 5
Fatigue Cost: .....9 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....24 hours

This spell allows the person targeted to move at 3mph on foot or a horse and rider to move at 7mph for 24 hours straight taking only brief rest stops. That adds to 72 miles on foot or 168 miles on horseback while staying fresh and whole. Once performed however the recipients of this spell cannot benefit again for three days without risking severe detriment to physical capabilities. The target must make a **CON** AR% at ½ TSC% or have FP reduced to ½ normal as well as ½ TSC% in physical skills. A Crit Die of 01 on a failure and he becomes incapacitated for 8 hours during which time he is comatose.

Circe's Touch

Magick Resistance: ...MR 5
Fatigue Cost: .....9 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....24 hours

The living creature touched by the mage, or the mage changes into another creature; unwilling targets make willpower - caster's PSF% to resist the transformation. The mage's ML will determine the type of creatures that may be chosen for the transformation as well as its size and weight. Use the table under the Shape Shift Spell. While the target occupies this new form, he has all the abilities of that form. He must also make a willpower roll at ½ TSC% or he loses his self awareness and becomes lost in the form of the creature.

Fatigue and Body levels become those of the creature that has been transformed into. If the target is killed while he is in the new form, he dies. When transformed back to his true form any damage taken is transferred back with him to his true form; in proportion to his own Fatigue and Body levels. The target makes a stamina - Caster's PSF% to return to his own form at the end of the spell's duration. If the target fails this first roll he has to remain as in his altered shape for another 24 hours after which he may try a second time. If he fails then he stays in the creature shape for another 24 hours and gets one last attempt. If he fails this last time he remains in his altered shape until dispelled by the caster, or a remove curse spell is used upon him.

At the time of casting the spell the mage may remove the spell from being a curse by placing a reasonable condition to be completed in order to return to his true form. If this is done then a dispel or remove curse will no longer change the target back to his true form.

Wither

Magick Resistance: ...MR 6
Fatigue Cost: .....10 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....24 hours

Upon touch the mage causes living flesh to wither. A hand or arm or leg that is touched with this spell loses all strength and capabilities for the duration of the spell. Once the spell's duration ends the victim must make a stamina roll - caster's PSF or the effects continue for another 24 hours. The target may then make a second roll on a failure the conditions continue for another 24 hours after which he may try again. Failure this time and only a remove curse or a dispel from the caster can restore use to the hand, leg, arm etc.

Gaseous Form

Magick Resistance: ...MR 6
Fatigue Cost: .....9 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....45 seconds x ML

The target of the spell become gaseous and is immune to all magick except arcane. Fire and air magicks. Fire spells inflict only ½ their damage. If a wind is raised against the target he must spend 1FP per 10 mph to maintain his cohesion; if he cannot he then has to materialise or is destroyed. Offensive Arcane and Air spells inflict their full damage potential onto the target. While in the gaseous form a mage may cast only defensive and non offensive spells. Having no solid form the target is of course incapable of engaging in combat; however, he can carry his material possessions with him (max 5lb x ML). His movement rate becomes 2 feet x ML and his dodge is at ¼ of normal.

Turn to Stone

Magick Resistance: ...MR 6
Fatigue Cost: .....10 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....Up to 3 victims in 15 seconds

After casting this spell the mage had 15 second during which he can touch up to 3 creatures; anyone touched becomes stone. After 1 minute x Crit die the victims must make a stamina - caster's PSF% or they remain stone for another 10 minutes x Crit Die. After this they may re-try their stamina check. If this attempt does not succeed then the target is permanently fixed in stone. Only a remove curse or a reversed Turn to Stone Spell will restore a victim to flesh and blood.

Gaze of the Basilisk

Magick Resistance: ...MR 7
Fatigue Cost: .....11 FP
Casting Time: .....Hex
Range: .....5 feet x ML
Duration: .....15 seconds

Once the spell is cast the mage's eyes become as the eyes of a basilisk, those in range who meet his gaze are instantly paralysed and cannot move for 15 seconds x ML. A DEX AR - caster's PSF% indicates that the target has averted their eyes before the gaze has fully affected him. Anytime a living creature looks in the direction of the mage he must make another roll to resist the effects. Success on the spell's Crit Die of 10 indicates that the victim is paralysed for 1 hour x ML. Looking through a reflective surface like a mirror allows a person to look at the mage without being affected by the gaze.

Breath of the Basilisk

Magick Resistance: ...MR 7
Fatigue Cost: .....12 FP
Casting Time: .....Hex
Range: .....5 feet
Duration: .....Permanent

The Magus' breath is transformed into that of the Basilisk. He may blow on one victim and turn him to stone (which is permanent unless dispelled). A CON AR – Caster's PSF% saves a victim, but, if he has less than CON 15, he loses 1 AP x Crit Die in the next Action Phase due to the paralysing effects.

Eyes of the Medusa

Magick Resistance: ...MR 8
Fatigue Cost: .....12 FP
Casting Time: .....Sorcery
Range: .....5 feet x ML
Duration: .....Permanent

Once this spell is cast the eyes of the mage are turned into the eyes of the Gorgon. Any who meet the gaze of the mage are instantly turned to stone (permanent until dispelled). An AGL AR - Caster's PSF% enables a creature to avert his eyes in time; however, his body becomes numbed and loses 1 AP x Crit die in the next Action Phase if he has less than a CON score of 16. Anyone looking the direction of the mage must make a resisted roll. A reflective surface like a mirror allows a creature to look at the mage safely.

Grow Aged

Magick Resistance: ...MR 9
Fatigue Cost: .....14 FP
Casting Time: .....Sorcery
Range: .....Touch
Duration: .....Permanent

The target of the spell ages (1 year x ML) + ½ Crit die. The spell is resisted with a Stamina - Caster's PSF% or ⅓ CON AR - caster's PSF%. The mage can chose the ageing rate within his limits for his ML. To reverse the effects require the spell boon of youth. This enhancement may be placed into food or drink and covertly administered. Aging begins to show with a single day.

Regenerate

Magick Resistance: ...MR 10
Fatigue Cost: .....16 FP
Casting Time: .....Ritual (1 hour)
Range: .....Touch
Duration: .....24 hours

The spell regrows lost appendages, like a finger, toe, hand, foot or even an arm or leg; or he can remove scars and disfigurements. This takes 21 days by casting this spell 3 times per week for three weeks. During this time the mage may do research but cannot perform other magick on the days he casts the regenerate ritual. If circumstances force him to cast spells at those times then he loses any regeneration and must begin again.

Become Another

Magick Resistance: ...MR 10
Fatigue Cost: .....15 FP x 3
Casting Time: .....Ritual (1 hour x 3)
Range: .....Touch
Duration: .....3 days

The spell alters the target into the form of another person, perfect in every aspect; becoming the exact double of the person whose form he has taken. Even those who have known the person for all their lives will not know the difference. The spell has to be cast once a week for three weeks. The ritual requires 7 personal items from the identity to be assumed, 3 of these must be personal in nature such as hair, nail clippings etc.

Once the mage has succeeded with the rituals he may cast the final spell either upon himself or another at any time as a HEX at a cost of 7 FP. He needs to recast this every 3 days to maintain the assumed form.

While the target does look, sound and walk like the assumed form, he does not have the knowledge, memories, skills or experience of the original. His physical capabilities are those of the other Body, Fatigue, CCAP, LCAP, STR, CON, AGL etc.

Once a mage has learned this spell he is able to cast Shape Shift and Circe's Touch as cantrips and those transformations are permanent unless dispelled.

The Bloom of Youth

Magick Resistance: ...MR 10
Fatigue Cost: .....See Below
Casting Time: .....Ritual (1 hour)
Range: .....Touch
Duration: .....Permanent

The target of the spell has his age reduced by (1 year x ML) + ½ Crit Die. The casting mage may control the degree of aging. The spell may be cast on the same target only once per month and during a lifetime a target may only benefit once per 2 **CON** Leaves without suffering side effects -1 **STR**, -1 **CON** and -1 **DIS** point each time thereafter. The bottom end of the spells effects is an age of 1 year.

The casting mage has to pay a severe price for casting this spell, suffering -1 FP from his fatigue levels for each year of age reduction. These reduced FP levels remain for 7 to 48 days determined by the Crit Die and the table below. Fatigue Reduction - Number of Days. Only a great need or great reward would motivate a wizard to cast such a spell.

Crit Die	Days	Crit Die	Days	Crit Die	Days
01	48 days	**05**	28 days	**08**	18 days
02	42 days	**06**	24 days	**09**	14 days
03	36 days	**07**	21 days	**10**	7 days
04	32 days				

Table - Fatigue Reduction No. Of Days

Magickal Wards

At its simplest a ward is a Magickal protection against some harmful or undesired effect. They come in two basic forms, ones that are stationary and ones that move along with a person.

Circle of Protection: The mage scribes an area on the ground, a scratch from a staff, chalk line, salt etc. as long as the line circumscribes the protected area. The spell itself is cast as a cantrip but the preparation of the circle take longer and must be drawn before the spell is cast, taking 1 AP per 3 feet of radius. The magick of the spell protects those inside the boundary scribed from some form of mundane or Magickal attack.

- The boundary lines must be unbroken. Any break or smear or erasure by anyone inside and the protection given will vanish.
- No act from outside the scribed circle can take away the integrity of the line and so disrupt the spell.

Wards: these are a fast portable and personal protective spell that is placed upon some item to give protection against conventional or Magickal attacks. They are permanently enchanted into devices that can be worn such as talismans and amulets.

The main advantage of the ward is that it travels with a person, while the circle of protection is scribed and remains in situ able to protect a number of people, sort of a Magickal fort. Only at higher levels of Magickal learning do circles and wards protect against more powerful and wider range of threats.

Lesser Circle of Protection

Magick Resistance: ...See Below
Fatigue Cost: .....See Below
Casting Time: .....Cantrip
Range: .....5 feet + (1 foot x ML)
Duration: .....3 minutes x ML

These are specific to a type of threat, they prevent from crossing the scribed boundary. They provide protection against spells cast by specific types of foes, resisting the spells by reducing their targeting by ½ the circle caster's PSF%

Lesser Wards

Magick Resistance: ...See Table - Circles of Protection
Fatigue Cost: .....See Table - Circles of Protection
Casting Time: .....Cantrip
Range: .....5 feet
Duration: .....45 seconds + (3 x ML)

These are protective enchantments that a mage learns when he masters the equivalent Lesser circle of protection. They can also be placed into items, fully enchanted objects, typically amulets but also any device of power. The amulet created will have a number of charges devoted solely to the protection placed within it. Lesser wards operate the same as described in lesser circle of protection except that foes are only kept 5 feet away from the wearer and protect only the wearer. There is no preparation or casting time for an amulet and the defence they offer is available as soon they are threatened.

Circle of Protection

Magick Resistance: ...MR 4
Fatigue Cost: .....7 FP
Casting Time: .....Cantrip
Range: .....5 feet + (1 foot x ML)
Duration: .....3 minutes x ML

This is in essence an upgrade from the lesser version of this spell. When cast it includes all the protection of the lesser circle of protection that the mage has learned. In addition vs all foes 75% - ⅔ Caster's PSF chance from entering circle. Those crossing the boundary have their TSC% reduced by ⅔ Caster's PSF% in all actions. Protects against methods of magick the mage has learned by reducing their TSC% by -⅔ Caster's PSF%

Wards

While wards remain specific to a specific type of foe or Magickal method, their power is promoted to circle of protection levels once the mage learned the more powerful spell circle of protection

Greater Circle of Protection

Magick Resistance: ...MR 7
Fatigue Cost: .....11 FP
Casting Time: .....Cantrip
Range: .....5 feet + (1 foot x ML)
Duration: .....3 minutes x ML

This is in essence an upgrade from the Circle of Protection spell. When cast it includes all of the protection of the circle of protection that the mage has learned. In addition vs all foes 75% - ¾ Caster's PSF chance from entering circle. Those crossing the boundary have their TSC% reduced by ¾ Caster's PSF% in all actions. Protecting against all methods of magick the mage has learned by reducing their TSC% by -¾ Caster's PSF%

Type	MR	Cost	Chance to Enter Circle[1]
Vs Evil	1	3 FP	No resistance
Vs Good	1	3 FP	No resistance
Vs Beasts	1	3 FP	75% - ½ Casters PSF%
Vs Magick Methods[2]	2	4 FP	Reduces Targeting as detailed above
Vs Lycanthropes	2	4 FP	75% - ½ Casters PSF%
Vs Undead	2	4 FP	75% - ½ Casters PSF%
Vs Supernatural[3]	3	5 FP	75% - ½ Casters PSF%

[1] Anyone who manages to cross into a circle receives a negative modifier of ¼ Casters PSF% to their Skill TSC%

[2] Must be learnt for each specific Method of Magick with the exception of Summoning because one must know the appropriate protective and binding spells based on what is being summoned.

[3] Creatures of the Shadow World

Table - Circles Of Protection

Greater Wards

While Greater Wards remain specific to a specific type of foe or Magickal method, their power is promoted to greater circle of protection levels once the mage learned the more powerful spell greater circle of protection.

Great Circle of Protection

Magick Resistance: ...MR 9
Fatigue Cost: .....14 FP
Casting Time: .....Cantrip
Range: .....5 feet + (1 foot x ML)
Duration: .....3 minutes x ML

This is in essence an upgrade from the Greater Circle of Protection spell. When cast it includes all the protection of the greater circle of protection that the mage has learned. In addition vs all foes 75% - Caster's PSF chance from entering circle. Those crossing the boundary have their TSC% reduced by Caster's PSF% in all actions. Protecting against all methods of magick the mage has learned by reducing their TSC% by Caster's PSF%

Religion

Just as Magick was real to the medieval mind, so too were Miracles, the very embodiment of the Deity's power on the physical world. As such they form an essential part of the **Chivalry & Sorcery** game and are presented here in a manner that applies to any religious group that is being portrayed in the **Chivalry & Sorcery** universe.

The manner in which Miracles are enacted within the **C&S** Worlds is through ones interaction with the universe through ones spirit, perceived as ones interaction with ones chosen Deity or belief system.

Spirit is the influence that a being has on the Universe, and the extent to which they are receptive to the sway of the Universe in turn. The degree that a character is enmeshed within the mundane non-spiritual world is depicted by their burden of spiritual hindrances. Spirit is used, along with Willpower, to move a character closer to the divine and/or enlightenment. Fewer hindrances also increase the maximum **SPR** that can be attained, while very high **SPR** scores can be used to perform miracles through the Faith skill.

Current Vs. Base Spirit

A PC's Base **SPR** represents their core transcendent, mystical ability. Current Spirit symbolises temporary shifts reflective of a PC's recent deeds. Current SPR is the attribute a PC manifests here and now, while Base **SPR** is the stable state that the PC will gradually revert to - most changes to Spirit being only temporary. Although Current Spirit gradually returns back to normal (Base) SPR at a rate of 1 per day, large sustained changes to Current **SPR** can slowly alter Base **SPR**.

Altering Current Spirit

A PC's actions and deeds can alter their Spirit score. Their current **SPR** can increase by performing worthy acts (defined by their religious and cultural understanding), or decrease by performance of acts which run counter to such ideals. Although great infractions or positive involvement are generally obvious, a character often only has a vague idea that their actions have earned them positive or negative Spirit. Influences upon Spirit (depending upon specific belief) may also be only due to effect, not intention - although Western Medieval thought holds that both apply, and are so judged.

Example:

A Christian PC encounters a destitute beggar and mentally curses him for being in their way. The PC suffers a penalty of -1 **SPR**, but then feels immediately guilty of such a mean and selfish thought. Digging deep into their purse, they generously give the starving beggar a penny. Such minor generosity grants +1 **SPR**, which with the previous penalty, becomes an overall +0. Additionally, as the PC is a Christian, he should repent his selfishness next time he confesses his sins.

For some faiths it is only the action that is of concern, while for others the underlying intention behind any act is important. Christianity is an example of the former, Classical Paganism, the latter. Additionally some belief systems (Buddhism, for example) view as irrelevant whether an act impacts oneself, or another - any suffering or merit generates just as much Spirit regardless.

Example

In a fit of spiritual guilt, a highly religious character in religious orders scourges himself so severely that he is physically maimed (although slightly), having previously lecherously touched a woman. Christianity would view this as a highly devotional act, the PC gaining +3 **SPR** (although the character could never now become a saint due to his new injured state) - while Buddhism would view the PC as having caused a being to be mutilated and thus accrue -3 **SPR**.

If an event inflicts both suffering, as well as alleviating it, the resulting positive and negative Spirit modifiers should be totaled to calculate the sum result - which might result in a good, bad or neutral modifier to Current Spirit.

Example

A PC secretly covets a prize jewel belonging to a NPC. They receive -1 **SPR** for such a selfish impulse. However, in a fit of conscience, they repent such mean spiritedness and generously give the NPC one of their own prized possessions, gaining +1 **SPR**. As long as the GM considers the gift is not purely intended to counteract the penalty, no Spirit is lost or gained.

Responsibility is also a factor in the award of Spirit modifiers. Those who directly author an event should receive the full effect to their Spirit of their guilt or credit, while those who merely assist should earn lesser amounts.

Example:

A PC murders a rival, another PC provided the knife and a third kept look-out. The PC who did the killing would take the full penalty to their Spirit, while the ones who provided the knife and kept an eye out for the Watch take lesser penalties (in this case negligible).

Spirit is strongly affected by anything that helps, or hinders, the religious practice or teaching that a character has faith in. It is the doctrine of the character's religion that is important, what is wrong for one person might well be a core belief for a follower of another faith.

Example:

A Christian crusader destroys the wooden trees in a pagan Lithuanian shrine. He would gain Spirit for overturning the idols, while a Baltic pagan would gain Spirit for putting the poles back up.

Most religions regard willfully destroying any of their own holy books as an evil act, as the book's potential effects could possibly endure for years, or even centuries. Such intentional destruction robbing others of the chance of spiritual growth.

Similarly, intentionally killing members of one's own ordained clergy is considered wicked. Some deviant beliefs however, regard this as a legitimate method of clerical advancement, although this is usually reserved only for recognised ritualists.

Let's say a PC kills a kindly parish priest. Their slaying imposes a penalty of -5 **SPR**, but in addition the PC suffers an extra -8 **SPR** as they have robbed the community of their spiritual guide and mentor.

Slaying a person promotes malign Spirit. The victim whilst dying suffers distress, while grief or fear might also additionally be caused in yet others. Some beliefs regard the act of killing non-human beings as also evil; this might possibly only apply to specific animals, or to all creatures. Ritual sacrifices demanded by a particular religion, on the other hand, gain positive Spirit - although non-believers may see such behaviour as totally morally wrong.

Example

A PC Priest of Mithras during a *'Taurobolium'* ritual kills a bull in his god's honour. The PC does not suffer the usual -4 **SPR** for killing an animal but instead gains +4 **SPR** for serving his god by following the correct rites. A visiting Hindu priest would be aghast though, while a Christian cleric might not be spiritually concerned for the bull - as in Christianity, animals do not possess souls.

Spiritual Fruit

Modifiers to Spirit for actions character's directly perform (e.g. murdering someone, giving out alms) typically can be handed out as they occur. A weekly totaling of Spirit points is also an option - dawn on Sunday would be appropriate for Christians, while following Friday prayers might be appropriate for Moslem character's.The GM should carefully consider the PCs' actions, their varying levels of blame and culpability, and any likely future effects of their behaviour. This additionally allows PCs, via their sense of guilt, an opportunity to mitigate any previous wrong-doings, while also not requiring the GM to divulge any yet unseen information about the effects of the PCs's deeds. For the effects on Spirit of future events, such awards might be distributed at the end of an adventure, after the PCs have wrapped-up their affairs..

Current Spirit and the Afterlife

One's tally of good or bad Spirit does not totally dictate the fate one will achieve upon death - such results are not directly related. Each Religion will have its own interpretation of what happens after Death, although performance of the correct funeral rites, Divine Will, and the nature of particular deeds done in life can all have an influence. Negative Spirit scores are as viewed by the character's own professed religion.

Maximum Spirit

A character's Spirit (either Current or Base) cannot be raised higher than a limit of 100 divided by the number of hindrances possessed (round down). On the other hand, there is no limit to the dark depths that a character's Spirit can delve.

Example: A PC with seven hindrances has a maximum Spirit score of 14, a PC with 1 hindrance a maximum of 100, and a saint with none has a totally unlimited Spirit ability.

Changing Base Spirit

Following an adventure's conclusion, after all **SPR** awards/penalties generated during play have been distributed, if a character's Current **SPR** differs from their Base **SPR**, it is possible that their Base **SPR** might be altered. The PC should roll a **SPR** AR based on the difference between their Base and Current **SPR** (always a positive number), subtracted from their maximum. If the result is successful, the PCs Base **SPR** changes by 1 point towards Current **SPR**. Such a roll can only be made once per week, or per adventure.

The maximum score for both Current and Base Spirit is however, always dependent on the number of spiritual hindrances a character possesses.

Example

Setting out on a dangerous trip, Theophrastus (with 5 hindrances) has a Base **SPR** of 7 and a Current **SPR** of 4. The adventure takes 3 days, each day Theophrastus regains one point of his lost Current **SPR**. At the end of the adventure, the GM awards Theophrastus +5 Current SPR. Theophrastus now has Current **SPR 12**, a score 5 more than his Base. Theophrastus for the purpose of increasing his Spirit has an AR of 15 (his maximum **SPR** as he has 5 hindrances is 20, minus the extra 5 points he has accrued). If he rolls the adjusted AR 15 of 76% or less, Theophrastus's Base **SPR** will increase to 8. His Current **SPR** for the moment will remain 12.

Faith

Although the game mechanics treat its use like a skill, **Faith** should be understood as being a *'gift'* which one must then develop to call upon divine power and guidance. As ***Chivalry & Sorcery*** is based on medieval Europe, the **Faith** *'skill'* is based on Christianity. However, your if your campaign uses other faiths then players should declare their PC's religion from the start.

Faith does not measure belief in a Deity. That is represented by Spirit. **Faith** is the ability to invoke divine favour. In most religions, such requests tend to be more successful when asked on behalf of others and when they are reasonable, it is one thing to ask for a blessing and quite another to part the Red Sea!

Who May Practice The Gift Of Faith?

Faith is a core skill.

Everyone possesses **Faith** as a divine gift. Whether one chooses to develop it or not is a matter for personal choice, just as it is in the real world. All character's possess **Faith** as a **core skill** and start the game at least with *'basic attunement'* with their religion. However, **only clerical character's** may choose **Faith** for Mastery at +20% to PSF as a mastered vocational skill.

Personal Faith Factor

Personal Faith Factor (PFF) is equal to (half the character's Faith PSF) and their Base Spirit. The PFF corresponds to the Personal Magick Factor (PMF) of a mage.

PFF determines the point at which a character may access certain Act of Faith.

Applying The Faith Skill

If the character develops Faith skill in his current religion, he may raise his Current Spirit by +1 for every 5% PSF (rounded up). This bonus apples only to his current religion. If the character *'converts'* to another religion, his Faith PSF stays the same for the old religion. However, he must start over in the new religion and develop a new Faith skill from scratch. His Current Spirit is reduced by the level in Faith in the old religion.

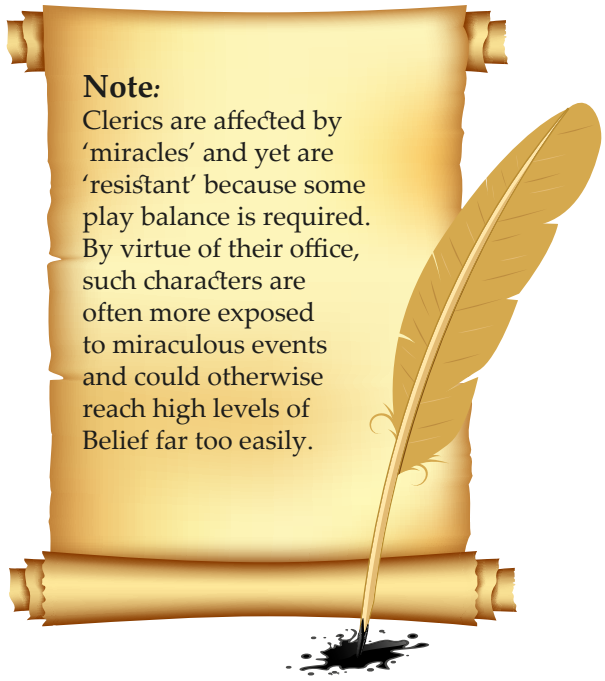
The level of Current Spirit determines the perceived faith of a believer and this is shown as

Current SPR	Kind of Believer	Description
0	**Atheist or Apostate**	Character either does not believe in any god or gods at all or else has lost all his belief in his old religion.
1 - 3	**Skeptical**	Character has little belief in his religion.
4 - 6	**Transgressor**	Character has little regard for his religion and its teachings, though he may make an outward show of belief to mollify the true believers around him.
7 - 10	**Marginal/ Lapsed**	Character is a believer but largely pays lip service to his religion.
11 - 20	**True**	Character truly believes in his religion and makes an effort to live up to its teachings and requirements of him as a follower.
21 - 35	**Devout**	Character has a strong belief in his religion and makes a determined, consistent effort to live up to its teachings and requirements.
36 - 49	**Fervent**	Character is passionate about his religion and he steadfastly observes its teachings and devotional requirements.
50+	**Saintly**	Character is a model believer and evidences the best his religion stands for. The character is not a Saint, but is definitely saint-like in many ways.

Table - Perceived Faith

Current SPR affects how well or how poorly a character draws upon the Divine Power. Current SPR can change. If Current SPR is *"injured"* by experiences that shake it, a character may start to believe in something else. On the other hand, if religion provides balm and solace, Current SPR grows or heals. Unlike Body and Fatigue levels, Current **SPR** can greatly exceed a character's original starting base or it can lapse into total non-existence. Current SPR is affected by religious experiences.

When an intercessor (person praying) performs an Act of Faith he expends Current **SPR** equal to the Fatigue cost of the Act of Faith. If the Act of Faith is successful he regains all the expended Current **SPR** and gains a bonus of **+1** Current SPR if a **Crit Die** is a **10**. However, if the Act of Faith fails, he only regains **half** of the expended Current SPR to reflect the fact that he believes his Deity may have forsaken him. If a Critical Failure (**Crit Die 10**) then the cleric loses **all** of the expended Current **SPR**. When a Believer is exposed to a *'miracle'* of his **current** religion, he makes a **Faith** roll. If he succeeds, his Current SPR is increased and the amount his Current **SPR** increase is shown in **Table – Miracles Believer's Bonus**



Type	Invoking Cleric		Recipient Believer		Believer
	Crit 1-9 / 10		Crit 1-9 / 10		Witness
Minor Miracle	+0	+1	+1	+2	+1
Miracle	+1	+1	+1	+3	+1
Greater Miracle	+1	+3	+2	+4	+2

Table - Miracles Believer's Bonus

A person exposed to another religion's *'miracles'* must make a Faith roll to test his own Faith. If he succeeds, his Belief in his current religion is secure. If he fails, his Belief is shaken. **Table Miracles Unbeliever's Bonus** shows what happens to the person's SPR Points in such cases, he will gain the bonus in the *'other'* religion but at the same time any belief he has in his own religion will suffer the negative penalty.

Once Current **SPR** in the other religion is equal to a character's **Spirit** and his original Belief has not fallen below *'Lapsed'* (**SPR** 10), he is **respectful** and **tolerant** of the other Faith and does not persecute its followers. He may even attend their services at times but this is dependent upon the level of Belief.

Type	Recipient Unbeliever		Unbeliever Witness	
	Crit 1 - 9	Crit 10	Crit 1 - 9	Crit 10
Minor Miracle	+0	+1 / -1	+0	+1 / -1
Miracle	+1	+2 / -2	+1 / -2	+1 / -1
Greater Miracle	+3 / -3	+5 / -6	+2 / -2	+2 / -3

Table - Miracles Unbeliever's Bonus

- If SPR in the other religion reaches True Believer (Spirit 10), **and** his original Belief has *'Lapsed'*, a character is **confused** and suffers a penalty of **-1D10%** (a minimum of -5%) to **any** religious skill roll he/she makes (**Faith**, etc..).
- If belief in one's **current** religion is below Spirit 10 and belief in the **new** religion is at True Believer (**SPR** 11) or higher, the character **converts** to the new Faith and abandons his old Faith.
- At 50 **SPR** Points, one's Faith is such that Belief cannot be shaken by miracles of other religions etc. A saintly person is completely immune to conversion to another religion.
- If a believer rolls a Faith test successfully with **01%** on the 1D100 and a Crit Die result of **10**, a major **Conversion** experience occurs. The character experiences a profound and lasting religious experience such that he instantly becomes deeply spiritual. If the character's **Spirit** is less than **SPR 16**, immediately increase it to **SPR 16!** If he has **SPR 16+**, increase his Spirit by **+3**. Also add **+1D10** to SPR in his Faith (a minimum of +3). Such an experience can occur only **once** in a Believer's lifetime and renders the Believer immune to conversion to any other religion.
- If an unbeliever fails a Faith Test with **100%** on the 1D100 and a Crit Die result of 10, a major **Conversion** experience occurs. The character adds **+1D10** to his SPR in the new religion in addition to the increase in his Spirit and subtracts the same value from Belief in his current Faith.

Attending Religious Services

At every religious service a Believer *'sacrifices'* a small amount of his Fatigue, but a Blessing is conferred upon him, for he is *'touched by the Spirit'*. Blessing applies to everyone in the congregation unless specifically excluded. Blessing is a Divine gift and, in some religions like Christianity, may be granted as a *'grace'* even to those who are not of the Faith. Unbelievers receiving such a benefit therefore make a **Faith** roll in their own religion as if exposed to a *'miracle'*. Avowed clerics of other faiths (priests, monks, etc.) do not make a **Faith** roll if they are merely observing and are not participating in the actual ceremony.

Special benefits may accrue as well:

Receiving the Holy Eucharist:
Medieval Christians who have gone to confession enjoy an additional +5% benefit for receiving the Eucharist during the service. Such benefits last 24 hours and apply to all tasks considered lawful and good by the Faith.

Greatly Blessed:
If a worshipper with **SPR** Points 11+ succeeds in a Faith roll with a Crit Die 10 he believes he has been touched by the Deity or Saint who was the subject of his devotions. To acknowledge this he gains twice the usual Benefit % to his TSC% and also +3 to the Crit Die for one crucial skill roll within the next 24 hours. This blessing requires a special penance or sacrifice to the Saint or Deity. He also gains 2 **SPR** points.

Personal Devotions:
Instead of attending Mass, if a character performs personal devotions lasting a total of three hours over the course of a day (private prayer, etc.), then in the following day he will be gain the benefit to his TSC% as shown in **Table – Attending Religious Services**. Again, he has a chance of being Greatly Blessed.

Clerical Tapping Of The Congregation's Belief Pool

By virtue of his office as an ordained priest, the celebrant of a Mass can tap a portion of the Belief Pool offered up by his congregation during the weekly ceremonies to assist him in performing certain Acts of Faith over the course of a given week. Some Acts of Faith can be extremely exhausting, so much so that a priest might will have insufficient Fatigue of his own to channel the divine life forces made available to him to perform certain rites.

Each week, the priest may draw on the indicated Fatigue (as shown in Table - Belief Pool) for every **10%** of PSF% he has in **Faith**. He may also draw upon **+1 FP** per **Spirit** level he possesses. These FP may be used on behalf of his *'flock'* and in the general service of the Faith. When away from his congregation, their prayers go with him, so a priest can still draw on **⅓** of the FP he normally could were he in the parish.

Belief Category	Cost	Benefit[1]	Congregation[2]
Sainted Believer	-4 FP	Blessing: +7%	0.01%
Fervent Believer	-3 FP	Blessing: +6%	3%
Devout Believer	-2 FP	Blessing: +6%	7%
True Believer	-1 FP	Blessing: +5%	48%
Marginal / Lapsed Believer	-1 FP	Blessing: +4%	33%
Transgressor	-1 FP	Blessing: +3%	6%
Sceptical Believer	-1 FP	Blessing: +3%	2%
Atheist / Apostate / Unbeliever	-0 FP	Blessing: +3%	1%

[1]The bonus may be added to attempts to perform lawful or just tasks in the next 24 hours and applies to a number of success rolls equal to the Recipient's Spirit / 3.

[2]This shows the percentage of the congregation are within each Belief Category.

Table - Attending Religious Services

Determine the FP available to the priest from the Belief Pool and record it separately from his personal Fatigue. He may draw upon **-2 FP** from the Belief Pool for every **-1 FP** he expends from his personal FP until he has exhausted his weekly allotment from the Belief Pool. ***Note***: Unused FP from the Belief Pool cannot be carried over into the next week.

A lay brother sent on a special errand by his Order may draw upon the Belief Pool of his monastery as if he were an ordained priest away from his congregation, since his brothers will devote special prayers to his safety and success while he is absent.

Clearly the size of the congregation is important and that will be determined by the circumstances in which the priest finds himself in the campaign. The Gamemaster can establish the type of congregation and use **Table – Belief Pool** to determine the portion of the weekly Belief Pool the priest(s) can tap in order to augment their own FP levels when performing Acts of Faith on behalf of others needing who need them.

Type of Congregation	FP may call upon
Small rural congregation	1.0 x 1D10 FP
Typical rural congregation	1.5 x 1D10 FP
Large rural congregation	2.0 x 1D10 FP
Very large rural congregation	3.0 x 1D10 FP
Small town congregation	1.0 x 1D10 FP
Typical town congregation	1.5 x 1D10 FP
Large town congregation	2.5 x 1D10 FP
Very large town congregation	3.5 x 1D10 FP
Bonuses for Buildings & Shrines[1]	
Cathedral Church	+4.0 x 1D10 FP
Small Priory	+2.5 x 1D10 FP[2]
Typical Priory	+3.5 x 1D10 FP[2]
Large Priory	+4.5 x 1D10 FP[2]
Major Monastic House	+6.0 x 1D10 FP[2]
Local Saint's Shrine	+3.0 x 1D10 FP[3]
Regional Saint's Shrine	+6.0 x 1D10 FP[3]
National Saint's Shrine	+12.0 x 1D10 FP[3]

[1]These bonuses are added to the basic Belief Pool gained for the appropriate size of congregation. This reflects the added benefit of being in a scared location.

[2]Monastic orders spend a great deal of time in Congregational and personal worship. Consequently, ordained priests in such congregations can draw upon a significant Belief Pool even when the numbers of monks or nuns present is not overly large. If the chapel or church also happens to have a large lay congregation attending it, the FP can be increased to reflect that fact. If a cathedral has a monastic chapter attached, its Belief Pool similarly can be increased to reflect the type of monastic institution associated with it.

[3]These are additional bonuses to the Belief Pool if the location is also a Shrine and are cumulative with those for building which exist there.

Table - Belief Pool

There are a number of special modifiers to the Clergy's ability to call upon the benefits of Acts of Faith for others and these are shown in **Table – Acts of Faith**.

Clergyman's Belief	No. of People
If a Devout Believer	3 x usual number
If a Fervent Believer	7 x usual number
If a Sainted Believer	12 x usual number

Table – Acts of Faith.

Calling Upon Divine Power

Acts of Faith involve a believer's calling upon Divine Power through **Prayers** to the Divinity or a Saint. The person praying has no *'power'* to do anything himself. This is the essential difference in the way **Faith** operates as compared to Magick.

Prayers are means of contacting the Divinity. Simple prayer is available to all believers of a religion.

Sacramental Rites are Sacred Rituals that **always** work and **always** bestow the divine benefits they are intended to bestow. They are totally independent of the **Spirit** and Belief of the celebrant because they flow directly from a divine source when called forth by the ritual acts performed by an authorised celebrant such as an ordained priest of an organised religion.

Special Prayers require specialised knowledge of the Faith to be successful. In a sense, they are not unlike Magickal spells in some of their effects, but they operate on quite a different plane and cannot be employed wilfully. Lay believers and unordained Clerics have access to Prayer which are simple Acts of Faith. Ordained Priests and Priestly Mages also pray and routinely turn to Sacred Ritual and Special Prayers, as well, to fulfil many of their religious duties. **Table – Requests for Divine Aid** shows who a character is able to pray for in this manner.

Laymen	May Request Divine Aid
Anyone	For himself.
True Believer	For himself or for someone instead of himself.
Devout Believer	For someone in addition to himself.
Fervent Believer	For a number of people equal to ½ **SPR** in addition to himself.
Sainted Believers	For a number of people equal to his **SPR** in addition to himself.
Clergy	**May Request Divine Aid**
Clerics[1]	For a number of people equal to 5 x **SPR** in addition to himself.
Ordained Priest	For a number of people equal to 10 x **SPR** in addition to himself.
Priestly Mages	For a number of people equal to 3 x **SPR** in addition to himself.

[1]Clerics includes all lay brothers in monastic orders, including fighting orders.

Table – Requests for Divine Aid

Designer's Note:
To simulate religious experiences, some game-system consistency has been sacrificed in order to give them a proper 'feel'. Some Acts of Faith require Spirit AR's or Faith Rolls; others do not. Some require small Fatigue costs to the invoker; others carry massive Fatigue costs; and some have no Fatigue cost at all. Some can be invoked by anyone with **Faith** 'skill'; others are reserved for ordained priests. Some affect everyone. Others have special, even exclusive, effects on believers alone. Some have no Crit Die rolls and outcomes, while others do. Please read each Act of Faith **carefully** to see how the rules are applied.

Common Terms

AoF: Act of Faith.

SR: Sacred Ritual.

SP: Special Prayers.

†: Acts of Faith that are solely within the competence of ordained priests.

‡: Acts of Faith that may only invoked by ordained Priests, Monastics (monks, nuns) and members of Holy Fighting Orders.

Auto: Automatically takes effect (i.e. no Spirit AR% roll, etc. is required).

SC: Success Chance that the benefit flows to the recipient.

Supplicant: The person requesting the divine benefit.

Recipient: The person receiving the divine benefit. In some instances this may be the same person as the Supplicant.

Spirit: Make an Attribute Roll based on Spirit to successfully invoke or to receive divine benefits.

Cost: A Fatigue Point cost is typically associated with an Act of Faith and will be assessed against the person(s) named.

Crit Die Result: A certain result on the Spirit AR Crit Die is needed for Act of Faith to be successful or else there is an enhancement to the benefit received.

Time: This is the time needed to perform an Act of Faith, Sacred Ritual or Special Power.

Duration: The length of time the effects of the Acts of Faith, Scared Ritual or Special Power last.

'Learning' Acts Of Faith

Acts of Faith are not learnt like other skills. Some are core skills and improve as Faith and **SPR** improves, whereas others are part of the vocation of a priest or monk. The PFF at the beginning of any AoF refers to the point at which one may call upon that AoF.

- Certain Acts of Faith cannot be accessed until a believer attains the indicated PFF minimum for the AoF.
- Ordained Acts of Faith marked † are reserved to ordained priests only.
- Acts of Faith marked ‡ are reserved for ordained priests, monastics and members of Holy Fighting Orders only.

Spiritual Effects

Spiritual Aura: Beings, locations, objects (typically holy relics or cursed items), that possess a large amount of Spirit (positive or negative) radiate a field, or aura, of power that can influence the Spirit of those encountering them.

Such a field for a person (site or item) is calculated by dividing their Current **SPR** (adjusted for any holy or cursed object they might be carrying), by 10 (round down). The radius of this field being equal to a ¼ mile (440 yards) per point of aura strength. Each point of this outpouring positively (or negatively) influences all rolls by +/-5% per aura point. Any influence so caused only occurs within the direct spiritual zone of influence, its effect dissipating totally on departure from the aura. Closely bound groups (such as a church congregation, or a PC party containing a cleric) may combine the individuals' separate SPR auras together into a sum total.

Malignant Spirits: Evil spirits are magnetically drawn by those with low or negative Spirit - although when able, Infernal spirits will attempt to corrupt character's with high **SPR**, as they gain greater SPR themselves from doing so. Any wicked spirit within the radius of a person with a negative Spirit aura will find themselves attracted to that individual. When spirits attempt to possess or attack such a person, they receive a bonus or penalty equal to that individual's SPR aura multiplied by x5%. A character's aura also acts as a modifier to resistance rolls against invasion by such entities, as well as to Magickal skill rolls.

Example

If an evilly depraved Cannon who more than dabbles in sorcery, has a Current SPR of 23, everyone within half a mile of him could be affected by a +/-10% modifier, caused by his malignly emanated 2 SPR wickedness. The Cannon's own Spirit is positive as he is totally devoted to his service of the Infernal, and is a *'good'* diabolist. Whether his aura helps or hinders the PCs depends on their attitude towards the Cannon's morality, this being determined by the GM as situations arise. His diabolic Spirit will certainly cause problems for him in his *"proper"* function as a Christian Cannon though!

As a bonus to their own Current Spirit, spirits themselves gain the Current Spirit of any character they successfully convince to willingly perform an act against the character's religion. If they actually manage to *'convert'* a character to *'the Dark'* they gain a bonus of 3x the converts Base Spirit. Of course, once *'converted'* any negative Spirit (both Base and Current) possessed by a character becomes their new positive Spirit in their new *'faith'*.

Sanctified Locations, Relics & Objects Containing Spirit

Spiritual Locations:

If formal worship is performed in an area specifically dedicated to the religion, the location will have 1 point of Base Spirit for every 10 points (round down) of combined worshipers' **SPR** aura, each *'average'* worshiper generally having roughly 1 point to contribute. After a year of constant worship at a site the locale will gain the aura permanently. As the worshipers grow in number so to will the site's aura, increasing annually as appropriate. An area is considered *'Holy Ground'* when it has either been deliberately consecrated by a priest (see Acts of Faith (qv)) or it has accumulated 50 **SPR** Points through worship there over time, enough to consecrate it.

In such a circumstance the shrine can act as an ordained priest, granting Miracles or other Acts of Faith.

Example:

A shrine with a congregation of 25 *'average'* worshippers and a holy priest with an SPR of 22 will have a combined worshippers' SPR Aura of 27 (25x1 + 2). The aura the physical building itself will emanate is a tenth of this, or 2 points. Some sites may gather such attention that the Aura that they achieve may imbue the site with the ability to perform miracles in its own right.

To calculate the Faith of the Shrine, divide the **SPR** Point by 10 to find the PFF. The BCS of the shrine will always be 30. Thus a new shrine granting Miracles would have TSC 50% to cast Acts of Faith.

Successful Specialised Miracles may only be received once by an individual in their lifetime at a particular shrine. Other Miracles may only be called upon once per year by an individual, and can only be requested if part of a specific pilgrimage to that shrine.

Current Base Spirit can be influenced by actions, relics and art housed, or ceremonies carried out within their precincts. If left unused and not spiritually maintained, a location's Base Spirit will eventually dissipate. This is a slow process, as even a superficial level of practice will keep a locale active; however totally abandoned sites lose 1 point of Base Spirit every 10 years.

Human Remains and Relics: Upon death, half of a person's Base Spirit remains within their corpse. For example, if a pious bishop dies with 40 **SPR**, the prelate's relics will retain 20 **SPR** and will emanate 2 **SPR** within a mile radius of his remains. However, the spiritual power of remains will eventually dissipate as buildings and locations do - after 200 years none will remember the bishop–unless his memory is maintained by prayer. The emanated Spirit of remains and relics additionally add to that of buildings

Transcendent Art: Certain art objects, due to their quality and pathos can manifest spiritual essence. These religious works are nearly always paintings, although statues are also known to *"speak"*. The city of Florence is an example of a city possessing several of these wonders, from the altarpieces of Cimabue, the statues described by Petrarch, to the miraculous image of the Virgin of Orsanmichele by Bernardo Daddi.

If an artist has a TSC% of greater than 100% and rolls a Crit Die 10 when creating an intentionally spiritual artwork, the completed piece is imbued with a spiritual connection to its subject and manifests half of the artist's Base Spirit. If prayed to, it will art to function as a relic, and likely gain in both fame and spiritual power.

Destroying Objects: Any object that contains a significant amount of **SPR**, if destroyed, will release the contained pent-up Spirit in the form of spiritual energy. This will effect everyone in the area, the damage inflicted being 1D10 of Current **SPR** per 10 points of the object's aura (with a range of a 440 yards per aura point). This damage persists even after anyone affected has left the area in which it was destroyed.

Swearing Oaths and Pilgrimages

In feudal societies, where Divine power is considered real, and where literacy and legal sanctions are not wide-spread, the word and honour of a person is of great value. Many social obligations and legal contracts are sealed with a sanctified oath - an act that binds one to a deed or behaviour. To this end, oaths were generally undertaken before a witness; although some cultures held the mere swearing to higher powers binding, and certainly pious individuals would consider themselves so bound.

Pilgrimages and other physical spiritual labours, such as helping construct a religious institution, have a reward in **SPR**. Often this might be both in the form of a daily boost to Current **SPR** (typically 1-2 points of Current **SPR** per day, until the oath is fulfilled, - as long as the character maintains the honest intention of achieving their goal and undertakes active steps to do so), as well as a *"reward"* of Permanent SPR upon the oath's fulfilment.

Once sworn, an oath or undertaking, must be adhered to in detail. If a publicly acknowledged vow involves a major endeavour that might potentially cause actual harm or great loss, the oath-bound often might gain +1 to +3 Social Status. However, failure to fulfil the oath within a specific, or even reasonable time (GM's discretion), can likewise cost the character -1 to -3 Social Status points. A character that continues to renege on an oath may further suffer additional Social Status penalties, as their peers loose respect for the individual. Likewise, if a character abandons an undertaking, they will suffer a loss of 3x the goal's Current **SPR** as well as a loss of the goal's SPR reward in Base **SPR**.

If a character later regrets having sworn an oath, they may go to an ordained priest - who must be of the god in whose auspices the oath was sworn, and be absolved of it. This typically requires the sacrament of confession and some penance..

Grace and Spiritual Hindrances

Since the fall of Man from their perfect state, Union with the Divine and one's achievement of spiritual enlightenment have been hampered by two elements deeply rooted in the mortal condition. Human Nature, partially expressed by one's Spirit (which reflects the innate capacity for spirituality, as well as those past behaviours that might have shaped such potential). The other is the desperate clinging to hindrances, emotions, irrational views and inflexible ideas, over the nature of the world and the Divine Plan.

To measure the state of one's Grace we use Grace Points (GPs). Whenever one commits a sin, not only are Spirit points lost but additionally a similar number of Grace Points. Carrying out the relevant penance will regain half the lost GPs. Attending regular religious services will gain 1 GP per attendance, maximum of 1 per week, or 2 if it's a particular feast day.

If a NPC or PC's **SPR** Points exceed 50 then that person might well begin to attract followers, awed by their unfailing belief and faith. This assembly possibly inspiring the creation of a Saintly SPR Pool around/or for them by the community. If the mentor maintains a following and undertakes religious teaching to minister to their *"flock"*, then that following begins to create a belief aura around the individual. The combined worshippers' spiritual Aura around the mentor gives a chance the aura accumulates a SPR total.

This chance is equal to the Aura strength of the worship led by the individual at any one time.

Such a Belief Aura will maintain presence even after the death of its leader, if its strength exceeds the founder's SPR Points x 2 at the time of their death. Canonisation or Deification is merely the recognition of, and thereby the stabilising of the Personal Belief Aura. For one not canonised or deified, the belief aura will only last as long as believers continue to assemble to worship. Every time that Saint is called upon in prayer, then the chance of obtaining a **SPR** point is the same as before. Individual saint's days being regarded as specific points when the saint's **SPR** aura is recharged.

A minor deity will *"fade away"* once its worshippers drop away. If the being was officially recognised by canonisation or deification, they will become dormant until someone believes in them again. If not, the entity eventually *"dies"* forever.

PCs and Spiritual Enlightenment (Entering a State of Grace)

As a character nears saintly Union with The Divine, or to enlightenment, their personality can radically alter. Although such an individual approaching a State of Grace still possesses a distinct personality, it is not as dramatic as a *"normal"* person's. Whilst their character is not lost, that personality simply has less concern for egotistical command over their nature. At times such individuals might seem supernaturally lucid, emotional, manic, or even insane. A near-saintly being might also appear to different people in varying guises; an observer might encounter a seemingly deranged religious fool, while another might meet a radiantly calm imam or abbess.

Physically changes generally also occur, typically around the stage of a single remaining hindrance; this being largely dependant on religious tradition. Various bodily signs, such as Christian stigmata, might appear, voices might become more melodic, or other such indications of approaching Union or enlightenment might become visible. A very common manifestation is of a soft, warm bodily *"glow"* - although again this is not universal and is a matter of spiritual tradition.

However, once a character actually achieves sainthood, enlightenment, or Union, the character should be retired.

The Impact of Hindrances on Grace

Spiritual hindrances may also cause the loss of GPs, or their gain. Giving in to a hindrance will result in the loss of GPs while resisting the hindrance will gain GPs. Removing a hindrance also gains GPs. However, GPs may never be lower than a character's Spirit. If a character's Spirit should however fall into negative figures, then that character is said to have *"fallen from Grace"*.

GPs may also be used as a bonus when utilising Influence. Saints and enlightened beings are not preoccupied by, or focus, on mundane notions or tasks. They no longer want, feel or believe in concepts other than that necessary or mandated by The Divine.

Hindrances are a yardstick of the separation of a person from the purity of The Divine, but are also the foibles that influence one's unique character. That said, hindrances insidiously cloud minds, keeping them rigid and unable to freely adapt to new circumstances or situations. Hindrances also corrupt clarity of purpose, dragging down beings even when trying to achieve more profound levels of spirituality - maintaining the links that bind one to negative attachments. The path towards achieving spiritual transcendence being that of casting off these misconceptions.

Hindrances fall into three categories: those of fleshly and material pleasure (or conversely discomforts and suffering to be avoided), the dearly held concepts and ideas of self and personality that mankind clings to, and those notions and models of how Creation functions. Although some religions, such as the *'Abrahamic'* faiths, do not require believers to relinquish attachment to the physical, and forbid attachment to people, such errors are still very common.

All starting PCs must choose five attachments for their character, two of which at least must be *'major'* attachments. A character's Special Abilities and Defects may be used as the basis of some of their hindrances.

For instance a PC has the Special Ability of Berserker Rage. They might well have the Impulsive Action hindrance (as a *'Dark'* hindrance that also grants +5 PC Points), as well as those of Bravery, Strength of Body and the *"Death-confronting"* aspect of The Dance of Death. They might not - but these are especially appropriate.

Flaws and defects may also indicate further hindrances must be taken beyond the initial five. These additionally might be of a specific severity

Using Spiritual Hindrances

Even if wrongheaded, Hindrances are not totally illogical - they can actually sometimes be useful. As an example, a Willpower roll may warrant a bonus of +25% to the roll, when defeat would signify a catastrophic knock to an attachment. However, if the hindrance has not actually been role-played in the game session the GM may deny this bonus. For instance: A God-fearing PC with the Precious Ownership hindrance facing an attack by a street-pad trying to snatch away their prized saintly relic would receive a bonus to resist being stunned. Alternatively, a PC with an obsession with their own Bravery would be required to make a Willpower save vs. fear to avoid running away from a potential battlefield rout.

Dark Hindrances: Some hindrances are listed as *'dark'*. Depending on one's faith these impediments may be harmful. However, as a member of society, some misconceptions, emotional bonds and obsessions are certainly more problematic than others. Such fixations as these have a significant likelihood of causing spiritual obstacles for a character. Each hindrance of this type possessed grants +5 bonus PC Points.

Just as other obstacles, Dark hindrances can develop naturally. Traumatic events, supernatural attacks or botched Magical rituals may also cause them to emerge. A roll being necessary In order to change a *'dark'* hindrance to a normal one.

Morality Checks against Spiritual Hindrances

Due to the fallen nature of mankind, a *'morality check'* might be required by a character in order to overcome their base nature. This typically occurs under specific conditions, or if a character encounters or experiences particular situations or circumstances. A standard morality check takes the form of a roll again one's Willpower skill.

The bulwark of faith protects pious individuals, and even if facing supernatural or Magical temptation, they may be able to summon reserves of inner strength. Such resilience relies upon conviction and belief in the protection of higher powers, or through preservative ritual. Characters may choose to utilise 2/3 of their Faith skill rather than making a Willpower roll.

A character that successfully resists one of their hindrances receives Grace Points - gaining 1/4 Crit Die (round up) for a minor hindrance, 1/2 Crit Die (round up) for a major hindrance and Crit Die for a severe hindrance. However, those that fail to resist their hindrances forfeit a similar level of Grace Points. Note Grace can never be lower than Base SPR.

Physical and Worldly Hindrances

These are fixations upon and attachments to (or fear of) physical possessions, the pleasures of the flesh or to one's skills and abilities. Dwelling and ruminating upon such things, the object or subject of concern obsessively invades and dominates the character's thoughts. That they might never achieve (or possibly even want) the subject is of no matter - the obsession is compulsive.

Many a poor tenant-farmer, for instance, possesses an obsession with wealth, churning night-and-day over fruitless schemes to secure money for their landless family. Or the populist radical reforming priests who consider money as the root of all sin, and harbour extreme enmity towards lucre, railing and preaching absolutist poverty against clerical corruption and noble excesses. Both are entrapped.

Aristotelianism:

The concept that one is totally rational and has no irrational beliefs. Alternatively that totally random, illogical thoughts are in reality all that matters, a madman in a mad world being no fool—and in any case, it doesn't matter.

Bacchanalnaiism:

A serious ***"fondness"*** with alcohol (wine, mead etc) that might merely indicate ardent enjoyment of alcohol's gifts, or if more severe, actual addiction, or alternately prejudiced abstention.

Impulsive Action (Potentially Dark):

Immediate endeavour without pause for introspection. This is either the thrill-seeking desire to live on the edge, or to not to be bothered with complex and time-wasting rational thinking. Alternatively, its opposite can also be the compulsion to minutely think through every outcome and option possible that might arise from a particular action-taking excessive time and effort over every task. If this takes the form of causing suffering to others it is regarded as ***'Dark'***.

Maladies (Dark):

The character has a hypochondriac's obsession over the threat of infirmity and sickness, even actual death is less paralysing than the mere thought of ailments. A character being so fixated, takes every minor change for the onset of deathly malady; or they might alternatively disregard their health, acting as if disease simply will not affect them. Christians often do not regard this as a *'dark'* hindrance, as sickness is rife - although obsession is still dangerous.

Miser:

The idea, or avaricious obsession, of possessing large sums of money. Medieval societies were ones of conspicuous displays of wealth - those who refrain from offering alms, largesse and who amass huge sums, are likely to be viewed by others as misers. This is seriously frowned upon by religious and secular authorities, who will also likely target them for expensive visits or taxes.

Occult Might (Dark):

A mighty craving for possessing Magical power (often uniquely for personal gain), or the eradication of all such abominations. Many clerics and the learned sadly fall prey to such temptations or rages.

Past Events:

The character is obsessed by an event in their past, often mulling over details, and by how such could have unfolded differently. This dwelling exhibits as the character being often introspectively focussed more on the past than on events around them. Alternatively the past blithely never happened with no lessons learned.

Precious Ownership:

The character is obsessively attached to an item or collection of objects in their ownership. It is possible for this *"thing"* to be another person, or even an idea - if such a relationship takes a possessive form.

Sovereignty:

The character enjoys holding power over others. This might flow from intimidation, witchcraft, official position, or as a respected leader, rabbi or mage. Such a character holds the oaths of feudal juniors very dearly–but might be lax in their own adherence. The reverse could manifest as complete fecklessness, avoidance of responsibility, or disregard for society' norms and power structures.

Temptations of The Flesh:

Obsession with either sexual pleasure, or viewing the same as a demonic seduction that must be resisted (often accompanied by mortification of the flesh such as flagellation or extreme fasting).

The Dance of Death (Dark):

Medieval daily life is harsh, the hazard of death is constant and unrelenting. All conceivable risks must be avoided, or eliminated - it being ***"only sensible"*** to obsess over physical well-being, the notion of safety from physical danger and the overriding avoidance of risk. The means to immortality (often through bizarre occult practices) might also be a paramount concern. Conversely, this manifests as the need for adrenaline and excitement that comes from finding oneself in life-threatening situations. Death must be faced down by constantly exposing oneself in order to steel oneself against ***"The Great Leveller"***.

Unusual Sexual Appetites (Dark):

Dark destructive sexual impulses overwhelm the character. Other than direct sexual acts these may manifest as abusive or abnormal behaviour directed towards the object(s)/item(s) of desire. This compulsive drive is so strong that those so motivated will either seek to avoid totally any form of temptation (often subjecting themselves to extreme penitences), or be compelled to act on their deviant sexual appetites.

Self-delusional Hindrances

Typically these are often prideful beliefs, with those holding these being committed to an idea or belief about themselves. Such convictions are subscribed to wholeheartedly; holders often view themselves as different, and that their difference is consequential.

Ascetic Detachment:

An obsession with the concept of living without luxuries or worldly pleasures. This is not the normal need for such conditions in order to facilitate spiritual introspection–but rather the wallowing and inordinate pride in being in such a state.

Bravery:

The unreasoning belief that the one is untouched by fear, whatever the circumstances. Alternatively, this might be shaking cowardice and the fear of being *'found-out'*.

Canny Guile:

The prideful notion that one can make others believe whatever one desires by sheer force of wit, personality, or guile.

Empathetic:

The conceit that one understands other's feelings, and instinctively knows what's best for them.

Helpless (Dark):

The character compulsively frets over the notion of not having control over their life. Necessary actions might be ignored and avoided as the individual wallows in misery. On the other hand, this might express as contempt for the weak.

Iron-willed (Dark):

Resolute belief in one's own superior and unbending self-control. Others' influences are of no concern, as are one's own petty needs - all is contained by unshakeable willpower.

Magnanimity:

The idea that one is never small-minded or vindictive. This can be seen as condescending and patronising by others. The converse hindrance being that one should never forgive, nor forget, a wrong.

Ruthlessness:

Restraint is of no concern in the lengths that a character will go to in order to achieve his or her wishes. This might not be blatantly overt, or may be more a case of elaborate scheming to achieve desired results. The converse is indecisiveness that leads to nothing.

Sadistic (Dark):

The belief that the character can, and has no moral compunction against, causing others injury, harm or mischief.

Spiritual Pride:

The cause of Satan's fall - perhaps the most dangerous spiritual misconception. Those with this hindrance take overweening pride in their own humility. It is a conceited humbleness in which contempt is showered on those who show even the slightest delight in their own achievements. Those with this impediment often viewing their *'rarified'* attitudes as affirmation of their own spiritual advancement.

Strength of Character/Body:

Prideful devotion to the idea that one has greater than normal strengths (physical, mental or spiritual) that can be used to enforce one's desires over others. Typically a particular aspect is specified.

The Folly of Man:

The prideful belief that a character is cleverer (or conversely stupider) than others. The character is so much more intelligent that they cannot be tricked easily, seldom falling prey to the foolish beliefs and opinions of others, those being based on poor judgement or astuteness. The reverse often unthinkingly falling into the state of a gullible lackey.

The Vanity of Venus/Adonis:

The egocentric belief in one's own physical attractiveness (or in the condition of bodily dysmorphia), and in the lustful idea that one is sexually desired by others. This may be true, or a false delusion; the hindrance is that one is craved or repulses.

Weak-Willed (Dark):

Being attached to the idea that one surrenders more easily than most to base desires, as well as the domination of others. This can easily be used as self-justification for many other failings and weaknesses.

Unbending Righteousness:

The iron pride that others' opinions, or even physical force, cannot overwhelm one's steadfast resolution. No unbeliever can sway them from their path once convinced of a thing's truth.

Worthlessness (Dark):

The belief that one's well-being and life are of less value than that of others. This can be pointlessly self-destructive, leading to self-harm and even suicide. Conversely, this can be the disregard for others - one is simply more important. Suicide.

Cosmic Hindrances

Frequently based upon religious doctrine and Classical thought, these hindrances rely upon cultural models of how Creation operates, and in an orderly, Divinely directed world. Being often nearly impossible to prove or disprove, these concepts can be amongst the most persistent and resilient hindrances - they additionally being the most easily confused of all attachments.

Aesthetics:

The concept that literally everything in Creation has value and worth contingent on its inherent beauty. This can in a Christian setting be problematic as it denies the possibility of Divine redemption for all, but is extremely common in the Medieval world-view, where ugliness is often equated with disease, sin and unwholesomeness.

Brutality:

The notion that Creation is uncaring and cruel; that all beings must struggle and, if necessary, crush others. This is a dangerous hindrance, as it denies God's innate mercy and forgiveness.

Cynical Pessimism (Dark):

The worst possible outcome is always by far the most likely, and awful, rotten events continuously occur. Quite a common impediment.

Denial of The Divine Plan (Dark):

The concept that there is no inherent logic or goal to the universe and that it doesn't make any sense - nothing can be inferred from, or judged by history or religious teachings. This can be highly dangerous, as it can easily be seen to lead to denial of the existence of God and anti-social behaviour.

Duty:

A rigid, prideful conviction that all beings are born with defined responsibilities; those individuals who fail to fulfil their duties are worthless and deserving of punishment. This is not the same as socially *'knowing one's place*', but rather the desire to impose unbending order. Likewise, only those who fully uphold their allotted tasks are to be praised and respected - until they fail.

Lady Fate:

The Wheel of Fate controls the events of one's life, all is predestined and unchangeable.
Quite a prevalent misapprehension.

Narcissism (Dark):

The character is wedded to the prideful notion that the only things that matter relate, and in some way have worth solely because of themselves and their abilities. The reverse of this hindrance holds that extant ideas, concepts, and things are only consequential and exist due to the value and worth that society attaches and attributes to them. These can be highly dangerous beliefs as they can easily be seen to lead to anti-social behaviour and denial of the existence of Divine Creation.

Sisyphean Exhaustion (Dark):

A hindrance that holds that everything is struggle. Expulsion from Eden has doomed all mankind to unceasing labour, in which achievements are always less than the effort invested. This can be problematic as it denies the possibility of Divine redemption, but is still quite common.

Truth:

The character is completely locked into the unshakeable belief that certain ideas, values and statements are absolutely *"true"*, while others are utterly incorrect and wrong.

Unknowable Existence:

The fixation that one cannot ever be completely guaranteed of anything (potentially not even of The Divine). Naturally this is highly dangerous in those who hold severe instances of this hindrance.

Utilitarianism:

The concept that some truths, ideas, and beliefs are more worthwhile or important than others. This can be highly dangerous, as it can easily be seen to lead to denial of the absolute nature of Divine truth. Truth.

Recognising and Removing Hindrances

Spiritual understanding, the state of grace, or mystical union with the Divine, is achieved when a character shakes off all spiritual attachments and hindrances; an accomplishment that increases in difficulty with proximity to such a state.

Removing a hindrance is a two-step process - firstly it must be discovered, only then being possibly removed. At least an hour of uninterrupted Meditation is required for an attempt to recognise and/or remove a hindrance; besides insight gained via shocks to the psyche, a character may attempt such an operation once per Month.

Discovering a Hindrance: A successful Read Character roll with a Crit Die result as indicated is required for a character to initially realise that they even have an impediment. Minor hindrances are much harder to discover as they are less obvious and more often overlooked in the search for faults. As per the rules for Read Character, a character is regarded initially as having just met themselves, but as being intimately familiar. Meditation may be used to increase the chance of success, with cumulative time spent in meditation being regarded as the length of time the character has known themselves. Check hourly whilst in Meditation to see if concentration can be maintained.

Scrutiny of one's personality may be attempted either after critically failing a *'morality roll'* (GM's discretion as to the appropriateness of the situation and circumstances), or after a Meditation critical success. As most characters do not engage in self-analysis (nor have the opportunity to do so), this can often be a lengthy process - especially if one is not used to introspection.

To Discover a Hindrance	Crit Die Necessary
For minor hindrance	4
For major hindrance	6
For severe hindrances	8

Mitigating or Eliminating a Hindrance: A hindrance can be mastered and decreased in severity, e.g. from *'major'* to *'minor'*, or removed if already *'minor'* with a qualifying SPR AR and a successful Willpower roll. The necessary Willpower Crit Die increases for each attachment as follows:

Hindrance	Crit Die Necessary
Last	3
2nd	4
3rd	5
4th	6
5th	7
6th	8
7th	9
8th	10

Only one eliminating attempt may be initially made on a 'freshly' discovered hindrance. Additional attempts may be made after 20 + 1D10 days - WIS. These attempts may be performed whilst performing other actions, although if not engaged in full-time prayer and meditation, these are only at TSC%.

However, there are risks when practising self-introspection. It is possible to reinforce a hindrance, or 'go off at a tangent' and develop new egotistical attachments and hindrances. Thus, on an unsuccessful Willpower roll to eliminate an attachment, the following effects may happen:

Crit Die	Unsuccessful Result
01-05	No-effect.
06-07	Hindrance increases a level in severity. There is no affect on severe hindrances
08-09	Hindrance increases a level in severity, or develops into a dark hindrance (PC's choice), if already *'severe'*
10	Hindrance is replaced by a dark attachment (GM's choice).

Changing Hindrances

Any spiritual impediment may be simply exchanged for another - delusions are legion. However *'dark'* hindrances are more ingrained, and if one desired to be changed into to a *"normal"* one, a Willpower roll must be made with a penalty of -25%.

If successful the new hindrance does not decrease in severity, but is no longer *'dark'*.

A *"freshly"* recognised hindrance may be exchanged at the time of discovery, although additional attempts, or efforts to change already recognised *'dark'* hindrances, may be made only after another 20+1D10 days - WIS.

These attempts may be likewise performed whilst engaged in other actions– although if not occupied in full-time meditation, however only at TSC%.

Christianity

Saints and the Church

In Chivalry and Sorcery the default theological milieu is based upon the beliefs of the Medieval Catholic Church. Although no one doubted God's existence, belief in miracles and in Divine aid was commonplace. Additionally, due to isolation, lack of education and ignorance, many people (including some of the clergy) commonly held to numerous superstitious practices. Also as there was no unequivocal, or *'official'* method of canonisation before the 17th century, many locally recognised popular *'saints'* existed alongside those endorsed by the Pope as worthy of veneration. Some saints were adored extremely widely, while virtually unknown in other locales. Thus, a GM should rule on which saints are available for contemplation, or even if their powers extend to a particular location.

As a logical development of the way in which the clergy intercede on the behalf of their flock with Heaven, the concept that saints could also intercede for a worshipper with God arose. Saints typically being held to patronise particular occupations, focus on particular things, or being associated with curing specific ailments. Petitioning them, possibly through their relics, and asking for aid, could thus provide aid.

Thus a traveller might pray to the once *'dog-headed'* St. Christopher, while a fisherman might petition St. Andrew for a little aid in their endeavours. Even doubters might still pray, if only as *"insurance"*. For similar reasons, clerics from friars to prelates were feared: they might command divine aid for themselves, or possibly visit divine retribution on their enemies. The unspoken threat of this was enough in many situations.

Monasteries in this era were a great church institution, many dating back to the Dark Ages. Here monks or nuns supposedly retired from all worldly affairs and devoted their attention to God. In the darkest ages, monks kept alive the flame of knowledge. But in this era, many monasteries and convents became corrupt. Some were thriving businesses with vast lands, competing with lords, guilds and merchants. Others were great political states, more so in Europe than England, where some clergy had the right of electing the Holy Roman Emperor.

Medieval Saints

Saintly cults were one of the most popular aspects of the medieval Church, varying greatly in their nature and influence. However, they were often seen by the common people as approachable friends– someone that could be prayed to and asked for a specific boon. Of course, some churches, cathedrals, and monasteries encouraged a larger conception of saints, especially their own patron saint(s). still, even their services and ceremonies promoted a sense of mystery, awe, and the miraculous

Learning about all the Saints was more than a lifetime activity for any man, and complicated by the fact that new people were hailed as saints at every turn.

Important Church Feast Days			
Feast Day	**Occasion or Theme**	**Date/Period Celebrated**	**Moveable/ Fixed**
Advent	Beginning of the Church year	Fourth Sunday before Christmas	Moveable
Gaudete Sunday		Third Sunday of Advent	Moveable
Christmas	Christ's Birth	25th December	Fixed
Dies Cinerum or Ash Wednesday	Commencement of Lent	40 days before Easter Sunday	Moveable
Invocabit Sunday		First Sunday of Lent	Moveable
Laetare Sunday		Fourth Sunday of Lent	Moveable
Dies Palmarum or Palm Sunday	Christ's Entry into Jerusalem	Last Sunday of Lent	Moveable
Maundy Thursday	The Last Supper	Thursday before Easter Sunday	Moveable
Good Friday	Christ's Crucifixion	Friday before Easter Sunday	Moveable
Easter Sunday	Christ's Resurrection	First Sunday after the first full moon after the spring equinox	Moveable
Lady Day	Annunciation of the Virgin Mary	25	Fixed
Quasimodo Sunday		First Sunday after Easter	Moveable
Cantate Sunday		Fourth Sunday after Easter	Moveable
Ascension Thursday	Ascension of Christ to Heaven	40 days after Easter Sunday	Moveable
Pentecost or Whitsunday	Apostles receive the Holy Spirit	50 days after Good Friday	Moveable
Trinity Sunday	The Holy Trinity	First Sunday after Pentecost	Moveable
Corpus Christi	The Holy Eucharist	Thursday after Trinity Sunday	Moveable
All Saints Day	The Community of Saints	1st November	Fixed

(Christian) Spirit Influencing Deeds and Penances Required

Petitioning Saints & Other Beings of Power

If a person earnestly petitions a saint (or other suitable minor divine being of their belief system), they gain a point of Current SPR (if an enemy entity -1 point). In combat this can be a character's action in a particular action phase. If the power is able to bestow blessings, the supplicant may make a Faith Skill roll. If successful the blessing is received, and continues until the next sunrise, or until the petitioner's Current **SPR** drops below the level gained via supplicating the entity. On a Saint's holy day any benefits of intercession are doubled. Additionally on such days, as long as the request is made upon consecrated ground, it does not matter if the Faith roll is failed, the point of Current SPR is still received due to the saint *'reaching down'*.

An individual supplicant is typically the only recipient of most benefits, but some saintly boons may apply to a group. However, only a single blessing of a particular type may be benefited from each source at any one time. In all cases the level of the game should be considered by the GM and any benefits adjusted in measure if required.

Saintly Boons, Gifts and Healing

Saints can also, as a result of their spiritual capacity, impart specific blessings. These depending on the saint's area of authority, can be healing, Generally however, the more powerful the boon requested the higher the penalty one's faith is tested in prayer. This is not always so–the Queen of Heaven, Mary being an example of an entity that offers her gifts quite openly.

Asking for such a boon requires a Current **SPR** AR%; the limit to the number of different saints that can be petitioned by an individual being their Maximum Spirit.

The best way to learn about new saints is to visit monasteries and universities around the land. Needless to say, knowledge of Latin, as well as Reading and Writing, are crucial in researching information about Saints. Good religious training doesn't hurt either!

A character may learn about as many saints as levels in Faith they possess. To learn about a saint requires the same amount of study as for Learning an Act of Faith and completion of that study is marked by the same successful Faith TSC% roll required to learn an Act of Faith. There is no minimum value for the Crit Die roll when checking for a success. Saint's lives are regarded as Rank 1 Acts of Faith for purposes of learning about them. Saints have a minimum Faith TSC% at which a character may study them.

Magick: Most religiously based Spirit will assist characters in performing Magick that has the immediate effect of helping others, while *'bad'* Spirit conversely aids Magick that has the direct objective of causing suffering. When clearly malevolent Magick is performed (e.g. targeting innocents in order to kill them), or if plainly benign, a PC will receive a bonus or penalty equal to the aura of the target's **SPR** aura x5%. No modifier is received if a Magickal ritual is neutral or balanced in nature (e.g. a Christian sorcerer curing a person's disease by sacrificing a peasant's only pig, or saving the life of someone by killing another.

Mass

This occasion is used to bring the faithful together and to share in the glory of the deity. As noted in the base rules, this is not a frivolous activity and should be considered a sacred occasion. Usually, masses will be held every morning as well as before and after every battle (as opposed to skirmish), if time and circumstance permit. The mass commences with a sermon by the Priest.

This involves an Oratory roll, which, if successful, will give a bonus of +3% x Crit Die, to all other rolls that follow during the mass. A Critical Success gives a further bonus equal to the Priests Wisdom Attribute. A failed roll does not penalise the other rolls, but may put some parishioners to sleep. The Priest then performs the Act of Faith Holy Eucharist and, like all Sacraments, this may be repeated until the Priest succeeds or gives up. If this succeeds, the Priest is considered to be in communion with the deity.

This allows all members of the congregation (well those still awake!) To make a Common Prayer, which, if successful, puts them in communion as well. The Priest may then perform any prayer, usually the Act of Faith Bless, that, if successful, will affect everyone that is in communion. That is, the Priest can make and pay the Fatigue for one prayer but it may affect more than one person.

High Mass

This is similar to the normal mass, but it only occurs at prescribed times of the year, usually twice at Easter and Christmas for example. The mass is conducted as usual, but all those that are in communion receive a chance of gaining a Grace Point, as well as the benefits of any successful prayer. Check for the Grace Point as usual using a Common Prayer.

Confession

As previously noted, the Spirit Points can be lost through sinning but can be wiped clean by confession and penance. There are some caveats that should be noted though. When a Priest, who has successfully performed the Act of Faith Penance, has heard the confession and lawfully applied the penance, the confessor is bound to perform that penance.

Failure to perform the penance not only means that the Spirit Points loss remains, but the character also acquires a Minor Hindrance. If an attempt is made to get a *'second opinion'*, the new penance will mean nothing, whether it is completed or ignored. It simply is not valid, the penance for the sin is assigned and that is the penance that has to be served to redeem the sin. Even if the Priest malevolently assigns a more severe penance than is required, it still needs to be served. On the other hand, unlawful directions can never be valid. In such a case the penance is deemed to not been delivered and the confessor is free to go elsewhere.

Action or Deed	Penance	Current SPR Mod.
Celebrating Passover with Jews	Driven from Church	-1 SPR
Theft of an animal	Fine of 2- 5 similar animals	-1 SPR
Theft of property	Replace goods plus fine of good's price	-1 SPR
Wounding in brawl	pay fine, plus leech's fee, plus make up any lost work due to victim's inability to work	-2 SPR
Theft of money	Replace 4 times the value if from church; twice if stolen from a secular person, plus 7 years' penance if frequent	-2 SPR
Gluttony until vomiting	3 days	-1 SPR
Praying with Jews	1 week	-2 SPR
Cursing	1 week plus apologise to target	-1 SPR
Drunkenness until vomiting	15 days	-1 SPR
Fraud with false weights and measures	20 days on bread and water	-1 SPR
Unknowingly allowing heretic to participate in a mass	40 days	-1 SPR
Murder of a Jew or pagan	40 days	-2 SPR
Murder at one's lieges command	40 days	-2 SPR
Killing in war	40 days	-1 SPR
Sodomy, with spouse	40 days	-2 SPR
Touching or kissing a woman by a priest	40 days	-1 SPR
Eating unclean flesh or carrion unless necessary to prevent starvation	40 days	-2 SPR
Unjustified Anger	40 days	-1 SPR
The desire to fornicate but unable to do so	40 days	-1 SPR
Unknowingly eating or drinking alongside pagan sacred places	40 days on bread and water	-1 SPR
Bestiality, offender under 15 years old	40 days, animal killed	-2 SPR
Theft during war (plundering)	40 days plus	-2 SPR
Drunkenness by a priest	2 months	-2 SPR
Knowingly eating or drinking beside a pagan sacred site	Two 40-day periods	-2 SPR
Receiving stolen goods	6 months	-2 SPR
Robbery	6 months	-2 SPR
Unknowingly allowing mass to be said by a heretic	1 year	-2 SPR
Bigamy with 2nd spouse	1 year	-2 SPR
Unknowingly committing perjury	1 year	-2 SPR
Theft of food, 1st offence	1 year	-2 SPR
Adultery	1 year	-3 SPR
Allowing a child to die un-baptized	1 year	-3 SPR
Bathing with someone of the opposite sex	1 year	-2 SPR
Accidental homicide	1 year	-2 SPR
Giving trivial sacrifices to demons	1 year	-2 SPR
Abortion, 39 or fewer days after conception	1 year	-2 SPR
Fornication with a virgin	1 year plus fine paid to victim's parent	-4 SPR

Action or Deed	Penance	Current SPR Mod.
Perjury, being aware that one might be bearing false witness, but without actual knowledge that one's testimony is untrue	2 years	-2 SPR
Homosexual acts between women	3 years	-2 SPR
Cross dressing	3 years	-2 SPR
Usury	3 years	-3 SPR
Vowing on a pagan sacred object	3 years	-2 SPR
Abortion, 40+ days from conception	3 years	-3 SPR
Worshipping demons or a pagan idol	3 years	-4 SPR
Murder in anger	3 years	-4 SPR
Homosexual acts between men (if infrequent)	3 years	-2 SPR
Manufacture of Magickal amulets	3 years	-3 SPR
Incest with a parent	3 years	-4 SPR
Burglary	3 years, one of which on bread and water	-2 SPR
Slander	3 years on bread and water	-2 SPR
Embezzlement of church funds	3 years plus restitution	-4 SPR
Embezzlement of money set aside for the poor	3 years plus restitution	-3 SPR
Knowingly committing perjury	4 years	-3 SPR
Murder to avenge a parent or sibling	4 years	-3 SPR
Performing divinations	5 years	-3 SPR
Breaking into a (Christian) tomb	5 years	-4 SPR
Conjuring storms	7 years	-4 SPR
Inducing another to commit Perjury	7 years	-4 SPR
Bigamy with 3+ spouses	7 years	-3 SPR
Murdering a member of the clergy	7 years	-5 SPR
Knowingly giving Communion to heretics or Jews	10 years	-5 SPR
Offering *"serious"* sacrifices to demons	10 years	-7 SPR
Homosexual acts between men, if frequent	10-15 years	-5 SPR
Perjury committed in a church	11 years	-6 SPR
Heresy by a baptised Christian	12 years	-8 SPR
Murder by a bishop	13 years plus loss of rank	-6 SPR
Fraud by a bishop	13 years plus loss of rank	-6 SPR
Fornication by a bishop	13 years plus loss of rank	-6 SPR
Leading/aiding heathens (treasonous) if no Christian is killed	14 years	-5 SPR
Bestiality, offender under 20, but over 15	15 years, animal killed	-5 SPR
Bestiality by a married offender over 20	20 years, animal killed	-6 SPR
Leading/aiding heathens (treasonous) if a Christian is killed as a result	Penance for life	-6 SPR
Premeditated murder	Exile for life	-8 SPR
Bestiality by married offender over 50	No communion until deathbed, animal killed	-7 SPR

Action or Deed	Penance	Current SPR Mod.
Help support a holy person (ascetic, priest, holy pilgrim, monk) or hinder a holy person.		+1 SPR or -1 SPR
Freely give a gift that is appreciated or willfully take away a person's treasured possession.		+1 SPR or -1 SPR
Insult or lie to someone. (Not a trivial social, or 'white' lie).		-1 SPR
Spend a whole day in meditative contemplation.		+1 SPR
Attend Mass/wilfully stop another attending mass on a normal day		+1 SPR or -1 SPR
Publicly perform or refuse/ denounce a devout action		+2 SPR or -2 SPR
Feed or clothe the needy, or cause others to go hungry or naked.		+2 SPR or -2 SPR
Donnate lavishly to a monastery or institution.		+2 SPR
Intentionally inspire lust, anger or eny in another, or help someone overcome such sinful emotions		+2 SPR or - 2 SPR
Attend to the sick or pass by a deserving sufferer without offering any assistance		+2 SPR or -2 SPR
Cause or save a being from a non-fatal, non-debilitating injury.		+2 SPR or -2 SPR
Make a pilgrimage to a holy place.		+3 SPR
Attend Mass/wilfully stop another attending mass on a holy day		+3 SPR or -3 SPR
Perform Mass/wilfully refuse/disrupt mass on a normal day		+3 SPR or -3 SPR
Help a murderer reform or turn someone		+3 SPR or -3 SPR
Mutilate someone or save someone from being mutilated.		+3 SPR or -3 SPR
Create or destroy a common holy book or image.		+3 SPR or -3 SPR
Attend Mass/wilfully stop another attending mass on Easter Sunday		+4 SPR or -4 SPR
Perform Mass/wilfully stop another attending mass on Easter Sunday		+4 SPR or -4 SPR
Cause or cure a debilitating or possibly fatal illness.		+4 SPR or -4 SPR
Save the life, or		+4 SPR or -4 SPR
Torture, or save, a person from torture.		+4 SPR or -4 SPR
Cause a person to abandon a vow or cause a person to take a vow (vows can include non-violence, celibacy, poverty and pilgrimage).		+5 SPR or -5 SPR
Perform Mass/wilfully refuse to perform. disrupt mass at Easter		+5 SPR or -5 SPR
Convert someone to Christianity or cause someone to abandon the Church's teachings and authority.		+5 SPR or -5 SPR
Save a human life or kill a human.		+4 SPR or -4 SPR
Save or destroy the only copy of a holy book.		+5 SPR or -5 SPR

Table - Some Christian Deeds & Penances

Jewish Time line

1000-1500, with a focus on 1100-1300

This time line is focused on events that happened in Europe, and is presented according to category. As such, certain events may be listed in more than one section. This list, although extensive, is by no means complete.

