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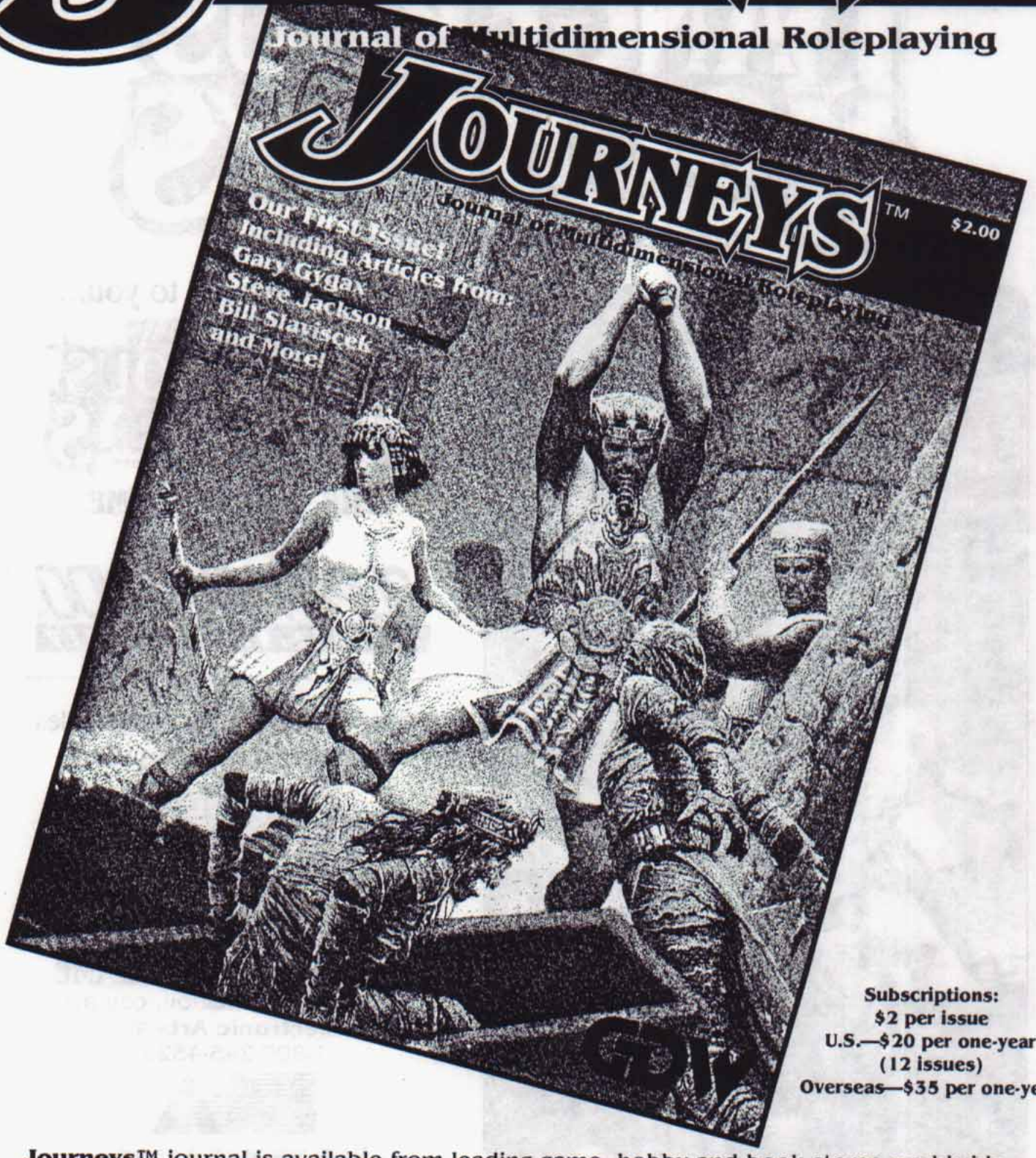

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Dangerous Journeys™

Multigenre Roleplaying Game System

by Gary Gygax

presents

Mythus™

Fantasy Roleplaying Game

by Gary Gygax

with

Dave Newton

This work is comprised of three parts: The **Mythus**™ Fantasy Roleplaying Game Module, which contains the core rules for play; the **Mythus Magick**™ book, which contains the full magick rules for the system; and the **Epic of Ærth**™ Complete Fantasy Adventure Milieu, the companion volume to the roleplaying rules, detailing the fantastic world of Ærth.

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The **Mythus**™ Fantasy Roleplaying Game

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Dedicated to loyal members of the Lodge of The Secret and Mysterious Order of the Freckled Goldfish...wherever they may be!

This work is also dedicated to those who have waited so long for it to arrive.
In particular: Gail Gygax, Ernie Gygax, Luke Gygax, Alex Gygax (when he's old enough to play!), Michele Newton, Christopher Newton, and all the thousands of fans who have written and asked and stayed faithful—May all your fantasies come true!

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EDITOR'S PREFACE

As I see it, if you are reading this, you are one of two types of people. Those of the first type always read the preface and introduction to a work before launching into its main text. If you are one of those people, then what I'm going to say below will give you a mental framework upon which to hang the things you'll encounter throughout the rest of this book. Those of the second type launch right into the body of a work, beginning with those parts that first catch their eye, then working outward to related things, and so on, until they find themselves reading the preface some rainy day when it seems there is nothing else to do. If you are of this second type, you've already absorbed this work, but what I'm going to say below will help draw it all into focus, quite possibly in a way you've never thought of before.

Gary Gygax is, undoubtedly, the most famous game designer on the planet. His original work on *Dungeons & Dragons*, with Dave Arneson, and his subsequent creation of the first edition of *Advanced Dungeons & Dragons* have served to make the term "D&D" synonymous, to the general public, with roleplaying.

For that reason, it is pretty much impossible to talk about the **Mythus** game, Gary's new fantasy RPG, without comparing it to, and contrasting it with, *AD&D* 1st edition. In the latter game, it seems to me, Gary set out to portray a fantasy world by creating certain generic templates. That is, a fighter in *AD&D* 1st ed. is a set package of capabilities, a wizard another, a thief yet a third, etc., and each package has a collection of parameters that give it definition. The demihuman races also fit this pattern, and even the background "world" is sort of a template defining fantasy.

The strength of this template approach is that players can quickly latch onto an image, easily distinguishing one character type from another. To borrow a concept from my English training, the template system is something like a Prescriptive Grammar. It provides for smooth interaction by ensuring that everyone is using common rules. Or, to use a different metaphor, it keeps everyone in harmony by ensuring that they are all on the same sheet of music. The long popularity of *AD&D* 1st edition is ample testimony to the power of that design.

But in the **Dangerous Journeys** system, Gary has outdone his earlier work by opting for a different approach. In this system—and hence in the **Mythus** game—he uses something more like a Descriptive Grammar. It tells you what people are *capable* of doing; and because people really do lots of different things, it is naturally open ended. Or, to use another musical metaphor, it is like a jam session in which one mythic vision provides the unity, but the individual musicians are free to improvise upon that theme—and any sort of musical instrument is allowed.

Let's consider that mythic central vision for a moment. There are strong precedents in human history to describe human beings as having three major aspects: body, mind, and spirit. You'll notice that this is exactly where the **Dangerous Journeys** character design begins its division, with Physical, Mental, and Spiritual TRAITS. Then it subdivides each of those TRAITS into two CATEGORIES, and each of those CATEGORIES into three ATTRIBUTES. These are the innate characteristics of a **Dangerous Journeys** game persona. But humans also learn various sorts of knowledge that enhance their innate abilities. That's the reason that the **Dangerous Journeys** system uses skills rather than "Classes" as a way of defining what game personas are capable of. The end result of this joint attribute and skill system is an easily handled set of persona characteristics that allow for all kinds of characters and all sorts of genres equally well. In a word, in the **Dangerous Journeys** system, Gary has opted for an open-ended way of quantifying persona abilities, rather than a defining of limits.

Similarly, in devising the fantasy world that is the primary setting for the **Mythus** game, Gary has reached back into the myths that underlie our history. But he uses these sources in a way that sets up divisions without making them fences. For example, while we learn herein that the mythic world of *Ærth* has a counter-world called *Phæree*, a place of wild magick, we also learn that the boundary between those two worlds is thin, with the result that creatures from one frequently stumble across into the other, and vice versa. Even more significantly, we discover that among the infinite possible dimensions, there are multiple worlds like Ærth and Phæree, yet subtly different. And the magick rules provide another important example, in that while there are many different types of spellcasters, and multiple schools listed, each with their own collections of Archetypical Castings, there are also in-depth provisions for the creation of brand-new "Specific Castings," so that players' spellcasting personas can grow beyond the parameters of what is listed.

In a nutshell, what Gary has done with the **Mythus** game is provide a carefully thought-out system that invites considerable exploration of its own contents, and infinite expansion beyond them. The system provides all the material necessary for getting adventure campaigns started, keeping them running, and encouraging their expansion. Through these rules, players and gamemasters alike are *empowered* to imagine and create, but they have a firm foundation from which to do so, one that will provide for growth in any direction.

By nature, an editor's job requires the taking of a purposefully critical approach when working with a project. It is my pleasure to confess that at every turn my professional skepticism has been thoroughly thwarted by the depth and breadth of the **Mythus** game. Thank you Gary; it has been a real joy.