Persecutions & Massacres

1066 Granada; more than 5,000 Jews murdered during Arab riots.
1066 Germany; Crusaders massacre Jews in more than 10 German cities.
1113 Kiev; anti-Jewish violence.
1190 York; 150 Jews attacked and killed by Crusaders.
1243 Kitzingen, Germany; 11 Jews tortured to death following blood libel
1255 Lincoln; blood libel, 18 Jews executed.
1268 Trani; total destruction of the Jewish community, synagogues turned into churches.
1321 Chinon; 160 Jews buried in an enclosed pit.
1355 Toledo; 12,000 Jews massacred.
1373 Lisbon; Anti-Jewish riots.
1389 Prague; 300 killed.
1391 Sicily; Jews massacred.
1391 Palma, 50,000 Jews killed.
1399 Posen; first persecution of Jews in Poland; 14 Jews tortured and burned alive.
1401 Schaffhausen; 48 burnt to death.
1407 Cracow; Anti-Jewish riots.
1420 Toulouse; Jewish community annihilated.
1449 Lisbon; anti-Jewish riots
1474 Sicily; Jews massacred.
1482 Lisbon; anti-Jewish riots

Expulsions & Restrictions

1266 Breslau; Jews forbidden from living side-by-side with Christians.
1290 England; all Jews expelled.
1306 Paris, Rouen, Troyes; expulsion.
1322 Paris, Rouen, Troyes; expulsion.
1388 Strasbourg; Jews banned from living in the city.
1394 Paris, Rouen, Troyes; final expulsion.
1420 Lyons; expulsion.
1494 Cracow; Jews restricted to a suburb – the first Polish ghetto.
1541 Prague; expulsion

Forcible Conversions

1010 Limoges
1096 Worms
1146 Spain
1391 Spain
1407 Cracow
1411 Spain
1431 Toulouse
1492 Spain
1497 Portugal

Blood Libels

1144 Norwich, England. The first blood libel.
1168 Gloucester, England.
1171 Blois, France.
1182 Saragossa, Spain.
1235 Fulda, Germany.
1243 Kitzingen, Germany.
1255 Lincoln, England.
1267 Baden, Germany.
1293 Bern, Germany.
1399 Poznan, Poland.
1490 La Guardia, Spain.

Jewish Communities

1000 Capua; a Jew is the collector of revenues and director of the mint.
1170 Warsaw; Jews oversee the Polish mint
1200-1500 Flourishing scientific and literary activity in southern France, between Marseilles and Perpignan.
1203 Galicia; Jews allowed to own land.
1356 Galicia; Jews granted autonomy in their communal affairs.

Political Decrees

1215 Rome; Jews compelled to wear identifying badges.
1222 Oxford; Jews compelled to wear identifying badges.
1228 Navarre; Jews compelled to wear identifying badges.
1240 Paris; Jews defend Talmud against charges of blasphemy.
1244 Pope Innocent IV orders Louis IX to burn all copies of the Talmud.
1269 Budapest; Jews compelled to wear identifying badges.
1281 Exeter; Jews forbidden from holding public office.
1333-1370 Kazimierz; Casimir the Great issues protective Charters to Jews.
1388-1390 Minsk; Grand Duke Vitovt grants protections and privileges for Jews.

Judaism

By Michael Schemaille

Jewish Ethnic Divisions

Judaism comprises several different ethnic groups, with varying customs and traditions. These divisions are largely based on geography. These divisions also account for the speakership of the various Jewish dialects. The two most widespread groups of Jews in Europe during the Middle Ages were the Ashkenazi and the Sephardi.

Ashkenazi Jews are the most widespread Jewish ethnicity in Middle Ages Europe. Their communities can be found across most of the continent, with the exception of the Iberian Peninsula, which is the home of Sephardic Jews. Each group speaks a unique dialect: the Ashkenazi speak Yiddish, a Hebrew-German hybrid, while the Sephardi speak Ladino, a mixture of Hebrew and Spanish.

Jewish Communities In Europe

A note: During this period, Jews were frequently subject to expulsion from various countries and territories. Despite these edicts, and recognizing the dire consequences if caught, small communities of Jews often remained in their homes, hidden from the community surrounding them. Many of these Jews would publicly profess their Christianity while practicing their own religion in private.

British Isles

The history of the Jews in the British Isles during the Medieval period is a brief one; and Jewish settlements in Scotland, Ireland, and Wales were virtually non-existent. Jews are believed to have been brought to Britain with William the Conqueror, and the first record of Jewish settlement in Britain dates to 1070. Jews were initially given many freedoms, especially as they represented the King in financial matters, but were also considered to be property of the crown. While Jews in this period generally coexisted peacefully with their neighbours, it also marks the first recorded blood libel, in 1144.

The Crusades began to foster anti-Semitic attitudes among the public, and in 1189, a rumour spread that the King had ordered a massacre of the Jews. Members of the populace burned Jewish homes, killing their inhabitants; further attacks would come, and many boroughs would successfully petition the King to expel Jews from their borders. In 1218, the Archbishop of Canterbury compelled British Jews to wear identifying badges on their clothing.

The Statute of Jewry was enacted in 1253, following pronouncements from the Vatican; it prevented the construction of new synagogues and forbade Christian servants from working for Jews. This would be followed in 1275 by Statutum de Judaismo (statute of the Jewry), which banned every form of usury and voided many debts owed to Jews, effectively making it impossible for Jews to earn a living and leading some to resort to criminal activities. In 1278, under suspicion of coin clipping, the nearly 3,000 Jews in England were placed under arrest; roughly 10% of the arrestees were executed for crimes real or imagined. In 1290, anti-Jewish feeling reached its peak and the Edict of Expulsion forced all Jews out of the country.

Iberia

In the early 8th century most of the Iberian Peninsula was part of the Visigothic Kingdom, which enacted harsh laws against the Jews and tried to convert them to Christianity. In 711 AD, Muslim invaders from North Africa overthrew the Visigoths and took control of the region. The Muslims allowed the free practice of Judaism, and Jewish communities flourished; the period from 900-1200 AD became known as the *"Golden Age"* of Spanish Jewry.

This Golden Age ended in the beginning of the 13th century, as Christian armies began the Reconquista. Reconquered Spanish Jews were forced to wear yellow badges on their clothing and forbidden from associating with Christians. As this persecution grew, Jews were put under harsher restrictions and their communities suffered numerous massacres. Anti-Jewish riots swept across Spain in 1391, destroying Jewish communities and leading to thousands of Jews being forcefully converted; those Jews were known as Conversos. There were similar riots in Portugal in 1373, and more would follow.

These riots marked the beginning of a century of systematic persecution, leading to the establishment of the Inquisition in 1478 and the Edict of Expulsion in 1492, in which all Spanish Jews (a population estimated at 200,000 people) were ordered to leave Spain while leaving any valuables behind. Many Jews crossed into Portugal after paying high entry taxes, only to be expelled once again, in 1497.

France

In the Carolingian period, Charlemagne granted protection to Jews, whom he valued as merchants. That changed in the early 11th century, in the lead-up to the Crusades. There was a wave of violent incidents across France, and French Jews across that land were forced to choose between expulsion and forced conversion; in many cases no choice was given, and they were instead massacred.

The First Crusade saw a return of the blood libel, and in 1181, Philip II ordered the arrest of all French Jews and the confiscation of their property. Philip would later recall the Jews, in order to reap profits from Jewish banking and money-lending. This would presage the Great Exile of 1306, when Philip IV expelled all Jews from France only to recall them in 1315. Philip IV had previously ordered the Jews out of the country in 1291 and again in 1299, but had reconsidered both times.

Between these exiles, there were a number of significant anti-Semitic incidents, which included forcing Jews to wear identification badges, regional expulsions, and burning Jews at the stake; in 1240, Louis IX personally participated in a public burning of the Talmud and other Jewish manuscripts. In 1394, Charles VI decreed a final expulsion, forcing any remaining Jews out of France. At this time, the region of Provence had not been incorporated into France, and it became a haven of sorts for French Jews, whose community grew to as many as 15,000 individuals. Provence was incorporated into France in 1481, and in 1498, King Louis XII expelled the Jews of that community.

Poland

The first Jews arrived in Poland in the 10th century, via trade routes; by 1085, at least one permanent Jewish community existed in Polish lands. As the anti-Jewish persecutions of the First Crusade intensified, Poland became a haven for Western European Jews seeking safety. The Polish rulers of the time were unusually tolerant of Jews, to whom they gave many protections and rights, and in 1264 Bolesław the Pious issued the General Charter of Jewish Liberties, which granted Jews freedom of worship, trade, and travel.

This tolerance allowed Jews to form a significant portion of the Polish middle class, and their businesses became an essential part of the Polish economy. Indeed, some Polish coins of the era even bore markings in Hebrew. Although the Church pressured Polish rulers to persecute Jews, and various Councils during the 13th century placed restrictions upon Jews, these edicts were ignored by princes who valued the profits earned from Jewish businesses. The Jewish community was made even safer in 1332, when Casimir III enacted the Wiślicki Statute. This ruling granted significant additional protections to Jews, and under Casimir, Poland received Jewish immigrants from all over Europe.

Despite these extraordinary protections, Polish Jews were not completely safe. In many places, Jews were blamed for the Black Death; this led to the first recorded Polish blood libel, in 1348, along with a number of pogroms. Despite this period of anti-Semitism, Jews remained in Poland. Eventually, Poland again became tolerant of Jews, and by the beginning of the 16th century Poland had once more become a haven for Jews; according to some estimates, nearly three-quarters of all Jews lived in Poland by the middle of the 16th century.

For the sake of simplicity, only Poland is discussed above. Historically, this region extended to parts of what are modern-day Ukraine, Romania, Belarus, and Lithuania.

The Holy Roman Empire (Germany)

Prior to the First Crusade, Germany was a centre of Jewish life and learning; Speyer, Worms, and Mainz were centres of Jewish life, and Mainz has been described in this period as *'The Capital of European Jewry'*. Although Jews of the time were made to pay higher taxes than their Christian neighbours, they enjoyed unrestricted commerce and a special officer, the Judenmeister, was appointed to protect Jewish privileges. As time progressed, however, and as a result of more strictly-enforced canon law, Jews came to be mistrusted.

Anti-Semitism grew during this time, and in 1096, with the coming of the First Crusade, Jews throughout the region began to experience terrible persecution. Many were expelled from their homes, and tens of thousands were massacred; it is estimated that more than 12,000 Jews were murdered in a three-month period of that year. Additional massacres continued through the coming of the Black Death 1349, which some communities blamed on Jews poisoning their wells; many of those fortunate enough to escape persecution fled to Poland.

Although the Holy Roman Empire offered Jews some protection, they were deemed to be the Emperor's property and were subject to special taxes and exorbitant fines. German city-states would often welcome Jews in to help bolster their economies; once Jews had done so, they would be expelled and their wealth confiscated. Jews would continue to be murdered, and even burned at the stake, through the end of the 15th century.

Italy

Italy's Jewish community dates back to the Roman era. In 212 AD, Emperor Caracalla granted citizenship to all Roman subjects, and for a century, Roman Jews enjoyed equal protection under the law. However, as Christianity began to take hold on the Italian peninsula, Jews began to be placed under a series of high taxes and restrictive laws.

In the Middle Ages, when Christianity had become well-established, Jews experienced a mix of freedoms and persecutions. In the early 13th century, Pope Innocent III mandated that all Jews wear yellow identifying badges, and threatened excommunication for any Christian who placed a Jew in a public position. However, under Norman rule, the Jews of Sicily and southern Italy were considered the equals of Christians. Those Jews were permitted to follow any career, and at least one pope of the late 13th century retained the services of a Jewish physician. Furthermore, a number of popes issued bulls protecting Medieval Jews against the blood libel.

In 1288, Naples expelled all Jews living within that kingdom, and in 1293, most Neapolitan Jewish communities were destroyed and their inhabitants forcibly converted. Jews eventually found some measure of safety in Florence. In 1397, that city encouraged settlement by Jewish moneylenders, who in 1437 were granted a formal money lending charter from Cosimo de Medici. In 1464, Lorenzo il Magnifico established himself as the protector of Florentine Jews, supporting Jewish scholarship and guaranteeing that Jews would have favourable living conditions. In 1494, French invaders conquered Florence and Tuscany, expelling Jews from those lands; they would return with the Medici, in 1513.

Jewish Daily Life

Clothing

Daily Wear

Compulsory identification notwithstanding, Jews in the Middle Ages frequently wore clothing similar to that of their Christian neighbours. There are German manuscripts showing Jews wearing contemporary knee-length robes and colourful cloaks, and some French manuscripts show Jews in long, colourful robes and hose of contrasting colours. In Spain and Italy, well-to-do Jews were shown wearing lavish clothing along with golden and jewelled ornaments.
As many Jews were involved in commerce in this era, they frequently had access to sumptuous materials such as silks and furs. Jews in some communities had reason to be more cautious of flaunting their affluence, and so wore plain, dark coloured clothing with little or no ornamentation; this type of dress was also intermittently decreed by law across Europe. Jews' shoes were often made of leather, made from the hides of kosher animals; men were expected to wear the sacred garments described below, under *"Sacred Garments."*

Compulsory Identification

There were numerous instances in the Middle Ages of Jews being compelled to wear items distinguishing them from their Christian (and sometimes Muslim) neighbours; most commonly, these items were brightly coloured badges and ball-pointed hats, but there are also examples of Jews being made to wear items such as bells and capes. Badges were most commonly ordered to be worn on the breast, but they were occasionally ordered to be worn on the belt or hat.

A highly important example of compulsory identification comes from 1215, when the Fourth Lateran Council decreed that non-Christians must identify themselves in public; this was seen as a way to prevent sexual contact between members of different religions. Refusal to follow these guidelines carried punishments that typically included heavy fines, lashings, and/or a public stripping of a violator's clothes.

In some places, particularly England, wealthier Jewish communities and individuals were able to pay for an exemption from these laws; in Spain, Jews with court influence were likewise often exempted. This is in contrast to France, where Jews were made to buy their badges from tax collectors and thus enriching the coffers of King Philip IV. Below, some examples of identifying items:

1217	France: a circular badge of yellow, or red-and-white.
1221	Sicily & Pisa: a blue, T-shaped badge
1257	Papal States: for men, a circular yellow badge; for women, two blue stripes on a veil.
1258	Valladolid: Jews ordered to wear black or dark colours.
1268	Spain: a round cape known as the capa rotunda.
1275	England: a yellow badge in the shape of the Tablets of the Law (Ten Commandments).
1360	Rome: men, a red cape; women, a red apron
1397	Spain: a yellow badge with red centre; Jews restricted to dressing in a pale-green colour; ordered to wear high, wide hats.
1412	Spain: a red badge; Jews forbidden from cutting their hair or beards.
1418	Salzburg: Jewish women ordered to wear bells on their dresses.

The Judenhut ('Jew's hat')

Jews were frequently ordered to wear the judenhut – a distinctive, hat with a conical spike, the point of which was formed into a spherical shape.

Where Jews Lived

Jewish living arrangements in the Middle Ages were usually to culture and politics. Most of the Jews of this period lived in cities because they existed outside of traditional feudal and guild systems, thus barring them from engaging in agriculture and certain trades. Among the professions permitted to Jews were mercantile trades, medicine, arts and architecture, and sailing, all of which are closely tied to urban settings, but perhaps none so much as banking. Because Jews did not have to adhere to Christian proscriptions against usury, they were able to fill a niche as bankers and moneylenders; this was an essential profession whose success was tied to urban environments.

While Jews often lived among Christians, there were often areas set aside specifically for Jewish use. These areas were sometimes designated by authorities as a way to segregate and contain Jews, as is the case with the Lateran Councils of 1179 and 1215. However, they were also designated as a way to permit a local Jewish community to have some measure of autonomy over itself. Sometimes these areas were designated through negotiations with local rulers, although they came at a high monetary cost. These were often called kehillot (sing. kehillah), meaning *'congregation'* or *'community'*, and each supported its own synagogue, courts, and educational system; these were a key factor in maintaining Jewish identity, which in turn enabled Jews' ongoing survival.

The word *'ghetto'*, when used to describe a segregated neighbourhood, comes from Venice in 1516, when Jews were compelled to live in an area near that city's foundry. In Italian, the word for *'foundry'* is *'getto.'* Some examples of segregated Jewish neighbourhoods:

10th century, Paris: Establishment of the first of several Jewish Quarters.

1203 Galicia: Jews allowed to own land.
1262 Prague: Jews granted partial self-administration.
1266 Breslau: Church council decreed, 'Jews shall not live side-by-side with Christians, but shall live apart in houses adjoining each other in some section of the city or village. The section inhabited by Jews shall be separated from the Christian dwelling-place by a hedge, wall, or ditch'.
1356 Galicia: Jews granted autonomy in their communal affairs throughout Galicia.
1360 Frankfurt: Jews granted rights to a settlement within the city.
1460 Frankfurt: Establishment of the Judengasse, 'Jews' Alley'.
1493 Amsterdam: Arrival of Jews fleeing Spain; creation of Jodenbreestraat, 'Jewish Broad Street'.
1494 Krakow: Jews restricted to a suburb of Krakow – the first Polish ghetto.
1516 Venice: Jews forced to move to the Venetian island of Carregio.

In a letter to his father, fifteenth century rabbi Obadiah ben Abraham (see below) described Palermo's Jewish quarter thus:

"The synagogue is surrounded by numerous buildings, such as the hospital, where beds are provided for sick people and for strangers who come there from a distant land and have no place to spend the night. There is a ritual bath there, and also a large and magnificent chamber where the representatives sit in judgment and regulate the affairs of the community. There are twelve of these, and they are chosen every year; they are empowered by the king to fix the taxes and duties, to levy fines, and to punish with imprisonment."

Relations With Non-Jews

Origins of Anti-Semitism

Discrimination against the Jewish people dates back thousands of years, due to Jews' *'otherness'*. Jews chose to keep their own customs and religion rather than assimilate into the cultures and religions that surrounded them, they were resented for their perceived stubbornness and disloyalty; this was especially true in those cultures whose rulers were seen as gods.

The Roman Empire is often named as the incubator of modern anti-Semitism, stemming from Jewish rebellions against the Roman occupation of what was then known as Judea (modern-day Israel and surroundings). Roman-Jewish aggression reached a boiling point in 70 AD, with the Roman Siege of Jerusalem and destruction of the Second Temple, which had been the Jews' most sacred place. This scattered the Jews throughout Europe, and as Christianity spread, Jews were seen as contemptuous of *'the one true Church'*. Such beliefs led to ongoing anti-Jewish discrimination and persecution.

These included a number of persistent rumours, some of which are described below:

Jewish Deicide

The idea of Jews as *'Christ-killers'* stems from the belief that the Jews had wanted to execute Jesus executed for blasphemy, but lacked the power to do so. This idea holds that the Jews instead delivered Jesus to Pontius Pilate, who then authorized the Crucifixion. However, the Jews had no motive to call for Jesus' execution, while the Romans saw him as a threat to their control of Judea.

Furthermore, there are no records of any of various quarrelling Jewish sects of the time seeking to assassinate any of the others' leaders, and there are numerous passages in the New Testament that contradict the *'Christ-killer'* story. Related to this is the legend of the Wandering Jew, a figure who, having taunted Jesus on the way to the Crucifixion, was cursed to wander the Earth, immortal, until the Second Coming; this legend dates back to at least 1228.

Blood Libel

The blood libel is an accusation that Jews murder Christians (especially children) in order to use their blood for ritual purposes, most specifically as a part of baking matzah for Passover. Despite a complete lack of evidence, as well as multiple proscriptions in the Torah against murder and the consumption of blood, the libel persists throughout the Middle Ages and well into the modern era; at least 100 blood libels were recorded between the 12-16th centuries.

The first recorded blood libel dates to Norwich, England, in 1144. Additional accusations followed in England before the libel spread to continental Europe; in most cases, blood libels typically led to the imprisonment, torture, and execution of the accused. The story of the Golem of Prague is rooted in the blood libel, and tells of how Rabbi Judah Loew ben Bezalel created the Golem to protect Prague's Jews against the libelous accusations of an anti-Semitic priest.

Horns

There was a widespread belief throughout the Middle Ages (and beyond) that Jews had horns. This comes from a mistranslation of the Torah passage that describes Moses returning from Mount Sinai with the two stone tablets of God's law. The passage reads, *"And the children of Israel saw Moses'* face, that his skin became karan, and Moses put the veil back upon his face, until he went in to speak with God." In Hebrew, karan roughly translates to *"radiance;"* in St. Jerome's 4th century translation, karan was mistaken for keren, meaning *"horn."* This confusion persisted in part due to the works of artists like and Michelangelo, whose statue of Moses shows that figure with horns.

Jews as royal property

The concept of Jews as royal property comes from the Magna Carta, which has clauses that directly reference Jews, along with several more that do so indirectly. Because Jews existed outside the bounds of the feudal system, a place had to be invented for them. Thus, they were deemed chattel of the king, who could levy special taxes against them without the permission of Parliament. Furthermore, the Magna Carta established that upon a Jew's death, most of their estate would revert to the crown.

Jewish Customs & Culture

Name Of Month	Length	Notable Dates/ Holidays
Tishri	30	Rosh Hashanah Yom Kippur Sukkot Smichat Torah
Cheshvan	29 or 30	
Kislev	29 or 30	Hanukkah
Tevet	29	
Shvat	30	
Adar I*	30	
Adar / Adar II*	29	Purim
Nisan	30	Passover
Iyar	29	Lag
Sivan	30	Shavuot
Tammuz	29	
Av	30	Tisha
Elul	29	

Table - Jewish Holidays

The Hebrew Calendar

The Hebrew calendar is markedly different from the Julian calendar used by most of Europe in this period. It is not used for business or secular matters, but rather to determine the dates of Jewish holidays, as well as for certain ceremonial purposes. The Hebrew calendar is lunisolar - its months are based on lunar cycles within the solar year. As the Hebrew lunar year is roughly 11 days shorter than a solar year, it occasionally becomes necessary to insert an intercalary (*"leap"*) month into the calendar. This happens seven times in every 19-year period.

It is important to note that Hebrew days (and, accordingly, holidays) begin and end at sundown.

Holidays

Shabbat is the Jewish sabbath, beginning at sundown on Friday and ending at sundown on Saturday. The observance of Shabbat is an important; so much so that certain other holidays and observances (including burial) may not take place during this holiday.

Shabbat is ushered in with prayers and candle-lighting, followed by blessings over bread and wine and a family meal that ends with the singing of prayers. In emulating God's day of rest, Jews observing the Sabbath are expected to rest and enjoy time with family and prayer. They are called to refrain from any sort of work (including physical labour, writing, or kindling a fire), and may not impose upon gentiles to do chores on their behalf. Shabbat ends with an observance called Havdalah, in which candles are lit and sweet spices are smelled as a way of saying farewell to the holiday.

Rosh Hashanah literally means *"head of the year."* Marking a new year, Rosh Hashanah is observed across two days and is one of Judaism's High Holy Days. It is said that during Rosh Hashanah, God opens the Book of Life to inscribe the names of those who will live another year. The holiday is marked by the blowing of the shofar, a ram's horn, as a call to prayer and right behaviour. It is traditional to eat fruit and honey at Rosh Hashanah, to symbolize a sweet year ahead.

Yom Kippur is another of Judaism's High Holy Days. It is the Jewish Day of Atonement, considered to be the holiest day of the year. Yom Kippur is a fasting holiday, and Jews are expected to refrain from any pleasurable activities, including sex, bathing, and eating and drinking (unless necessary for one's health). The shofar is blown at the end of Yom Kippur, signifying the end of the holiday and the fast.

Sukkot literally means *"booths,"* and is known as the *"Feast of Booths."* A commemoration of the years the Jews spent wandering the desert out of Egypt, Sukkot involves eating (and sometimes sleeping) in a temporary structure built under specific rules and called a sukkah. A ritual unique to this holiday is saying a prayer over, and then waving, the *"four species"* (palm, willow, myrtle, and citron). The four species symbolize many things, which include the four-letter Name of God and the limbs through which man is meant to serve God.

Simchat Torah marks the end of the annual Torah-reading cycle and the beginning of a new one. It is a particularly joyous holiday, marked by singing and dancing, often while holding Torah scrolls.

Hanukkah commemorates the Maccabees' victory over the Greeks in 165 BCE and the rededication of the Temple in Jerusalem, which the Greeks had defiled. The Hanukkah story explains that a lamp remain lit in the Temple at all times, but that only one day's worth of oil could be found; that oil miraculously lasted for eight days, until more could be obtained. Hanukkah commemorates this miracle. During the medieval era, Hanukkah was not a gift-giving holiday; that tradition would come much later.

Purim is when Jews read from the Book of Esther (known as the megillah), recalling her efforts to save the Jewish people from being killed by King Ahasuerus' vizier, Haman. Also known as the *'Festival of Lots'* Purim is a joyous holiday that involves drinking, exchanging gifts of food, and giving to charity.

Pesach (also known as Passover) commemorates the Jews' exodus from Egypt and eventual repatriation to the land of Canaan. The primary observance of Pesach is the seder (meaning *"order"*). A seder is a festive meal that is carried out in a particular order, with steps that include the presentation of symbolic foods and a retelling of the Passover story.

Tradition holds that when ordered out of Egypt, the Jews had very little time to gather their belongings. Among those items was unleavened bread, known as matzah, which has become a symbol of the holiday. Pesach lasts eight days, during which Jews are prohibited from consuming any leavened foods.

Lag B'Omer marks the end of a mourning period commemorating an event in the 2nd century AD, in which thousands of Rabbi Akiva's disciples died.

Shavuot, meaning *"oaths,"* is the Feast of Weeks, a holiday that marks the annual wheat harvest and the anniversary of God giving the Torah to the Jews at Mount Sinai. It is often observed by joyous, communal, late-night Torah study.

Tisha B'Av is the ninth day of the month of Av. It is a major fasting holiday, marking the day when both the First and Second Temples were destroyed. It is thought of as the saddest day in the Hebrew calendar, and one tied to calamitous events.

Tu B'Av is the 15th of Av; the day is mentioned in the Talmud as the *"happiest of the year."* At the time of the Temple, it marked the beginning of the grape harvest and the completion of cutting wood for the Temple's altar. Traditionally, it is the day when marriages are arranged.

Food

Kashruth

The Torah describes Jewish dietary laws, called kashruth (*"kosher"*); these were later codified and expanded upon by sages and rabbis. Kashrut demands that food must be clean and ritually pure, with specific proscriptions upon foods sourced from animals. The following overview of kashruth is reasonably comprehensive, but for certain minutia are not included due to space considerations.

Meat

Land Animals: the Torah specifies that the only kosher land animals are those that have split hooves and chew their cud - these include cattle, goats, sheep, and deer. Such animals must be ritually slaughtered by a trained professional (a schochet), using a pristine blade drawn across the animal's throat in a single stroke with the intent of giving the animal a merciful, painless death.

After slaughter, an animal's innards must be examined to ensure that it was healthy; certain imperfections will render the animal unkosher. As the laws of kashruth forbid the consumption of blood, any acceptable meat must be soaked in water, salted, and rinsed before cooking, to remove as much blood as possible.

Birds: the Torah identifies prohibited fowl (typically, birds of prey), rather than explicitly naming which birds are kosher. Thus, the list of permitted birds is the product of tradition and Talmudic debate. Birds accepted as kosher include chickens, ducks, geese, partridges, quail, pheasants, and doves. Such birds must be slaughtered and inspected in the same manner as land animals, and their meat, too, must be soaked and salted.

Milk

Three times the Torah commands, *"thou shalt not seethe a kid in his mother's* milk," likely due to the cruelty of turning a kid's sustenance into the means of its destruction. To avoid such an occurrence, the Talmud encourages a blanket prohibition against any combination of meat (including poultry) and milk in a meal. This prohibition became entrenched in tradition and is considered to be one of the pillars of kashruth.

For a dairy product to be kosher, it must come from a healthy, kosher animal.

Parve

Parve is a term used to describe *"neutral"* foods that are not counted as meat or milk.

Eggs are kosher if they come from a kosher bird, and if they have been candled to ensure that they have not been fertilized. Fertilized eggs are considered to be unkosher.

Fish are kosher only if they have fins and scales. Fish and meat may not be served on the same plate, but they may be served at the same meal. Crustaceans and mollusks are strictly unkosher. There is no special procedure for slaughtering fish.

Vegetables and grains are kosher by their very nature. Any plant matter meant for food should be investigated to ensure that it contains no living creatures (insects, etc.).

Dishes/Cutlery

Due to the proscription against combining milk and meat, it is traditional for Jews to keep two sets of dishes and cutlery, one for each category of food.

Worship

Synagogues

Synagogues are Jewish houses of worship. Their construction varies, but all have a main prayer room, known as a sanctuary. Most sanctuaries will include the following:

Aron ha Kodesh: *'the holy ark'* in which Torah scrolls are kept, and a focus for prayers.

Bimah: a raised platform on which to place and read the Torah. The bimah is typically covered with a cloth, so that the Torah does not touch bare wood.

Ner tamid: an eternal light, typically placed above the aron ha kodesh and recalling the eternal light of the First Temple.

A lectern from which a rabbi or cantor can speak to the congregation.

Clergy

Judaism does not have a single organizing body or leader. Each synagogue is a unique entity; decisions that need to be made regarding a synagogue's status (for example, hiring a new rabbi) are made by the community as a whole, with heavy consideration given to rabbinical and clerical opinions. In the Middle Ages, women were prohibited from holding clerical positions. Jewish clerical roles are not hierarchical; they include:

Rabbi: Rabbis are scholars and teachers of Torah; the title comes from their mastery of scripture, and carries no divine investiture. Maimonides ruled that every congregation should appoint a preacher and Torah scholar/teacher, and in this context, rabbis became leaders and servants of their communities. The role of a rabbi is multi-faceted, including many roles. In addition to preaching and Torah study, a rabbi's responsibilities include leading prayer services, judging disputes within the Jewish community, pastoral counselling, and celebrating life events.

Cantor: Jewish communal prayers are often sung; these prayers and others may be led by a cantor (also known as a hazzan) trained in music and prayer ritual. Many prayers are sung according to traditional melodies, although these vary according to custom and location. Traditional Jewish worship does not use musical instruments, and so the only music typically heard during prayer services will be liturgical chanting.

Other Jewish Clerical Roles

Judaism recognizes a handful of specific ritual/clerical roles. These roles may be fulfilled by rabbis and cantors, as appropriate.

Mohel: someone who performs ritual circumcisions (brit milah)

Schochet: someone specially trained in kosher slaughter

Mashgiach: someone who oversees the kashrut status of a ksher establishment.

Prayer and Ritual

Prayer and ritual are essential to Jewish life, with most Hebrew prayers (tefilot; singular tefilah) serving as expressions of thanks to God. Traditionally, Jewish men are obligated to pray three times each day, in prayer services respectively known as shachrit, mincha, and maariv. Jews are permitted to pray individually, but certain prayers are not recited without a quorum, or minyan; a minyan consists of at least 10 Jewish men age 13 or older, and represents an *"assembly of Israel."*

In addition to thrice-daily prayer services, Jews are also expected to recite 100 blessings (brachot; singular bracha) each day.

There are three types of brachot:

- Those said when enjoying a material pleasure, such as eating, drinking, or wearing new clothing.
- Those said when performing a commandment, such as reading the Torah or lighting candles before Shabbat.
- Those said in thanks and praise of God and His creation. These brachot can be said when seeing mountains or the sea or when receiving good news. This sort of bracha is also said upon waking each morning, to give thanks for things we might otherwise take for granted, such as one's health.

The Shema

Judaism contains a multitude of prayers, but the Shema stands out as perhaps the most essential among them. More than a prayer, it is an affirmation of identity and a declaration of faith; it is the central prayer of morning and evening services, and its daily recitation is considered to be a biblical commandment. The translation of the Shema follows:

Hear, O Israel, the Lord is our God, the Lord is One. Blessed be the name of the glory of His kingdom forever and ever. You shall love the Lord your God with all your heart, with all your soul, and with all your might. And these words which I command you today shall be upon your heart. You shall teach them thoroughly to your children, and you shall speak of them when you sit in your house and when you walk on the road, when you lie down and when you rise. You shall bind them as a sign upon your hand, and they shall be for a reminder between your eyes. And you shall write them upon the doorposts of your house and upon your gates.

The last lines of this prayer reference tefillin and mezuzot, which are discussed in the section that follows. The Shema makes an appearance in the New Testament, in Mark 12:29-31, when Jesus is asked which commandment is the most important.

Jewish Ceremonial Objects and Clothing

The practice of Judaism involves a number of ritual items, as described below:

Mezuzah:
A mezuzah (pl. mezuzot) is a small, encased prayer scroll (a klaf) placed on the upper right side of all interior and exterior doorways (excluding toilets and small closets) of a Jewish home. The prayers inscribed on the klaf are always the same, and begin with the Shema. The prayers must be written by a specially-trained scribe, known as a sofer.

Sacred Garments:
Judaism's sacred garments are worn exclusively by men. There are two types of fringed garments: the tallit is a fringed prayer shawl worn on the shoulders or over the head (like a cape) during morning prayer services. The tallit katan (small tallit) is a fringed, poncho-style garment meant to be worn all day under one's shirt, to observe the commandment of wearing fringes during all waking hours.

Tefillin are a pair of small, black, cubical boxes encasing particular prayers, worn during morning services. They are attached to the head and arm by means of leather straps, which are wrapped onto the arm in a particular way according to tradition. The traditional Jewish skullcap, known as a kippah, is worn in respect to God, but has no sanctity of its own.

The sanctity of tallit and tefillin demands that those objects be respected, and that they never touch the ground or be taken to an unclean place. Should this happen, one is expected to make penance by fasting for the remainder of the day.

Hair:
This section warrants a note about Jewish men's hair. The Torah commands, thou shalt not round the corners of your heads, and this is observed by not trimming one's side-locks (known as payot) or beard; where observed, this has the side-effect of making Jewish men immediately identifiable.

Items for the Shabbat:

As Shabbat is a ritual central to Judaism, its observance includes a number of specific ritual objects.

These include:

Kiddush Cup:
A wine goblet, made of silver. Kiddush (blessing over wine) is said at the beginning of most holidays. It is always said before the blessing over bread.

Challah Cover:
This is a special cover to obscure challah (braided bread, baked specifically for Shabbat) until the Kiddush is said, thus preserving the primacy of the wine.

Candlesticks:
Jewish women are traditionally the ones to light candles at the beginning of Shabbat, to honour the holiday and create an atmosphere of peace and tranquillity. Although any number of candles may be lit, it is customary to light two candles for each person doing so. Candlesticks used for this purpose are often made of silver, and occasionally highly ornamented.

Havdalah candle and spice box:
Havdalah is observed at the end of Shabbat, as a way of saying farewell to that holiday. Its observance is marked by prayers and song, as well as the lighting of a braided candle and smelling sweet, aromatic spices contained within an ornamental, often silver, box

Rituals of the Jewish Life Cycle

Birth

Judaism is a matrilineal religion, any baby born to a Jewish woman is automatically considered to be Jewish. Jewish babies are named after someone important to the family, typically a relative. On the eighth day after birth, Jewish boys are circumcised in a ritual known as the brit milah (or bris). This ritual recalls God's covenant with Abraham, and is performed by a trained individual known as a mohel. There is no equivalent ceremony for girls.

Bar Mitzvah

The bar mitzvah (lit. *"son of the commandment"*) is a Jewish coming-of-age ritual. At the age of 13, Jewish boys take on the status of Jewish men, taking on all of the rights and responsibilities thereof. A boy who has become bar mitzvah may be counted towards a prayer quorum (minyan) and is eligible to read from the Torah; his parents are no longer accountable for his actions, he becomes eligible to marry, and he may own personal property.

By the 13th century, the rituals of bar mitzvah had largely become standardized. The man-to-be first reads from the Torah and other scripture, then delivers a brief speech on the scripture he has just read; this is followed by a feast attended by family and friends, and sometimes the whole of the local Jewish community. In the Middle Ages there was no equivalent ceremony for girls, who were considered to become women at the age of 12.

Weddings

Prior to a marriage, the groom must sign a marriage contract known as a ketubah. This document details the groom's obligations to the bride. The marriage itself is conducted under a canopy known as a chuppah, which symbolizes the home that the couple will build together.

In Ashkenazi tradition, the bride wears a veil and circles her husband-to-be three or seven times before any vows are said; Sephardic Jews do not observe these traditions. Traditionally, two blessings are recited, followed by an exchange of rings and tasting of wine.

The groom will then smash a glass with his right foot, symbolizing the destruction of the Temple and representing the idea that the most joyous of times must be tempered. The newly-weds will then retire briefly to a private room, which symbolizes the groom bringing his bride into his home; this is followed by a traditional wedding feast with prayers and singing.

Death and Mourning

Judaism specifies that a person's body should be buried as soon as possible after death, but never on the Sabbath or certain other holidays. Upon death, a person's body is looked over by a burial society known as the chevra kadisha, who are responsible for watching and praying over the body, washing it, and dressing it in a plain white shroud; the body is never left alone until it has been buried.

Jewish tradition holds that a body should be buried in a plain, unadorned wooden coffin, and prohibits embalming and/or cremation, with the idea of allowing the body to return to nature as described in scripture. Once the coffin is in the ground, the mourners take turns shovelling earth onto it. This participation is considered to be a particularly good deed as it is the last act one can do for the deceased, who can offer no gratitude or repayment. Once the grave has been covered, mourners recite an ancient Aramaic prayer known as the kaddish (not to be confused with Kiddush).

Burial is followed by two periods of mourning, known as shiva and shloshim. Shiva (lit. *"seven"*) is a seven-day period in which mourners remain at home to welcome in those offering their condolences. Any mirrors in the home are covered with cloth, the family of the deceased sit on low stools, and the family of the deceased tear the clothes they wear as a representation of their sorrow. Additionally, candles are lit and daily prayer services are held twice daily in the home.

The next period of mourning, shloshim (lit. Thirty) is an extended period of sorrow that counts thirty days from the day of burial, and includes shiva. While it is a period of re-entry into the public world, it is also a time in which mourners continue to avoid any celebration or gaiety. Additionally, during this period men are discouraged from shaving and couples are discouraged from engaging in acts of intimacy.

Concepts of the Jewish afterlife

The Torah contains very little information about an afterlife, and virtually all concepts related to heaven and hell are much later, typically Christian, inventions. There have been a significant amount of (often contradictory) rabbinical writings on this topic, and anyone interested in the topic is encouraged to research it at their leisure.

The Mikveh

A mikveh is a dedicated ritual bath, used for purposes of purification. Typically, a mikveh is visited by women prior to their wedding, or after menstruation. Submersion in water offers cleanliness; in this case more of a spiritual cleansing than a physical one. Men also use mikvot on occasion, but there is less of an imperative for them to do so.

A mikveh is a central part of a Jewish community, so much so that one must be present before a synagogue can be constructed. In the Middle Ages, mikvot were frequently built through community collectives.

Occupations & Scholarship

In the Middle Ages, Jews were typically forced into a handful of professions. Due to their place outside the feudal and guild systems, Jews were typically forbidden from working the land or practicing a trade. While Christians were prohibited from the practice of usury, Jews were not; thus, many Jews took on roles as bankers, tax collectors, and moneylenders. Jews' acumen with money was a double-edged sword because, even as their skills were highly sought-after by various nobles, it also made them targets for resentment, greed, and persecution.

Many Jews in the medieval period also acted as artisans, architects, merchants, sailors, and physicians. Some, as court physicians, were trusted advisors to kings and queens. Jewish merchants dealt in a wide variety of goods, including textiles, livestock, wine, and slaves.

Scholarship

Intense discussion and debate over scripture has long been a hallmark of Judaism; the purpose of such debate is not to *'win'* per se, but rather to come closer to understanding the holy texts, and by extension, God Himself. It is a pastime unto itself, and has given birth to the axiom, "two Jews, three opinions. This proclivity towards scholarly learning helps to explain why many Jews in the Middle Ages went became physicians or apothecaries.

Sacred Texts

The Hebrew Bible

The Hebrew Bible is known as the Tanakh, which is an acronym for its three sections: Torah (Teaching), Nevi'im (Prophets), and Ketuvim (Writings). The Tanakh contains 24 books, as detailed below.

Torah

The Torah is the basis of all Jewish sacred texts, and comprises the books of Genesis, Exodus, Leviticus, Numbers, and Deuteronomy. It is considered a mitzvah (blessing or good deed) to handle the Torah, which is to be treated with the utmost reverence. Torah scrolls are kept in an enclosure known as an ark; when a synagogue's ark is opened in the course of worship services, all congregates are expected to rise in respect.

The Torah contains a total of 613 commandments. In addition to the Ten Commandments, there are laws regarding virtually every aspect of day-to-day life, including hygiene, kashruth, agriculture, charity, and much more. Jews are expected to adhere to these commandments as closely as possible but many of them are related to the long-destroyed Temple; thus, these have been deemed impossible to fulfil until a new Temple can be built. Certain commandments may be disregarded with rabbinical permission, if following that commandment would cause a hardship.

A physical Torah is comprised of a long piece of sewn-together parchment sourced from kosher animals; its text must be written in Hebrew by a trained scribe known as a sofer. Writing the Torah is a lobar of intense concentration, and the sofer must be exacting in his calligraphy; a single missing, broken, or smudged letter can render the entire scroll unkosher. A Torah must be written with black ink and scribed with a feather quill. A carved wooden shaft (etz chaim, tree of life) is attached to each end of the scroll, acting as handles with which to turn the Torah's pages.

A Torah typically bears a number of adornments, each of which attests to its sacred role in Jewish worship. In addition to the carved shafts mentioned above, a Torah scroll is kept wrapped in an embroidered cover (mantel), under which a special sash (gartel) is used to hold the scroll closed. As a further adornment, a covered Torah will typically be topped with a silver crown (keter) attached to the top of each wooden shaft. Other adornments include a hand-shaped pointer (yad), used to help follow the words on the page, and a decorative *"breastplate"* displayed over the mantel; these last two items are typically made of silver. When a Torah is retired it (and possibly its adornments) must be set aside and ritually buried.

Nevi'im

The Nevi'im, or *'Prophets'* comprise eight books, separated into Former and Latter Prophets. These books are divided as follows:

Former Prophets
Joshua, Judges, Samuel, Kings
Latter Prophets
Isaiah, Jeremiah, Ezekiel, and the Twelve Minor Prophets:
Hosea, Joel, Amos, Obadiah, Jonah, Micah, Nahum, Habakkuk, Zephaniah, Haggai, Zechariah, Malachi

Ketuvim

The Ketuvim, or writings, are the final section of the Tanakh. They consist of eleven books, divided as follows:

The Three Poetic Books
Psalms, Proverbs, Job
The Five Megillot (scrolls)
The Song of Songs, Ruth, Lamentations, Ecclesiastes, and Esther
Other Books of the Ketuvim
Daniel, Ezra & Nehemiah, Chronicles

The Talmud

The Talmud (study) was compiled in or around the 4th century AD. It is composed of 63 tractates of rabbinical commentary (Gemara) on oral law (Mishnah), and, as it contains the teachings and opinions of a vast number of rabbis, it is Judaism's primary source of religious law and theology. The Talmud is written in Hebrew and Aramaic, and any given page contains a centred block of text which is surrounded by various rabbis' commentaries.

'Talmud' may refer to the Mishnah and Gemara together, or simply the Gemara alone. There are two separate Talmudim, the Babylonian and the Jersualem; typically, any reference to the Talmud relates to the Babylonian Talmud.

Mishnah

The Mishnah (study by repetition) is a compilation of oral law handed down over centuries, and which forms the foundation of the Talmud. Codified, the Mishnah consists of 63 tractates across six orders, as follows:

Zeraim (Seeds)	Prayer, tithing, and agriculture
Moed (Festival)	The Sabbath and festival holidays
Nashim (Women)	Marriage and divorce, and oaths
Nezikin (Damages)	Civil and criminal law, oaths, and the functioning of the courts
Kodashim (Holy Things)	Dietary laws, the Temple, and sacrificial rites
Tohorot (Purities)	Food and bodily purity and impurity , laws regarding the dead

Gemara

The Gemara are the actual rabbinical commentaries and analyses of the Mishnah. These provide interpretations of, and questions about the law, with a given rabbi's comments building upon or debating the words of the rabbis that came before him. In this way, the Talmud represents a sort of dialogue through time.

Notable Rabbis – many of Judaism's most notable rabbis lived during the Middle Ages. A selected few are listed below, chronologically. The names in italics are the names by which they are commonly known to scholars of the Talmud.

- **Solomon ben Yitzchak**, Rashi – 1040 - 1105
  French author, educator, poet. Primary commentator of the Talmud.
- **Hillel ben Eliakim**, Rabbeinu Hillel – c. 11-12th century
  Greek / Romanian disciple of Rashi.
- **Isaac Alfasi**, the Rif – 1013-1103
  Spanish/North African author.
- **Samuel ben Meir**, Rashbam – 1085-1158
  French scholar, vintner, Tosafist, grandson of Rashi.
- **Abraham Ibn Ezra**, Even Ezra – 1089-1164
  Spanish/North African biblical commentator, grammarian, astrologer, poet.
- **Maimonides**, Rambam – 1138-1204
  Spanish/North African astronomer, philosopher. Physician to Saladin, Viceroy of Egypt.
- **Yehuda Halevi** – 1175-1241
  Spanish poet, philosopher, physician. Author of The Kuzari -The Book of Refutation and Proof in Support of the Abased Religion, which was written as a dialogue between a rabbi and a pagan.
- **Nachmanides**, Ramban – 1194-1270
  Catalonian/Holy Land mystic, messianist, debater.
- **Gersonides**, Ralbag – 1288-1344
  French philosopher, mathematician, astronomer, physician.
- **Don Isaac Abravanel**, Abarbanel – 1437-1508
  Portuguese philosopher, banker, philanthropist, court advisor to Isabella and Ferdinand of Spain.
- **Obadiah ben Abraham**, Bartenura – 1445-1515
  Italian/Holy Land spiritual leader, judge.
- **Special Mention – the Tosafists**:
  Rather than a single rabbi, the Tosafists were a group of French and German rabbis who lived in the 11th to 13th centuries. They are best known for their responses to Rashi's commentaries, as well as the way individual Tosafists became experts in particular volumes of the Talmud.

Mysticism & Magick

Mysticism has always been a part of Judaism, and the Torah is full of stories of supernatural encounters. Kabbala is the best-known form of Jewish mysticism; it seeks to understand the relationship between God and the universe. Kabbala's fundamental text is the Zohar, which came out of 13th century Spain and is akin to an esoteric, mystical version of the Talmud. The Zohar delves into such topics as the nature of God, the universe, and the soul; palmistry; reincarnation; and transmigration of the soul.

Kabbala can be divided into three broad categories:

Theosophical kabbala: this category explores spiritual matters and the inner dimensions of reality. The central symbolic structure of the branch of kabbala is called the sefirot, a tree-like diagram that is supposed to describe God's different 'emanations', or aspects of His capacity as creator.

Prophetic kabbala: within this branch of kabbala, practitioners pursue mystical experiences in pursuit of hidden knowledge, seeking open their minds to God in order to understand Him. Prophetic kabbala sees the Hebrew alphabet as the underlying structure of the universe, and as something that contains every element of the universe. Each letter of the Hebrew alphabet also represents a number, offering the potential of finding infinite translations and secrets within existing texts.

Practical kabbala: this is the area of kabbala that deals with Magick, such as spells, amulets, angels, and demons; it is less focused on understanding the universe than it is in manipulating its fabric.

Golems

Golems are a particular application of practical kabbala; they are mindless creatures made of inanimate matter (typically clay or mud), typically constructed as protectors or servitors. The story of the Golem of Prague is an excellent and highly-recommended account of how such creatures are created; that tale also includes several blood libels as important plot points.

Jewish Sins and Punishments

Sinful Offence	SPR	Punishment
Informing on the Jewish community to Gentile authorities	-10	Death
Murder	-8	Death
Murder of a rabbi	additional -2	—
Human ritual sacrifice	-8	Death
Sacrificing one's own child to demons additional	-2	—
Murder or human sacrifice on consecrated ground additional	-5	—
Drawing a weapon in a synagogue	-1	None
Publicly worshipping a deity other than God	-3	Ostracism (kareth)
Privately worshipping other gods	-2	Ostracism
Intentionally damaging a synagogue or its contents	-5	Death
Damaging a Jewish religious book or religious Item	-2	Ostracism (kareth)
Vandalism of another's property	-1	Fine and recompense
Cursing the Sacred holy name of Yahveh	-8	Ostracism (kareth)
Refusing to be circumcised	-5	Ostracism (kareth)
Failure to participate in Sabbath or holy day activities, except for greater cause	-2	None
Not practicing daily prayers, or correct rituals	-1	None
Failure to tithe to the poor (if promised - not a universal requirement)	-1	None
Inhospitality toward a stranger (even a foreigner)	-1	None
Knowingly drinking blood or consuming part of a live animal	-2	Ostracism (kareth)
Knowingly eating Unclean or non-kosher animals	-1	None
Attacking a rabbi officiating at synagogue	-5	Death
Assaulting anyone without prior cause	-2	None
Attacking one's parents	-5	Death
Dishonouring one's parents	-3	None
Intentionally teaching one's children false versions of Jewish laws	-3	None
Failure to teach one's children the Lord's laws	-1	None
Blaspheming (including making oaths in vain)	-3	Ostracism (kareth)
Insulting a rabbi (including impersonating a rabbi)	-1	None
Bearing false witness in a capital case	-2	Death
Bearing false witness	-2	Fine and recompense
Slanderous gossip (or spreading true, but malicious, gossip)	-1	None
Oppressing the weak - mistreating the handicapped, widows or orphans	-2	Fine and recompense
Theft or cheating an employee	-2	Fine and recompense
Rape	-2	Marriage with no divorce
Adultery	-3	Divorce (married woman - death)
Bestiality	-3	Ostracism (kareth)
Bestiality as part of (non-Jewish) religious rite	-3	Death
Homosexual intercourse	-1	Ostracism (kareth)
Sexual intercourse consciously with a menstruating woman	-1	Ostracism (kareth)

Sinful Offence	SPR	Punishment
Incest	-1	Ostracism (kareth)
Trimming one's beard at the corners, or shaving one's beard with a razor	-1	Barred from synagogue
Intentionally creating, undoing anything or performing any labour on Sabbath (or ordering another to perform labour)	-2	Ostracism (previously death)
Kidnapping or human trafficking	-3	Fine and recompense, or Death (if victim dies)
Necromancy, casting a spell of Black Magick, or performing Gentile miracles	-8	Death
Casting a spell of Divination	-4	Curse
Casting a spell of Command	-4	None
Practicing arcane Magick or consulting with spirits	-2	Ostracism (kareth)

Uncleanliness

Some actions or states make a person ritually *'Unclean'*. These are considered serious matters - but not sins, as they bar a person from participation in religious activities until they have been cleansed by purification. Contact with an Unclean person or thing can additionally transmit their *'Unclean'* status, meaning that most people will try to have minimum possible dealings with those who are Unclean, or who are likely to be Unclean.

Once made ritually Unclean, this condition can usually be rectified by bathing, sometimes after a specified number of days have passed. The water used must be *'living water'* (it must be rainwater, or flow from a spring, river, or sea - not being *'still'* water from a puddle or from a storage cistern). Where there is no convenient safe running water nearby, dedicated bathing facilities may be built to satisfy the ritual requirements through piped water.

Jewish Unclean Acts

Condition	Remedy
Wet dreams	Bathe
Sexual intercourse (any form)	Bathe
Menstruation	7 days, bathe
Childbirth (of a son)	7 days, bathe
Childbirth (of a daughter)	14 days, bathe
Eating food or drinking wine sacrificed to idols	Ostracism
Allowing one's home to become ritually Unclean (not dirty)	7 days, clean house
Someone dying in one's house	7 days, bathe
Touching a human corpse	7 days, bathe
Touching the corpse of an Unclean animal	Bathe

Islam in the Middle Ages

By Omnia Al Desoukie

Introduction

The medieval period overlaps with the Islamic Golden Age – a period in which Muslim scholars made great advances in science, philosophy, the arts, engineering and medicine.

Islam is one of three Abrahamic religions, the others being Judaism and Christianity. Muslims believe God sent numerous prophets to guide humanity, including Moses and Jesus, but the last of these was the Prophet Mohammed (peace be unto him), who was given the word of God by the Archangel Gabriel. The revelations were written down in the Quran.

Islam spread rapidly. The Prophet Mohammed, born approximately 570AD, began receiving revelations at the age of 40. By the time of his death in 632AD (10AH), most of the Arabian Peninsula had converted to Islam. Within another century it had spread throughout the Middle East, North Africa, and into Central Asia and Europe, with the territory of Al Andalus (Andalusia) covering much of Iberia and into southern France in the 8th century.

By the 11th century, Muslim traders had spread Islam further, into sub-Saharan Africa along the costs of East Africa, and to India, southwest Asia and into China.

Between the 11th and 15th centuries Christian kingdoms in Iberia gradually forced Muslims from Spain, with the last enclave, the Nasrid Kingdom of Grenada falling in 1492AD.

In the east, Muslim Turks from Anatolia expanded into the Balkans in the 14th century, having already conquered much of the Middle East and North Africa. In 1453AD they conquered Constantinople, ending the Byzantine Empire. Like the Byzantines before them, the inhabitants of this new empire considered themselves inheritors of ancient Greece and Rome (and referred to their lands as Rûm). The West named it the Ottoman Empire, after the dynasty's 13th century founder, Osman Gazi.

Baghdad & the Golden Age of Islam

The Islamic Golden Age, between the 8th and 14th centuries, was a period in which the Islamic world flourished not only scientifically but also culturally, economically, and politically. Europe was emerging from the dark ages following the fall of the Western Roman Empire. Much of Europe's subsequent intellectual and scientific development was made possible by the knowledge preserved and discovered by Islamic scientists, transmitted to Europe through scholars in Al Andalus.

The Islamic world preserved what they inherited from both the Byzantine and the Persian empires. Their vision during the Golden Age was to spread the word of Islam through culture, sciences and economics. Hence, they wanted not only to collect earlier knowledge but engage and build on that work to enhance their own knowledge, and that of others. Initially focusing on translating of medicine, astronomy and mathematics into Arabic, the translation movement soon spread to philosophy and other branches of knowledge.

What drove Muslims to study and innovate in scientific, cultural, military and other aspects was the desire to gain the acceptance of God, for through his mercy a human can enter heaven.

During the Abbasid Caliphate, Mohammed Al Mansur (754-775AD) built Baghdad. His successor Harun Al Rashid (786-809AD) made the city a centre of learning. Learned Christian and Jewish men held high-level government posts, as their knowledge was highly valued. Haroon Al Rashid's son Abu Jadar Al Ma'mun (813-833AD) created the House of Wisdom, a centre of learning for the sciences and philosophy. The House of Wisdom sponsored scholars from all over the world to translate knowledge into Arabic and save it in Baghdad.

Al Ma'mun had a bloody start to his reign. His father Harun ordered that his younger brother Al Amin should succeed him and that Al Ma'mum should serve as a governor, becoming Caliph only after his brother's death. Despite being the older son, Al Ma'mun's mother was Persian, while Al Amin's mother was of a high clan of Arabia. The son of an Arab woman was given preference over the son of a Persian woman.

The relationship between the two brothers deteriorated after their father's death, and Al Amin decreed his son would become his heir. This led to a civil war between both brothers. Al Ma'mun defeated his brother. After Al Amin was beheaded, people recognised Al Ma'mun as Caliph of the Abbasid empire, entering Baghdad in 819.

Though Baghdad was restored to peace there were confrontations elsewhere. In 827AD, Arabs from Tunisia invades Sicily. They were to be expelled and then they returned to Sicily once more. In Al Andlus, the Reconquista saw Islamic influence diminish, and from the late 11th century through much of the rest of the medieval period, Europeans invaded the Levant in the Crusades.

But it was not until 1258AD, when the Mongols sacked Baghdad and ordered the killing of the Caliph that the Abbasid Empire came to an end. Subsequent decades saw the beginning of the Ottoman Empire and the slow decline and end of the Golden Age.

Personalities of the Golden Age

Berber inventor Abbas Ibn Farnas (809-887AD), who lived in Al Andalus, developed a method of making colourless glass and developed reading stones (spectacles), created glass planispheres for tracking star movements, and is reputed to have been the first man to fly, strapping wings to his body and achieving *'a considerable distance'*, though he hurt his back in the landing and did not attempt it again.

Astronomer, mathematician and geographer Muhammad ibn Musa Al Khwarizmi (780-850AD) was the Father of Algebra. Hasan Ibn Al Haytham (965-1040AD) is known as the Father of Optics, also made contributions to medicine and philosophy.

Mechanical engineer Ismail Al Jazari (1136-1206AD), chief engineer at the Artuklu Palace in Anatolia, detailed instructions for building 100 automata in his Book of Knowledge of Ingenious Mechanical Devices (1206). His inventions include the off-set camshaft, the crankshaft, an automatic drinks dispenser, a pump system still used in modern flushing toilets, and a programmable mechanical band incorporating the world's first drum machine. Al Jazri is considered a father of modern robotics.

Abu l-Walid Muhammad Ibn Ahmad Ibn Rushd, known to the West as Averroes, was a 12th century Andalusian philosopher and polymath known particularly for his works on Aristotelianism. His works were widely translated into Latin and Hebrew and helped spark the European 12th century Renaissance.

11th century Persian philosopher, physician and theologian Abu Ibn Sina (Avicenna to Europeans) is considered the father of medicine. His five-volume encyclopaedia Canon of Medicine was a standard medical text in the Islamic world and Europe until the 18th century. His Book of Healing was intended to cure ignorance: it covered logic, the natural sciences, mathematics and metaphysics.

Theology

Muslims believe both Judaism and Christianity were religions sent to Earth by God. However, the Prophet Mohammad (PBUH) is the last messenger who came to earth to spread the word of enlightenment, forgiveness and equality to all humanity.

The Quran is the foundation for the message. The Archangel Gabriel, Jibra'il in Arabic, appeared to the Prophet and instructed him to recite the first verse in the Quran.

Muslims believe Islam is a lifestyle solution, and religion is a central aspect of Muslim lives and identities. The Prophet Mohammed (PBUH) is seen as a reformer of the world. In addition to the word of God, written down in the Quran, Muslims look to the Prophet's life and reported sayings (hadith) to guide them. Hadith are carefully evaluated, those reported by close family and associates of the Prophet who heard the saying directly considered more reliable than those from someone who heard the saying second-hand.

Muslims recognise three dimensions of religion. Islam is voluntary submission to God. Iman (faith) is belief in the six Articles of Faith. Ihsan (perfection) is using inner faith and conviction to inspire good deeds and a sense of social responsibility.

Islam (submission)

Islam, submission, requires the acknowledgement that there is one God, and that Mohammed is his prophet. Muslims are expected to perform certain observances. Sunnis call these the Pillars of Faith, and recognise five of them.

Shahadah, the profession of faith acknowledging God and his prophet, is the First Pillar.

The Second Pillar is Salat, prayer; Muslims are expected pray facing the Kaaba in Mecca five times a day, at dawn (Fajr), noon (Dhuhr), afternoon ('Asr), evening (Maghrib) and night ('Isha). Before praying, Muslims must purify themselves by washing (wudu).

Zakat (almsgiving) is the Third Pillar. Muslims must give one-fortieth of their wealth to support the poor and needy. More may be given voluntarily.

The Fourth Pillar is Sawm (fasting). Muslims who have reached puberty must fast from dawn to dusk through the month of Ramadan except those too old or infirm, and pregnant to breastfeeding women. Those travelling, or too ill to fast, may delay their fasting; they are expected to make up their non-fasting days when they can. Fasting is more than avoiding consuming food or drink; Sawm brings Muslims closer to God, and fasters try to be more virtuous, avoiding impure or angry thoughts.

The Fifth Pillar is Hajj (Pilgrimage). Every Muslim must, at least once in their lives, go on Pilgrimage to Mecca during Dhu al-Hijjah, the 12th month of the Islamic calendar, if they are fit and able to do so.

Rather than the Five Pillars, Shia recognise the Ancillaries of the Faith, a list of 10 requirements of submission, while Ismaili Shia recognise Seven Pillars. Both incorporate similar principles to the Five Pillars, though the Shia profession of faith adds recognition of Ali as the custodian of the faith (see Shia).

Iman (faith)

The Six Articles of Faith required to attain iman (internal faith) are:

- Belief in the one-ness of God
- Belief in the existence of angels
- Belief in the books of written by God – the Quran, the Gospels, the Torah and the Psalms, revealed to Mohammed, Jesus, Moses and David respectively.
- Belief in all the prophets – Mohammed being the last prophet and Jesus the penultimate prophet
- Belief in the Day of Judgement
- Belief in divine destiny

Ihsan (perfection)

Ihsan, perfection or excellence, is only attainable with the help and guidance of God. Attaining this dimension is a primary goal of Sufism. Having attained this dimension, the faithful person performs good deeds inspired by his or her faith to the benefit of both community and individuals.

Denominations of Islam

There are two main denominations in Islam: Sunni and Shia. Sunnis are by far the largest branch.

The division took place upon the Prophet's death, when Muslims disagreed on who should follow the Prophet and become the Caliph. Most Muslims at that time believed that the Caliph should be chosen, but a few believed the position should be inherited by someone from the Prophet's family - namely Ali, his cousin.

Eventually Sunnis prevailed and Abu Bakr Al Sidiqque, the Prophet's closest friend and the second believer, was chosen as the first Caliph. Abu Bakr's successors, Umar and Uthman, were murdered, at which point Ali became the fourth caliph. Ali himself was murdered in 661, wounded by a poisoned sword wielded by a militant while praying in the Great Mosque at Kufa, in present-day Iraq, and dying two days later.

Despite the split, Sunnis and Shiites were not always hostile. Throughout the centuries, Muslims clashed with Europeans, Mongols, and other dynasties. By 1500 Persia, present day Iran, was conquered by the Azeri from Anatolia, who established the Safavid dynasty and changed Persia from a primarily Sunni country into a Shiite one. Shiite rule in Persia distanced it from the Ottoman Empire.

The disagreement between the two branches has more to do with political power. The Middle East still sees divides and conflict over which branch holds power over the other, hence controls resources.

Sunni

Sunnis, the dominant branch of Islam, are known as Ahl as Sunnah, the people of the teaching and examples of the Prophet. They are the people who has followed those who chose to elect the caliph. Sunni Muslims named the four caliphs - Abu Bakr, Umar ibn al Khattab, Uthamn ibn Affan and Ali ibn Abi Talib - as the Khulafa al Rashiudun, the Rightly Guided Caliphs.

Due to the divisions that led to the death of the Caliph (see later) there was no democratically elected caliph. The position became hereditary with dynastic rule.

Due to the known hierarchal approach of Islam, the religion has fostered various approaches to understand and interpret the text and the prophet's tradition. Sunni scholars (ulama) are guided by four schools of jurisprudence (fiqh), which study the proper way to live under divine law (Sharia). The schools therefore encompass not only law, but Muslim belief and behaviour. Each is named after the jurist who taught them: Imam Abu Hanifa, Imam Malik Ibn Anas, Imam Muhammad al-Shafi and Imam Ahmad bin Hanbal. Each school interprets Sharia through the Quran and hadith but differs on how it considers ambiguous cases.

The Hanafiyya School

This is believed to be the earliest school, formed by Imam Abu Hanifa (699-767AD) in Kufa, though it was not fully formalised until the 11th century. It allows for discretion in interpretation of Sharia by jurists and is considered the most flexible of the schools. It was adopted by the Abbasid dynasty in the 10th century, by Seljuk Turks in the 11th and 12th centuries, and later by the Ottoman Empire.

The Malikiyya School

The second school of thought was founded by Imam Malik bin Anas (795AD). In this school Malik depended mainly on the examples on the associates of the prophet, particularly those in Medina. The Malikiyya School was favoured by the Umayyad dynasty, and was widely adopted in North and Saharan Africa, and in Al Andalus until the Almoravids.

The Shaffiya School

This school was created by Imam Al Shafi (820AD.), a pupil of Malik. Al Shafi placed importance on the traditions of the Prophet, particularly the Quran and hadith. The school does not allow for individual discretion by judges. It was the most common school of jurisprudence until the adoption of the Hanifiyya School by the Ottoman Empire, and was adopted by the Great Seljuk Empire, the Kurdish Ayyubid dynasty founded by Salah Al Deen (Saladin), and by the Mamluk Sultanate in Egypt.

The Hanabliyya School

This school was founded by Imam Ahmad bin Hanbal (855AD). It is the most conservative school of thought. Bin Hanbal was concerned jurists of the time used their discretion to suit the demands of the powerful and insisted on the literal implementation of the Quran and the hadith. The Hanabliyya school, unlike the other schools does not allow for the consensus of jurist opinion. The school's followers were known for opposing Shia missionaries in Baghdad and for publicly mobbing those Sunnis suspected of committing sins. It was publicly condemned by Abbasid Caliph Ar-Radi in 935AD, though it continued without official support. The school appealed to several notable Sufis (mystics) in the medieval period. It enjoyed a 13th-century revival under the controversial scholar Ibn Taymiyyah, who allowed jihad (struggle) against other Muslims and forbade veneration of Muslim saints. Nevertheless, it remained the smallest school throughout the Middle Ages.

Shia

Shiat Ali, the Party of Ali, were the people who believed the Prophet Mohammed designated his cousin and son-in-law Ali ibn Abi Talib as his successor and he should have been the first Caliph, rather than Abu Bakr. Shiites say that Ali did not fight Abu Bakr and his immediate successors because he did not want to create civil war within the nascent Muslim community.

Ali eventually reigned as fourth Caliph (656-661). He was killed after five years of a reign marked by war against Muawiyah, the cousin of the third caliph, Uthman, who claimed the Caliphate for himself, by a Kharijite militant who stabbed him with a poisoned sword. The Kharijites had been part of Ali's armies, but left and took an oath to kill both Ali and Muawiyah due to the ongoing wars.

Ali's sons were also murdered after they were denied succession. Al Hassan was poisoned, possibly on the orders of Muawiyah, who became the fifth Caliph, the first of the Sunni Umayyad dynasty. Al Hassan's brother Al Hussein was killed fighting against the Umayyads at the Battle of Karbala (680AD). These events shaped Shia minds in terms of grieving (Ashura).

Between the death of the Prophet in 632 and the Battle of Karbala (680AD), the Shiat Ali was primarily a political movement. Over the next century Shiites formed a distinct theology and school of jurisprudence, rejecting hadith from the first three Caliphs who they believe were improperly appointed, thus unreliable.

By the 10th century the first Shia states formed – notably the Fatimid dynasty in Egypt (909-1171AD) and the Mongol Ilkhanate in Persia (1256-1335AD), which promoted Shia Islam from 1295AD.

A key Shiite belief is Imamah, the doctrine that certain individuals, the true successors of the Prophet Mohammed, are possessed of divine knowledge and authority. These individuals are known as Imams (the term means *'someone who stands in front'*; Sunnis use the term for someone who leads daily prayers). Sects of Shia differ over who the Imams are. Some sects believe in a hidden Imam, hidden from the world through Occultation, who will one day return to fill the Earth with peace and justice.

Twelvers

Twelvers (Ithna'ashariyyah), also known as Jafaris, form the largest Shiite sect. Twelvers believe that the Prophet's authority and divine guidance is passed to 12 of his male descendants, beginning with Ali, to his sons Hasan and Hussein until the 12th Imam, Muhammad Al Mahdi. Al Mahdi is said to have gone into Occlusion in 874AD, but will return to Earth to battle Al Masih Al Dajjal, the false Messiah, and restore justice in the years before Jesus' return on the Day of Judgement. Twelvers believe Jafar Al Sadiq was the sixth Imam, and that since his older son Ismail Ibn Jafar died before him, the Imamate passed to his younger son, Musa Al Khadim.

Ismailis

Some Ismailis believe that although Ismail Ibn Jafar died before his father, the Imamate passed through his line, rather than that of his brother Musa Al Khadim. Others believe that Ismail did not die, but that his death was staged to protect him. While some believed Ismail was the last Imam, most recognised his son Mohammed Ibn Ismail as the next Imam. A further split occurred over the status of Mohammed Bin Ismail, with some Ismailis believing he went into Occultation, to return in future, and others tracing the Imamate through his descendants. This period saw the adoption by Ismailis of Dawah, the proselytisation of Islam by dais (missionaries).

Ismailis were the largest Shia group in the 10th and 12th centuries, when they founded the Fatimid Dynasty in Egypt. A major schism took place over the succession to the 8th Fatimid Caliph, Al Mustansir Billah, who ruled from 1036 to 1094. Mustalis supported his younger son Abul Qasim Ahmad Al Mustali Billah's appointment as 9th Fatimid Caliph, and believe him to be the 19th Imam. Al Mustali's older brother, Nizar Al Mustafa li Dinil Lah, revolted unsuccessfully, being captured in 1095 and executed in Cairo in 1097.

The schism broke the Fatimid Caliphate. The Nizaris, following Nizar's young son Al Hadi Ibn Nizar as true Caliph and Imam, kept control of areas of Iran and Syria, where the Dai Hassan-i -Sabbah smuggled him. The Mustalis controlled Egypt, Yemen and Western India.

Hassan-i- Sabbah called his followers the people faithful to the foundation of Islam (in Arabic asisiyyun). They were forced into mountain strongholds, where they fought a guerrilla war. Their name and methods of political murder gave us the term Assassin. Sunni libels, later repeated by Marco Polo, gave rise to the myth that their leaders kept them devoted by giving them hashish, a drug considered haram (forbidden) in Islam.

Zaidis

These are the sects of Shia who chose Al Hussein's grandson Zaidi as their fifth Imam, while most Shias take Mohammad, his brother as the fifth Imam. Zaidis believed that Shia should take revenge for the Battle of Karbala, which saw the rise of the Umayyad dynasty. Compared to other Shia sects, Zaidi beliefs are viewed as moderate. They neither believe that Imams are infallible nor that the Imamat should be hereditary. They do not believe in the *'hidden'* Imam.

The Role of Clerics

There is no official clergy in Islam. The religion is based on a direct relationship between people and God. There are no mediators in between; unlike Christianity there is no central authority in Islam. In a way this provides a democratic movement within the religion, but it opens the religion to all sorts of interpretation, including extremist opinions. Without hierarchy, people follow those they agree with.

While there is no formal hierarchy, there are scholars (ulama) who study the Quran, the hadith and scholarly thought. Some may serve as judges (faqih) to evaluate evidence and issue a verdict on disputes; others as teachers or prayer-leaders.

From the 11th century, muftis – scholars of sound mind, good character, rigorous thinking and judicial training – were appointed to issue non-binding opinions (fatwas) on disputed points of Islamic law.

In Sunni Islam, the prayer leader is known as the imam – this is different to the Shia view of an imam as the infallible successor of the Prophet (PBUH). Sunni imams lead Muslims in prayers and help educate them on the Quran and the Prophet's hadiths.

Any Muslim may become an imam in Sunni Islam. Nevertheless, certain qualities are considered desirable: a imam is fallible, but should fear God and not commit sins, they should be well learned and knowledgeable, with ethics above reproach, and honour Muslims.

Imams can play a political role; some are charismatic leaders whose opinions are highly regarded not only among general society but by the ruling elites.

Sin, Repentance and Forgiveness

"All the sons of Adam are sinners, but the best of sinners are those who repent often." Related by At·Tirmidhi and Ibn Majah with a strong chain of narrators.

Islam has no concept of original sin. Each person's sins are their own; none are inherited.

Not all sins are equal; al-kabirah, the great sins, are the most serious. Two hadith collections of the 9th century record the seven sins that doom a person to Hell: Shirk (associating others with God, including idolatry and polytheism); witchcraft (practising Magick); murder; taking orphans' wealth; living off interest; fleeing from the battlefield; and slandering innocent women.

In the 14th century, after studying collections of hadith, the Shaffiya scholar Ibn Al-Dhahabi assembled a list of 70 great sins. These include disrespecting parents, abandoning relatives, fornication, failing to fast without good cause, failing to perform Hajj when able to do so, robbery, betraying trust, eavesdropping, consuming alcohol or pork; violent dispute; lying and other forms of deception; treating people unjustly; persistently missing Friday prayers; a man wearing gold or silk; trailing garments in pride; and withholding excess water from someone.

Tawba is the return to God after committing a sin and repenting. the feeling of remorse and regret over committing a sin in disobedience of God. It is based on this idea that people viewed as whether they will go to heaven or hell. People who repent are given a chance closer to heaven as they hope that the Almighty has cleared them off their sins.

Tawba has different levels of meaning, including a spiritual dimension which addresses inner purity and the ability to reach a level of peace and repentance. To able to reach Tawba, an individual must have a level of self-awareness and understanding that can assist them in finding peace. Prayer can help an individual to reach a level of calmness and peace within their own soul, hence repent over their sins.

God is merciful, the most forgiving, the pardoner, the acceptor of repentance, the most compassionate to those who worship him and repent of their sins. Only God can judge, and only God can forgive the individual.

Istighfar means seeking forgiveness from God. It is the main form of repentance. Different Muslim scholars have identified different ways to utter the word and seek forgiveness from Allah. However, there should be no conditions on using the word to seek repent. When a person uses the words, *"Astaghfur Allah Al Azem"* - I seek forgiveness from God the great - it is a request by the individual to seek forgiveness.

Seeking forgiveness is the way a person gains a clean state from the sin they have committed. At the same time, it brings the person closer to God as they connect spiritually to the greater power. Finally, it cleanses the person's heart from worry. The word is believed to be a gateway to modesty, happiness, knowledge among others. It is at this state that the person repents and seeks forgiveness from God. The Prophet of Islam had a daily routine of asking forgiveness from God.

Islam and Non-Muslims

"You cannot grant guidance to whom you please. It is God who guides those whom He will. He knows best who are amenable to guidance." (Surat Al Qassas)

This verse guides Muslims in treating those who do not believe in their religion. Throughout the Quran there are instructions not to force Islam on non-believers.

The Umayyads did not ask people to convert; under their rule people were free to follow their religions if they wished. Their Abbasid successors also did not encourage active conversion to Islam.

Religious identity has always been a vital aspect of Muslim lives. Non-Muslims in mUslim societies paid a special tax called jizya, for protection and for living freely under a Muslim rule. Christians and Jews, however, were integrated in roles of higher hierarchy and developed strong relationships with the Caliphate.

Jizya has its origins in Surah al-Tawbah in the Qur'an. Due to the semantics of the language, different scholars have understood the verse differently. Some considered jizya a degradation due to intolerance; others defended it as necessary to maintain Muslim armies, under which non-Muslims were allowed to practice their own religions.

Ummah, Dimmah and Kafir

Muslims regard themselves as belonging to a great community, regardless of nationality or denomination. The Arabic term is ummah.

Christians and Jews, and the lesser-known people called the Sabians, are regarded as People of the Book – monotheists who believe in God, but not in the proper form revealed to the Prophet (PBUH). The Arabic term is dimmah. The dimmah often enjoyed special privileges in Muslim society.

Non-believers were termed kafir, a word often translated as unfaithful or infidel, but perhaps more accurately considered ignorant.

As Muslim rule continued, many dimmah and kafir converted to Islam whether through genuine belief in the religion or to avoid higher taxes. The expansion of Islam took place by the eleventh century as much of the Levant, Egypt and Mesopotamia has converted to the religion.

Depending on the rule, discrimination took place not only between Muslims and non-Muslims, but between Muslims themselves. For example, Shias were favoured under the Shia Fatimid dynasty while Sunnis were favoured under the Abbasid dynasty. Each sect suffered under the rule of the other sects. There have been constant power shifts which left one group prosecuted over the other.

Core Acts Of Faith: Prayers

The following AoF are known by all members of a religious Faith. The *'costs'* of requesting such divine interventions vary considerably. Usually, costs are in the form of a FP assessment, sometimes against the person(s) invoking the Divine, sometimes against the recipient of a divine benefit and sometimes against both. Sometimes, a *"cost"* is paid as some penance or service to the divinity or to the Church or to humanity as a whole.

Some costs are stated precisely. However, if the cost is in the form of Cost: Crit Die FP, Fatigue points are deducted from the person(s) indicated and it is the Crit Die rolled when checking to see the outcome of the AoF that determines the FP paid. Table – Act of Faith Fatigue Cost shows the Fatigue expended at each Crit Die level.

Prayer Granted				Prayer Denied			
Crit	Cost	Crit	Cost	Crit	Cost	Crit	Cost
10	+3 FP[1]	5	-3 FP	10	-7 FP	5	-9 FP
9	+2 FP[1]	4	-4 FP	9	-7 FP	4	-10 FP
8	+1 FP[1]	3	-5 FP	8	-8 FP	3	-11 FP
7	-1 FP	2	-6 FP	7	-8 FP	2	-12 FP
6	-2 FP	1	-7 FP	6	-8 FP	1	-13 FP

[1]FP bestowed by the Deity as an added benefit!

Table - Act of Faith Fatigue cost

These Fatigue costs are a reminder to Believers that it is not wise to make serious requests for the Deity's aid without good cause! In addition, when one's Prayers are answered, it is customary to make appropriate penance or sacrifice as a thanksgiving. See Miracles (qv) for more details on these *'Holy Debts'*.

Blessing

PFF: 5
SC: ..... Recipient's Spirit AR
Cost: .....-1 FP from Supplicant

Any believer may Bless others. In effect, this is a prayer for good fortune. The AoF costs3 Action Points to perform and lasts for a period of 3 minutes x Spirit of the recipient, (except for a Blessing at a Mass which lasts for 24 hours). It is only possible to receive the benefit of one Blessing at a time.

- A priest may bestow Blessing on a believer or a non-believer. A Priest's Blessing bestows a bonus of 3% + 1% per 3 Spirit of the recipient, regardless of his religious convictions! An entire congregation can be blessed for -1 FP
- A monk may bestow Blessing as described for a Priest.
- A lay believer's Blessing bestows a bonus of +1% per 4 Spirit of the recipient. He can do this for one particular believer once each 24 hour period.
- The bonus applies to the chance the recipient has to accomplish any task that is deemed lawful and proper. This includes offensive combat against evil, legitimate self-defence and resistance to Magickal spells.
- If one enjoys the benefits of a Mass, he cannot benefit further from any other kind of Blessing over the next 24 hours. The Mass provides all he needs for that period.

Common Prayer

PFF: 5
SC: ..... Supplicant's Spirit AR
Cost:..... -1 FP from Supplicant per hour

Devoting a portion of each day to prayer was a common practice by many in feudal times. Prayer does not require total peace and quiet, either. A person can pray while doing other things. For instance, one might say one's Rosary while riding along a road or might meditate and pray while hoeing one's garden.

- Each full hour of successful prayer per day at a cost of -1 FP per hour enhances all of a lay character's religious checks by +1% for the next 24 hours.
- All clerics above Spirit 12 are automatically assumed to pray a number of hours per day equal to ⅓ Spirit (rounded up), using every opportunity that arises to perform his devotions. Reduce the cleric's total FP level at the end of his day when he goes to sleep. A cleric can spend more time in Prayer than the amount assumed for him but will almost never spend less than that time in his devotions.
- If Prayer has lasted at least 15 minutes and then is interrupted by an event that could break one's concentration, roll the Supplicant's Spirit AR again. If he succeeds, his hour of prayer is completed even if the full time has not elapsed. He has successfully performed his devotions despite interruption because of his pious attention to them in the time he had!

Prayer for Forgiveness

PFF: 5
SC: ..... Supplicant's Spirit AR
Cost: .....-1 FP from Supplicant

This is a request to a Divine Being to forgive some sort of transgression that has been committed, the first step in doing penance and atoning for wrong-doings. The answer to such prayers often comes in the form of an insight into what penance is required to restore one to grace.

Prayer for Guidance

PFF: 5
SC: .....½ Faith TSC%
Cost: .....-Crit Die FP from Supplicant

This is actually a request to a Divine Being in which the believer asks to be led to an objective by some means. The Clerical AoF Find the Open Way (qv) is a specific example of this.

Prayer for Insight

PFF: 5
SC: ..... Faith TSC%
Cost: .....-Crit Die FP from Supplicant

This is a request from the believer to a Divine Being to provide some sort of insight into a matter which deeply troubles or perplexes the believer. Ultimately, this could take the form of a Clerical AoF Vision (qv) but this tends to require a high Spirit.

Prayer for Luck

PFF: 5
SC: ..... Faith TSC%
Cost: .....-3 FP from Supplicant

This is a request for the Divine Being to improve the believer's luck in a specific instance. A general *"good thing"* is requested, but exactly how the good luck manifests itself is not stated and will be decided by the Gamemaster. The Prayer is reversible in that a believer can ask for the deity to bring bad luck to an enemy of the Faith instead. A success requires the enemy to succeed in a **SPR** AR% (or Willpower TSC%, in the case of Supernatural foes) to negate the effects of the Prayer. In this instance, the Prayer is akin to a Curse and carries a cost of -Crit Die FP from the supplicant! It cannot be used to wish bad luck on just anyone, only on Evil foes.

Prayer for Protection

PFF: 5
SC: ..... Faith TSC%
Cost: .....Variable from Supplicant

This is a request for the Divine Being to shield the believer from some sort of harm. Spirits, Demons, extra-dimensional beings, Undead and Fairies or Fey (but not Elves) must make a Willpower roll reduced by the PFF of the person praying. If they fail, they cannot approach within reach and cannot harm him with weapons or magick or by any other means. They must leave him alone so long as he continues praying.

- The character prays hurriedly while performing other actions (including combat), expending ¼ of his AP for initiative purposes. To approach him, Supernatural beings must succeed with a Willpower check reduced by ½ the character's PFF. This costs the supplicant -1 FP per 3 minutes spent in prayer.
- The character prays reverently while performing other actions, expending ½ of his AP for initiative purposes. To approach him, Supernatural beings must succeed with a Willpower check reduced by the character's PFF. This costs the supplicant -1 FP per 3 minutes spent in prayer.
- The character drops to his knees and prays intensely, doing nothing else, in effect placing his fate in the hands of his Deity. Supernatural beings must succeed with a Willpower check reduced by 1 ½ x the character's PFF. If they fail, they must check again. A second failure means they will leave the area and go on their way. A successful Prayer will effectively drive off the threat so that one's companions may also be saved. This costs the supplicant –Crit Die FP.
- If the character has a Blessed Item, add +5% to his TSC% and to his PFF versus the supernatural being's Willpower roll.
- If the character has a Sacred Relic, add 5% + (1% x Spirit) to his TSC% and to his PFF versus the supernatural being's Willpower roll.