—Lester Smith, April 1992

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WELCOME TO THE MYTHUS GAME

Welcome to the **Mythus** fantasy roleplaying game. There are magickal worlds awaiting within. There are worlds of pal ace intrigues, subterranean adventures, places which time has forgotten, and whimsical "counter-worlds" where winged sprites and monstrous things of evil dwell. Swordplay and witchcræft, dragons and giants, alchemy and conjuration, the Seelie Court of *Phæree* and the temples of demon-servers—all these things and more are just the turn of a page away. While most people of our world don't know it, there is another world connected to ours by minor dimensional irregularities, weaknesses in the fabric of the multiverse, if you will. Sometimes strange things happen to pass through these portals, and thus we have tales of sea monsters, "little people," and the like. More frequently, though, people from here step into the beyond, disappearing from Earth forever, lost without a trace. Come with us now to visit the most magickal of the other worlds connected to our own, an alternate world called *Ærth*. It is a place of exciting adventure and wild things, but when you have concluded your sojourn there, your home dimension remains at hand, awaiting your return. First, though, you must learn how to conduct yourself in realms of swords & sorcery!

The **Mythus** roleplaying game is based on fantasy, myth, and legend. If you've ever enjoyed reading Robert E. Howard, J.R.R. Tolkein, or myths and fairy tales, then you have an inkling of what's in store for you within. Likewise, if you've found excitement in films such as *Dragonslayer, The Three Musketeers, Excalibur, Conan The Barbarian, Robin Hood,* or *Thief Of Baghdad,* then you'll love this game. If you have never played a roleplaying game before, you'll find it to be very different from any game you've ever played before (we promise!). You can be certain that you will be most pleasantly surprised. On the other hand, if you've already experienced the enjoyment of fantasy roleplaying games, the **Mythus** game will bring you new and innovative approaches to your cherished form of entertainment. There are complexities herein which will prove realistic, sophisticated, and satisfying to the most demanding expert. Yet the game is presented and explained clearly enough to be easily learned by complete newcomers.

This game is merely one of many from the **Dangerous Journeys** series of products. Perhaps you have played another of these modular systems already, but no matter if you haven't. Each game system module from the line focuses on a different genre—supernatural horror, science fiction, etc. But all of these different settings have a core system of rules that remains the same from genre to genre. This consistent "engine" works to carry you throughout the multiverse, allowing you to be a wizard facing down the dreaded Host of the Slaugh and their pack of Yeth Hounds in one adventure, then running to oppose the *Accursed,* evil foes of humanity, right here and now on Earth in the next.

WHAT IS A ROLEPLAYING GAME?

Roleplaying is a fascinating and absorbing hobby. Unlike more traditional pastimes and sports, such as baseball, hunting, soccer, or golf, roleplaying requires little in the way of athletic ability or excellent coordination—only a good imagination, which is perhaps the greatest talent of all!

Not many years ago, though, there were no roleplaying games available. You could buy and play a *table game* (such as skittles, tiddly-winks, or military miniatures), a *board game* (such as checkers, chess, or *Monopoly®*, or a *card game* just about anywhere. But up until 1974, roleplaying games (or RPGs for short) didn't exist commercially. That is now very much changed, and the best evidence of that fact is what you are now reading!

There are some elements of the other three sorts of games in a roleplaying game, but roleplaying is unique. You will have no board, need no playing pieces, have no set moves—most of what occurs in the course of play comes directly from the imagination and creativity of the participants. Think of children's games of *let's pretend,* and then go a step further! In essence, roleplaying games are much the same as improvisational theater. Like the members of a dramatic cast, you and your fellow players each take a role within an unfolding story. (The role you play will be that of a *game persona,* or *character,* you yourself create.) Together, you and the other players make up a *team.* None of you will emerge as a triumphant winner at the expense of the other participants. Rather, you will all work together against a common foe.

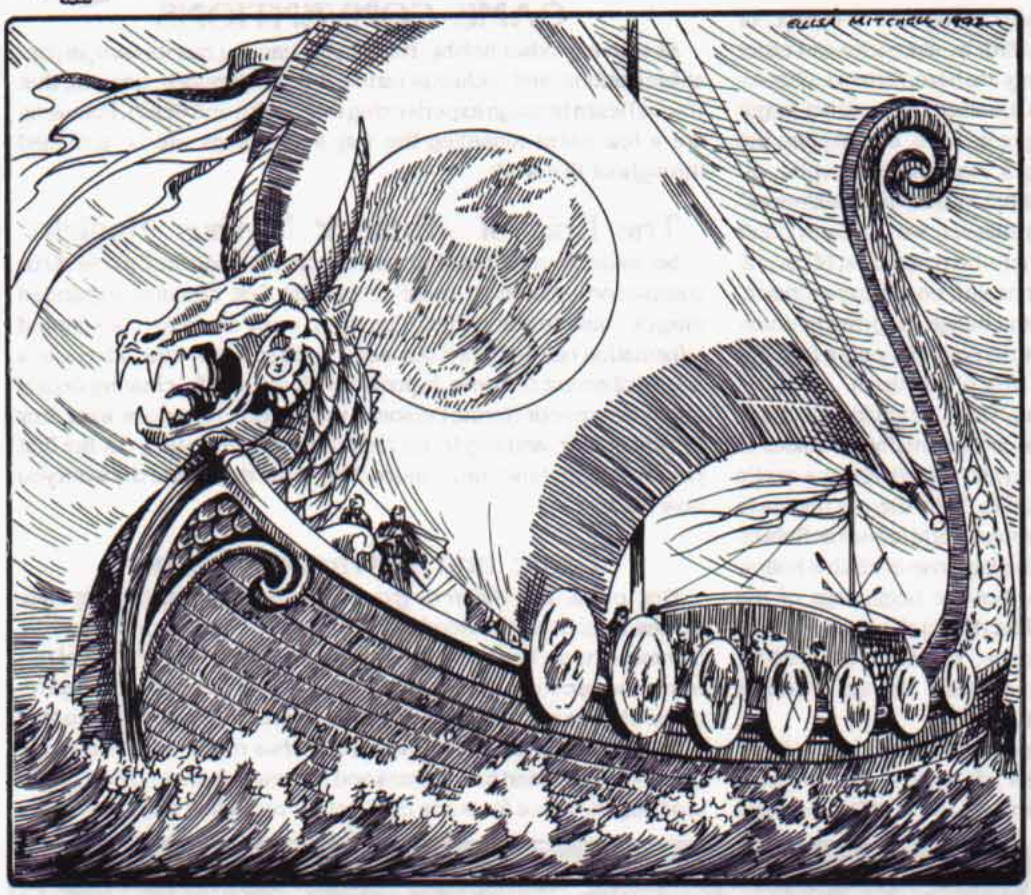
Who or what is that mutual enemy? The answer to that lies within the realm of the *gamemaster,* the individual who sets the stage, assists each player in determining his or her role, and serves as the channel of information as it is discovered through play.

The Gamemaster

Let us consider the role of gamemaster more fully. The gamemaster (GM for short) is the producer and director of the game action. A GM must know the game rules, the premises upon which they are constructed, and then prepare for play. Because a fantasy roleplaying game (FRPG for short) is a long-term activity, a GM must have materials prepared for game action spanning days, weeks, months, and possibly years of roleplaying activity by the player group. Such materials, *in toto,* are referred to as a campaign. A play episode which has a start and a conclusion is usually referred to as an adventure or scenario, while a portion of an adventure is usually called a session. As noted, a campaign lasts for as long as the group involved desires. An adventure might conclude in two or three hours, or it might require 10 or 20 times that to be resolved. In part, the time required is dependent on how well the player team operates, how well it uses its creativity and imagination in problem solving. The length of an adventure also depends on the complexity of the particular quest or mission involved.

Gamemasters know all the secrets behind each adventure situation, but they reveal information only as their players' game personas discover it through their announced actions and observations. Thus, the GM is not only the producer, director, and source of all information, but also the sole player of those roles *not* taken by the other game participants. Does your character encounter a guardsman? A Gypsy fortune teller? A learned sage? A powerful villain? All of those will be played by the gamemaster.

As an impartial and disinterested participant in the story, the GM



GAME PREMISE

Your **Mythus** campaign is assumed to take place on the alternate world of Ærth in a time line absolutely parallel to our own—but where magickal power, *Heka*, works, and science is rather a useless thing. The date is exactly 1000 years before our own time, so years are easy to keep track of—i.e., 1992 is 992 on Ærth. The world is very much like our own, but its culture and society are a mix of Medieval and Renaissance, with utter barbarism in its out-of-the-way places. Ærth is more than merely one world, too. It is filled with adventures, intrigues, and the incredible-but-true.

Probability dictates that whenever there is some radical change in the course of events, the continuum of time and space diverges. That is, there is a branching, and where once was one world and one cosmos, there are suddenly two, each separated from the other, invisible to each other, but existing in the same space. Each alternate reality is operating on a different vibratory pattern. In an infinite multiverse, all things are possible, for there is an infinity of probability.

Such a split in probabilities occurred when humanity began to examine magickal forces in prehistoric times, for instance. Here on Earth, the force of Heka is weak, so magick is uncertain and difficult at best. It's another story entirely on Ærth.