Prayer for Skill or Craft

PFF: 5
SC: ..... Faith TSC%
Cost: .....-Crit Die FP from Supplicant

This is a request for the Divine Being to improve the believer's skill in a specific case. Unlike Luck, where a general *'good thing'* is requested, this is a detailed request, e.g. *"Guide my arrow to its target swiftly and surely!"* It confers +1% x Spirit to TSC% and +1 to the Crit Die per 5 Spirit points over Spirit 12. The Prayer is reversible in that a believer can ask for the deity to reduce the skill of a foe instead of enhancing his own. A success requires the foe to succeed in a Spirit AR (or Willpower TSC% in the case of Supernatural Evil) to negate the effects of the Prayer.

Prayer for 'Strength'

PFF: 5
SC: ..... 2/3 Faith TSC%
Cost: .....-3 FP from Supplicant

This is a request for the Divine Being to endow the believer with some sort of gift to enable him to withstand some imminent event which will sorely try the believer's own capabilities, e.g. *"God, give me the strength to make it through this night!"* The believer should specify type of strength requested, i.e. mental, physical, spiritual, or emotional. Success will bring a modest bonus of 2% x Crit Die to any related skills.

Courage of the Righteous

PFF: 10
SC: .....Believer's Faith TSC% + PFF
Cost: ..... -Crit Die FP from recipient

Arises from belief that the forces of Justice and Light protect those opposing Evil and Darkness. If exhorted by a priest to *"take heart"*, believers receive a bonus of +7% to Willpower rolls. The AoF takes 15 seconds to perform and lasts for 5 minutes x recipient's Spirit. The Recipient of the AoF must have a minimum level of Spirit 12. A successful AoF will add a bonus of ½ PFF + 1% per 2 Spirit of the character to his Willpower TSC%. A Critical Success with Crit Die 10 adds a bonus of PFF + 1% per 2 Spirit of the character to his Willpower TSC%.

Clerical Acts Of Faith

The following Acts of Faith can be practised by ordained priests and sometimes by members of monastic and Fighting Orders. Those marked Auto always succeed. The cleric has already learnt how to perform such rites correctly by the time he enters the game. PFF refers to the Faith skill the cleric needs to access a given AoF.

Bless Item †

PFF: 10
Auto: ..... Item always receives benefit
Cost: .....-3 FP from Priest

This empowers a priest to Bless on a religious object (a cross, amulet, etc.). The AoF takes 1 minute to perform and gives the following benefits:

- A supernatural being requires a Willpower roll - PFF of the priest to pick up a Blessed Item.
- Increases one's PFF by +5% when performing an AoF. Only one Blessed Item at a time may bestow its benefits on the possessor.

Bury the Dead †

PFF: 10
Auto: ..... Recipient always receives benefit
Cost: .....-4 FP from Priest

This empowers a priest to bury dead in hallowed ground. The AoF takes between 15 minutes to 1 hour to perform and provides the benefit that the dead are divinely protected against sacrileges like reanimation through the Black Arts. Reduce the TSC% of any attempt at reanimation by -30% + (-3% x Spirit) of deceased.

Sanctification †

PFF: 20
SC: .....Faith TSC% -20
Cost: .....-3 FP from Priest

This enables a priest to sanctify the following:

Holy Water:
1 pint x Faith skill level per week. The AoF takes 1 hour to perform. He will use ¼ oz of Holy Water to perform Blessings etc. Holy Water burns a demonic Spirit, Undead, Faerie or other supernatural being of Evil nature on contact and causes 7 + Crit Die of burn damage. A Willpower roll - PFF of the cleric is made to avoid fleeing.

Holy Oil:
1 pint x Faith skill level per month. The AoF takes 3 hours to perform. An amount of ¼ oz is required to anoint the sick or wounded, perform last rites, anoint holy symbols or amulets that have been blessed, etc. It is best if sanctified by a bishop.

Altar Stone:
5 lbs x Faith skill level stone slab into which a Holy Relic has been placed, with anointment using 3 oz of Holy Oil and 3 sprinklings (each of 3/4 oz) of Holy Water. The AoF takes a period 3 hours to perform followed by 3 Masses on 3 successive days.

Altar Cloth, Chalice, etc.
For religious services. The AoF will take one hour to perform plus a Mass.

Hallowed Ground:
Purifies ground to be consecrated as a site of a church, chapel, graveyard, etc. Supernatural beings must make a Willpower roll to enter sanctified ground at a penalty of -33% due to the sanctified earth. The AoF takes one hour to perform plus a Mass. The priest can sanctify 250 square feet of ground x Faith skill level per ceremony.

Holy Barrier of Guard ‡

PFF: 20
SC: ..... Faith TSC% -20
Cost: .....-3 FP from Cleric

A priest can raise a protective circle in radius of 5 feet + Spirit to shield against all Magickal and supernatural forces and beings. He must pray and do nothing else. The AoF costs 3 AP to perform and lasts for 3 minutes x Spirit. If used a of Blessed Item in the AoF adds +5% to the priest's PFF or a Holy Relic adds +21% to the priest's PFF. Monks with Spirit 15+ acquire this AoF at PFF 20 and all other monks at PFF 30.

- A holy barrier of guard is a Magickal dead space produced by the sheer denial of believers that any Magickal or supernatural force can prevail against the Power of the Deity. Supernatural beings, Mages, etc., feel its presence up to 300 feet away, though they cannot tell its direction, etc.
- Magick cannot pass through the barrier unless the caster makes a resisted roll at a penalty of the Priest's PFF. If the magick penetrates, those inside resist Magickal effects with a Spirit AR. Attack spells or area effects spells (such as Elemental or Arcane attacks) have all damage halved if the characters fail their individual Spirit ARs. No damage occurs if they believe they cannot be harmed.
- Ordinary mortals may cross the boundary and engage those inside the barrier in combat. Magickal and supernatural beings such as Illusions, Undead, Faeries, Werecreatures, etc. cannot cross the barrier or attack anyone inside without first making a Willpower roll minus the priest's PFF. Lesser Undead will not even attempt to cross the barrier unless their Master is present and willing them on.
- Even if such foes can cross the barrier, they suffers a penalty of -7% x priest's Faith skill level from any skill, etc., including and especially magick and combat.
- Nor can they or anyone else (including friendly Mages in the Circle) use magick within the holy barrier without experiencing a penalty of -7% x Priest's Faith skill level.
- Similarly, all Magickal items, including weapons, lose their Magickal characteristics within the protective circle except for Holy Weapons dedicated specifically to the service of the Deity.
- Cloistered monks (or nuns) can put up very powerful Holy Barriers of Guard. When several monks are present, the monk with the highest PFF is the basis upon which the Holy Circle is erected. Add +3 PFF for each additional monk. The Spirit of the most pious monk sets the basis of the diameter and duration of the Holy Circle. Increase the diameter of the Holy Circle by +3 feet and the duration by +12 minutes per additional monk present.

Prayer to Smite the Godless I ‡

PFF: 25
SC: ..... Faith TSC% -25
Cost: .....-6 FP from Cleric

Summons justifiable fury in a cleric to strike down Evil by bringing greater than normal force against the servants of Darkness, typically monsters and demons, but also mortals who are avowed enemies of the Faith. The AoF takes 15 seconds to perform and lasts for a period of 15 seconds x cleric's Spirit. A person may receive the benefit up to 3 times per week + 1 per 7 Spirit. A success gives +1 damage point per 3 Spirit that the recipient possesses and this is added to the damage done by his weapon. A success with Crit Die 10 bestows the same damage bonus as above, but also add +1 to the Crit Die result.

Prayer for Strength of the Righteous ‡

PFF: 25
SC: ..... Faith TSC% -25
..... then 2/3 Recipient's Spirit AR if bestowed
Cost: .....-6 FP from Cleric

This empowers a cleric to battle Forces of Evil or do a good deed needing strength. A priest may bestow Strength on other believers. The AoF takes 15 seconds to perform and lasts for 15 seconds per 2 Spirit of the recipient. The recipient can only received the benefits of this AoF 3 times per week + 1 per 7 Spirit. A success will give the recipient 1.5 x CCAP/LCAP and +3 to damage inflicted. If a success with Crit Die 10 the recipient receives 2 x CCAP/LCAP and +6 to damage inflicted

Prayer to Detect Magickal Forces †

PFF: 25
SC: .....Faith TSC% -25
Cost: .....-3 FP from Priest

This alerts a priest to sense Magickal forces nearby and lasts for a period of 15 seconds. Each successful use of this AoF in an area enhances the Crit Die roll by +2 within a radius of 10 feet + priest's Spirit. If a success he knows the direction of the magick. If a success with Crit Die 10 he knows exactly where the magick is located and has a good idea of its nature and power.

Prayers to Find the Open Way ‡

PFF: 30
SC: .....Faith TSC% -30
Cost: .....-3 FP from Cleric

A Higher Power may sometimes guide those who dedicate their lives to service of the Deity. A cleric may invoke the benefits once each day per 4 Spirit. The AoF takes 1 minute to perform. A success with a Crit Die 03+ points to safety. A coincidental event may nudge the cleric in the right direction. A success with Crit Die 08+ shows an unmistakable sign.

Example:

Brother Arbutus and his friends are lost in dense woods. They hear the baying hounds of their pursuers. Brother Arbutus sees a deer leap through an impenetrable thicket. There is a gap, a safe, quick path through the undergrowth! Or again, the party is in a maze of caves. The passage branches in three directions. The Gamemaster informs Brother Arbutus that he has a strong conviction they must take the right branch, the only safe passage of the three.

Prayer to Recognise Evil ‡

PFF: 30
SC: .....Faith TSC% -30
Cost: .....-3 FP from Cleric

This empowers any cleric to sense underlying evil in someone or in some object. The AoF takes 15 seconds to perform. A success means some form of awareness manifests itself as a disturbing unease in the presence of an Evil person or object, a feeling of dread or maybe revulsion. A success with Crit Die 08-10 means that if it is a person, malevolent intentions become transparent to the cleric. If it is an object, he knows it is Evil and unclean!

Ritual: Remove Curse †

PFF: 35
SC: .....Faith TSC% -35
.....then ½ Recipient's Spirit AR
Cost: .....-12 FP from Priest

This empowers a priest to remove a Magickal Curse. The victim must be of the same religion and believe that the Deity can remove the curse. The AoF takes 3 hours to perform.

- An accursed character may have a Remove Curse attempted on him only once each week. He must take Holy Communion at Mass, confess, and do assigned penance as his part in seeking release from the curse. He must also refrain from conduct that his religion regards as unworthy or wrong.
- Since only a willing (or comatose) person may have a Curse removed the priest may have to convince him (as certain Curses call for the victim to resist with Willpower). If so, the priest may use a Charismatic Skill + (2% x his Spirit) to oppose the Willpower check, that is, to talk the person into allowing the Remove Curse to be performed on him.
- Success and a Crit Die result that counters the PSF% of the Curse-caster are required to lift the Curse and these are shown in Table Remove Curse Crit Die Result. A success with Crit Die 10 always results in the lifting of any Curse, no matter how high the PSF% of the Curse-caster might be!

PSF% of Curser	Crit Die	PSF% of Curser	Crit Die
Under 20	01+	61 - 70	06+
21 - 30	02+	71 - 80	07+
31 - 40	03+	81 - 90	08+
41 - 50	04+	91 - 100	09+
51 - 60	05+	101+	10

Table - Remove Curse Crit Die Results

Prayer to Smite the Godless II ‡

PFF: 40
SC: ..... Faith% -40
Cost: .....-9 FP from Cleric

A more powerful form of the AoF Smite the Godless - I. The AoF takes 15 seconds to perform and lasts for 15 seconds per 2 Spirit of recipient. The recipient may only received the benefits of the AoF 3 times per week + 1 per 7 Spirit. A success with Crit Die 01-04 will result in +1 damage point per 4 Spirit of the recipient being added to whatever damage done by his weapon when fighting Evil. A success with Crit Die 05-09 will result in +1 damage point per 4 Spirit to the weapon damage and also adds +1 to the Crit Die result as well! A success with Crit Die 10 results in +1 damage points per 4 Spirit to the weapon damage and also adds +2 to the Crit Die result.

Prayer for Strength of the Holy ‡

PFF 45
SC: ..... Faith TSC% -45
..... then ½ Recipient's Spirit AR if bestowed
Cost: .....-5 FP from Cleric

This is the same as the AoF Strength of the Righteous except it is potentially much more powerful. The AoF takes 15 seconds to perform and will last for 15 seconds x recipient's Spirit. The recipient of the AoF may received it benefit's 3 times per week + 1 per 7 Spirit. If success with Crit Die 01-03 the recipient gains an increase of 1.5 x CCAP/LCAP and +3 to damage inflicted. If success with Crit Die 04-09 the recipient gains an increase of 2 x CCAP/LCAP and +6 to damage inflicted. A success with Crit Die 10 the recipient gains and increase of 3 x CCAP/LCAP and +9 to damage inflicted.

Ritual: Exorcise Demons †

PFF: 45
SC: ..... Faith TSC% -45
Cost: ..... -12 FP (see below)

This empowers a priest to banish any demonic spirit back to its Plane of Existence if it fails a Willpower roll - Exorcist's PFF. The AoF takes a minimum of ½ D10 hours to perform and will cost a further –1 FP per half hour required after that time. If several clerics participate, the Fatigue cost can be shared between them, as in the case of a priest being assisted by two monks. Check for success failure at the end of the total time required.

A success will mean that the demon must succeed with its Willpower roll or it will be exorcised and banished from the world for 7 days x Faith skill level of the exorcist. A success with Crit Die 10 will mean that the demon must make a Willpower roll at ½ PSF%. If it fails, it is exorcised and banished from the world for 101 days!

Visions †

PFF: 50
SC: .....Cleric's Spirit AR
Cost: ..... -⅓ total FP from Cleric

A cleric may fast, meditate, and pray for 3 days and nights without sleeping, then he sleeps. The answer to his concerns may come in a dream if he succeeds in a Spirit AR with Crit Die 06+. The preparation for a Vision is very fatiguing. Each day costs ⅓ of the cleric's total possible Fatigue for the entire day and cannot be recovered until the period of preparation is over. When he goes to sleep, the cleric seeking the vision will be totally exhausted, his Fatigue Levels drained to zero, and he will require double the normal sleep to recover his Fatigue fully unless it is part of his vision that these be completely restored when he awakes.

This vision may be as simple as showing the believer what will occur as a result of the request. It may be a highly detailed and graphic vision involving the appearance of a Saint. It could also be about some unrelated matter that the divinity thinks the believer should pay attention to. In this form, it often is not recognised as a visionary experience at all, but in some instances its clearly supernatural nature cannot be mistaken.

This is the only AoF that may also be forced upon literally anyone, clerics and lay people, believers and unbelievers alike, without their seeking it or even wanting it. Specifically, a believer has a chance of experiencing some sort of vision when performing religious devotions (at Mass or in Personal Devotions) and obtaining 1% on the 1D100 with a Crit Die 10. The Gamemaster may also expose a character to a visionary experience when the unfolding story line in the adventure calls for it.

Miracles

A *'miracle'* is the Divine response to the plea, *"Oh, great and powerful Divine Being . . . DO SOMETHING!"* In a sense, any prayer being answered is a form of miraculous event. However, we are considering very special occasions here. A cry for divine intervention often is made when there is either no time or not enough information to identify or call for the effect desired.

Many of the prayers and rites already described can give rise to results far beyond the expectations of those praying. These could rightly be termed *"miraculous"* occurrences.

The Medieval mind was quite prepared to accept what we today would regard as mere coincidence to be active assistance from the Deity. Medieval people believed in Miracles. They expected them to happen and read the hand of God or some protective Saint in the fortunate occurrences in their lives. If prayer and religious rites were involved, any recovery from illness, poisoning, wounds, etc., would instantly be seen as unquestionably *'miraculous'* in nature, clear evidence that the Divinity was working on our behalf. So would any occurrence quite out of the ordinary and most fortunately happening at a time, place and way so it benefited someone beyond reasonable expectation.

Such events would not be seen as normal, given how favourable the result was and given also the fact that someone had prayed for HELP! Just before aid arrived.

Handling Miracles can be tricky, exercise discretion. He might make the event just striking and unusual enough to make it really stand out. A second is to put limits on the miraculous activity in the game. The essential difference between Acts of Faith and *'Priestly Magick'* lies right here. A priest in the Christian tradition cannot call upon the Deity whenever it seems *'convenient'*. The circumstances must warrant requesting divine intervention. What makes prayer for a miracle justifiable is the rarity of such requests. The Deity prefers humanity to help itself, so a Miracle might be forthcoming only when people are truly pushed to their limits and beyond. Unlike Minor Miracles that are not powerful interventions and might easily be natural occurrences, Gamemaster's might consider limiting the number of Miracles and Greater Miracles a character might call upon in his entire game lifetime. Setting limits requires characters to reserve their prayers for Miracles that really matter.

Example:

A character's ship has just sunk. He is trying to keep his head above water. He prays for help. A broken mast just happens to float by for him to hang onto! Another example could be that a character falls off the edge of a cliff. Desperately praying for help (even a *"Help me, Lord!"* is enough to qualify), he suddenly sees an outstretched branch within reach. Our shipwrecked character would regard a mast floating by as clear evidence of a *"miracle!"* He was drowning and the mast was *"placed"* in his reach by a benevolent Deity or Saint. Even the minimally religious would make a thank offering to the Saint he felt had interceded for him or go on a pilgrimage to the Saint's shrine. (From a gaming point, the Gamemaster will find pilgrimages ideal to introduce another adventure, to bring characters together, etc.)

Holy Debts: To invoke miraculous aid carries a very real cost. When a special benefit has flowed from the Deity to a believer, it is expected he will be suitably thankful. Gratitude is typically expressed in the form of sacrifice, a common practice in all religions. The Believer willingly gives up something of value to him, surrendering it into the possession of the Deity.

We distinguish between several orders of sacrifice:

S1: Devoting 1-3 hours per day for a period of time (perhaps every day for one or two weeks) to give thanks and praise.

S2: Prayers of Thanksgiving also an offering of material value, perhaps money or some item donated to the church or alms given to the poor or some service to the Faith. The offering need not be lavish but should be reasonably generous and appropriate to the means and station of the donor.

S3: Prayers of Thanksgiving, an offering of material value and also some other offering. It might be in the form of paying for several Masses to be said or a vow to give up some cherished activity for a period of time. e.g. *"I shall not drink wine nor beer nor any other alcoholic spirits"* or *"I will eat no meat"*.

S4: Prayers of Thanksgiving, an appropriate offering of material value or service, and serious penance in the form of a vow to reform by avoiding some temptation or weakness to which he is especially prone. For instance, an inveterate gambler might vow to forego wagering in the future. He will be tempted and may fail from time to time, of course, being but a mortal sinner. However, he will persist in trying to *'perfect'* himself by avoiding such activities. This form of sacrifice brings *'character flaws'* into play and can be a source of much interesting role-play. He could also make a significant donation to the Church, go on a pilgrimage to the shrine of a Saint, etc.

S5: In instances where a truly great benefit has been received, the recipient makes a major sacrifice. He may willingly offer something of significant value to him, perhaps a substantial gift of land or money to the Church. He might vow some undertaking of note, go on a major pilgrimage to a distant holy place, join a Crusade, or set out to rid the land of some especially iniquitous Evil, etc. In addition, he will pay special attention to his religious devotions, praying regularly, attending Mass frequently, etc.

Holy Debts should not be taken lightly. Should a character fail to hold up his end and not square accounts with the Deity, he will not be *'penalised'* directly by reductions in PSF%, etc. However, his *'luck'* may not hold. For instance, trouble might seem to dog his steps more than normal. When he has need of divine intervention, somehow that divine assistance is not forthcoming, or may be at an added cost in the form of a loss of something of value, he was not prepared to sacrifice in the first place.

Fatigue Costs: It might be noted that no Fatigue costs are exacted for Miracles. This reflects the probability that most divine interventions of such a nature will be made in extreme circumstances. It would be inappropriate to penalise characters by exacting large amounts of FP from them when they already are in a great deal of trouble. Their sacrifice will come later. If there is no dire need and time is available, the following Fatigue costs can be required of a supplicant when the TSC% dice are rolled:

Minor Miracle:
6 FP + 1D10 FP with a full -16 FP exacted if the miracle is denied.

Miracle:
12 FP + 1D10 FP, with a full -22 FP exacted if the miracle is denied.

Great Miracle:
24 FP + 1D10 FP, a full -36 FP exacted if the miracle is denied.
Prayer & fasting can increase the chance of a miraculous intervention when one has time to spend in deep religious devotions. However, there is a maximum TSC% for each kind of Miracle, and one can never be certain that such prayers will be granted. While fasting, reduce Fatigue Levels to 3/4 normal maximum and then reduce that by -1 FP per fast day thereafter to have the following effects:

Minor Miracle:
+1% per day spent in prayer & fasting to maximum ½ of supplicant's Current Spirit.

Miracle:
+1% per day spent in prayer & fasting to maximum ⅔ of supplicant's Current Spirit.

Greater Miracle:
+1% per day spent in prayer & fasting to maximum 3/4 of supplicant's Current Spirit.
Spirit can increase the chance of a miraculous intervention, in this instance by enhancing the Crit Die result as follows:

Minor Miracle:
Spirit 13-15 gains +1; Spirit 16-20 gains +2; Spirit 21-25 gains +3 and Spirit 26+ gains an automatic Crit Die 10.

Miracle:
Spirit 14-16 gains +1; Spirit 17-18 gains +2; Spirit 19-21 gains +3; Spirit22-25 gains +4 and Spirit 26+ gains +5.

Greater Miracle:
Spirit 16 gains +1; Spirit 17-19 gains +2; Spirit 20-23 gains +3; Spirit 24-27 gains+4 and Spirit 28+ gains +5.

Minor Miracle

PFF: 10
SC: ..... 2/3 Faith TSC%
Cost: .....S1 to S3.

This AoF is available to any believer. It can be invoked for the benefit of another or requested for oneself. The AoF involves calling upon one's Deity for a small miracle. A believer should first pray for 1D10 hours but may make a desperate plea when there is no time for lengthy prayers. The time taken for a response will be 15 seconds. A success with the following will result in a Minor Miracle:

Crit Die 06 - 10: Minor Miracle for an ordained Priest.
Crit Die 08 - 10: Minor Miracle for a monastic.
Crit Die 09 - 10: Minor Miracle for a lay person.

If all of the above cases a success with Crit Die 10 the invoker loses no Fatigue and the recipient makes a Spirit AR roll. If he is of the same religion and succeeds in his AR roll with Crit Die 10, his Spirit increases +1.

A Failure will mean that the Table Act of Faith Fatigue Cost may be consulted to determine FP costs for vain prayers for Minor Miracles if the Gamemaster regards it as appropriate to the situation.

- Minor Miracles involve the possible, nothing more. It could even be explained away as a natural phenomenon, a 'coincidence' that happened to work in the recipient's favour.
- The supplicant cannot stipulate exactly what he wants to happen. He can only ask for divine assistance in a matter beyond his powers to solve.
- It is up to the Gamemaster to decide what occurrence or event might be appropriate under the circumstances. It should not be anything impossible or even very improbable. It should also fit the situation.
- A common form of a Minor Miracle is an opportunity for a character to save himself. Such opportunities often carry a *"price"*. If our falling character had his prized sword in his hand at the time, he has to drop it to save himself from falling to his death. The Lord truly helps those who help themselves! The individual must seize the opportunity and pay the price.

Miracle

PFF: 25
SC: ..... ½ Faith TSC%
Cost: .....S3 to S5

This AoF is available to any believer. It can be invoked for the benefit of another or requested for oneself. A Miracle is a serious intervention and should never be sought lightly. A believer should pray for 10 + 1D10 hours but may make a desperate plea when there is no time for lengthy prayers! A success with the following will result in a Miracle:

Crit Die 08 - 10: Miracle for an ordained Priest.
Crit Die 09 - 10: Miracle for monks.
Crit Die 10: Miracle for lay believers.

On any success with a Crit Die 10, all those directly involved in the Miracle must make a Spirit AR:

- If a believer in the religion succeeds in his Spirit AR with Crit Die 09 - 10 his Spirit level increases +1 (up to a maximum of Spirit 20).
- A non-believer who was part of the Miracle must also make a Spirit AR to test his faith in his own beliefs. If he fails his Spirit AR and rolls Crit Die 01, he converts to the other religion! He will be unconverted if he succeeds or if he has Spirit 12+. But his beliefs will be badly shaken and he is stunned for 15 seconds by what he has witnessed, as will any non-believing atheist.
- The Gamemaster decides the shape the Miracle will take. Players cannot dictate the outcome, like they were making a wish for some Djinn to grant. It is an event that strains the odds of probability. It fits the situation, is remarkable in nature, but does not itself solve all of the character's problems.

A Failure will mean that the Table Act of Faith Fatigue Cost may be consulted to determine FP costs for vain prayers for a Miracle if the Gamemaster regards it as appropriate to the situation.

Greater Miracle ‡

PFF 50
SC: .....⅓ Faith TSC%
Cost: ..... S6.

This AoF is available to any believer. It can be invoked for the benefit of another or requested for oneself. A Greater Miracle is a truly powerful intervention and should never be sought lightly. A believer should pray for 10 + 1D10 hours but may make a desperate plea when there is no time for lengthy prayers!

A success with Crit Die 10 brings a Greater Miracle for a monk or member of a Holy Fighting Order and his Spirit also increases by +1.

A success with Crit Die 09 - 10 brings a Greater Miracle for an ordained priest and his Spirit also increases by +1.

A Failure will mean that the Table Act of Faith Fatigue Cost may be consulted to determine FP costs for vain prayers for a Greater Miracle if the Gamemaster regards it as appropriate to the situation. In its mightiest form, a Greater Miracle is akin to an event like the parting of the Red Sea. The Gamemaster has to exercise discretion but should be prepared to make it spectacular, at least on the order of effects created by MR 9 and MR 10 Magickal spells.

- If the Greater Miracle is invoked for the benefit of a specific person or persons who believe in the religion, each one has a chance of their Spirit increasing by +1 on making a successful **Spirit** AR% with a Crit Die 06+.
- If the Greater Miracle is invoked to convert, those affected will make a **Spirit** AR% roll to test their Belief. Anyone failing converts on the spot on rolling Crit Die 01 - 03. A conversion of a priest of another organised religion or a pagan priest-mage cannot be brought about in this way if he has **SPR** 15+
- Everyone in the area who witnesses the event sees it as being either an undoubted intervention from on High or else a very powerful Magickal effect. Believers are likely to see such an event as miraculous, as the prayers of a cleric called it down. Non-believers will be likely to see the event as a form of magick but might also have their own faith tested.
- Witnesses who are believers and who also succeed in their **Spirit** AR% rolls with Crit Die 09-10 have their Spirit increased +1.
- Witnesses who are not of the same religion must make **Spirit** AR% rolls to test their belief. If they fail their AR and also have Crit Die 01 - 02, they convert. Only non-believers with Spirit 15+ will remain firm in their beliefs. All non-believers witnessing the Greater Miracle will be shaken to the core of their being and will be stunned into complete inactivity for 30 seconds.

Since it is so rarely granted, a Greater Miracle should never be wasted on less than the most serious and important matters that might confront a supplicant in his entire lifetime.

Priestly Magicks: Specialised Miracles

Optional

In fantasy campaigns in which clerics have greater capabilities than *'normal'*, several or all of the following specialised *'miracles'* may be allowed, at the Gamemaster's discretion. While they could be treated as Miracles, they can also be viewed as *'Priestly Magick'*. As such, they are the result of careful preparation of the rituals that are needed to perform them and to call upon the Divine Power so that it will work the desired result.

The various benefits are classed as if they are Minor Miracles, Miracles and Greater Miracles. If the Gamemaster so desires it, these classifications can be used to gauge their effect on believers and non-believers who receive the benefits or who witness them close at hand, requiring a Spirit AR. Also, the following conditions apply to their use as *'Priestly Magick'*:

- A priest or lay cleric must have the Spirit requirement specified for the *"equivalent"* Minor Miracle, Miracle, or Greater Miracle as given earlier.
- The TSC% requirements in the specialised miracle description must be fulfilled for a success to occur. In most instances, the Belief of the recipient is the deciding factor. A cleric's Belief, ability, etc., is usually not enough in itself to create the effect desired. This is an essential difference between 'Priestly Magick' and the Magicks worked by secular mages.
- A cleric may call upon specialised miracles for the benefit of non-believers, substituting his own Spirit AR for that of the unbelieving recipient, but at double the FP cost if a success with Crit Die 05 - 08 and triple the cost if a success with Crit Die 01 - 04.
- A cleric (including pagan Priest-Mages) never takes credit for the success of a specialised miracle and attributes it entirely to the Divinity or Saint to whom he prayed to perform it. To encourage others to accord him any personal credit for the miracle's occurrence or to claim such for himself is sacrilegious and automatically reduces his Spirit and his Belief by ½ until he makes suitable atonement and sacrifice to his Deity! This is another essential difference between Priestly Magick and secular Magick.

- Because of their very nature, the cost of the higher specialised miracles is substantially greater than for most Acts of Faith. The priest or cleric often needs to exert heroic efforts in his prayers and rituals in order to gain the divine intervention sought. Since he not only pays a significant price in FP from his personal store but also exhausts a considerable amount from his share of the Belief Pool of his congregation, he does not lightly attempt to gain such interventions and does so only when the need is great.

Purify Food and Water †

PFF: 35
SC: ..... ¼ Priest's Spirit AR + PFF
Cost: ..... -6 FP from Priest. Recipients offer S1.
Equivalent: ..... Minor Miracle

This empowers a priest to Bless food and water for 1 person x Priest's Spirit so it is purified of tainted materials naturally in it, making them safe for consumption. A success with Crit Die 06 – 10 is required. The AoF takes 1 minute to perform but it will not neutralise poisons, drugs, etc.., but does reveal their presence to a perceptive cleric.

Restore the Faithful ‡

PFF: 40
SC: ..... 2/3 Faith TSC, plus Cleric's PFF
Cost: ..... -9 FP from Cleric. Recipient offers S2.
Equivalent: ..... Minor Miracle

This empowers a cleric in a moment of relative quiet (a lull in battle qualifies), to bestow a special benediction and sprinkle holy water on a believer to restore energy levels. The AoF takes 1 minute to perform and it restores 1 FP x recipient's Spirit. It is limited in that the believer may receive the benefit once per day.

Cure the Wounded †

PFF: 50
SC: ..... ½ Recipient's Faith TSC, plus ⅔ Cleric's PFF
Cost: ..... -18 FP from Cleric. Recipient offers S2.
Equivalent: ..... Minor Miracle

This empowers a priest in a moment of relative quiet to bestow a special benediction and sprinkle holy water on a wounded character to restore Body levels. The AoF takes 1 minute to perform and it restores 1 x ½ recipient's Spirit in Body points, remaining wounds heal in ½ normal time. It is limited in that a believer may receive such benefits once per day.

Neutralise Toxins †

PFF: 60
SC: ..... ½ Recipient's Faith TSC, plus ¾ Cleric's PFF
Cost: ..... -24 FP from Cleric. Recipient offers S3.
Equivalent: ..... Miracle

This empowers a cleric to halt the effects of a poison or drug and *"draw them forth"* from a victim. Alternatively, purify poisoned food and drink for 1 person x priest's Spirit. The AoF takes 15 seconds to perform but it is limited in that it only stops further damage and eliminates toxins so the recipient survives. Natural healing repairs the damage. If a success with Crit Die 04 - 09 stops damage or restores a victim to consciousness and lucid thought by destroying foul chemicals in his system. If a success with Crit Die 10 the recipient gains the benefits as above, but heals in ½ normal recovery time.

Restoration †

PFF: 60
SC: ..... ½ Recipient's Faith TSC, then ¾ Cleric's PFF
Cost: ..... -18 FP from Cleric. Recipient offers S3.
Equivalent: ..... Minor Miracle

This empowers a cleric in a moment of relative quiet to bestow a special benediction and sprinkle holy water on a believer to restore energy. The AoF takes 1 minute to perform and if successful 7 FP + 1 FP x recipient's Spirit in Fatigue is restored. It is limited in that the believer may receive the benefit three times per week.

Cure Disease †

PFF: 65
SC: ..... ½ Recipient's Faith TSC, then 2/3 Cleric's PFF
Cost: -..... 24 FP from Cleric. Recipient offers S4.
Equivalent: ..... Greater Miracle

This empowers a cleric to ensure survival of a very sick person. The AoF takes 10 x 1D10 minutes to perform and is limited in that the believer may receive the benefit once per illness. A Failure means no repetition of the Cure is possible by any other cleric. A success with Crit Die 01 - 05 means the patient will begin to heal and will have fully recovered from the effects of a major illness in 11 weeks - Crit Die result. Minor illnesses will see full recovery in 11 days - Crit Die result.

A success with Crit Die 06+ means the illness runs its course, but it cannot kill nor permanently injure or impair him now that the priest has called upon the healing powers that Faith provides for those who serve the Deity. In the case of incurable diseases (like leprosy) or Magickal *"curse"* diseases (Leprosy of the Tomb, The Mummy's Curse, etc.), the disease will be instantly halted and healing will occur in 1 - 11 weeks, as for any other illness. A success with Crit Die 10 is as given above but the patient only takes ½ normal recovery time.

Heal Grievous Wounds †

PFF: 65
SC: ..... ½ Recipient's Faith TSC, then 2/3 Clerics PFF
Cost: ..... -24 from Cleric. Recipient offers S4.
Equivalent: ..... Miracle

This empowers a cleric in a moment of relative quiet to bestow a special benediction and sprinkle holy water on a believer to restore his Body levels. The AoF takes 1 minute to perform and will restore 7 Body Points + 1 x recipient's Spirit; remaining wounds heal in ⅓ normal recovery time. It is limited in that the believer may receive the benefit only seven times in his lifetime.

Cure Blindness †

PFF: 90
SC: ..... ⅓ Recipient's Faith TSC, then 2/3 Cleric's PFF
Cost: ..... -33 FP from Cleric. Recipient offers S5.
Equivalent: ..... Greater Miracle

This empowers a priest or Sainted cleric to restore lost sight. The recipient will see at normal acuity. The AoF takes 10 minutes x 1D10 to perform and but it is limited in that the believer may receive the benediction once in a lifetime.

Cure Deafness †

PFF: 90
SC: ..... ⅓ Recipient's Faith TSC%, then 2/3 Cleric's PFF
Cost: ..... -33 FP from Cleric. Recipient offers S5.
Equivalent: ..... Greater Miracle

This empowers a priest to restore the power to hear. The AoF takes 10 minutes x 1D10 to perform but it is limited in that the believer may receive the benediction once in a lifetime.

Restore Use of Limb †

PFF: 90
SC: ..... ⅓ Recipient's Faith TSC, then 2/3 Cleric's PFF
Cost: ..... -33 FP from Cleric. Recipient offers S5.
Equivalent: ..... Greater Miracle

This empowers a priest or Sainted cleric to restore full use to a badly damage limb (but not to regenerate a limb that has been amputated). It can also be used to cure general paralysis. The AoF takes 10 minutes x 1D10 to perform but it is limited in that the believer may receive the benediction only three times during his life.

Call Back the Dying †

PFF: 101
SC: ..... ⅓ Priest's Spirit AR
Cost: ..... -48 FP from Priest
Equivalent: ..... Greater Miracle

This very powerful AoF requires great Spirit on the part of the priest. It should not be regarded as a *'Resurrection'*! When a character is injured past all mortal limits (damage at more than negative ½ Body level), the priest has a relatively small chance to *'call back the soul'* of the character before it passes over to the Other Side. The AoF takes 3 minutes to perform provided it begins within 7 minutes + 1 minutes x priest's Spirit after the victim passed beyond ½ negative Body level. It is limited in that only one attempt can be made to call back a victim, failure means he dies. Certain other conditions also apply:

- Body must be reasonably intact and able to survive once the soul returns.
- There is no chance of success if victim's spine was severed, or his skull was crushed, or if the body was massively mutilated, burned, disintegrated, etc.
- Success with a base Crit Die 09-10 is required but modify the Crit Die result by the following factors if the victim was mortally stricken:
- +2 while on a Holy Quest but before completing it.
- +1 before his time (i.e. murdered, accidental death, etc.)
- +1 at the hands of a Demon
- -1 when his time had come (valiantly as a hero, at the end of a Quest, in the service of the Faith, etc.
- -2 from execution for crimes he did commit (no chance!)

Success brings the soul back into the body. Now it remains for the healing arts to help the victim survive, and prompt medical attention may be needed to stabilise the patient's condition and help the healing process to start.

Formal Sacred Rituals: The Sacraments

The Sacraments reflect the essential nature of institutional religious worship in Christendom. Only ordained priests may perform Sacraments. The Sacraments always succeed and are never checked because they are gifts directly bestowed by the Deity. The priest's *'power'* to invoke the Deity through a sacrament rests entirely in his office as priest.

Choosing a priestly vocation includes learning how to perform the Sacraments correctly. However, the candidate is not empowered to perform them until he attains the requisite PFF 20 in the Faith, at which point he will be ordained by his Bishop. Until he is ordained, the priestly candidate can access only those Acts of Faith available to a cleric (denoted †).

Baptism †

PFF: 15
Auto: .....Recipient always receives the benefits
Cost: ..... -6 FP from Priest

This empowers a priest to baptise a convert (or newborn). The AoF takes one hour to perform and includes a Mass.

Benefit: Baptised individual receives the protection of the Faith. Those present all receive a Blessing for 3 days because they renew their own vows of Faith during the rite.

Confirmation †

PFF: 40
Auto: .....Recipient always receives the benefits
Cost: .....-3 FP from Bishop

This empowers a bishop to confirm baptised persons in the Faith and bestow the seven gifts of the Holy Spirit (includes a Mass). The AoF takes 1 hour to perform.

Benefit: All benefits of full membership in the Faith.

Extreme Unction †

PFF: 20
Auto: .....Recipient always receives the benefits
Cost: ..... See Below

This empowers a priest to give spiritual aid and comfort, with remission of sins, and also, conditionally, to restore bodily health to seriously ill believers. It consists in the unction of the body of the sick person with sacred oil.

Note: Both the spiritual and the physical well-being of the recipient is sought.

Types of Extreme Unction are the following:

Last Rites †

Auto: .....Recipient always receives the benefits
Cost: .....-3 FP from Priest

The priest can anoint any believer who is dying, hear his final confession, and absolve him of sins. The AoF takes 1 minute to perform but additional prayers, etc., can extend the time.

Benefit: Believer dies *"shriven"* of his sins and knowing he has made his peace with God (which was very important to medieval people!)

Anointing the Sick †

SC: .....Recipient's Faith TSC%
Cost: .....-3 FP from Priest

The priest can anoint any seriously ill person. The AoF takes 5 minutes to perform but additional prayers, etc. can extend the time. However, it is limited in that a person may only received the benefits once per crisis in an illness.

Benefit: If recipient believes, increase chance of recovery by +1% x priest's Faith skill level (also by +1% per 4 Spirit of recipient if the recipient is of the

Anointing the Wounded †

SC: .....Recipient's Faith TSC%
Cost: .....-3 FP from Priest

The priest can anoint any seriously wounded person. The AoF takes 5 minutes to perform but additional prayers, etc. can extend the time. However, it is limited in that a person may receive the benefit once per 24 hours.

Benefit: If the recipient believes, +1% per 2 Faith skill levels of the priest and +1% per 4 Spirit of recipient, are applied to the healing rate for 24 hours. A success with Crit Die 08 - 10 enables healing at one activity level higher and, if full bed rest, at double healing rate for 24 hours.

Note: If the sick or wounded recipient of anointing is comatose or otherwise in such extremis that he is unable to understand what is happening, the Priest may substitute his own **Spirit** AR%. If the anointing is performed on any non-believer, the Priest can substitute ½ his own **Spirit** AR%, and a success will be regarded by the unbeliever as a true *'miracle'* requiring him to make a Belief test of his own Faith.

Holy Eucharist (Mass) †

PFF: 20
Auto: .....Recipients always receive the benefits
Cost: .....-6 FP from Priest

This empowers a priest to say Mass. The AoF takes one hour to perform and its effects last for 24 hours or until a recipient performs an unlawful or improper act. Benefit:

Believers receive a 24-hour Blessing and, if they take the Eucharist, a special benefit as well (see Attending Religious Services (qv)) to do any task deemed lawful and proper.

- We use Eucharist and Mass to mean any religion's most solemn sacrificial rites. 'Mass' requires a sanctified altar containing a holy relic. Some priests had portable altar stones or altar cloths containing a relic in order to say Mass outside a church.
- A Mass said for a specific individual gives him 7% + 1% per 4 Spirit for 3 days, under the usual conditions. A living person cannot have a Mass said for him more than once a month, and then only to aid in a Holy Quest or to recover from serious illness, wounds, etc. Such a mass can aid even a non-believer who otherwise cannot enjoy the benefits of such rites.
- Celebration of Mass generates an impenetrable protective field around the celebrant and worshippers. No magick and no supernatural being can pass the invisible barrier. If performed on hallowed ground (as in a church), that protection extends to all sanctified ground.
- Mass is a most sacred celebration of the relationship of believers to their Deity. It is not an easy means of casting great protections around a band of menaced characters. Misuse of the Mass by a priest brings serious reductions to his Spirit level. Similarly characters that are believers suffer reductions if they show disrespect for the sacrament.

Matrimony †

PFF: 15
Auto: .....Recipients always receive the benefits
Cost: .....-6 FP from Priest

This empowers the priest to join a couple in marriage and the Rite includes a Mass. The AoF takes between ½ an hour to 2 hours to perform including the Mass.

Benefits: As for Mass, except the married couple enjoys Blessing for 7 days.

Ordination †

PFF: 40
Auto: .....Recipient always receives the benefits
Cost: .....-9 FP from Bishop

This empowers a bishop to hear the vows of a candidate for priesthood and confer upon him his holy office. The AoF takes between one to three hours.

Penance (Confession) †

PFF: 20
Auto: .....Recipient always receives the benefits
Cost: .....-3 FP from recipient

This empowers the priest to absolve believers of sins and to impose penance. The AoF takes 10 minutes to perform.

Benefits: Restores any Spirit lost through acts condemned by religion. Absolution requires true remorse and penance (prayer, fasting, a quest, etc.) as set by the priest.

Organised Religion Versus Magick

Magick and organised religions do not mix. This does not mean that the Church always hunted and killed all those who practised magick. For a large portion of the Medieval Period there was an uneasy truce between the Church and practitioners of magick. Still, Christianity, Islam and Judaism strongly disapproved of magick because magick flew in the face of the Will of the Deity. The same is also true of many religions depicted in fantasy novels.

Any character that follows an organised religion and practices Magick cannot have more than **SPR** 15 for Faith purposes. Devout believers do not dabble in Magick! Practice of the Black Arts is forbidden: Necromancy, conjuring and consorting with demons and Magickally harming the innocent are crimes against humanity and the Deity, punishable by death and everlasting punishment in the hereafter. The Power of Faith can prove to be a thorn in the side of the most powerful practitioners of magick.

- If a Magus is of the same organised religion as a cleric, he may receive religious benefits. He is no different than any other believer, except that his Spirit has a maximum limit of 15 for Faith purposes. (See Page 401 for modifiers to Priest.)
- A Magus does not gain a bonus to spell castings from any AoF. Rather, he suffers a penalty to his Targeting equal to the bonus granted by the AoF for the duration an AoF is in effect.
- A Magus is affected by the penalties imposed by an AoF, no matter what his religion or Spirit may be relative to the cleric invoking the AoF.
- If unwilling to accept the benefits of an AoF, a Magus or any other character may resist with a Willpower roll minus the Personal Faith Factor of the one invoking the AoF.

Canonization & Deification

Optional

Saints and Demigods may come into being when a Personal Belief Pool is created around/or for a person by others in their community. If a person's Current Spirit exceeds 50 then that person will begin to attract followers, awed by his unfailing belief in his deity. If that person maintains a following begins a Ministry, teaching the essence of his religion then that following begins to create a belief aura around the individual. For every Fatigue Point expended by worshippers at the location there is a chance the aura accumulates a Belief Pool. This chance is equal to 1% per FP spent in worship led by the individual at any one time.

The more charged a place becomes, the more likely that it will develop special qualities. Such miraculous powers start to become apparent when a place has accumulated 2,000 full Current Spirit.

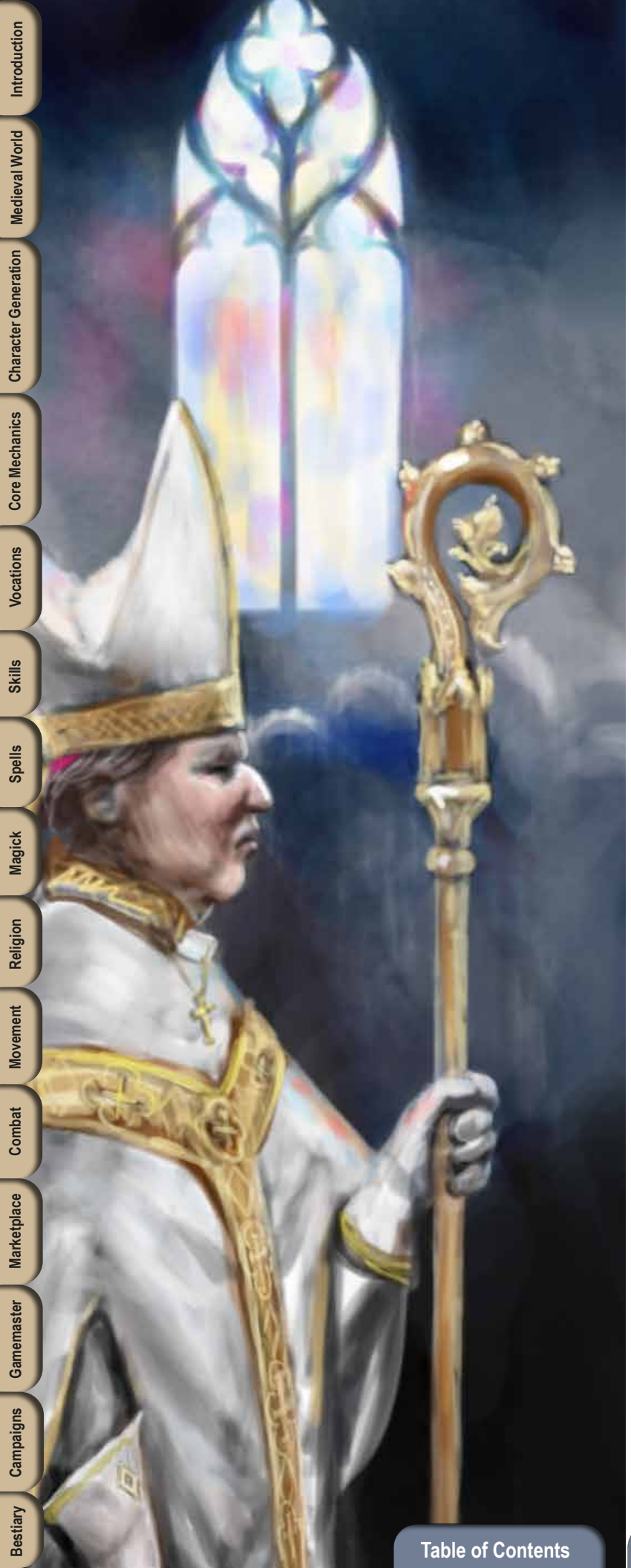
15 followers spend a total of 30 FP worshipping at Father Dominica's Mass on a Sunday. Father Dominica has amassed a Believe point total of 55. The chance that his personal aura may acquire a Belief Pool is 1% x 30 (FP's) = 30%.

When the person dies, that Belief Aura will maintain its consciousness if the number of points available in it exceeds the subject's total life force (i.e. full Fatigue + 1.5 x full Body) at the time of his death.

Canonisation or Deification is merely the recognition and thereby the stabilising of the flow of energy to a Personal Belief Aura. If someone is not canonised or deified, then that belief aura will only last as long as the believers contribute. Every time that Saint is called upon in prayer, then the chance of obtaining a belief point is the same as before. Individual saint's days are regarded as specific points when the saints believe aura is recharged.

A minor deity will *'fade away'* once its last personal Fatigue point in the Belief Pool is used. If the being was officially recognised by canonisation or deification, he will become dormant until someone believes in them again. If not, the being eventually dies forever.

The energy flow may be destabilised if official recognition is removed. An example of this would be St Christopher. He may have been un-canonised but by now he's got such a huge belief pool that it is virtually self-sustaining. Believers will believe and contribute as long as the miracles hold out.



Holy Ground

Optional

If formal worship is performed in an area specifically dedicated to the religion, one thousandth of the total FP spent in worship there will *'sink'* into the area and become a Belief Pool for that area. The more FP accumulated in the ground, the *'Holier'* it becomes. After a time, some areas will become extremely charged. An area is considered *'Holy Ground'* when it has either been deliberately consecrated by a priest (see Acts of Faith (qv)) or it has accumulated 200 Current Spirit through worship there over time, enough to consecrate it.

For instance A local saint's shrine accumulates ten times the FP available for priestly duties per week. The burial place of St Matthias has 6 x 10 x D10 FP accumulating weekly. Roll once for the typical years' average, say the result was 60 x 5 = 375 FP per week for 52 weeks. That is 300 x 52 = 15,600 FP per year. Now 1/1000th of this is 15.6 FP. In 200/15.6 = 12.82 years the shrine becomes Holy Ground solely through the devotions of worshippers who come to venerate the saint.

The more charged a place becomes, the more likely that it will develop special qualities. Such *'miraculous powers'* start to become apparent when a place has accumulated 2,000 full Current Spirit.

Or for instance returning to our local saint's shrine, in 2000/15.6 = 128.2 years, wondrous and miraculous events begin to be noticed in the area around St Mathias's gravesite. Now had the grave been located in a large priory with a large rural congregation also attending, the time period would have been much less: 10 x (6 + 7.5 + 15) x D10 or 285 x D10 FP per week. Using the same x 5 multiplier for the D10, that is 1,425 FP per week or 7,410 FP per year. 1/1000th of this is 74.1 and 200/74.1 = a scant 2.7 years passing before clearly remarkable and miraculous occurrences begin happening at the shrine. In such circumstance the shrine can act as an ordained priest, granting Miracles or other Acts of Faith.

To calculate the Faith of the Shrine, divide the Belief Point pool by 100 to find the PFF. The SC of the shrine will always be 30. Thus a new shrine granting Miracles would have TSC 50% to cast Acts of Faith. Successful Specialised Miracles may only be received once by an individual in their lifetime at a particular shrine. Other Miracles may only be called upon once per year by an individual and can only be requested if part of a specific pilgrimage to that shrine.

Evil Priests

At times a Priest may become enamoured or seduced by the powers that Demons may offer. If such a Priest has the skill Demonology (Was Demon Lore) he has the option to use Faith to invoke Profane Acts of Faith by making a Profane Pact which involves the sacrifice of 10 Spirit Points and the permanent loss of 2 Attribute Points in Base Spirit.

Invoking Profane Acts is carried out in the same way as normal Acts of Faith with the expenditure of both Spirit Points and Fatigue. However with Profane Acts Spirit is never recovered. The only way in which Spirit can be recovered is by making sacrifices during a Profane Ceremony (which can only be done once a week). The amount of Spirit recovered is equal to the creatures Honour x 2.

Should a Priest enter negative spirit he faces the Profane Pact being called upon. If his Spirit reaches a negative value equal to his base Spirit (i.e. minus 12 if **Spirit** ATT is 12) then a suitable Demon will appear to take the poor unfortunate to its home.

Although we describe profane acts of faith as being cast by Evil Priests (priests who have made pacts with demons), there are some mages who will also entreat with demons to gain magickal powers.

In the same way that a priest uses Demon Lore to makes pacts with other entities, so can any individual who has the Faith and Demon Lore skills. They then can use their Faith Skill to enact any of the profane acts listed here.

Profane Acts Of Faith

Cause Minor Wounds

PFF 50
SC ..... Faith TSC%
Cost.....4 FP and 12 Spirit

This AoF takes a minute to perform in what appears to be a benediction. It seems to heal damage but in fact does damage to Body equal to half the recipients **SPR** ATT. It can be detected by a someone with Demonology. If this occurs then the Detectors PSF% is applied as a resistance of the Faith Roll.

Corrupt Food and Water

PFF 35
SC ..... Faith TSC%
Cost.....4 FP and 8 Spirit

Makes any amount of food the Invoker touches completely uneatable, imagine maggots etc.. appearing everywhere.

Slow Spell

PFF 50
SC ..... Faith TSC%
Cost.....4 FP and 12 Spirit

This AoF tires the Target to the point they lose the Crit Die in Action Points per round for 4 rounds. Can be resisted by targets Faith PSF%.

Weakness

PFF 50
SC ..... Faith TSC%
Cost.....4 FP and 12 Spirit

A broad area AoF that affects all creatures within a 20 feet radius circle. It can be resisted by half Spirit AR. If successful the targets suffer weakness and have TSC% reduced by 20% and no Strength or PSF% damage bonus applies to attacks.

Curse

PFF 60
SC ..... Faith TSC%
Cost.....8 FP and 12 Spirit plus Curse Modifier

This AoF invokes the power of a Demon to bring great misfortune to an individual within 30 feet. The Curse will not take effect for Crit Die x 10 days. The Curse can only be removed with an Exorcism. The Curse can be:

Non Fatal Disease By uttering the ritual phrase ***Ashak vul Kalathoth unrak Kashak*** (GM Note – this must be from memory by the player) the target is wracked with a disease that inflicts a negative modifier of Crit Die to all TSC until removed by the Act of Faith Cure Disease. Costs an extra 12 Spirit.

Misfortune By uttering the ritual phrase ***"Ashak vul Unraal ag Ashak"*** (GM Note – this must be from memory by the player) the target is wracked with a disease that inflicts a negative modifier of 10 + Crit Die to all TSC until removed by the Ritual Remove Curse. Costs an extra 16 Spirit.

Fatal Disease By uttering the ritual phrase ***"Ashak vul Talathoth unrak ag Ashak"*** (GM Note – this must be from memory by the player) the target is wracked with a non-epidemic disease until removed by the Act of Faith Cure Disease. Costs an extra 20 Spirit.

Create Poison

PFF 65
SC ..... Faith TSC%
Cost.....8 FP and 14 Spirit plus Poison Modifier

The Invoker uses this AoF to imbue a poison with demonic power. The poison can be introduced to food or drink or smeared on a weapon. All ingredients must be fully enchanted.

Heart Gravel

A brown mixture of a treacle like substance, that after being created, comes to a single drop. After the onset time, the victims blood within his heart starts to turn to stone.
Vector.....Oral
Onset .....10 min
Damage .....9 Body / Turn
Duration ..... 3 Turns
Additional Cost..... 9 Spirit

Formulae: Medusa Blood + 6 Organics + 3 liquids+ 1 Bat Wing.

Umbral Embrace

When created, is a dry black powder and amounts to about a heaped teaspoonful. It is blown into the face of the victim. The effects come on almost immediately, breathlessness and cyanosis turns the victim blue.
Vector.....Inhaled
Onset ..... 1 Turn
Damage .....8 Body / Turn
Duration ..... 4 Turns
Additional Cost.....10 Spirit

Formulae: Black Poppy Essence + 6 Organics + 3 liquids + Boar Tusk = 8 Body per turn for 4 turns

Offends Thee

A powerful hallucinogenic agent in the form of a clear liquid, amounting to a small vials worth. Ingestion causes visions of hellish creatures crawling out of the victims skin. He tries to rip the creatures from his flesh.
Vector.....Oral
Onset .....10 min
Damage .....9 Body / Turn
Duration ..... 3 Turns
Additional Cost..... 9 Spirit

Formulae Black Lotus Essence + 6 Organics + 3 liquids + Wolf Bone = 7 Body per turn for 5 turns (11 Extra Spirit)

Imprisoned Love

Another hallucinogen, a black tar that smells sickly sweet. Once ingested the victim will begin to see a love, trapped inside a solid wall, crying and desperate to get out. He scrapes and bashes his hands against the wall trying to make a rescue.
Vector.....Oral
Onset .....10 min
Damage ..... 1 Body / min
Duration .....30 min
Additional Cost..... 9 Spirit

Formulae Black Rose Essence + 6 Organics + 3 liquids + Ore Hide = 6 Body per turn for 7 turns (12 Extra Spirit)

The White Dance

A white flaky material like snowflakes, this poison, once ingested, sends the victim on a dance. His complexion becomes deathly white and his limbs convulse uncontrollably with muscle wrenching cramps.
Vector.....Oral
Onset .....10 min
Damage ..... 1 Body / Min
Duration .....30 min
Additional Cost..... 9 Spirit

Formulae Arsenic + 6 Organics + blood + reptile bone = 5 Body per turn for 9 turns (14 Extra Spirit)

Earthly Hunger

A bright red gel about the size of an elderberry. Once ingested the victim takes on an uncontrollable urge to eat earth, rocks, nails, spikes etc.
Vector.....Oral
Onset .....10 min
Damage .....9 Body / Turn
Duration ..... 3 Turns
Additional Cost..... 9 Spirit

Formulae Nightshade + 6 Organics + 2 bloods + powdered lead = 5 Body per turn for 10 turns (16 Extra Spirit)

Water Of the Crossing

Produces a clear liquid with a foul smell, once ingested the victim will begin to sweat profusely, cry, pee, vomit and purge all fluid from their body; even bleeding from orifices.
Vector.....Oral
Onset .....10 min
Damage .....9 Body / Turn
Duration ..... 3 Turns
Additional Cost..... 9 Spirit

Formulae Aconite + 6 Flowers + 3 bloods + Wormwood = 5 Body per turn for 12 turns (18 Extra Spirit)

Finger of Death

PFF.....75
SC ..... Faith TSC%
Cost.....12 FP and 20 Spirit plus Damage

The Invoker points his finger at a target within 30 feet and utters the ritual words *"Ashak ul Karak nun Ashak"* (GM Note – this must be from memory by the player) while invoking Demon power. It can be resisted by a targets Spirit AR. If successful the target will suffer Body Damage equal to the amount of Spirit the Invoker imbues into the Ritual.

Summoning Demons

The spell Summon Great Spirit can be used to summon Demons of Rank Malebranche to Demons of Sloth; however, for those of Chevaliers De L'Enfer, The Powers or the Principalities then the spell Summon Greater Spirit must be used.

When using Summon Greater Spirit to summon greater Demons then it is expected that some sacrifice must be made as an offering to the Demon. The level of offering gives a bonus to Influence when entreating with such a Demon. Consider the Honour Value of the offering as a bonus to the Influence, in a similar way to the normal influence rules.

The main changes are that the honour value of creatures without grace points their offerings is divided by 100 (all values rounded), those with grace points their offerings by 50 and if Virginal (without Original Sin) offering by 10. Each additional offering has a greater effect, the sum of the whole offering being greater than the individuals. Each additional offering is worth half again rounded. So if a priest built himself a wicker man and convince 10 young farm girls (value of 1 each) their sacrifice was required, he would not yield 10 x 1 but 1, with +2 for each additional offering giving a total of 19 points.

So if 3 Crusaders of purity (honour / 10) were sacrificed with honour of 30, 40, 60 each. The total value offering would be worked from the lowest honour to the highest. Thus 3 + (4 x 1.5 = 6) + (6 x 1.5 = 9) for a total of 18 points instead of 13. Were these crusaders without purity, their honour would first be / 50 (rounded) giving: 1 +2 +2 = 5 instead of one each if sacrificed individually.

Example

The honour for a Knight with grace is 120 points, the amount of influence bonus gained is 120 / 50 = 2.2 rounded down to 2. Any influence bonus gained from material goods of value cannot therefore be greater than a bonus of 2. (If the knight was a virgin, then the influence bonus would be 120 / 10 = 12 therefore a larger material bonus could be offered.

As with normal Influence rules Demons are always willing to accept offerings of value but these must be ten times the normal value for Powers and hundred times for Principalities. The bonus from such wealth cannot exceed the bonus gained from mortal offerings. Once summoned such demons will respond to the requests from the summoner as per the results of the Influence rules. As stated in the spells the Demons true name must be known. When utilising the influence rules Demons do not use social status, to resist or apply influence; instead they have and attribute called Pride. This is calculated as $\frac{1}{10}^{th}$ of their Honour Points.

The Principalities

Beelzebub

A prince of the Seraphim, just below Lucifer. Along with Lucifer and Leviathan, they were the first angels to fall. He seduces mankind with pride.

Leviathan

A prince of the Seraphim who tempts people to give into heresy.

Asmodeus

Also a fallen prince of the Seraphim, he yearns with desire to spread wantonness amongst man.

Berith

A fallen prince of the Cherubim, He tempts men to commit homicide, and to be quarrelsome, contentious, and blasphemous.

Astaroth

A prince who charms men to be lazy.

Verrine

Also a prince, who gives men impatience.

Gressil

A prince who recruits men with impurity to his worship

Soneillon

A further prince who tempts men to hate

The Powers

Carreau

A prince who tempts men with hardness of heart

Carnivale

A prince who tempts men to obscenity and shamelessness.

Oeillet

A prince who he tempts men to break the vow of poverty.

Rosier

Second to Oeillet who tempts men against sexual purity.

Belias

Prince of Virtues, he seduces men to become arrogant and women to be vain, raise their children as wantons, and gossip during mass.

Being A Gamemaster

The Gamemaster is the general manager of the role playing game, he oversees all the factors that come into play. It falls to the gamemaster to make the preparations, set the scene add the flavour and control the characters advancement through the stories he is going to tell.

To be a gamemaster one must of course know the rules of the game well, for all the other players will look to him for judgment calls on what happens when things get complicated. He should be impartial and fair, he should always have these things in mind when being a gamemaster: *'Is it fun, does it advance the story, is anyone being left out'*?

He should be ready to take on a sizeable workload, for the gamemaster is responsible for creating and populating an entire world for his players to explore. Once he has achieved a satisfied state with his world preparation he must then craft the stories and the actors within them. These NPCs are the method of delivering the story he is going to tell with the cooperation of his players and their characters. All of this demands that he exercise great imagination as well as a grounded sense of what his world is like and the theme of the stories. A sense of the place being alive, living and growing will enhance the enjoyment and the degree to which the players can contribute to the world.

When creating the world and the people within it, the gamemaster must take the time to explain the intricacies of his creation. What are the do's and do not's of his world, are there strange customs a players should know of. While making things different is fun, going wild can be hard for a 21st Century to keep up with, make sure your fantasy is believable and stick to the rules you make for your world. Consistency is very important to players who have to make life or death decisions for the characters and have to do so from the knowledge you have passed on. They must have a stable ground to make their choices on, what works today should work tomorrow; unless there is a very good, fun and interesting reason why it doesn't.

The primary role of the gamemaster at the table is to be a storyteller, if confidence allows he will voice his NPC's and give them memorable characteristics that the players can remember. He will respond to the actions of his players, gently taking them down a path to adventure and enjoyment. That is not to say that players will have everything their own way. Adversity is sometimes the best teacher and one of the most common starting places for stories to begin.

His secondary duty at the table is to keep accounting of the events and the trials and troubles of the characters. What they have done, who they have made friends with, their enemies, loves and hatreds. All this is important for in these details are the little actors on which his next big adventure will grow. Having reoccurring NPCs is essential to the players for them to have the sense that what they do makes a difference in the world. If noting changes and everything resets they will quickly become bored and wonder why they bothered.

While it is true that being a gamemaster is a great responsibility with lots of work. It is also true that it is an immensely satisfying experience.

Becoming A Gamemaster

When you take up the mantle of being the gamemaster it is clear to all that you have a tremendous level of power; literally you have the power of life and death. The old adage from John Emerich Edward Dalberg-Acton, 1st Baron Acton, 13th Marquess of Groppoli *"Power tends to corrupt and absolute power corrupts absolutely"* certainly has the chance to be true here.

Your main goal in wanting to be a gamemaster should be, attempting to entertain your friends by presenting them with a fascinating new worlds to explore with a genuinely fair chance of success and glory. What their characters do should matter in your world.

The Referee

In your role as the referee of all things at the game table you should take on this role as an impartial referee seriously and try to keep personal interference out of the game at all times. Never regard fantasy role playing as a kind of contest, in which, the Players and their Characters stand to *"win"* something from the game. Apply the rules equally to the Player Characters' actions and to his own actions in the role of Gamemaster, or as player of his actors (NPCs and Monsters). He should display insight, skill, and common sense to know when and how to apply the game systems so that the result is generally appropriate to the situation developing out of the role-play. Be prepared to inventive and *'fine tune'* the rules and game systems by changing them slightly, or even by replacing them with others of his own design or else borrowed from other games.

There is something eminently fair about such an approach. As a Referee you will often *'wing it'* without consulting the rules or using the game systems to determine many things happening in the game. Most routine events would likely take a certain course any way, so depend on your own judgement. However, at all crucial points in the action, you still pull out the rules and depend upon the dice to make the final decision. If a Player gambles and loses, and his Character is lost, so be it, fate has spoken. When its the turn of one of your actors, then it's his turn, so long as rules remain equal for both parties.

The Storyteller

As a storyteller you will have the desire to spin out a lengthy tale of heroic proportions. You will be a lover of role-play in the most complete sense of the term.

As a storyteller you should see the rules as existing to give some objective method to predict the outcomes of various actions chosen by the Players and by the actors he plays (NPCs and Monsters). More than anything he will regard the rules as being general guides to play and accepts the possibility that a rule cannot always cover what anyone is trying to do in a given situation. He therefore retains the right to change the odds in favour of the Players to meet what he believes to be appropriate in the circumstances.

He values role-playing for its own sake and delights in the Players who really get into their Characters and act like the people they are pretending to be. After all role playing is pretend and make-believe at its finest. As he has a sense of story, the storyteller often allows the Players to get away with things that would be counted as fatal errors. If an outrageous move is carried off with panache and style, he will pause and consider its value in furthering the long-range goals he has set for the scenario. If the idea is going to lead to something better than he himself had planned for, the Character are allowed to succeed where the game systems themselves might hold out a high chance of failure.

The idea here is to promote fun and excitement for all. If the role-playing is in character, and the effect of a Character's role-play promises to be interesting, taking the story to some un-thought of scene it may take precedence over the rules.

The Primary rule recognised is in the form of a question: Did the decision further the enjoyment of the group or not? Everything else is subject to the ultimate ruling of the fair-minded Gamemaster.

There is nothing wrong with giving the benefit of the doubt to a Character when it furthers the story and does not bestow upon the Character a significant and lasting advantage over anyone.

Put simply, the storyteller believes in Fate. He therefore tempers the rules with mercy. This Is not favouritism, just mercy that allows a Character to be *"shaved closely"* while escaping to fight yet another day. The storyteller accepts his almost godlike powers for what they really are. He understands that his responsibility and first duty is to his friends sitting around the table, not to a set of rules and the idiot rolls of the dice. What will entertain? What will improve on the scenario? What will be best remembered and talked about later on?

Don't think that this is a perfect tale, Characters are still going to die in the storyteller's world. They die because everything is cast at a heroic level, and true heroism demands the taking of great risks by facing dangerous adversaries. Characters are taken to the brink of extinction again and again without engineering their deaths for the slightest mistakes. At such times, use your skills as a role-player to extend to the Players a chance to *'talk their way out of trouble'*. That makes for a remembered life, and perhaps remembered death, something a Player can look back on with some pride

Fairness, then is really giving the Players a run for their money, the very best in excitement and entertainment that the Gamemaster can deliver. Anything less is simply not enough.

Mastering the Rules

The first task facing any Gamemaster is to come to terms with the vastness of the **Chivalry & Sorcery** rules.

First, simply skim over the rules. Best not try to absorb everything at once! You cannot begin to put the whole picture together until you have an idea of what you have to work with and what you personally intend to do with your own campaign.

Once you have a general overview, it is time to read the rules more carefully, this time with an eye to what will help you set up the kind of fantasy campaign you want. At the same time, you should have some idea of what stories you want to tell and the atmosphere / theme of your campaign.

Once you have settled upon the kind of fantasy world that you wish to create, the rules will begin to fall into place for you. Consider the tasks you have and the order you will have to perform those tasks. If you tackle things in order, you will find that the problem of understanding the rules will largely resolve itself into modular stages, learn and master the rules, as you need.

Stage I

Design the world in broad terms, mapping out, giving it a history and social background, deciding what will happen in it; the events that lead up to your first story you are going to tell as an adventure for the characters. As **Chivalry & Sorcery** is a Medieval game, the rules required here are those concerning design of feudal baronies and nations, those covering social organisation and behaviour, For ease and simplicity you could consider the *'Marakush Campaign'* which is produced for **Chivalry & Sorcery**.

Stage II

Time to decide on specifics, such as what Mage (Wizard) types will be allowed in the campaign If any, which Monsters will be used or set aside, etc. Only as your view of your world becomes clearer will your need to familiarise yourself with specific areas of the rules increase. Always remember that the rules are meant as guidelines, not straitjackets.

Stage III

The section on Character generation becomes important once it is time think of your actors in the world, decide what races and vocations are available for play. Assess the capabilities and roles such Character Races you have in your world. If you happen to think that Elves are too powerful and too difficult for Players to handle properly, relegate them to NPC (Non Player Character) status or eliminate them from the game completely. A close look at the Non-Player Character statistics/profiles will be of considerable use at this time because they give a general impression of the relative capabilities of the various Races and these can be compared to those of the Monsters and Beasts in the Monster profiles.

Stage IV

At this point you are populating your world with specific personalities and you will need to consider your first scenario. For the beginner we recommend commercially produced scenarios designed for introductory campaigns.

These give guidelines on what components go into a scenario, the NPC's, the story-line, encounters etc. By reading through a scenario such as this you will understand how the story-line develops and what encounters are around the comer.

Stage V

By now you should be ready to meet with your Players and introduce them to the game. Help the Players to design their own Characters this should reinforce your own understanding of the systems and assist you to make improvements in your own NPC designs. Hopefully, by this time, things have progressed so are familiar with common actions covered by the rules, movement, fighting, acquiring and using skills, etc. Therefore you can explain these rules and the concepts of combat and magick to your Players.

Hopefully there will be a few of your Players who also have acquired the rules, let them assist in helping everyone understand how things work in the game. Maybe you could take several practice sessions, in which combat or magick casting or enchanting are played through in order to establish your standard way of doing things, such that everyone is working from the same baseline of understanding.

Such preparation will acquaint you with many of the commonly used rules hopefully this will mean that you will rarely need to look up such things leading to you handling routine matters without bothering to look them up at all. Do not forget that some Players might regard the rules as a kind of *'Bible'*, a form of protection against the arbitrary behaviour of other Players and the Gamemaster. So stopping play for a moment to look up a contentious rule might save a lot of time later. Always inform Players beforehand if you have made any changes in some basic rule in the game or have added a rule of your own.

We are not saying that you have to announce that a Monster or weapon or trap not documented in the rules is lurking around the next comer. That type of *'surprise'* is a legitimate part of your campaign and Players should learn about them the hard way. But or example, say you have devised an alternate method of combat, or a new way of casting spells, have to inform the Players so that they, know and can use the rules to potentially keep their characters alive.

World Creating

If you are creating your own world, rather than playing out stories from a purchased Campaign, you must take on the role of a divine entity. Firstly, you must recognise that all the rules and systems governing the creation of a feudal society in **Chivalry & Sorcery** are presented as general guides. A lot of changes can be made without doing real damage to the rest of the rules as a whole.

Many of the world building rules are in the form of background information and suggestions, intended to help understand feudal societies, and the way in which such people think and act. The idea is to develop an atmosphere of life in the fantasy world, a realistic feel to it, not to simulate a literal feudal culture right out of history.

Players cannot be expected to *'behave in character'* if the world of the fantasy campaign has no definite social and cultural elements to offer. Atmosphere and customs, manners and traditions and all the trappings of a society are required for this to work well. Should more details be needed on this we recommend William Stems Davis' *"Life on a Medieval Barony"* (Harper & Row, New York: 1951).

Commonly a Gamemaster may also have a specific work of legend or fiction in mind as the general setting for the campaign. When inventing your own unique world, it is wise to make some notes to cover essential features of life in that world. These can be shown to the Players as a general introduction to the world their Characters were born in.

World design systems in **Chivalry & Sorcery** are themselves a generalisation of the basic features of most feudal societies. No single nation in history is presented. There is a strong element of historical accuracy present, but also purely imaginative elements such as the worlds of King Arthur, the Charlemagne epic, the White Company, Ivanhoe, and a host of others.

Depending on if a strongly historical or a romantic/ legendary world is developed, you must decide what period the campaign is set in. This leads to details of dress, weaponry, armour, equipment, and even skills that might be available. Concerns for historical accuracy is not needed. A basic rule is do not feel that you must be absolutely faithful to what actually was.

It might be asked at this point why **Chivalry & Sorcery** is played in a feudal setting.

The broad outlines of feudalism underlie a vast number of fantasy worlds of fiction and legend. By beginning with known elements, a coherent and sensible world can be created for role-playing. While it was pointed out that rules are necessary to govern any game, rules also prevent the action from getting out of hand and stop everyone, Players and Gamemaster alike, from forgetting that it is a game.

Role-playing is not a simple activity. It takes more than rolling dice to summon up a monster or find out if a sword hit home with devastating effects or a spell brought down the castle gates. Role playing means trying to become in one's imagination a totally different person.

Role playing involves Characters and Non-Player Characters interacting with each other, doing business, co-operating and sometimes fighting alongside or against each other. There has to be rules to govern all of these activities.

Develop a world view that includes just enough of a social order that there is something to measure conduct by. Remember that some of the greatest adventures in fantasy are often based upon conflict of the Hero against society.

Developing Scenarios

Now you must tum to the problem of designing an adventure for the players, a scenario for them to act out. There is no script or set actions for the players only a direction and stops along the way to a finale.

The *'scenario'* is an outline of the adventure, in which a group of Player Characters attempt to accomplish some goal. This should be fairly open, while specific feels better in design, in practice it will limit your creativity and ability to adapt to the players actions.

Of course everyone has heard of the classic scenario, the raid on a dangerous *'Place of Mystery'*. This is some sort of mine, a tower or castle - usually haunted. They are the stock setting for such adventures. The idea being to explore and penetrate the defences of the place in order to loot It of some treasure or to retrieve some important Magickal item. Hopefully before perishing at the hands of the guardians who invariably lurk in the shadows.

Another type of adventure scenario is the trek through some wilderness, such as the questing of the Arthurian Knights. These adventures are far ranging, and offer unlimited opportunities for the Characters to interact with a wide variety of NPCs and Monsters, both friend, foe and foil.

Probably the easiest is the mission approach. In such scenarios, the action begins in a settled area, with the Characters all gathered together in the same place. Suddenly, it happens!

The Princess has been kidnapped and is being held for ransom. Invaders suddenly besiege the castle, and someone has to go for help. His enemies have captured the King, but his evil brother wants the throne and is blocking the collection and transport of the ransom. A dragon is terrorising the outlying villages and is reported to be moving toward the capital. A band of robbers is carrying out its depredations on the King's Highway. The local authorities, on what appear to be trumped up charges have arrested a friend, and he's heading for a certain hanging.

The bottom line is that someone must do something about this, and it falls to the characters to be the heroes of the day and step forward.

The situations will instantly be recognised as typical of stories. The advantage to developing such scenarios is they all give the Players a definite goal to achieve. The disadvantage is that the same Players cannot tackle the scenario twice.

Mission scenarios are recommended when time for design is limited as they are far quicker to prepare than the often monumental designs needed to develop a comprehensive and long-lasting scenario.

Running A Gaming Session

Preparation

We can not present to you any hard and fast rules for running a successful role playing session. Each is faced with creating their own personal style, one with which they is most comfortable. The Players also have a considerable effect on the game, their personalities, what they enjoy might be each be different and you therefore you will have to include elements to keep them happy and returning to the game table. After the world of the fantasy campaign has been designed, and an initial scenario is ready, the Players must choose their Characters for adventure.

Character Development will be needed, here is where the Gamemaster assists the Players to generate a character for the campaign. Once each Player has a Character you can start the introduction of the scenario. It is advisable to have players generate more than one character for the campaign world at this session. This way they can poll varied characters available within the campaign setting for the players to chose depending upon what role other might have the urge to play or to fit the circumstances of the scenario being presented.

Interaction

Preparations completed, let the adventure begin! Adventures progresses by the will of the Gamemaster telling each what is happening. Physical actions, maps, diagrams, and miniature figures should be presented to supplement the descriptions and make them clearer.

Players should be informed what is happening around their Characters, descriptions need to be detailed enough for them to make good choices. If you don't tell them about the fallen tree across the chasm, how can make good choices of how to proceed. Always keep in mind what the Characters should be able to sense and know; sense are important to use in the game. Smelling Orcs coming adds to the feel of realism. Hearing the dragon snoring, it all make things come alive to the players imagination.

Sadly, all too often, inexperienced and secretive referees forget that a person can take in an entire room at little more than a glance. In a time of possible danger, senses are heightened, and people will be alert for anything suspicious, something which catches his attention. Not everything needs to be described, if something significant could be sensed and recognised as important, a Character would likely perceive it.

Following this simple rule will prevent a lot of those situations in which a Character falls victim to something obvious simply because the Player had not asked a question about it. He really should not have to! His Character, being in the imaginary world, would likely have noticed it instantly. However, if there is a chance of missing it, then you might consider a roll of the dice, using a skill or attribute at some odds or other to determine whether or not the Character did perceive the thing.

The Players will respond to the descriptions by stating what their Characters are doing and either saying or acting out the situation at hand.

Players are free to ask questions so as to obtain information about surroundings or the events and personages confronting them. Answer with additional details, clues, and perhaps even irrelevant facts perceived by the Characters things that have no bearing on anything important should you wish to give them pause for thought and cogitate upon extracting the irrelevant from the important.

Be aware though not to let players ask for information beyond the reach of their Characters' current level of understanding or their ability to perceive. What lies behind the door is unknown to those who do not have the means to divine such things. Often players will have knowledge from their 20th century education that their character would not have. It comes down to a simple truth, the Characters are not their Players, and thus they may be ignorant of things the Players would know to ask about.

Only things that are stated verbally or in writing are assumed to have happened. Work on gaining a strong sense of honesty and fairly good memories.

For example, a Character who has a knife in each hand cannot draw his sword unless he does something with one of the knives, either drop it or throw it.

The Gamemaster must watch out for the things that the Characters are doing which alter their perspective on the action.

For example, if a Character turns to follow the movements of an enemy, he might not see another foe lunging at his back.

In action sequences, the use of miniature figures greatly aids everyone in seeing instantly what is happening all around the Characters and others in the situation, and avoids long disputes about who could or could not see what.

Dialogue - what the Characters and NPCs/Monsters actually say.

It can be argued that anything a Character says must be in character and will have an effect on those overhearing his words. Thus if one is asking some directions of another, for instance, the manner of address and the tone of voice are very important. A cocky commoner responding to the question of where the nearest inn is located might find himself beaten black and blue by the outraged Knight so rudely addressed, or worse!

Inexperienced Players often do not understand that ideas about equality and individual freedoms were, and still are alien to some cultures besides our own. A few such lessons might teach them manners.

Chivalry & Sorcery has long had the *'rule of the expert'*, where some Gamemaster forbid reference to many sections of the rules before the Characters carry out an action. This means no Player is allowed to look up something to refresh his memory about a spell or monster or whatever. This approach is best used when a playing group is more than just familiar with the rules, it again tries to emphasise role playing in character. Since when does a fighter look in a rulebook just before deciding which weapon to draw? Only when combat is joined will the appropriate tables and charts be consulted.

Role Playing the Others

The most important tasks a Gamemaster has is bringing the Non Player Characters (NPCs) and the monsters to life. He plays the part of all the actors in the campaign not under Player control. If he is experienced he may speak and act in character for at least the major members of the cast under his control.

The NPCs fall into several categories of complexity and depth of role-play, with Importance and personality development, which are equivalent to actors/personae on a stage.

Extras

These have little more than walk-on parts to play. They are the non-combatants who populate the world they deal with the Characters in small ways, such as the peasant standing by the road who points the way to the castle; the wine merchant who tries to cheat the group by selling poor grade wine at vintage prices; etc. When one of these gets in harm's way, he is usually doomed.

Rabble

A bit more able to put up a fight and represent the ordinary men in the ranks. Their main purpose is to get killed valiantly joining the Adventures or fighting against them in desperate combat. Like the Extras, they are faceless personages, limited character development, so far as a specific trait is important to advance the action.

Minor NPCs

Such personalities are much like the Player Characters they have a background and character to suit the part they play in developing the story. The more important the part to, the more the you will put into designing such a personality, to help both you and the Players understand the place this actor has in the unfolding story.

Personality NPCs

The major figures may be developed in considerable detail evidencing qualities and talents which may surpass those of the Characters. Personalities are those who have achieved importance in the campaign, such as great heroes, villains, lords, mages, etc., people with whom the Player Characters must deal with in one way or another, as friend, foe or foil.

Monsters

You will also have to control a wide variety of monsters. If possible these should also be given personalities, they can be rated in much the same fashion as standard NPCs, especially if they are intelligent creatures. Always be open to allowing other motivations than kill. Take this route in your interactions and you will discover many excellent opportunities for good role-play. What to do with an Orc merchant who has just been robbed by a group of Haeflin brigands. Does this demand justice? Especially if the group of characters includes a Knight who has sworn an oath to god to uphold justice and to protect the weak.