Where there's smoke, there's fire. Simply put, the legends and myths, the body of tales and stories regarding strange races and creatures and magick which are occasionally related even today, and the rare news reports of seemingly fantastic happenings are the smoke. The stuff gets through to us from those weak places in the vibratory patterns of the two worlds we told you about earlier, so what is our myth and legend is often Ærth's plain fact. Because our two worlds continue to diverge, as Earth's science grows ever more complex, and Ærth's use of Heka becomes ever more practiced, the vibratory patterns of the two cosmos grow farther apart. Once they were more nearly attuned, so there were many portals between the two worlds. Now these gates and doorways are rare. A few still exist, of course. Perhaps you will choose to play a persona from Earth who has passed through one such coterminous place to discover the realms of fantasy which lie but a step beyond. Or, on the other hand, you might choose to experience the multiverse of magick from the perspective of a native of Ærth. In either case, you will see that the so-called fables and fancies of our own world, Earth, are quite literally based on the facts and realities of the alternate world, Ærth, a place so much like this one and yet so different.

serves both to help and hinder the player group. The GM lays out the scenario, provides information to the players, acts the roles of minor characters, adjudicates disputes between the players' personas and characters they meet, interprets the game rules, and critiques play after the completion of an adventure by awarding merits to individual players for the skill with which they played during the game. That brings us to just what it is *you* will do as a player in the **Mythus** game.

The Roleplayers

By first rolling dice to determine certain basic facts about your character, and then through the process of actually playing the role, you create a unique game persona. Often referred to in roleplaying as a player character, this make-believe person will become your alter ego, a brave adventurer in a world of high fantasy. Therefore, in the **Mythus** FRPG such an alter ego is called a *Heroic Persona* (or HP for short). This isn't flattery or exaggeration. Your Heroic Persona will fight against the most vile and malign forces in the multiverse. That is truly heroic!

Before you begin play, you will create your HP by determining certain background facts. Some will be determined randomly, others by selection of a *Vocation*, and the rest by your own decisions.

While you may still have many questions about roleplaying in general, and this game in particular, the answers will all be revealed through play and further reading. The first thing to learn, however, is what's going on in the world of the **Mythus** game.

Heka—the energy that powers magickal castings and all manner of things fabulous to Earth—is as dear to Ærth as electricity and other forms of "scientifically" developed energy are here. Ærth's technologies revolve around Heka, so its forces are used to construct major building works, cure humanity's ills, fight its wars, and explore the unknown. Our televisions, radios, airplanes, automobiles, telephones, gunpowder weapons, and all manner of other "modern conveniences" would be considered fabulous there. However, we on Earth don't have the forces of Heka to serve us, either—no countering of natural diseases through the offices of priest or healer, no accurate foreseeing of events, no wonders of conjurer and hedge magician to entertain us, and no granting of "wishes" here, to point out only a few. But they are a certainty on Ærth, if you can only obtain them.

The fantasy milieu is wondrous in many ways. It provides sophisticated interpersonal actions in Renaissance-like kingdoms, castles of all sorts throughout lands such as Francia and Atlantl, and the exotic Oriental palaces of Sindraj, Siam, and Ch'in. Then there is the maze of places which honeycomb the underground world known as Subterranean Ærth. And, of course, there is the expanse of Ærth's hollow interior to explore, too, but those are but the beginnings of the marvels to be found in this milieu! Consider Ærth's alter-reality of wild Heka force, the counter-world of Phæree, where elves, goblins, dragons, leprechauns, and thousands of other strange creatures inhabit realms which parallel those of humanity.

The players' Heroic Personas are gathered together and charged with helping humanity and those benign "others" of the world of Phæree and elsewhere in their continuing struggle against the forces of Darkness and their malign servants—on Ærth, Phæree, or wherever they may be. There are whole states permeated by the power of Evil; there are malign beings hidden amongst the aristocrats of the most enlightened nations; and there are demon-servers and witches amongst freemen and peasants, of course. The fight is on all levels, in all lands and places.

You see, there is a guiding force behind the machinations of the Nether-realms, and this manifestation of benighted influence is called the *Accursed*. Perhaps you are already familiar with these vile ones, but if not you will be soon. (See "Appendix D: The *Accursed* in the Fantasy Milieu" for a brief overview.)

In such a multifaceted setting, your Heroic Personas will venture forth to right wrongs, gain all sorts of new knowledge, destroy evil, acquire impressive skills, and possibly become famous champions, great sages, court officials, archpriests, high mages, nobles, or even lords of their own realms. You've already taken your first steps toward the awaiting portal. Advance!

GAME CONVENTIONS

As with any other hobby, roleplaying gaming has its own jargon, abbreviations, and technical terms. It is a rich milieu, and one that you will learn through experiencing its breadth and depth. Following are a few notes regarding the way such things will be arranged throughout this work.

The Epic of Ærth & Mythus Magick

Set aside, for now, the **Mythus Magick** book and the **Epic of Ærth** companion volume to these rules. The first contains expanded magick rules to the game. The latter work contains background information needed to set the stage, so to speak, for the adventures and excitement to come. It provides all sorts of fascinating details about *where* your Heroic Personas will adventure, *who* or *what* they will encounter, and *why* those creatures behave as they do. But first you must learn *how* to adventure. That is the domain of the work you now hold.

Basic and Advanced Games

First of all, two different groups of rules (almost two separate games, in fact!) are provided within this book—the basic rules and the advanced rules. The basic rules are presented within Part One of this tome, the section called *Mythus Prime*. This section is designed for those who are new to roleplaying as well as for those who want to start playing immediately. The *Advanced Mythus* rules—Part Two of the book—are intended for veterans and for newcomers who don't mind studying the game for some time before beginning play.

Common Vocabulary

Personas: The *Heroic Persona* (or HP for short) referred to earlier is an imaginary person who exists in the game world but is controlled by a real person in the actual world, the player. An *Other Persona* (or OP for short) is any persona besides an HP. Most—if not all—OPs are controlled by the gamemaster (GM for short). One class of Other Personas consists of those which are inimical to good and right, and these personas are usually referred to as *Evil Personas* (or EPs for short). There are many other types of OPs as well—see Chapter 15 of the *Advanced Mythus* rules for details.

Sheets: Reference will often be made to the various kinds of *sheets*—as in sheets of paper. Basically, these are preprinted items which are found in the back of this book and may be photocopied and used in play. Glance over them when you want to take a moment from reading text. The most important type of sheet is the *Heroic Persona Sheet* on which you will fill in information about your HP. The methods by which the information listed there is determined is discussed in Chapter 1 of the *Mythus Prime* rules, as well as Chapter 10 of the advanced rules, under "HP Creation."

Dice: In the **Mythus** game, the general course of events in an adventure is determined by player decisions and their interaction with the goals of OPs. But details such as the results of a bargaining session, or the flow of a combat, often have a bit of randomness added in through the use of dice. The two types of dice used in this game are those of the six-sided and 10-sided variety. Most everyone is familiar with six-sided dice, and you probably have a few lying about the house. If not, you can get them at the same places you will find 10-sided dice, such as hobby shops, comic book shops, specialty bookstores, and the like. Ask a sales clerk about "10-siders" if you don't know what they look like. Note that the faces on a 10-sided die are numbered from 0 to 9. Just treat the 0 as a 10 when you roll it.

This brings up dice notation, which is perhaps the most important type of abbreviation to be found in any RPG. Basically, dice notation consists of an upper-case letter "D" with a number on one or both sides. The number to the *right* refers to the type of die to roll by listing its number of sides, and the number to the left refers to the number of dice to roll. Thus the term "1D6," for example, means roll one six-sided die, and "1D10" means roll one 10-sided die. The term "2D6" means to roll two six-sided dice and add the results together, while the term "2D10+5" means to roll two 10-sided dice, add the results together, and then add 5 to that—if you rolled a 5 on one die and a 9 on the other, you would have a total of 19 (5+9+5).

There are also three special kinds of rolls which are frequently employed in the **Mythus** game. These rolls are basically variations on the above, and come in three types—the D%, D3, and D5. The D% roll, also known as "percentile dice," is the most frequently made roll in the game. The way it works is you take two 10-siders, preferably of different colors, and designate one as the "tens" digit and the other as the "ones" digit. Then when you roll, you read them in such a way that the dice yield a result from 1 to 100. For example, if the tens die came up a 6 and the ones die came up a 5, you would have rolled a 65. If the tens die came up a 1 and the ones die came up a 1, then the result would be an 11. A roll of 0 on the ones die means that the result will be a multiple of 10 (only the tens die counts). A roll of 2 and 0, for example, would thus count as a 20. A roll of 0 on the tens die means the result will be a one-digit number—a roll of 0 and 1 would thus count as a 1—except in the special case when both dice come up 0, in which case you have rolled a 100.

The second type of die roll is the D3, which is much simpler. To make this roll, you need only roll a D6, divide by 2, and round up fractions. (Note that this is *nearly the only* instance in the entire game where you do round fractions up!) The following table summarizes the results:

D6 Roll	*D3 Result*
1 or 2	1
3 or 4	2
5 or 6	3

The third sort of roll is the D5 roll. It is simply a halved D10 roll, just as D3 is a halved D6. Its results are summarized on the following table:

D10 Roll	*D5 Result*
1 or 2	1
3 or 4	2
5 or 6	3
7 or 8	4
9 or 10	5

Note that it is possible to make rolls which are multiples of these, or to combine them with other sorts or rolls. For example:

- 2D% (added to get results of 2 to 200)
- 3D3 (a 3 to 9 result)
- 4D5 (for a range of 4 to 20)
- 1D3 + 1D5 + 1D10 (a 3 to 18 spread averaging 10)
- 1D% + 2D10 (to get from 3 to 120)

Gamemasters should note that it is easy to gain other results using the two types of dice used in the **Mythus** game. If you want to get a 1 to 12 range, first roll 1D6. Then roll another die to determine whether or not to add 6 to the result—a low result on this second die (1-3 on 1D6, or 1-5 on 1D10) means "yes," and a high result (4-6 on 1D6 or 6-10 on 1D10) means "no." For instance, a 1D6 roll of 5, followed by a 3 on the second D6 would become 11—but if followed by a 4 instead would remain a 5. You can get a range of 1 to 20 using 1D10 and 1D6 the same way, with the second die determining if the 1D10 roll is to be read as is or with a +10. To get a 1 to 30 result, roll 1D10, then roll 1D6 divided into three determining steps: 1 and 2 indicate nothing is added to the 1D10 roll, 3 and 4 mean add +10, and 5 and 6 mean add 20. A 1 to 50 result can be found by rolling 1D10, then rolling a second 1D10 divided into five steps. In short, you can get just about any random numbers you might want with a simple D6 and D10.

USEFUL ITEMS

Besides dice, pencils are necessary for play, of course. Access to a photocopier will come in handy, as will a pocket calculator when generating personas for the *Advanced Mythus* game.

THE
MYTHUS PRIME
RULES

PLAYER'S SECTION

Creating Your Heroic Persona

What is a Heroic Persona? Well, a Heroic Persona is someone very much like you and us, but there are a few very important things which differentiate an HP from other personas.

First, Heroic Personas have above-average potential in all attribute areas of the **Mythus** game—the mind, the body, and the spirit ("heart," will, inner self, or however you would describe it).

Second, Heroic Personas showed a willingness to excel in their earlier years, so that they have built up a store of abilities which place them above the norm in overall knowledge and skills.

Finally, Heroic Personas have a readiness to continue to "grow" and improve in all directions, have an open mind, and have that certain something which distinguishes them from the crowd and places them in the forefront. That something is the quality of heroism, the determination to pursue a course they see as just and right, even in the face of possible loss of life.

To create your Heroic Persona, you must follow these steps:

1. DETERMINE SOCIO-ECONOMIC CLASS (SEC)

Socio-Economic Class is a part of real life, and it is important in all the milieux of the **Dangerous Journeys** game system. But it is particularly crucial in the **Mythus** fantasy roleplaying game. Why is it so important? Well, SEC in this game does more than provide you with financial information. Money is important in the game, but of far greater importance is *social status*. Thus (unlike other games in this system), *before* beginning to create a new Heroic Persona, the player must determine that individual's Socio-Economic Class.

Doing so is a pretty easy matter. The player simply rolls a D6 and adds 1 (1D6+1). The Socio-Economic Class Table is then consulted.

Socio-Economic Class Table

Die Roll	Socio-Economic Class	Level
2	Peasant, non-free	2
3	Peasant, free	3
4	Freeman, petty landowner	4
5	Freeman, landowner	5
6	Freeman, gentleman	6
7	Aristocrat, non-noble	7

2. GENERATE TRAIT SCORES

All personas in the **Mythus** game have three TRAITS, with a corresponding number for each, representing talent in each. The higher the number you have for a TRAIT, the better you will be with it. The three TRAITS and what they stand for are described below.

Mental

This represents how intelligent, thoughtful, logical, and bright your Heroic Persona is—how well the HP memorizes and recalls things. Those with high Mental scores will be able to think, reason, and learn faster and better than those who are not quite as smart. This TRAIT is often abbreviated as "M."

Physical

This TRAIT measures how strong, enduring, agile, and dexterous your persona is. HPs with a high Physical TRAIT can lift and carry heavier weights, take more physical punishment, run long distances without getting tired, dodge out of the way of flying boulders, and perhaps even draw well. This is often abbreviated as "P."

How much physical punishment your HP can take before becoming dazed or dying is directly related to the Physical TRAIT. The measure of the first (dazing) is known as the HP's *Wound Level* (WL), and is equal to 75% (drop fractions) of the P rating. This number (which goes in the appropriately labeled box on the HP sheet) is used in combat and will be discussed in the *Combat* chapter (page 24).

Spiritual

Contrary to what you might think at first, this TRAIT is just as important as the other two. An HP's creativity, faith, willpower, self-discipline, determination, and even quality of personality are all related to the value of the Spiritual TRAIT score. This TRAIT is abbreviated as "S."

TRAIT Levels

You determine your Heroic Persona's TRAIT scores by assigning a certain number of points to each. *You have a total of 120 points to divide up among them however you like, though no single TRAIT may have a score lower than 21 or higher than 60.* A rating of 21 is equivalent to someone with very low-average talent, and a score of 60 would be appropriate for someone who is close to the normal maximum levels of human ability. The table below lists what a number in any particular range would probably mean.

As can be seen from this, your Heroic Persona will generally be superior to most people when it comes to scores in TRAITS. With 120 points to divide, you could give 40 to each and make the HP just above average in everything, for instance, or you could give 56 to one (and be terrific in it!) and just 32 (an average score) to the others. How you divide your points will have something to do with which *Knowledge/Skill* (K/S) areas (q.v.)

TRAIT Levels Table

TRAIT Score	Description
21 to 25	Duller, weaker, or much more unstable than most people.
26 to 35	Average-ability—where most people are.
36 to 45	Above-average ability. Slightly smarter, stronger, or more spiritually apt than most.
46 to 55	Exceptional prowess! Well above average.
56 to 60	Incredible! You are as smart as a rocket scientist, as strong as a champion weight-lifter, or as full of faith as a saint.

you will want for your HP. All K/S Areas are related to one TRAIT or another, so having a high score with a certain TRAIT will help your HP to be good at the K/S Areas related to it. Having a high Spiritual TRAIT (or S), for example, will make it easier for the HP to become good at writing novels, short-stories, and poems (or even roleplaying games!). You may wish to read ahead and decide which K/S Areas you like the best before filling out your HP's TRAITS.

Keep in mind that the numbers listed on the above table are only approximate ranges. Just because scores of 36 and 45 are both defined as being "above average" doesn't mean that they represent the same level of talent! When you begin to figure out your "STEEP" ratings (q.v.) and actually set out to play, you will quickly discover that having a 45, or even just a 36, is indeed different (and obviously better) than having a 35!

Optional Trait Variables

The *Advanced Mythus* rules give a player an average of 252 total points to spend on TRAITS. We took roughly half that figure—120—to come up with beginning TRAIT points for the *Mythus Prime* rules. If you and your players wish to have more variation among HPs, simply allow each player to have a base of 120 points, and add the total of 2D6, or 2-12 points, to this base. This will give players more of a sense of individuality—not to mention a few more points—and of directing their HP's creation, rather than merely dividing up a given number of points between the three TRAITS.

Sample Heroic Persona: Cristof

As a running example, let's create a sample HP by the name of Cristof. Rolling 1 D6 for SEC, we get a 4. Adding 1 to the score, we find that he is a freeman (probably the second son of a landowner). We decide that we would like him to be a tough, swordsman type, but we also want him to be fairly intelligent, disciplined, and creative as well. Therefore, we assign 40 points to his M (his Mental TRAIT), 50 points to his P (Physical TRAIT), and the remaining 30 to his S (Spiritual TRAIT). Furthermore, as his P is 50, he will have a Wound Level of 37 (50×0.75).

3. CHOOSE A VOCATION

Let's consider the basic concept behind Vocations. It is a very simple one. You are assuming the persona of what will be your game "self" at a point which, while relatively early in that individual's "life span," subsumes a good deal that has happened to the character prior to the onset of adventuring. Your Heroic Persona was once a baby, then a toddler, a child, a young person, and now we arrive at the place where you, brave player, appear on the scene. So, prior to that, your HP grew up, learned and was taught, experienced many things, and did many things.

If you observe infants, you will note that they are intently watching, observing, *studying* all that goes on around them. Parents begin to *train* infants, of course, and *experience* teaches them, too. Along with this comes *education* as they grow, and we all *practice* what we have learned. An infant forms a personality, and then develops according to those early parameters. What we know now is the result of all such input from infancy on. Nobody springs into the world fully grown, with a brain like a blank page ready to receive knowledge.

In generating a character, you are selecting what is the end result of years of growing up and learning. In the **Mythus** game, this is represented by a "bundle" of Knowledge and Skills (K/S, remember) that are typical of an above-average person brought up to follow a certain course in life. That is realistic, and that is how you begin participation in this game...realistically. But, you might say, isn't this a sort of "me"? Isn't the Heroic Persona supposed to be controlled by my thinking? Yes and no. You are you, and the HP is a make-believe persona. To enhance the sense of reality, however, we have created a device which simulates actuality, and we point out that the "you" of today is absolutely different in most ways from the "you" of infancy, childhood, pre-teen years, etc. As real people change, so too did and will do the Heroic Persona. Of course, to reflect the "you" in the HP we have made a special provision. While each *Vocational* bundle of K/S is pretty much the same, the dice scores you rolled will make your persona a little better than average, and probably a bit different from another HP with the same *Vocation*. There is still more. We have also left room for inclusion of many added K/S Areas which are uniquely those of your own Heroic Persona. When coupled with other variables—SEC and all the rest—and what occurs in the course of play, the individual becomes clearly defined, and the definition is your own. Still, you must start with a standardized group of things you have learned. So let's get to that now.