Beasts

Animals that populate the medieval world have a greater importance than they do in our techno 21st century. Understanding of animal behaviour is advantageous as not all wolves are ravening members of a pack, out to fight to the bitter end. They are clever, patient, stealthy, tactical; they are cunning intelligent creatures who assess the odds before making attacks. Judge these things wrong in their wild world and death is assured.

Long Range Perspective

Unlike most other games, your **Chivalry & Sorcery** game is unlikely to end after a single session. It will be an ongoing activity, that can span years or decades in game time. Player's can develop an autobiographical story of their characters, if played skilfully and have a long life in the story world you have created. This means carefully calculating the long-term impact of any developments in the campaign.

Imagine the effects of allowing Players to develop gunpowder in a campaign set in the 11th Century, i.e. King Richard the Lionheart leading the third crusade with Muskets.

It should be understood that Characters grow in skill and talent over time, the are then more formidable opponents. The challenges they have to face should be increased proportionately, so that there is always a sense of danger and uncertainty in their minds. If it's too easy then they are not really playing heroes, they're just doing a days work.

Characters may fall into situations, which are beyond their ability to handle. In such cases, exert your skills to make sure that a resolution can be arrived through skilful play, brave and decisive action. Never devise a story that is a certain death trap, particularly if there is a possibility that a Character or group of Characters could fail into an impossible situation by an accidental bad roll of the dice.

If such an occurrence happens, say the group meets up with the Demon who can blot them out in wink of an eye, make sure that there is a way around or out built in, so that they can run like hell.

The introduction of *'Super weapons'* and *'Invulnerable Armour'* can be done as long as they come with a condition on their use. Often in stories the idea behind the Magickal weapon or Magickal device lies in the mission concept of stories of legend. So some weapons exist for specific purposes, they may be delivered into the hands of a hero in order to see him through a challenge; once the challenge is over, so is the character's ownership of the super weapon.

In the Anglo Saxon epic, Beowulf, the hero sees a Magickal sword on the wall of the undersea cavern in which the dread Sea Hag is fighting him. He slays the troll wife with the weapon, then cuts off the head of her son, Grendel. When the deed is done, the blade of the weapon melts away with the blood of the trolls. It is a banesword, designed to kill such terrible creatures, but destined to be destroyed even as it destroys the evil it was created to vanquish.

These powerful Magickal items are placed in the earth to provide aid, when mere human powers are not enough. A good story may plant a number of such items along the way, each perhaps to be won through some encounter and to be used in an inevitable encounter foreshadowed by the weapon itself.

The Wider World Out There

Do no forget that there is an entire world out there. That world goes on day to day, often oblivious of the existence of the Player Characters except when their actions intrude upon the daily routine.

As your campaign grows and your conception of the world becomes more clear and detailed, the broader events and movements in the world's history will assume a life and purpose of their own. There will be wars, barbarian raids, depredations of bandits or monsters, revolutions, religious movements, plagues, famines, and a host of other events, either by accident or deliberate choice.

Provide news of new regions and facets of the world, Edicts and terrible actions come to attention, deaths and marriages can bring massive changes to a campaign world and the characters had no involvement. This dramatic method invites the Players to become caught up in new adventures, with fresh opportunities for glory, loot, and whatever else they might be seeking.

The more your campaign grows to encompass, the wider elements of the world the more you will need to develop the sense of a living, sensible world with its own stream of events happening from day to day. This is why **Chivalry & Sorcery** concentrates upon the simulation of an actual documented segment of history and fantasy fiction, the feudal ages. The Marakush campaign setting provides a High Fantasy alternative world, by having a coherent social order to build on.

The value such a world has, for long and enjoyable FRP gaming, cannot be overstated.

Awarding Experience

One of the jobs that the Gamemaster has to do is the awarding of experience. It is through such awards that characters advance through the game, allowing them to grow, improving their skills and knowledge. To assist the Gamemaster we give here some guidelines on such awards. The rules below cover the experience awards a Gamemaster gives at the end of the gaming session. These are not meant lo be the final authority, just basic guidelines on how much experience should be awarded for any given task.

If you as a Gamemaster have different ways of determining experience, by all means go ahead and do so. Refer to Table- Experience Awards to get a basic idea on how much experience to award for a particular circumstance.

Role-play Task	Experience Award (Exp)'
Roll Playing In Character	0% - 5% Exp Bloc/Adventure
Surviving an Adventure	1% - 5% Exp Bloc
Completing a Minor Quest	20% Exp Bloc
Completing a Major Quest	100% Exp Bloc
Finding a Magickal Item	25-100 Exp
Bonus to Mages	10 Exp x rank of spell not known
Success with a Needful Skill	3 Exp x Crit Die Result
If Skill is a Primary Skill	4 Exp x Crit Die Result
If Skill is a Mastery Skill	5 Exp x Crit Die Result
Learning by Trial and Error	5% Exp to learn Skill for each success
	+ 75 Exp for a Critical Success
	+50 Exp for a Critical Failure
Successful Spell casting	3 Exp +3 Exp x Crit Die
Successful Act of Faith	3 Exp +3 Exp x Crit Die
[1]All Awards are In Accumulated Experience	

Table - Experience Awards

The term ·1 % - 5% Exp Bloc· means award 1 % to 5% of the Bloc of experience required to attain the next Experience Level.

Adventure Awards & Experience Blocs

Adventure awards are calculated at the conclusion of an adventure or minor quest. On long adventures the Gamemaster may prefer to give this award more than once, since it took a longer amount of time to complete. The Gamemaster can either give the award at a breaking point, such as when the characters perform an important task, or keep a running total and give the experience to the group at the end of the quest.

Adventure awards are based on the *'Bloc'* of experience a character must transfer from his Accumulated Experience to his Total Experience pile to rise from his current experience level to the next. From now on, we will refer to this as an Experience Bloc or a Exp Bloc.

Level	Exp Bloc	5%	4%	3%	2%	1%
1 - 4	5,000	250	200	150	100	50
5 - 7	10,000	500	400	300	200	100
8 - 11	15,000	750	600	450	300	150
12 - 14	20,000	1,000	800	600	400	200
15 - 18	25,000	1,250	1,000	750	500	250
19+	30,000	1,500	1,200	900	600	300

Table - Adventure Percent Award

To save Gamemasters from unnecessary mathematics **Table - Adventure - Awards** shows the points given at the various levels so that a Gamemaster only need to determine what percentage the character should get for that particular adventure.

For instance a second level character needs 5,000 total experience to advance from level 2 to 3. (From 10,001 to 15,001.) Therefore, if the Gamemaster awards him a role-playing session award of 3%, he would receive 3% of 5,000 (150 Exp) to put in his character's Accumulated Experience pile.

Role Playing in Character

This award is potentially the most controversial one, which a Gamemaster can give, as it involves a somewhat subjective evaluation of how well or how badly a player role-played his character in a gaming session. However, there are some touchstones that can guide you when making the award:

5% Exp Bloc

Awarded for excellent performances, which enhance the entire FRP experience for everyone present. The player consistently tries to role-play *'in character'*, paying attention to the personality and background of that character in both the dialogue and what the character does. He carefully differentiates between what his character says and thinks and what he is himself saying and doing as a player so there is no confusion as to who is whom. The character evidences special traits and identifying behaviours (favourite sayings, habitual tendencies, even an accent, if called for) which distinguishes him and make him into a person in his own right.

4% Exp Bloc

Awarded for good to very good performances. The player usually role-plays in character, with occasional slips but nothing serious.

3% Exp Bloc

Awarded for average performances. The player attempts to role-play but experiences lapses or else puts in only an average performance. From time to time, the character says and does things the way a modern person would rather than someone coming from his own time and place does.

2% Exp Bloc

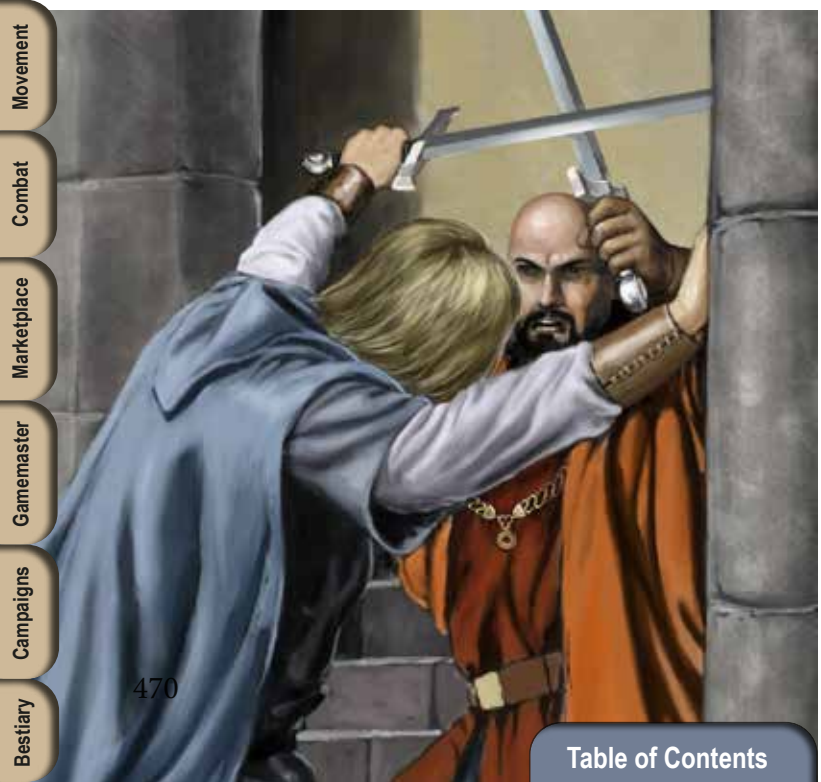
Awarded when the player only superficially role-plays his character. He often is out of character and tends to fail to differentiate between himself and his character. Frequently, the character behaves in a manner inappropriate to his personality profile and background in the campaign.

1% Exp Bloc

Awarded when the character is barely role playing his character. He may make the slightest effort, but not much more.

0% Exp Bloc

Awarded when the player is routinely out of character and is clearly making little or no attempt to differentiate between himself and his gaming personality. Such players need assistance with their role-playing styles and should be helped out by the Gamemaster and other players to improve.



Surviving An Adventure

This award is given when the players have managed to get their characters through an adventure that has offered dangers they either have to avoid or else confront and overcome. Depending on the degree of danger involved and the active part individual characters took in resolving the problems or facing the dangers, variable awards are given.

The standard 1% - 5% Exp Bloc is given for surviving. The lower awards are given to characters who play a minimal role in the action, while the higher awards are given for taking on the brunt of the responsibility for ensuring the survival of the group (and for laying one's hide on the line when doing it). Typical awards are 3% ExL. (Mages, Priests, and Scholarly Adventurers receive no more than 3% for surviving a gaming session and receive an average of 1 % worth a minimum of a 0% Exp Bloc awarded.)

Completing A Minor Quest

This award is given when the player characters succeed in the mission that they have been assigned for the adventure scenario. Typically, a number of gaming sessions are required before they can fulfil the *'victory conditions'* set for the entire adventure.

This is awarded in a similar way to session experience award. However, 20% of the Experience Bloc is given to the character. Mages, Priests and Scholarly Adventurers earn less experience while adventuring due to their cloistered vocations, therefore they earn only a 10% Exp Bloc award. To simplify the bookkeeping for the Gamemaster Table - Minor Quest Awards is provided.

Level	Exp Bloc	20%	10%[1]
1 - 4	5,000	1,000	500
5 - 7	10,000	2,000	1,000
8 - 11	15,000	3,000	1,500
12 - 14	20,000	4,000	2,000
15 - 18	25,000	5,000	2,500
19+	30,000	6,000	3,000

[1]Experience for Mages and Priests

Table - Minor Quest Awards

Completing A Major Quest

This award is given when the player characters succeed in fulfilling the "victory conditions set for an important mission which involves a considerable amount of campaign time and which has great significance for the part of the campaign world they are in. During this time, they may have accomplished several minor quests along the way.

This should only be awarded for the greatest deeds of valour, such as slaying the terrible dragon that ravages the countryside, or destroying an evil artefact, or saving an entire Kingdom from ruin and disaster. The award is 100% of the experience Bloc for the Characters level.

Again since Mages, Priests and Scholarly Adventures are more geared towards studying than adventuring, they only receive a 75% Exp Bloc.

To assist the Gamemaster, Table - Major Quest Awards is provided.

Level	Exp Bloc	100%	75%[1]
1 - 4	5,000	5,000	3,750
5 - 7	10,000	10,000	7,500
6 - 11	15,000	15,000	11,250
12 - 14	20,000	20,000	15,000
15 - 18	25,000	25,000	18,750
19+	30,000	30,000	22,500

[1]Experience for Mages and Priests

Table - Major Quest Award Table

Finding A Magickal Or Holy Item

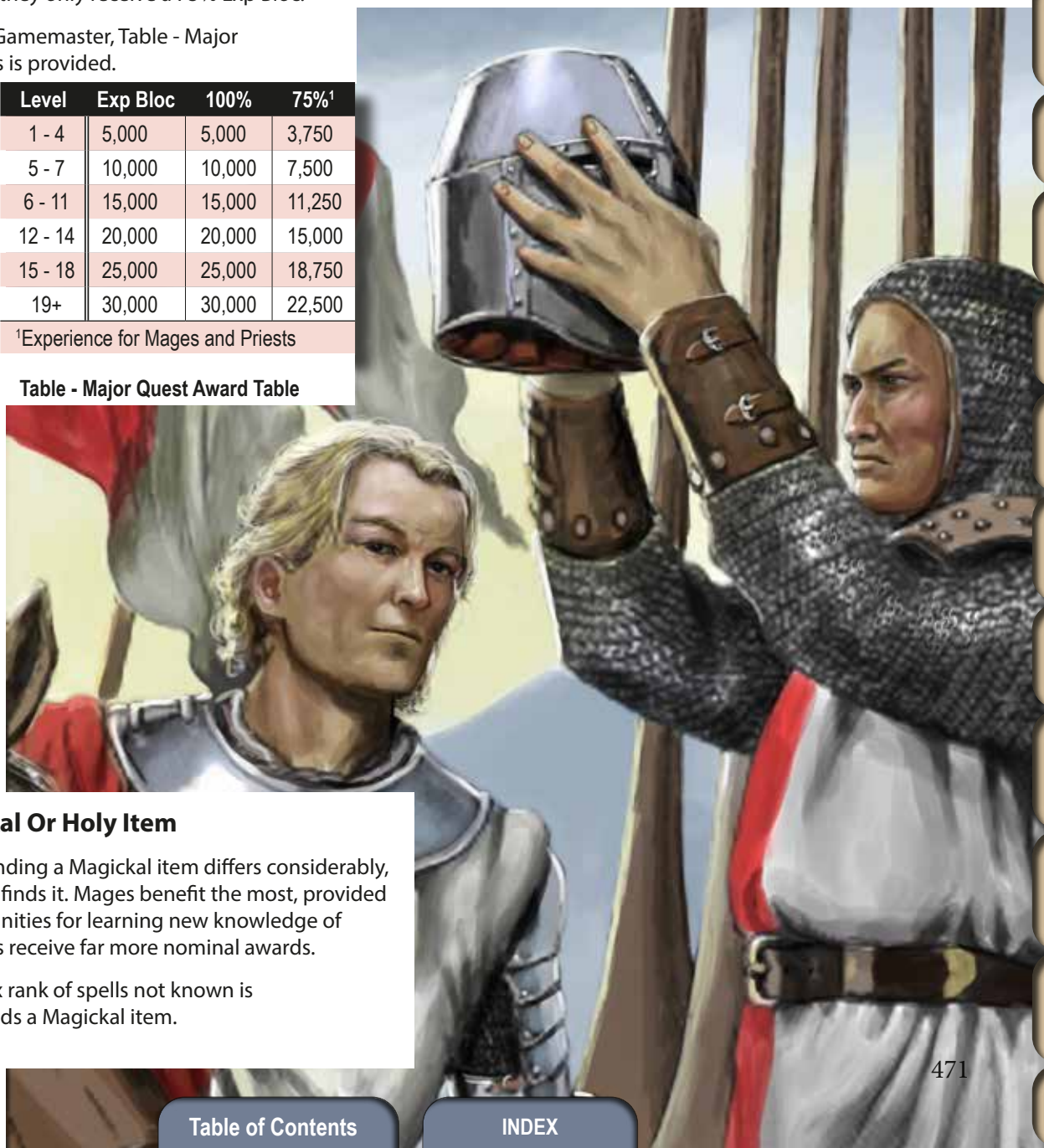
The award given for finding a Magickal item differs considerably, depending upon who finds it. Mages benefit the most, provided that there are opportunities for learning new knowledge of their Craft. Non-mages receive far more nominal awards.

An amount of 10 Exp x rank of spells not known is awarded to a Mage finds a Magickal item.

For instance A Mage discovers a Device of Power which contains 9 spells, 5 of which he does not know. These unknown spells are ranks 1 , 1 ,4 , 5, and 6, a total of 17. He is therefore awarded 10 x 17 = 170 Exp.

In addition to this a Mage can also receive 25-100 Exp which is awarded to anyone finding any type of Magick or Holy item depending upon the power of the Magickal or Holy item and its importance to completing the mission. For instance finding a sword that has the power to slay the troll the party will soon meet will give the character who found it the maximum of 100 Exp.

Also a Mage would gain 10 Exp x the ranks of any unknown spells placed in the item if he claimed the sword. This may not seem like a lot, but remember, the character has just claimed the blade. To acquire great experience the character must use the weapon. Ordained priests or monks receive no experience for claiming a Magickal item, they do receive three times the normal amount of Experience Points for finding a Holy item.



Success With A Needful Skill

Optional

One of the things we have taken special care with in **Chivalry & Sorcery** is to provide for a wide range of skills which characters can perform during the course of their adventuring. While success using a particular skill will not always be subject to an experience award, there are times when an award is deserved. Whenever a character really needs to succeed with a skill important to further the action or help to solve a problem which has arisen from the action, award 3 Exp x Crit Die Exp. The Gamemaster will decide what constitutes a "*needful*" task or a *"routine*" task.

For instance, suppose a character is portraying a troubadour who is skilled in singing and playing a musical instrument. If he is giving a public performance before the local lord and his court, his success or failure will really matter. However, if he is performing for his friends around the camp fire, it is merely atmospherics that enrich the overall role playing experience. The first case deserves an award for success, while the second does not.

This award may be given for detecting the presence of enemies, who might be lying in ambush, etc. by an Alertness skill. Or it could be given to someone who finds a trap that would of killed the party should it not of been discovered. It is a catch-all award applied to a host of different situations and the players' response to the challenges they pose. If the skill is in the characters primary Skill Category, he will receive 4 points x Crit Die if he is successful in using the skill. Should it be a Mastery skill, the character will get 5 points x Crit Die for successfully using the skill.

This rule does not cover casting Spells or performing Acts of Faith. See later in this chapter for more details on awarding experience under those conditions. Priests gain experience only if the foe is an enemy of mankind or his religion.

Example:

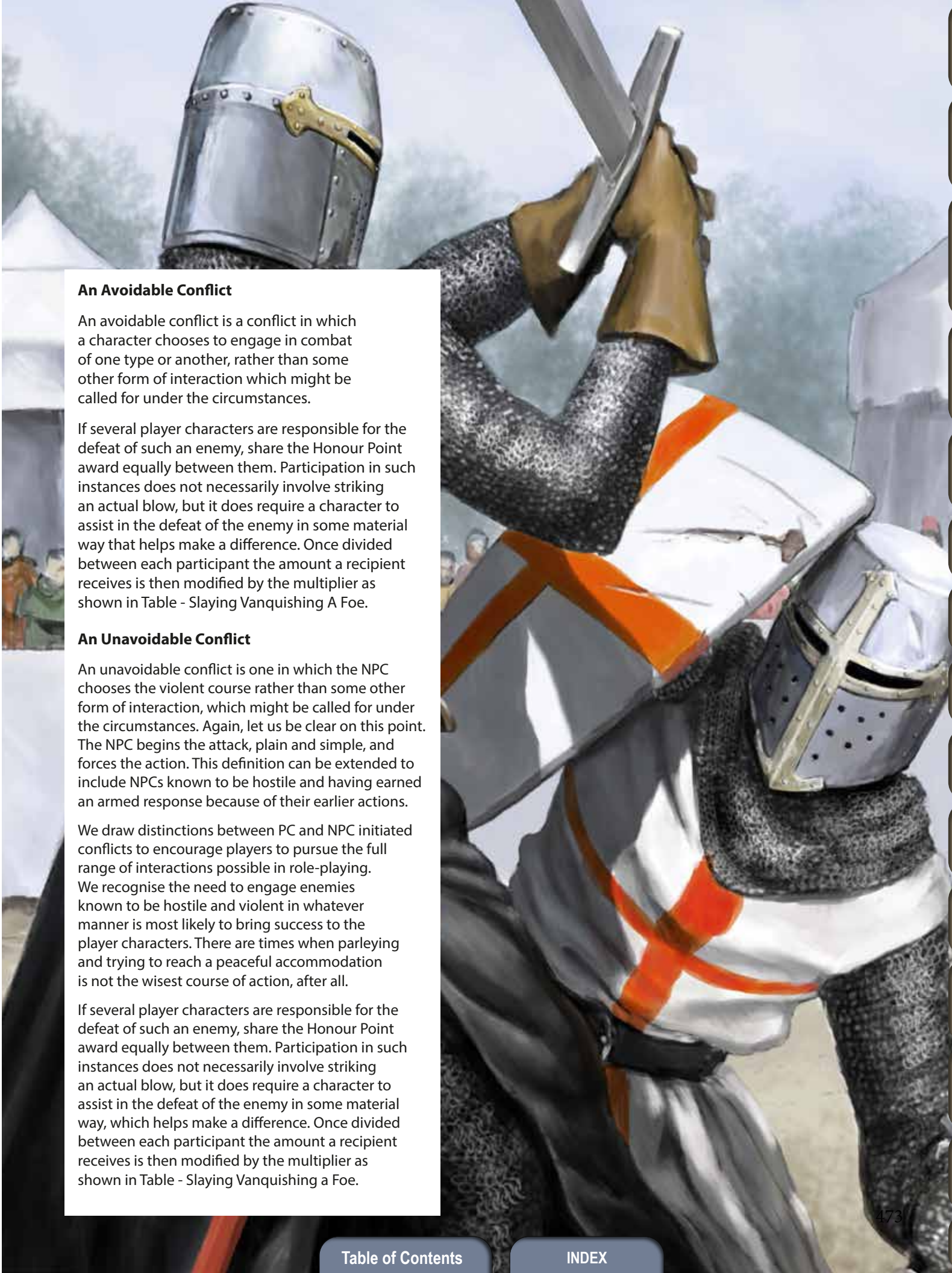
A character strikes with his sword and rolls a 10 on the Crit Die. He will obtain an award for vanquishing or slaying an opponent, but in this special case he has succeeded brilliantly with one specific application of his skill with a sword and therefore earns a special award of 3 Exp x 10 = 30 Exp for scoring that particular Critical Hit.

Slaying Vanquishing A Foe

The descriptions of experience shown in Table - Slaying Vanquishing a Foe for dealing with foes are based on the Honour Point award for living beings. In Chapter The Bestiary each entry has an Honour point. This forms the basis for awarding Experience Points as the honour point figure is multiplied by a factor depending on vocation and circumstances as shown in Table - Slaying Vanquishing a Foe.

Avoidable Conflict			
General Vocation	Slay Foe	Vanquish Foe	Murder Foe
Warrior	x5	x5	x1
Thief	x5	x3	x1
Assassin	x5	x2	x5
Adventurer	x5	x3	x1
Scholarly Adventurer	x3	x3	x1
Mage	x2	x 2	x1
Priest Mage	x4	x3	x0
Priest	x5	x 5	x0
Unavoidable Conflict			
General Vocation	Slay Foe	Vanquish Foe	Murder Foe
Warrior	x10	x10	x2
Thief	x10	x6	x2
Assassin	x10	x4	x10
Adventurer	x10	x6	x2
Scholarly Adventurer	x6	x6	x2
Mage	x4	x4	x2
Priest Mage	x8	x8	x0
Priest	x10	x10	x0

Table - Slaying Vanquishing a Foe



An Avoidable Conflict

An avoidable conflict is a conflict in which a character chooses to engage in combat of one type or another, rather than some other form of interaction which might be called for under the circumstances.

If several player characters are responsible for the defeat of such an enemy, share the Honour Point award equally between them. Participation in such instances does not necessarily involve striking an actual blow, but it does require a character to assist in the defeat of the enemy in some material way that helps make a difference. Once divided between each participant the amount a recipient receives is then modified by the multiplier as shown in Table - Slaying Vanquishing A Foe.

An Unavoidable Conflict

An unavoidable conflict is one in which the NPC chooses the violent course rather than some other form of interaction, which might be called for under the circumstances. Again, let us be clear on this point. The NPC begins the attack, plain and simple, and forces the action. This definition can be extended to include NPCs known to be hostile and having earned an armed response because of their earlier actions.

We draw distinctions between PC and NPC initiated conflicts to encourage players to pursue the full range of interactions possible in role-playing. We recognise the need to engage enemies known to be hostile and violent in whatever manner is most likely to bring success to the player characters. There are times when parleying and trying to reach a peaceful accommodation is not the wisest course of action, after all.

If several player characters are responsible for the defeat of such an enemy, share the Honour Point award equally between them. Participation in such instances does not necessarily involve striking an actual blow, but it does require a character to assist in the defeat of the enemy in some material way, which helps make a difference. Once divided between each participant the amount a recipient receives is then modified by the multiplier as shown in Table - Slaying Vanquishing a Foe.

Successful Spell casting

One of the obvious activities that a Mage will engage of course, is the practice of Magick itself. However, there must be a good reason to cast a spell. Frivolous use of Magick will not be rewarded. Spells are rated not by rank but by their MR or Magick Resistance for a Mage using a particular Mode of Magick to cast the spell as this reflects the difficulty he faces to perform the Magickal task.

3 Exp x (MR of spell) + (3 x Crit Die) is awarded to a Mage each time he successfully casts a Magickal spell.

Remember that this experience should only be awarded in a time of need. Mere practice or frivolous use of Magick gives no extra Exp for succeeding in casting a spell.

Successful Act of Faith

Both Clerics and laymen may benefit from success with an Act of Faith. Since it is part of their sacred duties and in keeping with their roles, Clerics routinely practice their Faith by frequently calling upon their deity or deities to bless or aid them and other believers on whose behalf the Cleric is invoking divine intervention. Nevertheless, an Act of Faith will be rewarded only when it is truly needful or appropriate to call upon the Higher Powers. It should never be done frivolously (and penalties can always be assessed by the Gamemaster in the form of reduced success chances for such impious and presumptuous conduct).

(3 Exp x PFF of Act) + (3 x Crit Die) is awarded to a Cleric or lay believer, each time they successfully perform an Act of Faith.

Tagging Experience

Optional

Tagging· experience is an optional rule, which allows a Gamemaster to either designate that a certain amount of experience earned can only be spent on improving a certain skill, or skills in a specific category. Also the Gamemaster may award extra experience and 'tag' it so it can only be used to improve a certain skill or skills within a specific category.

This allows Gamemasters to control the amount of experience a character spends on skills he uses infrequently or It can be used as a reward to a character's good use with a skill, or a group of skills in a particular category. However, this rule will add a great deal to bookkeeping, as players will have to keep a record of how much Accumulated Experience a character has in a particular skill or skill category that he has yet to spend, and then be sure to add this to his Total Experience pile.

One recommendation if you should decide to use this rule, write down in the margins of the character sheet the amount of Accumulated Experience a character has in a specific skill. When the character has enough Accumulated Experience to raise the skill one level, erase the amount spent and add it to your Total Experience pile.

Special Experience Bonuses

It is possible to award certain special experience bonuses relating to magick. These are shown in Table - Special Experience Bonuses.

Type	Task	Experience Bonus
Mages[1]	Reducing a new spell to MR 0	10 Exp x rank
	Per Spell put in a Magickal Item	10 Exp x rank
	Simple Magickal Device created	50 Exp[2]
	Lesser Device of Power created	100 Exp[2]
	Greater Device of Power created	500 Exp [2]
	Least Focus of Power[3]	50 Exp[2]
	Lesser Focus of Power[3]	100 Exp[2]
	Greater Focus of Power[3]	250 Exp[2]

[1] Non Mages with a Mode of Magick earn 10% of the amount indicated.

[2] +10 Exp per material (MR 0) used

[3] Awarded for the first one created of the type. Creating additional foci of the same type does not receive a bonus.

Table Special Experience Bonuses

Downtime Experience Awards

Experience can also be awarded for things that characters undertake during downtime. Table - Downtime Experience shows the amount of Experience that could be awarded in such cases.

Adventurers may be scholarly or active in their natures. A Scribe would be scholarly, for example, while a Mariner would be an active adventurer. This classification determines which kind of downtime experience the character may earn.

Type	Undertaking[1]	Experience
Everyone	Per 2 levels over DIS 10[2]	1 Exp/day
	Per 3 Experience Levels[3]	1 Exp/day
Warrior	Between Adventures	1 Exp/day
Thief	Between Adventures	1 Exp/day
Adventurer (Active)	Between Adventures	1 Exp/day
Mage	Magickal Research[4]	5 Exp/day
Priest	Performing other Duties	3 Exp/day
	Meditating on Acts of Faith	5 Exp/day
	Performing other Duties	3 Exp/day
Adventurer (Scholarly)	Performing scholarly activities	3 Exp/day

[1] This refers to anything that is being undertaken during Downtime, it includes learning new skills, practicing existing skills etc.

[2] Awarded per bloc of two levels after DIS 10: +1 at DIS 11-12; +2 at DIS 13-14; +3 at DIS 16-16, etc.

[3] Awarded after every 3rd level: +1 at Exl 3; +2 at Exl 6, and so on.

[4] Includes researching, learning, and designing new spells and creating Magickal items.

Table - Downtime Experience

Learning by Trial & Error

Optional

With the Gamemaster's approval, a character may attempt to learn a skill by Trial and Error if it is possible to perform such tasks without having basic knowledge. That is, one can literally teach himself by finding out what works and what does not. For example, you can learn to juggle by doing it and doing it until you get it right. It is inefficient, but it does work.

Trial and Error Learning works in the following way. A character may learn by Trial and Error only while adventuring, not in Downtime! The character, while adventuring, may make a skill check each time he wishes to use the unlearned skill. However, the skill must be used when it is needed. Mere *'practising'* is not enough. Let the following examples set the spirit of "necessary use· we intend to apply here:

Merf is alone in the wilderness, having been separated from the merchant caravan he was travelling with. He has found an old barbarian Longsword near a burned out cabin in the woods, and he takes it with him because he has no weapons. He has no skill with Slashing words either, but that found sword is all the weapon protection he possesses.

This is a classic Leaning by Trial and Error s1tuatton. There is nothing contrived about it. Merf has to learn how to use that sword. Now how can he learn? What experience will teach him something? Merely swinging the sword around or hacking at inanimate objects that can not harm him back, like chopping at trees and weeds, just will not win him any Experience Points. If he wants experience with a sword, he is going to have to use that sword when it really counts, for instance he may have to fight off hungry wild dogs, perhaps a marauding Ore, or maybe a brigand.

For each Success the character has, he gains 25 Exp dedicated to that skill alone. It does not go into his Accumulated Experience pile. It is recorded separately as being applied exclusively to that skill alone. If the character accomplishes anything while using that skill, the Experience Points earned for accomplishing that deed also goes directly to acquiring the skill.

If the character fails the skill roll, he earns no experience. Better luck next time! If the character has a Critically Success when using the skill, he earns 75 Exp for succeeding so well with the skill. In other words, he had an opportunity to really learn from the experience of doing the task very well.

Of course, he also may be awarded bonuses for completing tasks. If the character has a Critical Failure, and actually survives the experience, he knows that what he did was very, very wrong, that it would be a good idea not to do that again! Even failing can be a learning experience, and so we award him 50 Exp for definitely learning what not to do!

We do insist that the character have at least one success to qualify for learning the skill by trial and error though he might earn a fair number of Experience Points for major failures, hopefully surviving those failures intact.

Experience Points awards here are high since they reflect how:

- He is using the skill at rather low TSC%
- He is often going to be using the skill in risky situations.

The Trial and Error method is to be used only to acquire basic knowledge in a skill. After basic knowledge is acquired, advancement will be along the guidelines set out for Acquiring Experience In Play. Keep in mind that the character uses the unskilled BCS% when using this skill until he has acquired Basic Knowledge or Level 0. After that point he will need to us the skilled BCS%. Remember also that the unskilled Crit Roll is reduced by -2 on a failure of the skill roll when using an unlearned skill.

The Gamemaster, at his option, may restrict a character from spending Accumulated Experience Points on skills he does not use while adventuring. The idea of ·experience· is that one uses a skill and becomes more proficient at it because it is used.

Expending Accumulated Experience

Reduce Effects of a Deadly Result

Optional

A character may reduce the effects of a Death Blow or a Critical Hit by expending Accumulated Experience. The cost is 100 Exp x damage taken from the blow to avoid its critical effects.

Lets say, Rolf receives a Critical Hit in battle to his arm. After checking damage it is determined as 23 points and it is enough to sever Rolf's arm. Since Rolf does not like the idea of being named Rolf the One-Armed, he decides to spends son,; of his Accumulated Experience to prevent this, so it costs him 100 Exp x 23 = 2 300 Exp.

If the blow would have normally killed the character, he would also have to make a Stamina roll at a penalty of -50% to his success chances in order to remain conscious. Failure means he is rendered unconscious for 15 seconds x Grit Die! The character still takes all the damage. If It was a limb is struck, it is temporarily rendered useless for 1 minute x damage taken.

Notice that although Rolf manages to use his years of experience to avoid his arm being taken off, he will end up with a nasty scar to show for it nor does he avoid the damage. Similarly, if a character was Critically stunned by a blow, he avoids unconsciousness, etc., but he does not get off unscathed. The character suffers a temporary ½ PSF% penalty on all his skills for one combat round while he shakes off the effects of the blow.

Avoid Lapsing Into Death

Optional

When a character enters negative Body, he has a chance of bleeding to death, etc., if left unattended. A character may avoid doing this and stabilise his condition temporarily. A character may spend 50 Exp per 10 minutes so he does not lose another Body Point. He can do this for a number of hours equal to his Constitution.

Enhancing PSF% In A Skill

Optional

A character may enhance a skill check by expending Accumulated Experience. He gains the benefit for only one action. The maximum he may enhance his skill by the amounts shown in Table - Temporary Skill Enhancements.

PSF% in skill	Maximum Enhancement
1 - 25%	+5%
26 - 50%	+10%
51%+	+15%

Table - Temporary Skill Enhancements

It costs 50 Exp to raise his chances per 5% if the character has at least one minute (4 combat rounds) to study the task and work out a tactical plan, or 50 Exp per 5% if he does not. The bonus is available for one skill check, whether successful or not.

Example: Rolf has PSF% 28 with his Longsword and is facing The Black Knight, who has PSF% 74 with his Greatsword! Rolf is not at all happy with the situation, for obvious reasons. Since he has 1,123 Exp in his Accumulated Experience pile, he chooses to expend 100 Exp to enhance his hit probabilities by +10% (the maximum possible for PSF% 26-50). The Experience Points are deducted from his Accumulated Pile (reduced -100 to 1,023 Exp) and are placed In his Total Experience pile. He will therefore have one attack (or defence) at PSF% 38. Il is not a huge increase, but he needs an he can get to have a chance against the Black Knight

The Campaign World

A campaign is the framework and canvas upon which adventures unfold. Some referees prefer to use already published settings, for example Marakush, a world of high fantasy, while others prefer a more historical, or even a totally imaginary world of their own design. Background settings from favourite novels can also offer a readily available source of information with descriptions of locations, NPC outlines and perhaps ideas for plots and adventure.

As a RPG **Chivalry & Sorcery** uses a default medieval background, and although it is certainly possible to portray other backgrounds outside of a European setting, these are beyond the scope of these core rules to properly discuss. Other cultural milieux will be detailed in future supplements, along with setting-specific rules and guidelines for developing such realms.

When setting up a campaign the following basic pieces of advice might be helpful in developing an adventurous setting:

- Initially a small, reasonably detailed region is perfectly adequate, as this can be easily expanded upon as need arises. A modest town (for PCs to *'flash their coin'*), a few settlements and some wilderness (any non-cultivated land being considered wasteland) are all that is required. An good introductory start might be a hundred (an administrative area, of which roughly 12 constituted a shire), or a small barony. As often happened historically, a number of different lords could all have fiefs within the hundred, their entire holdings scattered amongst several hundreds, or even across more than one shire.
- As the campaign develops, gradually more and more of the surrounding area can be detailed. A broad outline of the wider kingdom, its borders and main landholders could come into focus; and as each holding appears, it can be crossed off the increasingly firm list of those within the realm.
- Random encounter tables are a hotly debated play-aid, their use being up to a Gamemaster. They do not appear in these core **C&S** rules as their complete randomness can cause campaign problems. That is not to say however, that a specific encounter table is not useful, one that involves only those inhabitants (people, beasts, monsters, or humanoids) that actually reside within a chosen location detailed by the Gamemaster.
- Players occasionally request some piece of unconsidered or overlooked information. If unsure it is best to offer a broad answer and note down any decisions made. This sketch can in turn be more thoroughly expanded upon later for future use; but if confident, greater detail can be given at the time–but always record pronouncements as players can have long memories and catch the forgetful GM out!.
- Wholly original fantastic worlds might need extensive research, especially for societies that do not base themselves on medieval culture. This can take a lot of time, patience and determination, but ultimately are very rewarding and often turn into a *"labour of love"* for the Gamemaster.

The Kingdom of Cockaigne[1] is formed of a number of landholders, one of whom is Sir Nemo.[2] He maintains a Large Fortified Manor House V (LFMH 5) and has sub-tenants holding a Small Fortified Manor House II (SFMH II) and eight Small Fortified Manor House 1 (SFMH 1). The characters' home is on the LFMH 5 of Sir Nemo, and before their adventuring starts the Lasye[1] Hundred is detailed. In this hundred are located five of Sir Nemo's SFMH 1 (held by his tenants), along with a number of other manors. As the party travels further they journey into the next hundred, the Hundred of Bengodi[1]. Here are located the remainder of Sir Nemo's holdings. The reason for travelling into Bengodi Hundred could be simply a task on behalf of Sir Nemo to visit one of these tenants–or something of more import..

[1]Cockaigne is the mythical land of medieval milk and honey (and the origin of the English *'Cockney'*–the Eastenders being notorious for living in the *"pie-in-the-sky"*). Bengodi and the Isle of Lasye are other examples of names for wish-fulfilling lands of ease.

[2]The name Nemo (Latin: *"nobody"*) was popularly used in numerous medieval word games and ditties (as well as later by Joules Verne).

Mapping The World

Creating a Campaign World: One of the first (and most pleasurable) steps is mapping out the world. The level of complexity is purely up to the Gamemaster, but at the simplest level, a sketch map can be used as a guide with notes for information, possibly with an additional key for specific details. Maps can be drawn in any manner desired, or one of several commercial computer mapping packages can be used.

Using plain or graph paper, commonly marked with 1" (25 mm) squares, to map a campaign, the following Imperial scales are particularly useful:

Continent

200 to 400 miles (we prefer 250 miles) 1 square = 40,000 to 160,000 sq. miles (62,500 sq. miles)

Country

20 to 50 miles (we prefer 25 miles) 1 square = 400 to 2,500 sq. miles. (625 sq. miles)

Region

2 to 10 miles (we prefer 2.5 miles) 1 square= 4 to 100 sq. miles (6.25 sq. miles)

We recommend using single sheets to detail regions, which can be stored in loose-leaf files. These can be drawn in a manner so that they can be joined together if necessary.

Using our preferred scale, a single sheet of 8.5 by 11 inches or European A4 paper, can comfortably cover a map of 7 inches by 10 Inches. For a manor this covers an area of 3,500 yards by 5,000 yards (roughly 2 miles by 3 miles) or an area of 5.6 sq. miles, enough to cover a SFMH I. Using the preferred Region scale gives an area of 17.5 miles by 25 miles or 437.5 sq. miles, enough area to detail the complete holdings of an Earl or Count.

If you really want to pursue the artistic route with your maps we recommend you use parchment designed for calligraphy. You may also wish to use one of the many draw and paint programs available for home PC's, there are some that we use that are specifically designed for this purpose.

As maps have a curious way of evolving over time (trust us, Marakush evolved over 14 years beyond believe) firstly pencil in the main details, those unlikely to change such as mountains, hills and rivers. Gradually add the other features, forests and finer points such as major settlements. Do not feel that every detail needs to be shown at this stage. You can always photocopy the maps and add further details for Gamemaster only maps.

The Background

The following is only a summary of the Medieval period, easily available textbooks can be utilised as sources of greater detail, filling in the unavoidable gaps that such a scanty overview necessitates.

The Middle Ages profoundly differed in outlook from that of today, but similarly it was also far removed from the picture generally painted in much pseudo-medieval fantasy and fiction. People still struggled with day-to-day obstacles and issues, however the reasons they perceived for them and the solutions they devised to overcome their problems were often completely different–*"The past is another country,"* but one inhabited by individuals no less ingenious than us.

The Feudal World

The Middle Ages in Europe were characterised by Feudalism. However it should be remembered that the term *'feudalism'* is not medieval itself, but a 17th century construction based on the Late Latin *'feudum'*, a common medieval term which meant *'fief,'* or land held under certain obligations by liege tenants. Feudalism had originated with the mutual agreement between hard-pressed peasants desperate for protection and armed, mounted warriors who offered this security in exchange for the peasants' sworn service. Through this pact, feudalism gradually enabled the nobility to exert control over the lower classes.

Rulers were generally considered to be *'first amongst equals'*, their rule being a favour from God (the concept of *'divine right'* being post-medieval). However, as it was nearly impossible for a king to personally control and manage his extensive lands directly, kings formed contracts with their chief followers based on *'homage and fealty'*. In return for their homage, and when called for, military support (along with taxes should the king require them), the king enfeoffed (invested) his nobles with lands for them to govern on his behalf. These barons became lords of their fiefs (tenants-in-chief), but faced similar problems to the ruler as regards governance. So they in turn offered parcels of land, smaller fiefs or manors, to relatives or trusted followers–they in turn swearing *'fealty'* and offering similar promises to the magnate as he had to the ruler.

Personal military service was the basis of this chain of loyalty, but increasingly came to be waived in return for scutage (shield money), with which a ruler could pay professional (and politically neutral) mercenary soldiers. Eventually during the LF-WF period, as capable bureaucracies developed, rulers established somewhat regular armies under their direct control.

Modern nations did not exist, borders often moving as fortunes and lands changed hands through war and marriage. Leaders (both religious and secular) could also often hold territories beyond their own kingdoms, for example the English Plantagenant kings, such as Richard the Lion heart who held a large proportion of western France as well as Cyprus.

Travel

Travel was something numerous medieval people experienced (at least within Europe), much more so than in later periods; national boundaries being only political in character, having no effect on individuals or their journeys. Initial wariness of strangers was still generally the norm, but foreign pilgrims and strangers were a common sight and often brought economic opportunities. Many travellers wandered seeking employment, or took the road to various pilgrimage centres, such as Walsingham, Rome, Santiago, or even Jerusalem–where such pilgrimages (as well as the Crusades) exposed some to totally alien cultures.

As had been the case in Classical times, the lands around the Mediterranean experienced the greatest contact between differing peoples (and races), who might be seen as enemies, traders or slaves (or slavers). However, due to constant trade and war, such meetings did not give rise to racism–chiefly as these encounters did not challenge social expectations.

The Third Estate
Peasants & Townsmen

Around nine-tenths of the populace could be considered peasants, making a living through agriculture, split between Freemen and Serfs (servi).

Serfs were regarded as unfree, although usually exempt from taxes, they were bound to the land and village, unable to leave, working for the fief's lord and farming their allotted land. As serfs were tied to the land, if the fief was sold or changed ownership, they came under the new lord's jurisdiction. French 13th century jurists stressed the difference in law between the complete serf whose very body belonged to his lord (the German Leibeigenschaft serfdom) and the villein or roturier, who was only bound to perform certain duties and shouldn't be further oppressed by the landowners on whose soil he lived. Although a lord could typically force his serfs into using his mills to grind their grain, or to use his ovens to bake their bread, thus creating a monopoly.

Freemen cultivated their small plots of land, for which they paid rent to their lord or landowner, plied their crafts, or did both. Freemen were in principle able to travel where they liked, however, they were frequently unable to do so, often being tied down by employment from the local lord in helping with repairs, or in the training of apprentices. Rural artisans, not being full-time farmers, were usually trained in their profession by their fathers, or by apprenticeship to a master. Craftsmen paid a tax on sold goods and possibly also a ground rent; their lives centring on making items or hiring out their services, usually at town markets or great fairs.

The land within a lord's demesne typically provided sufficient opportunities for peasants to support themselves by farming, perhaps with a few extra pennies. This security being the rationale (from the peasants' viewpoint) of feudalism. He felt secure and typically had a plot of land to farm with grazing and field rights around the village. Peasants however, often were unable to hunt most wild game, this being a privilege of the Lord.

Peasants often had some local political rights, forming their own manorial tribunals, called halimotes, usually of twelve village representatives in which by-laws to govern local behaviour were agreed. These courts decided petty disputes and infractions of community regulations, and meted out the corresponding punishments. Although occasionally overseen by the Lord, or more often his representative steward, these halimotes usually were left to administer themselves.

Agricultural Life

The most important food sources were grains (mainly wheat and barley), although other secondary vegetable crops such as peas, beans, onions, and apples were grown. Crops from the Americas, such as potatoes, tomatoes, sweet peppers, and maize being unknown. The animals chiefly raised included cows, horses, pigs, sheep, geese and chickens–all being eaten after outliving their usefulness. Only pigs were kept primarily for meat, as they could forage in woodland, rather than from arable fields, while horses were kept for riding and labour, cows for milk and cheese, sheep for wool, and geese and hens for eggs and consumption

In **C&S** land is based on the virgate (also known as a yardland, being ¼ of a hide). In game terms a virgate is treated as being 30 acres, although richer soils will typically have smaller virgates, and poor soil larger—with the usual range of a virgate being from 15 to 40 acres. The actual size of each virgate does however effect ploughing and harvesting times. The amount of effectively cultivated land farmed by a given population might seem small, but historically work was limited to only six days per week, with bad weather, that could halt many agricultural activities, also often affecting activity.

Owed Labour: The labour that a serf owes their lord is based on the virgate they have. For each virgate used by a serf, he owes three days labour a week throughout the year and a full weeks work in September. A serf that with less than a full virgate (which is usually the case), owes labour proportional to the land owned. Of course serfs don't actually *'own'* their land, they merely enjoy the right to use it.

Take a serf that has half a virgate owes 1½ days per week, while a serf that has a third of a virgate owes 1 day per week. Regardless of the amount of land held, the labour owed at harvest remains the same.

As a small recompense peasants working the lord's fields had to be fed by the lord–and at times of extended labour, such as sowing and harvest, this might mean the whole village.

Rents: Free men own their land and don't owe labour, but pay rents instead. Rents vary from manor to manor and from region to region, but in game terms rents amount to 20 d. per year, per acre owned.

Settling the Accounts: The manor accounts would be settled (typically in the manorial court) at the end of September (near Michaelmas), or very early in October. These accounts include the tallying of services owed and paid by each holding, paying of rents and the balancing of monies owed. Rents owed by freemen also were paid in full during this time.

Cash payment for these rents was, naturally, preferred, although payment in kind was accepted, such payments becoming formalised in many places. Additionally, serf holdings, if found to have not provided all of their owed labour, would be fined by their lord—although these serfs could face more severe punishments.

Medieval Villages

By the 12th century there were few large areas of wilderness left in north-western Europe, and very few places remained where one could travel a whole day without passing at least two villages.

Most Medieval people lived in small settlements of a few hundred or so individuals, scattered across most of the landscape. These villages were active centres of work and industry, and although this was mostly agricultural, a range of other ancillary crafts also flourished. However, living on a manor was hard, consisting of work and family life–and little else.

Women worked around the village washing clothes, producing textiles, cooking and in many other domestic tasks, while the men worked in the fields or on other tasks. Children typically worked on household chores, fetched water, assisted in the fields, herded geese–or simply played. Villages often grew up organically as their populations increased, although they might also be constructed during expansion into clearances, or laid out as part of a lord's improvements. Villages often contained a church (although not always), while larger villages might have a church and a smaller *'relief chapel'* to provide spiritual guidance. Houses were typically low, surrounded by small plots with kitchen gardens and some domestic animals; while drainage ditches and paths ran between them, marking out boundaries.

From the late 12th century onwards houses were increasingly of more substantial construction, often with stone wall footings and surrounded by outbuilding for animals or implements, and although animals often still lodged inside larger *"long houses"* in separate byres, this became less common. The abject poor continued however, to inhabit crude turf structures–often at the settlement's edge. Regardless of social station, Medieval housing was typically draughty, slightly damp and smoky (from the open hearths); while privacy was regarded as unnecessary and in any case suspect–being merely an opportunity for sin.

Peasant Chattels

Most peasants lived in utilitarian housing and generally owned very few portable goods and possessions, being limited to functional items such as a table, benches, a wooden chest to keep their few valuables in, cooking pots, wooden bowls and spoons, pottery (or leather) jugs and cups, and tools (including the women's ever present spindle). Beds were uncommon–most peasants making do with a mattress on the floor stuffed with straw or beech leaves, on which they usually slept in their work clothes covered by an animal skin.

Prosperous peasants might additionally have other goods such as woollen blankets, linen hand towels, canvass floor-cloths (to cover prestigious wooden floors), metal cooking tripods and brass pots. However, although pride in one's home was widespread, large volumes of material items were not considered vital–conspicuous quality was valued more highly. Livestock were also often common possessions, normally these would be chickens, pigs, geese or perhaps a cow–although not all households necessarily possessed all of these.

Famine and Festivals

Famines were common, especially as the climate grew harsher from the early 14th century, depleting both man and livestock. Droughts, hail, frosts, floods and disease could all blight crops and animals–as might disputes between lords which could result in burnt fields. Despite this, peasants enjoyed many religious and secular holidays, all of which helped enliven their extremely hard existence. The tally of these could result in the actual number of working days being only around 260 days during the course of a year.

Popular Religious Attitudes

Religion was an ever-present feature in the lives of most of the populace, providing an important and constant anchor, and was taken very seriously. The Sabbath, saints' days and holidays were dutifully observed; but although even though Sunday working was heavily frowned upon, if a harvest had to be gathered in, no priest would object. The busiest period of the farming year ran from mid to late spring till the start of winter, and the fact that most major Church festivals fell between Advent and Easter was probably not coincidental. However additional religious rites, outside the regular cycle, such as baptisms, burial masses and communion (which was during certain periods was not taken more than once or twice a year), were often practised when they could be afforded.

The church had strict laws, which were vigorously maintained, with severe punishments if they were broken. At times of social stress, inflexibility and the involvement of Church leaders and bishops in politics, often fostered the feeling of being overlooked and disregarded amongst the peasantry. If squeezed, large reform movements could explode, finding popular expression in following charismatic leaders (such as the Drummer of Niklashausen), or in apocalyptic beliefs of the Last Days (as with the Flagellants and their processions).

Medieval Towns

Although only a small minority of the population lived in urban settlements, they dominated as centres of trade, and generally also of administration. These expanding and serving the castles and cathedrals they often surrounded and their resident nobles or clerics.

Towns were typically small, ranging from towns of five hundred people up to cities of tens of thousands, with most large cities housing around five thousand inhabitants. Generally surrounded by a wall and with poor sanitation, these towns were often crowded, noisy, stinking, unhealthy places to live. However immigration from the countryside, increasing as manufacturing developed, steadily expanded the role and importance of urban areas.

Administration and Governance

Most smaller towns were simply administered as part of the local lord's domains, a few possessed charters from the king or high noble, granting them varying self-governance. Often these charter towns were required to pay a fixed sum of money each year, to maintain order, and to provide agreed military forces when requested. In return the town was able to govern most of its internal affairs, with the town residents enjoying a monopoly in trade within its walls.

Everyone in a town was a freeman, although there might be slaves–this practice of domestic slavery being only found, however, in Mediterranean regions. A serf who became a legal resident of a town, a process that involved holding land by so-called burgess tenure and paying an entry fee, ceased to be a serf. Thus runaway serfs able to lose themselves in the crowds were a significant source of urban population.

Many towns had a castle, these either pre-dated the surrounding urban area or were designed to control it–defending the population was not its task. Thus, castles were always sited so as to be able to defended themselves against external attack as well as from within the town. Castles in larger cities might be royal possessions, or might (as in northern France) belong to the local duke.

As trade flourished and towns grew in size, especially after the late 13th century, a new mercantile middle class developed alongside the burgeoning trade routes; with goods being transported by both water and road–although many roads remained poor and dangerous. Town elites formed of these merchants, rich on their profits, and whom increasingly tried to control civic affairs through the merchant guilds, although they often clashed with the craft guilds and any ensconced patriciate for power. Merchants typically supported strong central authority, stability being seen as necessary for trade, against the rule of individual nobles. Kings often actively encouraged urban growth as they, and their associated wealth, enhanced the realm's economy (and the king's coffers through town charters). Many new *"grid-planed"* towns and urban centres, such as Swansea (1116), Henley on Thames (c. 1179), Leeds, Liverpool (both 1207) and Villeneuve-sur-Lot (1264) being established by rulers for such purposes.

Medieval Town Life

At around 4 or 5 O'clock, a bell officially started the day, ending the night-time reyregach. Most shops opened around the time of the Prime service at 6 o'clock, to allow the early morning crowd to buy necessities (the first meal of the day being eaten at 9 or 10 am). Town gates, which often enforced tolls, commonly paid in kind, added to the crush in the narrow streets, restricting traffic and causing queues and delays. Market trade was also most active in the morning, with business quietening noticeably after noon, most shops shutting at 3 o'clock. Some shops remained open until fading light forced them to close, while others, such as smiths and barbers might stay open until the sounding of the curfew upon the town-bell.

Markets were clamorous affairs, traders advertising their goods at the top of their voices, some even being occasionally fined for grappling passers-by in order to make a sale. Non-citizen (and especially foreign) merchants were heavily controlled, often having to undergo restrictive practices designed to favour locals, such as waiting before entering a market to allow locals first business. One working day was usually viewed as early closing day for shops, with noon being the close of business; in some towns this might instead be another day mid-week (Wednesday in Dudley for example, Thursday in Oxford). On Sundays, nominally a rest day, certain trades were allowed to trade after mass, while some fieldwork was allowed prior to attending mass; a few towns also holding, through their charter, the privilege of being able to hold a Sunday market.

In the increasing throng of commercial activity, householders, and especially artisans with market stalls, constantly encroached with their buildings on thoroughfares. The road surfaces themselves were often poor with many short term repairs, deteriorating rapidly in adverse weather. Citizens often tried to build the surface of their sections higher than their neighbours to assist drainage, this leading to streets rising far above the buried original Roman road level. After the late 13th century town councils increasingly took charge from the householders who had previously largely been responsible for repairs to near-by streets.

With sanitation being often little more than open channels running beside the streets or even down their centres, filth was a major problem. Dirty water, often thrown out of upper story windows in the general direction of the drains, mixed with the many stables and their muck heaps to turn thoroughfares and passages into stinking slops, while particularly obnoxious vats belonging to trades such as tanners and dyers were also emptied into the street. Pigs were an additional common urban nuisance, often being kept as a cheap food source and routinely let out onto the streets to forage. Pigs often were such a pest that strays might be killed and the owner charged for the carcass' return. The individual householder was charged with the cleanliness of the area in front of their property, but the only actual incentive to do so was the spectre of plague, or a visit by the sovereign.

Medieval towns were incredibly noisy with shouts and cries of traders mingling with the ringing of large bells, hand bells and wooden clappers. Bells were frequently used to let townspeople know the hour of the day and for announcements, smaller versions also being used by various traders, the town crier and religious mendicants. The town bell might be rung to summon sittings of courts or of the civic council, or as an alarm in case of fire or attack. While church and chapel bells might also be rung to gain attention and solicit prayers for the newly dead.

Law and order in towns was maintained, sometime unevenly, by hired officials variously called serjeants, beadles, captains or constables. These toughs, generally outsiders of low status, organised citizen day watches and night-time patrols (typically 2 per night for policing and checking posted guards), and any necessary *"hue and cry"* of all available citizens for chasing criminals. Failure in performing their duties could result in financial penalties; overlords occasionally fining a whole town (dependant on its charter, if it held one), if a felon managed to escape. Urban nobles were often exempt from such duties, as they were usually expected to act as a mounted relief force for the night watch to

strengthen walls under attack. However, from the late 13th century militias increasingly were organised by guilds, with their own equipment, officers and servants.

An evening curfew bell, to indicate the end of the working day, was generally rung at 8 or 9 o'clock, after which customarily anyone out after that time had to carry a light and possess a good reason for their activities. The carrying of weapons was often carefully controlled (especially by foreigners), although fines could be imposed if citizen families did not possess them for civic use. In times of peace many sold their arms–partly to avoid having them seized in times of strife by the authorities and issued to professional troops. The wearing of masks in the street was also occasionally prohibited, as in England after an attempt on the life of Henry IV.

Fire was always a constant threat in towns, buildings being mostly densely packed wooden structures with open hearths, filled with straw (or beech leaf) beds, floor rushes, and topped by thatched roofs. Thatch being a major risk, tiles and slates became increasingly popular as roofing materials from the 13th century (mandatory in London from 1213). Building in stone was also encouraged, some urban areas possessed cheap, easily available stone (such as Paris), but most houses until the 17th century were built of wood. Trades requiring the use of ovens and fires, such as bakers, tanners and brewers, were often heavily regulated, with fireproofing whitewash and plastering being stipulated inside and out.

In the event of a fire, householders were often legally bound to help; with water-butts, bucket-chains, as well as fire hooks to pull burning thatch off roofs, being typically the only equipment available. Creating fire breaks by pulling down neighbouring buildings was also possible–although this was generally unpopular. However, once a conflagration started, often inadequate water supplies typically resulted in uncontrollable fires that caused widespread damage–whole cities could literally burn down, as happened to Oxford in 1138.

Money and Mints

Coins (typically silver) were minted in commercial centres either by a central authority (as in England) or by magnates and cities with minting rights. A bewildering range of coinage changed hands in Europe during this period. Each country, and often city, had its own coins. Fortunately, the weight of precious metal they contained dictated their value, so money changers could assess a coin easily by placing it on their scales (assuming the money changer's scales were honest).

However, although money in the form of cash was important in towns, in rural areas most trade was carried out by barter, where most peasant families fed themselves by their own labour, made their own clothes, and paid their tithes, rents, and taxes in kind. Peasants were of course not completely ignorant about coinage, as most villagers frequently travelled to local markets to purchase items, but peasants purchased very little, and had little need for, or contact with, money.

Fairs

Merchants flocked from miles around to fairs in order to trade, with goods not usually obtainable often being available for purchase. Fairs frequently coincided with a local saints day, so were often traditionally treated as a holiday or celebration. The great fairs of France (particularly the Champagne fairs), Flanders (for example those of Lille and Ypres), Spain (such as that of Medina del Campo), The Empire and Northern Italy were simply vast, but smaller English great fairs included Winchester, St. Ives (in Huntingdonshire) and Boston. There were only a few great fairs during the course of the year, each resembling a temporary town for around a week, after which they would pack-up–however, during this period staggering amounts of commerce took place.

The Second Estate
The Nobility

The nobility ruled by martial strength, and increasingly after the EF period, hereditary right. Over time the minor gentry (the milites) became nobility, and often regarding themselves as superior to *"common"* serfs or peasants, some lords mercilessly exploited their peasants.

Aristocratic wealth and power was obtained from land, and engaging in any sort of manual labour generally drew the strong disapproval of their peers–an example being King Edward II of England's passion for ditch-digging. Although in areas such as southern France and northern Italy urban knights, especially those with estager fiefs within towns, happily engaged in money-making trade.

Homage and Fealty

The bond between a lord and his fighting man was cemented by a ceremony of commendation (Latin: commendation) made up of the two oaths of homage and fealty, these sealing the relationship between suzerain and vassal.

A vassal pledged reverence and submission to an overlord by swearing homage, literally becoming his lord's man (homme). The oath of homage being the vow to faithfully serve the overlord with military aid is tied to the title of the lands received. The oath of homage could only be performed to a single liege–as one could not be the *'man'* (i.e. committed to military service) of more than one liege lord. If the oath is broken, all rights to the title are renounced, with the overlord rightly allowed to repossess them. The reciprocal pledge by the liege is that of personal protection of all of his vassal's rights.

In the ceremony the junior, prospective vassal knelt bareheaded and weapon-less before his senior (seigneur), as a sign of his submission to their will. Clasping his hands before him in the standard Christian attitude of prayer and submission, the vassal stretched out his clasped hands towards the senior. The seigneur in turn enfolded the vassal's hands between his own, indicating his superiority in the relationship. Upon the vassal announcing that he wished to become his *'man'*, the lord declared his acceptance.

Once the vassal had sworn the oath of fealty, The oath of fealty in which the vassal swore always to remain faithful and never injure his liege lord in any way might typically be sworn upon a Bible, or a saint's relic. However, unlike homage, one could swear *'fealty'* to several overlords with respect to different land holdings.

Upon swearing the oath of fealty, the vassal received a token or other symbolic item from his overlord, indicating his investment in the possession of the fief and establishment of a feudal relationship between the lord and vassal.

Through this homage to their lord, a vassal was required to provide military service for up to a specified number of days per year, generally forty. As vassals holding large territories were generally expected to provide more than a single knight, they typically enfeoffed other knights in turn as their vassals to help provide the necessary service.

Loyalty

It is always expected of both overlord and vassal that due respect and support will be rendered to each other. Vassals are beholden never to betray sworn secrets nor to consort with the overlord's enemies–that being treason. An overlord likewise may not abuse a vassal's rights. Such an action could be seen by a vassal as good cause for the relinquishing of their vows of homage and fealty. However, vassals always had to back up such actions by force of arms, or by aid from an even more powerful patron, as the outraged overlord (even when they caused the whole situation), would likely accuse the vassal of treason.

Feudal Rights and Obligations

A nobleman's fief was normally held as a tenant of a higher noble, and in many cases, ultimately from a ruler. Nobles might also hold land from more than one lord, as the Kings of England did (being sovereign in England, but holding their French possessions as a vassal of the French King).

Attached to any grant of land are feudal obligations to the overlord, alongside the guarantee of the right of the vassal to hold and enjoy the lands bestowed on him. In return for his title to the holding, a vassal assumed these obligations, failure to discharge them possibly resulting in loss of the fief and dishonour.

Players should note that much of the game representation of chivalric behaviour is based on the customs and laws of Medieval society. Not portraying their characters as proper knights, can at best appear silly and ignorant modern representations of a real way of life and thinking, at worst a travesty.

Military Service

The main thrust of feudalism is the provision of military manpower, and to this end a vassal is obliged to provide the agreed service for 40-60 days for his lord in war. (In **C&S**, this is ⅓ of the basic non-serf forces possessed). During this period all costs are met by the vassal, after which an amount equal to the mercenary pay rate is received from the overlord, or else the vassal and his men are free to return home.

Scutage

During the EF and HC periods nobles almost invariably personally performed due military service. However a knight could usually pay the cost of hiring mercenaries equal to the number of troops owed instead of actual service. This payment, scutage (Latin: scutum–a shield), came into use as an alternative

and gradually became the norm; being popular as a tax with kings as it flexible and as the money could be used for other purposes. Typically in the EF this was 160d. (a Mark), rising to £2 during the HC period. After the HC period scutage ceased to be used as more universal taxation methods took over.

Defensive War

If attacked, an overlord or his vassal are under strict obligation to come to come to the aid of the other. This form of military service has no set time limit, and although the duty does not require suicidal measures, it does demand honest effort. Failure in this commitment by a vassal is considered treachery, while on the part of an overlord is abandonment. Such abandonment is sometimes held to allow a vassal to negotiate his own terms with an attacker, or in flagrant cases, to declare independence from their uncaring liege and the freedom to seek another overlord.

Relief

When a noble died, his heir had to pay relief (an inheritance tax, in England Magna Carta set this at £100 for a noble fief, and £5 for a knight's fee) to gain control of the estate. In **C&S** an overlord is entitled upon the succession of a new tenant to their inheritance, of 6D10% of the fief or baronial holding's yearly income. Further, if the lands are directly held from the King, proof of title has to be shown, entailing an additional 1D10% of the estate's annual income.

Aid for Knighthood

Knighting ceremonies can be very lavish and expensive. To help defray costs, for his eldest (surviving) son, an overlord can demanded of each vassal a single Aid of 1 month's net income. This may be asked by an overlord of a lord only once during his lifetime.

Aid for Marriage

Political and military alliances were typically sealed by marriage, often requiring a considerable dowry (unlike the peasant's meagre cow or pig). Thus an Aid of 1 month's net income can be demanded of each vassal for the marriage of an overlord's eldest daughter.

Aid for Ransom

If captured, an overlord's vassals are bound to pay of his ransom, raised from amongst them, based upon their net incomes. Aid for Ransom is only due during war, and can be demanded only once in any particular year.

Wardship

Wardship was an incredibly valuable right due a fief's overlord, as he could take control over the estate (and enjoy all of its revenues) if a fief passed to a minor, or female. The overlord did not have to account for the money, which was rightfully his, but mortgaging or selling the lands and buildings was not allowed. He might possibly withhold the fee until the minor came of age, or until the heiress was married to an approved party–the right to marry a particularly rich heiress could even be sold.

In choosing a marriage partner for a ward, an overlord is entitled to a full year's income if the ward refuses a match, the sum being due upon the ward's assumption of control of the lands. If a ward marries without the suzerain's consent, two year's income from the estates is forfeit.

Wardship is also assignable and can be handed to a faithful follower as a reward. Not all guardians exploited their wards to the permitted legal limit; unscrupulous lords often tried to strip such a charge of as much of its value as possible, but generally a 50% share of the revenues was considered to be quite reasonable, with the remainder being used for the ward's benefit. A larger proportion could hold the risk of creating ill will between the ward and guardian–not a promising start for later relations.

Finally, upon coming of age, a ward has to sue for livery to secure delivery of the lands into his or her control, 5D10% of the net yearly income of the lands being to the overlord for this.

Paying Court

As power was connected to prestige and show, a vassal was expected to wait upon his overlord's pleasure whenever his suzerain required a grand retinue to impose his status. A large retinue reminded other lords that ample military power could be commanded by a magnate. Such personal attendance might be in the overlord's baronial court where a vassal might be called upon to sit in judgement–a matter of great responsibility and honour, or at tournaments, etc. A vassal neglecting to pay due court would be quickly marked out, and likely earn his overlord's displeasure and disfavour.

Hospitality and Largesse

Besides displays of martial power, spectacular display was the mark of noble, aristocratic culture–positively requiring the spending of a large portion of their comparatively, extensive resources on image. This extravagance was vital in maintaining prestige and social position, with generosity and distribution of largesse to followers being seen as a mark of gentility.

However, it is important to realise that medieval Europe was not obsessed by material possessions, fame and its attendant influence being more highly regarded by the nobility. Further, many nobles led nomadic lives, moving from one manor to another (or following the court)–with huge collections of domestic wealth and goods being a potential hindrance.

All nobles, even those of small estate, were expected to give largesse to trusted vassals for services rendered, as well as distributing alms to the poor and needy. This offering up of praise and recognition, gifts and honours, besides being a demonstration of power, was viewed as a virtuous manifestation of Christian charity. PCs who fail to flamboyantly give away large proportions of their wealth will soon find themselves regarded as *'misers'* and suffering substantial loss of public regard and status.

In return rendering proper hospitality, when honoured by a visit by his suzerain, was expected of a vassal. For his part, an overlord would often try to avoid overtaxing a vassal's resources by arriving with too great an entourage which would empty an estate's larder for months (or even years) thereafter. However, such visitations were often times regarded with mixed feelings by their hosts.

Chivalry

Nobles primarily thought of themselves as warriors, and specifically as chivalric *'knights'*, even if they did not always live up to the ideals of chivalry that had first been expressed in the late eleventh and early twelfth centuries, particularly under the influence of Eleanor of Aquitaine. Initially the ceremonies had been much less elaborate than they become from the 13th century onwards, being more utilitarian and martial in nature. The necessary pomp and festivities surrounding the dubbing ceremony, as well as increased duties, became so onerous that many fighting men actually preferred to remain undubbed esquires rather than become knights.

The basis of Chivalry were the four virtues of loyalty, piety, valour, and love. Tensions existed, particularly between piety and the others, but these formed the core chivalric ideals. Loyalty involved placing one's lord's interests ahead of one's own, being far more than mere obedience. Piety required the knight to submit to the Church's teachings and to lead a Christian life. Valour and physical bravery in combat were of course necessary for a fighting-man, while love demanded that a knight have a lady to whom he dedicated his daring feats and exploits.

Female Nobles

As the feudal system was based upon martial prowess and the patronage by a lord of his vassals, military men dominated. That was not to sat that women couldn't hold noble title in their own right, but this generally occurred only in the absence of available male heirs. Even then, marriage was expected to secure a fighting man; women not being expected to fight themselves (although cash substitutes were usually acceptable).

This bias against females was a very important political factor, influencing many aspects of noble life. However, history is full of strong, independent minded women..

Manors & Castles

The nobility generally enjoyed better living conditions than those of the peasantry. Most nobles lived in rural manor houses, often consisting of a large hall with private quarters at one end, although in areas of constant strife a semi-fortified tower might contain these functions. Most manors had been initially of wooden construction, but from the mid 12th century stone was increasingly used.

Some higher nobility lived in castles. In theory, a royal license was needed to build a castle, but in unstable periods or civil war, anyone who could afford to build one did. Most castles before the 13th century were motte and bailey fortifications, with a wooden tower crowning an artificial hill and surrounded by a fortified compound, whose walls were usually also wooden. Sometimes the tower contained the lord's living quarters, but often the tower was quite small and used purely for defence, a hall being built in the bailey for accommodation.

Some early castles (typically those belonging to kings or to richer nobles), as well as most later castles, had stone fortifications. The White Tower of the Tower of London and the castle of Ivry-la-Bataille in Normandy being early examples. The main tower of such fortifications, often called a donjon, might be very impressive.

Life in a Medieval Castle

Life within a medieval castle was often draughty, hard and cramped, very far from the image depicted in films and romantic Victorian novels.

The main hall was the centre of a fief holder's life (usually being located on the ground floor, or more securely on the first), meals were served there around the central fire (which might in small manor houses also be the only fire), and most inhabitants also slept there. Rushlights, or more rarely candles on spiked

candlesticks, provided dim smoky light–along with that from the fireplace. The family sat at one end of the hall at a raised bench or on a dais, while everyone else sat at trestle tables on lower benches; these were often temporary, dismantled between meals to make way for the hall's other business. Walls were often painted, while although richer structures might have tiled or wooden floors, most were simply flagstones, or even tamped earth. In both cases the floor typically was strewn with straw and herbs, which might be only removed occasionally. Many items of waste, from food scraps, spilt drinks to other artefacts resulting from the dogs and other animals living within the castle.

As castles developed, a lord and his lady increasingly had a private chamber for sleeping. These chambers were fairly spartan, usually containing a large wooden frame bed with a webbing support of rope or leather. Linen drapes offered some protection from drafts and a little privacy, as personal servants often slept on a palette in the same room. Trunk and chests for storage of textiles and general items were also very common. Personal space was not considered highly, status being partly determined by the size and proximity of one's following. However, as the Middle Ages progressed, a noble family might also have a solar - a private living room for family use, while the lord's daughters, if present, might also had a separate chamber; however, sons generally slept in the hall with everyone else.

Later, larger castles often required extra accommodation to house their growing servant staff, with smaller halls being built in the inner bailey for the retainers and other servants, as were kitchens and workshops (usually built as separate outbuildings to reduce the risk of fire). These were usually timber buildings; the kitchen, which might be rebuilt in stone, having a large (initially central) fireplace where a cauldron would be kept boiling. Animals intended for slaughter were kept nearby, while a castle plot provided many of the herbs along with some vegetables. Also of prime prominence was the chapel, this typically being located near the Lord's chamber and close to the hall. Chapels were often two storied, the Lord and his family sitting above, while the servants stood below.

Property & Noble Expenditure

Buildings were costly, a castle (even a small one) being usually far beyond the means of the minor nobility. However, as impressive a manor house as could be afforded was an important status statement, and great effort was lavished upon their construction. Furnishing was less important, as furniture was rare and typically utilitarian.

Textiles were a major expenditure with fine clothing for the lord and his family and provision for retainers' liveries being considered essential. Wall hangings, and later in the medieval period tapestries, were used to decorate walls, but these were very expensive (generally prohibitively so for all but the greatest magnates in the case of tapestries). Armour and weapons were also expensive, very few nobles maintained the latest fashion with much being passed on down through families. Especially in the EF period, the poorest members of the fighting class might not even be able to afford a full suit and sword.

All lords supported a household, consisting of their family, retainers and a number of servants. These followers were crucial, as the size of a nobleman's household was perhaps the chief indication of his status. Often the duties of retainers were not well-defined, although men capable of fighting and acting to support their lord's interests were always useful.

Gold and silver plate were popular purchases and were used as a method of storing excess capital. Gold and silver items of great age were very rare; normally being bought to be sold again in leaner times.

Noble Entertainment

War-like activities were the primary pursuits of the nobility, fighting other nobles in civil wars might get out of hand, but wanton slaughter was mainly avoided. However, martial energy increasingly from the early twelfth century came to be channelled into tournaments. These were formalised occasions, with at least some rules, for nobles to fight each other. Tournaments became expensive displays, often forming the core of a fair and provided increasingly grand stages for aristocratic pageantry. Tournaments, essentially being large gatherings of excited armed men could also make some rulers quite nervous.

Hunting was a highly popular substitute for many nobles, particularly of deer and boar, with parks or forests being set aside by major lords (and especially kings) for their enjoyment. Peasants had some rights in those areas under Forest Law, but could not harm the lord's game–the penalty for doing so often being death.

Hunting was also a far less dangerous pass-time for many nobles than tournaments, and as a very expensive activity requiring large areas of semi-productive land and significant numbers of horses, dogs, and followers, it was an ideal, and extremely popular, way for nobles

to show off their wealth and status. This is not to say that hunting accidents did not occur–William Rufus, king of England, notoriously dying in such an incident.

Other less bloodthirsty entertainments included feasting (often after a hunt), music, and storytelling. Noble houses (especially in Southern France were the Occitan language dominated) also often welcomed travelling entertainers and troubadours, who could provide relief from the monotony of local issues.

Noblewomen were largely expected to remain secluded and occupy themselves with domestic management, textile crafts and other practical activities, although many strong noblewomen did come to the fore in times of difficulty. Needless to say, day-to-day life was often hum-drum.

The First Estate - The Clergy, Men of God

The medieval Church was conceived of as the body of Christ's faithful, with the Church Militant its earthly arm, and the Church Triumphant, composed of the heavenly saints, its celestial organ. Both being intermediaries and a bridge between God and mortal man.

Being a human establishment, the Church Militant naturally encompassed politics and internal struggles. The Church as the only really universal European organisation, was on the whole, a good institution. Those in positions of power had, far more often than the nobility, the interests of their inferiors at heart, and often acted to defend the weak and poor. The Church was however, sometimes capable of misjudging situations and falling prey to the occasional malicious or selfish individual who managed to rise through its ranks.

As an institution the Church often contended with secular rulers for influence, with many church leaders being active in politics and government. The Church sometimes even was able to guide a hereditary ruler with a representative, or might attempt to bring to heel a difficult king, as Pope Gregory IX tried with the Holy Roman Emperor Frederick II.

Regulars and Seculars

There were many different forms of clergymen, each with his own duties and influence, but ultimately the clergy was divided into two groups, the regulars and the seculars.

The secular clergy, comprising all parish priests and most bishops, was responsible for helping laymen and women to live holy lives, ministering to the sick and needy, and dealing with the world. The regular clergy, following rules that restricted their contact with the world, were supposed to chiefly offer spiritual help through their prayers.

The Regular Clergy
Monks, Canons, Friars and Nuns

The regular clergy typically were bound by vows–of poverty, chastity, and obedience; swearing to own no personal property, abstain from sex, and to obey the head of their religious community. Most regular clergy additionally promised stability–agreeing to remain in one institution, moving or leaving its grounds only if commanded by their community's leader. These practitioners typically lived secluded lives within small groups, usually purposefully located in fairly inhospitable places.

Hooded robes were usually worn, those who followed the Rule of St. Benedict (Black Monks–Benedictine monks and Augustinian friars) wore robes of black, the Cistercians (who followed a strict Rule of St. Benedict white (although the monks, but not nuns, from the mixed, but separately housed, Gilbertine order wore black habits with a white cloak and hood), the Dominicans (Blackfriars) white habits with a black hooded cloak, Carmelites (Whitefriars) white habits and cloak, and the Franciscans grey.

The regular clergy were generally well educated, able to read and write Latin (many of the first schools being monastic), however this was not always the case. Many monks spent their time laboriously copying by hand the few books that their monastery possessed; monasteries often being the chief source of Bibles and other works of literature until the 15th century adoption of the printing press. Others, particularly the Dominicans were active in teaching, as legates and as inquisitors of heresy.

The regulars, who took more severe vows, were often seen as holier than the secular clergy. However, as most people had little contact with regular clergy, their faults and shortcomings were less obvious. Those monasteries which controlled large areas of land, and thus possessed great wealth, were unfortunately often harsh landlords, giving rise to widely circulated tales of monastic corruption. Nonetheless people often perceived monks as a group as being good, while viewing local monks as corrupt.

The Secular Clergy
Parish Priests and Bishops

The secular clergy were generally required to be chaste–although the minor orders of porter (or doorkeeper), lector, exorcist, and acolyte were not. Seculars, unlike the regulars, did not take vows of poverty as they spent much of their time involved in worldly affairs whilst ministering.

Parishes & Priests

Western Christendom was built upon its multitudinous parishes, and to which everyone variously belonged. Each parish community was centred on a single church, from which a priest (the rector) acted as spiritual guide and advisor, administering the sacraments, and receiving confession from his parishioners. This ideal naturally varied with setting and settlement size. The parish church, being often the largest and grandest building in an area, fulfilled many functions: as one of its main meeting places, a store for furniture or supplies (a practice on which the Church frowned), an administrative centre, and as a solid refuge in times of conflict.

Parishes varied considerably in size, from small urban areas to large parishes covering substantial rural regions. Initially some parishes in newly settled areas had been organised around large churches staffed by several priests who collectively served a large geographical area. These were increasingly after the early twelfth century, broken up into smaller parishes.

Generally a diocese's bishop appointed priests to parishes, although many different authorities might also have the power to appoint rectors. However, the local bishop typically still had the right of approval of others' appointments; while the rectorship of those parishes controlled by monasteries were in the gift of the abbot. Local lay lords in other parishes might also have the right to appoint whomever they chose, subject to the bishop's agreement. This was often seen by nobles as a suitable career for younger sons, who were otherwise unlikely to inherit.

All non-clergy were expected to see their parish priest with any spiritual issues. Generally people were not allowed to choose their priests, although the wealthy and powerful might have a personal confessor, or chaplain, while those travelling received dispensation to attend the nearest church.

Rectors did not always run their parishes themselves, some appointed out of their income a vicar (a deputy ordained priest), however most did reside in the parish. In addition, rectors could employ a curate (an ordained priestly assistant), deacons and subdeacons to assist him in work other than administering the sacraments. Curates could also be employed to run a *'relief chapel'* if a village population became too large and unwieldy for a single resident priest to handle.

The local priest said Mass, typically in the parish church (or in a *"chapel of ease"* if the distances were too great–at which also marriages couldn't usually be performed), for the people of his parish, and if required in the local castle (if one existed nearby); most castles containing a chapel for this purpose. As the priest was often the only literate person in his settlement, he was also typically responsible for a large amount of additional administration. Such management as the keeping of village and castle records, the collection of the tithe, secular and church taxes, as well as his duty of alms distribution among the poor occupied his time.

Bishops & Dioceses

Bishops, led by the Pope, were in many respects the Church nobility, supervising the parishes that made up their diocese. As such, they often became embroiled in court politics. They frequently commanded great resources, and as with great temporal lords, often demonstrated this power by lavish and conspicuous wealth–particularly in the form of costume. Bishops might additionally, as powerful magnates, hold large territories and maintain their own castles (or palaces) from which they, performed their many duties, including levying taxes and settling legal issues–some of which could be very financially rewarding, such as the annulment of aristocratic marriages.

Besides the distant pope, bishops were the highest power in the Church, exercising authority over their diocese–which might vary enormously in size. Even the Holy Father, although he (or they, if there were multiple claimants–an Anti-pope) claimed universal supremacy, was primarily the Bishop of Rome. A bishop was technically responsible for investigating the behaviour of all Christians within their diocese, however in practice, bishops relied on parish priests to monitor the laity, while they oversaw the clergy. Visitations of parish churches and monasteries were the usual method by which bishops investigated their dioceses and made sure everything was in order. Minor problems were common, however situations were only occasionally in such disarray that a bishop had to take radical action. These situations might involve castigation of clergy, or (in extreme cases) the transfer of a priest or suppression of a monastery and the sending of its monks elsewhere.

Members of the diocese nominally appointed bishops, although typically they were actually elected by the cathedral chapter, of which roughly half were formed of secular canons, the other chapters by monks. Rulers, or more rarely a powerful noble, often had the right to approve an elected bishop, but generally were not supposed to impose bishops on resistant chapters–which of course they repeatedly tried.

Bishops were assisted by archdeacons, who acted as their chief deputies, and whom in the largest dioceses might achieve almost the authority of the bishop within their sphere of influence. Archbishops in turn managed the bishops within their provincial area, as well as presiding over the diocese for which they were bishop; although outside their see they usually did not have the authority to perform visitations.

Large numbers of privileges and exemptions complicated the situation, with some monasteries being exempt from all ecclesiastical authority besides that of the Pope. Others stood outside the authority of their local bishop, but under that of the archbishop–even some parish churches were in this position. Additionally great monasteries (such as Glastonbury Abbey) might in discrete, limited regions or extents, even be exempt from royal authority. Lengthy court cases could result from these exemptions, as boundaries were tested, but such entitlements were generally respected.

The Tithe

The Church is entitled to one tenth of everything of which God gives increase, this being its chief source of wealth. The tithe was not voluntary, and the Church's representatives could be harsh in its collection; huge amounts of agricultural products being gathered in and either sold or stored in vast barns. In the tithe went to the parish's rector, who in turn passed a third to his bishop, keep a third for his own support, and used the last third to help the poor.

However, various circumstances affected this ideal. Some rectors were not resident, instead paying a small amount out of the tithe for a curate to care for the parish, while the absentee gained most of the benefit. A particular target of Church reformers were those absentee rectors who held more than one parish, a practice called pluralism, and who thus could be quite wealthy with little actual ministration on their part. Monasteries as large landowners also often controlled multiple parishes, acting much as absentee rectors, receiving the tithe and hiring a curate to look after the parish. However this institutional pluralism was not as unpopular with reformers as that of secular clergy.

A particular source of tension resentment towards paying the tithe (if not the major one) was that, in many cases the full amount intended for the poor was never donated to them. This might simply occur if a parish was too poor to even support a rector, as was particularly common in urban parishes where few town activities were covered by the tithe. However, often a rector simply failed to pass the due third on, while in other parishes, the alms were passed to a nominally poor, but actually wealthy, monastery. The money received by bishops as their proportion of the tithe was even more subject to *'disappearing'* normally being swallowed up by the diocesan administration and the bishop's palace's household costs. However, the poor and destitute usually did receive some support–just not as much as intended.

Ecclesiastical Wealth

Ecclesiastical wealth came from other sources besides the tithe, as many bishoprics and monasteries also received income from the manors they owned. The risk of being drawn into mundane affairs, and becoming corrupted, was great for wealthy churchmen. Many abbots, in particular, failed to live up to the standards expected of monks, as while they did not technically own anything, they had at their disposal total control over often very large sums of money.

The extreme wealth of the higher clergy was a perennial target of radical priests, a few even holding that all clergy should be truly poor, as Christ had been. This was not, however, a common view, most reformers simply desired greater simplicity. The popular opinion being that the clergy should receive enough to support themselves and to grant them time in order to carry out their spiritual duties–but not enough to allow fine clothes, feasting, and large retinues of servants.

Heresy

As the Church laid out God's mysteries, any Christian who did not believe as it taught was a heretic (thus Moslems and Jews, as non-Christians, could not be heretics). An offence under canon law, heresy was grounds for excommunication (expulsion from the community of Christians), and technically also for execution–a penalty rarely applied. However only contumacious heretics were punished, being those who, upon being confronted by the Church, refused to admit their error.

Those admitting their mistaken views and swearing rejection of former errors were forgiven, and escaped punishment as the Church did not punish faults, only the refusal to rectify mistakes.

The actions of clerics could also lead to dissent. Often at many times, as a result of their failure to comply with Church law and their other *"luxurious corruptions,"* they were viewed with suspicion. Whilst at various times the activities of the clergy even gave many of the people every reason to believe in what were often called heresies.

Feudal Justice

Medieval law grew out of several sources, the chief being the codified laws of the Roman Empire, handed down largely through the Church, and the traditional laws (with royal pronouncements) of the *"barbarian"* peoples.

At the start of the EF period, most law in northern Europe was customary– 'the way things had always been done' Even rulers introducing new laws often couched them as mere codifications of past good practices, rather than as new laws. Codifying, and thus recording, increasingly tied down the legal rights and dues of the population–the English Domesday Book of 1086 being a prime example.

Initially there was no judicial organisation, all matters were local and patchy at best. However, as societies became more complex, different broad areas of law developed: that of Criminal Law, Civil Law, and somewhat separately, Canon Law.

The delivery of justice was also primarily local, with many diverse parties having rights and privileges in administrating and passing sentences. These individual privileges being progressively amalgamated and centralised as the Middle Ages unfurled.

The administration of justice was loosely based upon the feudal system, with rights being held by the nobility and some chartered urban centres. In a realm with a powerful central government, an unusual state of affairs during the EF or HC periods, higher justice might be reserved by the King and his appointed justices. Additionally, the various types of courts (manorial, borough, royal and canon), although they did have specific privileges, might conflict and compete with each other over rights of trial (and of fee collection).

Social Positions Modes of Address

It was important that one addressed one's superiors correctly to avoid their wrath. It is suggested that the forms of address as shown in Table - Modes of Address are used during play to reinforce the social status of both PC's and NPC's alike.

Social Position	Mode of Address
One's Lord	Sire; My Liege; My Lord
King	Sire; My Liege; May it please Your Majesty
Queen	Madam; Ma'am; My Lady; May it please Your Royal Highness
Crown Prince	Sire; May it please Your Royal Highness
Prince of the Blood	Sire; May it please Your Royal Highness
Princess of the Blood	Madam; Ma'am; My Lady; May it please Your Royal Highness
Duke	My Lord; My Lord Duke; Your Grace
Marquis	My Lord; My Lord Marquis
Earl	My Lord
Count	My Lord
Baron/Bannerette	My Lord
Knight/Baronet	Sire; Sir (name)
Noble's Wife	My Lady; Your Ladyship; Lady; Madam; Ma'am
Noble's Son	My Lord
Noble's Daughter	My Lady; Your Ladyship; Lady (name)
Lord Chancellor	My Lord or by title
Lord of Council	My Lord or by title
Lord Justice	My Lord; Sire; or by title
Lord Mayor	My Lord
Lady Mayoress	Ma'am; Mrs (name)
Mayor	Your Worship; Sir (name)
Sage/Physician	Dr(name)
Mage	Sir; Master (name)
Master Guildsman	Sir; Master (name)
Pope/Patriarch	Your Holiness; Most Holy Father
Cardinal	Your Eminence
Archbishop	Your Excellency; Your Grace; My Lord Archbishop
Bishop	Your Excellency; My Lord; My Lord Bishop
Archdeacon	Venerable Sir; Reverend Father; Father (name)
Canon	Very Reverend Sir; Reverend Father; Father (name)
Dean	Very Reverend Sir; Reverend Father; Father (name)
Rector	Reverend Father; Father (name)
Priest	Father; Father (name)
Abbot/Prior	Right Reverend; Reverend Father; Father; My Dear Abbot/Prior
Monk/Friar	Brother, Brother (name)
Abbess/Prioress	Very Reverend Mother; Reverend Mother; Mother Superior
Nun	Sister; Sister (name)

Table - Modes of Address

Criminal Law

In the EF period, if a crime was committed, a complaint had to be sworn to the local court. A number of witnesses were required to back the accused up and swear to their good name (usually 12, although an oath-taker of high rank could reduce this number). If an accused could not provide men to swear (or not enough), they could undertake trial by ordeal or pay le chefe, a fine based on weregeld. Additionally, if unable (or unwilling) to undertake such actions, an accused could run. However, this was seen as an admission of guilt and marked them as an outlaw; they forfeited all goods and could be killed on sight as a *'wolf's*-head'.

During the EF period in some countries, such as England, a trial by combat, or by ordeal, was mandatory in serious cases–unless the accuser was female, which led to women often bringing such actions).

Communal responsibility was often enforced for payment of fines and in the instances of the non-appearance of accused parties–those helping an outlaw being guilty of committing the crime of Aiding and Abetting, which carried the same sentence as that faced by the outlaw. From the HC period non-appearance in court after multiple summons (usually five) would result in being declared an outlaw.

However, as societies grew more complex, Roman law came to play more of a part in legal procedure, with rulers increasingly regarding all violent offences as being subject to royal authority. Each administrative sub-region providing sworn witnesses to the royal official (In England each hundred elected 12 witnesses, and each tithing 4), and who acted as a jury of investigatory assistants to the Shire Reeve. Having ascertained the facts (or swept them under the carpet), they informed the authorities and answered from their local knowledge to a royal judge.

After the abandonment of Trial by Ordeal, a second jury (sometimes called a Petit Jury) sat to determine the accused's guilt. Witnesses from the first trial might serve again, possibly hindering the overturning of verdicts. In very serious cases a ruler might call yet more juries–until a more agreeable verdict was reached, although this was only usually done in cases of treason and killings (where a ruler might desire to intervene for political reasons).

However, as peasants became more legally astute, they increasingly used the law to make their positions more comfortable at the expense of their lords. The trouble for fief holders was that all witnesses and jurors were local men, and thus tenants–and getting them to side against one of their own could be very difficult, especially in a distant fief that had to be administered by a deputy (seneschal, chamberlain or castellan). Appeals merely went to another petit jury, again made up of–locals! Thus compromise agreements and tradition often held sway.

Civil Law

Civil law was always burdened by the fact that enforcement was not considered in the legal procedure. During the EF period a plaintiff had to act themselves as legal-clerk and notary, writ-deliverer and collector of restitution if the local legal official (known variously as Shire Reeve, Sheriff) found in their favour. A party having a writ served on them could simply ignore the whole procedure (and often did), but even if they accepted the process, could appeal the Sheriff's decision to the royal court. A defendant who ignored the Sheriff's decision, or failed to accept the ruler's, could face a criminal prosecution for Breach of the King's Peace and additional sanctions. However, enforcement was still an issue and armed conflicts often resulted as plaintiffs sought to exercise decisions.

From the HC period on, writs were often both centralised and standardised, lifting the burden of literacy from the plaintiff and helping the Shire Reeve. A writ could be simply purchased from officials of the Royal Court (typically from 6d. to 18d.–Although it could vary widely) and handed over to the Shire Reeve (generally for a fee of 2-3d.). The Shire Reeve, as with criminal cases, turned to local witnesses and jurors for more detailed information. However, enforcement remained a problem, particularly in cases which involved nobles as defendants and in cases were local peasants fought the actions of (as they saw it) wrongful nobles.

Writs could be issued for Torts (a wrong)–a development of weregeld, in which an injury done to a person or to their property due to some negligent or deliberate act could be pursued for reimbursement. Nobles could bring tort actions against each other for themselves, or on a vassal's behalf; non-nobles often being limited to bringing actions against their fellows. In game terms the following torts are available:

Replevin: An action to recover unlawfully taken property. If unable to be restored in fit condition, compensation and damages might be awarded.

Damage to Property: A writ for compensation for wrongfully damaged property. If deliberately damaged, punitive damages could be awarded at up to double the item(s)'s value, Commoners might also receive up to 24 lashes for intentional damage.

Injury to Person: An action for compensation for an injury suffered as a result of another's improper or irresponsible actions. Members of the royal family being entitled to 20,000 pennies per Body Point; nobles 5,000d.; knights and other lesser nobility to 1,000d.; freemen to 200 pennies per Body Point, and serfs to 10 pennies per Body Point. If maiming resulted from the injury, the sum due is 3 x the normal amount.

Very basic Business Law also governed most commercial transactions:

Fraud: Any false representation of goods, or false promises leading to financial loss on the part of the victim. Penalties were c. 1-3 times the transaction's profit plus restitution, or full compensation.

Debt: Failure to pay owed items, or monies, at the end of an agreed time. An aggrieved party could sue for payment, which might result in the seizure of money, lands, cattle, or other goods. However, securing the repayment could be difficult. Nobles secured their debts with sealed deeds (promises), non-payment of such bargains could be heard in a Royal Court. Impoverished freemen could be forced into service (or in the EF, slavery) to repay debts. If such an enforced debtor ran away, such refusal to make payment by service was often punishable by death.

Breach Of Contract: Failure to live up to one's word. Contracts were often only witnessed orally, and courts might order the terms of the agreement to be carried out in full or the recovery of financial losses.

Canon Law

Although there was a slight difference in the way commoners and members of the nobility were dealt with by the law, the greatest division was between the treatment of those covered by Canon (Church) Law and those in the secular sphere. In theory, members of the clergy were immune from prosecution under secular law, with any recognised clergy (including nuns) falling under the jurisdiction of canon law, as did many scholars in minor orders–as a modicum of learning was regarded as a precondition for ordination.

Papal pronouncements formed the basis of Canon law and was interpreted by specialist canon lawyers. Canon law cases were theoretically judged by bishops, but in Northern Europe from the 13th century they typically delegated deputies (ecclesiastical judges) to hear cases for them. Canon law was complex and often opaque, with the result that cases could drag on for long periods. Canon law also, as the Church held it should not shed blood, did not hand out physical punishment, allow ordeals or sanction torture (however, torture was authorised by Pope Innocent IV in 1252, in order to gain confessions from heretics). A common punishment being the stripping of clerical status, a much less serious sentence than being hung. As a result accused parties often sought to claim benefit of clergy; until the HC period this often being simply determined by checking whether the accused could read. Rulers naturally tried to restrict these privileges, to gain authority, fines and to literally stop people getting away with murder.

Certain offences committed by non-clergy could also fall under canon law and go before the bishop's court, these being typically sexual offences (including adultery and fornication). Sexual behaviour of the common laity was often minutely pried into - to a degree that would seem highly intrusive to modern sensibilities. Sex was viewed as being *"bestial"* and unclean–women, and their *'moist-cool'* corrupting menstrual blood, being blamed for most offences. Heavy lengths of penance could be ordered for even sex between man and wife, if performed on a fasting day or feast day; additionally stripping and whipping of offenders around church buildings was common. Heresy, naturally, also fell within the ecclesiastical courts' remit, as often did disputed wills and other cases in which oaths were a central issue.

Sanctuary

The right of sanctuary could be claimed if a fugitive managed to reach a designated sanctuary church (there were 22 such churches in England, with possibly as many as 1,000 people throughout England claiming sanctuary at any given time during the Middle Ages). They could remain within the church, free from arrest for a period of up to 40 days, after which they either had to surrender or publicly confess their crimes to a priest. Surrendering to the legal process was used as a means of buying time and perhaps letting tempers cool; while if confession was chosen, all their goods were surrendered to the Church and their lands forfeit to the crown. Additionally, they were also shorn, dressed in a plain woollen shift and required to leave the realm by the most direct route.

Standing watch outside a sanctuary church, to ensure that a fugitive did not escape, was a particularly unpopular duty for serjeants (and constables–one of which supposedly had to supplied by each tithing of ten households).

Nobles and Crimes

Nobles often used their influence and social station to evade punishment, and having a band of armed retainers certainly helped to dissuade minor cases being brought against them. This particularly became a problem in the WF period as warfare and social change stressed legal processes, giving rise to gentlemen brigands such as Sir Thomas Malory (who wrote Le Morte D'Arthur) and German robber-knights.

In bringing charges against a vassal, magnates generally had to be able to prove any accusation, with at least an appearance of fairness even if a trial was conducted in an overlord's own court, as mutual trust and good faith were the basis of feudal bonds. Serious charges laid against one of their peers, unless outrageously heinous, might be held by vassals as cause to examine their own loyally, with support for an overlord who acted in a blatantly unjust manner often being denied.

The noble and knightly classes could also face additional penalties that affected them particularly. Mostly these involved disgrace with the temporary or permanent loss of reputation and Honour. Such dishonour might be restored by performance of some notable deed, or might also include the forfeit of lands and or titles. These might be passed to a near relation (in order not to totally alienate other nobles), or might revert back to the crown. The later being often accompanied by banishment for life upon pain of death.

Types of Courts

Besides the Canon law courts who independently administered justice to clerics and those able to claim church jurisdiction, the main civil law courts were the baronial (or manor, or hundred) courts, in which a feudal lord sat in judgement over crimes committed within his demesne and in cases between his vassals. These small courts were hives of inter-peasant intrigue, with justice often being influenced by bias, local issues and favouritism.

Counties were divided up into smaller areas, which could vary greatly in area (in England called hundreds, nominally the land needed to support 100 households–and to which twice a year, representatives from each tithing had to report). The local manor courts, which generally sat either monthly or each fortnight, administered a large proportion of trivial cases, although they could only deal with minor offences. These courts could also judge disputes between a lord and his vassals, but most vassals preferred that such cases were heard in the royal courts. Pleas to the Crown, in such crimes as homicide, were passed onto the county court. Some manorial courts were administered by the King, but many were controlled by landowners or religious houses (an example being the abbey of Glastonbury and its wide holdings).

Royal (or county) courts dealt with a wide range of business, although access to royal justice was not automatic. Gentry had the right, peasant serfs hadn't always; however, legally aware peasants increasingly disputed the privilege. These courts sat in the main county towns officially twice a year, but in practice more frequently, being presided over by a King's Sheriff, an official typically of lesser noble rank, who heard appeals. The practice became more and more for the King's Magistrates and Royal Justices to hand out judgements for common crimes, involving *'lesser'* offences and punishments, as well as for more serious offences in the Circuit Courts. Justice and the fines imposed, were increasingly seen as a source of wealth, with most fines being royal revenue–except for counties administered by an earl, who received a third.

Additionally, towns and cities holding charters from rulers (urban centres in Catalonia being particularly independent), might have the right to hold courts to hear cases, usually those that carried sentences of corporal punishment. Cases heard in such courts gave immunity to townsmen from judicial duels, but could still require submission to trials by ordeal in the EF and HC periods.

Legal Process and Judgement

There were three pleadings possible to a defendant: guilty, not-guilty and no-plea. A failure to plead was generally the only occasion on which torture was used, being inflicted until a plea was made or the suspects death. Such stubbornness often occurring as the property of one who refused to plead passed to his heirs, free from blame.

Due to the lack of forensics, evidence was not important; far more weight being placed upon witnesses. However as many crimes were unwitnessed or committed in secrecy, Divine power was invoked to determine guilt or innocence.

The most basic form of test was oaths, the accused swearing on the gospels or holy relics, that he was innocent. This would be sufficient for some minor transgressions to grant an acquittal. However the accused might need, for more serious offences, to provide a number of compurgators; other men willing to swear to his innocence. Oaths actually had some merit for judicial use, as almost all believed God overlooked over such vows, and were generally reluctant to forswear themselves; typically preferring to confess minor crimes rather than risk divine retribution.

In game terms such perjury, might cause the forsworn to suffer nightmares and visions of eternal damnation, possibly being worrying enough to cause a -5% TSC% penalty to actions as a result of tiredness–such a gnawing guilt might even eventually drive them to confess. In more fantastical settings the results of making a *"broken"* pledge might be far more drastic than purely psychological self-torture.

Judicial Duels: An accused could always resort to their basic entitlement to a trial by strength of arms, it being believed that the Deity would ensure that the *'just'* party would prevail. Children, women, the physically incapacitated and, from 1140, ecclesiastics were barred from offering or accepting judicial battle–serfs could also not challenge freemen, bastards the legitimately born, and lepers non-lepers. In such cases a *"champion"* might be appointed to fight on their behalf, however in criminal cases besides the accused suffering their fate, a losing champion would normally be hung, or suffer the loss of a hand or foot as a perjurer. In the EF period a losing accuser would be outlawed (if they survived); later periods merely pressing charges of False Accusation with a stiff fine. Towns without charters and institutions might employ a regular champion, but such men were thought of as little better than street-scum.

Witnesses could be challenged too, in order to eliminate their testimony. In 13th century England a defendant could even challenge their own witness, while in France by the 14th century witnesses were only allowed if they were capable of fighting, if challenged. However, rulers increasingly restricted the right of trial by combat, starting with towns and cities, as revenues from court cases were substantially greater. By 1300 very few countries or regions still allowed judicial duels, King Charles VI of France banning duels totally in 1409, except under special license–although they retained a degree of popularity in Germany.

The duel might be fought mounted or (more commonly) on foot, with local custom and rank dictating the form and weapons used. Such battles always drew great crowds, but could often devolve into biting and scratching fights. However, a combatant would only be provided with equipment if they were too poor to equip themselves.

Judicial duels are best modelled in game terms by applying a die roll modifier (if desired by the Gamemaster) to the attack rolls of both sides, aiding the innocent and penalising the guilty.

Additionally nobles had the feudal right of Private War, by which an unfairly treated vassal, wronged by his overlord could resort to armed resistance. This ultimate expression of Trial by Combat was sometimes common, but decidedly risky, as losing could be fatal–or at least, harmful to one's purse.

Trial by Ordeal (EF & HC only): Besides being tried by a judge and jury, the accused could often elect for Trial by Ordeal in which the Deity was held to judge the guilt or innocence of the accused (although members of the clergy, however minor, could not be tried so). This method of ascertaining guilt involved a grievous test such as (in order of popularity): the *'ordeal of boiling water'* in which the hand or forearm was dipped into a cauldron of boiling water (or pulling a ring or stone out of it), and the *'ordeal by fire'* which involved either carrying a 1 lb. lump of heated iron (3 lbs. in treason cases) a set distance (usually nine feet) or in the EF period, walking barefoot over 6, 9, or 12 heated plough-shears. The innocence or guilt of the accused being judged on the limbs' condition, if the burns had not become infected and were healing after three days, they were judged innocent of the crime. Additionally there was the *'ordeal of cold water'* in which the accused was immersed, being found guilty if they floated.

In some areas only accused women and free men could undertake the ordeal of fire, serfs the ordeal of water, while members of the nobility could also opt for trial by ordeal, if they so wished–although few did. Ultimately, these practices were increasingly seen as barbaric relics and not very effective (with more than two thirds of those subjected being acquitted). The religious underpinning of them was removed in 1215 by the Fourth Lateran Council (which banned clerical participation), with trial by ordeal being universally abandoned by 1300.

In game terms the *'ordeal of cold water'* follows normal drowning rules, while the *'hot'* ordeals typically inflict 2D10 Body damage, not enough to kill, as that was not the intention. There is the chance of exposure to septicemia–but this is rare, and may be resisted normally.

Crimes & Punishments

Corporal sentences were typically passed for lesser offences and misdemeanours not usually warranting execution, and were punished by restitution to victims, public humiliation (typically in the stocks–or more inventive shaming for cheating artisans), lashes and occasionally branding or mutilation–or most commonly by fines and other financial penalties.

Capital sentences were serious felonies carrying the death penalty. Fines might rarely be made as an alternative for favourites of the ruler.

Some crimes and punishments and their game effects follow:

Crimes	Description
Arson	Hanging or burning at the stake.
Assault	If the assault had the intent to do bodily harm and there is deliberate bloodshed or maiming, or if there is a wrongful threat of maiming or death used to intimidate the victim, a felony with the penalty of hanging. Otherwise, it was treated as a third Common Assault (used for muggings, violent beatings, etc. where permanent injury or death was probably not intend).
Black Sorcery	Using Magick to do wrongful harm to others, or to their property and goods. A felony resulting in burning at the stake and burial of the ashes in unhallowed ground
Breaking the King's Peace	1-3 days in the stocks. The crime is a catch all for a variety of disruptive offences (public brawling, drunk and disorderly, etc.), with a fine possibly also being levied. It could also be used as a means of securing a defendant in a civil case, if they refused justice.
Brigandage	A capital felony resulting in death by hanging.
Burglary	Felony with punishments as for Grand Theft. The actual theft need not be proved; illegal entry being proof of intent. Any assault by the accused on any person(s) on the premises is Robbery with Violence.
Cannibalism	A capital crime punishable by being torn apart by wild dogs in a pit, or burning at the stake.
Cattle Lifting or Sheep Stealing	Misdemeanour's resulting in restitution, 24 lashes, and 3 days in the stocks for the first offence; restitution, branding, 36 lashes, 3 days in the stocks and 60 days hard labour on the second offence; the third offence became a capital crime punished by hanging.
Common Assault	Misdemeanour's resulting in a fine of 100 pennies or 10 lashes and 1 day in the Stocks for the first offence; a fine of 100 pennies, 12 lashes and 2 days in the Stocks for the second offence. The crime resulting in a fine of 200 pennies, 12 lashes and 3 days in the stocks for every offence thereafter.
Conspiracy	Hanging, drawing and quartering. Also for performing secret horoscopes and divinations on rulers, as information gained might be useful to plotters.
Desecration	For defiling or mutilating the corpses of the dead, burning at the stake; for desecrating graves in hallowed ground, burning or being buried alive. However, ancient tombs of pagans may not necessarily be included as protected places.
Grand Theft	For stealing goods worth more than 500 pennies (5 oz. Silver) in value: restitution, branding, 24 lashes and 60 days hard labour on the first offence; restitution, 48 lashes, and loss of a hand on the second offence; hanging for the third offence.
Horse Theft	A felony punished by hanging if a war-horse; otherwise treated as Cattle Lifting & Sheep Stealing.
Incitement to Riot	Felony resulting in 36 lashes and 90 days labour. If the intent was to foment actual rebellion, death by hanging.
Murder	Felony resulting in death by hanging.
Necromancy	Burning at the stake for consorting with demons.
Perjury	Felony resulting in the same punishment as the one faced by a person falsely accused. The offence covers Bearing False Witness as well as False Accusation.
Petty Theft	A crime involving stealing less than 500 pennies (5 oz. Silver) in value: punished as for Picking Pockets & Cutting Purses.
Picking Pockets & Cutting Purses	Misdemeanour's resulting in restitution, 12 lashes and 3 days in the stocks for the first offence; restitution, 24 lashes and 3 days in the stocks for the second offence. The third offence being restitution, branding, 24 lashes and 3 days in the stocks. The fourth offence is the same but a hand is also cut off. The fifth offence results in a capital sentence of death by hanging.
Piracy	Felony resulting in death by hanging, or death by 1,000 lashes.

Crimes	Description
Poaching	Misdemeanour's resulting in 12 lashes on the first offence; 12 lashes and 3 days in the stocks on the second and third offences; 24 lashes and loss of a hand on the fourth offence. The fifth offence is a felony resulting in death by hanging.
Poaching a Deer	Felony resulting in death by flaying (skinning) alive or by being sewn up in the wet rawhide of the deer and hung head down over hot coals. The offence applies to any commoner not having the right or permission to hunt deer in either the King's forests or in a noble's private game preserve.
Poisoning	Hanging or burning at the stake.
Rebellion	Felony resulting in the culprit being very publicly hung, drawn and quartered.
Robbery on the King's Highway	Death by hanging.
Robbery with Violence	Felony involving any form of armed robbery (including mugging) is punishable on the first offence by restitution, 24 lashes, branding and the cutting off of a hand. The second offence is a capital offence of death by hanging. The use of any lethal weapon or the shedding of blood during a robbery constitutes Robbery with Violence under the law.
Riding a War-horse	Misdemeanour's resulting in 24 lashes and 3 days in the stocks for the first offence; repeat offences constitute a capital crime punishable by hanging. Not always a crime, although only nobles and members of the military generally rode war-horses.
Smuggling	Depending upon the severity of the offence and number of previous convictions, this might be a misdemeanour resulting in a fine equal to the value of the goods, 3 days in the stocks, plus confiscation of goods on first offence; fine, stocks, confiscation and 24 lashes for second and third offences. A fourth offence is a capital crime resulting in a fine, confiscation and death by hanging.
Spying & Espionage	Felony resulting in the culprit being hung, drawn and quartered.
Theft of a Beast of Burden	Misdemeanour. Punished as for Cattle Lifting & Sheep Stealing.
Theft of Valuable Property	Branding, 36 lashes, 3 days in the stocks, restitution and 60 days hard labour–or else death by cutting of the throat, or strangulation with the garrotte if restitution cannot be made. A charge generally reserved for thieves stealing from nobles and very rich merchants.
Treason	Public hanging, drawing and quartering. A great spectacle offered as a deterrent.
Witchcraft	12 lashes and 3 days in the Stocks for the first few offences of practising Magick. Repeated offences are a capital crime, punishable by burning at the stake. This charge applies only when the practice of Magick is considered unlawful in itself, although any resulting effects of witchcraft are punished as crimes, in of themselves.

Penalties and Punishments

Crimes fell into two broad categories based upon their punishments: Capital, serious offences that carried the death penalty, and Corporal crimes which resulted in judicial injuries, beatings or humiliation. Most historical physical punishments were barbaric (and regarded as being so at the time), but were viewed as necessary public deterrents, as well as being educational for serfs and town servants. However, it should be remembered that fines and other fiscal punishments were by far the most common sentences passed–often even for serious crimes.

A judge had discretion in allocating penalties, while if a ruler sat in person, he could do nearly whatever he desired, even passing the death penalty for petty theft or mere fines for slaughtering an entire village. In judgements the social position (and the power) of individuals was commonly taken into consideration, particularly as retainers of aggrieved parties could cause trouble, and thus had to be reconciled.

Imprisonment was not considered a punishment, but rather a method of detaining a suspect or convict until another process. Gaols were most often used to house those awaiting trial if they could not find guarantors to swear to their appearance at trial, or more rarely until fines were paid. Politically motivated imprisonment might, of course, be for any length of time. However, as officials had to construct and maintain gaols out of their own funds, they were generally sub-standard. Dying from *'gaol fever'* in the filthy conditions was a real possibility, unless one could afford to buy better treatment.

Capital Punishment: Hanging was the most common penalty, being the usual punishment for murder, rape, robbery, and other very serious offences. Execution by other means was only unusually inflicted, although other sentences might include burning at the stake; burying alive; flaying alive (skinning); boiling in oil; or most unpleasantly, hanging, drawing and quartering.

Corporal Punishment: Minor offences typically resulted in a fine, but as the money went to the court's owner, fines might be levied even for major capital offences (especially if the defendant was wealthy). Fines could be heavy, but were usually within a criminal's means, as payment was the intent. More serious transgressions, such as theft or poaching, were punished with flogging and mutilation, although blinding and castration were regarded as only slightly less serious penalties for men than death.

Escheat Propter Delictum Tenentis

Upon a felony conviction, the lands of a vassal escheated to his overlord; treason and breaches of faith between the two being the most common causes of estates reverting.

A trial might be conducted in a court, but in the EF and HC periods the accused had right of trial by Combat a l' Outrance (to the death). Deliberate refusal to answer charges being viewed as admission of guilt, with the land reverting in absentia.

A convicted vassal could be declared outlaw and legally slain on sight–however, fines and other financial penalties were usual. Rebellious nobles could even receive crushing fines from a ruler, perhaps having their lands confiscated for a few years and then returned after again swearing homage, such punishment being equivalent to a fine of their income.

Marriage, Primogeniture and Inheritance

Sex & Marriage

Sadly, Victorian attitudes often colour views of morality and behaviour in the Middle Ages–in reality Medieval society was quite sexual. Sex was a part of everyday life, generally being treated quite openly–as would be expected in a society with limited concepts of privacy. Punning jokes, rhymes and generally bawdiness were very common, with such images thoroughly penetrating popular thought and culture.

Premarital sex was very common, and amongst peasants near universal. This was primarily driven by the need for family (and thus extra hands), and for amusement; with most peasants only marrying when fertility was proven. The Church loathed this state of affairs–but could do little, although it tried increasingly to inspect all areas of sexual life through the confessional, and could impose strict punishments through the Canon Law system.

Throughout the Medieval period Church intrusion into the marital bed increased–even treating all sex between man and wife as adultery, if performed on Wednesdays to Sundays, feast days, during festivals such as Holy Week, fast days, during daylight. etc. Typically, only grudgingly, allowing the equivalent of sex once a week–although *'pure'* virginity (even for married couples!) was much more highly preferred and vigorously promoted.

Punishment	Game Effect and Description
Imprisonment	Reserved for those awaiting trial, the arrival of a ransom, or carrying out of punishment.
Fine	Assessed on status. If it cannot be paid, a common offender will be sentenced to hard labour of 1 day per 2 pennies of the fine; nobles will have fiefs forfeited until the sum due is paid.
Restitution	The victim is repaid for lost property or injury to his person. Inability to do this results in hard labour until the amount is considered repaid. In some areas, inability to pay restitution may result in enslavement and sale to satisfy the claim or else indentured service to the victim for a set period as full compensation (based on 1 day per 1 penny value of the property). Nobles, if actually convicted, will have their fiefs forfeited until the sum due is paid.
Public Stocks	A means of identifying and humiliating minor offenders by securing and exposing them in a public place to the disapproval of passers-by.
Lashes	These are administered as a CON AR or Stamina skill check at a penalty of -10%. An additional -5% being subtracted per 5 lashes. Each failed AR results in infliction of 1 Body point from the character receiving the whipping. A merciful judge might allow a fine to be paid instead, usually at a 10 pennies x lashes, the whole amount having to be paid to avoid the whipping.
Branding	3 Body damage is received and a distinctive brand is burned into the forehead or cheek to mark one as an offender.
Mutilation	Cutting off ears, nose, a hand or foot, often used in the case of thieves. Will have serious game effects.
Death	Convicted nobles were usually decapitated, although a vindictive lord could impose some other punishment. Axes were most commonly used (swords in England), with execution following **C&S** combat rules for aimed blows. Commoners might face a variety of imaginative execution methods, however hanging was most common. Being hauled up and hung takes 10 + CON (round up) minutes of choking and kicking.
Hanging, Drawing and Quartering	A particularly nasty slow death, involving the hanging until nearly dead, the disembowelling (often accompanied by the frying of the organs, and usually privates, before the victim), and finally the chopping of the body into four pieces.

Sodomy was held the absolute worst crime– offenders having especially gruesome tortures reserved for them in Hell. Sodomy, due to its shocking criminality was always the first charge thrown at heretics, regardless of actual behaviour; although within all-male environments such as the church (particularly monastic institutions), and amongst *'macho'* military circles, homo-eroticism flourished.

Medieval women were just as sexual as men (considered, and blamed by the Church as being far worse)–impotence even being cause for legal separation. Regardless of actual behaviour, marriage was the social norm and took two basic forms: Common Law and Holy Wedlock.

Common Law Marriage consisted of the public announcement by a couple that they were man and wife. Under Common (unwritten) law, this betrothal was a binding relationship, any offspring being legitimate with rights to inherit, etc. However, the Church intensely disliked such marriages and typically encouraged couples to solemnise their relationship with a religious service (and a fee). A separation could be effected by a decree of Divorce from Bed and Board, usually granted in cases such as of insanity, abandonment or violence; after which the couple were required to live apart with the ex-wife continuing to receive support.

Holy Wedlock was a church ceremony presided over by an ordained priest. These marriages were regarded as permanently binding, divorce being unavailable. However, unions could be annulled under special circumstances for a large fee, although such occurrences were rare; while any children from such annulled marriages were considered legitimate. Annulment, due to the cost, was only available to the rich and powerful, and while common law marriages could be dissolved, wedlock was more restraining. Serfs (particularly female serfs) had to get permission (with a fee) to marry outside their lord's lands; this usually being only required in the case of a church wedding. The reason being that the woman would take property and potential offspring out of the fief–so most peasants didn't bother.

Dynastic hopes meant that many young noble folk found themselves betrothed in order to strengthen, or establish, political and military alliances between families. Similarly, wealthy commoners also arranged unions between their offspring for economic gain. Unions between a master's daughter and a promising journeyman being very common.

Marriages were rarely romantically inspired, some nobles, or couples from wealthy common families, might not even meet until the wedding. Suitable dowries were always provided–even to dowries for a peasant girl of a few chickens, pigs or a cow, and were typically designed to provide a bride (through her husband) with security via land, money, or other valuables. Until the LF period any dowry became the husband's property, after this he could administer and manage it–however the property remained the wife's, being returned to her if the marriage was annulled. Needless to say, a wealthy heiress or a young lady with a handsome dowry would be hotly sought after and romantic allure would often be of secondary interest to her suitors.

Inheritance and Succession

Illegitimate children typically knew who their fathers were, but had no legal rights to inherit from them. Only if formally acknowledged could they inherit, and even if a living legitimate heir did not exist, an acknowledged bastard might still find his claim challenged by the deceased's relatives. Bastards of rulers generally enjoyed more status, wealth and provision than offspring of more humble origins–Francesco d'Este, a 15th century illegitimate son of the Italian Marquis of Ferrara, who spent much of his life at the Burgundian court, being an example. Occasionally high nobles might marry off their non-noble paramours to retainers (or more rarely a vassal), as a reward, or provide for them financially. Promising offspring from dalliances might also be kept an eye on by noble sires, who might assist in their advancement.

The inheritance of lands, wealth and titles was vital, not only to those in line of inheritance, but also to liege lords, to whom a new vassal was of powerful military and political consequence.

An acknowledged Credit to the Family can expect some help and preferment from a noble parent, while a Good Son/Daughter might benefit from substantial advantages. Such illegitimate children typically were raised as lesser members of the extended family, their loyalty (and self-interested support) being viewed as a valuable asset.

In turbulent times, such kin relationships were often of great significance.

Primogeniture entails the transferring of all titles, lands and property to the first legitimate son. While some provision might be made for other offspring (perhaps up to 10% of the estate), junior siblings typically had to accept the eldest brother as family head and on his patronage. Lacking a male heir, the eldest female inherits all–although if she is a minor (or wealthy), she becomes a ward of the overlord. In cases lacking a legitimate heir, the deceaseds closest male kin inherits, a brother, uncle, etc. Otherwise, the lands revert to the liege lord.

Primogeniture was not universally adopted. In France, the custom was often to divide an estate between sons, a practice that eventually led to numbers of aristocrats who, although holding only modest lands, claimed an illustrious pedigree.

Determination of Inheritance

Any inherited birthright is conditional on whether society follows primogeniture (as was the case in England, but not practised by the Carolongians, for example), and the character's position in the family. For cultures that use primogeniture, the following can be used to determine if a parent or possible elder siblings in line of inheritance are living or dead:

1. If older siblings exist, for their base age add +2 years to the age of the character to find the age of older siblings in sequence, until all ages are determined.
2. Once the age of the eldest sibling is known, the age of the head of the household can found by adding 15 +1D10 years, or in cases of a mother's remarriage to another partner add 10 +1D10 years.
3. Consult the Table–Determining Family Inheritance at the start of the character's birth month each year of gameplay. Roll 1D100% for each person between the character and the inheritance.

Age of Parent Elder Sibling	Probability Deceased	Age of Parent Elder Sibling	Probability Deceased
Under 25	01 - 10%	52 - 53	01 - 50%
25 - 29	01 - 15%	54 - 55	01 - 55%
30 - 34	01 - 20%	56 - 57	01 - 60%
35 - 40	01 - 25%	58 - 59	01 - 65%
41 - 45	01 - 30%	60 - 61	01 - 70%
46 - 47	01 - 35%	62 - 63	01 - 75%
48 - 49	01 - 40%	64 - 65	01 - 80%
50 - 51	01 - 45%	66+	+1% per additional year

Table - Determining Inheritance

Occupation	Note	Income in Pennies Daily	Monthly	Yearly	Requisite Skills
Peasantry					
Castle Blacksmith	6	0.5	11	132	Blacksmithing
Castle Servant	7	0.25	7.5	90	-
Cook	7	0.5	15	180	Cooking
Cowherd	7	0.25	7.5	90	Cattle-herding
Farmer	2	n/a	n/a	90	7-15 acres of Farmland
Horse Handler	7	0.25	7.5	90	Animal Handling
Labourer	6	0.25	7.5	90	Endurance
Shepherd	7	0.25	7.5	90	Sheep herding
Stable Hand	7	0.25	7.5	90	Animal Handling
Swineherd	7	0.25	7.5	90	Pig Raising
Liveried Yeoman					
Archer	7	n/a	18.75	225	Archery
Castle Armourer	7	n/a	40	480	Weaponsmithing
Castle Blacksmith	7	n/a	30	360	Blacksmithing
Castle Chamberlain	7,8	n/a	90	1,080	Scribe & Intimidation
Castle Cook	7	n/a	18.75	225	Cooking
Chief Forester	7,8	n/a	37.5	450	Archery & Outdoor skill
Falconer	7	n/a	22.5	270	Animal Training: Falcons
Forester	7,8	n/a	18.75	225	Archer & Outdoor skill
Horse Trainer	7	n/a	37.5	450	Animal Training: Warhorses
Man at Arms	7	n/a	15	180	Combat Skills
Master of Hounds	7	n/a	22.5	270	Animal Training: Dogs
Scribe / Secretary	7	n/a	50	600	Writing & Calligraphy
Sergeant	7	n/a	30	360	Riding: Warhorse & Combat
Sergeant Armourer	7	n/a	50	600	Weaponsmithing
Sergeant Commander	7	n/a	45	540	Leadership & Riding Warhorse

Occupation	Note	Income in Pennies			Requisite Skills
		Daily	Monthly	Yearly	
Yeoman					
Fisherman	2,8	1.25	27.5	330	Small boats & Fishing
Forester	2,8	1.25	27.5	330	Archery & Outdoor Skill
Freehold Farmer	-	n/a	n/a	110	40 acres of Farmland
Servien	-	n/a	n/a	125	80 acres of Farmland
Rural Carpenter	2	1.5	33	396	Carpentry
Rural Innkeeper	4,8	5	150	1,800	Brewing
Rural Mason	2	3	66	792	Masonry
Rural Miller	2	5	110	1,320	Bargaining
Stock Breeder	-	n/a	n/a	110	40 acres of pasture
Village Blacksmith	2	3	66	792	Blacksmithing
Townsmen					
Baker	2	5	110	1,320	Baking
Barber	8	1.5	33	396	First Aid & Chirurgery
Beggar	3	0.5	15	180	Begging or Con
Blacksmith	1	3	66	792	Blacksmithing
Brothel Keeper	3	2.5	75	900	Intimidation
Butcher	2	5	110	1,320	Cooking: Prepare Meat
Cobbler	1	1.5	33	396	Leather-working
Cook	3,8	2	44	528	Cooking: Haute Cusine
Harness Maker	1	2.75	60.5	726	Leather-working
Innkeeper	3,8	5	110	1,320	Brewing
Labourer	5	1.5	33	396	Endurance
Money Lender	1	10	220	2,640	Bargaining
Peddler	1	1.75	38.5	462	Bargaining
Servant	7	0.5	11	132	-
Shopkeeper	1	3.75	82.5	990	Bargaining
Stable Hand	7	0.75	22.5	270	Animal Handling
Stable Owner	3	2.5	75	900	Animal Handling
Stall Keeper	1	1.75	38.5	462	Bargaining
Tailor	1,8	3	66	792	Tailoring
Tanner	1	3	66	792	Leather-working
Tinker	1	1.75	38.5	462	Bargaining
Wine Merchant	3,8	5	150	1,800	Wine-making
Guildsman					
Apothecary	5	2.25	49.5	594	Herbalism
Armourer	1	2	44	528	Weaponsmithing
Assassin	1,8	n/a	90	1,080	Backstab & Garotting
Barrelwright (Cooper)	5	2	44	528	Carpentry
Cabinetmaker	5	2.5	55	660	Carpentry

Occupation	Note	Income in Pennies			Requisite Skills
		Daily	Monthly	Yearly	
Carpenter	5	2	44	528	Carpentry
Cartwright	5	2	44	528	Carpentry
Coal Miner Owner	1	10	220	2,640	Mining
Copper Mine Owner	1	20	440	5,280	Mining
Dyer	5	1.25	27.5	330	Cloth Making: Dying
Entertainer	1,9	0.5	11	132	Arts & Entertainment skill
Foundryman	5	1.5	33	396	Foundryman
Gem Mine Owner	1	50	1,100	13,200	Mining
Glass-blower	1	2.5	55	660	Glass-blowing
Gold / Silversmith	1	2.5	55	660	Goldsmithing & Seal making
Gold Mine Owner	1	125	2,750	33,000	Mining
Iron Mine Owner	1	15	330	3,960	Mining
Jeweller	1	3.75	82.5	990	Jewelsmithing
Lead Mine Owner	1	10	220	2,640	Mining
Mariner	7	0.75	22.5	270	Mariner
Master Apothecary	1,8	4.5	99	1,188	Herbalism & Pharmacology
Master Armourer	1	6	132	1,584	Weaponsmithing
Master Artist	1	3	66	792	Painting
Master Builder	1,8	7.5	165	1,980	Architect & Masonry
Master Carpenter	1	5	110	1,320	Carpentry
Master Cloth Merchant	1	17.5	385	4,620	Cloth Skill
Master Engraver	1,8	12.5	275	3,300	Goldsmithing & Seal-making
Master Foundryman	1	9	198	2,376	Smelting
Master Glass-blower	1	8	176	2,112	Glass-blowing
Master Goldsmith	1,8	10	220	2,640	Goldsmithing & Jewelsmithing
Master Mason	1	8	176	2,112	Masonry
Master Perfumer	1	10	220	2,640	Perfumery
Master Potter	1	5	110	1,320	Pottery
Master Sculptor	1	4	88	1,056	Sculpture
Master Shipbuilder	1,8	25	550	6,600	Architect & Ship's Carpentry
Master Thief	1,8	1	30	360	Thief Skill
Mercenary Archer	7	1.5	45	540	Archery: Bow
Mercenary Captain	3,8	24	720	8,640	Leadership, Oratory, Diplomacy & Politics
Mercenary Crossbowman	7	1.5	45	540	Archery: Crossbow
Mercenary Man at Arms	7	3	90	1,080	Combat Skill
Mercenary Sergeant	7	6	180	2,160	Riding: Warhorse & Mounted Combat
Merchant Prince	1	250	5,500	66,000	A Guild Craft Skill
Miner	1	2.5	55	660	Mining
Perfumer	1	3.75	82.5	990	Perfumery
Physician	1	7.5	165	1,980	Chirurgery & Pharmacology

Occupation	Note	Income in Pennies			Requisite Skills
		Daily	Monthly	Yearly	
Potter	1	2	44	528	Pottery
Scholar	1,9	5	110	1,320	A Lore Skill
Scribe / Clerk	1	3	66	792	Writing & Calligraphy
Ship Builder	1	2.5	55	660	Ship's Carpentry
Ship Owner	3	37.5	1,125	13,500	Sea Skill
Ship Owner / Captain	4,8	37.5	1,125	13,500	Piloting, Navigation & a Sea Skill
Ship's Captain	7	4	120	1,440	Piloting & Navigation
Ship's Carpenter	7	1.25	37.5	450	Ship's Carpentry
Ship's Cook	7	1	30	405	Cooking
Ship's Mate	7	2	60	720	Piloting & Navigation
Silver Mine Owner	1	75	1,650	19,800	Mining
Stonemason	1	2	44	528	Masonry
Thief: Burglar	3	1.75	52.5	630	Burglary
Thief: Pickpocket	3	1.25	37.5	450	Picking Pockets
Tin Mine Owner	1	25	550	6,600	Mining
Weaver	7	1.25	27.5	330	Cloth Making: Spinning & Weaving
Landless Knights					
Armed Retainer in Household	7	6	132	1,584	Knighthood
Knight Errant (Mercenary)	7	24	528	6,336	Knighthood
Squire of a Knight	7	6	132	1,584	Riding: Warhorse & Mounted Combat

Notes to the incomes are as follows:

[1] 22 day month, 10 hours of work per day, skills with high PSF% add +1% extra income per 1% of PSF% over 30%

[2] 22 day month, 10 hours of work per day plus board and lodging, skills with high PSF% add +1% extra income per 1 % of PSF% over 30%

[3] 30 day month, 10 hours of work per day, skills with high PSF% add +1% extra income per 1 % of PSF% over 30%

[4] 30 day month, 10 hours of work per day, plus board and lodging, skills with high PSF% add +1 % extra income per 1 % of PSF% over 30%

[5] 22 day month, 10 hours of work per day

[6] 22 day month, 10 hours of work per day plus board and lodging

[7] 30 day month, 10 hours of work per day plus board and lodging

[8] Second skill adds, with a successful skill check, +50% to income with a Crit Die 10, +25% with Cri1 Die 09, +10 on Cri1 Die 06-08. If the roll is a failure a Crit Die 06-10 reduces income by 25%. Business owners and merchants can use Bargaining as a secondary skill.

[9] Earn 1 penny/ day or 22 pennies/ month multiplied by the number of specialised skills they possess, with a successful skill check needed for each to collect.

Table - Medieval Incomes

Businessmen and Merchants own their own business establishments, etc. and have net incomes stated after normal operational costs have been removed. Where it is stated that an income has 'board and lodging', then living expenses are covered by the employer and do not have to come out of the employee's income.

		Small Feudal Manor			Large Feudal Manor			Shell Keep			Castle				
Holding	Home Fief	I	II	III	IV	V	VI	VII	VII	IX	I	II	III	IV	V
A	SFMH(I)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
B	SFMH(II)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
C	SFMH(III)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
D	LFMH(IV)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
E	LFMH(IV)	1	-	-	-	-	-	-	-	-	-	-	-	-	-
F	LFMH(IV)	2	-	-	-	-	-	-	-	-	-	-	-	-	-
G	LFMH(IV)	3	-	-	-	-	-	-	-	-	-	-	-	-	-
H	LFMH(IV)	4	-	-	-	-	-	-	-	-	-	-	-	-	-
I	LFMH(IV)	5	-	-	-	-	-	-	-	-	-	-	-	-	-
J	LFMH(IV)	6	-	-	-	-	-	-	-	-	-	-	-	-	-
K	LFMH(IV)	7	-	-	-	-	-	-	-	-	-	-	-	-	-
L	LFMH(IV)	8	-	-	-	-	-	-	-	-	-	-	-	-	-
M	LFMH(IV)	8	1	-	-	-	-	-	-	-	-	-	-	-	-
N	LFMH(IV)	11	2	-	-	-	-	-	-	-	-	-	-	-	-
O	LFMH(IV)	11	3	1	-	-	-	-	-	-	-	-	-	-	-
P	LFMH(IV)	12	5	1	-	-	-	-	-	-	-	-	-	-	-
Q	LFMH(IV)	12	6	2	-	-	-	-	-	-	-	-	-	-	-
R	SK(VII)	12	6	2	1	-	-	-	-	-	-	-	-	-	-
S	CAS (I)	10	6	3	1	-	-	-	-	-	-	-	-	-	-
T	CAS(II)	12	6	3	1	-	-	-	-	-	-	-	-	-	-
U	CAS(III)	9	6	3	-	-	-	1	1	-	-	-	-	-	-
V	CAS(IV)	14	6	3	-	-	-	1	1	-	-	-	-	-	-
W	CAS(V)	10	6	3	-	-	-	1	1	1	-	-	-	-	-
X	CAS(V)	15	6	3	-	-	-	1	1	1	-	-	-	-	-
Y	CAS(V)	10	6	3	-	-	-	1	1	1	1	-	-	-	-
Z	CAS(V)	15	6	3	-	-	-	1	1	1	1	-	-	-	-
AA	CAS(V)	10	6	3	-	-	-	1	1	1	1	1	-	-	-
BB	CAS(V)	11	6	3	1	-	-	1	1	1	1	1	-	-	-
CC	CAS(V)	11	6	3	1	1	-	1	1	1	1	1	-	-	-
DD	CAS(VI)	16	6	3	1	1	-	1	1	1	1	1	-	-	-
EE	CAS(VI)	16	7	4	1	1	-	1	1	1	1	-	1	-	-
FF	CAS(VII)	17	7	4	2	1	-	1	1	1	1	-	1	-	-
GG	CAS(VII)	17	7	4	2	2	-	1	1	1	-	1	1	-	-
HH	CAS(VIII)	20	9	5	2	2	-	1	1	1	-	1	-	1	-
PR	CAS(VIII)	22	10	6	3	2	2	3	2	1	1	1	1	1	1
KG	CAS(IX)	36	15	10	3	2	5	2	1	1	1	1	1	1	1

Table - Feudal Holdings

Home Fief	Small Fortified Manor			Large Fortified Manor			Shell Keeps			Castles
	I	II	III	IV	V	VI	VII	VIII	IX	
Base Area in sq mi.	4	8	12	18	20	24	28	32	36	40
Able Population	150	300	450	600	750	900	1,050	1,200	1,350	1,500
Total Population	200+	400+	600+	800+	1,000+	1200+	1,400+	1,600+	1,800+	2,000+
Knights	1	2	3	4	5	6	7	8	9	10
Squires	1	2	3	4	5	6	7	8	9	10
Liveried Horseman	3	6	9	12	15	18	21	24	27	30
Serviens	5	10	15	20	25	30	35	40	45	50
Retainers	6	12	18	24	30	36	42	48	54	60
Yeoman Foot	5	10	15	20	25	30	35	40	45	50
Yeoman Archers	5	10	20	25	25	30	35	40	45	50
Peasants	14	28	42	56	70	84	98	112	126	140
Total Military	**40**	**80**	**125**	**165**	**200**	**240**	**280**	**320**	**360**	**400**
Demesne acres	160	320	480	640	800	960	1,120	1,280	1,440	1,600
Demesne Income[1]	16,000	32,000	48,000	64,000	80,000	96,000	112,000	128,000	144,000	160,000
Income from Rents [1]	15,250	30,500	45,750	61,000	76,250	91,500	106,750	122,000	137,250	152,500
Household	20	33	48	64	75	90	105	120	135	150
House Expenses[1]	12,775	21,079	30,660	40,880	47,906	57,488	67,069	76,650	86,231	95,813
Royal Taxes[1]	3,000	6,000	9,000	12,000	15,000	18,000	21,000	24,000	27,000	30,000
Rents to Overlord[1]	3,000	6,000	9,000	12,000	15,000	18,000	21,000	24,000	27,000	30,000
Tithes[1]	1,600	3,200	4,800	6,400	8,000	9,600	11,200	12,800	14,400	16,000
Lord's Net Income[1]	10,875	26,221	40,290	53,720	70,344	84,412	98,481	112,550	126,619	140,687
Monthly Income[1]	**906**	**2,185**	**3,358**	**4,477**	**5,862**	**7,034**	**8,207**	**9,379**	**10,552**	**11,724**
Military Service										
Horse	5	10	15	20	25	30	35	40	45	50
Foot	10	20	30	40	50	60	70	80	90	100

[1] Listed in Pennies based on a harvest yield of 100P per Acre

Table - Home Fiefs

Generating A Feudal Kingdom

In **Chivalry & Sorcery** when creating characters we described the basic size of holdings for Nobles along with a reference number. That reference number refers to the Fief descriptions given in **Table - Feudal Holdings**.

Many of the above holdings will be part of larger fiefs, i.e. Holding A may represent many of the SFMH (I) indicated in the other holdings. However, in frontier areas an individual manor may be regarded as independent as long as the knight can hold the lands against his neighbours.

Once a holding reaches 100 sq. miles of settled land in size it can be regarded as an independent holding. At this size it has sufficient land and population base to support a large armed force making the demesne self-sufficient. To use this table, simply check down the left-hand side to find the code letter for the holding of the character's father. As you read across the chart from left to right, you will see how many smaller fiefs owe fealty. Each of these individual fiefs should have their size randomly adjusted as follows:

If the holding is to be regarded as a frontier or border fief, multiply the area of each fief by 1D10. If the holding is to regarded as an interior fief, i.e. friendly holdings on all borders, multiply the area of each fief by ½ D10.

Table - Home Fiefs gives a brief description of each type of fief, the base size of the manor, the populace (always assume that each household provides two able-bodied men for military service.

Feudal Manors And Holdings

Area: This represents the cultivatable land of the holding, The amount of land that may actually be utilized will be 50-70%. Petit sergeants will hold 60 to 90 acres of land, yeoman 30 acres and serfs 1 0 - 15 acres per family. The unused land may consist of woods, ponds, streams etc. The actual holding may have additional land initially unusable such as forest, the amount of this land can be deemed to be equal to ½D10 x the area for an interior manor and 1D10 x the area for a frontier manor (note that the population will not alter).

Able Population: This represents the number of people who are old enough and fit enough to work, fight, etc.

Total Population: This includes the elderly and very young.

Demesne (Acres): This is the farmlands, orchards and vineyards etc. belonging to the lord. This is worked by the serfs of the manor, who spend 3 days per week on the land as part of their rent.

Household: The number of people resident in the manor house or castle, which includes immediate family, armed retainers, servants etc.. but not their dependants.

Tithes: Amount of income payable to the church each year

SFMH (I)
Small Feudal Manor House (Type I)

The standard fortified manor house is a homestead usually surrounded by a moat. The buildings may be constructed with local stone and stand two storeys high, not counting an attic. Except for the main gate and perhaps a pastern gate, all doors and windows on ground level would open onto a courtyard roughly 30,000 sq. feet in size. The manor house itself, would be 40' x 25' and 35' to the roof peak. The total living area in the manor house would be 2,670 sq. feet. The courtyard would likely include a stable, a smithy and storage sheds. The fortifications would consist of 10' high palisades and a 10' x 10' tower gatehouse some 20' high.

SFMH (II)
Small Feudal Manor House (Type Ii)

The Type 2 standard fortified manor house is identical to a Type 1 manor house with the exception that it is surrounded by a 20' wide and 20' deep moat. The gatehouse is usually reached by a wooden bridge or a narrow earthen causeway. The manor house will be slightly larger having a living area of 3,200 sq. feet.

SFMH (III)
Small Feudal Manor House (Type III)

A manor house (with an area of 4,500 sq. feet) that has attached to it a square or round tower, approx 20' in diameter with walls some 3-4' thick, and stands 10-15' above the roof of the manor house. The surrounding wall is now built of stone with wooden walkways along the interior. There is no drawbridge but provision is made to withdraw or dismantle a section of bridge over the moat if the need arises.

LFMH (IV)
Large Feudal Manor House (Type Jv)

The large feudal manor house is a better fortified manor held by a well-to-do knight. The house will have 25' high walls running some 500-900' in length, which are some 3-5' thick. It will be 45' high to the roof, this being made up of 3 floors and an attic area. The size of the manor house will range from 9,000 sq. feet to 10,000 sq. feet depending on the owner's status. It will have a modest stone gatehouse, and its fortifications may be crenellated under licence from the King. The house will have a tower attached which may be square or round and may be some 40-50' high , and with a width (or diameter) of between 20' to 40'. It will be surrounded by a moat or dry ditch with access via a drawbridge or removable bridge. The interior buildings will include stables, a smithy and various storage sheds, along with an integral well (usually within the manor house cellar).

LFMH (V)
Large Feudal Manor House (Type V)

To all intents and purposes this will be identical to a LFMH (IV) with the exception that the walls will be 700-1,000' long and the tower will be 50-70' high with a width (or diameter) of 30-40'. The manor house will have a total area of 11 ,000 sq. feet with the gatehouse how supporting flanking towers, with possibly a portcullis.

LFMH (VI)
Large Feudal Manor House (Type VI)

Again this will be basically the same as the LFMH (IV) except that the walls will be some 800-1,200' long, and the tower will be between 50' to 80' high with a width (or diameter) of 30-50'. The manor house will have an area of 12,000 sq. feet and will have fortifications on the outer wall. The gatehouse will have flanking towers and at least one portcullis. The curtain wall will now have flanking towers on the corners at least.

SK (VII)
Shell Keep (Type VII)

The shell keep developed from the motte and bailey castle, which consisted of a ditch surrounding a man-made mound created from the excavated earth - the motte - upon which sat a timber tower surrounded by a palisade. The bailey was attached to the motte by a bridge or staircase and consisted of a large area surrounded by a ditch (the earth being used to made a rampart) which contained the living quarters, stables, smithy etc. As the buildings were replaced in stone, the tower became a basic keep.

The tower will be 30' high with 3 - 6' thick walls and will be about 30 - 40' in diameter. This would usually be built on a motte some 50' above the bailey. The bailey will be surrounded by 800 - 1,200' of curtain walls, 20 - 30' high and 3 - 6' thick, with walkways and crenellated battlements. Within the bailey will be a manor house identical to that for a LFMH (VI), with similar other buildings. The gatehouse will be equally fortified as that for a LFMH (VI) and would have wells for both the bailey and the motte areas. In some cases the bailey would be extended to surround the motte thus ensuring that the motte was fully within the curtain walls. The bailey yard would be roughly 300' by 300'.

SK (VIII)
Shell Keep (Type VIII)

The Shell Keep (VIII) is more castle but keeping the emphasis on that of a place of residence. The building would be based upon an old motte (the bailey no longer existing), the motte having been flattened somewhat to give a larger area, approx 250' by 300' in size.

The motte would form the base of the structure which would consist of a curtain wall surrounding the motte, some 800-1,000' long being 35' to 45' high and 3-6' thick at the top. The base of the wall would be strengthened from the inside by the packed earth of the motte and would also be twice the thickness of the top. The main buildings of the keep consisting of a manor house in keeping with a LFMH (VI) and others would be built against the interior of the curtain wall. The curtain wall would also have a stone gatehouse and possibly flanking towers, with access probably by a staircase. In some cases the whole would be surrounded by a moat or ditch.

SK (IX)
Shell Keep (Type IX)

Constructed in a similar way to a Shell Keep (VIII), the main difference is the manor house disappears and the courtyard is filled with a true Keep or Donjon. The keep would be 30' to 50' high with a width (or diameter) of 40-50' and walls 5-8' thick, and provides the main residence. The yard would be 325' by 325' in size.

CAS - CASTLE
(Types I - IX)

Castle fief data is the same for all types of castles, the castle type refers to the defensive fortifications of the castle. A basic description of the various types follows.

Type I

Identical to a Shell Keep (VII) but with walls now 30-40' high, a stronger gatehouse and a larger keep. The keep now being some 30-50' high with a width (or diameter) of 40-50' and walls 5-8' thick, and providing a secondary residence, the manor house remaining in the bailey. The motte may be within the bailey or be surrounded by its own moat, being connected to the bailey by a bridge.

Type II

Identical to a Shell Keep (VIII) but with walls 40-60' high with archery loopholes and with the facility to carry hoardings. The manor house will be 50% greater in size and will have an attached great hall. The gatehouse will be perhaps 30' square and tops the curtain walls by an additional 10'. It is possible that as part of the moat there may also be additional out-workings to protect the approach to the gatehouse.

Type III

Identical to a Shell Keep (IX) but with walls 40-60' high with archery loopholes and with the facility to carry hoardings. The keep will be a square tower some 50-60' square and 50-70' high, the walls will be 10-12' thick with the base being reinforced with plinths. The courtyard will be at least 300' by 300' in size. The gatehouse will be perhaps 30' square and tops the curtain walls by 10'. It is possible that as part of the moat there may also be further additional outworking to protect the approach to the gatehouse.

Type IV

Similar to a Castle (III) the keep now standing 60-80' high and 60-70' square with walls up to 15' thick. The curtain wall which surrounds the whole of the keep will be 1,200-2,000' long, 30-40' high and 5-9' thick. The gatehouse will consists of a 10' by 10' gate with flanking towers 25-35' in diameter. There will be numerous square flanking towers and/or bastions with 6-9' thick walls and with a diameter of 20-40'. There may be a moat or ditch surrounding the curtain wall. The manor yard will be 400' by 400' in size.

Type V

Identical to the Castle (IV) except that the keep will be 60-90' square and be 60-90' high. The curtain walls will be 1,500-3,500' long and 30-40' high. In addition to the other outbuildings the Lord has a main residence within the courtyard consisting of a manor house having three floors, 4,500 sq. feet per floor , which would include a chapel. There may be a great hall attached or within the manor house itself.

Type VI

Castle (VI) is still laid out in the motte and bailey pattern, i.e. the inner bailey and the outer bailey. The main features being either an angular keep some 70-100' square and 80-100' high, or a cylindrical tower some 60-90' in diameter and 60-75' high. Curtain walls will be 2,000-3,500' long and 30-40' high with numerous drum towers and flanking towers would be rounded rather than angular. In addition to the main gatehouse there would also be a second gatehouse into the inner bailey with smaller flanking towers.

Type VII

Still laid out as for a Castle (VI) the only difference being the sheer size of the fortifications. The curtain walls being at least 2,000' long, the gatehouse probably consisting of 4 drum towers surrounding the gatehouse. The curtain walls will be 30-60' high and up to 20' thick. The manor house can be considerably larger and of very fine quality. It will contain a large great hall and chapel. There will be a great number of outbuildings which will house stables, smithy and barracks.

Type VIII

A Castle (VIII) can be one of two different forms. The first being a more extensive version of a Castle (VII), some examples of this being Krak de Chevalier in the Holy Land, Chateau Galliard in France or Dover Castle in England. Secondly, it can represent the latest in castle design with formidable fortifications. A gatehouse of great strength dominating the castle with the walls varying from 1,500' to 5,000' long with massive towers and bastions. Outer defences would also be extensive with further barbicans, moats and other earth works. Examples of these are Beaumaris on Anglesey (Wales) and Harlech in Wales.

Type IX

The last castle type is the stronghold of a sovereign prince or king. A substantial Castle (VIII) either on an older or newer design. Such a castle may be the strongest in the realm . Examples of these are Caernarfon in Wales and Kenilworth in England.

The Fief Of William Fitzansculf

Held Directly From
King William The Conqueror

The following is a representation of the holdings of the Baron of Dudley in Worcestershire at the very beginning of the Norman Period in England. This information has been compiled by comparing the Domesday Book with the proceeding information on fiefs.

William FitzAnsculf was the son of the Sheriff of Buckinghamshire and came from Pickeny in Normandy. William was a powerful baron and also had many other holdings in a total of 12 counties in the Midlands and West of England.

The heart of all his holdings is Dudelei, where he held court. The following represents only his holdings in the Shire of Worcester, effectively his castle manor and two SFMH 1. The fief is as it was in the Year of Our Lord 1086.

A rough measurement of the size of the actual Dudley estate at this time, as described in the Domesday Book, yields approximately 12 square miles (about 8000 acres) of cultivated land and approximately 6 square miles of unused and waste land (about 3840 acres).

Baron William had the further advantage of directly holding over 15 square miles (about 9840 acres) of prime woodland, ideal for hunting and timber cutting. He also had the option to develop a further 4,440 acres (7 square miles) of woodland, currently unused, which could be cultivated once more manpower became available. This amounted to 40 sq. miles, which (coincidentally) fits the standardised **Chivalry & Sorcery** figures for a Castle holding.

Total FitzAnsculf Holding in Worcestershire: 52 square miles 1 x Castle = 40 sq. miles (modifier of 1 on a ½ D10 roll) 1 x SFMH1 = 8 sq. miles (modifier of 2 on a ½ D10 roll) 1 x SFMH1 = 4 sq. miles (modifier of 1 on a ½ D10 roll) The site of the castle itself was especially advantageous. A high, steep sloped limestone hill gave a commanding view of the entire countryside around it. Complete with a Norman tower on a motte, one of the first stone structures of its type built in England after the Norman Conquest, Dudley Castle was virtually unassailable by direct assault even in its earliest days!

The Dudley Manors

It should be noted that the population has been adjusted slightly downwards from the standard **Chivalry & Sorcery**. At this time there were no Petit Sergeants and, in the immediate period following the invasion, the area was somewhat depopulated. There has also been some alteration of the Demesne area, which was never fixed in stone. (The tables as given earlier are for guidance and quick campaign design.) The military strength is based on each household (approx. 9-10 people) providing two men of military age. It can be seen that the many manors provide the income to maintain the castle manor.

	Doomsday Book Settlement (Modern Name)									
	Dudelei Dudley	Escelei Selly Oak	Nordfeld Northfield	Franchelie Frankley	Welingwic Willingwick	Werwelie Warley	Cercehalle Churchill	Hageleia Hagley	Cradeleie Cradely	Belintones Bellington
	Lord Fistzanscul	Lord Fitzanscul	Lord Fitzanscul	Bailiff Baldwin	Reeve Baldwin	Bailiff Alfheim	Bailiff Walter	Bailiff Roger	Baliff Payne	Wasteland
Base Area in Acres	7,500	2,280	8,040	1,740	360	1,3320	720	1,800	1,080	760
Able Population	130	110	290	90	20	105	20	150	145	0
Total Population	160+	130+	320+	105+	25+	125+	23+	175+	170+	0
Knights	3	1	1	1	0	1	1	1	1	0
Squires	3	1	1	1	0	1	1	1	1	0
Liveried Horsemen	10	3	5	3	0	3	2	3	1	0
Guards	20	6	8	5	0	5	6	5	5	0
Yeoman Foot	3	2	7	0	1	2	0	5	4	0
Yeoman Archers	3	2	7	0	1	2	0	5	4	0
Peasants - Villeins	20	18	32	18	2	16	0	20	22	0
Peasant Cotters	0	0	12	0	0	0	0	0	0	0
Total Military	**59**	**33**	**73**	**28**	**4**	**30**	**10**	**40**	**38**	**0**
Value of Land[1]	720	720	1,200	360	36	120	96	600	288	4
Cultivated land	1,320	540	1,680	720	60	660	120	720	840	0
Woodland	5,760	1,440	5,760	720	0	0	0	120	0	160
Unused or Waste	420	300	600	300	300	120	600	960	240	600
Tenant Land	1,200	480	1,560	600	60	540	0	600	840	0
Demesne acres	120	60	120	120	0	120	120	120	0	0
Demesne Income[1]	5,760	2,880	5,760	5,760	0	5,760	5,760	5,760	0	0
Income from Rents [1]	14,928	5,976	19,416	7,536	576	6,720	0	6,720	10,464	0
Additional Residents										
Priest	0	0	1	0	0	0	0	1	0	0
Smith	1	0	0	0	0	0	0	0	0	0
Slaves	2 Male	0	2 Male 1 Female	0	0	2 Male	0	2 Male	0	0

[1] Listed in Pennies

Dudley Castle

	Doomsday Book Settlement (Modern Name)			
	Escelei Selly Oak	Bell	Swinford	Pedmore
	Sir Robert	Sir Robert	Sir Acard	Sir Acard
Base Area in Acres	1,800	960	2,540	2,580
Able Population	75	115	160	155
Total Population	90+	130+	190+	180+
Knights	1	0	1	0
Squires	1	0	1	0
Liveried Horsemen	2	1	2	1
Guards	4	2	3	3
Yeoman Foot	3	7	5	3
Yeoman Archers	3	7	5	3
Peasants - Villeins	4	8	22	20
Peasant Cotters	4	0	0	6
Total Military	**22**	**25**	**39**	**36**
Value of Land[1]	180	180	720	600
Cultivated land	360	600	960	780
Woodland	1,440	0	1,440	1,440
Unused or Waste	0	360	140	360
Tenant Land	240	480	840	660
Demesne acres	120	120	120	120
Demesne Income[1]	5,760	5,700	5,760	5,760
Income from Rents [1]	2,976	5,976	10,464	8,208
Additional Residents				
Priest	0	0	1	1
Smith	0	0	0	0
Slaves	0	2 Male	2 Male	0

[1] Listed in Pennies
Selly Oak, had 2 cotters who are ploughmen
Bell, has a Salthouse
Swinford Posses a Mill

In addition, William had two vassals in Worcester, to whom he had subinfeudated a portion of his lands. These lands were not under his direct control but Sir Robert and Sir Arcad did him homage and fealty, so they owe him feudal service and rents in return for the right to hold and draw sustenance from their holdings. These holdings are detailed below. It might be noted that Sir Acard was himself quite well off, financially, his holding and the presence of a mill giving him sufficient revenues to enable him to act as patron to two churches within his fief. Though Sir Robert's holding was smaller, he was also quite comfortable, for his having a salt house provided him with substantial revenues. (Salt was a relatively precious commodity in the Middle Ages.)

Type of Were	BP	FP	PSF%[1]
Bear	+4	+3	+2%
Boar	+3	+2	+0%
Rat	+0	+0	+2%
Wolf	+2	+1	+4%

[1]Bonus applicable to physical skills only.

Table - Werecreatures

Non-player Characters

Otherwise known as NPC's

In previous editions of **Chivalry & Sorcery** calculating the skills of Non Player Characters (NPCs) was tricky with variables involved. It became simpler as the formulae involved were less complex and the skill system was the same right across the game so that the vast tables of previous editions should be unnecessary, if we allow for a certain amount of generalised fudging of the numbers. Instead we present the basic information which can be expanded upon to give the bare bones of an NPC at any level.

The basic information is provided for a character created with the Historic system. Adjustments are made if you are running a Heroic Campaign or if your NPC is exceptional or superior, giving some variety for characters supposedly based on the same numbers.

Remember all character's have five Mastery skills, from amongst the Vocational or Background skills, whether from upbringing or Astrological influences. The reference for *'Vocational non-Mastery'* also applies to Secondary Vocational skills that are Mastered.

Heroic characters are taller than Historical ones and as such are heavier and can absorb more damage to the body. In addition a Heroic character receives a +4% bonus to the PSF% of all skills and +2% to all AR rolls to reflect the larger number of points that a Heroic character receives to assign to characteristics.

As presented, character's are within the average range for their type, but there are people who are above or below average. Thus the information for the average character information can be adjusted for Inferior, Superior and Exceptional characters.

Inferior Characters are square pegs in round holes, bakers forced to be soldiers, knights who would have made better Priests. Inferior characters have -2% to their PSF% in all skills and -2% to all AR rolls.

Superior Characters are those somewhat above the norm and they are well suited to their vocations. They gain +2% to the PSF% of all skills and +2% to all AR rolls

Exceptional Characters are not only well suited to their vocation, but they are physically and mentally gifted well above the norm, they also +4% to PSF% and +4% to all AR rolls.

Figures are cumulative, so that an Exceptional Heroic NPC would receive +8% to PSF¾ and +6% to all AR rolls.

The reference for "*Vocational non-Mastery*" also applies to Secondary Vocational skills that are Mastered.

Human characters might be Werecreatures. If they are then use Table - Werecreatures listed in the Bestiary to find the modifiers to adjust the characteristics of their human selves.

Guards

Attributes							
DEX	12	66%	INT	10	58%	Height	5' 8"
APP	10	58%	SPR	10	58%	Weight	172
BV	10	58%	STR	13	70%	BP	39
CON	13	70%	WIS	10	58%	FP	26
DIS	11	62%					

The figures above are for a historical campaign. For an heroic campaign the following are amended to:

Height = 6' 1" **Weight**= 201 lbs **BP**= 41 points

For Guards for every three full levels above 1st Level add +1 to Body Points and Fatigue Points due to investment in Endurance and Conditioning skills until 7th Level is reached. After that they gain +1 per 2 levels until 13th Level. From Level 14 on the Guards gains +1 per level until Level 16

Heroic Guards gain +1 Body plus 2 per 5 levels and +1 Fatigue

Mythical Guards gain +2 Body plus 2 per 4 levels and +2 Fatigue

Skills			
Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	29%	2	+ 1 skill level per level
Vocational non - Mastery	13%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	2%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	-10%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 60%)	3%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Stamina (BCS 40%)	2%	0	+1 skill level per 2 levels
Willpower (BCS 40%)	0%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Guards also gain + 3% to PSF% per level.

Servien

Attributes							
DEX	15	76%	INT	10	58%	Height	5' 8"
APP	10	58%	SPR	10	58%	Weight	172
BV	10	58%	STR	15	76%	BP	42
CON	15	76%	WIS	10	58%	FP	30
DIS	14	73%					

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" **Weight** = 201 lbs **BP**= 43 points

For a Serviens for every three full levels above 1st Level add +1 to Body Points and Fatigue Points due to investment in Endurance and Stamina skills until 7th Level is reached. After that they gain +1 per 2 levels.

Heroic Serviens gain +1 Body plus 2 per 5 levels and +1 Fatigue.

Mythical Serviens gain +2 Body plus 2 per 4 levels and +2 Fatigue.

Skills			
Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	32%	2	+ 1 skill level per level
Vocational non - Mastery	16%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Secondary	4%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	-8%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 60%)	5%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Stamina (BCS 40%)	6%	0	+1 skill level per level
Willpower (BCS 40%)	4%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Serviens also gain + 3% to PSF% per level.

Knights

Attributes							
DEX	15	76%	INT	10	58%	Height	5' 9"
APP	10	58%	SPR	10	58%	Weight	178
BV	10	58%	STR	15	76%	BP	45
CON	16	79%	WIS	10	58%	FP	31
DIS	15	76%					

The figures above are for a n historical campaign. For a heroic campaign the following are amended to:

Height = 6' 2" **Weight** = 207 lbs **BP** = 46 points

For a Knight for every two full levels above 1st Level to 6th Level add +1 to Body Points and Fatigue Points due to investment in Endurance and Stamina skills. For each level above 6th Level add +1 to Body and Fatigue per level.

Heroic Knights gain +1 Body plus 2 per 4 levels and +1 Fatigue.

Mythical Knights gain +2 Body plus 2 per 3 levels and +2 Fatigue.

Skills			
Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	32%	2	+ 1 skill level per level
Vocational non - Mastery	16%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	4%	0	+1 skill level per 2 levels until Level 5 and thereafter per level
Tertiary	-8%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Dodge (BCS 60%)	5%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Stamina (BCS 40%)	6%	0	+1 skill level per level
Willpower (BCS 40%)	4%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Knights also gain + 3% to PSF% per level.

Foresters

Attributes							
DEX	17	82%	INT	12	66%	Height	5' 8"
APP	10	58%	SPR	10	58%	Weight	158
BV	10	58%	STR	15	76%	BP	42
CON	15	76%	WIS	10	58%	FP	30
DIS	11	62%					

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height= 6' 1" **Weight**= 184 lbs **BP** = 44 points

For a Forester for every three full levels above 1st Level add +1 to Body Points and Fatigue Points due to investment in Endurance and Stamina skills

Heroic Foresters gain +1 Body plus 2 per 4 levels and +1 Fatigue.

Mythical Foresters gain +2 Body plus 2 per 3 levels and +2 Fatigue.

Skills			
Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	34%	2	+ 1 skill level per level
Vocational non - Mastery	19%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	0%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	-8%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 60%)	5%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Stamina (BCS 40%)	6%	0	+1 skill level per level
Willpower (BCS 40%)	4%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Foresters also gain + 3% to PSF% per level.

Thieves

Attributes							
DEX	17	82%	INT	13	70%	Height	5' 8"
APP	9	54%	SPR	10	58%	Weight	150
BV	10	58%	STR	11	62%	BP	35
CON	10	58%	WIS	10	58%	FP	21
DIS	9	54%					

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" **Weight** = 175 lbs **BP**= 36 points

For a thief for every four full levels above 1st Level add +1 to Body Points and Fatigue Points due to investment in Endurance and Stamina skills until 9th Level is reached. After that they gain +1 per 3 levels.

Heroic Thieves gain +1 Body plus 2 per 6 levels and +1 Fatigue.

Mythical Thief gains +2 Body plus 2 per 5 levels and +2 Fatigue.

Skills			
Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	32%	2	+ 1 skill level per level
Vocational non - Mastery	17%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	2%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	-8%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 60%)	7%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Stamina (BCS 40%)	0%	0	+1 skill level per level
Willpower (BCS 40%)	0%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Thieves also gain + 3% to PSF% per level.

Priest

Attributes							
DEX	10	58%	INT	13	70%	Height	5' 8"
APP	9	54%	SPR	15	76%	Weight	150
BV	12	66%	STR	11	62%	BP	35
CON	10	58%	WIS	13	70%	FP	23
DIS	13	70%					

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" **Weight** = 175 lbs **BP**= 36 points

For a Priest for every three full levels above 1st Level add +1 to Body Points and Fatigue Points due to investment in Endurance and Stamina skills.

Heroic Priests gain +1 Body plus 2 per 6 levels and +1 Fatigue.

Mythical Priests gain +2 Body plus 2 per 5 levels and +2 Fatigue.

Skills			
Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	30%	2	+ 1 skill level per level
Vocational non - Mastery	15%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	2%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	-6%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 60%)	0%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Stamina (BCS 40%)	0%	0	+1 skill level per level
Willpower (BCS 40%)	0%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels
Faith (Base PFF)	14%	2	+1 Faith level per level until level 6 thereafter +2 faith levels per level

All Priests also gain + 3% to PSF% per level.

Mage

Attributes							
DEX	13	70%	INT	17	82%	Height	5' 8"
APP	9	54%	SPR	10	58%	Weight	150
BV	13	70%	STR	11	62%	BP	35
CON	10	58%	WIS	13	70%	FP	23
DIS	13	70%					

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" **Weight** = 175 lbs **BP**= 36 points

For a Mage for every three full levels above 1st Level add +1 to Body Points and Fatigue Points due to investment in Endurance and Stamina skills until level 16 is reached

Heroic Mages gain +2 to their PMF

Inferior Mages lose -10 to their PMF and -1 ML

Superior Mages gain +1 Body plus 2 per 6 levels, +1 Fatigue, +4 to PMF and +1 ML.

Mythical Mages gain +2 Body plus 2 per 5 levels, +2 Fatigue, +8 to PMF and +2 ML.

Skills			
Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	30%	2	+ 1 skill level per level
Vocational non - Mastery	15%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	2%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	-6%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 60%)	0%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Stamina (BCS 40%)	0%	0	+1 skill level per level
Willpower (BCS 40%)	0%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Mages also gain + 3% to PSF% per level.

The PMF (Personal Magick Factor) determines the Mages Magick Level (ML) which affects his ability to enchant materials and learn and cast spells. All Mages have Base PMF 56 and ML 2 and each Mode of Magick level equals +3 to PMF. For every additional level add 2 to PMF and consult Table NPC Mages Base PMF.

PMF	ML	PMF	ML	PMF	ML
51 or less	1	**80 - 86**	6	**115 - 121**	11
52 - 58	2	**87 - 93**	7	**122 - 128**	12
59 - 65	3	**94 - 100**	8	**129 - 135**	13
66 - 72	4	**101 - 107**	9	**136 - 142**	14
73 - 79	5	**108 - 114**	10	**143 - 149**	15

Note: For every additional +7 added to PMF above 149, increase the mage's ML by +1.

Table - NPC Mages Base PMF.

An NPC Mage has a certain amount of spells to hand. The spells are bought using the MR factors as if they were points and this formula.