There are seven Vocations for Heroic Personas to choose from. (In the advanced rules there are more than five times that number to choose from, but remember that we are keeping complexities to a minimum here. Therefore, difficult Vocations and those requiring Heka and Castings are minimized and somewhat simplified.) Socio-Economic Class will have a part in the decision of a player, for the SEC of an HP will limit Vocational choice to some extent. The seven Vocations are listed in the HP Vocations table, along with their primary associated TRAIT and minimum SEC. Each Vocation is described separately below.

Alchemist

This Vocation, which depends primarily on the Mental TRAIT, is one of philosophical and metaphysical understanding. Alchemists have the ability to use magickal Castings. The SEC range indicates that personas of this sort will be gentlefolk, perhaps aristocrats. Alchemists are knowledgeable in the *Dweomercræft* K/S Area, and are even capable of creating enchanted items through study and laboratory experimentation. These "Alchemical Operations" are expensive,

HP Vocations

Vocation	*Primary TRAIT*	*Minimum SEC*
Alchemist	Mental	5
Astrologer	Spiritual	4
Cavalier	Physical	6
Mercenary/Soldier	Physical	1
Mountebank	Mental	1
Thief	Mental or Physical	1
Wisewoman/ Wiseman	Spiritual	1

though, and sometimes require significant Heka amounts to perform (just what Heka is will be covered shortly). The powers of an Alchemist make the HP a potent factor in any group undertaking, for the ability to use Castings is definitely useful in many situations.

Astrologer

This Spiritually oriented Vocation is geared toward the study of stars, planets, and other heavenly bodies. It is of use in predicting the course of general events in the world, as well as in individual Divination. Forecast and the use of Heka in other ways allows the Astrologer considerable latitude of activity. The typical SEC range for those of this Vocation is about the same as for Alchemist, and the two Vocations are similar in that both are capable of working with Heka and are able to use magickal Castings. The primary difference will be found in the type of Castings available to either Vocation, for the Astrologer is more of a Mystic.

Cavalier

The social status of this Physically oriented Vocation is of knightly sort, and the player who chooses it for a Heroic Persona is off to a good start. Cavaliers' basic abilities are very strong in weapons, defense, and combat, but they will hardly employ these skills without cause, for Cavaliers have a great sense of honor. They are loyal to whatever lord or cause they may serve, and will never avoid a chance for demonstration of valor or protection of the weak.

Mercenary/Soldier

Players selecting this Physical Vocation must determine first if the Heroic Persona will be a Mercenary or a Soldier. The Mercenary is not tied to the state in which the campaign will initially take place, but the Soldier will be. There is no difference between the two in terms of Vocational K/S Areas, but the social class of the Mercenary is lower, for they most often travel far and wide in search of new and interesting adventures, instead of staying too long in one place. Thus, if you decide to be a Mercenary, you must lower your Heroic Persona's SEC Level by one (–1). The Soldier is obviously more driven by loyalty and the desire for the steady pay. It is not necessary for either type of character to have a particularly good SEC Level, and this Vocation provides a good background for a player to build a different sort of HP by adding other K/S Areas to the basic combat skills for Mercenary/Soldier.

Mountebank

This Vocation is one of scheming, trickery, and deception. If you are thinking of having an HP with this Vocation, you have an eye for the flim-flam approach. This Mental TRAIT Vocation is an excellent example of a con artist, but there is no rule that says an HP of this type must be evil or malign. Even so, you must lower your HP's SEC by one (–1). Furthermore, the Vocation of Mountebank is quite adaptable and possesses a range of useful skills. But then again, it's not a good idea to let the local law find out the true nature of such a persona...

Sample Heroic Persona: Cristof

With Cristof, our sample character, we find that we are limited by SEC to the last four Vocations. Since he is to be a warrior of sorts, we choose to make him a Mercenary, rather than a Thief (both of which use Physical as their primary TRAIT). His SEC Level is not 5 as originally rolled, however—because he is a Mercenary we must note that it now is SEC 4.

Thief

This Vocation is unique in that it allows a choice of either Physical or Mental TRAIT K/S Area direction. Though the status of a Thief persona may certainly rise during play, and some Heroic Personas may begin with a reasonable SEC, most Thieves start with less than savory backgrounds (that's usually why a person turns to a life of crime to begin with!). The Thief Vocation also takes a –1 SEC modifier. As with the Mountebank, the Thief Vocation does not necessarily connote an Evil persona; it can even prove to be a very efficient tool in the fight against Evil—a perfect example of fighting fire with fire!

Wisewoman/Wiseman

This Spiritual TRAIT Vocation is similar in nature to a priestess or priest of minor ability. Those who choose this Vocation are less focused in their training, but have nonetheless taken a Vow and are bent on service. In this case, however, the persona is dedicated to helping all, and in particular those most in need—the least ranked of the peasant class. The Wisewoman/Wiseman is capable of using Castings from the *Apotropaism*, *Herbalism*, and *Priestcræft* K/S Areas. This Vocation also has a –1 SEC modifier.

When selecting Castings from the *Priestcræft* K/S, be sure to only use Castings from a single Ethos (see the **Mythus Magick** book).

4. SELECT K/S AREAS AND STEEP POINTS

In real life, everyone has differing abilities and areas of knowledge, and some people are better at some of these things than others. Many of us can drive, type, fish, write stories, cook fine meals, or work complex math problems, but not all of us are equally skilled in these areas. Personas in the **Mythus** game are likewise varied in what they can do and how good they are at it. While it is assumed that all personas can do very mundane things like tie simple knots, dress themselves, use simple tools, and at least communicate orally, it is important to define whether or not a persona is likely to succeed when a given task is more complex, such as following or eluding an enemy while riding a horse, hitting someone with a weapon, drawing an accurate map, or knowing where to hire mercenaries in a foreign city. This is what K/S Areas and STEEP ratings are for.

K/S: As mentioned earlier, K/S is an abbreviation for the term "Knowledge/Skill." Each K/S Area represents a single ability area such as riding, fighting with a sword, using a lock-pick, or painting a picture.

STEEP: The word STEEP is short for *Study, Training, Education, Experience, and Practice*. It represents how expert an HP is in a particular K/S Area (how "steeped in knowledge," just as tea becomes steeped—or saturated—with water during brewing). As with the numbers for TRAITS, the number of STEEP points your HP has represents how good that character is with a certain K/S. Once again, the higher the number, the better the HP's skill will be!

Someone with 40 STEEP points in their Riding K/S, for example, might be able to ride a high-spirited warhorse into a pitched battle, whereas someone with a STEEP of only 20 in Riding would probably still have trouble maneuvering comfortably at a normal gallop, and would be relegated to riding palfreys or mules. Furthermore, those

BASIC K/S LISTS

Mental K/S Areas	Physical K/S Areas	Spiritual K/S Areas
Agriculture	Acrobatics/Gymnastics	Alchemy*
Apotropaism*	Arms & Armor	Animal Handling
Appraisal	Boating	Astrology*
Astronomy	Combat, Hand Weapons	Charismaticism
Criminal Act, Mental	Combat, Missile	Herbalism*
Deception	Combat, HTH, Lethal	Impersonation
Dweomercraeft*	Combat, HTH, Non-Lethal	Jury-Rigging
Engineering	Criminal Activities, Physical	Leadership
Foreign Language†	Disguise	Magnetism
Gambling	Escape	Metaphysics*
Games, Mental	First Aid	Multiversal Planes
Gemology	Handicrafts/Handiwork	Mysticism*
Geology/Mineralogy	Jack-Of-All-Trades	Nature Attunement
History	Mountain Climbing	Painting (Art)
Influence	Smithing/Welding	Phaeree Folk & Culture
Magick*	Survival	Priestcraft*
Rarities	Swimming/Diving	Religion*
	Tolerance	Street-Wise

** Heka-generating K/S Area; † Player's choice.*

K/S Descriptions: The descriptions of these K/S Areas are available in the *Advanced Mythus* rules (Chapter 10, pages 99-100). When looking them up, ignore the Sub-Areas and any other technical details that are not used in the *Mythus Prime* game. Just try to focus in on what each Area generally covers, so that you will know when a "roll" for it will be appropriate. When looking at the *Advanced Mythus* game listings, you will notice that there are many Areas which are not being used in the *Mythus Prime* rules. That is because, for simplicity's sake, we tried to remove most of the Knowledge/Skill Areas that require a great degree of *Advanced Mythus* knowledge or would not be rolled against often. Also, when you peruse the *Advanced Mythus* rules you will recognize that numbers for TRAITS and STEEP do not mean the exact same thing that they do in the basic game (a TRAIT of 60, for example, is considered to be only low average in the advanced version). Don't worry about that now. Later in the *Mythus Prime* game, you will be told how to go about converting *Mythus Prime* HPs into *Advanced Mythus* ones (page 54).

with high Riding STEEPs would be familiar with a wider range of mounts, such as camels or even hippogryphs. Note that the numbers in STEEP ratings mean much the same thing as they do in TRAIT ratings—a 20 is far below average, and a 60 is impressive.

Setting K/S Areas

First list your Vocational K/S Areas. The next thing for you to do is to decide which universal and bonus K/S Areas your HP possesses and how many STEEP points the character has in each one. Calculate your STEEP for the HP's standard K/S areas, then calculate it for the personal ones. Each Vocational K/S Area is listed with a corresponding number, and you add this number to $^1/_2$ of your HP's TRAIT score (dropping fractions, if any) to figure out how many STEEP points the character possesses. For example, the *Riding* K/S is a Physical Area with a base number of 30. In the case of Cristof, our sample character, we would add 25 ($^1/_2$ Cristof's P of 50) to the base number and thus come up with a total STEEP of 55.