Number of MRs to spend = N x ML

Where: ML is the Magick Level and N is a modifier, which is 8 for an average mage. Subtract 2 If the mage is inferior, add 1 if you are using the Heroic scale, add 2 if the mage is superior and 3 if the mage is exceptional. No spell can be bought that has more than 2 MRs higher than the current ML of the mage. Spells that are 1 MR higher than the Mages ML cost double the MR and spells that are 2 MRs higher cost triple points. So a ML 3 mage who is on the Heroic scale gains (3 x 9) = 27 MRs worth of spells. If he wanted to buy a MR 4 spell it would cost him 8 points.

Non Human Character Generation

Within this chapter we present the basic rules for generating non-human characters for your **Chivalry & Sorcery** campaign. These include extracts from the previously published Dwarves and Elves Companions, which should be used for more detailed character generation. All of the Character races presented here are optional and should only be used with the Gamemasters permission.

Dwarves

Dwarves are very similar to Humans with the most notable difference being their height. However, even though they are relatively short, they are remarkably sturdy and strong.

They may buy **CON** up to 25, the first 18 levels cost 1 point each.

Levels 19 to 22 cost 2 points each and levels 23 to 25 cost 3 points each.

They may buy their **BV** and **APP** to level 15 (the maximum for Dwarves), the first 10 levels costing 1 point each, then levels 11 to 15 cost 2 points each.

Dwarves require a minimum **STR** of 12 and minimum **CON** of 14.

Character generation follows the standard procedure as laid down in the main **Chivalry & Sorcery** rules, with minor changes as noted below.

Due to their heritage as *'Farmers of the Earth'*, all Dwarves learn Geological Lore at +10 PSF%. All Dwarves including those whose families work above ground, are experts in identifying mineral seams. Although they feel at home under the earth, Dwarves do not receive the abilities to determine depth, direction, etc. when underground until they reach Level 5 in Geological Lore

Lore.

All Clan and Outcast Dwarves receive Written Language {Dwarven), Geological Lore, Counting, one Craft or Metalworking skill, and one Combat skill at Basic Knowledge. All minor nobles receive Leadership and Konung receive both Leadership and Diplomacy & Politics, These are in addition to the standard Clan Dwarf skills.

Social Structure

The heart of the Dwarven social structure is the clan. Each clan comprises of a number of individual families, ranging from a mere handful up to a dozen or more, ruled by a konung {literally *'great chieftain'*, plural konungtJ. The power of the clans is determined by ancestral achievements and also by the amount of mineral resources they currently control.

Outcasts are those Dwarves cast out from their clans, never to return on pain of death. Outcasts are the most common Dwarf found working with humans.

Clan Dwarves form the bulk of Dwarven society, effectively forming a Yeoman class but tied to their Konung through ancestral oaths. The Nobility consists of two classes, those directly related to the Konung and those more distantly related. Distant cousins are referred to as Thanes and those with close blood ties are known as Jarls. They base their position in society on the number of mines which they own, different mines conveying different social levels. Thanes are also expected to lead warriors in battle and collect the taxes for their Jarl.

1d100%	Father's Status	Point Cost
01-02	**Outcast**	+15
03-90	**Clan Dwarf**	0
91-95	**Thane (Cousin of King)**	-10
96-99	**Jarl (Brother of King)**	-15
100	**Konung (King)**	-30

Table - Dwarves Social Class

Type of Dwarf	Height Dice	Range of Height Factor	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Clan / Outcast						
Male	1D10+46	47 - 56	52"	1D10+5	06 - 15	10 = Massive
Female	1D10+41	42 - 51	47"	1D10+2	03 - 12	7 = Heavy
Nobles / Royalty						
Male	1D10+49	50 - 59	55"	1D10+7	03 - 17	12 = Massive
Female	1D10+44	45 - 54	50"	1D10+5	06 - 15	10 = Massive

Table - Dwarves Height and Build

1d100%	Father's Vocation	PC's Starting Skill Social (Basic Knowledge)	Status'
01 - 19	**Castle Blacksmith**	Blacksmithing + Mace Combat	10
20 - 27	**Castle Armourer**	Blacksmilhlng, Weaponsmithing + 2 Combat Skills	15
28 - 37	**Village Blacksmith**	Blacksmithing + Mace Combat	12
38 - 46	**Stonemason**	Masonry	10
47 - 60	**Foundryman**	Smelting + Endurance	09
61 - 96	**Minor Craftsman**	Bargaining + 1 Appropriate Craft Skill	10
97 - 100	**Mercenary Sergeant**	2 Combat Skills + 1 Thievery Skill	13

[1] An outcast's social status refers to his status in human society, in Dwarven lands his social status is zero.

Table - Dwarves Father's Vocation Outcasts

1D100%	Father's Vocation	PC's Star ting Skill (Basic Knowledge)	Status
01	**Goat Herder**	Goat Herding+ Running a Dairy	05
02 - 03	**Blacksmith**[2]	Blacksmithing, Mace Combat + Lifting	12
04 - 13	**Minor Craftsman** [1]	1 Appropriate Craft Skill	08
14 - 17	**Stonemason**	Masonry	15
18 - 20	**Builder** [1]	Architecture + Masonry	20
21 - 22	**Gold/Silversmith**[2]	Gold/Silversmithing	12
23 - 25	**Jewelsmith**[2]	Jewelsmithing	14
26	**Apothecary**	Making Drugs, Making Poisons + Herb Lore	10
27 - 30	**Carpenter**[1]	Carpentry + Mace Combat	10
31 - 40	**Foundryman**[2]	Smelting + Endurance	15
41 - 45	**Sculptor**[1]	Sculpture	12
46 - 50	**Farmer**[1]	Field Crops + Herbalism	04
51 - 70	**Miner**[1]	Mining + Endurance	12
71 - 74	**Merchant**	Bargaining, 1 Craft Skill+ 1 Language (Spoken)	14
75 - 76	**Scholar/Historian**	Any 3 Lore	15
77 - 78	**Engraver**[1]	Gold/Silversmithing + Engraving & Coinage	10
79 - 80	**Skald (Storyteller)**	Poetic Composition & Storytelling + Poetic Recitation	15
81 - 87	**Explorer**	Cartography, Endurance + 1 Combat Skill	18
88	**Mage**	Any 2 Malena Magica or 1 Materia Magica & 2 Lore	15
89 - 93	**Armourer**[2]	Blacksmithing, Weaponsmithing + 1 Combat Skill	18
94	**Physician**[1]	Herb Lore + First Ald	10
95 - 97	**Huscarl to Thane**	Wear Light Armour, Wear Heavy Armour, Heavy Shieldplay, Leadership + 1 Combat Skill	18
98 - 99	**Huscarl to Jar**	Wear Light Armour, Wear Heavy Armour, Wear Battle Armour, Heavy Shieldplay, Leadership, 2 Combat Skills + 1 Athletic Skill	20
100	**Huscarl to Konung**	Wear Light Armour, Wear Heavy Armour, Wear Battle Armour, Heavy Shieldplay, Leadership, 2 Combat Skills + 1 Athletic Skill	22

[1] Inciudes cobbler, tailor, cook, butcher, potter, glass blower/glazier, and other such crafts. There Is a 25% chance of being a Master. Master's receive Bargaining in addition to their normal skills and a +5 bonus to their Social Status. A Master Crafter has a 25% chance of being a Syndikor officer in the guild, which bestows a further +3 bonus to their Social Status. If the PC is a Syndik, then he has a 25% chance of being the Laugmester for that clan, which bestows a further +5 bonus to their Social Status. Laugmesters also receive Diplomacy & Politics at Basic Knowledge to represent their involvement in Clan politics. Laugmesters have a 2% chance of being the Senior Laugmester for the guild, which bestows a further +5 bonus to their Social Status.

[2] There is a 25% chance of being a Master. Master's receive Bargaining in addition to their normal skills and a +10 bonus to their Social Status. A Master Crafter has a 25% chance of being a Syndik or officer in the guild, which bestows a +5 bonus to their Social Status. If the PC is a Syndik, then he has a 20% chance of being the Laugmester for that clan, which bestows a further +10 bonus to their Social Status. Laugmesters also receive Diplomacy & Politics at Basic Knowledge to represent their involvement in clan politics. Laugmesters have a 2% chance of being the Senior Laugmesterfor the guild, which bestows a further +10 bonus to their Social Status.

Table - Dwarves Father's Vocation Clan Dwarves

1D100%	Father's Vocations[1]	PC's Starling Skill (Basic Knowledge)	Status
01 - 15	Merchant Prince	Bargaining, 1 Craft Skill, 3 Foreign Languages	25
16 - 39	Copper Mine Owner	Bargaining, Mining + 2 Combat Skills	28
40 - 65	Coal Mine Owner	Bargaining, Mining + 2 Combat Skills	29
66 - 83	Lead Mine Owner	Bargaining, Mining + 2 Combat Skills	28
84 - 95	Tin Mine Owner	Bargaining, Mining + 2 Combat Skills	27
96 - 100	Gem Mine Owner	Bargaining, Mining + 3 Combat Skills	30

[1]There is a 15% chance that a thane who owns one mine owns another. If so, roll against Table Additional Mines - Thanes, repeat this process until no more mines are owned or a Soda! Status of 35 is reached.

Additional Mines - Thanes

2D10	Additional Mine	Addition to Status
02-05	Copper Mine	+2
06-14	Coal Mine	+3
15-16	Lead Mine	+2
17-19	Tin Mine	+1
20	Gem Mine	+5

Table - Dwarves Father's Vocations Thanes

1D100%	Father's Vocations[1]	PC's Starting Skill (Basic Knowledge)	Status
01 - 19	**Copper Mine Owner**	Bargaining, Mining + 3 Combat Skills	38
20 - 45	**Coal Mine Owner**	Bargaining, Mining + 3 Combat Skills	39
46 - 55	**Lead Mine Owner**	Bargaining, Mining + 3 Combat Skills	38
56 - 65	**Tin Mine Owner**	Bargaining, Mining + 3 Combat Skills	37
66 - 75	**Gem Mine Owner**	Bargaining, Mining+ 3 Combat Skills	43
76 - 89	**Silver Mine Owner**	Bargaining, Mining + 3 Combat Skills	45
90 - 95	**Iron Mine Owner**	Bargaining, Mining + 4 Combat Skills	48
96 - 100	**Gold Mine Owner**	Bargaining, Mining+ 4 Combat Skills	50

'There is a 60% chance that a jarl owns another mine. If so, roll against Additional Mines Jarls, and repeat this process until no more mines are owned or a Social Status of 55 is reached

Additional Mines - Jarls

2D10	Additional Mine	Addition to Status
02-04	Copper Mine	+2
05-08	Coal Mine	+3
09-11	Lead Mine	+2
12-13	Tin Mine	+1
14-16	Gem Mine	+4
17-18	Silver Mine	+6
19	Iron Mine	+8
20	Gold Mine	+10

Table - Dwarves Father's Vocation Jarls

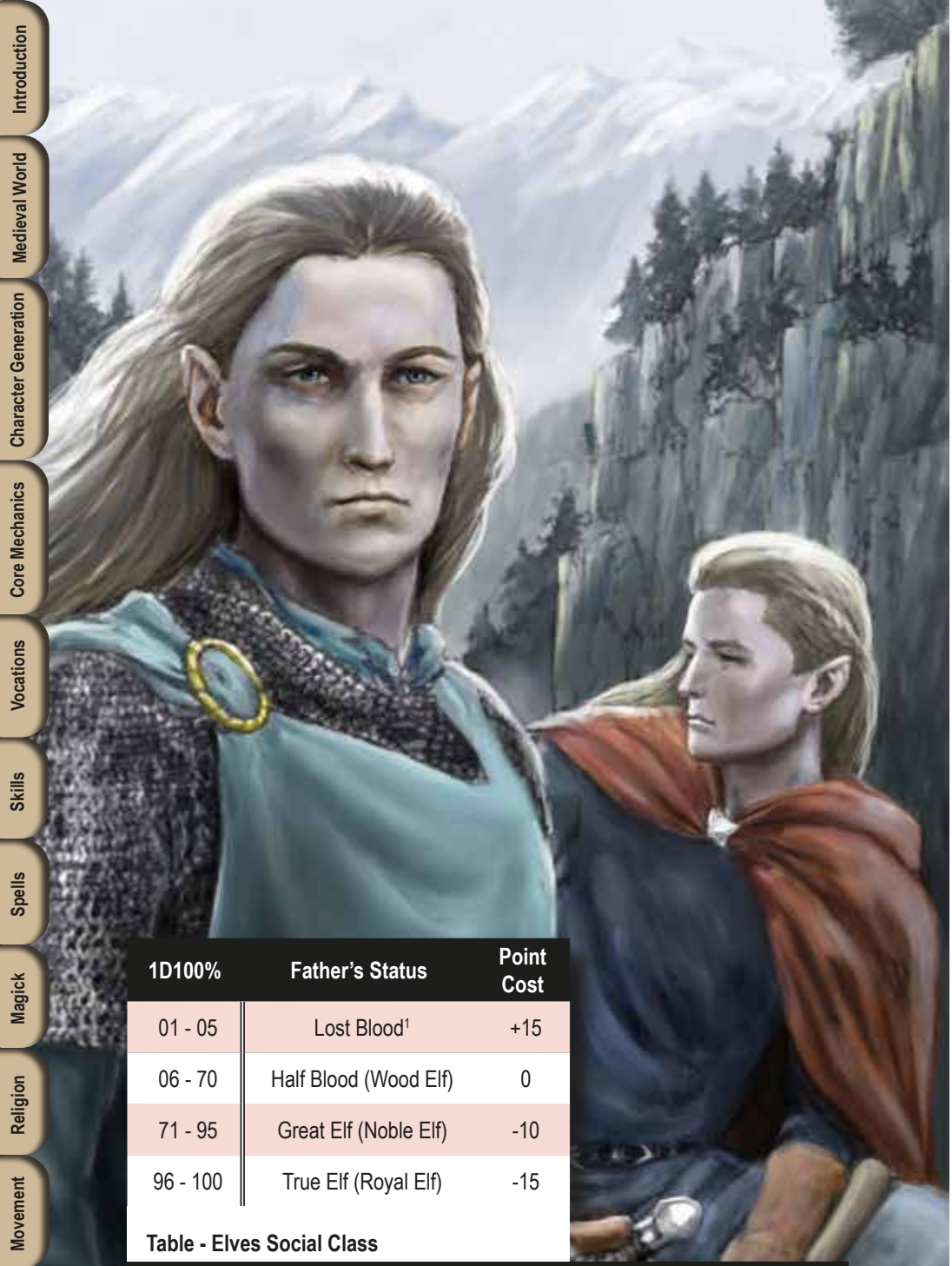
1D100%	Father's Vocations[1]	PC's Starting Skill (Basic Knowledge)	Status
01 - 10	**Copper Mine Owner**	Bargaining, Mining + 3 Combat Skills	48
11 - 32	**Coal Mine Owner**	Bargaining, Mining + 3 Combat Skills	49
33 - 40	**Lead Mine Owner**	Bargaining, Mining + 3 Combat Skills	48
41 - 50	**Tin Mine Owner**	Bargaining, Mining + 3 Combat Skills	47
51 - 62	**Gem Mine Owner**	Bargaining, Mining+ 4 Combat Skills	53
63 - 75	**Silver Mine Owner**	Bargaining, Mining + 4 Combat Skills	55
76 - 90	**Iron Mine Owner**	Bargaining, Mining + 5 Combat Skills	58
91 - 100	**Gold Mine Owner**	Bargaining, Mining+ 5 Combat S kills	60

'There is a 25% chance that a Konung owns another mine. If so, roll against Additional Mines Konung, and repeat this process until no more mines are owned or a Social Status of 75 is reached

Additional Mines - Konung

2D10	Additional Mine	Addition to Status
02-03	Copper Mine	+2
04-06	Coal Mine	+3
07-08	Lead Mine	+2
09-10	Tin Mine	+1
11-13	Gem Mine	+4
14-16	Silver Mine	+6
17-18	Iron Mine	+8
19-20	Gold Mine	+10

Table - Dwarves Father's Vocation Konung



Elves

Elves are an ancient race, exiled from the lands of Faerie. Elves are humanoid in appearance and aside from a few minor features, they are not dissimilar to humans. There are in fact three distinct types of Elves, known to humans as Wood Elves (Half Bloods}, Noble Elves (Great Elves), and Royal Elves (True Elves).

Character generation follows the standard procedure as laid down in the main **Chivalry & Sorcery** rules, with minor changes as noted below. More details can be found in the Elves Companion sourcebook. They may buy Dexterity up to 25, the first 18 levels cost 1 point each. Levels 19 to 22 cost 2 points each and levels 23 to 25 cost 3 points each. They may buy their **Discipline** and **SPR** to level 15 (the maximum for Elves), the first 10 levels costing 1 point each, then levels 11 to 15 cost 2 points each. Elves require a minimum **Agility** of 13 , **Bardic Voice** of 10 and minimum **Appearance** of 14 .

All Elves begin the game with Archery at Basic Knowledge (along with the Elven Longbow speciality) since the Elven Longbow is more than a weapon, it is an extension of an Elf's very soul. Constant practise with it makes them expert archers, capable of outstanding feats of skill and as such they have the skill at +10 PSF%. In addition all Elves receive the special abilities of Nightvision,

Enhanced Sight and Meditation. In addition to Archery (Elven Longbow), all Half- Blood Elves receive Accurate Counting, Forester's Stealth, Blending into Surroundings and one Agriculture skill at Basic Knowledge. Great Elves receive Slashing Swords, Etiquette, Written Language (Own), and Leadership at Basic Knowledge in addition to the standard Half Blood skills. True Elves receive Faerie Lore at Basic Knowledge in addition to the standard Half Blood and Great Elf skills

1D100%	Father's Status	Point Cost
01 - 05	Lost Blood[1]	+15
06 - 70	Half Blood (Wood Elf)	0
71 - 95	Great Elf (Noble Elf)	-10
96 - 100	True Elf (Royal Elf)	-15

Table - Elves Social Class

Type of Elf	Height Dice	Range of Height Factor	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Halfblood						
Male	2D10+56	58 - 76	67"	1D10-1	0 - 9	4 = Average
Female	2D10+53	55 - 73	64"	1D10-2	0 - 8	3 = Light
Great Elf						
Male	2D10+64	66 - 84	75'	1D10-1	0 - 9	4 = Average
Female	2D10+59	61 - 79	70"	1D10-2	0 - 8	3 = Light
True Elf						
Male	2D10+71	73 - 91	82"	1D10-1	0 - 9	4 = Average
Female	2D10+66	68 - 86	77"	1D10-2	0 - 8	3 = Light

Table - Elves Height and Build

Social Structure

Elven society recognises five distinct types of Elves, the main three are categorised by distinctive racial types. The remaining two are Lost Bloods (misfits and social outcasts) and the Corrupted (monsters from the darkest imagination). Unlike human and Dwarven cultures, the Elven social ranks are not climbable, for they represent different racial types more than mere social status. A Half Blood can no more become a Great Elf than a human can become a Dwarf.

Those referred to as Lost Bloods are Elves, either individuals or entire families, who have forsaken their culture, religion, and heritage, and have gone their own way in the world. In general they are normally Half Bloods, although Great and True Elves have been known to forsake their heritage on rare occasions. Those who become Lost Bloods have their name and lineage stricken from the Elven records, and no Elf will have any contact with them, regardless of their former racial type and many are attacked on sight.

Aerinrilael (literally Half Blooded) are known to the other races as Wood Elves and are the most common type of Elves encountered. Making up almost 70% of Elven numbers, Half Bloods were once unknown amongst the Elves. The curse known as Sininaenion or the Blight has seen their numbers increase at the expense of the Great Elves and True Elves.

The Great Elves or Aleiraslith are the second rung up the Elven social ladder, having stronger links to the original Elves, but still weaker than the True Elves above them. Aside from the obvious height difference between them and Half Bloods, Great Elves have blond hair, at worst a very light brown, and blue eyes. Their facial features are more aquiline than that of their Inferior cousins and they speak In haughtier tones. Great Elves generally live for 350 years. In addition once attributes have been finalised they receive a bonus of +2 to Agility (**AGL**), Bardic Voice (**BV**) and Appearance (APP).

True Elves or Alinnil are the top tier of Elven society, having an ancestral line that has been virtually unbroken since The Fall and thus are almost identical to that of their Faerie ancestors. Their hair is almost always white, and their eyes contain only a subtle hint of blue, otherwise being colourless. Their skin is so pale as to be almost transparent and they possess sharp features, giving them a wholly inhuman visage. True Elves can live for as long as 500 years, and those of Eaia/ or Pure Blood status often survive much longer. In addition once attributes have been finalised they receive a bonus of +4 to Agility (**AGL**), Bardic Voice (**BV**) and Appearance (APP).

1D100%	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Status [1]
01 - 10	**Herbalist**	Herbalism, Making Drugs + Making Potions	15
11 - 13	**Brigand**	Evaluate Loot + any 2 Combat Skills	03
14 - 39	**Farmer**	Any 2 Agricultural Skills	05
40 - 46	**Scout**	Track Prey, Finding One's Location + any 1 Lore Historical	09
47 - 65	**Mercenary**	Archer Bowery & Fletching, Wear Light Armour + any 1 Combat Skill	13
66 - 87	**Forester**	Any 2 Outdoors Skills + any 1 Combat Skill	12
88 - 95	**Bard/ Entertainer**	Any 2 Arts & Entertainment Skills	09
96 - 100	**Animal Trainer**	Any 1 Train Animal Skill + Calm & Attract Small Animal or Calm Large Animals	10

[1]A Lost Blood's status only applies in human society; 'Blooded' Elves do not associate with Lost Bloods and treat them as having zero status.

Table - Elves Father's Vocation Lost Blood

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1D100%	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Status
01 - 02	**Guardian**	Local Geographical Lore, any 1 Combat Skill + any 1 Outdoor Skill	14
03 - 06	**Warden**	Herbalism, Warden Magick Mode+ Plant Method	12
07 - 08	**Entertainer**[1]	Any 2 Arts & Entertainment Skills	06
09 - 11	**Healer**[1]	Herbalism, First Aid + Healing Arts II (Medications)	10
12 - 14	**Bard**[1]	Singing + Poetic Recitation	12
15 - 22	**Bowyer**[1]	Bowery & Fletching + any 1 Combat Skill	15
23 - 27	**Tailor**[1]	Clothes: Tailoring + Clothes: Sewing & Knitting	08
28 - 31	**Scout**	Any 1 Lore Historical (Geographical only), Finding One's Location + Finding Direction	09
32 - 34	**Wild Beast Tamer**	Bestiary + Calm & Attract Small Animals	09
35 - 59	**Plant Tender**	Any 2 Agricultural Skills	07
60 - 61	**Seer**	Divining the Omens + any 1 Lore	10
62 - 63	**Lore Keeper**	Written Language (own) + any 2 Lores or Languages	12
64 - 65	**Noble Guard**	Wear Light Armour, Slashing Swords+ any 1 Combat Skill	15
66 - 67	**Royal Guard**	Wear Light Armour, Slashing Swords, Courtly Manners + any 1 Combat Skill	18
68 - 70	**Beast Trainer**	Train Birds of Prey, Exotic Animals, or Hunting Dogs	12
71 - 72	**Merchant**	Bargaining, any 1 Foreign Language (Spoken)+ any 1 Craft Skill	10
73 - 92	**Crafter**[1]	Any 2 Craft or Metalworking Skills	08
93 - 97	**Brewer**	Wine-making + Brewery	10
98 - 99	**Herald**	Heraldry, Courtly Manners+ Etiquette	13
100	**Goblin Hunter**	Tracking Prey + Magickal & Enchanted Races Lore + any 1 Combat Skill	18

[1]25% chance of being a Master at the profession. Masters receive Bargaining in addition to their normal skills and a +5 bonus to their Social Status.

Table - Elves Father's Vocation Half Bloods

1D100%	Father's Vocations	PC's Star ting Skill (Basic Knowledge)	Status
01 - 08	**Diplomat**	Diplomacy & Politics, Courtly Manners, any 1 Language (Spoken), Oratory + any 1 Language (Written)	33
09 - 15	**War Leader**	Wear Light Armour, Battlefield Tactics, Intimidation+ any 3 Combat Skills	30
16 - 18	**Mage**	Any 3 Materia Magica or 1 Materia Magica + any 3 Lore	32
19 - 22	**Lawgiver**	Local Geographical Lore, Oratory, Diplomacy & Politics+ any 2 Combat Skills	31
23 - 30	**Master of the Hunt**	Magickal & Enchanted Beast Lore, Monster Tongues + any 4 Combat Skills	32
31 - 34	**Calendar Keeper**	Astronomical Lore, Divining the Omens, Meditation + Arithmetic & Mathematical Lore	31
35 - 38	**Marriage Arranger**	Heraldry, Courtly Manners + any 2 Lore Historical	32
39 -100	**Local Overseer**	Intimidation, Courtly Manners, Oratory, Diplomacy & Politics + any 1 Combat Skill	34

Table - Elves Father's Vocation Great Elves

1D100%	Father's Vocations	PC's Starting Skill (Basic Knowledge)	Status
01 - 60	**Feudal Overseer**	Intimidation, Courtly Manners, Oratory, Diplomacy & Politics+ any 2 Combat Skills	45
61 - 95	**Senior Feudal Overseer**	Intimidation, Courtly Manners, Oratory, Diplomacy & Politics+ any 3 Combat Skills	50
96-99	**Lore Master**	Elven Mage Mode, any 2 Methods of Magick + any 4 Lore	55
100	**Pure Blood**	Any 9 skills from Charismatic, Combat, Lore (Any), Materia Magica, Materia Medicina or Outdoor Skils[1]	70

[1]No more than four skills can be learned from any one category.

Table - Elves Father's Vocation True Elves

Orcs, Goblins And Hobgoblins

Orcs and Goblins are vicious, unfeeling brutes, or so conventional wisdom has it. In fact both these related species are reasonably intelligent and capable of skilful crafts, though they often do not adorn artefacts with the same degree or ornamentation as Elves, Dwarves and Humans do, preferring the utilitarian. Orcs and Goblins are the same species, though in slightly different forms. Orcs are larger and more robust; Goblins are smaller, but more agile.

Hobgoblins are not a separate race but are the result of breeding between Orcs and Goblins. For some reason this produces strange and seemingly random mutations in some Hobgoblins. The main difficulty of Goblinoid life is that the birth rate produces seven male children that reach adulthood for each female and Orcs are monogamous.

This means that in Orc tribes only the powerful, usually the Chieftain and his cronies can afford the bride price for a mate. The usual means by which Orcs and goblins usually try to find the power of wealth is violence, by loot in battle or by mustering an army to gain or extend land and military power This means that strong willed widows of Chiefs can find themselves In a position to become king-maker for the next Chief.

Creating Goblinoid Characters

Ores must have **STR** 14+, **CON** 13+ and INT of less than or equal to 16. Ores may purchase Strength up to 25, and pay for that as Elves do Agility.

Goblins must have Strength of less than or equal to 17, Constitution of less than or equal to 18 and **AGL** 14+. Goblin Agility is purchased at 1 point per level up to 18 and then 2 points per level from 17 to a maximum of 22.

For Hobgoblins, select on of the parents for the Hobgoblin to favour, either Orc or Goblin and base the character on that before rolling for random features on Table - Hobgoblins - Mutatations. If you do not wish to select which type of Goblinold the Hobgoblin favours but wish to use a random method of generation, roll a 1D10 and an odd number means the parent favours the Orc, whilst an even number favours the Goblin.

All Goblinoids have a flat, sallow and yellow complexion with a colour like an oak tree under the bark. Their hair is lank and ranges from a dark brown to black, though some tribes colour their hair. Orcs live underground more often than Goblins, who prefer to live in dark woods when they can and consequently whilst Orcs see well in the dark, Goblins are better suited for daylight, though their hearing and sense of smell are better than that of Orcs. This aids them in their long wars with the Elves.

After the first two male children, other male children are rarely accorded any consideration by their parents and whilst the female children are sequestered with the mother, the males are fostered off and cared for by a communal creche. Thus instead of fathers, they have *'sponsors'* who raise them as their own.

Racial Height, Build & Weight

The table for these factors assumes that the player is generating a Heroic character. If the character is of Historic quality then reduce the Height factor by 4. However, if the player is generating a Mythical character then they increase their height factor by 4

Orc Weight: 10lb + 8 lb for every inch above 40"
Goblin Weight: 10lb + 7lb for every inch above 40"

1D10	No. Mutations
01	0
02 - 05	1
06 - 08	2
09	3
10	4

Type	Ht. Dice	Ht Range	Avg Ht	Build Dice	Range of Build	Avg Build
Orc						
Male	2D10+54	56 - 74	65"	1D10+1	2 - 11	6 = Heavy
Female	2D10+52	54 - 72	63"	1D10	1 - 10	5 = Light
Goblin						
Male	2D10+48	50 68	59"	1D10	0 - 10	5 = Average
Female	2D10+46	48 - 66	57"	1D10-1	0 - 09	4 = Average

Hobgoblin Mutations

Hobgoblins tend to have some form of mutation, roll 1D10 on the table above to see how many mutations your hobgoblin has. Then roll for each mutation on the table to the right to see what they are. These mutations can be cumulative or cancel each other out such as rolling both tall and short.

1D100%	Class	Description
01 -10	**Slave**	Slaves are captives taken in battle or as tribute or criminals
11 - 75	**Tribal** Orc / Goblin	The main group of Gobllnoids are crafters, traders, farmers etc., though they take up arms when their chieftains command
76 - 95	**Warrior**	The full time warriors, although this class includes Priests
96 - 100	**Civilised** Orc / Goblin	Descendants of those Goblinoids that have left the tribes and made their way in Human lands.

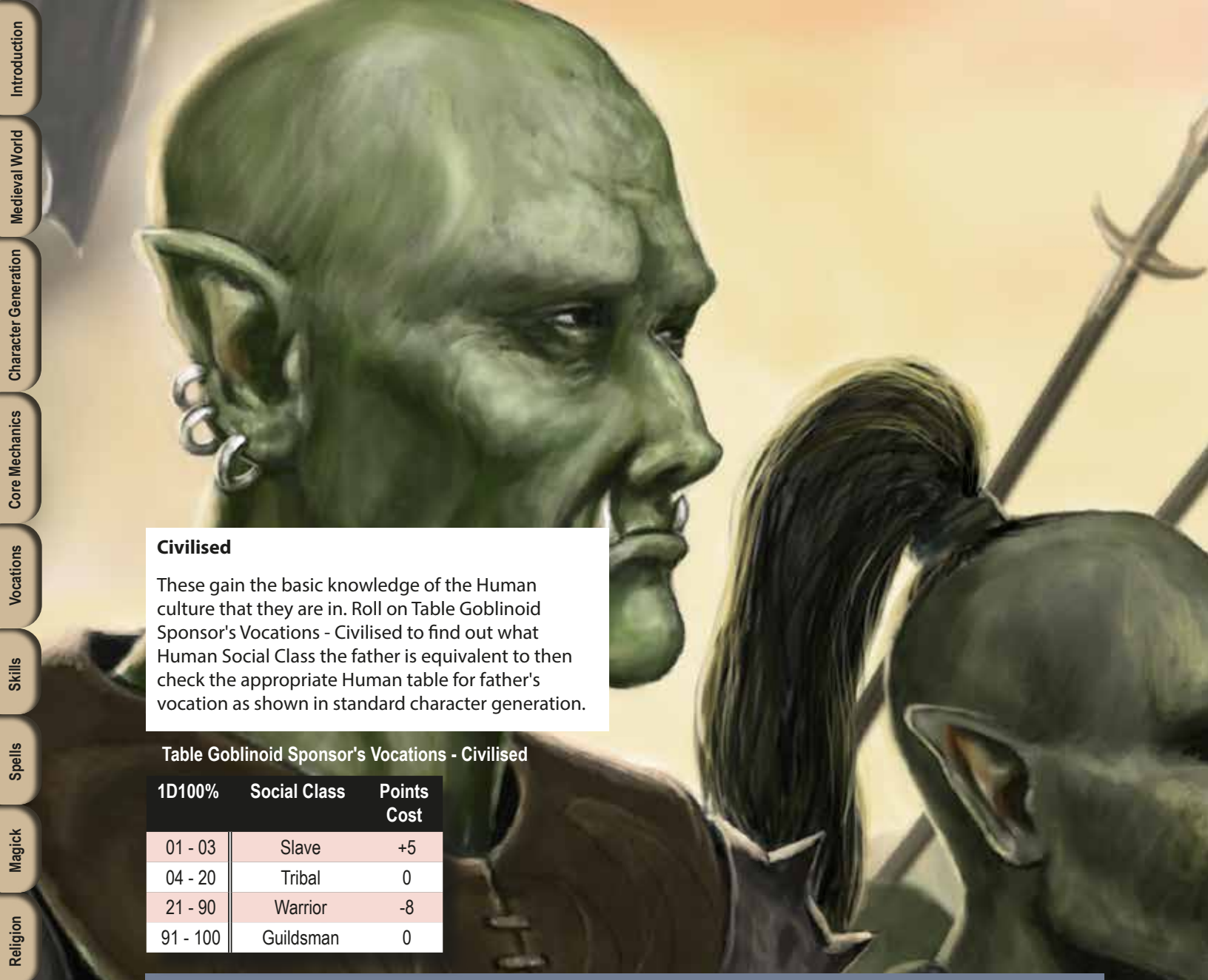
1D100%	Mutation	Description
01 - 10	**Slight Build**	-1 to Build, -1 from Strength, +1 to Agility
11 - 20	**Heavy Build**	+1 to Build, +1 to Strength, -2 from Agility
21 - 24	**Good Eyes**	Able to see perfectly in daylight, + 10 to Alertness: Sight
26 - 29	**Keen Nose**	+10% to Alertness: Smell
30 - 39	**Tall**	Add 5 Height Factors
40 - 51	**Short**	Subtract 5 Height Factors
52 - 56	**Dark Sense**	-10% to Alertness: Sight in daylight, +20% in dim light
57 - 61	**Pigment Change**	Non-standard coloration 1D10 and compare to: 01-02 Piebald; 03 Light Green; 04-05 Light Brown; 06-07 Dark Brown; 08-09 Pale White; 10 Dark Ochre
62 - 71	**Long Legs**	+ 1 to BAP. -2 to Body points
72 - 81	**Short Legs**	-1 to BAP, +2 to Body points
82 - 86	**Long Arms**	+1 foot reach with weapons
87 - 91	**Short Arms**	-1 foot reach with weapons, (never buys drink!)
92 - 93	**Foul Stench**	-10% to Charismatic skills, -20% to any dog tracking it, -10% from own Alertness: Smell
94 - 96	**Heavy Body Hair**	-2 App, +1 Armour versus Crush
97 - 99	**Thick Skull**	+2 Armour to blows to the head, -1 Intellect
100	**Sense of Honour**	Some Goblinoids have a chivalrous sense of honour; they never abandon friends and never lie.

Slaves do not have sponsors. Roll again to determine their sponsor's vocation. If the result is Slave again then treat that as tribal. The character will be an escaped slave.

The proportion of slave workers in Orcish society is greater than shown here, but only 10% get the chance to make a new life elsewhere.

All Goblinoid characters have basic knowledge in Brawling and their Own Language: Spoken (at +20 PSF%).

Sponsor's Vocation Tribal			
1D100%	Vocation Sponsor's	PC's Starting Skill Social (Basic Knowledge)	Status
01 - 20	**Farm Boss**	2 Agricultural Skills, Intimidation + 1 Skill	05
21 - 30	**Animal Handler**	2 Animal Skills + 1 Skill	05
31 - 35	**Fisher**	Fishing, Small Boats, Cast net+ 1 Skill	05
36 - 40	**Servant**	1 Cooking Skill, 1 Arts & Entertainment Skill + 1 Skill	03
41 - 45	**Labourer**	Endurance, Lifting, Conditioning+ 1 Skill	03
46 - 55	**Woodworker**	Carpentry, 1 Woodcraft Skill + 1 Skill	10
56 - 65	**Leatherworker**	Leather-working + 2 Clothing Skill	10
66 - 75	**Metal Worker**	Blacksmithing + Mace, Clubs & Hammers + 1 Skill	12
76 - 80	**Miner**	Tunnelling & Mining + 2 Skills	10
81 -90	**Annourer**	Blacksmithing, Weaponsmithing, Bowery & Fletching	15
91- 95	**Stoneworker**	Masonry + 2 Skills	15
96 -100	**Other Craft**	Any 3 Craft skills	10
All Tribal Goblinoids have Spear or Mace, Clubs & Hammers as background skill.			



Civilised

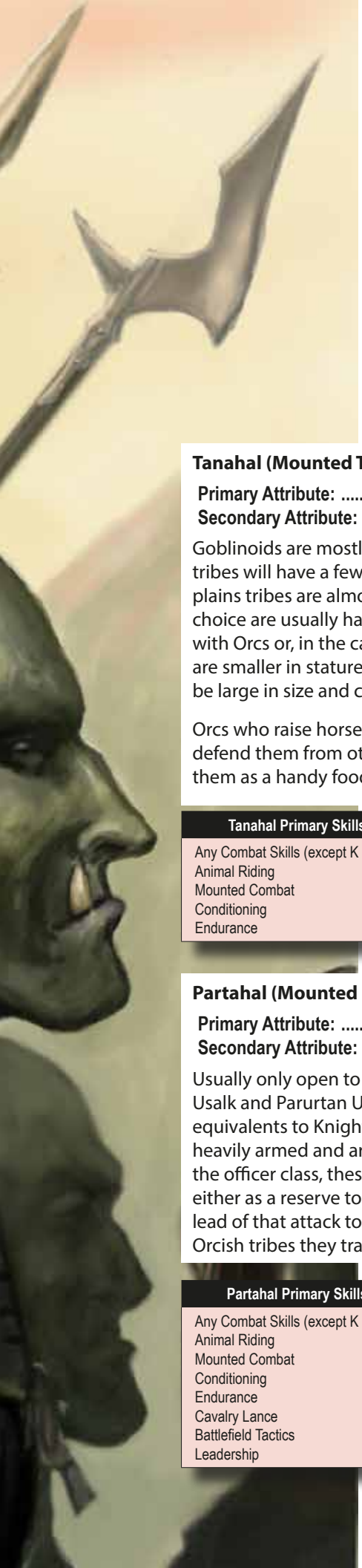
These gain the basic knowledge of the Human culture that they are in. Roll on Table Goblinoid Sponsor's Vocations - Civilised to find out what Human Social Class the father is equivalent to then check the appropriate Human table for father's vocation as shown in standard character generation.

Table Goblinoid Sponsor's Vocations - Civilised

1D100%	Social Class	Points Cost
01 - 03	Slave	+5
04 - 20	Tribal	0
21 - 90	Warrior	-8
91 - 100	Guildsman	0

Sponsor's Vocation Warrior			
1D100%	Sponsor's Vocation	PC's Starting Skill (Basic Knowledge)	Status
01 - 03	**Scout**	Archery or Sling, 2 Outdoor Skills + 1Thievery Skill	16
04 - 60	**Common Warrior**	1 Combat Skills + 1 Outdoor Skill	15
61 - 80	**Officer's Guard**	Animal Riding, Mounted Combat, Wear Heavy Armour + 1 Combat Skill	17
81 - 85	**Urtan Asgh (Leader of 10)**	Animal Riding, Mounted Combat, Wear Heavy Armour, Intimidation + 2 Combat Skills	17
86 - 89	**Urtan Usasgh (Leader of 20)**	Animal Riding, Mounted Combat, Wear Heavy Armour, Intimidation + 4 Combat Skills	18
90 - 91	**Priest or Shaman**	Faith, 2 Lore Skills+ Diplomacy & Politics	20
92 - 93	**Necromancer**	2 Lore Skills + Diplomacy & Politics	20
94 - 96	**Urtan Asasgh (Leader of 100)**	Animal Riding, Mounted Combat, Intimidation, Leadership, Wear Heavy Armour + 2 Combat Skills	22
97 - 98	**Urtan Usalk (Leader of a tribe)**	Animal Riding, Mounted Combat, Intimidation, Leadership, Wear Heavy Armour, Wear Battle Armour + 2 Combat Skills	25
99	**Power Word Mage**	3 Lore Skills	26
100	**Parurtan Usurt (Leader of many Tribes)**	Animal Riding, Mounted Combat, intimidation, Leadership, Wear Heavy Armour, Wear Battle Armour + 2 Combat Skills	30

In addition to the basic Goblinoid knowledge, all Warriors gain two Combat skills and Wear Light Armour.



Goblinoid Vocations

Warrior Vocations

Ahal (Warrior)

Primary Attribute: ..... Strength (STR)
Secondary Attribute: ..... Constitution (CON)

Open to the 'sons" of Urtan Usasgh, Asagh, Common Warriors and Tribal Sponsors may train as a Warrior of the Tribe. These are the line troops of the Goblinoid hordes

Ahal's Primary Skills	Secondary Skills
Conditioning Endurance Any Combat Skills (except K Only)	Animal Riding Mounted Combat First Aid Stamina Any background skills

Takri (Scouts)

Primary Attribute: ..... Constitution (CON)
Secondary Attribute: ..... Agility (AGL)

The Goblinoid equivalent of the Forester, the Scouts are not only important in spying out the route of Goblin armies but also detecting the incursions of others. This vocation is usually only open to the 'sons' of Warrior class Sponsors. Takri take a perverse delight in stalking Elven Goblin Hunters

Takri Primary Skills	Secondary Skills
Archery: Shortbow Sling or Javelin Regional & National Geography Endurance Stamina Slashing Sword or Spear or Blugeon All Outdoor Skills	Any Combat Skills (except K Only) Animal Riding Mounted Combat First Aid Bowery & Fletching Any Thieves Skills Any background skills

Ushbhal (Officer's guards)

Primary Attribute: ..... Strength (STR)
Secondary Attribute: ..... Agility (AGL)

Officers (leaders of 100 and greater) often have bodyguards, to help stave off ambitious underlings with dreams of promotion. These are strong troops chosen for loyalty (or at worst a sense of self-interest) and speed and can come from any background except Slave. They tend to specialise in only a few weapons, but to be good at those few.

Ushbhal Primary Skills	Secondary Skills
Any 7 Combat Skills (except K Only) Conditioning Endurance Alertness: Sight Alertness: Sound Detect Thievery	Any Combat Skills First Aid Animal Riding Mounted Combat Stamina Any background skills

Tanahal (Mounted Troops)

Primary Attribute: ..... Strength (STR)
Secondary Attribute: ..... Constitution (CON)

Goblinoids are mostly infantry troops, but most tribes will have a few mounted troops and some plains tribes are almost all mounted. The Cavalry of choice are usually hardy ponies well trained to live with Orcs or, in the case of the tribes of Goblins who are smaller in stature, specially trained dogs, bred to be large in size and close in appearance to wolves.

Orcs who raise horses often have to defend them from other tribes who see them as a handy food supply.

Tanahal Primary Skills	Secondary Skills
Any Combat Skills (except K Only) Animal Riding Mounted Combat Conditioning Endurance	First Aid Stamina Any Background Skills

Partahal (Mounted Shock Troops)

Primary Attribute: ..... Strength (STR)
Secondary Attribute: ..... Constitution (CON)

Usually only open to the sons· of Urtan Asasgh, Usalk and Parurtan Usurt, these are the Goblinoid equivalents to Knights, though they are not as heavily armed and armoured. As well as providing the officer class, these troops will usually be found either as a reserve to drive home an attack, or as the lead of that attack to break through a line. In most Orcish tribes they train on foot as well as mounted.

Partahal Primary Skills	Secondary Skills
Any Combat Skills (except K Only) Animal Riding Mounted Combat Conditioning Endurance Cavalry Lance Battlefield Tactics Leadership	First Aid Stamina Any Combat Skills (except K Only) Any background skills

The Trolls

"We are the children of Hel, the lady of the Lands of the Dead. Begotten in the early days of the world. We do not revel in the light,our mother and fathers were creatures of the dark and the deep places of the Earth have ever been home to us.

Trolls are reviled by the races of the surface because of their habit of eating the flesh of the other intelligent races.

"When the world was young, we ranged all over the earth, but our hungers made us hunted, for we only eat flesh, and the flesh of the thinking races is sweetest of all. It is our delight and our curse, for even the most peaceful of us can find the hunger steal upon us, and fish and deer are no longer enough and we must slake our appetite with the flesh of an intelligent being".

"We do not work well in groups, for some will turn on each other and quench the awful hunger with another of our Kind".

Like the Goblin races there are fewer females born than males but unlike the Giants and the Goblin races, Troll females are larger, stronger and more cunning than the males and it is up to the females to stake and hold a hunting territory. The females are the priestesses of the Trolls, being witches and shamanesses, paying homage to the ancestress of the species, the Lady of the Lands of the dead. Few males practice these arts, they seem content to eat, fight and sleep.

Males and females rarely interact, save at certain festivals, or if the male needs. At other times the males wander alone, or form into bands to raid and steal flesh and to compete for the title of King. The territory of male warbands might cross several female territories but there is no interaction between the females and the males.

It is known that not only are they matriarchal, but that the females are bigger, stronger and more cunning than the males. It is the females who seize and guard territory. There are less females to males, perhaps only one in twelve births of this breed is female, and they maintain ranges to support them and their pride of males. She will fight to defend the range, to seize more males and to stop her own 'pride' being seized.

Trolls can resist the temptation to eat the flesh of sentients (make a Willpower check) but most do not bother, they enjoy flesh too much. They can speak human tongues, and many use the languages of the Scandinavians and Germans to converse, even with each other. Trolls can be cunning craftsmen and artificers, but rarely do they trade their goods and rarer still is the merchant that will deal with them.

There is only one species of Trolls, the names sometimes given to supposed sub-species of Trolls are merely names for the same creature encountered in different places. However, the environment in which they are raised has some effect, which is why in some places you will find bigger and nastier Trolls than in others.

Similarly those that have survived encounters with Trolls speak about the dreadful Troll Magick and comparisons would seem to indicate creatures with differing powers. However, Just as humans learn skills and Magick to help them in their own environment, so do other races. So is it any wonder that a Troll living in the mountains will learn to use the ice as his ally just as a Troll living in the mere can command the mists rising from the water.

All Trolls can learn Magick, though for most it is purely as a Tertiary (Hobby Skill). The only Trolls who learn Magick as a Vocation are Witches and Shamanesses. In addition there are spells unique to Trolls in the Troll Method of Magick, which account for some of more fearsome elements of their reputation. Trolls do not, despite the stories, regenerate lost limbs, but their constitutions are often so sturdy that any damage that does not kill them they can quickly recover from.

Creating A Troll Character

Firstly the player must pay the cost associated with being a Troll, this amounts to 30 points for a male Troll or 40 points for a female Troll. The character must then satisfy the minimum requirements including bonuses/deficits as shown in Table Trolls Minimum & Maximum Attributes. Any Troll PC will be a young Troll, not yet at their full physical power.

	Females		Males	
Attribute	Min	Max	Min	Max
Agility	3	14	3	14
Strength	16	50	15	44
Constitution	12	22	12	20
Bardic Voice	10	18	3	13
Discipline	05	15	02	12
Appearance	02	08	02	08
Spirit	05	17	02	15

Table Trolls Minimum & Maximum Attributes

Trolls also receive the bonuses or penalties as shown in Table Trolls Attribute Bonuses/Penalties.

These bonuses cannot take the appropriate Attributes above the racial maximums as shown in Table Trolls - Minimum & Maximum Attributes

Attribute	Bonus/ Penalty
Strength	+10
Constitution	+2
Discipline	-5
Appearance	-7
Piety	-3

Table Trolls - Minimum & Maximum Attributes

Trolls buy their attributes at normal cost with Constitution treated the same as Elven Agility in the Standard Rules. Trolls purchase Strength at 1 point per point until they reach **STR** 20, at 2 points per point from **STR** 21 to **STR** 25 and at 3 points per point thereafter.

It is recommended that Troll characters use the optional Absolute Strength Rating rules on page 106

Whilst all Trolls are Poorly Aspected, Troll Witches and Troll Shamanesses gain a bonus of +10 to their PMF. Trolls following the Troll Mode of Magick do not gain this bonus.

Height, Build and Weight

Table Trolls Height and Build shows the average Height and Build Factors for Water Trolls. The standard weight for a Troll is 400 + 10 lbs for every inch in height over 50". For the other forms of Trolls, modify as follows:

Mountain trolls: Height Dice is equal to 3D10 + 92" for males and 3D10 + 98 for females, average height is equal to 9'6"

Cave trolls: Height Dice is equal to 1D10 + 74" for males and 1D10 + 78" for females, average height is equal to 7'0"

Wood Trolls: Height Dice is equal to 2D10 + 75" for males and 2D10 + 79" for Females, average height is equal to 7'6"

Swamp Trolls & Ice Trolls are a kind of Water Troll.

Type of	Ht. Dice	Ht Range	Avg Ht	Build Dice	Range of Build	Avg Build
Male	2D10+72	74 - 92	83"	1D10+2	3 - 12	7 = Heavy
Female	2D10+76	78 - 96	87"	1D10+3	4 - 13	8 = Heavy

Troll Social Status

A Female without territory or a male without a warband is a lowly thing in Troll Society.

A Crafter is the normal Troll female, staking claim to a territory and when not hunting in creating songs and artefacts with which to tempt males when mating season comes.

All Trolls start out with **BV** 2 x local copper coins, a weapon for each mastered weapon skill, and food for three days.

1D100%	Female Characters Mother's Status	Male Characters Father's Status	PC Points Cost
01 - 10	No territory	Loner	+5
11 - 75	Crafter	Member of Warband	0
76 - 95	Witch	Leader of Warband	-10
96 - 100	Shamaness	King	-20

Sibling Rank

Sibling rank does not matter to a Troll. If a Troll is to inherit its parents' position it has to fight for it, so the sons of a King will fight amongst themselves and also any new claimants, to decide who gets the title. Of course the King is often challenged by others whilst on the throne.

Age

All trolls start at age 15. The actual maximum lifespan of a Troll is not known.

The Hunger

The Hunger for the flesh of a sentient is a well-known Trolls problem. To resist, if the Trolls wants to resist that is, the Trolls must make a Willpower roll whenever a sentient creature is near.

Fear

All Trolls generate fear within a radius of 10 feet of themselves amongst races smaller than themselves. The fear effect is equivalent to the Command Magick spell Greater Fright with a PSF% equal to half the maximum Body points of the Troll.

Troll Background Skills

All Trolls gain the following skills at +10 PSF% and at Level 1: Maces, Hammer & Clubs Find Direction, All , Perception Skills Find One's Location, Geological Lore

They also gain the Troll Mode of Magick at DF 6 at a skilled chance· and the Troll Method of Magick at a skilled DF5.

Trolls also gain the following new skill of Flint Knapping:

Flint Knapping

Attributes: ..... Intellect & Agility
Level: ..... DF 5 BCS 20%; 700 Exp

Flint knapping is the skilled art of turning pieces of flint into cutting tools. The skill allows the character to pummel two pieces of flint together to form arrowheads, flint knifes, scrapers, hand axes etc.

With a successful skill roll a Troll can create hand weapons such as knives or hand axes. They have the same potential as normal weapons with base damage reduced by 2 points. With a critical success of 10 base damage equals that of metal weapons and an additional 2 points of crushing damage can be added. Failling rolls result in spoilt flints, a critical failure results in 2 points of damage through accidental cuts.

Troll Vocations

Warrior

Primary Attribute: ..... Strength (STR)
Secondary Attribute: ..... Constitution (CON)

Troll Warrior Primary Skills	Secondary Skills
Any Combat Skills (marked F) Any Outdoor Skills Local Geography Any Athletic Skills	Lore Historical Any Combat Skills[1] Herbalism Any background skills

[1] Includes all combat skills except Cavalry Lance and Riding a Warhorse

Crafter

Primary Attribute:.....Intellect (INT)
Secondary Attribute:.....Strength (STR)

Troll Crafter Primary Skills	Secondary Skills
Any Outdoor Skills	Lore Historical
Local Geography	Any Combat Skills
Sculpting	Any Materia Medicina
Singing	Any Athletic Skills
Herbalism	Any background skills
First Aid	

Troll Witches

Primary Attribute: .....Intellect (INT)
Secondary Attribute: ..... Spirit (SPR)

Troll Witches are much like their counterparts In other species, but with a different emphasis in the skills they specialise In. They are one manifestation of the religion of the Trolls, the other being the Shamans, who commune with their ancestors and especially the greatest Ancestor of all, the goddess Hel.

Troll Witches are not as specialised as the shamanesses, whose Magick is mostly Divination and Necromancy.

Troll Witches Primary Skills	Secondary Skills
Witchcraft Mode	Sculpting
Divination Method	Spell Research
Earth Method	Any Outdoors Skill
Command Method	Herbalism (Materia Medicina)
Arcane Method	Administer Poisons &
Water Method	Drugs Undetected
Transcendental Method	Any Athletic Skills
Ward Method	Air Method
Artefact Lore	Fire Method
Interpret Omens	Summoning Method
Spell Enhancement	Ward Method
Geographical Lore (Local Area)	Plant Method
Pharmacology & Medicine	Any Background Skills
Singing	
Perception Skills	

Troll Shamanesses

Primary Attribute: .....Intellect (INT)
Secondary Attribute: ..... Spirit (SPR)

Whilst some male Trolls become Witches, it is unheard of for any to become Shamans, for the ancestral spirits reject them. The Shamaness communes with the dead and with the Great Ancestor, the goddess Hel.

Troll Shamaness Primary Skills	Secondary Skills
Toll Shamaness Mode	Spell Research
Divination Method	Any Outdoors Skills
Trancendental Method	Herbalism (Materia Medicina)
Command Method[1]	Illusion Method
Summoning Method	Any Athletic Skills
Ward Method	Pharmacology & Medicine
Faith	Arcane Method
Singing	Plant Method
Interpret the Omens	Any Background Skills
Artefact Lore	
Spirit Lore (as Demon Lore)	
Perception Skills	
Spell Enhancement	
Geographic Lore (Local Area)	

[1] Troll Shamanesses can learn Necromantic Spells.

Trolls And Magick

Summon Totem

Troll Shamaness automatically learn this spell as but can only cast it as a Ritual lasting one hour.

Each Troll Shamaness, as the last act of their training, makes contact with a totem spirit that acts as a guide to the Shadow World thereafter. The Spirit adopts the form of an animal or bird native to the area of the Troll's Territory. The Totem can aid the Shamaness in various quests for information. Any Divination spell that a Troll Shamanesses casts or Astral Projection, involves the aid of the Totem. The Totem counts as a 'Master' for the purposes of l earning spells. For spells from Primary Vocational Methods of Magick, Troll Shamanesses learn then at the MR as indicated in Spells and Acts of faith. For spells from any other Methods of Magick, the Troll Shamanesses have to spend twice as long learning the spell, which has its MR doubled (to a maximum of MR 10). Shamanesses only make Magickal devices, save for the focus, by binding spirits into the devices.

Troll Method of Magick

Attributes: ..... **Intellect & Constitution**
Level: ..... **DF 5; BCS 20%; 700 Exp; 7**

If not a Magick User then the Troll studies the Troll Method of Magick, which is a considered to be a Background Skill at - 10 PSF%. This means it can be Mastered if desired. There is no focus associated with Troll Magick.

Prolong Breathing Underwater

Resistance: ..... **MR 2**
Fatigue Cost: ..... **3 FP**
Casting Time: ..... **Sorcery**
Range: ..... **Self**
Duration: ..... **CON x ML minutes**

All Trolls can, and do, spend a great more time underwater than humans, up to their CON in minutes. This spell add their CON x ML to that duration. Therefore a Troll with **CON** 16 and ML3 could spend up to 16 + (16 x 3) = 64 minutes underwater. How such a bulky creature can stay underwater even before Magick is a mystery, but the aquatic life seems to agree with them.

Concealment

Resistance: ..... **MR 2**
Fatigue Cost: ..... **4 FP**
Casting Time: ..... **Cantrip**
Range: ..... **10 feet x ML**
Duration: ..... **5 minutes x ML**

This spell creates an area into which normal (i.e. non-Magickal sight) cannot penetrate. The nature of the concealing area depends on the origins of the Troll casting the spell:

Cave and Wood Trolls create an area of Darkness.

Water and Mountain Trolls create an area of swirling mist. If the Troll is in an area with large quantities of old snow on the ground then, for an additional 4 FP cost, the mist will be full of ice crystals, requiring a 1 FP per minute penalty for all non-Trolls in the Cloud.

Bind Fear

Resistance: ..... **MR 3**
Fatigue Cost: ..... **6 FP**
Casting Time: ..... **Sorcery**
Range: ..... **10 feet x ML**
Duration: ..... **1 minute x ML**

With this spell the Troll can bind their Fear power within the spell Concealment so that all those that are within the boundaries of the concealment also have to deal with the fear, and not just those directly in the Trolls presence.

Enhance Fear

Magick Resistance: ..... **MR 4**
Fatigue Cost: ..... **6 FP**
Casting Time: ..... **Sorcery**
Range: ..... **10 feet x ML**
Duration: ..... **1 minute x ML**

This spell intensifies the power of the Troll's Fear so that it causes more despair to the Troll's enemies. With this spell half the Caster's PSF% in Troll Method of Magick is added to the Troll's Fear. This can also be cast together with the spell Bind Fear to make the concealment even more terrifying.

Walk Unhindered

Resistance: ..... **MR 3**
Fatigue Cost: ..... **4 FP**
Casting Time: ..... **Sorcery**
Range: ..... **Self**
Duration: ..... **2 hours x ML**

With this spell the Troll can pass through any adverse weather (but not bright sunshine) as if it was a clear and calm night. If the Troll pays double the FP cost it can also apply to terrain as well, including bodies of water, dense foliage, and snowdrifts.

Venom of Hel

Magick Resistance: ..... **MR 5**
Fatigue Cost: ..... **6 FP**
Casting Time: ..... **Hex**
Range: ..... **Touch**
Duration: ..... **Immediate Effect**

The Troll's claws and bite become poisonous with the deathly touch of the Death God1ess, an ancestress of their race. Any damage done by the Troll that inflicts at least one point of damage direct to the opponent's Body injects the poison into the victim. The poison inflicts 1 x ML Body points of damage per minute for 5 minutes. If a Stamina roll is failed then, if the victim's **CON** is less than (12 + ML), the victims is incapacitated for a period of 60 minutes - **CON**.

For instance, Siegwulf, who has **CON** 14, is wounded by a Troll who has ML 3 and has caused 2 points of damage direct to Siegwulfs Body. Siegwulf takes 3 points of damage direct to his Body per minute for the next 5 minutes and if he fails a S1amlna roll, is incapacitated for 46 minutes.

Enchantment of Skin

Magick Resistance: ..... **MR 7**
Fatigue Cost: ..... **11 FP**
Casting Time: ..... **Ritual (30 minutes)**
Range: ..... **Self**
Duration: ..... **Permanent**

This is how some trolls seem impervious to normal weapons. The troll enchants its own skin to become a better kind of armour. This enchantment has several levels and the troll must re-enchant the skin to progress to the next level. Each time the Troll skin must be enchanted from MR 10 down to MR 0. After each enchantment the troll becomes resistant to a Magickal weapon with a plus equal to the 1 below that level and will only take half damage. The maximum number of times a Troll's skin can be enchanted is equal to ½ x ML (rounding down).

Storm blast

Resistance: ..... **MR 6**
Fatigue Cost: ..... **8 FP**
Casting Time: ..... **Sorcery**
Range: ..... **-**
Duration: ..... **-**

With this spell the Troll can focus the winds into a blast of air similar to the Basic Magick-Air spell Air Wall. If 10 FP are paid then the Troll can bind the elements to the blast as follows:

With water it becomes similar to the Basic Magick - Water spell Water Ram

With air it becomes similar to the Basic Magick -Air spell Air Ram

With snow or ice, it becomes similar to the Basic Magick - Water spell Ice Storm inflicting double damage for the ML level of the Mage.

With loose soil, pebbles and sand it becomes similar to the Basic Magick - Earth spell Shower of Stones.

For instance, Eanaswhe has enchanted her skin once, that means all normal weapons do half damage and only Magickal weapons do full damage. Geltwista has enchanted his skin four times, this means that a weapon with at least a +3 bonus is required to do full damage.

Acts of Faith

The Shamanesses are religious figures as well as Magickal and follow the vocation of Shaman as described in Magicks & Miracles for access to Acts of Faith. Many of the spirits they summon are to perform healing.

All Shamanesses start with the following Acts of Faith:

PFF	Anoint the Sick
PFF	Anoint the Wounded
PFF 5	Blessing
PFF 10	Bless Item
PFF 5	Common Prayer

The following Acts of Faith are available to them and they learn them as per the standard rules:

PFF 35	Purify Food and Water
PFF 50	Cure the Wounded
PFF 20	Holy Barrier of Guard
PFF 35	Remove Curse
PFF 50	Neutralise Toxins
PFF 60	Cure Disease
PFF 45	Banish Spirits (as Exorcise Demons)
PFF 65	Heal Grievous Wounds
PFF 50	Visions
PFF 90	Restore Senses (Combination Cure Deafness/Blindness)

Daylight

The Trolls are creatures of the dark and as such they suffer in sunlight. For each minute in direct sunlight they lose -1 Body and 1 FP. For each minute in indirect sunlight they lose -1 FP until Fatigue is exhausted after which they lose Body points

Natural Weapons

Trolls have great claws on their hands, though they can show remarkable dexterity at times. For details on damage etc. refer to The Bestiary.

Armour

The Trolls have natural armour as effective as the finest made by armourers. The older the Troll, the better the armour. The protection factors gained at as the Troll ages are shown in Table Trolls - Armour

Troll Natural Armour

Age	C	S	P	M	E	
Up to 20	7	6	5	7	5	
Up to 55	9	8	7	9	7	+2 STR;+ 2 CON
Up to 90	11	9	8	10	8	+2 STR; + 1 CON
Up to 140	13	12	12	13	12	+2STR
Up to 200	15	14	14	16	14	+1 STR; +1 WIS
200 +	16	16	15	17	16	+1 STR; +1 WIS

Table Trolls - Armour

Werecreatures

All werecreatures are, by nature, Poorly Aspected and assumed to be of Human origin. Initially a player must roll or pay the cost for the nature of his origins as shown in **Table Werecreatures Creation Method**. The only other requirement to be a Lycanthrope is a minimum of **CON** 15 and no Attribute above 19 before modifiers.

1D100%	Creation Method	Point Cost
01 - 55	Bitten By Werecreature	0
56 - 80	Cursed by Mage or Gypsy	0
81 - 95	Naturally Born, Single Parent Were[1]	15
96 - 100	Naturally Born, Both Parent Were[1]	30

[1] Naturally born weres roll on **Table Werecreatures social status**, to determine their social status. Those bitten or cursed are deemed to be of *'normal status'*.

Table Werecreatures Creation Method

Once the method of creation has been arrived at, the player then rolls (or pays the points) for his breed as shown in **Table Werecreatures Breed**. Once the breed has been identified social status is generated, either using **Table Werecreatures Social Status (Natural Born)** for natural born weres or by using the revised social tables for Humans, based on the breed of the Lycanthrope. When Social status has been discovered, character generation proceeds as normal.

1D100%	Breed	Mature Form	Man-Animal Form	Point Cost
01 - 20	**Werebear**	As per **Chivalry & Sorcery** standard animal	CON +5, STR +6	20
21 - 30	**Wereboar**	As per **Chivalry & Sorcery** standard animal	CON +3, STR +5	15
31 - 45	**Wererat**	As per **Chivalry & Sorcery** standard animal	AGL+2	5
46 - 100	**Werewolf**	As per **Chivalry & Sorcery** standard animal	AGL+ 2, CON+ 3,STR+ 4	10

Table Werecreatures Breed

1D100%	Birth Status	Character Bonuses	Point Cost
01 -10	**Runt of the Litter**	CON -2 & INT +1 in animal form only	-10
11 - 95	**Normal Status**	Normal	0
96 - 100	**Alpha Status**	CON +1, STR +1 & INT +1 in animal form only	20
STR & CON attributes of 15+ receive +1 to those attributes when in animal form. STR & CON <15 receive -1 to those attributes when in animal form			

Table Werecreatures Social Status (Natural Born)

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Status[1]
01 - 15	**Forester**	Any 2 Outdoors Skills, Archery & Quarterstaff	10
16 - 54	**Mercenary Man-at-Arms**	2 Combat Skills & 1 Thievery Skill	08
55 - 65	**Mercenary Sergeant**	Riding, Mounted Combat, 2 Combat Skills & 1 Thievery Skill	13
66 - 68	**Mercenary Captain**	Riding, Mounted Combat, 2 Combat Skills & 1 Thievery Skill	19
69 - 78	**Woodsman**	War Axes & 1 Outdoor Skill	08
79 - 81	**Fisherman**	Fishing, Fisherman & Spear	10
82 - 87	**Labourer**	Endurance, Conditioning, Lifting & Carrying Weights	03
88 - 100	**Hunter**	Setting & Disarming Snares & Tracking Prey	08

[1] Applies to human society only. Wereboars have no formal hierarchy.

All natural born wereboars begin play with Beast Tongue (swine), Local Geographical Lore and Endurance at Basic Knowledge

Table - Werecreature Father's Vocation Wereboars

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Status[1]
01 -21	**Forester**	Any 2 Outdoors Skills, Archery & Quarterstaff	10
22 - 23	**Rural Carpenter**	Carpentry, Mace Combat & Quaterstaff	10
24 -25	**Rural Mason**	Masonry, Mace Combat & Quarterstaff	10
26 - 45	**Woodsman**	War Axes & 1 Outdoor Skill	08
46 - 60	**Fisherman**	Fishing, Fisherman & Spear	10
61 - 74	**Labourer**	Endurance, Conditioning, Lifting & Carrying Weights	03
75 - 100	**Hunter**	Setting & Disarming Snares & Tracking Prey	08

[1] Applies to human society only. Werebears have no formal hierarchy.

All natural born werebears begin play with Beast Tongue (bears), Fishing & Foraging for Wild Foods at Basic Knowledge

Table - Werecreature Father's Vocation Werebears

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Status[1]
01 - 04	**Assassin**	1 Combat Skill, Skulking in Shadows & Stealth of Thieves & Assassins	08 (15)
05 - 30	**Thief**	2 Thievery Skills	08 (12)
31 -33	**Master Thief**	1 Thievery Skill & Con	08 (19)
34 - 55	**Beggar**	Begging, Con & 1 Thievery Skill	08
56 - 75	**Peddler**	Bargaining & Con	08
76 - 89	**Warehouse Worker**	Lifting & Carrying Weights & Endurance	08
90 - 96	**Tinker**	Bargaining & Tinker	08
97 - 100	**Rumour Monger**	Hearing Rumours & Bargaining	09

[1] Applies to human society only. Status in parenthesis is status within wererat hierarchy.

All natural born wererats begin play with Beast Tongue (Rodents), Skulking in Shadows and Stealth of Thieves & Assassins at Basic Knowledge

Table - Werecreature Father's Vocation Werebrats

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Status[1]
01 - 07	**Peddler**	Bargaining & Con	08
08 - 11	**Tinker**	Bargaining & Tinker	08
12 - 14	**Beggar**	Begging, Con & 1 Thievery Skill	00
15 - 29	**Labourer**	Endurance, Lifting Weights & Conditioning	07
30 - 32	**Cobbler**	Leather-working (shoes), Knife Fighting	10
33 - 35	**Tailor**	Tailoring & Bargaining	10
36 - 40	**Blacksmith**	Blacksmithing & Mace Combat	10
41 - 44	**Tanner**	Leather-working & Knife Fighting	12
45 - 46	**Rural Carpenter**	Carpentry & Mace Combat	10
47	**Cartwright**	Carpentry, Cartwright & Mace Combat	10
48 -49	**Apothecary**	Make Drugs, Make Poisons & Herbal Lore	12
50 - 62	**Entertainer**	2 Artistic Skills	08
63 - 66	**Thief**	1 Thievery Skills	08
67 - 70	**Physician**	Herb Lore, First Aid & Herbalism	15
71 - 84	**Hunter**	Any 2 Outdoors Skills & Archery	08
85 - 92	**Poacher**	Setting & Disarming Snares & Tracking Prey	00
93 - 94	**Fortune Teller / Wisewoman**	Divining the Omens, 2 Materia Magicka Lore, Any 2 Other Lore Skills	12
95	**Headman**	Diplomacy, Writing & Any 2 Lore Skills	16
96 - 98	**Villager**	2 Agricultural Skills, Quarterstaff & 1 Outdoor Skill	10
99 - 100	**Outcast**	1 Combat Skill & 2 Outdoors Skills	03

[1] Applies al vocations, except villager and outcast assumes the werewolf is a part of a gypsy / wandering band

[2] Applies to human society only. Most werewolves have no formal hierarchy.

All natural born werewolves begin play with Beast Tongue (Wolves), Tracking Prey and Running (Distnace Running) at Basic Knowledge

Table - Werecreature Father's Vocation Werewolves

Vampires

All vampires are, by nature, Poorly Aspected. They are generated as per their racial types (Human, Elf, Ore etc.), the cost of being a vampire is either by spending points for the age of the Vampire or by rolling randomly. The minimum attributes to become a Vampire are **STR** 15, **CON** 15, **AGL** 16, **INT** 12, **DIS** 12, **APP** 15, **BV** 15

Once a character's Vampiric Age has been decided, he will have a number of Power Points with which to purchase his Vampiric Powers. As a Vampire ages during play it will gain additional power points at the rate of one per full year of game play. These can be accumulated into a pool with which to improve existing powers or purchase new ones. No power requires any Fatigue to activate, although each power can only be used a number of times equal to the vampire's effective ML All vampires gain Night Vision for free.

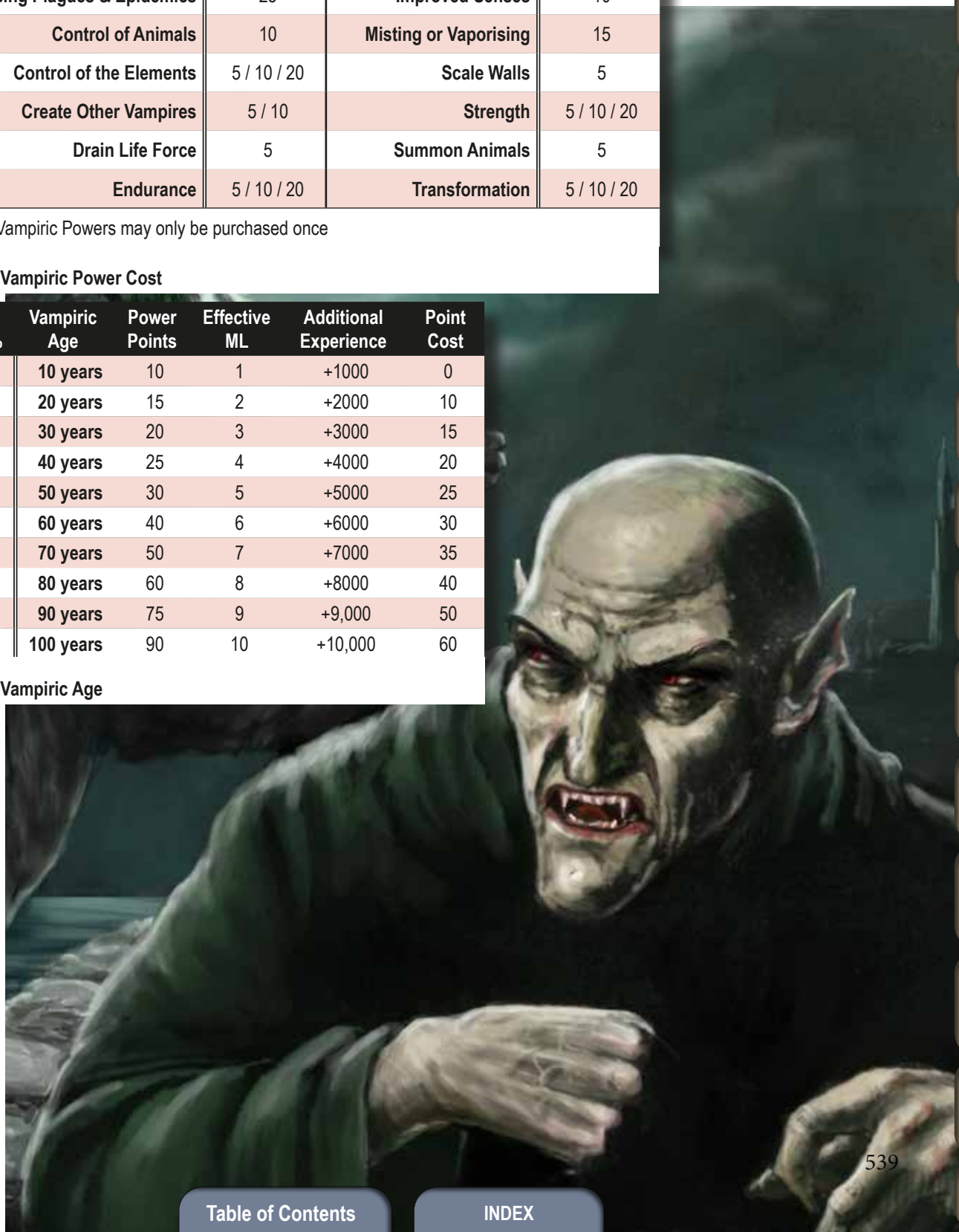
Power[1]	Power Point Cost	Power[1]	Power Point Cost
Accelerated Healing	5 / 10 / 20	Enthralment	10
Agility	5 / 10 / 20	Eternal Life	5 / 10
Causing Blights & Crop Failures	15	Flight	10
Causing Plagues & Epidemics	25	Improved Senses	10
Control of Animals	10	Misting or Vaporising	15
Control of the Elements	5 / 10 / 20	Scale Walls	5
Create Other Vampires	5 / 10	Strength	5 / 10 / 20
Drain Life Force	5	Summon Animals	5
Endurance	5 / 10 / 20	Transformation	5 / 10 / 20

[1] Each Vampiric Powers may only be purchased once

Table - Vampiric Power Cost

1D100%	Vampiric Age	Power Points	Effective ML	Additional Experience	Point Cost
01-45	**10 years**	10	1	+1000	0
46-55	**20 years**	15	2	+2000	10
46-59	**30 years**	20	3	+3000	15
60-71	**40 years**	25	4	+4000	20
72-81	**50 years**	30	5	+5000	25
82-87	**60 years**	40	6	+6000	30
88-91	**70 years**	50	7	+7000	35
92-95	**80 years**	60	8	+8000	40
96-98	**90 years**	75	9	+9,000	50
99-100	**100 years**	90	10	+10,000	60

Table - Vampiric Age



Description of Vampiric Powers

Accelerated Healing

Many vampiric species can heal at supernatural rates. For 5 Power Points the vampire can heal 5 Body points per hour that he sleeps in his coffin. For 10 Power Points he can heal 1 Body point per five minutes, so long as he is inactive. At 20 Power Point he can heal 1 Body point per combat round, whether active or inactive.

Agility

Supernatural speed Is also linked to several vampire species. The amount the vampire's Agility increases by is dependent on the number of Power Points he spends. 5 Power Points gains him +2, 10 Power Points gains +4 and 20 Power Points gains +8.

Causing Blights & Crop Failures

The presence of the vampire acts as a blight on crops, causing them to fail. Similar to the Plant spell Blight/ Wither, the vampire reduces the fruit or crop yield of any orchards or fields within a radius of 1 x ML miles by ⅒ per month that he stays within that area.

Causing Plagues & Epidemics

One of the vilest powers attributed to vampires, those undead with this power are harbingers of death on a large scale. For every month within a settlement there is a cumulative chance equal to his ML, as a percentage, of an outbreak of a virulent disease. The Gamemaster should work with the player to determine the exact disease. The vampire is immune to all diseases as a side effect of this power

Control of Animals

The vampire gains +15% to Calm & Attract Small Animals and Intention of Animals, and +10% to Calm & Attract Large Animals He also gains a power similar to the Command spells Command Animals, except that his effective PSF% is that of his Calm & Attract Small Animals or Large Animals (as applicable). The duration of the power is 1 day x ML and the power becomes permanent if the vampire rolls a Critical Success on his activation roll. The number of animals that can be controlled is equal to his 1 x ML for large creatures and 4 x ML for small creatures. Vampires with the Summon Animals power gain only a further +10% and +5% respectively.

Control the Elements

One of the most powerful abilities known amongst vampires, it gives access to the majority of Basic Magick - Air spells and learns the Method of Magick at DF 4. The vampire gains the powers shown in Table Vampiric Powers Control the Elements, based on his ML Where required, his PSF% is equal to his Basic Magick - Air PSF%.

ML	Power Available
1	Breeze, Still Light Winds
2	Fog & Mist
3	Rain, Still the Winds, Winds
4	Northwind, Southwind
5	Calm the Gales, Gale Force Winds, Heavy Rains
6	Weather Play
7	Torrential Rains
8	Calm the Hurricane, Hurricane Force Winds
9	Changeable Weather
10	Tornado

Table - Vampiric Powers Control the Elements-

Create Other Vampires

Not every species of vampires has the ability to recreate and even then, those species that do propagate has different methods. For 5 Power Points, if the vampire drains a victim to the point of death they arise within three nights as a bestial vampire (a slave vampire under the control of the vampire (as per the Command spell Enthral). A vampire may control 10 x ML bestial vampires. For 10 Power Points, the vampire can feed the nearly dead victim some of his own blood, creating a full vampire capable of learning powers as it ages. Such a vampire is an independent entity not under the control of its sire.

Drain Life Force

An insidious power, the deathly cold grip of the vampire drains 1D10 + ML Fatigue Points from any exposed flesh he touches. The Fatigue Points are not given to the vampire. Once all Fatigue has been drained Body Points are lost at the same rate.

Endurance

Many species of vampires are renowned for their ability to withstand large amounts of damage. The amount the vampire's Constitution Increases by is dependent on the number of points he spends on the power.

5 Power Points gains him +2 to **CON**, 10 Power Points gains +4 to **CON** and 20 Power Points gains +8 to **CON** Enthralment One of the better known vampiric powers, this acts exactly as the Command Spell Enthral in all ways. The effective PSF% is equal to his Charm skill PSF%. The vampire selects ½ D10 (rounded up) of the following skills and gains a permanent bonus of 1010% to his PSF% for each skill selected.

He may choose from the following Charismatic skills: Bargalning, Begging, Charm, Con, Diplomacy & Politics, Intimidation. Leadership and Oratory; or the Noble skill of Courtly Love.

Any enthralled victims can be contacted by the vampire using Mind Speech.

Eternal Life

Eternal life is not guaranteed to all species of vampires. For 5 Power Points the vampire ages only one-tenth the rate of a normal human.

He also gains a bonus of 3% + 1D10% to his TSC% when making a Resist Infection, Resist Poison or Resist Drugs roll (if his **CON** ends up with 99% resistance becoming virtually immune to all natural diseases and poisons!).

For 10 Power Points, he gains true immortality as far as ageing goes and grants the vampire a bonus of 6% + 2D10% to his TSC% when making a Resist Infection, Resist Poison or Resist Drugs roll.

Without this power the vampire ages normally and can be affected by diseases and poisons.

Flight

This is the power of flight without having to change into an animal form. The power is as per the Transcendental spell Flight. However, the vampire can fly for 1 hour x ML, rather than the duration listed under the spell description.

Improved Senses

The vampire gains a bonus of +25% to his TSC% in Alertness Sight and Alertness: Sound.

Misting or Vaporising

As per the Transmutation spell Gaseous Form, the vampire can assume the form of mist or vapour. All notes under the spell description apply to the vampire.

Scale Walls

The vampire gains he ability to climb sheer surfaces far better than a human and gains a bonus of +25% to his TSC% in Climbing. He also cannot roll a Critical Failure (this always counts as a normal failure).

Strength

Many species of vampires are renowned for their superhuman strength The amount the vampire's Strength increases by is dependent on the number of points he spends on the power. 5 Power Points gains him +2 to STR. 10 Power Points gains +4 to STR and 20 Power Points gains +8 to STR.

Summon Animals

The vampire gains the ability to summon beasts, although there is no guarantee that they will obey his commands. The vampire gains the powers of the Summoning spells Summon Small Animal, Summon Birds of Prey and Summon Large Animals. His effective PSF% is that of his Calm & Attract Small or Large Animals (as applicable). He also gains +15% to Calm & Attract Small Animals and Intention of Animals, and +10% to Calm & Attract Large Animals Vampires with Control of Animals power gain only a further +10% and +5% respectively

Transformation

As per the Transmutation spell Shape Shift, the vampire can assume the form of a creature other than a humanoid. The ML of the vampire for this power is based on the points he spends to buy the power 5 Power Points gives ML 4, 10 Power Points gives ML 7, and 20 Power Points gives ML 10. The power lasts for 1 hour x ML.

The Bestiary

Creature Descriptions

Creature type: Name of the creature. An [N] after the creatures name shows that the creature has night vision which, unless otherwise stated, is about as good as a humans vision by twilight. Unless otherwise stated night vision has poor colour perception and relies mainly on identifying shapes and outlines.

Wt Average weight of the creature
Hgt/Len: Average height and length of the creature, sometimes only length or height will be provided.

F Amount of fatigue points available.

B: Body rating of the creature.

BAP: Number of base APs available in the round. For most creatures to this is added the roll of 1D10 to find how many APs they have. Creatures that are using weapons need to have the AP modifiers for the type of weapon they are using; the modifier for armour has already been taken into account for the armour included in the description.

DT/Sprint The double time and sprint rates for the creature. For a walking speed assume half the double time rate. Creatures with multiple movement types (i.e. land, swim and fly) have their main movement type listed with alternative movement types listed in brackets. A letter after the movement rate denotes a type of movement other than land; S for swim, F for fly.

Attack (PSF%) + Base Damage: see Attacks.

MR: Magick Resistance of the creature.

Dodge(40+): Dodge PSF% of the creature, added to BCS 40% to find the TSC%.