Universal K/S Areas: For starters, there are three "universal" K/S Areas that every persona possesses, as summarized in the table below:

K/S Area	*TRAIT*	*Base STEEP*
Native Tongue	M	30
Perception	M	30
Riding	P	30

Sample Heroic Persona: Cristof

Here's an example of Cristof generating his Knowledge/Skill Areas and STEEP levels: As previously mentioned, we found his *Riding* STEEP to be 55. We next have to find the score for Perception, and do so by adding $^1/_2$ his M—or 20—to the base number of 30 and coming up with a total STEEP of 50 for that K/S. We then proceed to locate the list of standard K/S Areas for a Mercenary/Soldier. Going down the list, we fill in each K/S in turn—*Combat, Hand Weapons; Criminal Activities, Physical; Escape; Gambling*; etc. After finishing that, we need to choose his bonus K/S Areas. Because his P is the highest TRAIT, he will receive three additional Physical Areas there, and we decide upon *Swimming/Diving, Jack-Of-All-Trades*, and *First Aid*. Furthermore, since his M is the next highest, he will receive two bonus Mental Areas which we decide to make *Appraisal* and *Influence*. Finally he will receive one bonus Spiritual Area slot, for which we choose the *Leadership* K/S. Note that had we done something like assign a 40 to all of his TRAITS, then it would have been up to us to decide which TRAIT received three, which got two, and which would have one bonus K/S Area.

ALCHEMIST VOCATION (Mental TRAIT)

K/S AREA	Associated TRAIT	Base STEEP
Alchemy*	S	30
Botany	M	25
Chemistry	M	25
Geology/Mineralogy	M	20
Dweomercræft*	M	20
Magick*	M	20
Mathematics	M	20
Drawing	P	15
Foreign Language: Grecian	M	15
Handicrafts/Handiwork	P	10

ASTROLOGER VOCATION (Spiritual TRAIT)

K/S AREA	Associated TRAIT	Base STEEP
Astrology*	S	30
Mysticism*	S	25
Astronomy*	M	25
Biography/Genealogy	M	20
Foreign Language: (choice)	M	20
Mathematics	M	20
Multiversal Planes & Spheres	S	20
Metaphysics*	S	15
History	M	15
Combat, Hand Weapons	P	10

CAVALIER VOCATION (Physical TRAIT)

K/S AREA	Associated TRAIT	Base STEEP
Combat, Hand Weapons	P	30
Arms & Armor	P	25
Biography/Genealogy	M	25
Combat, HTH, Lethal	P	20
Combat, Hand Weapons, Missile	P	20
Gambling	M	20
Leadership	S	20
Military Science	M	15
Political Science	M	15
Survival	P	10

MERCENARY/SOLDIER VOCATION (Physical TRAIT)

K/S AREA	Associated TRAIT	Base STEEP
Combat, Hand Weapons	P	30
Criminal Activities, Physical	P	25
Escape	P	25
Gambling	M	20
Street-Wise	S	20
Survival	P	20
Combat, HTH, Lethal	P	20
Combat, HTH, Non-Lethal	P	15
Combat, Hand Weapons, Missile	P	15
Criminal Activities, Mental	M	10

MOUNTEBANK VOCATION (Mental TRAIT)

K/S AREA	Associated TRAIT	Base STEEP
Criminal Activities, Mental	M	30
Combat, Hand Weapons	P	25
Gambling	M	25
Appraisal	M	20
Criminal Activities, Physical	P	20
Impersonation	S	20
Street-Wise	S	20
Survival	P	15
Deception	M	15
Alchemy*	S	10

THIEF VOCATION (Mental or Physical TRAIT)

K/S AREA	Associated TRAIT	Base STEEP
Criminal Activities, Mental	M	30/20†
Criminal Activities, Physical	P	30/20†
Combat, Hand Weapons	P	25
Deception	M	25/20†
Combat, HTH, Lethal	P	25/20†
Street-Wise	S	20
Acrobatics/Gymnastics	P	20
Appraisal	M	15
Escape	P	15
Disguise	P	10

† Depending on whether the persona is Physically or Mentally oriented. If Physically oriented, use the lower STEEP number in Mental K/S Areas, the higher in Physical ones. Simply reverse that if the character is Mentally oriented.

WISEWOMAN (or WISEMAN) VOCATION (Spiritual TRAIT)

K/S AREA	Associated TRAIT	Base STEEP
Apotropaism*	M	30
Handicrafts/Handiwork	P	25
Herbalism*	S	25
Priestcræft*	S	20
Religion*	S	20
Agriculture	M	20
Nature Attunement	S	20
Phæree Folk & Culture	S	15
Subterranean Ærth	M	15
Animal Handling	S	10

* Heka-generating K/S Area

Vocational K/S Areas: Once you've calculated your Heroic Persona's common K/S levels, locate the list corresponding to your HP's Vocation from those which follow, and write down *all* the K/S Areas which are given therein. Then calculate STEEP for each by adding half the value of the listed TRAIT to the Base STEEP beside each Knowledge/Skill Area.

Bonus K/S Areas: Having calculated Vocational K/S levels, all you need to do next is pick out your HP's bonus K/S Areas. You receive from 1 to 3 bonus K/S levels for each TRAIT, depending on which ones are higher than others. *For your highest TRAIT, you receive 3; your next highest, 2; and your lowest, 1.* If two or three of the TRAITs are equal, however, then you decide which receives what.

The Base STEEP for all bonus Areas is 10.

You may select bonus K/S Areas from the Basic K/S Lists on page 15, which name all the K/S Areas used in the *Mythus Prime* game. Be certain that all of your bonus Areas come from the proper TRAIT (don't pick a Mental K/S when choosing a Physical bonus, for example), and if you take the Foreign Language K/S, pick a specific language for it.

6. ESTABLISH FINANCES AND POSSESSIONS

The "Base Unit Coin" sidebar explains the concept of the BUC system. Once you have familiarized yourself with that concept, you must determine how much money and what sorts of possessions your HP starts adventuring with.

Initial Finances

Finances in *Mythus Prime* are divided into four different categories: Net Worth, Bank Accounts, Cash on Hand, and Disposable Monthly Income. The first three are fairly self-explanatory; Disposable Monthly Income (DMI for short) stands for how much money you have to spend each month on extra things after all debts are paid.

To determine your Heroic Persona's finances, locate the character's SEC on the table on the following page and roll the appropriate dice.

Note that once you've determined your HP's initial DMI, it will not change unless the character moves to a different SEC level, comes into money, or falls on hard times for some reason. Exactly how your HP earns an income is something for you and the GM to get together and decide.

Basic Possessions

As far as possessions go, all Heroic Personas can be assumed to possess the following:

The Base Unit Coin (BUC)

The monetary system used in the **Mythus** fantasy roleplaying game is based on what is called the *Base Unit Coin*, so we call it the "BUC System." For simplicity's sake, the standard coin of exchange is simply called a *BUC*. A BUC will purchase just about what one US dollar ($) will, so throughout the world a "buck" is a BUC, and the problems of gamemaster and player are much alleviated by that!

Information on the relative value of different metals is covered in further detail for the gamemaster in Chapter 8 on page 39, and gamemasters are free to create coins of various denominations for individual locales, simply for purposes of flavor. But for game purposes, all you need to remember when buying things is that each BUC your persona has is roughly equal to a "buck" in real life.

Dwelling Places: All HPs are assumed to have one or more dwelling places. HPs of the peasant class (SEC 2 or 3) would probably not actually possess their own dwelling places, but would live in a hut or compound belonging to their lord and master. Gentlefolk (SEC 6) and aristocrats (SEC 7) would most likely own at least one house and perhaps some form of business such as a farm, tavern or merchant establishment (thus providing a constant source of income).

Clothes and Furnishings: Along with a dwelling place comes a collection of clothes, furniture, jewelry, creature comforts, etc., as befits the HP's SEC. As with the other possessions mentioned above, common sense will dictate the Heroic Persona's personal effects. Obviously, peasants and most freemen will not own jewelry or luxury items (unless they are of the Thief Vocation, perhaps...).

Miscellaneous Gear: It is assumed that each HP owns a collection of miscellaneous equipment, including such items as explorer's gear (such things as a backpack, rope, torches, and assorted adventuring equipment), and additionally a weapon such as a dagger, sword, longbow, etc. Your GM will probably want to carefully regulate what weapons your HP owns, so be sure and check what sort of stuff he or she wants you to have. As with horses, many weapons (swords, maces, etc.) would only be possessed or carried by freemen, and even then the personas may be questioned on their right to such items if that HP is of SEC 5 or less.

GM's Option: HPs may begin the game with anything else the GM feels is appropriate.

The above, of course, are just very general guidelines. It is up to you and the gamemaster to reach an agreement about the specific quality and quantity of what your HP owns. Questions such as what kind of horse (if any) the persona owns, what shape they are in, etc., are up to the two of

Sample Heroic Persona: Cristof

Continuing the example with Cristof, the next thing we do is make the rolls for his money. First we roll 5D10 for Net Worth. We get a total of 36, and multiplying the result by 200, we determine his Net Worth to be 7,200 BUCs. Since his SEC is 4, he doesn't have a bank account, so next we roll 5D6, come up with a 16, and multiply that by 20 to obtain a total of 320 BUCs for Cristof's Cash on Hand. Finally, we see from the table that he won't have a DMI, and we decide that we'd like him to be a wandering mercenary whose sword is for hire.