Stam(40+): Stamina PSF% of the creature, added to BCS 40% to find the TSC%.

Will(40+): Willpower PSF% of the creature, added to BCS 40% to find the TSC%.

Armour: Type of armour normally worn or the type of protection the creature employs. S = Slash, C = Crush, P = Pierce, M = Missile and E = Energy: The absorption of the creature's armour against these types of attacks.

Honour: Honour value of the creature (see Experience).

Attacks

There are many types of attack ranging from fists through to missile weapons. Each attack has the weapons speed followed by the name of the attack, then followed by the PSF% of the attack in brackets, followed by the base damage and the type of damage.

For example, if the entry for the creature stated Lgt Claws (20) 2S.

Lgt: The speed of the attack. Lgt is a Natural Light attack; Med is a Natural Medium attack and Hvy for a Natural Heavy attack.

Claws: The type of attack. If the name is a plural (such as claws as opposed to claw) then two of these attacks may be made using the multiple attack rules.

(20): The PSF% of the attack. This is added to BCS 40% for light and medium attacks and BCS 50% for heavy attacks to find the TSC%.

2S: The amount of base damage and the type of damage. In this example the attack has a base damage of 2 and causes slashing damage. Damage types are S (slash), C (crush), P (pierce), M (missile), E (energy).

Weapon attacks have a slightly different notation having the word weapon followed by the PSF% in brackets and the damage bonus applied to the weapon for example, Weapon (10) +2. Before the PSF% there may be a modifier to the DF of the weapons skill. The BCS% of the skill can be found Chapter Skills. For example a Haeflin is using a short sword a DF 4 skill, looking on the skills table a DF 4 skill has BCS 30%, to find TSC% the BCS% is added to the PSF%.

Some creatures have special attacks; these are noted in the creature's descriptions or the creature type description.

Experience

The honour value of a creature is used to calculate how many accumulated experience points are earned for defeating them. Many creatures can attack in a group; in this case the honour points are added together. The amount of experience a character receives as his part of defeating a foe is detailed in the section on Experience. The honour points are divided amongst the party, normally this will be an even split however the Gamemaster may make an uneven split at their discretion if one of the character's shirked their responsibilities or performed exceptionally.

Honour Points

In previous editions of **Chivalry & Sorcery** each creature had several different types listed, each of varying degrees of power. This edition has only the one listing of a typical member of the species, however very few members of a species will be completely average, most members of a species will deviate from normal in certain ways. Due to this there is a system to modify the honour value of a creature dependant on its abilities.

The creature's unmodified honour value and the ability you wish to raise or lower gives the modifier to honour to adjust the ability by 1 Point. It is unlikely that a creature would have any one of its abilities increased by more than 50% of its original value, or that it would be reduced past 50% of its original value.

Example:

One particular boar has been noted as been particularly fast in the King's forest, it has evaded capture on several occasions. A boar's basic honour value is 23 and has BAP 12; each increase of BAP would add 0.7 honour. increasing BAP to 15 would add 2.1 to the honour value of the creature (3 X 0.7).

	+ / - 1 alters honour by:			
Honour Value	Body/ Fatigue	BAP/Damage	Absorbtion	PSF% or BMR
1-25	0.1	0.7	0.1	0.1
26-50	0.2	1.2	0.2	0.1
51-100	0.3	1.8	0.3	0.2
101-150	0.4	2.2	0.4	0.2
151-200	0.5	2.7	0.5	0.3
201-300	0.6	3.2	0.6	0.3
301-400	0.7	3.7	0.7	0.4
401-500	0.8	4.3	0.8	0.4
501+	1.1	5.3	1.1	0.5

Table - Honour Modifiers

Large creatures of the woodlands & grasslands

Creature type	W t	Hgt./ Len	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam. (40+)	Will. (40+)	Armour	S	C	P	M	E	Hon
Bear, black	250 lbs	38"/72"	32	47	11	6'/18'	Med. bite (23) 12S, Med. claws (32) 15S	10	0 PSF	32 PSF	21 PSF	hide	8	11	7	7	6	19
Bear, brown	425 lbs	42"/78"	41	61	11	6'/18'	Med. bite (26) 13S, Med. claws (35) 15S	10	0 PSF	38 PSF	22 PSF	hide	9	13	7	9	6	23
Boar	450 lbs	3'/48"	34	57	12	7'/16'	Med. tusk (36) 16P, Lgt. hooves (6) 4C	10	0 PSF	36 PSF	24 PSF	hide	8	12	6	8	5	23
Boar, great	750 lbs	4"/6'	38	69	15	8'/16'	Med. tusk (42) 21P, Lgt. hooves (9) 5C	10	0 PSF	48 PSF	30 PSF	hide	8	12	6	8	5	36
Deer, doe	60 lbs	30"/3'	18	25	15	7'/24'	Lgt. Hooves (0) 0C	10	24 PSF	3 PSF	6 PSF	hide	1	0	1	1	1	3
Deer, buck	125 lbs	35"/4'	20	32	16	7'/24'	Lgt. Hooves (6) 1C, Med. horn (12) 8P	10	21 PSF	10 PSF	6 PSF	hide	1	0	1	1	1	7
Deer, Great Stag	500 lbs	63'/8'	28	54	22	12'/30'	Med. Hooves (30) 9C, Med Horn (42) 21P	10	33 PSF	48 PSF	48 PSF	hide	3	5	4	4	4	43
Dog	35 lbs	15"26"	20	23	11	6'/24'	Lgt. Bite (10) 4S	10	15 PSF	10 PSF	15 PSF	hide	1	0	1	1	1	3
Dog, hunting	50 lbs	18"/30"	26	22	11	6'/27'	Med. bite (15) 7S	10	15 PSF	12 PSF	15 PSF	hide	1	0	1	1	1	5
Dog, war	125 lbs	28"/40"	25	35	11	6'/27'	Med. bite (24) 11S	10	15PSF	18 PSF	15 PSF	hide	2	3	2	2	2	9
Wolf	135 lbs	33"60"	32	41	16	8'/27'	Med bite (33) 12S	10	18 PSF	24 PSF	21 PSF	hide	2	3	2	2	3	17
Wolf, alpha	175lbs	36"/70"	34	43	16	8'/27'	Med. bite (36) 13S	10	21 PSF	27 PSF	24 PSF	hide	3	4	3	3	3	19

Bears: Black and brown bears are both strong swimmers (20 PSF) and good tree climbers (30 PSF), though they are slow at climbing.
Boar: Boars, like most pigs are virtually immune to poison, they are safely absorbed by their thick fatty skin giving a Stamina of 100 PSF against poisons. Boars never back down from any threat once roused

Small creatures of the woodlands and grasslands

Creature type	Wt	Hgt./Len	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam. (40+)	Will. (40+)	Armour	S	C	P	M	E	Hon
Badger [N]	25lbs	15"/30"	30	30	10	6'/15'	Lgt. bite (18) 2S, Lgt. Claws (21) 5S	15	10 PSF	18 PSF	15 PSF	hide	4	5	3	3	1	6
Bat [N]	1lb	9"/21"	10	7	10	15'/25'	Lgt. Bite (3) 0S maximum damage of 1	10	21 PSF	0 PSF	3 PSF	skin	0	0	0	0	0	1
Small cat [N]	8lbs	8"/15"	16	14	12	6'/15'	Lgt. Bite (9) 1S,Lgt. Claw (12) 1S	10	24 PSF	0 PSF	3 PSF	hide	0	0	0	0	0	2
Fox [N]	9lbs	15"/24"	19	17	12	7'/24'	Lgt. Bite (6) 2S	10	0 PSF	10 PSF	18 PSF	hide	1	1	1	1	1	2
Mouse	¼ lbz	2"/5"	7	3	6	2'/5'	[N]/A	10	18 PSF	0PSF	1 PSF	skin	0	0	0	0	0	0
Rabbit	4lbs	8"/14"	6	8	10	5'/9'	[N]/A	10	16 PSF	0 PSF	2 PSF	hide	0	0	0	0	0	½
Rat [N]	1lb	5"/12"	8	7	9	6'/12'*	Lgt. Bite (3) 0S doing ½ total damage	10	9 PSF	0 PSF	0PSF	hide	0	0	0	0	0	1
Squirrel	⅓ lb	2"/7"	6	5	13	7'/12'	Lgt. Bite (0) 0S doing ½ total damage	10	27 PSF	0 PSF	3 PSF	hide	0	0	0	0	0	1
Weasel	1lb	5"/16"	21	17	10	5'/12'	Lgt. Bite (18) 1S	10	18 PSF	0 PSF	3 PSF	hide	0	0	0	0	0	1

Rat: There are many species of rat so this should be used as a rough guideline, most species of rat are competent swimmers and may swim at 2' per AP. Rats can attack in packs, add 2 to the bite PSF but subtract 3 from dodge PSF for each rat in the pack, roll for each rat individually (or roll for groups of five for groups of 30+), add together all of the damage inflicted (including the Crit Die, not forgetting that normal rats halve the total damage) and then subtract the targets armour. Rats are also likely to carry diseases, and there is a chance that a wound will fester and not heal properly for a long time (GM's discretion).

Birds of the woodlands and grasslands

Creature type	Wt	Hgt./ Len	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam. (40+)	Will. (40+)	Armour	S	C	P	M	E	Hon
Eagle	8 lbs	36”/66”	26	20	18	25’/50’F	Med. beak (18) 4S, Med claws (28) 4S	10	15 PSF*	9 PSF	6 PSF	feathers	0	0	0	0	0	7
Falcon (peregrine)	2 lbs	16”/33”	20	12	24	25’/65’F*	Lgt. beak (10) 0S, Lgt. claws (27) 1S	10	27 PSF*	3 PSF	6 PSF	feathers	0	0	0	0	0	8
Hawk (goshawk)	4 lbs	20”/36”	21	14	18	25’/75’F	Lgt. beak (16) 0S, Lgt. claws (36) 1S	10	21 PSF*	9 PSF	6 PSF	feathers	0	0	0	0	0	5
Owl [N]	3 lbs	18”/4’	19	11	15	20’/40’F	Lgt. beak (10) –1S, Lgt. claws (24)+1S	10	16 PSF*	0 PSF	9 PSF	feathers	0	0	0	0	0	3
Raven	3lbs	26”/44”	11	8	15	25’/40’F	Lgt. beak (6) –1S, Lgt. claws (6)-2S	10	20 PSF*	0 PSF	6PSF	feathers	0	0	0	0	0	½
Song bird	1oz	2”/7”	3	1	15	25’/40’F	Lgt. beak (0) 0C maximum damage of 1	10	20 PSF*	0 PSF	0 PSF	feathers	0	0	0	0	0	0

All birds represented here have speeds listed for flying, their ground speed is 1’ walking, they may not move at a faster speed than walking. *Dodge PSF is 0 when on the ground, if a grounded bird successfully dodges it may take to the air with no AP cost. Claw attacks may only be made whilst flying or a single claw may be used on a target under double the birds weight.

Serpents of the woodland

Creature type	Wt	Hgt./ Len	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Constrictor	50 lbs	15’	23	26	9	4’/6’	Med. bite (27) 7C, constrict (21) 2FP	15	0PSF	21 PSF	10 PSF	scales	2	6	1	1	3	8
Large constrictor	300 lbs	24’	27	44	10	4’/6’	Med. bite (33) 9C, constrict (27) 5FP	15	0 PSF	24 PSF	13 PSF	scales	2	7	1	1	3	14
Adder	2 lbs	2’	17	13	11	4’/6’	Lgt. bite (24) 0P plus 2 poison type PI	15	10 PSF	13 PSF	10 PSF	scales	1	4	1	1	3	3
Viper	7 lbs	6’	19	16	12	4’/6’	Lgt. bite (27) 1P plus 3 poison type PIII	15	10PSF	13 PSF	13 PSF	scales	1	4	1	1	3	5
Large viper	15 lbs	9’	21	20	14	4’/6’	Med. bite (39) 12P plus 4 poison type PIV	15	10 PSF	16 PSF	16 PSF	scales	1	6	1	1	3	15

Constrictors: Constrictors after a successful bite may coil round their victim and attempt to suffocate their target. The victim may make 1 STR AR roll per round to escape (at –15 for the constrictor and –30 for the large constrictor. Each round the attack is made and if successful the target can make a stamina resisted roll or lose the indicated fatigue, if the target passes the stamina check it can make an AGL AR check to get a hand free. The constrict attack has a BCS of 50%, ridged armour such as plate or banded mail protects completely against a constrict attack.

Creatures of the Wetlands and Waterfowl

Creature type	Wt	Hgt./ Len	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Bittern	3lbs	14”	21	11	14	20’/30’ F	Lgt. Beak (15) 3C	10	5 PSF	10 PSF	25 PSF	feathers	0	1	0	0	0	3
Little Bittern	11 lbs	2’6”	19	10	14	25’/40’ F	Lgt. Beak (15) 1C	10	15 PSF	3 PSF	20 PSF	feathers	0	0	0	0	0	2
Duck	6 lbs	18”	12	10	15	25’/40’ F	Lgt. Beak (10) 0C	10	15 PSF*	0 PSF	3 PSF	feathers	0	0	0	0	0	1
Goose	13 lbs	30”	16	17	12	25’/40’ F	Lgt. Beak (10) 2C	10	10 PSF*	3 PSF	3 PSF	feathers	0	0	0	0	0	2
Heron	15 lbs	3’	21	14	16	20’/30’ F	Lgt. Beak (25) 4C	10	15 PSF	5 PSF	20 PSF	feathers	0	1	0	0	0	5
Frog/toad	8 oz	6”	9	6	8	3’/5’ (6’/9’ S)	N/A	10	12 PSF	0 PSF	0 PSF	skin	0	0	0	0	0	0
Beaver	24 lbs	20”/36”	22	24	11	6’/15’	Lgt. Bite (5) 3S	10	4 PSF	8 PSF	14 PSF	hide	0	0	0	0	0	2
Otter	10 lbs	8”/28”	13	14	16	10’/20’	Lgt. Bite (8) 0S	10	15 PSF	5 PSF	8 PSF	hide	0	0	0	0	0	2

Ducks and geese: A duck or goose has a ground speed or 1’ walking, they may not move at a faster speed than walking, they may also swim at 2’ walking, 3’ double time and 5’ sprinting. Dodge PSF is 0 when on the ground, if a grounded bird successfully dodges it may take to the air with no AP cost.
Bittern and Little Bittern: These birds are masters of blending into their natural surroundings (assume a blending into the surrounding PSF of 65). The Bitterns booming call may be heard for a great distance.
Frog: The frogs double time and sprint values in brackets are for swimming, the regular values are for hopping.
Beavers: Beavers can swim at double time 5’ and sprint 10’.
Otters: the otter is a proficient swimmer and swims at double time 6’ and sprint 12’

Creatures of the sea

Creature type	Wt	Length	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Fish, Small I	½ lb	8"	2	2	11	4'/8' S	Lgt. Bite (5) –4C maximum 1 damage	10	25 PSF	0 PSF	5 PSF	scales	0	0	0	0	0	0
Fish, Small II	1 lb	12"	4	4	11	4'/8' S	Lgt. Bite (7) –4C maximum 3 damage	10	20 PSF	0 PSF	5 PSF	scales	0	0	0	0	0	0
Fish, Small III	2 lb	18"	5	5	10	4'/8' S	Lgt. Bite (9) –3C maximum 5 damage	10	16 PSF	3 PSF	6 PSF	scales	0	0	0	0	0	0
Fish, Medium I	3 lb	20"	6	6	10	4'/8' S	Lgt. Bite (11) –2C	10	14 PSF	5 PSF	6 PSF	scales	0	0	0	0	1	0
Fish, Medium II	4 lb	2'	6	6	9	4'/8' S	Lgt. Bite (13) –1C	10	12 PSF	5 PSF	7 PSF	scales	0	0	0	0	1	0
Fish, Medium III	5 lb	2-2"	6	6	9	4'/8' S	Lgt. Bite (14) 0C	10	10 PSF	6 PSF	7 PSF	scales	0	0	0	0	1	0
Fish, Large I	5-10 lbs	3-4'	8	8	8	4'/8' S	Med. Bite (14) 5C	10	9 PSF	10 PSF	8 PSF	scales	0	1	0	0	1	1
Fish, Large II	1-30 lbs	4-5'	8	9	7	4'/8' S	Med. Bite (18) 8C	10	9 PSF	15 PSF	9 PSF	scales	0	1	0	0	1	2
Small Shark	600 lbs	12'	32	48	12	5'/18' S	Hvy. Bite (27) 15S	10	9 PSF	39 PSF	36 PSF	sharkskin	4	5	4	5	3	19
Large Shark	2500 lbs	25'	36	77	9	5'/18' S	Hvy. Bite (36) 21S	10	3 PSF	51 PSF	42 PSF	sharkskin	6	6	6	6	3	29
Great Shark	4000 lbs	35'	39	92	9	5'/18' S	Hvy. Bite (39) 24S	10	0 PSF	54 PSF	45 PSF	sharkskin	7	6	6	6	3	35

Domestic animals

Creature Type	Wt	Hgt./Len	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Bull	2000 lbs	5'6"/6'8"	41	97	13	12'/24'	Med. horn (27) 11P, Med hooves (10) 14C	10	5 PSF	45 PSF	15 PSF	hide	2	6	2	2	1	20
Chicken	5 lbs	12"/24"	5	7	10	5'/10'	Lgt. Beak (5)-1C	10	20 PSF	0 PSF	0 PSF	feathers	0	0	0	0	0	½
Cow	850 lbs	4'6"/5'6"	22	60	13	12'/24'	Med. horn (12) 7P, Med hooves (5) 10C	10	8 PSF	27 PSF	9 PSF	hide	1	3	1	1	1	8
Ewe	55 lbs	24"/3'	18	25	11	7'/30'	Head butt (0) 0C	10	9 PSF	0 PSF	0 PSF	hide	1	1	1	1	1	1
Ferret	4lbs	5"/21"	21	18	15	6'/12'	Lgt. Bite (6)-1S with +1 to the Crit Die	10	39 PSF	3 PSF*	18 PSF	hide	1	0	1	1	1	1
Goat	30 lbs	27"/4'	18	22	12	7'/30'	Med. horn (9) 7P	10	18 PSF	0 PSF	29 PSF	hide	1	1	1	1	1	5
Ram	80 lbs	27"/3'6"	22	30	11	7'/30'	Head butt (12) 5P	10	12PSF	6 PSF	6 PSF	hide	1	1	1	1	1	3

See also ducks and geese (creatures and birds of the wetlands)

Chickens: Mainly chickens live on the ground though they are capable of limited flight of 10' per AP *'double time'* and 15' *'sprint'*.

Ground speed assumes running. Dodge is for when the bird is grounded, assume a dodge of 0 in the air.

Ferret: The ferret is immune to any type of petrification, also the ferret is resistant to poisons, treat stamina as a 47 PSF for poisons, and is completely resistant to the poison of the basilisk.

Beasts of burden and mounts

Creature type	Wt	Hgt./Len	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	CCAP	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Donkey	400 lbs	4'10"/5'	28	51	14	12'/24'	Lgt. bite (1) 0C, Med. hooves (4) 9C	190	5 PSF	15 PSF	33 PSF	hide	1	0	0	1	1	9
Horse, heavy	1800 lbs	5'11"/7'	36	90	15	12'/24'	Lgt. bite (3) 1C, Hvy. hooves (6) 15C	460	4 PSF	26 PSF	23 PSF	hide	1	0	0	1	1	18
Horse, medium	1500 lbs	5'6"/6'10"	43	89	16	12'/24'	Lgt. bite (3) 2C, Hvy. hooves (6) 17C	400	7 PSF	20 PSF	23 PSF	hide	1	0	0	1	1	21
Mule	1500 lbs.	5'6"/6'10	41	88	16	12'/24'	Lgt. bite (7) 2C, Hvy. hooves (14) 17C	450	7 PSF	25 PSF	33 PSF	hide	1	1	0	1	1	23
Ox	2000 lbs	5'6"/6'8"	41	97	13	12'/24'	Med. horn (0*)+4P, Med hooves (0) 11C	600	0 PSF	45 PSF	15 PSF	hide	2	6	2	2	1	16
Pony	800 lbs	4'8/6'	27	61	16	12'/24'	Lgt. bite (0) 0C, Hvy. hooves (6) 15C	200	7 PSF	15 PSF	23 PSF	hide	1	0	0	1	1	15
Mongol Pony	850 lbs	4'2/5'4"	30	65	15	12'/24'	Lgt. bite (5) 1C, Hvy. hooves (8) 16C	250	6 PSF	25 PSF	26 PSF	hide	1	0	0	1	1	17
Warhorse, Arabian	1200 lbs	5'6"/6'4"	36	79	21	12'/24'	Lgt. bite (10) 1C, Hvy. hooves (16) 18C	285	15 PSF	22 PSF	23 PSF	hide	1	0	0	1	1	27
Warhorse, light	1100 lbs	5'5"/6'3"	36	77	17	12'/24'	Lgt. bite (12) 1C, Hvy. hooves (14) 17C	450	12 PSF	20 PSF	22 PSF	hide	1	0	0	1	1	21
Warhorse, medium	1400 lbs	5'5"/6'3"	38	84	16	12'/24'	Lgt. bite (15) 1C, Hvy. hooves (18) 19C	500	12 PSF	24 PSF	23 PSF	hide	1	0	0	1	1	24
Warhorse, heavy	1700 lbs	5'10"/7'	40	91	15	12'/24'	Lgt. bite (22) 2C, Hvy. hooves (28) 21C	600	10 PSF	30 PSF	23 PSF	hide	1	0	0	1	1`	27
Warhorse, v. heavy	2000 lbs	6'2"/8'	41	97	15	12'/24'	Lgt. bite (27) 2C, Hvy. hooves (30) 22C	650	10 PSF	33 PSF	23 PSF	hide	1	0	0	1	1	30

Assume the walking speed of ⅓ double time speeds. All of these beasts of burden have a BMR of 10. Ccap is the beasts carrying capacity in pounds. Animals trained for riding can pull a cart with a weight of five times their Ccap, or 8 times their Ccap if they are trained to pull a cart. These animals can be trained to pull a cart or for riding. All beasts of burdens bites cause crushing damage.
Oxen: An ox is an castrated bull, they are incredibly docile and strong.

Exotica

Creature type	Wt	Hgt./ Len	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Woodchuck	15lb	8"/15"	15	16	10	5'/10'	Lgt. Bite (13) 2C	10	0 PSF	18 PSF	16 PSF	hide	0	0	0	0	0	1
Lion [N]	550 lbs	4'/8'	35	60	16	8'/24'	Hvy. Bite (24) 20S, Hvy. Claws (30) 22S	10	10 PSF	34 PSF	24 PSF	hide	7	9	7	9	6	34
Lioness [N]	350 lbs	3'/6'	32	51	16	8'/24'	Hvy. Bite (21) 17S, Hvy. Claws (27) 19S	10	10 PSF	34 PSF	24 PSF	hide	7	9	7	9	6	29
Tiger [N]	700 lbs	4'/6'	36	66	17	8'/24'	Hvy. Bite (27) 20S, Hvy. Claws (36) 23S	10	21 PSF	32 PSF	27 PSF	hide	7	9	7	9	6	40
Tigress [N]	400 lbs	3'4"/5'	33	54	17	8'/24'	Hvy. Bite (24) 18S, Hvy. Claws (36) 20S	10	21 PSF	32 PSF	27 PSF	hide	7	9	7	9	6	34
Mongoose	5 lbs	6"/40"	30	21	17	6'/12'	Lgt. Bite (39) 3S	15	55 PSF	21 PSF*	39 PSF	hide	1	4	1	1	1	8
Crocodile/alligator	800 lbs	21"/15'	34	67	6	5'/15'	Hvy. Bite (18) 14S	10	none	36 PSF	9 PSF	scales	7	7	5	8	3	15
Nile Crocodile	1400 lbs	24"/20'	36	83	6	5'/15'	Hvy. Bite (21) 15S	10	none	39 PSF	12 PSF	scales	8	8	6	9	3	17

Mongoose: The mongoose is an expert snake killer, snakes have no absorption for armour. A mongoose gains +2 to the Crit Die against snakes; in addition if the mongoose inflicts a critical hit it automatically strikes the neck killing the snake. Some magickal creatures have specific vulnerabilities to the mongoose; these described with each creature with vulnerabilities

Humanoids

Creature type	Wt	Ht	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Apeman warrior	200 lbs	5'8"	31	44	12	7'/10'	Fist (5) 2C, Weapon (18)+4	10	15 PSF	20 PSF	7 PSF	skin	1	1	1	1	3	10
Arakon assassin N	100 lbs	4'6"	34	38	16	8'/16'	Weapons (40)+3	10	20 PSF	20 PSF	40 PSF	cuirbolli	5	7	4	5	7	20
Bugbear N	350 lbs	6'6"	34	53	13	8'/16'	Weapon –1 DF (31)+3	0	0 PSF	40 PSF	10 PSF	hides	4	6	4	5	6	14
Goblins N	145 lbs	5'7"	22	34	13	7'/12'	Weapon (15)+0, missile wpn. (8)+0	0	21 PSF	2 PSF	10 PSF	leather	3	1	1	2	3	6
Haeflin, commoner	100 lbs	3'7"	22	30	12	8'/12'	Weapon (12)+0, thrown wpn. (18)+0	15	24 PSF	12 PSF*	24 PSF	none	0	0	0	0	0	7
Haeflin, thief	92 lbs	3'7"	26	29	14	8'/12'	Weapon (18)+0, thrown wpn. (24)+0	15	39 PSF	15 PSF*	30 PSF	leather	3	1	1	2	3	11
Haeflin, warrior	110 lbs	3'8"	28	36	14	8'/12'	Weapon (25)+2, thrown wpn. (30)+2	15	30 PSF	24 PSF*	36 PSF	leather	3	1	1	2	3	114
Haeflin, flindarrell	120 lbs	3'9"	30	38	16	8'/12'	Weapons (35)+4, thrown wpn. (40)+3	15	35 PSF	30 PSF*	39 PSF	cuirbolli	5	7	4	5	7	22
HobgoblinN	200 lbs	6'	26	40	13	8'/15'	Weapon (19)+2, missile wpn. (0)+2	10	21 PSF	18 PSF	10 PSF	leather	3	1	1	2	3	9
Lizard men	400 lbs	7'	35	56	12	8'/12'	Weapon (33)+5, thrown wpn. (24)+5	10	24 PSF	32 PSF	26 PSF	scales	4	6	4	5	7	21
Ogres N	500 lbs	7'	44	66	17	8'/14'	Weapon (41)+10	0	0 PSF	56 PSF	15 PSF	hide	5	7	4	5	6	29
Orcs N	203 lbs	6'3"	30	43	12	8'/16'	Weapon (19)+1	0	12PSF	12 PSF	12 PSF	hide	5	7	4	5	6	9
Half Orc N	180 lbs	5'10"	27	40	13	8'/16'	Weapon (24)+1	0	16PSF	12 PSF	18 PSF	hide	5	7	4	5	6	10
Great Orc N	220 lbs	7'3"	36	49	15	8'/16'	Weapon (30)+4	0	15 PSF	20 PSF	20 PSF	hide	5	7	4	5	6	17
Triton N	400 lbs	7'	40	59	13	7'/7'	Weapon (42)+5, Thrown wpn. (13)+5	20	18 PSF	30 PSF	19 PSF	scales	7	8	5	5	5	21
Woodwose	270 lbs	6'	36	51	15	8'/11'	Weopon (32)+6	45	42 PSF	33 PSF*	24 PSF	hide	3	5	3	3	7	26

Haeflin: All Haeflin are subject to the deficiency gluttonous and the minor phobia of xenophobia. Haeflin are resistant to many poisons and gain a +10 bonus to stamina when resisting them.

Hobgoblin: Hobgoblins, like their goblin cousins, can see heat. Hobgoblins are sensitive to daylight, but not as severely as goblins; they loose 1 fatigue per 5 minutes of exposure. Hob goblins are also denser than water and will sink, they cannot swim and have a minor phobia of large bodies of water.

Lizard men: Lizard men come in two varieties; those that live in the deserts and those that live in the swamps. The swamp dwelling lizard man is able to swim (51 PSF) and hold their breath for 17 minutes; however they are subject to dehydration in warm conditions away from water suffering 1 body per hour in damage. Desert lizard men are resistant to heat and can go for long periods without water; apply –2 to the Crit Die for heat and fire damage. Both types of lizard man are susceptible to cold conditions, which make them sluggish; reduce all PSF's by 1 for every 10 or part degrees below 65 degrees Fahrenheit.

Ogres: Ogres are terribly ugly and imposing, creatures smaller than the ogre (weigh wise) must make a willpower check or flee; even if the roll is passed the ogre opponent is at –10 /PSF to hit the ogre unless the roll was a critical success. Ogres also have a horrific smell; all creatures within 10 feet of the ogre must make a stamina roll or be forced to wretch for three rounds (½ APs). Ogres are unable to climb or swim.

Tritons: Tritons can breath both air and water and are excellent swimmers (50 PSF). Tritons can sense direction and find their way with great accuracy whilst underwater. All tritons have innate magickal abilities (PMF 36 ML 3 PSF 33) and have the spells mesmerise (rank 1 command), greater fear (rank 2 command) and fear (rank 4 command) at all times and also cast pass through the waters (rank 2 water), wet coat (rank 3 water) and pass rock (rank 3 earth) with no fatigue cost).

Woodwose: The Woodwose is a human who has become so attuned to nature that they have effectively become a nature spirit. They guard the woodlands from *'civilised'* humans and others who would plunder or destroy their homelands, especially the gobalinoid races that are the Woodwose's mortal foes. They are highly skilled in outdoors activities (assume they have 10-15 outdoors skills at 37 PSF) and are particularly adept at climbing (50 PSF) and are more than adequate swimmers (35 PSF). Woodwose's can move through undergrowth as if the plant spell Open The way had being cast at all times, also when using a wooden weapon any item hit will act as if warp wood (plant) had being cast on it (assume a PMF75, ML 7, PSF 50), this ruins wooden weapons used to parry and shields which block. Woodwose's are generally peaceful creatures but when roused to a fight act as if they had the advantage Berserker Rage

Giant beasts

Creature type	Wt	Hgt./ Len	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Badger, giant [N]	450 lbs	30"/60"	38	59	13	6'/15'	Med. bite (24) 12S, Med. claws (36) 15S	15	6 PSF	28 PSF	18 PSF	hide	7	10	8	9	5	23
Bee, giant drone	6 Lbs	1'/2'	21	10	10	15'/30'F	Lgt. sting (10) 0P +2d10 poison	10	12 PSF	26 PSF	3 PSF	chitin	2	2	1	1	3	2
Bee, giant queen	10 lbs	1'6"/3'	27	17	14	15'/30'F	N/A	10	27 PSF	33 PSF	33 PSF	chitin	4	4	3	3	5	1
Centipede, giant [N]	250 lbs	1'/12'	38	38	10	12'/16'	Med. bite (18) 7P + 7X venom CP.II	10	0 PSF	39 PSF	6 PSF	chitin	7	10	9	9	7	11
Crab, giant	750 lbs	4'/8'	38	53	6	6'/12'	Hvy. Pincers (27) 20C	15	0 PSF	36 PSF	12 PSF	shell	13	15	16	20	7	26
Eagle, Giant	400 lbs	4'/8'	26	49	15	30'/60'F	Hvy. Beak (21) 16S, Med. claws (36) 12S	15	18 PSF	26 PSF	24 PSF	feathers	1	0	0	1	1	16
Ferret, giant	125 lbs	20"/80"	38	45	17	8'/21'	Med. Bite (40) 12S	25	24 PSF	27 PSF	27 PSF	hide	6	9	10	8	5	27
Rat, giant [N]	8 lbs	7"/18"	19	15	10	8'/15'	Lgt. Bite (12) 1S	10	9 PSF	0 PSF	6 PSF	hide	1	1	1	1	1	1
Spider, gnt. Hunting	125 lbs	8'/9'	49	44	12	8'/16'	Med bite (27) 7P + 5 X poison SPV.II	10	20 PSF	18 PSF	27 PSF	chitin	4	4	4	4	5	15

Bees, giant: The giant bees movement is for flying, assume moving on the ground is 3' at a walk, which is their only ground movement rate. The giant bees hive is likely to contain 100-200 giant bees and one or more queen (though even for large hives having more than three queens is rare). If a giant drone bees attack is successful and penetrates the targets armour it will deliver a sting doing a further 2D10 damage, the bee will then fall to the ground incapacitated and die within a few minutes. The giant queen bees have no attack. All giant bees will avoid smoke wherever possible.

Centipede, giant: The giant centipede uses virulent venom, this causes 3D10 damage, with a successful stamina roll causing half damage, a failed stamina roll will incapacitate those of CON*12 or lower. The hard chitin is particularly susceptible to chopping weapons such as heavy swords and all axes; reduce the absorption to those types of weapon by 3.

Giant Eagle: The Giant Eagle can use only a single claw attack whilst on the ground.

Rat, giant: The giant rat can act in a pack using the same rules as given for normal rats (see small creatures of the woodlands and grasslands).

Spider, giant hunting: The giant hunting spider hunts using sticky strands to catch their prey, these strands have a BCS of 40%, a PSF of 18, treat each strand as having 50 body which has 0 absorption against slashing and energy attacks and 5 absorption against all other types of attack, fire damage is tripled. If caught by the strand the target is at –25 PSF for all physical activities and prevent the target from retreating. The venom of a giant hunting spider (SPV.II) causes paralysis, this inflicts 7+the Crit Die or 21 damage on a critical success in damage to fatigue which lasts around an hour, though a successful stamina roll at –13 will reduce the damage and duration by half. If during the venoms duration the character runs out of fatigue they will be incapacitated

Lycanthropes

Lycanthropy is a magickal disease which only affects humans and may be passed on in the were's bite. There is a 2% chance per point of body damage inflicted that the disease will be passed on. If someone succumbs to the disease they will change into a were of the same type which inflicted the wound on the next full moon unless the act of faith Remove Curse is preformed. Lycanthropy can also be passed down from ones parents, if only one parent has Lycanthropy there is a 25% chance that each child will also develop the condition, if both parents have Lycanthropy there is a 75% chance that the child will develop the condition. The were must change to their were form during the night of the full moon but otherwise may change form at will. The actual change process takes time to complete, the amount of time depends on the difference in weight between forms, it takes 1 AP to change 10 lb of body mass between forms (so a were bear changing from were form to human would take 23 APs) if changing from human to animal form or visa versa the change must pass through the were stage. The were's body changes any objects or clothing must be removed. If heavy armour is worn whilst the lycanthrope is changing to a larger form (i.e. heavier) then 1D10 damage is inflicted during the change. Damage is carried over between forms in proportion to the amount of damage they have taken (so a were in beast form which has been injured to half its body level will still be at half their body level in human form).

A were in were or beast form is driven by a deep instinct to kill, this instinct is so strong that they may even kill loved ones (a willpower check may be made to avoid this, but only for loved ones). The were may travel many miles from where they changed during their orgy of violence.

A lycanthrope is a supernatural creature and takes half damage from normal weapons and normal armour protects with only half its normal absorption (*'normal weapons'* and armour against lycanthropes are considered *'any weapon'* which is not silvered, enchanted, blessed or of +4 quality better also magick or fire damage). Normal weapons may not kill the lycanthrope, but they may wound them, all damage from normal weapons taken in were or beast form is healed at 1 body per round, this may be healed no matter how damaged the were is.

Silvered weapons and armour are effective against lycanthropes, these are not made from silver but have silver inlay scroll work along the blade or inscribed into the armour (at least 10 times the cost); wounds caused by such armour does not regenerate and always leaves a nasty scar. Even contact with silver causes pain and discomfort to the lycanthrope, even when in human form. The touch of sliver is as painful to a lycanthrope as red hot steel is to a human and causes 1D10 damage when touched (and per round for prolonged contact), a were in contact with silver must make a willpower check at –20 or recoil in pain, even the touch of someone who has handled silver will be uncomfortable to a lycanthrope, due to the traces of silver on their hands, though there is no ill effect.

Normal creatures of the were's type normally act indifferently towards their cursed brethren and lycanthropes are equally indifferent towards their mundane counterparts. In some circumstances friendships have developed between animals and lycanthropes, some lycanthropes will actively seek to free captive animals of their types (e.g. Wereboars will attempt to free captive pigs).

Creature type	Wt	Ht	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Werebear, Human	170 lbs	5'4"	27	52	13	5'/8'	Weapon (12) +3	15	10 PSF	35 PSF	25 PSF	none	1	1	1	1	0	68
Werebear, Were N	275 lbs	6'6"	45	74	14	10'/20'	Med. Bite (48) 17S, Hvy. Claws (33) 22S	15	10 PSF	45 PSF	33 PSF	hide	12	18	11	15	9	68
Werebear, Bear N	1000 lbs	8'4"	47	114	11	0'/20'	Med. Bite (48) 17S, Hvy. Claws (33) 22S	15	0 PSF	50 PSF	30 PSF	hide	12	18	11	15	9	68
Werebear: A Werebear has a weakness of sweet foods such as honey in all forms; when not under threat the Werebear must make a willpower –1 check to avoid sweet foods.																		
Wereboar, Human	165 lbs	5'6"	29	54	13	5'/8'	Weapon (12) +3	15	10 PSF	11 PSF	8 PSF	none	0	0	0	0	0	59
Wereboar, Were N	350 lbs	6'	40	76	15	10'/20'	Med. Bite (45) 21P, Med Hooves (20) 9C	15	10 PSF	44 PSF	30 PSF	hide	8	12	6	8	5	59
Wereboar, Boar N	750 lbs	3'6"	38	96	15	8'/16'	Med. Bite (42) 21P, Med Hooves (9) 8C	15	0 PSF	40 PSF	30 PSF	hide	8	12	6	8	5	59
Wereboar: Wereboars will never back down from a fight in any form, in human form a were boar is short tempered and can be considered to have the ability berserker rage.																		
Werefox, Fox N	75 lbs	21"	28	42	14	6'/27'	Med. Bite (21) 10S	15	18 PSF	20 PSF	32 PSF	hide	3	3	2	2	4	26
Werefox, Were N	100 lbs	5'	31	46	17	8'/27'	Med. Bite (24) 11S	15	18 PSF	20 PSF	32 PSF	hide	3	3	2	2	4	26
Werefox, Human	130 lbs	5'7"	26	46	13	5'/8'	Weapon (12) +3	15	10 PSF	11 PSF	8 PSF	none	0	0	0	0	0	26

Werefox: The Werefox is an unusual creature in that the fox is their normal form and they change to a human form during certain aspects of the moon. In addition the Werefox retains their human intelligence in all forms, they are the most placid of all the lycanthropes having only a mild bloodlust (they never attack a loved one and may make a willpower check at +30 to resist attacking). Where hunting foxes with hounds is prevalent the Werefox has a minor phobia of dogs.

Creature type	Wt	Ht	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Wererat, Human	150 lbs	5'6"	18	43	13	5'/8'	Weapon (12) +3	15	10 PSF	11 PSF	8 PSF	none	0	0	0	0	0	13
Wererat, Were N	150 lbs	5'6"	29	46	15	8'/16'	Lgt. Bite (25) 5S, Lgt. Claws (20) 3S	15	18 PSF	6 PSF	18 PSF	hide	1	1	1	1	1	13
Wererat, Rat N	20 lbs	6"	25	27	12	8'/15'	Lgt. Bite (20) 4S	15	12 PSF	3 PSF	12 PSF	hide	1	1	1	1	1	13
Wererat: Wererats have the ability to command all ordinary and giant rats within a hundred yards; up to 1000 ordinary or 50 giant rats may be controlled at one time and the Wererat must be in were or rat form. Wererats are immune to poisons and most diseases, though they are often the carriers of diseases. Wererats have a major phobia of cats.																		
Wereserpent, Human	145 lbs	5'10"	28	50	13	5'/8'	Weapon (12) +3	15	10 PSF	11 PSF	8 PSF	none	0	0	0	0	0	27
Wereserpent, Were N	450 lbs	6'	35	79	13	4'/6'	Med. Bite (40) 8P, Med. Constrict (30) 12FP	15	10 PSF	30 PSF	19 PSF	scales	2	8	1	1	3	27
Wereserpent, Serpent N	550 lbs	12"	34	83	13	4'/6'	Med. Bite (39) 7P, Med. Constrict (36) 12FP	15	0 PSF	27 PSF	16 PSF	scales	2	8	1	1	3	27
Wereserpent: the Wereserpent can perform a constriction attack in the same manner as the constrictor (see serpents of the woodland). Any creature staring into the Wereserpents eyes must make a willpower check or be mesmerised by the snakes gaze being unable to do anything until after the Wereserpent has made its first attack. Wereserpents are vulnerable to the mongoose and weasel that gain +2 to the Crit Die when attacking a Wereserpent; Wereserpents have major phobias of mongooses and weasels. Wereserpents are sluggish in exceptionally warm or cool weather in were and beast forms; reduce MOV by 1 per 5 degrees F above 90 or below 70.																		
Werewolf, Human	150 lbs	5'8"	28	51	13	5'/8'	Weapon (12) +3	15	10 PSF	11 PSF	8 PSF	none	0	0	0	0	0	44
Werewolf, Were N	200 lbs	6'	39	64	18	10'/40'	Med. Bite (45) 14S, Med. Claws (30) 14S	15	21 PSF	36 PSF	30 PSF	hide	4	6	4	4	4	44
Werewolf, Wolf N	200 lbs	36"	36	62	16	10'/40'	Med. Bite (40) 13S	15	21 PSF	36 PSF	30 PSF	hide	4	6	4	4	4	44

Werewolf: The werewolf is the most common and feared of all they lycanthropes. A willpower check must be made if one realises that they are fighting a werewolf; if this check is failed then they will be at –10 to hit due to their fear. Werewolves dislike the smell of the herb Wolvesbane (Aconite) in were or wolf form the werewolf must make a willpower check at –10 to approach anyone carrying Wolvesbane; whilst in human form the smell requires a willpower check at –10 in order not to react in disgust an nausea. Domesticated dogs hate werewolves and will always attempt to attack whenever they are encountered.

Undead

Undead come in two different varieties: the physical, corporeal undead and the insubstantial, incorporeal undead. Incorporeal undead are noted by having no body or weight listed, the fatigue value been used instead of body for all purposes. All incorporeal undead have certain advantages and limitations associated with their lack of substance. Any natural attacks they make will pass straight trough armour and will be un-parryable save with weapons and armour that have been blessed, enchanted or are of +4 or better quality; likewise blessed, enchanted or weapons of +4 or better are required to hurt them. They can also walk straight trough physical objects. Magick and faith will be able to hurt the incorporeal undead under most circumstances, all incorporeal undead have the ability to touch and move objects unless otherwise stated. Despite popular opinion most ghosts and other incorporeal undead appear as they did in life, not as a semi-transparent image.

Due to the nature of undead they are completely immune to illusions and command magicks, except for those dealing directly with the undead. All undead are immune to pain from critical effects and are assumed to pass any stamina checks for pain (including at 0 fatigue). Undead also do not bleed and so on critical hits loose no additional body from bleeding. All corporeal undead must be reduced to –10 body before they are stopped, though at 0 body they are practically destroyed (halve all PSF's). All undead are spiritual in nature so cutting off the head will not stop the undead but will make the undead deaf and blind, the exception to this is the zombie whose spirit resides in the rotting brain, if the head is decapitated the body will stop but the head will remain animate. All undead feel no fatigue from performing physical actions and even parrying and dodging has no fatigue cost.

Touch attacks have a BCS of 60% and drain fatigue from their target; the fatigue damage inflicted is equal to the Crit Die multiplied by the Crit Die multiplier of the attack. The touch attack is described as Touch (PSF) X Crit die Multiplier. For example if the Crit Die rolled is a 4 and the multiplier is X2 then 8 fatigue is drained. A critical hit with a touch attack causes the loss of 5 APs due to shock. Touch damage bypasses non-metal armour unless the armour is blessed, enchanted or of +4 quality or better though a successful weapon or shield parry will deflect the touch though incorporeal undead (those with no weigh and body ratings) may pass through certain weapons and shields (see below). When all fatigue is depleted, the target must make a stamina check, with a penalty of –2 for every fatigue point drained past 0 or fall unconscious for an hour (or 6 hours on a critical failure). After the attack is complete the fatigue rating of the target is reset to 0. For example a touch attack hits and causes 8 damage, the target has 5 fatigue remaining so fatigue is reduced to –3; the target must make a stamina check at –6 (twice the fatigue below 0) or fall unconscious for an hour.

The Touch attack may be combined with a Claw attack; the combined attack is made using a single claw roll at the claws AP cost, the damage for the claw and the touch is calculated separately but the touch uses the Crit Die for the claw attack (making use of any Crit Die bonus for the claw).

Deaths

Deaths radiate an aura of fear (command) at a 66 PSF% in addition the Death can hold one target immobile with fear, there is no way to avoid this. A weapon will be able to parry a Death's physical attack if it is blessed, enchanted or of +4 quality or better, though armour and shields will not give any protection. Deaths are able to use magick as a generalist mode. Lesser Deaths (PMF 66, ML4, 35 PSF%) and greater Deaths (PMF 66, ML4, 35 PSF%) both have the Air spells Fog and Mist and Northwind and all Command spells up to MR 6. No spell of command will affect a Death, nor will illusions as the Death has true sight. Deaths are sent by a higher power to claim the lives of one or more mortals, they are single minded and will avoid killing anyone other than their target, though if mortals interfere they will attempt to neutralise the resistance, normally with their command magicks.

Ghosts

There are three types of ghost: ordinary ghosts, poltergeists and headless ghosts. They are all immune to weapons, even if enchanted, blessed or of high quality. Their only vulnerability is exorcism and certain magickal spells which do not affect the body. All ghosts are bound to a certain area, this *'haunt'* may be as small as a single room or several acres of ground. Any type of ghost leaving this *'haunt'* disappears, reappearing within the *'haunt'* the same time the next day.

Ordinary ghosts are generally rational beings and may well be mistaken as a normal person, they have their memories of their life and their un-death and may well stay to protect or haunt someone. They can use the command spell Fear (at ML5) whenever the ghost may choose to make different targets experience different levels of fear, or be completely immune to this fear and they may revoke this immunity at any time. If the roll to resist this fear is failed it may be attempted again at the start of each round, being immobilised until the roll is passed.

Poltergeists are insane remnants of a spirit that generally throw objects around in an attempt to scare off *'intruders'*. They have few memories and little in the way of sanity and rational thought and are terrified of their condition. Generally a poltergeist is completely invisible, only the throwing of objects will reveal its presence.

Headless Ghosts are somewhere in between ghosts and poltergeists in terms of sanity, they retain their personality and memories but turn into psychopathic creatures living only to murder the living. The headless ghost causes fear in an identical manner to an ordinary ghost. If a being is immobilised by fear the headless ghost may attempt to strangle them to death. This attack automatically hits and each round the headless ghost causes 2D10 damage until the target is dead, or passes the roll to resist the fear and either flees or deals with the ghost.

Ghouls

Ghouls stink of the grave, most animals will refuse to go near them, and anyone adventurous enough to enter the ghouls presence (10' radius, more downwind, less upwind depending on wind speed) must make a stamina –10 roll or be at a –20 PSF% penalty to all actions due to the stench. The stench leaves a foul decaying taste in the mouth for the remainder of the day but has no additional effect. Any wound inflicted by the ghoul have a 30% chance of becoming infected (80% chance with a critical hit) unless the wound is successfully cauterised within 4 rounds; infected wounds require a stamina roll each day to see if the wound heals normally for that day, a failed roll leads to the loss of one point of body as the infection spreads, a critical failure causes 1D10 points of body damage. Ghouls are good diggers, as befits their diet of freshly buried corpses, and can dig out a grave in around half an hour with their bare hands. Ghouls cannot swim but can climb (20 PSF).

Leichen & Old Leichen

Leichen are immensely powerful necromancers who have become undead to prolong their lives and extend their power beyond that which mortal magicks can provide. Intrinsically all Leichen are necromancers of at least ML7 (typically PMF 90, ML 7, 80 PSF%) and tend to have all summoning and command magick spells along with extensive knowledge of wards, illusions, divination and arcane along with a host of destructive elemental spells. The Leichen has a constant fear spell in place with no fatigue cost at its normal magick level, PMF and PSF. Though Leichen are corporeal in nature they have the same weapon invulnerability's as the incorporeal undead, though they are immune to exorcism. It must be noted that the process of becoming a Leichen is not intrinsically evil, nor is the study of necromancy. However over the years it is difficult for a necromancer to avoid the temptation and power that presents itself; therefore the majority of Leichen have become evil and twisted creatures.

Old Leichen are Lichen which have lived for over seven hundred years, they are on the road to dying permanently (even Leichen don't live forever) and will last another 3-4 hundred years. The Old Leichen has even more impressive magickal power than the Leichen (Typically PMF 103, ML 9, PSF 93) and have a reduced physical capacity but is otherwise identical to the Leichen.

Skeletons

Piercing and missile weapons that penetrate the skeletons armour do a maximum of a single point of damage or three damage on a critical hit. Slashing weapons cause half damage after penetrating armour on a normal hit, or normal damage for a critical hit. All skeletons automatically pass any willpower rolls, as they are completely mindless and can follow only simple orders. They have no need for food, drink or any other form of sustenance.

Spectre

Spectres radiate fear (at ML 6, 75 PSF%) they can alter the intensity of this fear. Spectres are incorporeal spirits of dead necromancers (power varies, typically PMF 65, ML 3, 55 PSF%) and retain all of the spells the necromancer had in life except for spells that pertain directly to necromancy. A spectre's haunt is within ten miles from the site of its grave; if it goes beyond this limit the spectre will fade from existence and be completely destroyed.

Phantom

Phantoms are mere images animated by a fragment of a spirit, they cannot interact with the world, nor can the world interact with the phantom. The phantom appears as a translucent form of the spirit in life and acts through the last moments of life, again and again and again until the phantom fades from existence after a few centuries. The Phantom is immune to all weapons magick and faith, except for Exorcism from a priest with a faith PSF% of 50 or greater.

Vampire

Vampires have many magickal abilities (PMF 94, ML 8, 84 PSF%), though they cannot learn spells. These abilities are handled in the same way as normal magick and have the same effect as the command spells Mesmerise, Greater Fright, Suggestion, Fear, Enthral (only when draining blood from the victim with no AP or fatigue costs), Demoralisation; the transmutation spells of Shape Shift (into a wolf, rat or bat only) and Gaseous Form; and the transcendental spell of Flight. The powers of Mesmerise and Enthral are strongly linked to the vampire's sex appeal and victims of the opposite sex are at –30 to resist. The vampires drains blood from their victim; this causes additional damage should the attack penetrate any armour of twice the Crit Die of the attack, this is at the end of each round which the vampire spends just draining blood from their victim.

Once a vampire has drained blood from a victim the vampire has power over the victim and can make any command the vampire wishes and the victim has no power to resist. If a vampire drains the blood to such an extent that the victim is killed and the vampire has already gained control of the victim in the past, the vampire may choose to make that mortal into a vampiric servant; the vampiric servant will rise from the grave three days after being buried and be under the control of the *'parent'* vampire.

Vampires are supernatural creatures and take only half damage from unenchanted, unblessed and quality 3 or lower quality weapons, silvered weapons cause full damage; natural attacks made by the vampire will be affected by only half the absorption of armour which is not enchanted, blessed or of +4 or better quality.

Vampires regenerate 1 body point per round, unless the damage was caused by magick, faith or a blessed, enchanted, silvered or +4 or better quality weapon. Damage caused by these items can only be recovered by draining blood from a victim equal to damage or by fleeing and resting in their coffin as below. Vampires reduced to below 0 body must flee to their coffin where they will regenerate at 5 body per hour, though; they will not die no matter how much damage is incurred. A wooden stake or un-tipped arrow that pierces the heart of a vampire (-50 called shot) will cause the vampire to become completely inert. A vampire takes damage from sunlight equal to 1D10 per round of exposure, this may cause the vampire to be destroyed at –½ body.

The only ways to kill a vampire other than sunlight is to sever the head and burn the body after staking or otherwise immobilising the vampire; or by immersion in running water, which can drown the vampire (though still water has no effect). Vampires must sleep during the day in a coffin lined with earth from there own grave, failure to do this causes 2 fatigue damage per hour or 1 body damage per hour if fatigue is depleted. Vampires must drink the blood of intelligent living beings in order to survive; the vampire must drink at least one pint of blood per week, loosing 3 body per day if they fail to feed. A vampire may not walk over running water, but it may fly over in bat form or cross at a bridge or in a boat.

Vampire King The vampire king is a powerful vampire who rules over vampires in the local area. The vampire king has the same abilities and limitations as a normal vampire except for their magickal powers are more potent (PMF 115, ML 11, 105 PSF%).

Water Wraith

The claws of a water wraith are unclean and have a 30% chance of infecting a wound; infected wounds take twice the normal time to heal. All water wraiths have the innate spells Mesmerise (command), Greater Fright (command) and clouds and rain (BM Air) at PMF 66, ML 4, 56 PSF%. The water wraith is a supernatural creature and takes only half damage (after armour) from weapons unless they are enchanted, blessed or of +4 or better quality.

Water wraiths are completely immune to command magick, even those spells dealing with undead. Water wraiths heal a third of their body per day. Salamander fire and arcane magick does 50% more damage to the water wraith, dragon fire inflicts double damage both before armour. Water wraiths are repelled by wormwood and must make a willpower check or be unable to approach within 10'.

The only way for a necromancer to control a Water Wraith is to create a lesser device of power as an amulet worn by the Water Wraith; this amulet has the spell Command the Greater Dead and containing at least one quantity of wormwood; the Water Wraith makes a stamina – PSF of the necromancer, if this roll is failed the Water Wraith is subservient, if the roll is succeeded the water wraith may make a willpower check to see if she can tear off the amulet; failure at either stage destroys the Water Wraith if she does not obey the necromancer for a period of 13 days and 13 nights.

Wight

All wights have some innate magickal power (PMF 66, ML 4, 56 PSF%) and have the spells Fog and Mist (air), all command spells relating to fear and all illusions to MR 2. Wights hate and fear sunlight, they can see even in complete darkness and magickal darkness; sunlight causes 1D10 damage directly to body per round of exposure. Wights have a major phobia of fire (pyrophobia) also they are exceptionally poor at climbing (-10 PSF%) and will not enter water though water does them no harm.

Wraith

Wraiths have a constant aura of fear (PMF 85, ML 6, 75 PSF% as the command spell Fear (30' radius); should the resistance roll be failed the target will be either frozen in place or flee for up to ten minutes (Wraiths choice). Animals will never approach a wraith, even with magickal coercion. A wraith is unable to cross consecrated ground. A wraith drains 1 FP at the end of each round from every living being within 50'. The touch of a Wraith penetrates any armour; a person killed by a Wraith's touch will rise as a wraith with lesser abilities in three days unless buried in consecrated grounds with the correct ceremonies.

Wraiths are able to use magick in the necromancer mode (PMF 70, ML 4, PSF 60 for a normal Wraith, PMF 80, ML 6, PSF 70 for wraith lords) and have the air spells Fog & Mist, Northwind and Rain; the arcane spell Arcane Shield; the fire Spell Calm the Fires; the illusion spell Wall of Smoke; the summoning spell Animate the Lesser Dead and the wards spell Circle of protection vs. Good. Wraith lords have access to spells at the GM's discretion. Wraiths are nearly incorporeal and have the same invulnerabilities as incorporeal undead, except that silvered weapons may also affect them. Wraiths have a major phobia of sunlight; which causes them 1D10 damage per round. Wraith hate water and will never enter it, they also disdain climbing though they can climb poorly (-10 PSF%).

Wraith Lords normally command ½D10 additional Wraiths and half of them carry a Wraith blade which can be any type of sword (generally quality +1 or +2). This Wraith blade is considered enchanted and can conduct the touch damage of the Wraith in the same manner as the touch attack can be combined with a claw attack.

Zombie

Zombies bludgeon is a strike with an arm, it causes crushing damage and has a BCS of 40%. A body will become inanimate if the head is decapitated, however the head will continue to be animated, though as the lungs are no longer functioning the zombie will be unable to speak. The stench and sight of a zombie is enough to make the staunchest hero falter, a willpower check is required or all attacks against the zombie are at –10 PSF% due to fear; on a critical failure roll then the character must flee, if the zombie is the animated corpse of someone the character knew in life this check is at serious penalties (-10 to –40 depending on their relationship). Wild animals always flee a zombie, trained animals can be made to stand ground (animal riding or handling check) but not to attack the zombie. Zombies have practically no intelligence (INT 2 for animals, 5 for humans, in either case they possess practically no capacity for creative thought), although they can obey simple instructions. The small beast zombie is an animal such as a small dog (25-50 lbs), the large beast zombie is a larger creature such as a large dog or small bear. The monster zombie could be an ogre or small troll.

Undead

Creature type	Wt	Ht	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge(40+)	Stam.(40+)	Will.(40+)	Armour	S	C	P	M	E	Hon
Lesser Death [N]	-	6'6"	70	-	20	10'/20' (30'/60' F)	Touch (37) X2, Melee weapon (40)+8	30	38 PSF	40 PSF	51 PSF	robes	15	15	15	15	9	188
Greater Death [N]	-	7'	79	-	21	10'/20' (30'/60' F)	Touch (45) X2, Melee weapon (54)+11	30	45 PSF	55 PSF	60 PSF	robes	15	15	15	15	9	243
Ghost, ordinary	-	5'6"	-	-	19	5'/10' (20'/40' F)	-	30	30 PSF	-	20 PSF	none	0	0	0	0	0	4
Ghost, Poltergeist	-	6'	-	-	19	5'/10' (20'/40' F)	Throw (15)+6	30	30 PSF	-	0 PSF	none	0	0	0	0	0	12
Ghost, Headless [N]	-	5'	-	-	19	5'/10' (20'/40' F)	Strangle (-)	30	30 PSF	-	25 PSF	none	0	0	0	0	0	5
Ghouls [N]	170 lbs	5'10"	32	49	14	5'/10'	Med. Bite (16) 10, Med. Claws (20) 11	10	17 PSF	20 PSF	17 PSF	hide	1	0	1	1	3	14
Leichen (liches)	170 lbs	6'	43	57	18	10'/20'	Med. Claws (25) 12, Weapon (20)+5, Touch (30) X2	0	25 PSF	50 PSF	60 PSF	none	0	0	0	0	0	143
Old Leichen	150 lbs	6'	42	52	18	10'/20'	Med. Claws (15) 10, Weapon (14)+2, Touch (30) X2	0	15 PSF	50 PSF	65 PSF	none	0	0	0	0	0	141
Skeleton	40 lbs	5'6"	-	54	10	6'/ N/A	Melee Weapon (5)+0	0	0 PSF	40 PSF	N/A	none	0	0	0	0	0	4
Skeleton, Warrior	45 lbs	5'9"	-	62	13	6'/ N/A	Melee Weapon –1 DF (20)+3	0	0 PSF	40 PSF	N/A	chain-1	8	8	7	8	6	12
Skeleton, Knight	50 lbs	6'	-	69	15	6'/ N/A	Melee Weapon –2 DF (35)+6	0	0 PSF	40 PSF	N/A	chain	9	9	8	9	7	19
Spectre [N]	-	5'6"	40	-	19	5'/10' (20'/40')	Touch (15)*	0	30 PSF	0 PSF	25 PSF	none	0	0	0	0	0	38
Phantom	-	5'6"	3	-	19	5'/10' (20'/40')	-	0	30 PSF	-	0 PSF	none	0	0	0	0	0	2
Vampire [N]	200 lbs	6'	41	58	17	10'/20'	Lgt.. Bite (36) 5, Med. Claws (45) 18	0	30 PSF	50 PSF	47 PSF	none	0	0	0	0	0	121
Vampire King [N]	200 lbs	6'	44	60	19	10'/20'	Lgt. Bite (45) 7, Med. Claws (50) 20	0	40 PSF	50 PSF	55 PSF	none	0	0	0	0	0	172
Water Wraith	90 lbs	5'	39	48	12	5'/10'	Lgt. Claws (27) 5, Weapon (16) +8, Touch (27) X2	30	16 PSF	18 PSF	36 PSF	skin	7	7	7	7	3	27
Wight [N]	160 lbs	5'9"	31	48	12	10'/20'	Med. Claws (25) 13, Weapon (28) +6	0	20 PSF	35 PSF	40 PSF	leather	3	1	1	2	3	56
Wight, Warrior [N]	210 lbs	6'	37	56	14	10'/20'	Med. Claws (36) 14, Weapon (40) +8	0	25 PSF	40 PSF	43 PSF	chain	9	9	8	9	7	70

Undead

Creature type	Wt	Ht	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge(40+)	Stam.(40+)	Will.(40+)	Armour	S	C	P	M	E	Hon
Wraith [N]	-	6'	60	-	19	10'/20' (30'/60' F)	Touch (24) X3, Weapon (30) +6	0	33 PSF	27 PSF	43 PSF	none	-	-	-	-	-	63
Wraith Lord [N]	-	6'6"	66	-	19	10'/20' (30'/60' F)	Touch (33) X3, Weapon (40) +10	0	40 PSF	35 PSF	50 PSF	none	-	-	-	-	-	142
Zombie, Sm. Beast [N]	25 lbs	18"	38	33	6	6'/ N/A	Lgt. Bite (0) 3, Sm. Claws (33) 2	0	10 PSF	30 PSF	-	skin	1	0	1	1	1	2
Zombie, Lg. Beast [N]	100 lbs	3'	38	46	10	6'/ N/A	Lgt. Bite (0) 3, Sm. Claws (33) 2	0	5 PSF	45 PSF	-	hide	2	3	2	2	3	5
Zombie, peasant [N]	150 lbs	5'8"	38	49	8	6'/ N/A	Med. Bludgeon (6) 5, Weapon (5) +3	0	5 PSF	40 PSF	-	none	0	0	0	0	0	6
Zombie, Fighter [N]	200 lbs	6'2"	39	56	8	6'/ N/A	Med. Bludgeon (12) 7, Weapon (20) +6	0	10 PSF	45 PSF	-	chain –1	8	5	7	8	8	14
Zombie, Monster [N]	500 lbs	8'	42	76	9	6'/ NA	Hvy. Bludgeon (25) 15, Weapon (40) +12	0	0 PSF	55 PSF	-	hide	6	2	2	4	6	21

Faeries

Fairies are split into two factions, the Seelie court (good) faeries and the un-Seelie court (evil) faeries; these definitions of good and evil are only tendencies, all faeries enjoy a good practical joke at the expense of others and most faeries must be described as childish at best.

All fairies have certain vulnerabilities. The sound of a bell protects against hostile faeries of the un-Seelie court, requiring a willpower roll at half TSC to approach (a quarter TSC for church bells). Mischievous Bogies, Brownies and Pixies must make a willpower –21 check or stop their mischief if given bread and salt as a peace offering. Throwing churchyard mould across the path of will cause confusion 35% of the time; if a faerie is confused in this way there is a 50% chance that they will forget what they were doing.

Faeries are unable to enter or affect by magick anything in consecrated ground. Devout prayer will also drive away faeries, requiring a willpower – PFF of the person praying. Holy symbols requires a willpower – the PFF of the priest who blessed the item, with a further –13% if the symbol is made of iron. Holy water burns a faerie if sprinkled by a priest onto a hostile faerie, leading to 1D10 body damage and causing the faerie to make a willpower check at half TSC. Iron horseshoes nailed end up over doorways and barns will protect those persons and livestock and goods within from theft or damage from faeries by baring them entrance to the building.

Rowan (mountain ash) is said to have many protective qualities against fairies. They may not use a path lined with Rowan trees without an invitation from someone connected with the grounds in some way (such as a park attendant or owner of the ground). Lines of Rowan trees are commonly placed outside well-to-do homes. Likewise Rowan trees planted around one's home prevent faeries from entering without permission, planting Rowan around a field gives similar protection to livestock.

A Rowan staff or holy symbol when held up gives a bonus of 1D10% to resist s faeries magick; adding the PFF of the blessing priest if a holy symbol.

Crossing running water has a 33% chance of stopping a faerie that is giving chase to a beast or mortal, if the stream is running south this is doubled to 66%.

A fresh sprig of St Johns wort will give the possessor +3D10% to resist faerie magick whilst a dried sprig will give only a 1D10% bonus for up to a year. A daisy chain worn around the neck of a small child will protect against the faeries.

When staring through a self-bored stone (stones that have naturally had a hole bored through the middle of them, not man made) the fairies true form is revealed as if the (divination) spell True Sight had been cast, the user needs not know any form of magick and the sight only works on fairies. Self-bored stones may also be placed over stables to prevent pixies from *'borrowing'* the horses. Ill luck caused by a faerie may be broken by turning ones coat inside out, this has a 33 - 3% per ML of the faerie to ruin the spells targeting, this is also effective against the pixies ability to lead a person astray.

Iron and steel has a particularly devastating effect on faeries. Weapons made from iron and steel add +3 to the Crit Die, body damage inflicted by an iron or steel weapon will never completely heal, always leaving a single point of damage which will never heal. Iron chains used to bind a faerie inflict excruciating pain and reduces the faerie to ¼ its normal fatigue and prevents the use of their magick. Faeries are unable to use iron or steel unless it is faerie iron.

Fairies are very difficult to kill; they recover at 10% per day from damage caused by weapons other than iron, enchanted, blessed and +4 or better quality. Damage from these weapons always heals at 1% per day regardless of the faeries recovery rate. All faeries are supernatural creatures and only suffer half the normal damage from normal weapons (i.e. non-enchanted, non-blessed, +3 or lower quality); however iron and steel weapons inflict full damage. All faeries are immune to normal diseases, though there are some that may only affect faeries.

Certain faeries are incorporeal; these types of faerie have no weight or body ratings and use fatigue instead of body for calculating critical effects. Incorporeal faeries are completely immune to normal weapons except for those made of iron. Enchanted, Blessed, weapons of +4 or better quality and iron weapons do normal damage. Weapons that cannot harm the incorporeal faerie cannot parry natural attack from the faerie. Magick and acts of faith work as normal. Incorporeal faeries are unable to interact with the world around them except by the use of their powers.

Faeries with night vision can see at night as well as a human can see by day and can see magickal emanations, including being able to tell when an item has been enchanted to MR 0.

All faeries have some innate magickal power. Regardless of their ML all Faeries other than Faerie beasts possess the spells Great Disguise and Faerie glamour (at the highest of their own abilities or PMF 95, ML 8, 85 PSF% in the witchcraft mode) with no expenditure of fatigue. Most Faeries can also Shape-shift into any creature or object up to ML X 50lbs in weight taking 1AP per 10lbs of change (minimum 5 APs) also with no fatigue expenditure. Many Faeries have phobias, frequently a phobia of water, this only applies to large bodies of water.

Seelie Banshee

The touch of a banshee causes intense fear (Light weapon, BCS 60%, PSF 100, PMF 110, ML 10, as the command spell). The howl of a banshee acts as a constant Demoralisation spell (command at 75 PSF, PMF 85, ML6), though the wailing inspires depression and lethargy rather than abject terror. Banshees are immune to enchanted weapons as well as those from being incorporeal. Seelie Banshees have a specific purpose, to escort individuals from certain families into the afterlife. These creatures are identical to the Un-Seelie version except that the Seelie Banshees appear as beautiful women. They have little to do with the faerie courts. Banshees are sometimes called *'Bean Sidhe'* or *'Bean-Nighe'* meaning washerwoman. The Bean-Nighe is a variation on the Seelie banshee, they can be found near rivers washing bloody clothes, if the *'victim'* sees the Been-Nighe they will survive however if the Been-Nighe sees the *'victim'* first then they will surely die.

Pixies

All Pixies have red hair and green eyes. They are capable of using magick in the witchcraft mode (PMF 57, ML 2, 47 PSF%) and have all command and plant spells that they can cast, 1-5 transmutation spells and the wards Lesser ward vs. Good and Lesser ward vs. Method of Magick. Pixies are excellent climbers (40 PSF%). They have a minor phobia of open spaces and two other random minor phobias.

Swan Maidens

Swan maidens use magick in the witchcraft mode (PMF 55, ML 2, 45 PSF%) and have all air, command, illusion and ward spells which they can cast as well as 1-5 transmutation spells. Swan maidens can shape-shift between a beautiful human woman (APP 16-24) and a swan form but require a token to perform this; normally this token is a feather that is incorporated into the swan form. Swan maidens have a major phobia of open spaces and a minor phobia of crowds

Un-Seelie Banshee

These are identical to Seelie Banshees but look like old hags instead of beautiful women; in fact neither type of Banshee has much to do with the faerie courts. Banshees are sometimes called *'Bean Sidhe'*.

Bogies

Bogies heal at 10% per day and are immune to disease. All Bogies are capable of some shape changing and magick (see individual descriptions) and can climb well (30 PSF%). Bogies have a major phobia of water and are deformed, though they shape-shift to hide their deformities, as they are ashamed of them. Bogies come in several different varieties:

Bogie Beasts often take the form of ponies or horses to play their tricks. They cast spells in the witchcraft mode (PMF 51, ML 1, 41 PSF%) and can cast the command spells Lesser Fright, Sleep and Clumsiness; the transmutation spells of Jump, Fleet of Foot, Pain, Release from Pain and Armour of Stout Leather; the wards Lesser ward vs. Good and Lesser ward vs. Method of Magick.

Road Haunter Bogies, sneak along (30 PSF in stealth) behind travellers and roar to frighten them. They are magick users using the witchcraft mode of magick (PMF 57, ML 2, 45 PSF%) and have the command spells Lesser Fright, Mesmerise, Greater Fright, Hold Small Animal, Hold Animal and Hold Person; the transmutation spells Jump, Fleet of Foot and the wards Lesser ward vs. Good and Lesser ward vs. Method of Magick.

Buggains have a grotesque human shape with the head of a horse and horses hooves. They steal, kidnap and vandalise for the sheer pleasure of it. Buggains are users of magick (PMF 51, ML 1, 41 PSF%) and have the transmutation spells Jump, Fleet of Foot; the wards Lesser ward vs. Good and Lesser ward vs. Method of Magick; the command spells Lesser Fright, Mesmerise, Greater Fright, Hold Small Animal, Hold Person and Fear.

Barguests are the most dangerous of the bogies, they shape-shift into fiery-eyed dogs. They use magick in the witchcraft mode (PMF 54, ML 2, 44 PSF%) and have the transmutation spells Jump, Fleet of Foot; the wards Lesser ward vs. Good and Lesser ward vs. Method of Magick; the command spells Lesser Fright, Mesmerise, Greater Fright, Hold Small animal, Hold Person and Fear.

Fae Goblin

Fae Goblins look like short versions of their mortal namesake. They can use magick in the witchcraft mode (PMF 60, ML 3, 50 PSF%) and generally know a few spells from the methods of command, transmutation, fire (MR 1 only) and wards. A Fae Goblin can fulfil a wish to take someone, other than the wishmaker, away from the mortal world. Many a person has wished that a loved one be taken away after an argument and regretted it when the Goblins have taken them away to the lands of Faerie. Fae Goblins have major phobias of sunlight, water and open spaces, they are arrogant, greedy, selfish and stupid.

Gremlins

Gremlins are able to use magick in the witchcraft mode (PMF 6o, ML 3, 50 PSF%). They have all illusion spells which they can cast, 1-5 command spells and 1-5 transmutation spells as well as the wards Lesser ward vs. Good and Lesser ward vs. Method of Magick. Gremlins are excellent climbers (40 PSF%) and can be considered to have architecture and engineering at 50 PSF% for the purposes of destroying machinery only. Gremlins have a major phobia of the sun and minor phobias of open spaces and water, though their greatest fear is getting hurt, as they are abject cowards.

Will o' the wisp

Will o' the wisps are creatures of energy and take no damage from energy attacks even if they are magickal in nature, damage from spells in the arcane method of magick actually heal the will o' the wisp. The will o' the wisps shock attack has a BCS of 40% and is treated as a light weapon causing energy damage, this attack will conduct through a metal weapon if parried, it will also conduct straight through metal armour

Diminutive Faeries

These tiny creatures often use their Glamour to appear larger than they actually are, they can also shape-shift (commonly into a branch of a tree to hide). They can use magick in the witchcraft mode (PMF 61, ML 3, 51 PSF%) and know all Command, Illusions, Plant and all Ward spells which they can cast as well as 1-5 Transmutation spells. Any attack that does three points of damage or more adds 2 to the bash score. All diminutive faeries have minor phobias of open spaces, water and sunlight. Diminutive faeries have serious mood swings between being hard working (tending the forest) and being fun loving creatures.

Brownies

Brownies are magick users in the Witchcraft mode (PMF 57, ML 2, 47 PSF%) and have 5-10 Command spells, 5-10 Plant spells, 1-5 Transmutation spells and the Wards Lesser Ward vs. Evil and Lesser Ward vs. method of magick. All brownies have a major phobia of water and often have other minor phobias (commonly of crowds, snakes or the sun)

Fae Trees

Faerie trees can sense good and evil as the advantage but with no expenditure of fatigue. They make good mages using the witchcraft mode (Ash: PMF 78, ML 5, 68 PSF%; Oak: PMF 86, ML 6, PSF 76; Yew: PMF 81, ML 6, 71 PSF%) having all spells which they can cast in the methods of Command, Illusion, Plant, Wards and all summoning spells which relate to animals. Fae Trees are immune to plant spells but take additional damage from fire-based attacks (+3 to the Crit Die). Fae Trees are animate but immobile, being rooted in place. They are guardians of Faerie groves and are untrusting of strangers. If a mortal does a great service to a Fae Tree they may offer a branch that can be worked into a +4 bow by a normal bowyer.

Cobolds

Cobolds (not to be confused with Kobolds, a Hebraic Demon) are Fae spirits that lend assistance. They are rarely seen and do their work when no one is watching, household cobolds do housework and may prepare and cook food (cooking 45 PSF%) and Knockers work in mines (tunnelling and mining PSF of 45) and will make loud knocking noises to warn of impending disaster. They rarely work iron mines as so much iron makes them uncomfortable. They use magick in the witchcraft mode (PMF 59, ML 3, 49 PSF%) and have no fatigue expenditure from casting spells; in addition all spells are activated as words of guard. All Cobolds have The Arcane spells of Arcane Shield and Shadowcast. Knockers have the Divination spells Sense and Identify Ore and Sense Direction. Household Cobolds have the Arcane spells Spectral Servant, the Divination spell Detect Life (which is always on) and the Transcendental spell Pass Through and will hide if they detect someone coming (running through a wall if necessary using Pass Trough). Contact with iron does no harm to a Colbold, though iron weapons still have +3 to the Crit Die and take a long time to heal. Cobolds lack the innate Glamour and Disguise magicks of normal fairies. Either type of Cobold expects food in return for its service, if this food is not given they will leave or become malicious.

Pookhas

Pookhas rarely take anything seriously; they are near permanently drunk though this does not affect their abilities. A Pookha will often attach itself to a mortal who drinks heavily and takes their tricks with good heart; they use their magick to have a great time with the mortal until they die (normally from alcohol related problems). A Pookha can summon any alcoholic drink including the most potent faerie drinks in any quantities the Pookha chooses. They are natural invisible but will allow certain mortals to see them, choosing only incredibly drunk mortals who will not be believed. If a Pookha chooses to attach itself to a mortal they will appear when they are drunk and egg them on, they will also use their illusions to protect their friend if necessary. Pookhas can use spells in the witchcraft mode of magick (PMF 83, ML 6, 73 PSF%) and are able to use all spells of illusion that they can cast at no fatigue cost. A Pookha resists intoxication from alcohol as if it had a Stamina of 100 PSF%. A Pookha is completely pacifistic, they will never attempt to seriously injure or kill a person though their actions frequently indirectly cause the death of a person this comes as a complete surprise to the Pookha and they genuinely mourn their passing (always involving more drinking). If a mortal passes away through drink and remains a good sport up until the end the Pookha may allow the mortal to be reincarnated as another Pookha.

The Sidhe

The Sidhe are the rank and file members of the Daoine Sidhe, the faerie ruling class. Their number makes up the majority of the Seelie and Un-Seelie courts. The Sidhe look remarkably like Elves, long pointed ears, tall (for medieval standards) and with fine features (**APP** 17-25). The Sidhe can shape-change at will and have a perfect sense of direction. The Sidhe can use magick in the witchcraft mode (PMF 75, ML 5, 65 PSF%) having access to all spells they can cast in the methods of Basic Magick Air, Command, Illusion, Plant, Transmutation and wards. Practically all faeries of the Sidhe are jealous of any being that is beautiful enough to attract potential lovers away from themselves. Faeries of The Sidhe have a minor phobia of sunlight.

Sprites

All sprites have a near perfect sense of direction. They are good spell casters using the witchcraft mode of magick (PMF 73, ML 5, 63 PSF%) and have all wards and non-offensive BM Air spells which they can cast as well as 5-15 spells chosen from Illusions and Transmutations. A sprite is incredibly manoeuvrable in the air, a called strike at –20 may be made to ignore their targets armour providing there are weak spots in their armour. Sprites are particularly susceptible to iron (+4 instead of +3 to the Crit Die for iron weapons) and even the scent of iron causes the loss of 1 fatigue point per five minutes. All sprites dislike loud noises and have major phobias of thunder and of enclosed spaces.

Water Nymph

Water nymphs can breath water as well as air and can shape-shift. Water Nymphs are capable practitioners of magick (PMF 75, ML 5, 65 PSF%) and have all spells they can cast from BM Air, Command, Summoning (water animals only), BM water and Wards as well as 5-10 Illusions and 1-5 transmutations. Water Nymphs dislike dry land and have a minor phobia of contamination. They are of great beauty (**APP** 19-24) and are jealous of anyone they feel may be more beautiful than they

Fae Lords & Ladies

Fae lords are able to sense good and evil within 30' (as the advantage but with no fatigue cost) and may shape-shift at will (no fatigue cost). They are good at the art of magick using the witchcraft mode (PMF 102, ML 9, 92 PSF%) and know all spells that they can cast from the methods of BM air, Command, Illusion (except Dinjin creation), Plant, Transmutation and Wards. Fae lords are incredibly arrogant towards mortals.

Fae ladies are able to shape-shift at will into any form they choose (no fatigue cost). They are experts at the art of magick using the witchcraft mode (PMF 109, ML 10, 99 PSF%) and know all spells that they can cast from the methods of BM air, Command, Summoning, Divination, Illusion (except Dinjin creation), Plant Transmutation and Wards. Fae Ladies are extremely arrogant, especially towards mortals, though they may fall for a mortal lover.

Heroic Faeries

The heroic faeries are the forefathers of all the royal faeries, now only a memory in the lands of faerie with only rumours of them wandering the mortal world, though they are so adept at Faerie Glamour that they may covertly exist within faerie society. Heroic Faeries are the masters of witchcraft being at least ML10 (often PMF 117, ML 11, 107 PSF%) and having access to all spells except from the methods of transcendental, BM fire and BM earth as these methods are rare in the lands of faerie, though these may be learned from a mortal teacher the Faerie will often feel it beneath them to do so

Fae Hound

Fae hounds can detect the supernatural within 200'. Fae hounds have some innate magick (PMF 100, ML 8, 90 PSF%) they have the spells Fear (Command) and all command spells that hold (e.g. hold person, hold small creature).

Faerie Horse

The faerie horse has the ability to change size from 20% to 200% of its original size on the riders command and has near human intelligence.

Faerie Stag

The Faerie stag is a human shape-shifted and imbued with magick by the Un-Seelie court to be hunted; the stag retains its former intelligence but cannot talk or use magick. The Stag reverts to its original human form in one lunar month.

Faerie Crow

Seen as an omen of doom to all races except the Elves the Faerie crow has high intelligence (**INT** 15-19). The Faerie crow has incredibly keen senses (also having True Sight) and can fly any distance without loosing fatigue. And when standing motionless can become invisible at will. They cannot cross sanctified ground or enter Rowan forests, nor can they rest or feed except in the faerie worlds.