Next we sit down with the GM and discuss what Cristof's possessions would be like. Noting the high roll for Cristof's Net Worth and the general fact that Cristof—as a mercenary—would need to own some tools of the trade, the GM agrees that he would at least have some decent weapons and armor. After some negotiating (because a good GM never gives in without at least a little haggling) we determine that we have the following possessions:

1. A well-trained courser (a fast warhorse) with basic riding gear and a set of saddle bags in good condition.
2. Three sets of clothes, consisting of breeches & tunics, two cloaks, two pairs of boots, etc., all in fair to good condition.
3. A light crossbow with bolts, a longsword, and two throwing daggers, all of which are of very good workmanship.
4. One suit of studded leather armor and a small shield, both in very good condition.
5. Miscellaneous gear, such as flint & tinder, a small hand axe, and other items which might seem useful to a wandering mercenary.

Initial HP Finances

SEC Level	Net Worth	Bank Accounts	Cash on Hand	DMI
2	5D5+5×20	Nil	3D5×20	Nil*
3	3D3+5×50	Nil	5D3×50	Nil*
4	5D10×200	Nil	3D6×20	Nil**
5	5D5+5×500†	D3×1,000	5D6×50	3D5×10
6	10D10+10×1,000††	3D3×2,000	5D10×100	3D6×50
7	1D20×10,000††	1D20×1,000	1D20×500	1D20×100

*This not only means no spending money, but insufficient BUCs to survive from day to day without gainful employment after Cash on Hand is gone!

**If the GM wishes, this sort of individual can be assumed to have a sufficient monthly stipend to live most frugally without employment—in an unheated loft on stale bread and boiled vegetables at best! Some form of employment is recommended for this lowest of the freeman class.

†Plus a horse (or other common steed) of 4D5×1,000 BUCs value. The Physical TRAIT of such a steed is equal to 120 plus 1 point for every 1,000 BUCs value of the animal.

††Plus a horse (or other common steed) of 6D5×1,000 BUCs value. As above, the steed's Physical TRAIT is equal to 120 plus 1 point for every 1,000 BUCs value.

you need to have immediately is a very general idea of what the character owns. The GM may, however, be very picky about your writing down exactly what you have on your person during adventures.

7. FINISH ANY MISCELLANEOUS INFORMATION

All you need to do now is fill in details like your HP's height, weight, physical appearance, age (anywhere from 18 to 30 will be a good starting point), etc. There is no set formula for doing this; just write down whatever you like, including as much or as little as you see fit! Try to make appearance fit your HP's TRAITS, however. A Heroic Persona with a high P TRAIT, for example, would have a well-developed, muscular body. You may also wish to jot down a few notes concerning the HP's background and personality—use your imagination! The more detailed your HP, the better you'll be able to roleplay.

If you like, you can roll for an Attractiveness rating for your HP, like that used in the *Advanced Mythus* rules. To do so, simply roll 2D6+8 and look up the results on the following table. (Note that values can be lower than 10 when using the age modifying tables in the advanced rules, page 104.)

HP Attractiveness (Mythus Prime)

Roll	General Description
1	Nasty
2-3	Ugly
4-7	Homely
8-9	Plain
10-12	Average
13-15	Attractive/Cute
16-17	Handsome/Pretty
18	Striking
19	Beautiful
20	Stunning

you to answer. This information, of course, should fit in with your overall idea for your HP as well as your SEC rating. Not everyone, or even most everyone, will start out with any large amount of cash or possessions—that's pretty much a multiversal truth. Go with an eye toward realism and fairness. It is perfectly reasonable, for example, for the GM to decide that an HP who rolled a higher DMI would own more and better things than another HP of the *same* SEC who didn't roll quite as well.

Beginning Purchases

Another thing to keep in mind is that you can buy things using your Cash on Hand and Bank Accounts after the game begins. Prices and availability are up to the GM to determine, but should be very similar to what they are now. If you decide you want to buy a finely crafted, jewel-encrusted longsword, for example, you could probably get one for 5,000 to 15,000 BUCs, or more depending on its maker, type and size of the gems in it, and its condition. Actually, availability wouldn't be too bad for such a sword, but for a magickal weapon, such as one which enhances the wielder's attack probability, availability would be an entirely different story! (For more on wealth and equipment, see Chapter 11 of the *Advanced Mythus* rules.)

General Note

Don't worry about figuring out every last item your HP has right now; all

Sample Heroic Persona: Cristof

For example, say we wanted to randomly determine Cristof's Attractiveness. Rolling two six-sided dice and adding 8 to the result, we get a total of 16, for an Attractiveness rating of "Handsome."

Now that we have all the other important information generated for Cristof, we go to the "Miscellaneous" blank on the *Mythus Prime* HP Sheet and, after some consideration and discussion with the gamemaster, write in the following:

"Height 6'1, Weight 185 pounds. Shoulder-length brown hair, green eyes, broad shoulders, and a trim, healthy body. Prefers doeskin tunic and tough leather riding breeches, but keeps his armor in good condition for wear while travelling. Right-handed. Has a necklace with a moonstone, which he wears for good luck in battle.

"Cristof is introverted and seldom speaks, unless he is with other soldiers. He is serious about his profession, but is friendly and courteous to strangers. He is a 29-year-old wanderer who lives off of the land when he is not in the employ of some merchant or minor lord. Cristof is slow to anger and hard to provoke, but does not fear a confrontation, if one is inevitable."

That's not a bad description for starters. You don't *have* to go into quite so much detail, but try and see what you can come up with!

CONDUCTING ACTIONS

Now that you have your HPs ready, it's time to start playing! But to do so, you'll need to know something of *how* to play—how, exactly, your personas go about *doing* things. In this chapter, we explain the basics of HP actions, K/S checks, and time sequence in the **Mythus** game.

HEROIC PERSONA ACTIONS

Basically, in order for your HP to attempt an action, you must first *tell* the gamemaster what action the persona is about to do. Some actions will automatically succeed (e.g., "I clap my hands at the balladeer's performance"—assuming your hands aren't tied behind your back at the time!).

But many types of action have some chance of failure (e.g., "I want to leap across the gap from this ledge to the next" or "I want to translate the inscription above the door to the tomb"). Every action that has a chance of failure is resolved by rolling the dice. This is true whether it's an attempt to do something your HP is skilled at—attacking an opponent, or casting a spell—or even an attempt at something new and creative. The player (or GM) rolls dice (just which dice are rolled are often decided by the gamemaster) to find out if an action succeeds.

The typical procedure goes something like this:

(1) The gamemaster tells the players about the Heroic Personas' current environment—where they are, what they see, any important (or seemingly important) things that are happening, etc. The GM will always also allow the players to ask certain questions about their HPs' surroundings, and answer correctly these queries if they are relevant and would be something the HP could know normally.

(2) Based on various factors—such as each persona's relative position, equipment, and speed—the players decide upon what things their HPs want to do. This could be general actions, or very precise directions, depending on the situation. Then the players inform the GM of their individual decisions; to keep the game organized, it's best for the players to speak one at a time, instead of all at once. (A key event could be completely altered if the gamemaster couldn't hear the actions stated by a player for a particular persona through the din of random conversation.)

(3) The GM decides which actions will require a dice roll. Typically, the players will make these rolls for their HPs, but sometimes the GM may decide to make secret rolls for the personas instead. Note that while some actions (like keeping a lookout for intruders) may or may not require a roll, others may require several rolls, if they are complicated or done repeatedly over a period of time. (If there was a monster approaching, for example, the GM might roll several times to decide if any of the HPs hear it approaching—first while it is far away, then again as it grows closer, and closer...)

USING KNOWLEDGE/ SKILL AREAS AND TRAITS

Often during the course of the game you will have to roll D% against one of your persona's TRAITS or a K/S Area. (See Chapter 11 of the *Advanced Mythus* rules for a detailed discussion of how and when such rolls are used during a game.)

Rolls against K/S Areas are used when a task relates to something an Area specifically covers. For example, if your HP was trying to determine the type of stone in the walls of an underground cavern, you would roll against the persona's Geology/Mineralogy K/S (if any!). Likewise, a roll to find a trap door hidden in a wall would be made against Perception, and an attempt to strike a bargain with a merchant would require a roll to be made against your persona's Influence K/S (or Deception, if you were attempting to mislead or cheat the person!).

At other times you will need to make a roll against one of your HP's three TRAITS. Such rolls are most often used for things which none of the other K/S Areas cover. For example, if an HP had to stay awake and guard a captive all night, the GM might require you to make a Spiritual roll (to test the persona's willpower) in order to avoid falling asleep. Likewise, an attempt to jump across a 10-foot crevice or to decipher an intricate code might require rolls against the persona's Physical and Mental TRAITS respectively.

Making the Rolls

The procedure for making rolls to test K/S Areas or TRAITS is as follows: For TRAIT rolls, you must roll your score or less on D%, and for K/S rolls, you must roll your number of STEEP points or less on D%.

Example: Let's say that Cristof is chasing some villains on his courser and the GM decides that he must make a *Riding* roll to keep up with them. As he has 55 STEEP points for his *Riding* K/S, he must roll a 55 or less on D% to do so successfully. If he rolls a 56 or higher, however, then he has failed and automatically loses them.

Two special cases occur when an HP either is forced to make a roll using a K/S not possessed or must make a roll facing extremely difficult circumstances.

When an HP is forced to make a test of a K/S that persona does not possess, the player must roll against the TRAIT which corresponds to the missing K/S, but must add 20 points to the result of the roll!