Seelie Faeries

Creature type	Wt	Ht	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Banshee, Seelie	-	5'6"	44	-	19	5'/10' (20'/40' F)	Lgt. Fear Touch (25), Howl (75)	20	30 PSF	-	40 PSF	none	0	0	0	0	0	40
Pixies [N]	12 lbs	2'	18	24	16	8'/16'	Weapon (22) +0	0	45 PSF	33 PSF	21 PSF	none	0	0	0	0	0	26
Swan Maiden [N]	108 lbs	5'3"	30	54	18	8'/16' (15'/30' F)	Weapon –2 DF (40) +3	0	40 PSF	28 PSF	32 PSF	cloak	7	9	6	7	9	78

Un-Seelie Faeries

Creature type	Wt	Ht	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Banshee, Un-Seelie	-	5'6"	44	-	19	5'/10' (20'/40' F)	Lgt. Fear Touch (25), Howl (75)	20	30 PSF	-	40 PSF	none	0	0	0	0	0	40
Bogie, Beast [N]	178 lbs	5'	38	68	17	8'/15'	Weapon (25) +3, Med. Claws (28) 11S, Med. Fang (36) 12P	0	21 PSF	39 PSF	33 PSF	none	0	0	0	0	0	47
Bogie, Road haunter [N]	100 lbs	4'	33	54	16	6'/12'	Weapon (28) +2, Med. Fang (34) 11P	0	24 PSF	36 PSF	27 PSF	none	0	0	0	0	0	34
Bogie, Bugganes [N]	280 lbs	6'	41	80	17	8'/15'	Weapon (35) +5	0	21 PSF	42 PSF	36 PSF	none	0	0	0	0	0	56
Bogie, Barguests [N]	475 lbs	7'	44	98	17	8'/15'	Weapon (42) +6, Med. Claws (49) 20S, Med. Fang (33) 14P	0	21 PSF	49 PSF	39 PSF	none	0	0	0	0	0	90
Fae Goblin [N]	20 lbs	2'	23	30	15	8'/16'	Weapon (24) +0	0	33 PSF	27 PSF	19 PSF	cuirbolli	5	7	4	5	7	32
Gremlins [N]	1 lb	9"	13	12	13	5'/8'	Weapon (8) –3	0	40 PSF	9 PSF	12 PSF	none	0	0	0	0	0	3
Will o' the wisp [N]	-	6"	10	-	20	15'/60' F	Shock (35) 8E	30	60 PSF	-	6 PSF	none	0	0	0	0	0*	30

Common Faeries

Creature type	Wt	Ht	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Diminutive faerie [N]	7 oz	9"	12	7	16	4'/6'	Weapon (13) –3	0	42 PSF	9 PSF	18 PSF	none	0	0	0	0	0	5
Brownies [N]	24 lbs	33"	16	22	14	8'/12'	Weapon (22) +0	0	39 PSF	36 PSF	9 PSF	none	0	0	0	0	0	8
Fae Tree, Ash [N]	8000 lbs	30'	44	301	10	N/A	Hvy. Fist (51) 22S	0	0 PSF	59 PSF	28 PSF	bark	15	15	15	15	11	76
Fae Tree, Oak [N]	18000 lbs	60'	47	437	8	N/A	Hvy. Fist (60) 25S	0	0 PSF	70 PSF	35 PSF	bark	15	15	15	15	11	110
Fae Tree, Yew [N]	10000lbs	40'	42	332	12	N/A	Hvy. Fist (54) 23S	0	0 PSF	63 PSF	30 PSF	bark	15	15	15	15	11	88
Colbold, Household	60 lbs	2'2"	18	35	16	5'/8'	Weapon (20) +2	0	33 PSF	27 PSF	33 PSF	none	0	0	0	0	0	11
Colbold, Knocker [N]	65 lbs	2'4"	25	42	15	5'/8'	Weapon (33) +4	0	27 PSF	33 PSF	33 PSF	none	0	0	0	0	0	14
Pookhas	160 lbs	5'10"	22	52	17	8'/16'	None	0	40 PSF	20 PSF*	5 PSF	none	0	0	0	0	0	5
The Sidhe [N]	135 lbs	5'9"	30	56	17	8'/16'	Weapon (43) +3	0	43 PSF	28 PSF	35 PSF	chain	11	8	10	11	9	28
Sprites	4oz	6"	16	6	16	3'/6' (15'/30' F)	Weapon (10) –4	0	45 PSF	3 PSF	13 PSF	none	0	0	0	0	0	4

Seelie Faeries

Creature type	Wt	Ht	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Water Nymph [N]	111 lbs	5'6"	22	46	18	8'/16' S (5'/10')	Weapon (20) +3	0	39 PSF	36 PSF	36 PSF	tunic	7	8	5	6	7	22

Royal Faeries

Fae Ladies [N]	165	6'	35	77	19	10'/20'	Weapon (47) +4	0	59 PSF	44 PSF	60 PSF	fae chain	15	11	13	15	12	
Fae LordsN	225 lbs	6'6"	36	87	19	10'/20'	Weapon (62) +6	0	57 PSF	44 PSF	58 PSF	fae chain	15	11	13	15	12	
Heroic Faerie [N]	225 lbs	6'6"	37	87	20	10'/20'	Weapon (70) +7	0	62 PSF	48 PSF	62 PSF	fae chain	15	11	13	15	12	

Faerie Beasts

Fae Hound [N]	500 lbs	4'	29	110	20	12'/30'	Bite (33) 19S	0	30 PSF	51 PSF	45 PSF	hide	7	8	7	7	7	214
Faerie Horse [N]	1100 lbs	5'5"			21	15'/30'	Lgt. bite (12) 1C, Hvy. hooves (14) 17C	0	20 PSF	30 PSF	32 PSF	hide	7	8	7	7	7	47
Faerie Stag [N]	250 lbs	5"			20	7'/24'	Lgt. Hooves (16) 5C, Med. horn (24) 12P	0	21 PSF	20 PSF	16 PSF	hide	7	8	7	7	7	28
Faerie crow [N]	1 lb	10"			22	25'/60' F (1'/2')	Lgt. Beak (10) 1C	50	27 PSF	3 PSF	6 PSF	feathers	8	6	8	7	12	13

Trolls

Trolls are fearsome creatures that use a battery of innate command magick to demoralise and disturb any who dare stand against them and these rolls must be made each round! Even being in a Trolls presence is sufficient for many of its power to effect the character's (Fear, Greater Fright and Demoralisation), each of these tests must be made at the beginning of every round until it has been successfully resisted three times (note that successfully resisting fear three times gives resistance to fear not other abilities and that the resistance lasts only for that combat). Mesmerise comes from a trolls gaze, a troll will commonly attempt to lock eyes with anyone who still remains in the fight, a character can avert their eyes and avoid looking at the trolls head but will be at –10 TSC% when attacking and defending. If the troll's mesmerise works the character will loose 5 APs in the round. If a character manages to stand against the troll and pass all the rolls to resist their command magick the character gains a permanent +3 willpower PSF (note that this is not an additional level but a bonus made directly to PSF%).

In addition to the trolls magickal abilities a troll smells truly awful, it is said that a trolls stench lingers in ones clothes until they have been washed at least three times, even when just being in the presence of a troll. The trolls stench leaves a vile taste in the mouth and travels downwind for a good distance, in general being within 10' of a troll causes those with a **CON** of lower than 15 make a **CON** AR% roll, a failure causes nausea leading to halving all TSC%s during the fight, a critical failure leads to the character vomiting and losing half of their APs for the round as well as halving their TSC%s.

Normal weapons (+3 or lower quality) do half damage to trolls, as they are supernatural creatures. Likewise Normal armour (again +3 quality armour or lower) only has half its normal absorption against trolls natural weapons (such as claws).

Trolls are creatures of darkness and suffer damage when exposed to sunlight. In direct sunlight a troll will take 1 fatigue and 1 body damage per minute, in indirect sunlight they suffer 1 fatigue point of damage until no fatigue is remaining then they will take body damage. A troll killed by sunlight, or a troll's corpse which is exposed to sunlight will turn to stone.

Cave Troll

Cave trolls regenerate at 1% per minute, can tunnel at three times the rate of a dwarven miner and are good climbers (45 PSF%) and swimmers (50 PSF%) and can hold their breath for up to 30 minutes. Cave trolls can use magick (PMF 79, ML*5, 69 PSF%) and have the arcane spells of Shadowcast , Darkness of the Pit, Dispel the Darkness, the Shining Path. The command spells of Mesmerise, Greater Fright, Fear and the earth spell Pass Rock. The command spells are in continuous operation and drain no fatigue. Cave trolls have a great phobia of open spaces and sunlight.

Ice Troll

Ice trolls have an uncanny ability to find their way even in white-out conditions. They are perfectly suited to an Arctic environment and can sense many of the natural dangers that accompany these conditions. They can climb (25 PSF%) and suffer no penalties when climbing on ice and a good range of outdoor skills 9-11 (at 27 PSF%). Ice trolls are also natural practitioners of magick (PMF 66, ML 4, 56 PSF%) and have the air spells Breeze, Fog and Mist, North wind, Winds, Gale, Weather play, the command spells Mesmerise, Greater Fright, Fear, the water spells Ice, Deep Snow, Wall of ice, Hard Water, Blizzard; the command spells are in continuous operation and drain no fatigue. Ice trolls have no armour absorption against fire damage and fear fire intensely; they also fear water and hate warm weather that affects their abilities (-1 to all PSF% for every degree Fahrenheit above 32).

Mountain Troll

Mountain trolls have a faultless sense of direction and often have a good range of outdoors skills 6-9 (at 27 PSF%). They are exceptional climbers despite their great bulk and feel no effects from the cold. Mountain trolls have an incredibly fast regeneration of +1% per minute. Mountain trolls are also magick users (PMF 78, ML 5, 68 PSF%) and have the command spells of Mesmerise, Greater Fright and Fear; the earth spells Shower of Stones, Boulder and Rock Wall. The command spells are in continuous operation and cost the troll no fatigue. Mountain trolls are completely unable to swim. If a mountain troll takes a critical hit from a troll bane weapon (see armourers companion) that causes crushing damage and it strikes a limb (arm, leg or head) that limb is completely shattered; a head hit in this way is lethal.

Sand Troll

Sand trolls have an excellent sense of direction and can find their way even in the worst sand storms. Sand trolls regenerate at 1% per minute and are perfectly at home in hot dry conditions and suffer no penalties for being in a desert environment. Sand trolls can climb (25 PSF%) and have several outdoors skills 6-9 (at 27 PSF%). Sand trolls are resistant fire (halve damage before armour reduction for normal or magickal fire). Sand trolls are natural magick users (PMF 68, ML 4, PSF% 58) and have the command spells of Mesmerise, Greater Fright, Fear; the earth spells of Create Dust Cloud, Sandstorm; the air spells Breeze, South wind, Winds, Gale, Weatherplay and have the illusion spell Cloak Self. Sand trolls suffer –1 to all PSF's for every degree Fahrenheit bellow 40. Sand trolls have an acute fear of water and are completely unable to swim, spells from the water method cause +1 damage per ML and their armour absorption is halved. Sand trolls gather treasure from the many caravans and settlements they attack and can amass small fortunes (generally money and equipment around 1D100 X 10, with a small chance of one in ten of the items being magickal).

Swamp Troll

Swamp trolls have a perfectly accurate sense of direction and can see at night using an infrared vision that detects changes in the heat of their surroundings. Swamp trolls regenerate at 1% per minute and can breath water as well as air. Swamp trolls can move through marshes and swamps as easily as normal ground and are good climbers (35 PSF%). Swamp trolls are naturally magick users (PMF 75, ML 5, 65 PSF%) and have the command spells Mesmerise, Greater Fright, Fear and Demoralisation; the water spells Create Mud, Pass Through the Waters and Wet Coat; the air spells Breeze and Fog and Mist. The Command spells are in continuous operation and need no expenditure of fatigue. Swamp trolls have a major phobia of fire (pyrophobia) and a major phobia of sunlight (heliophobia). Swamp trolls tend to amass treasure from raids on local settlements fortunes (generally money and equipment around 1D100 X 10, with a small chance of one of one in then of the items being magickal).

Water Troll

Water trolls have a perfect sense of direction in all conditions; they can pass unimpeded trough swamps and marshy ground at double time speeds, and can even walk trough quicksand. Water trolls regenerate at 2% per minute and can breath water as well as air. Water trolls can naturally use magick (PMF 95, ML 8, 85 PSF%) and have the command spells Mesmerise, Greater Fright, Fear and Demoralisation; the air spell Fog and Mist; the arcane spells Shadowcast, Darkness of the Pit and Dispel the Darkness; the divination spell of Detect astral or invisible forces; The water spells of Create Water, Evaporate water, Create Mud, Pass Through the Waters, Waterbomb and Wetcoat. The command spells are continually in effect and cost no fatigue. Water trolls have a major phobia of fire (pyrophobia) and a major phobia of sunlight (heliophobia). Water trolls have no armour absorption against fire damage and direct sunlight reduces all morale check and skill TSC%'s by half. Water trolls will frequently extort money and goods from travellers who wish to cross their river, frequently they will make their home beneath a bridge and guard that bridge extorting a steep toll from those who wish to pass fortunes (generally money and equipment around 1D00 x 10, with a small chance of one of the items being magickal). If a traveller pays to pass the troll gains a +40 PSF% bonus to willpower to avoid eating them.

Wood troll

Wood trolls have a perfect sense of direction and are particularly adept at Tracking and Blending into Surroundings (50 PSF%), they make excellent climbers (60 PSF%) and good swimmers (35 PSF%) and frequently have other outdoor skills 5-8 (at 40 PSF%). Wood trolls regenerate at 1% per minute. Wood trolls can use magick (PMF 69, ML 4, 59 PSF%) and have the command spells Mesmerise, Greater Fright, Fear, and Demoralisation; these spells are continually in effect and cost no fatigue. Wood trolls are particularly susceptible to fire and their armour absorption is reduced to 0 against fire damage in addition a critical hit sets the troll on fire causing 2D10 additional damage and 1D10 damage per minute after until a 1 is rolled or the fire is otherwise put out. Wood trolls have major phobias of open spaces (agoraphobia), fire (pyrophobia) and of sunlight (heliophobia). Wood trolls tend to be wanderers and have no treasure.

Creature type	Wt	Hgt./ Len	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Cave Troll [N]	600 lbs	7'	50	95	10	5'/7'	Med claws (49) 20, weapon (46)+13S	25	0 PSF	41 PSF	32 PSF	hide	12	9	11	12	12	140
Ice Troll [N]	675 lbs	7'	51	100	13	6'/10'	Med claws (51) 20, weapon (42)+12S	25	3 PSF	36 PSF	27 PSF	hide	10	8	10	11	9	126
Mountain Troll [N]	900 lbs	9'6"	56	114	11	5'/10'	Med claws (51) 20, weapon (35)+13S	25	0 PSF	53PSF	20 PSF	hide	15	11	13	15	15	145
Sand Troll	375 lbs	6'6"	54	85	15	8'/12'	Med claws (51) 20, weapon (39)+13S	25	21 PSF	39 PSF	27 PSF	hide	9	8	9	12	8	136
Swamp Troll [N]	800 lbs	8'	56	110	16	5'8' (3'/6'S)	Med claws (45) 20, weapon (36)+13S	25	18 PSF	48 PSF	30 PSF	hide	9	12	9	12	9	157
Water Troll [N]	750 lbs	7'	58	108	16	6'/9' (3'/6' S)	Med claws (54) 22, weapon (45)+15S	25	24 PSF	52 PSF	36 PSF	hide	12	13	12	13	12	218
Wood Troll [N]	530 lbs	7'6"	48	91	13	5'/8'	Med claws (35) 17, weapon (29)+8S	25	3 PSF	31 PSF	17 PSF	hide	9	8	9	11	10	98

Giants

Cave Giant

Cave Giants are gifted miners (35 PSF%) and adept climbers (25 PSF%). Cave Giants are gluttonous and are stupid. Cave Giants will not enter water over their waist and have a fear of thunder and lightning.

Cloud Giant

Cloud Giants live on enchanted clouds and can withstand very cold conditions and are immune to all kinds of natural weather except lightning and exceptional tornadoes; they are immune to MR 7 or lower BM Air spells. Weapons wielded by a Cloud giant have an additional +1 to the Crit Die. Cloud giants are adept climbers (50 PSF%). Cloud Giants have a major phobia of either enclosed spaces or darkness; in either case they react to their fear with violence. Cloud Giants are overconfident, heavy drinkers, greedy and gluttonous.

Ettin

Ettins have two heads, and both must be overcome for a command spell to work; thus an Ettin has two chances to save vs. command spells, only one roll to resist needs to be passed in order to save, though if one roll is a critical failure and the other a pass one of the heads is affected. Ettins are good climbers (25 PSF%). Should both heads disagree on what to do the Ettin will lose 1D10 APs and the outcome randomly determined. The right hand head of the Ettin is greedy and arrogant whilst the left hand head is quite civilised. Ettins have minor phobias of water and open spaces.

Fire Giant

Fire Giants have a perfect sense of direction when underground. Fire giants take only half damage from fire (after absorption). Fire Giants are adept climbers (20 PSF%). Fire Giants have the personality defects of overconfidence, arrogance, greedy, gluttony and are compulsive drinkers and gamblers Fire Giants have a major phobia of water and a minor phobia of sunlight. Fire giants are at penalties during rain due to the detrimental effect of sympathetic magick (-¼ PSF% in rain, -½ PSF% in a thunderstorm); they also do not like the cold (-1 PSF% to all skills, after modifiers for rain, per degree below 80 degrees Fahrenheit).

Forest Giant

Forest giants are susceptible to both spells that affect wood as well as flesh. Weapons wielded by a forest giant receive a +1 Crit Die bonus. Forest giants have many outdoors skills (5-8 at 36 PSF%). Forest Giants are arrogant, overconfident, greedy and gluttonous; they have a major phobia of fire, and for good reason as they are flammable; any fire attack does an extra 1D10 damage, there is a 2% chance per point of damage inflicted that the forest giant will set alight taking an additional 1D10 damage per round.

Frost Giant

Frost Giants suffer only half damage from cold-based attacks. Frost Giants are arrogant, overconfident, greedy and gluttonous; they also have a major phobia of fire. They do not like the heat (-1 PSF to all skills per degree above 80 degrees Fahrenheit).

Stone Giant

Stone giants can blend in to rocky surroundings as if they had the blending into the surrounding PSF of 33. A critical hit from a crushing weapon striking a Stone Giants limb (arm, leg or head) has a chance of shattering that limb (5% for light weapons, 10% for medium and 15% for heavy weapons), needless to say a shattered head is instantly fatal. Stone Giants have a minor phobia of water and will never enter water over 7' deep.

Storm Giant

Storm Giants are immune to all kinds of natural weather except lightning and exceptional tornadoes; they are immune to MR 7 or lower Basic Magick Air spells. Storm Giants are adept climbers (35 PSF) and adequate swimmers (35 PSF). Storm Giants are violent, arrogant, overconfident greedy and gluttonous. Storm Giants have a minor phobia of sunlight, strangers and many are claustrophobic

Creature type	Wt	Ht	F	B	BAP	DT/ Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Cave Giant ᴺ	850 lbs	9'3"	43	104	14	7'/10'	Weapon (36) +10	10	0 PSF	46 PSF	10 PSF	furs	3	1	1	2	3	25
Cloud Giant	12,500 lbs	27'6"	47	314	15	15'/24'	Weapon (55) +15	10	0PSF	49 PSF	12 PSF	furs	5	3	3	4	3	67
Ettin	1350 lbs	12'6"	48	127	16	10'/15'	Weapon (52) +11	10	0 PSF	55 PSF	15 PSF	furs	5	3	3	4	3	37
Fire Giant ᴺ	1750 lbs	16'6"	49	141	16	10'/15'	Weapon (50) +13	10	0 PSF	57 PSF	20 PSF	chain	7	4	6	8	7*	46
Forest Giant	5,500 lbs	28'6"	47	219	14	12'/18'	Weapon (46) +15	30	0 PSF	47 PSF	12 PSF	hide	3	8	9	12	3	57
Frost Giant	1300 lbs	13'6"	49	126	16	10'/15'	Weapon (47) +12	10	0 PSF	55 PSF	18 PSF	chain	7	4	6	8	7	42
Stone Giant	3,500 lbs	10'	50	185	14	8'/12'	Weapon (34) +15	30	0 PSF	57 PSF	24 PSF	hide	15	12	16	18	7	64
Storm Giant	1,250 lbs	13'6"	46	121	15	10'/15'	Weapon (50) +12	10	0 PSF	50 PSF	18 PSF	chain	7	4	6	8	7	39

Enchanted Creatures

Basilisk: The Basilisk, also known as the Cockatrice, is born from a cock's egg by a serpent. They look like snakes with a spiny brow and are often depicted as wearing a crown, showing their position of tyrannical king of the snakes and reptiles. The Basilisk's night vision works in complete darkness. The Basilisk can gaze at their opponent with a range of 20', the target must make a willpower roll to resist magick at –40 or be turned to stone; this can be avoided by averting ones eyes (dodge check at -40). They heal at 100% per day and are immune to their own gaze and to all poisons. The basilisk may spit its poison up to 10' away at a single target (uses 1 dose of poison, BCS 40%, 20 PSF%); also if a Basilisk is struck in melee combat it may use a dose of its venom to shoot up the weapon and affect the weapons user, seeping through armour and skin. The Basilisks absorption is reduced to 0 when attacked by its two mortal foes, the Mongoose and the Weasel.

Centaurs: Centaurs have a massive carrying capacity (425 lbs for males, 300 lbs for females); this may be increased by four times by attaching a cart. Centaurs are good swimmers (20 PFS%) but avoid water. Centaurs have a minor phobia of confined spaces (claustrophobia); some solitary centaurs also have a phobia of crowds (demophobia).

Minotaur: Minotaur's are excellent climbers (25 PSF) and poor swimmers (0 PSF%, they will not enter water over their necks). Minotaur's have a faultless sense of direction and cannot get lost, even under magickal misdirection. Minotaur's are excellent at laying ambushes (blending into surroundings 35 PSF%). All Minotaur's are innately bloodthirsty and will never back down from a fight. All Minotaur's are male, they use captured woman for breeding with pregnancy leading to the birth of another Minotaur (stamina check – 30 for the mother to survive).

Unicorn: A unicorns senses are incredibly keen (alertness sight 50+ PSF, alertness sound 55+) and have the power of sight of a unicorn which detects (on and alertness sight check) the presence of magick, astral beings & forces, evil, illusions, invisible beings and forces, poisons and drugs, traps and can detect anyone who may be watching the unicorn. Unicorns heal at 200% per day and are immune to natural diseases. A unicorn may stand still and have the same PSF in blending into the surroundings as their dodge, this magickal ability is in spite of their bright white colour. When walking or moving at double time the unicorn is completely silent, and a Foresters stealth + Awareness Sound –25 check must be made to hear the unicorn moving at sprint speed; they also leave no visible tracks unless they choose to. Unicorns are skilled trackers (tracking at 65 PSF%) and good swimmers (30 PSF%). A unicorn has a faultless sense of direction. The unicorn can talk to all natural beasts from the largest bear to the smallest bird; no natural beast will refuse a reasonable request from a unicorn. The unicorn is particularly adept at dodging missile weapons; a single dodge action will mean that the unicorn may make dodges against missile weapons for the whole round with no further cost.

Warg: The Warg is the supernatural enemy of the wolf, with which they are often confused at a distance. A wolf will fight a Warg as if it had the special talent Berserker Rage, though they will not rush into a fight without prior planning (consider the pack leader to have battlefield tactics with a 30 PSF against Wargs); even a dog may stand its ground to fight a Warg (willpower check), often making the Warg reconsider an attack. The Warg hates daylight (half PSF's in bright daylight, unaffected in cloudy overcast conditions). Wargs are occasionally used as mounts or hunting dogs by goblins.

Gryphon: The Gryphon has an innate sense of good and evil; if it detects that one is evil it will immediately attack. Gryphons heal at 20% per day. Gryphons have little ability to swim (0 PSF) and have a minor phobia of deep water.

Harpy: The harpies screech can be used at will by the harpy and takes no actions, APs or fatigue to operate; anyone within 60' of the harpy must make a willpower-PSF% of the screech and must be made every round unless the victim critically succeeds (in which case the character is immune) or critically fails (the character is paralysed until the screech stops); those failing the roll loose half of their APs in the round and are at –21 to all skill TSC's. If a group of harpies are working together they make only one screech attack but with a +3 PSF bonus for every harpy past the first. Harpies have a major phobia of their own reflection. A harpy may only use a single claw attack at a time if they are on the ground.

Hippogriff: The hippogriff can sense good and evil; they are likely to attack any creature that is evil. Hippogriffs heal at 10 % per day. Hippogriffs can access the shining paths at will. They are capable of swimming to a limited degree (5 PSF%) but dislike water.

Pegasus: A Pegasus can sense good and evil and can always detect the intentions of anyone who approaches them. A trained Pegasus will only ever accept one person to ride them and will allow none to approach without its master's approval. Should the master of a trained Pegasus die the Pegasus will return to the wild. A Pegasus has a major phobia of water and will refuse to cross any body of water they cannot see over.

Creature type	Wt	Ht	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Basilisk [N]	40 lbs	5"/12'	36	48	18	4'/6'	Med. Bite (45) 13P plus 5 poison PIV	15	10 PSF	40 PSF	38 PSF	scales	4	7	4	4	6	50
Centaur, male	1450 lbs	8' 6"	33	139	15	8'/24'	Weapon (24) +4, Med. Hooves (24) 11C	10	12 PSF	40 PSF	20 PSF	leather	4	1	2	3	3	25
Centaur, Female	1200 lbs	8'	29	125	15	8'/24'	Weapon (10) +2, Med. Hooves (15) 9C	10	15 PSF	30 PSF	15 PSF	none	1	0	1	1	3	17
Centaur, Solitary	1800 lbs	9'	38	155	18	8'/24'	Weapon (50) +7, Med. Hooves (40) 13C	10	28 PSF	46 PSF	33 PSF	chain	9	6	8	9	7	47
MinotaurN	500 lbs	7'	42	98	13	8'/24'	Med. Bite (15) 12S, Lgt. Horn (21) 23P Weapon (42) +11	20	3 PSF	36 PSF	30 PSF	hide	6	7	6	6	5	36
Unicorn, Lesser [N]	1600 lbs	5'9"	46	154	25	12'/27'	Hvy. Horn (48) 22P, Med. Hooves (41) 15C Med Bite (23) 7C	75	45 PSF	41 PSF	74 PSF	hide	2	5	4	4	3	84
Unicorn, Royal [N]	2200 lbs	6'2"	50	178	29	12'/30'	Hvy. Horn (69) 30P, Med. Hooves (53) 25C Med Bite (35) 12C	75	63 PSF	60 PSF	90 PSF	hide	5	8	7	7	5	136
Warg [N]	350 lbs	45"	35	82	14	8'/27'	Med. Bite (36) 14S	10	10 PSF	30 PSF	24 PSF	hide	3	4	3	3	3	22
Gryphon	2700 lbs	7'4"/9'	42	186	17	12'/24' (20'/40' F)	Hvy. Beak (24) 17S, Hvy. Claws (36) 20S	15	15 PSF	36 PSF	35 PSF	hide	8	9	8	8	5	55
Harpy	190 lbs	5'10"	26	61	16	8'/16'	Weapon (16) +3, Med. Claws (27) 12S Screech (25)	0	26 PSF	22 PSF	29 PSF	feathers	2	1	1	2	3	30
Hippogriff	1500 lbs	6'2"	37	143	23	12'/24' (25'/50' F)	Med. Beak (27) 13S, Med Claws (39) 16S	15	21 PSF	24 PSF	21 PSF	hide	6	7	6	6	4	45
Pegasus	1300 lbs	5'6"/6'8"	32	131	23	12'/24' (35'/75' F)	Sm. Bite (13) 5C, Med Hooves (30) 9C	15	31 PSF	25 PSF	30 PSF	hide	1	0	0	1	1	35

Elementals

Elementals are beings of the four elements (as given in the Laws of Magick: law of personalities). They are intelligent representations of the elemental powers and may have first taught the elemental magicks to mortals. Most elementals (particularly gnomes, undines and Sylphs) are often confused with faeries.

All of the elementals are able to practice magick in their appropriate Elemental mode (i.e. Gnomes use the earth elementalist mode, Undines the water elementalist mode, Sylphs the Air elementalist mode and salamanders the fire elementalist mode. Least elementals are the weakest of all the elementals (PMF 75, ML 5, 65 PSF%), lesser elementals are more powerful (PMF 88, ML 7, 78 PSF%) and greater elementals are the most powerful of all (PMF 115, ML 11, 105 PSF%). Each type of elemental is unable to use their opposite elemental method (so gnomes cannot use BM air; undines are unable to use BM fire; sylphs are unable to use BM earth and salamanders are unable to use BM water), though their own method's PSF is doubled and spells in their own method can be cast in half the normal time (rounded down) with no fatigue cost. All elementals are able to use all spells from BM magick that they can use. Least elementals can also use 10-15 spells from other methods; lesser elementals can use 15-25 and greater elementals can use from 20-30 spells from other areas.

All elementals are supernatural creatures and suffer half damage from weapons and a targets armour protects with only half its absorption if less than +4 quality, unless they are enchanted or blessed. In addition the elemental suffers no damage or ill effects from elemental sources of their own elemental type, including BM magick spells. Apart from the destroy element spells which cause 1D10 X ML of caster in damage so a salamander is immune to all fire damage, magickal or otherwise. All elementals can speak in any language they choose but their speech is afflicted with certain quirks due to their nature (gnomes have a deep voice and talk slowly, an undines speech sounds like waves breaking an a shore, a sylphs speech is soft and sounds like the wind whereas a salamanders speech is rough and sounds like a crackling fire

Gnomes

Gnomes are spirits of the earth, they look like grotesque dwarves who wear tight fitting robes and live underground. They know the location of all types of things that can be found underground from precious minerals to buried corpses. A gnome can meld with trees when above ground in order to hide from those who would attempt to gain their secrets. They are good-natured and hard working; they guard the treasures of the earth and are vegetarians. A sharp weapon that hits the gnome will be blunted, this reduces the weapons quality by 1 for each successful hit until the weapon reaches a quality of –4. This lost quality may be restored by sharpening the weapon (1 hour per point of quality restored).

Undine

Undines (sometimes called Nerieds or Nympha) live underwater and protect to streams, rivers, lakes and oceans. An undine may help shipwreck survivors, but not out of any sense of mercy, they just don't want spirits to haunt the territory. Undines appear as small men made of water who can be found running across the surface of bodies of water. If they realise they have been spotted they will fall beneath the surface of the water where they are completely undetectable, even by magickal means such as true sight. Iron and steel weapons that hit the undine will need to be cleaned immediately after the fight or they will rust and lose 1 point of quality permanently; iron and steel armour suffers the same fate if struck by the undines punch. Undines are completely immune to normal weapons (those unenchanted, un-blessed or of +3 or lower quality).

Sylph

Sylphs appear as small translucent women with wings, though they can increase their size to just below that of a human. A Sylph flits about with few cares, as free as the element she represents. In times of danger the Sylph can dissolve into a breeze where she is invisible even to true sight and other means of magickal detection, and is carried along with the wind. Whilst the Sylph is in this form she cannot be harmed in any way except by the spell remove air. Sylphs are completely immune to normal weapons (those unenchanted, un-blessed or of +3 or lower quality).

Salamander

The salamander is a lizard like creature that lives inside fires. Whilst the salamander is inside a fire it is undetectable until the fire is extinguished, though divination spells such as true sight will reveal its presence. Salamanders are hot, any flammable material (including wooden weapons) coming into contact with a salamander will burst into flame, or a touch will cause 1D10 fire damage. This touch damage is delivered in addition to biting damage, add this to the damage for the bite and use the lowest of the targets crush or energy absorption. Metal weapons that hit or parry a salamander will loose 1 point of quality until they reach quality –6 when they become useless. Up to 2 levels of quality may be restored by sharpening and up to 4 by re-forging, though the quality cannot go above its original quality. Being within close proximity (5') of a salamander is exhausting due to the heat; this causes the loss of 1 fatigue per minute until fatigue is reduced to half when there is no further effect. The salamander is also poisonous and coming into contact with its blood has the same effect as DVII (see dragons), if a salamander wishes it may coil itself around a fruit tree and all of the fruits that the tree will bear will also contain DVII, the tree will evidence scorch marks around its base but will not catch fire.

Creature type	Wt	Ht	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Gnome, least	200 lbs	4'	57	90	9	6'/12'	Med. Fist (20) 10C, Weapon (25) +4	20	0 PSF	90 PSF	28 PSF	skin	15	15	15	15	6	114
Gnome, lesser	220 lbs	4'2"	61	4	9	6'/12'	Med. Fist (35) 17C, Weapon (30) +8	20	0 PSF	95 PSF	42 PSF	skin	15	15	15	15	6	186
Gnome, greater	240 lbs	4'3"	65	98	9	6'/12'	Med. Fist (50) 26C, Weapon (56) +14	20	0 PSF	105 PSF	52 PSF	skin	15	15	15	15	6	424
Undine, least	100 lbs	3'	52	76	14	6'/8' (8'/20' S)	Med. Fist (20) 8C, Weapon (18) +2	20	15 PSF	80 PSF	25 PSF	skin	0	0	0	0	0	69
Undine, lesser	120 lbs	3'6"	56	80	13	6'/8' (8'/20' S)	Med. Fist (35) 14C, Weapon (32) +5	20	5 PSF	90 PSF	38 PSF	skin	0	0	0	0	0	123
Undine, greater	140 lbs	4'	60	85	12	6'/8' (8'/20' S)	Med. Fist (50) 22C, Weapon (45) +10	20	0 PSF	100 PSF	48 PSF	skin	0	0	0	0	0	160
Sylph, least	20 lbs	1'	48	57	24	10'/80' F	Lgt. Fist (20) 6C, Weapon (15) +0	20	70 PSF	70 PSF	23 PSF	skin	0	0	0	0	0	101
Sylph, lesser	30 lbs	1'2"	50	61	23	10'/80' F	Lgt. Fist (35) 10C, Weapon (25) +1	20	62 PSF	80 PSF	35 PSF	skin	0	0	0	0	0	163
Sylph, greater	40 lbs	1'4"	54	65	22	10'/80' F	Lgt. Fist (50) 16C, Weapon (40) +4	20	55 PSF	90 PSF	44 PSF	skin	0	0	0	0	0	307
Salamander, least	20 lbs	2' long	48	57	18	8'/20'	Lgt. Bite (20) 6C + touch fire damage	20	45 PSF	80 PSF	20 PSF	scales	3	6	3	3	12	111
Salamander, lesser	50 lbs	3' long	52	67	17	8'/20'	Lgt. Bite (35) 11C + touch fire damage	20	35 PSF	90 PSF	32 PSF	scales	3	6	3	3	12	187
Salamander, greater	110 lbs	4' long	56	79	16	8'/20'	Lgt. Bite (50) 18C + touch fire damage	20	30 PSF	100 PSF	40 PSF	scales	3	6	3	3	12	364

Dragons

Most dragons are able to use some kind of magick, the methods listed under the dragon are suggestions and the dragon may learn from any method of magick; a juvenile dragon is likely to have only one or two methods with older dragons having more (GM's choice or 10% chance of each suggested method).

Most dragons are capable of breathing fire, this is always in a straight line 5' wide and a number of feet long depending on the dragon; the BCS is always 40% and is always considered a heavy attack; this is denoted as Fire B(PSF)D+C R' where B is the number of breaths, PSF% is the PSF% of the attack, D is the damage of the attack (to which a D10 is added), C is the Crit Die bonus and R' is the range of the attack (so Fire 5(42) 8+2 30' means the fire has 5 uses, a PSF% of 42, 8 damage (plus the D10, a +2 to the Crit Die and a range of 30'). This fire may be dodged or shield parried by an iron shield.

All dragons except the Lindworm can use dragon reek, which acts as a Cloud of Death which lasts for 3 rounds it is denoted by Reek X(PSF) Y' where X is the number of reeks available, PSF% is the PSF% of the attack (subtracted from stamina) and Y' is the radius in feet (so Reek 2(28) 15' means the dragon can use two reeks with a radius of 15' and the roll to resist is stamina –28). The reek can be used at any time with no AP cost as a free action.

Many dragons are able to utilise potent dragon venoms; these potent venoms burn and sear and even touching them causes burning and pain. The venom may be resisted by making a stamina skill roll at a penalty depending on the strength of the venom; resisting the poison halves the damage taken, a further roll to resist is made after five minutes if this is passed then the venom has run its course and has no further effect. None of the dragon venoms have any delay, their listed damage is caused directly to body for a full ten minutes in addition the venom will incapacitate someone with lower than the stated constitution. The venom is a contact poison and can be absorbed through the skin.

There are three types of dragon venom all noted as DV with a strength number from 1-3 (Roman numerals are used so the venoms are shown as DVI to DVIII)

DVI: Resisted: stamina – 25; Damage: 4 body per minute; Incapacitated: con 14 or lower.
DVII: Resisted: stamina –33; Damage: 6 body per minute; Incapacitated: con 15 or lower.
DVIII: Resisted: stamina –49; Damage 9 body per minute; Incapacitated: con 17 or lower.

A dragon's blood contains dragon venom (DVI), so even coming into contact with a dragons blood may kill. This is of particular note as eating the fresh heart of the dragon can give certain powers; however the consumer will get poisoned in the process.

Amphitere

A winged legless Dragon. In addition to the standard dragon abilities and limitations the Amphitere's bite has a striking distance of half its length. Amphitere after a successful bite may coil round their victim and attempt to suffocate their target. The victim may make 1 **STR** AR roll per round to escape. Each round the attack is made and if successful the target can make a stamina resisted roll or lose the indicated fatigue. If the target passes the stamina check they can make a AGL AR check to get a hand free. In addition the Amphitere can attempt to crush the target, inflicting the listed damage bonus + Crit Die in crushing damage, this is considered a heavy attack. The constrict attack has a BCS of 50%, ridged armour such as plate or banded mail protects against a constrict attack from an Amphitere if the damage inflicted is insufficient to breach the armour. A successful bite attack means that a poison may be injected; a total of four poison uses can be stored in the Amphitere's poison glands, each dose taking six hours to renew. Amphitere make excellent climbers and can automatically climb anything that will support their weight provided the surface is not completely smooth. The dodge rating is for in the air, dodge PSF is -10 on the ground or in water. Amphitere have no legs and cannot jump; Amphitere are sluggish in cold whether, -1 to MOV for every degree Fahrenheit below 70. Amphitere heal at 5% per day. Amphitere are gullible and are easily fooled.

All Amphitere are magickal creatures that can use spells in the generalist mode, young Amphitere (PMF 46, ML 1, PSF 35) have 9 spells, adult Amphitere (PMF 53, ML 2, 43 PSF%) have 21 spells and old Amphitere (PMF 60, ML 3, 50 PSF%) have 33 spells. These are normally from the Methods of BM Air, Arcane, Divination, Illusion and Wards

Firedrake

In addition to the standard dragon abilities and limitations, a firedrakes bite can strike up to a third of its body length and up to its full length with its tail. A firedrake can leap up to a third of its length +1D10' whilst running and can leap out of the water up to a quarter of its length. Firedrakes heal at 10% per day. The listed dodge is for flying the ground dodge is at 0 PSF%. Firedrakes have great difficulty in climbing (0 PSF%) and usually fly over obstacles. Firedrakes are immensely arrogant and vain and tend to amass great treasures, old dragons frequently having over a ton of gold in addition to other treasure!

Firedrakes are accomplished magick users using the fire elementalist mode of magick, young firedrakes (PMF 53, ML 2, 41 PSF%) having 21 spells, adult firedrakes (PMF 72, ML 4, 62 PSF%) having over 41 spells, old firedrakes (PMF 84, ML 6, 74 PSF%) having over 71 spells; these spells can normally be chosen from the methods of BM Air, Arcane, Divination, BM Earth, BM Fire, Illusion, Transcendental, Wards and BM Water.

Guivere

This is a legless and wingless serpent. In addition to the standard dragon abilities and limitations a Guivere can strike with its bite at up to a third of its bodies length, after that the Guivere can follow up with either or both its poison (free action) and constriction attack (additional heavy attack, see Amphitere). Guiveres heal at 5% per day. Guiveres have no legs and cannot jump, they are uncomfortable and quickly exhausted in warm temperatures, (-1 to all PSF's for every 10 degrees above 70 degrees Fahrenheit, reduce fatigue points by 1% per degree above 80 degrees Fahrenheit). Guiveres are really dumb, they are both gullible and gluttonous. Young Guiveres have a minor fear of giant ferrets and mongooses, older Guivere are still weary of them, and these creatures can uses their abilities that they normally use against snakes and basilisks against the Guivere except for an instant kill on a critical hit. The Guivere can breath underwater.

Guiveres can use magick using the generalist mode; young Guivere (PMF 35, ML 1, 25 PSF%) have 3 spells, Adults (PMF 40, ML 1, 30 PSF%) have 9 spells, old Guivere (PMF 54, ML 2, PSF 44) have 18 spells. These spells are normally from the methods of Arcane, Command, Divination, Earth, Fire, Illusion, Wards and BM Water.

Lindworm

This is similar to a Guivere but has one pair of legs. In addition to the standard dragon abilities and limitations the Lindworm can strike with its bite up to a third of its body length. The Lindworm's claws are considered a polearm for the purposes of bashing and if a Lindworm manages to bash with its claws it can follow up with a bite at the cost of 2 fatigue in the same action with no AP cost. Lindworms are bipedal hunters (having a similar stance to a tyrannosaurus rex, but without any arms) and are quite skilled in this area having the skill of tracking at 31-46 PSF. Lindworms are able to heal at 5% per day and are immune to disease; they are barely intelligent and tend to act instinctively and aggressively. Lindworms cannot climb but can swim (30 PSF%) though they are nervous of large bodies of water, and may well refuse to cross large areas of water such as great lakes and the ocean.

Lindworms are able to utilise magick in the generalist mode, young Lindworms (PMF 35, ML 1, 25 PSF%) have 3 spells available; adults (PMF 50, ML 1, 40 PSF%) have 7 spells and old Lindworms (PMF 56, ML 2, 46 PSF%) have 13 spells available, frequently these spells are non-offensive in nature from Command, Divination, BM Earth and Wards.

Sea Dragon

In addition to the normal dragon special abilities and limitations the sea dragon can strike with its bite up to a third of its body length. Sea dragons are cumbersome on land; they move at only 5' per AP and may not dodge when out of water. Sea dragons heal at 10% per day. They can neither climb nor jump.

Sea dragons are capable of using magick in the Water Elementalist mode; young Sea Dragons (PMF 58, ML 2, PSF 48) and have 13 spells, adult sea dragons (PMF 64, ML 3 54 PSF%) and have 26 spells, old sea dragons (PMF 75, ML 5, 65 PSF%) have 45 spells. These spells are normally chosen from BM Air, Arcane, Command, Divination, BM Earth, BM Fire, Illusion, Transcendental, Wards and BM Water.

Swamp Dragon

Looks similar to a fire Drake, however they are slimmer but built lower to the ground. In addition to the normal dragon advantages and limitation the Swamp Dragon can strike with its bite at up to a third of its length, and can jump a third of their length +1D10' whilst running, a quarter that from standing. Swamp dragons heal at 10% per day and are immune to disease. The dodge rating is for swimming, dodge is 0 PSF on land. They cannot climb at all. Swamp Dragons are will full, arrogant and impulsive. Swamp Dragons are able to use magick in the generalist mode; young Swamp Dragons (PMF 54, ML 2, 44 PSF%) have 9 spells. Adults (PMF 64, ML 3, 54 PSF%) have 21 spells, old Swamp Dragons (PMF 75, ML 5, 65 PSF%) have 45 spells. These spells are normally chosen from the methods BM Air, Arcane, Command, Divination, BM Earth, BM Fire, Illusion, Transcendental, wards and water.

Wyvern

In addition to the normal dragon advantages and limitations the Wyvern can strike with its bite at up to a third of its body's length. A wyvern may leap into battle up to 16+1D10' kicking with its claws, this adds 2 to the damage and has a base bash chance of 1% of the wyverns weight, the targets weight. Some Wyverns use a poison gas attack instead of a fire attack; some use both (increase honour value by 10%). The poison gas attack has the same number of uses, PSF and area of effect as the fire attack and has the same effect as DVI (young) or DVII (adult or old); an agility AR roll-PSF of the attack may be made to hold ones breath to avoid the effects.

Wyverns heal at 5% per day and are immune to disease. The stinger injects a poison if it penetrates the targets armour and causes damage. Should the stinger inject its poison, the target must make a stamina roll – the PSF% of the poison (poison PSF% is 20 for young, 25 for adult and 30 for old), failing this roll leads to the target being paralysed for 6 hours. Wyverns cannot climb sheer surfaces (0 PSF%) but can swim (30 PSF%).

Creature type	Wt	Len	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Young Amphitere N 25-100 years old	300 lbs	22'	81	118	13	10'/15' (5'/15' S) (30'/50' F)	Hvy. Bite (25) 13P + 3 DVI poison uses Reek 2(21) 10', Constrict (19)+17	20	27 PSF*	27 PSF	21 PSF	scales	7	6	7	9	5	55
Adult Amphitere N 100-500 years old	700 lbs	33'	85	157	14	10'/15' (5'/15' S) (30'/60' F)	Hvy. Bite (34) 17P + 4 DVII poison uses Reek 2(28) 15', Constrict (28)+19	20	24 PSF*	30 PSF	24 PSF	scales	9	8	9	11	6	100
Old Amphitere N 500-1000 years old	1250 lbs	44'	90	196	14	10'/15' (5'/15' S) (30'/70' F)	Hvy. Bite (42) 19P + 5 DVII poison uses Reek 3(35) 20', Constrict (42)+21	20	18 PSF*	39 PSF	36 PSF	scales	13	12	13	15	7	175
Young Firedrake N 25-100 years old	1000 lbs	33'	98	186	16	12'/21' (30'/70' F) (2'/5' S)	Hvy. Bite (39) 24S, Fire 4(21)12+1 20' Hvy. Claws (45) 21S, Reek 2(14) 20', Hvy. tail (36) 12C	30	33 PSF*	36 PSF	33 PSF	scales	10	9	10	12	6	230
Adult Firedrake N 100-1000 years old	6000 lbs	66'	104	375	17	12'/21' (40'/90' F) (2'/5' S)	Hvy. Bite (51) 28S, Fire 5(42)18+2 30' Hvy. Claws (57) 24S, Reek 2(21) 25', Hvy. tail (45) 22C	30	36 PSF*	42 PSF	42 PSF	scales	12	11	12	14	7	525
Old Firedrake N 1000-5000 years old	20,000 lbs	100'	110	633	17	12'/21' (50'/100' F) (2'/5' S)	Hvy. Bite (59) 31S, Fire 7(60)24+3 40' Hvy. Claws (72) 27S, Reek 3(28) 30', Hvy. tail (57) 25C	30	39 PSF*	48 PSF	51 PSF	scales	14	12	14	16	7	1210
Young Guivere N 25-100 years old	200 lbs	20'	72	101	12	10'/12' (4'/8' S)	Hvy. Bite (18) 24P + 3DVI, Fire 2(18)8+1 15'Constrict (18)+5, Reek 2(21) 10'	15	0 PSF	16 PSF	22 PSF	scales	5	4	5	7	4	55
Adult Guivere N 25-100 years old	750 lbs	35'	79	158	13	10'/12' (4'/10' S)	Hvy. Bite (27) 28P + 4DVII, Fire 3(21)12+2 20'Constrict (24)+7, Reek 2(35) 15'	15	0 PSF	25 PSF	31 PSF	scales	7	7	7	9	5	85
Old Guivere N 25-100 years old	2000 lbs	50'	86	231	14	10'/12' (4'/8' S)	Hvy. Bite (36) 32P + 5DVII, Fire 4(33)16+2 25'Constrict (30)+10, Reek 3(28) 20'	15	0 PSF	37 PSF	40 PSF	scales	10	9	10	11	6	170

Creature type	Wt	Len	F	B	BAP	DT/Sprint	Attack (PSF) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Young Lindworm 25-100 years old	900 lbs	18'	71	164	16	15'/27'	Hvy. Bite (18) 13S, Hvy. Claw (18) 15S	10	19 PSF	21 PSF	15 PSF	scales	6	4	3	3	4	55
Adult Lindworm 25-100 years old	1600 lbs	24'	75	206	17	18'/30'	Hvy. Bite (27) 15S, Hvy. Claw (27) 19S	10	27 PSF	27 PSF	24 PSF	scales	7	5	4	6	5	80
Old Lindworm 25-100 years old	2000 lbs	27'	80	228	17	18'/33'	Hvy. Bite (33) 19S, Hvy. Claw (36) 22S	10	27 PSF	33 PSF	30 PSF	scales	7	5	4	6	5	135
Young Sea dragon [N] 25-100 years old	1250 lbs	30'	88	196	15	5'/15' S	Hvy. Bite (30) 20S, Fire 3(18)12+1 20' Reek 2(14) 20', Hvy. tail (22) 16C	20	23 PSF*	30 PSF	27 PSF	scales	8	7	8	9	6	120
Adult Sea dragon [N] 100-1000 years old	5000 lbs	60'	92	340	16	5'/18' S	Hvy. Bite (42) 24S, Fire 4(27)15+1 25' Reek 3(21) 30', Hvy. tail (34) 22C	20	29 PSF*	36 PSF	36 PSF	scales	9	9	10	10	7	265
Old Sea dragon [N] 1000-5000 years	11,000 lbs	30'	96	479	17	5'/15' S	Hvy. Bite (54) 27S, Fire 5(36)18+2 30' Reek 4(28) 40', Hvy. tail (43) 27C	20	35 PSF*	42 PSF	45 PSF	scales	10	11	12	12	7	545
Young Swamp dragon [N] 25-100 years old	875 lbs	24'	88	173	16	10'/18' (5'/15' S) (30'/60' F)	Hvy. Bite (27) 20S, Fire 3(18)12+1 15' Hvy. tail (15) 16C, Reek 2(14) 20'	20	26 PSF*	30 PSF	27 PSF	scales	8	7	8	9	6	120
Adult Swamp dragon [N] 100-1000 years old	4000 lbs	48'	92	310	17	10'/18' (5'/15' S) (30'/70' F)	Hvy. Bite (36) 24S, Fire 4(27)15+1 20'Hvy. tail (24) 19C, Reek 3(42) 30'	20	32 PSF*	36 PSF	36 PSF	scales	9	9	10	10	7	250
Old Swamp dragon [N] 1000-2000 years old	9000 lbs	24'	96	439	17	10'/18' (5'/15' S) (30'/80' F)	Hvy. Bite (48) 27S, Fire 4(36)18+2 25'Hvy. tail (30) 22C, Reek 4(54) 40'	20	35 PSF*	42 PSF	45 PSF	scales	10	11	12	12	7	510
Young Wyvern 5-10 years old	600 lbs	27'	70	140	15	15'/21' (30'/50' F)	Hvy. Bite (18) 14S, Fire* 3(12)6+1 10' Hvy. Claws (18) 16S, Reek 2(21) 10', Med. sting (13) 4P	20	16 PSF	27 PSF	18 PSF	scales	7	5	4	6	5	60
Adult Wyvern 10-50 years old	2000 lbs	27'	76	226	17	18'/24' (30'/50' F)	Hvy. Bite (27) 17S, Fire* 4(21)9+1 15' Hvy. Claws (27) 20S, Reek 2(28) 15', Med. sting (17) 5P	20	26 PSF	33 PSF	33 PSF	scales	7	5	6	7	6	160
Old Wyvern 50-100 years old	3000 lbs	33'	81	270	17	18'/24' (30'/50' F)	Hvy. Bite (39) 20S, Fire* 5(30)12+1 20' Hvy. Claws (36) 24S, Reek 2(21) 10', Med. sting (23) 7P	20	32 PSF	36 PSF	36 PSF	scales	10	7	7	9	7	215

Wyverns are able to use magick in the generalist mode; young Wyverns (PMF 48, ML 1, 38 PSF%) have 7 spells, adults (PMF 55, ML 2 45 PSF%) having 18 spells and old wyverns (PMF 65, ML 3, 55 PSF%) having 27 spells. These spells are normally from the methods of Arcane, BM Air, Command, Divination, BM Earth, BM Fire, Illusion, Transcendental, Wards and BM Water.

Demons

Though there are a great variety of demons in hell all demons have certain common traits. All demons are cunning, untrustworthy ruthless and cruel, even if a demon is normally dim-witted the intellect and wisdom ratings of a demon are at lest 19 when plotting the downfall of a mortal soul. All demons are eternal, unless slain, and cannot be slain by a normal weapon. A weapon must be enchanted, blessed, or magick or faith may be used. Though a normal weapon will injure a demon, if the demon is reduced to 0 body it returns to hell. If summoned the demon can always speak the language of its summoner, a demon can also speak Mabrahoring, the language of demons; probably a few other languages in addition. All demons are immune to fire, magickal or otherwise. Normal weapons (anything of +3 and lower quality) do half damage to demons, as they are supernatural creatures.

Demons may never enter consecrated ground but will try to destroy consecrated ground by indirect means; the only exception to this is the possessor that can enter if in the possession of a mortal body, however the mortal may immediately attempt to regain control of their body (using a willpower contest as given below). Holy symbols hurt a demon if they come into contact (5 body points of damage, with no absorption) A demon may attempt to knock aside a holy symbol or circle around it; holy water also causes damage to a demon (1D10 damage directly to body with no absorption); even the words from holy texts cause the demon pain (a demon must make a willpower check at –20% or the faith PSF% of the speaker, whichever gives a higher penalty).

All demons have the personality defect of overconfident, often underestimating mortal opponents. Demons may only enter our world by invitation, either through summoning or by accident, a glutton may accidentally invite a demon of gluttony by the mere fact that a meal is purely for pleasure rather than sustenance, the same goes for demon of lust which may attempt to possess one who has sex for pleasure rather than for love (naturally being married in the eyes of god prevents this). In these cases of accidental summoning the demon will attempt to possess the person rather than appear in a more material form.

All demons are able to possess a mortal, though the type of demon known as a possessor is much better suited to this than other demons. In order to possess a mortal the demon and its target must make a willpower check. The target gets a bonus of 1% per point of Spirit they have and the demon gets the same amount as a penalty. If the demon passes whilst the target fails the demon gains control of the body, if both fail the demon may attempt to posses the character again next round, if the target succeeds where the demon fails that particular demon cannot attempt to control that mortal again, in the event that both succeed then the one with the highest Crit Die wins the contest (ties lead to a stalemate for the turn).

The demon may attempt to possess the character again, or the character may attempt to break free in a number of days equal to 10-their Crit Die. A demon may leave a possessed body of its own free will or it may be exorcised, if the target critically failed on its resist roll then the demon gains +20 to resist an exorcism, the demon also gains +20 to resist exorcism if the demons possession roll was a critical successes. Likewise Normal armour (+3 quality armour or lower) only has half its normal absorption against a demons natural weapons (such as claws).

Imp

The imp is the lowest type of demon; they are cowardly (which overtakes their natural overconfidence when applicable) and can be killed with weapons coated in silver (solid silver is to soft to be used as a weapon). They hate sunlight though it does them no harm. An imps night vision works even in complete darkness; imps are agile climbers (30 PSF%) but they would rather fly as they find it easier; imps cannot swim and can drown (drowning banishes them to hell). Imps are rather smart and can show a great deal of intelligence and ingenuity (INT 11-15), in fact imps can outsmart many demons higher in the pecking order, but experience generally teaches them to stay quiet. All imps are magick users (PMF 62, ML 3, 52 PSF%) using the generalist mode of magick and have all MR 1 divination, fire and illusion spells; the imp also has access to the spells Arcane Shield (arcane) and Sleep (command) though imps are not necessarily restricted to this list.

Malebranche

Malebranche are the commonest demon type; they are completely without fear to the point of being immune to magickal fear and never have any type of phobia, they have a lust for combat and will attack nearly anything. Malebranche make good climbers (20 PSF%) but almost never have any other useful skills other than their combat abilities. Malebranche are particularly susceptible to damage from divine sources, taking double the normal damage from holy symbols and holy water, other holy weapons have their base damage doubled against the Malebranche, a Malebranche will never simply suffer the damage to strike aside a holy symbol but will find other ways to neuter their effects. If a Malebranche is in possession of a mortal and enters holy ground they will immediately be forced from the body.

Demon Warrior

A warrior Demon's night vision works even in complete darkness. Demon warriors radiate Fear constantly (as per the command spell) And are magick users (PMF 70, ML 4, 60 PSF%) using the generalist mode; they have all command spells up to MR 4, all fire spells to MR 3 and all illusion spells to MR 2. In addition a Demon Warrior will know Arcane Shield (arcane); it is incredibly rare that a demon warrior will deviate from these spells though it is possible for them to learn more. If a Demon warrior casts Fear it enhances the spell already in effect giving the continuous fear spell a bonus of +20 PSF% for the fear spell only. Normal weapons (i.e. unenchanted and unblessed weapons with a quality of +3 or lower) that strike the Demon Warrior have a base 25% (-5% per +1 quality or +5% per –1 quality) of shattering and becoming useless, if the weapon does shatter it will inflict its full damage as opposed to half damage but it will then become useless.

The Demon warrior is completely without fear and is immune to all kinds of fear, even magickal fear. Demon warriors are difficult to control but once control is established they are easy to command. If controlled they will never attempt to perverse the meaning of a command (at least intentionally and they are quite bright). Demon warriors are incapable of swimming but will cross water if necessary as they cannot drown; they can also climb but not very well (5 PSF%) and are more likely to attempt to smash their way through obstacles.

Possessor

A possessor is the master of demonic possession and receives a +30 PSF% bonus and +1 to the Crit Die when attempting a possession or resisting being expelled from a body, in addition attempting to exorcise a possessor is at –30 TSC%. A possessor's touch is acidic and can eat away most materials (except glass and other acid resistant materials). The touch of a possessor causes 8 damage + the Crit Die (if it is an attack) this is reduced by energy absorption. A weapon which causes damage to a possessor will lose 1 point of quality (so a standard +0 weapon will become –1) until the weapon is reduced to –5 quality when it is destroyed, up to three levels of quality can be restored by simply sharpening the weapon or performing maintenance on blunt weapons (requires a weapons skill roll and one hour per +1 restored up to the normal level). Possessors have many skills at their disposal up to 10 (with a 25-35 PSF% and up to 25 with a PSF% of 0-24) that are often used so that they can blend in with the society they attempt to infiltrate. Possessors dislike physical combat and avoid it at all costs; their natural forms are a four foot high blob of protoplasm which lends itself neither to climbing or swimming, tasks which are impossible in the possessors natural form, they can learn the skills and use them when in possession of a host. Possessors are magick users using the generalist mode (PMF 75, ML 5, 65 PSF%) and have the arcane.

Spells of Arcane shield and Mana Bolt; they have all command spells up to MR 6 and all spells of illusion up to MR 6; they often learn additional spells typically having 6-12 additional spells from arcane, transcendental or fire.

Demon of Anger

A demon of anger's night vision will work in complete darkness and even in magickal darkness. An unenchanted, un-blessed weapon striking a demon of anger has a 25% chance of shattering, the weapon will cause normal damage for that strike (as opposed to half damage) but will be completely useless thereafter. A Demon of Anger has the ability to seize the soul of any intelligent creature that has killed in anger, the victim must make a willpower roll at –20 TSC% or die instantly, their soul dragged straight to hell.

A Demon of anger may grant wishes that directly relate to anger and ferocity (for example negating a phobia to attack the object of your fears); this ability to grant wishes costs the demon nothing and is often freely used to gain the trust of mortals and bring the target closer to being dammed. This demon cannot use any of its powers on a pacifist or on someone who never loses their temper. Demons of anger tend to be too impatient to climb (10 PSF%) and are completely unable to swim but cannot drown.

Demons of anger are all accomplished magick users and use the generalist mode of magick (PMF 80, ML 6, 70 PSF%) and have the spells Arcane shield (arcane), all spells of command up to MR 6 and all illusion spells to MR 5. The Demon of anger is particularly proficient at casting the spell Berserker rage (command) gaining +60 PMF to target the spell and +60 PSF% to cast the spell and to reduce the resistance of the target, in addition the spell is cast at half the normal fatigue cost and has a duration ten times the normal duration.

Demon of Avarice

The Demon of Avarice plays on the mortal desire to accumulate wealth and can grant wishes that lead to a mortal to gaining wealth in order to place the mortal's soul in further jeopardy. A Demon of Avarice's night vision works in complete darkness and even magickal darkness will not affect the demon. Demons of Avarice are good magick users (PMF 85, ML 6, 75 PSF%) and can use the spells Arcane shield (arcane), all spells of command to MR 6 and all illusion spells to MR 5. The spell faerie gold (illusion) be cast it is with a +60 PSF% and targeting bonus, in addition the faerie gold spell cannot be dispelled, even by the touch of iron. If a wish has been willingly granted to a mortal who turns against a Demon of Avarice the turncoat gains a –25 to hit or target the demon, a magickal side effect of the wish known as *'gratitude'*. The Demon has the ability to seize the soul of anyone illicitly acquiring the wealth or positions of another providing they have not already being justly punished for the crime; the victim must make a willpower check at –20 TSC% or die instantly, their soul being sent straight to hell.

A Demon of Avarice cannot use any of its powers against anyone who is generous towards others, though giving away money for the sake of gaining immunity to these demons only cause them to pay more attention and have no other effect. Demons of Avarice cannot swim but cannot drown and may attempt to cross water if the situation is desperate; the demon can climb but not very well (5 PSF%).

Demon of Envy

The demon of envy's night vision works in complete and even magickal darkness. The Demon of Envy is an accomplished magick user using the magecraft mode (PMF 82, ML 6, 72 PSF%) and can use the spells Arcane shield (arcane), all spells of command to MR 6 and all illusion spells to MR 5. This type of Demon is particularly adept at casting the illusion spell Disguise or Great Disguise and the spell is cast with a +60 PSF% and targeting bonus, in addition the target will believe the illusion real if they fail a wisdom AR –35 roll. A Demon of Envy has the ability to grant wishes at will that directly relate to the persons sense of envy. Any attack made against them is at –15 to hit if the attacker has been the recipient of a wish.

The Demon of Envy has the ability to seize a person's soul if they have killed another being through envy; the victim must make a willpower roll at –20 TSC% or be instantly slain, their soul rendered from their body and dragged to hell. The Demons of Envy's powers are completely ineffective against those who are content with their life. Demons of envy are capable of climbing (10 PSF%) but are unable to swim, though they cannot drown.

Demon of Gluttony

The Demon of Gluttony's night vision works even in complete darkness and magickal darkness. These Demons have the ability to use magick in the generalist mode (PMF 84, ML 6, 74 PSF%) and have the spells Arcane Shield (arcane), all spells of command up to MR 6 and all spells of illusion up to MR 5. Should the demon cast Clumsiness (command) the spell is cast with a +60 bonus to PSF% and targeting and will effect the target for hours rather than rounds. The Demon of Gluttony has the ability to grant wishes to any mortal that directly pertains to their sense of gluttony; this has no associated cost and is used to draw mortals closer to being dammed. All weapon attacks have –3 to their damage (after armour) because of the demons thick layers of fat.

Demons of gluttony have the ability to seize the soul of one who has taken food and drink from another who is hungry or thirsty; the target must make a willpower check at –20 or be instantly slain their soul sent straight to hell. The Demon of Gluttony's powers are ineffective against anyone who has fasted for one day or more in the past three months. Demons of Gluttony are far to obese to be able to climb but will float in water, though they are unable to swim.

The Demon has a special crush attack Available to it, the creature needs to be either bashed, prone, less than a quarter of the height of the demon or backed against an obstruction such as a wall (though it had better be sturdy). The attack is a heavy natural attack with a BCS 40 34 PSF% and causing 20 base damage with a Crit Die modifier of +1; in addition if the attack is a bash the target remains in place but is pinned and unable to make any defences until the demon decides to move, attempt another crush or a strength AR roll –30 is passed (attempts may be made once per round.

Demons of Lust

The Demon of lust has an unnaturally high appearance attribute (18-25) and usually appear as women with small horns protruding from their long flowing hair and a set of bat like wings. Their night vision works in all forms of darkness, including magickal darkness. The Demon of lust is a user of magick using the generalist mode (PMF 85, ML 6, 75 PSF%) and have the spells Arcane Shield (arcane), all command spells to MR 6 and all illusions to MR 5, should the Demon of lust cast a spell of Infatuation or Love it is with a +60 bonus to both targeting and PSF%.

Demons of Lust have the ability to grant wishes pertaining to a mortal's sense of lust with no associated cost to the demon. Anyone attempting to attack a Demon of Lust appearing as the opposite sex must make a willpower roll at –10 or be overcome by their beauty (this is mainly due to their aura) A person failing the roll will lose half of their APs in their first round of combat and suffer –15 TSC to all attacks against the demon throughout the fight. A critical failure leads to the mortal being bound in awe for the demon, totally incapable of any action for the whole round, the test can be made again at the start of the following round however the best result possible will be a failure.

Should anyone engage in a carnal act with the demon the demon may attempt to seize their soul; the victim must make willpower roll at –20 or die instantly. In a campaign more historically correct than politically correct the GM may wish to extend this power to a woman engaged in an affair; it was generally socially acceptable for a man to have an affair whereas it was a serious sin for a woman. A Demon of Lust is incapable of using any of their powers on one who is truly in love with another. A Demon of Lust can climb (10 PSF%) but prefers to fly over obstacles; they cannot swim though they cannot drown.

Demon of Pride

The Demon of pride's night vision works in complete and magickal darkness. They are magick users using the generalist mode (PMF 85, ML 6, 75 PSF%) and have the spells Arcane Shield (arcane), all command spells up to MR 6 and all illusion spells up to MR 5. Should the demon cast Delusion (command) the duration is measured in days rather than in rounds and cast with a +60% bonus to PSF% and targeting.

The Demon of Pride has the ability to grant wishes that directly pertain to the targets sense of pride; this ability is normally used to trap the victim into losing their soul. The Demon of Pride has an aura of authority that causes all mortals to loose 10 from their attack PSF% if they fail a willpower –30 roll at the start of combat. The Demon of pride has the ability to seize the soul of anyone who believes themselves more than mortal; the victim must make a willpower roll at –20 or die instantly. A Demon of pride's powers are ineffective against any mortal who is truly humble. Demons of pride make very poor climbers (0 PSF%) and are unable to swim, but they cannot drown and so do not fear water.

Demon of Sloth

This demons night vision works in complete darkness as well as magickal darkness. Demons of Sloth are users of the generalist mode of magick (PMF 82, ML 6, 72 PSF%) and have the spells Arcane Shield (arcane), all spells of command through MR 6 and all illusion spells to MR 5. When the Demon of Sloth casts the sleep spell it is with a +60 bonus to targeting and PSF%, in addition the spell will last for a full day. Demons of Sloth have the ability to grant wishes that directly relate to the targets sense of sloth and inactivity; this ability has no cost to the demon. This Demon has the ability to make others underestimate its power; anyone attacking the Demon must make a Demon lore roll or be duped into underestimating the demons powers leading to a –10 to all attack and defence PSFs. The Demon of Sloth has the power to directly seize a persons soul if they have done nothing for themselves for the period of a whole week; the victim must make a willpower -20 roll or be instantly slain, their soul sent straight to hell. A Demon of sloth is unable to use any of their powers against one who works willingly and to the best of their abilities. Demons of sloth can neither climb nor swim, though they cannot drown.

Demon of Fire

The Demon of fire is surrounded by a fiery aura which causes 18 + a Crit Die of damage to anyone who comes within 10 feet of the demon, this damage is applied whenever anyone enters the aura and at the beginning of each round. This fiery aura illuminates the surroundings but the demon can see in absolute darkness and in magickal darkness. Demons of fire are capable of using magick in the generalist mode (PMF 90, ML 7, 80 PSF%) and can use all arcane spells to MR 4, all command spells to MR 8, all divination spells to MR 4, all spells of fire to MR 9, all spells of illusion to MR 4 and all wards to MR 3. In addition the Demon of Fire frequently have 5-15 additional spells from any method of magick. The Demon of Fire has a constant Fear (command) spell in operation that affects all creatures that look at them. Any normal weapon (non-blessed, unenchanted or lower than +4 quality) has a flat 50% chance of melting or bursting into flame when it hits.

Demons of fire are immune to fear (magickal or otherwise) and all types of non-magickal fire. Demons of fire are poor climbers (0 PSF%) and cannot swim and entering water extinguishes their magickal fire aura, although they are immune from drowning. The weapons of a Demon of fire always enchanted and commonly use some form of two-handed sword (used in one hand) and a giant whip around 20' long (treat as a military flail, also used one handed). The Demon of Fire has the two weapon fighting skill at –2 DF (DF*5 BCS 20%) with a 45 PSF%.

Chevaliers de l'Enfer

The Chevaliers de l'Enfer's night vision works in total darkness and magickal darkness. The Chevaliers de l'Enfer have an unnerving sense of direction and can find their way even in the worst conditions; any attempts to confuse or mislead a Chevaliers de l'Enfer automatically fail even when the attempt was magickal in nature. Chevaliers de l'Enfer are able to use magick in the generalist mode of magick (PMF 95, ML 8, 85 PSF%) and have all spells of arcane through MR 6, all spells of command (except for miracle), all spells of divination through MR 6, all spells of fire, all spells of illusion through MR 6 and all wards through MR 6.

Chevaliers de l'Enfer cast fear with a +21 PSF% bonus. It is possible for a Chevaliers de l'Enfer to have additional spells but as much of their time is spent training for combat this is rare. Any normal weapon (non- enchanted, non-blessed or quality 3 or less) coming into contact with the Chevaliers de l'Enfer's skin has a flat 75% chance of shattering; the weapon will do full damage (as opposed to half damage) when it breaks. Anyone attempting to engage in combat with a Chevaliers de l'Enfer must make a willpower check with failure resulting in the loss of 9 APs each round through fear, a critical failure leads to being frozen in place whilst the Chevaliers de l'Enfer is in sight.

The Chevaliers de l'Enfer are poor climber (0 PSF%) and will attempt to destroy obstacles rather than climb them; they cannot swim but will not drown.

Creature type	Wt	Ht	F	B	BAP	DT/Sprint	Attack (PSF%) + damage bonus	MR	Dodge (40+)	Stam (40+)	Will (40+)	Armour	S	C	P	M	E	Hon
Imp [N]	55 lbs	3'	30	57	14	6'/12' (12'/24'F)	Weapon (15)+0, Lgt. Claw/bite (19) 4S	20	25 PSF	6 PSF	20 PSF	none	0	0	0	0	0	24
Malebranche [N]	100 lbs	5'	47	81	14	8'/16' (16'/30'F)	Weapon (27)+4, Med. Claw/bite (27) 11S	15	18 PSF	27 PSF	23 PSF	hide	5	7	4	5	7	22
Demon Warrior [N]	400 lbs	7'	59	139	16	10'/20'	Weapon (50)+10, Med Claw/bite (46) 15S	20	10 PSF	50 PSF	29 PSF	hide	12	9	9	11	7	152
Possessors	105 lbs	4'	39	80	10	6'/12'	Acidic touch (BCS 40 + PSF 15) 8*	20	0 PSF	45 PSF	30 PSF	skin	3	1	1	2	3	60
Demon, Anger [N]	175 lbs	6'	54	101	16	10'/20'	Weapon (47)+5, Med Claw / bite (40) 11S	20	30 PSF	30 PSF	35 PSF	skin	9	9	9	9	5	150
Deamon, Avarice [N]	200lbs	6'	42	99	16	10'/20'	Weapon (27)+3, Med Claw (26) 10S	20	25 PSF	30 PSF	35 PSF	skin	9	9	9	9	5	125
Demon, Envy [N]	120 lbs	5'6"	42	83	16	10'/20'	Weapon (27)+3	20	30 PSF	29 PSF	35 PSF	skin	9	9	9	9	5	105
Demon, Gluttony [N]	800 lbs	6'	51	176	10	10'/N/A	Weapon (27)+3, Crush (see text)	20	0 PSF	40 PSF	35 PSF	skin	9	9	9	9	5	125
Demon, Lust [N]	120 lbs	5'6"	42	83	17	10'/20' (16'/35' F)	Weapon (27)+3	20	30 PSF	30 PSF	35 PSF	skin	9	9	9	9	5	120
Demon, Pride	175 lbs	6'	42	83	16	10'/20'	Weapon (27)+4	20	25 PSF	30 PSF	37 PSF	skin	9	9	9	9	5	125
Demon, Sloth [N]	200 lbs	6'	41	100	10	10'/N/A	Weapon (27)+3	20	0 PSF	30 PSF	35 PSF	skin	9	9	9	9	5	90
Demon, Fire [N]	1400 lbs	12'	68	232	19	10'/20' (20'/40' F)	Weapons (70)+12, Hvy. Claws (68) 24S	25	30 PSF	64 PSF	41 PSF	hide	15	13	14	15	9	425
Chevaliers de l'Enfer [N]	650 lbs	8'4"	71	174	20	10'/20'	Weapon (60)+15, hurled wpn. (55)+14	30	36 PSF	64 PSF	47 PSF	hide	14	11	11	13	7	445
The Powers [N]	900 lbs	9'	75	200	22	10'/20'	Weapon (69)+19, missile wpn. (64)+16	35	45 PSF	76 PSF	54 PSF	hide	18	15	14	20	11	690
The Principalities [N]	1100 lbs	10'	75	215	23	10'/20'	Weapon (85)+24, missile wpn. (77)+22	50	51 PSF	88 PSF	70 PSF	hide	20	16	15	24	13	1070

Powers

The Powers night vision works in complete darkness as well as in magickal darkness. The powers have a faultless sense of direction and no mundane or magickal means can confuse or mislead them. The powers are powerful users of magick (PMF 102, ML 9, 92 PSF%) using the generalist mode. They have all spells from arcane, command (except for miracle; any fear spells are cast with a +21 PSF% bonus), divination, one element (usually fire), illusion, transcendental and wards. Any normal weapon (non-enchanted, non-blessed weapon of less then +4 quality) will immediately shatter upon touching the demons skin, causing no damage. Enchanted weapons do half damage (after armour) to the Powers if they are lower than +4 quality.

Coming face to face with a power is a terrifying experience; a willpower-20 check with –1 Crit Die modifier must be made when attempting to engage in combat with the Power a failure results in the loss of 13 APs each round, a critical failure leads to being frozen in panic. The powers are unable to climb or swim, though they cannot drown. A summoned Power will grant the service of one of there underlings rather than obey any mortal mage.

Principalities

The Principalities night vision works in complete darkness as well as in magickal darkness. The principalities have a faultless sense of direction and no mundane or magickal means can confuse or mislead them. The principalities are powerful users of magick (PMF 117, ML 11, 107 PSF%) using the generalist mode. They have all spells except miracle. Any normal weapon (non-enchanted, non-blessed weapon of less then +4 quality) will immediately shatter upon touching the demons skin, causing no damage. Enchanted weapons do half damage (after armour) to the Principalities if they are lower than +6 quality. The Principality radiates a constant aura of fear (command) at a 100 PSF% with a –1 to the resistance rolls Crit Die, those critically failing their resistance roll drop dead from fear! The principalities are unable to climb or swim, though they cannot drown. A summoned Principality will grant the service of one of their underlings rather than obey any mortal mage.

Glossary of Terms

AGL..... Agility attribute: Now a derrived attribute

AP..... Action Points (refer to the Combat section)

APP ..... Appearance attribute

AR ..... Attribute Roll, the number rolled against when testing an attribute

ASR ..... Absolute Strength rating that is a calculated value based on size. P106

BAP ..... Base Action Points, the starting point before adding Initiative dice

BCS ..... Base Chance of Success, the basic chance of succeeding with a skill with no experience

BIF..... Basic Influence Factor, a characters starting point for influencing NPC's

BM..... Basic Magick

BMR ..... Base Magick Resistance the measure of how hard it is to enchant material and how hard some spells are to learn.

BP..... Body Point a measure of how much physical damage a character can sustain

BRR..... Body Recovery Rate, how fast a character can heal physical damage

BV..... Bardic Voice attribute

CCAP ..... Carrying Capacity, the amount of weight a character can carry

CHA..... Charisma a derrived attribute

COMP..... Competency, a form of skill that is only usually learned for one level.

CON..... Constitution attribute

DEX ..... Dexterity attribute

DF..... Difficulty Factor, the measure of how hard it is to learn and improve a skill

DIS..... Discipline attribute

EF ..... Early Feudal

ExL..... Experience Level, a measure of how many Experience Points have been spent learning and improving skills. An indicator of a characters life experience.

Exp..... Experience Points, awarded for carrying out tasks and adventuring

FER ..... Ferocity attribute: Now a derrived attribute.

FP ..... Fatigue Point, a measure of characters endurance and level of energy

FRR ..... Fatigue Recovery Rate how fast a character can recover energy

GM..... Games Master, the person who runs and controls the game

GP ..... Grace Points, a measure of how close a character is to the divine

HC ..... High Chivalric

INF..... Influence Factor

INT..... Intellect attribute

LCAP..... Lifting Capacity, how much weight a character can lift above their head

LF ..... Late Feudal

LFMH..... Large Fortified Manor House

ML ..... Magick Level, a measure of a characters mastery of magick for learning spells and enchanting materials.

MR ..... Magick Resistance, the modifier to the chance of targeting a spell on someone or something.

NPC..... Non Player Character, the characters who populate the world of the game controlled by the GM

PC..... Player Character, the character created by the Human Player.

PFF..... Personal Faith Factor the characters personal aptitude when dealing with matters of Religion.

PMF..... Personal Magick Factor the characters personal aptitude with Magick and the measure of how big an effect can be created.

PSF% .... Personal Skill Factor the characters personal aptitude with a skill based on attributes and level of experience.

RES..... A skill that is resisted by anothers PSF% in their skill. Each skill description indicates how that skill may be resisted.

SFMH ..... Small Fortified Manor House

SK..... Shell Keep

SPR..... Spirit attribute: This replaced the Piety from previous editions.

STR ..... Strength attribute

TR ..... Trained, a skill that can only be used if trained in the use of.

TSC ..... Total Success Chance, the target to roll against for skills.

WF..... Waning Feudal.

WIS..... Wisdom attribute

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Chivalry and Sorcery™

Character Name	Vocation	Age
Social Class	**Father's Vocation**	**Social Status**

Physical Attributes	ATT	AR%	PSF% Bonus	Mental Attributes	ATT	AR%	PSF% Bonus	Social Attributes	ATT	AR%	PSF% Bonus
Strength				Intellect				Appearance			
Constitution				Wisdom				Bardic Voice			
Dexterity				Discipline				Spirit			
Agility				*Ferocity*				*Charisma*			

Body Max		Fatigue Max		Base Action Pts		Lifting Capacity		Faith Factor		Current Spirit	
Current Body		Current Fatigue		Jump		Carrying Capacity		Magick Resistance		Magick Level	

				Damage					Missile Ranges Feet				
Weapon	PSF%	TSC%	AP	Base	STR	PSF%	Crit Die Bonus	Bash	SR	MR	LR	ER	Max

Armour Worn	Slash	Crush	Pierce	Missile	Energy	Damage Taken

Character Sheet

ANDERIAN DESIGNS

Appearance

First Impression	

Height		Frame		Weight	
Complexion		Hair Colour		Eye Colour	

Birth & Family

Date of Birth		Birth Omens		Star Sign	
Parent's Vocation		Parent's Status		Family Status	
Family Notes					

Influence

Influence Factor		Nationality		Liege/Employer	

Allies, Contacts, Rivals & Favours Granted or Owed

Wealth

Primary Residence		Other Residences	
Monthly Income		Vassals/Employees	

Holdings, Property, Businesses & Investments

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Experience Earned		Experience Spent		Character Level	

Competency [exp]	Competency [exp]	Competency [exp]

Skill	DF [exp]	Lvl	BCS	PSF%				Other Mod.	TSC%	Min %	Max %
				Level	ATT	Other	Total				
Language (Own)	1 [300]										
Alertness Sight	7 [900]										
Alertness Sound	7 [900]										
Local Geography	1 [300]										
Dodge	3 [500]										
Brawling	3 [500]										
Stamina	3 [500]										
Willpower	3 [500]										
Faith	5 [700]										

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Items Worn & Carried

Item	Location	Weight (lb)
	Total Weight Carried	

Encumbrance

Load Level	Load (lb)	Effect	Load Level	Load (lb)	Effect
CCAP		—	CCAP +60%		-3FP/hour
CCAP +20%		-1FP/hour	CCAP +80%		-4FP/hour
CCAP +40%		-2FP/hour	CCAP +100%		-5FP/hour

Cash on Hand

Pounds (£)	
Shillings (s)	
Pennies (d)	
Farthings (f)	

£1 = 20s = 240d
1s=12d
1d = 4f

Weights & Measures

Weight

1 **dram (dm)** = 1.772g
16 dms = **1 ounce (oz)** = 28.35g
16 oz = **1 pound (lb)** = 0.454kg
14lb = **1 stone (st)** = 6.35kg
2,000lb = **1 short ton** = 907kg
2,240lb = **1 long ton** = 1,016kg

Length

1 inch (in) = 2.54cm
12 ins = 1 foot (ft) = 30.48cm
3 ft = 1 yard (yd) = 0.9144m
220 yards = 1 furlong = 201.17m
1760 yds = 1 mile = 1.609km
3 miles = 1 league

Volume

1 fluid ounce (fl oz) = 30ml
16 fl oz = 1 pint (pt) = 0.4732l
8pts = 1 gallon (g) = 3.785l
A pint of water weighs 1lb

Dry Volume

4 pecks = **1 bushel** = 35.24l
8 bushels = **1 quarter** = 281.9l
A bushel of wheat weighs about 60lb

Cargo Capacity

Typical Loads

Porter (up to ¼ mile) — 50-60lb
Porter (long journey) — 40lb
Donkey — 120lb
Mule — 200lb
Packhorse (pony) — 240lb
Camel — 350lb
Horse & Cart — 2,000lb
Ox & Wain — 4,000lb

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ANDERIAN DESIGNS

Magickal Skills

Skill	DF [exp]	Lvl	BCS	PSF% Level	PSF% ATT	PSF% Other	PSF% Total	Other Mod.	TSC	Min %	Max %
Method of Magick:											
Basic Magick - Air Mode	5 [700]										
Basic Magick - Earth Mode	5 [700]										
Basic Magick - Fire Mode	5 [700]										
Basic Magick - Water Mode	5 [700]										
Arcane Magick Mode	6 [800]										
Command Mode	5 [700]										
Divination Mode	5 [700]										
Illusion Mode	4 [600]										
Plants Mode	5 [700]										
Summoning Mode	5 [700]										
Transcendental Mode	5 [500]										
Transmutation Mode	5 [700]										
Wards Mode	5 [700]										

Spells Known

Personal Magick Factor (PMF)		Magick Level (ML)	

Spell (Mode)	Current Spell MR	FP to Cast	AP to Cast	Spell Range Short	Spell Range Long (-10%)	Spell Range Max (-30%)	Method Modifier	Other Modifier	Target Chance

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Primary Religion					
Personal Faith Factor (PFF)		Current Spirit (SPR)		Belief Status	
Other Religion					
Personal Faith Factor (PFF)		Current Spirit (SPR)		Belief Status	
Other Religion					
Personal Faith Factor (PFF)		Current Spirit (SPR)		Belief Status	

Soul

Hindrances, Penance and Grace

Acts of Faith

Spell (Mode)	PFF Minimum	Success Chance	FP Cost	AP to Pray	Notes

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