Example: Cristof is trying to calm a frightened horse that is about to trample him. Doing so would normally require a roll against one's *Animal Handling* K/S, but, as Cristof doesn't possess that skill, he must try to succeed by rolling against his Spiritual TRAIT at +20 (because *Animal Handling* is a Spiritual K/S Area). Sweating, we proceed to roll a 28, which is just below his score of 30—however since we must add 20 points to the roll, we have a final total of 48 which fails miserably! The horse continues to rear and kick, and Cristof stands a good chance of being hurt.

Likewise, a gamemaster may force you to add 5, 10, 15, or 20 to any roll for accomplishing something the GM views as being unusually difficult to do. Exactly what constitutes "difficult circumstances,"

and how much of a penalty should be assessed, is up to the GM to decide in each situation, but the following examples should give you a pretty good idea.

Examples: If Cristof were attempting to urge his mount through a gap in a burning wall, he might have to make a *Riding* roll at +10 to do so. If later he were on a sway-backed nag trying to keep up with a bunch of villains riding coursers, he would probably have to make a *Riding* roll at +20. Likewise, trying to follow the villains on his courser at night, through broken terrain, while his enemies are firing crossbow bolts at him, might merit a penalty of +20.

Note that, for purposes of the basic rules, it is impossible to succeed in difficult circumstances with a K/S that you don't have. Likewise, though, there will be times when circumstances would make the attempt so easy that it shouldn't even be necessary to roll. (An experienced Healer working in a clean, well-equipped environment can be assumed to automatically succeed in any *First Aid* rolls that might be made, for instance.)

Going Beyond the Rules

No matter how complete are a game system's rules, there will always be times when something comes up that isn't covered. (Interestingly enough, it usually occurs when the players are being exceptionally creative with their Heroic Personas' actions.) While most actions fall under Knowledge/Skill Areas, or can be extrapolated to the related TRAITS, there is always the possibility of exceptions. This is where common sense comes in. When a given situation needs to be resolved and TRAITS or K/S Areas don't really seem apply, the gamemaster may decide to assign an arbitrary percentage chance of success for the HPs.

On the other hand, there may be times when, unrelated to anything the HPs might do, the GM has determined that something may or may not occur—avoiding the eruption of a volcano, for instance. In such cases, GMs might opt to disallow rolls completely, in effect telling the players that occurrence is unavoidable.

MOVING & MEASURING TIME

One of the most important things to keep track of during the course of a roleplaying game is how much *game time* has passed. As those of you familiar with roleplaying games will know, it is *game time* as opposed to *real time* that is important. During a five or six hour (real time) game session, anywhere from five to six hours, days, weeks, or more might pass in game time. Similarly, a combat which really only lasted for 30 seconds or so in game time might take half an hour of real time to resolve! Just as are money and connections, time is a precious and important resource as well. Often your HPs will be racing against the clock to stop the bad guys before they reach their goal, and thus it is necessary to keep as careful track of one's time as it is of one's money.

Another important factor in the game is movement. Whether by foot, mounted or waterborne (or other exotic methods such as flying steeds or magick), it is important how fast a persona can get from point A to point B.

Since there are no cars or planes in fantasy games, the movement of Heroic Personas is often much slower when large distances are involved. For simplicity's sake, such long-distance modes of transportation as by horseback or ship are not covered in *Mythus Prime*. If the GM or players desire, they may use the system and rates covered in Chapter 10 of the *Advanced Mythus* game, however.

As for individual Heroic Persona movement afoot, the distance each persona can cover is a function of the unit of time being used, as explained in the following sections.

Specific Time

For short periods, time is broken down into three successively smaller units—*Action Turns*, *Battle Turns*, and *Critical Turns*—each being one-tenth the size of the preceding unit, and all arranged in A, B, C order as a memory aid.

The Action Turn (AT): Abbreviated AT for short, an Action Turn lasts for a period of five minutes (one-twelfth of an hour, or 300 seconds), and is generally used to keep track of unhurried movement, exploring, and searching situations that are not dangerous yet but might soon become so. An average character walking at an even pace with a typical load of equipment can cover about two miles per hour over varied terrain. For game purposes, an HP can travel roughly 1,000 feet (333 yards) in an AT. Triple that distance for running (3,000 feet, or 1,000 yards), but unless the persona has a fairly high Physical TRAIT, don't plan on keeping that pace up for long.

The Battle Turn (BT): Abbreviated BT for short, a Battle Turn lasts for a period of 30 seconds (or one-tenth of an AT), and is used when confronting (though not conducting combat with) an enemy or otherwise dealing with important and/or life-threatening situations where there is a great deal going on in a short period of time. In one BT, a persona can travel about 100 feet walking or 100 yards running. Running the 100-yard dash in 30 seconds may not seem very fast, but consider the weapons, armor and gear an average adventurer is loaded down with!

The Critical Turn (CT): Abbreviated CT for short, a Critical Turn lasts only for a period of three seconds! CTs are generally used to resolve combat or handle other super-fast situations. Typical movement during a CT is about 10 feet walking or 10 yards running.

General Time

The **Mythus** game uses standard units of time for periods of an hour or larger. These general time units may be used when calculating actions that take days, weeks, or even years in game time. To keep the game moving smoothly during such periods of relative inactivity, the gamemaster will inform players of time taken for study, for travelling to another location, for healing or resting, etc.

Though Action Turns, Battle Turns, and Critical Turns are the most useful measures of time for periods shorter than an hour, *minutes* can also prove helpful for the less-complicated parts of the adventure, or in situations where you'd simply like something shorter than an AT but longer than a BT.

Random occurrences are most easily handled with 1D10 when using ATs or BTs, as each has 10 divisions. For random occurrences in Critical Turns, use 1D3.

Heka
Mystical Force of Magickal Castings

Just as technology requires power to function on Earth, the magick common to Ærth (and Phæree) needs power to work. This magickal power is known as *Heka* (pronounced HEE-kah). It is as plentiful on Ærth as electricity is on Earth, providing magick for any person able to tap its sources. In many fantasy roleplaying games, magick is handled almost as a separate concept, to be wielded only by elite and unique spellcasters. In the **Mythus** roleplaying game, however, Heka and magick are everywhere, and are used to some varying extent by peasant and noble alike. (Of course, nobles can more readily afford to store large quantities in private pools or "reservoirs," but we will cover that later.)

Not only is Heka used for casting spells—hereafter referred to as *Castings*—it is used for many mundane purposes as well. Consider your own home for a moment. When you want light to read by, you turn on a lamp. If you want something cold to drink, you go to the refrigerator. To get your clothes clean, you use a washing machine. These wonderful things all use electricity to do very mundane things. The same applies to Heka on a magically oriented world such as Ærth. Globes of light, powered by Heka, light the homes of the wealthy, and some businesses. Food is frequently preserved with it. Buildings are built and protected with its assistance. And just as with technology on Earth, it is used in commerce, government, and war.

HEKA SOURCES

As you are aware, electricity is generated by different sources, such as wind, sun, water, etc. Heka is the same in this regard—its actual power comes from a myriad of different sources. Each unique source provides a greater or lesser amount of Heka. There are three main types of Heka sources: *Preternatural*, *Supernatural*, and *Entital*.

Preternatural: Preternatural sources are the most common. They consist of mundane animal, vegetable, and mineral items. A good example of a preternatural source of Heka is the mineral quartz. Common quartz crystals are useful as a fairly cheap source of Heka, although they are only capable of storing small amounts for later use (see "Heka Reservoirs," page 23).

Another source of preternatural Heka is that of Knowledge/Skill-activated Heka. This is simply Heka gathered by a spellcaster through the use of knowledge of Castings and the Laws of Magick.

Supernatural: Supernatural sources of Heka are typically Materials with origins on other planes in the multiverse. These Heka sources are rare, but they provide larger amounts of Heka, about 10 times the Heka generated by preternatural sources. These sources will be *very* hard for an HP to come by.

Entital: Entital sources are by far the rarest forms of Heka-generating items. They are also the most powerful, for they are the same sources used by entital beings such as deities and other dwellers of the Outer Planes. If a spellcaster were able to summon entital Heka sources (an *extremely* rare event indeed!), the power of said sources would be 100 times as great as preternatural!

HEKA VALUES

The more Heka available to a magickal operation, the more effective it will be. This applies to range, damage, effect, etc. In the *Mythus Prime* rules, there are only three primarily Heka-using Vocations available to Heroic Personas—Alchemist, Astrologer, and Wisewoman (or Wiseman)—though a few other Vocations allow Heka use to some degree.

The base amount of preternatural Heka available to individual HPs is determined by the STEEP levels of their various K/S Areas. (Ignore references in the *Advanced Mythus* K/S Area descriptions about Heka generation by K/S Areas. The *Mythus Prime* game uses a different method to determine the amount of personal Heka available to any persona.)

To find their individual Heka amount, personas must calculate the point value based on the Heka-generating K/S Areas in their particular Vocation, as shown in the Vocational Heka Values table below.

Example: To illustrate, let's imagine that we have an Astrologer named Alyona with a Spiritual TRAIT of 50 and a Mental TRAIT of 40. To calculate her personal Heka, we multiply her *Astrology*, *Mysticism* and *Astronomy* STEEP scores by 2 and get 110, 100, and 90 points. We then add her *Metaphysics* STEEP of 40 to those, to arrive at an overall total of 340 points. These points can be used toward either *Astrology* or *Mysticism* K/S Area Castings as she sees fit.

Note: New Heka-generating K/S Areas (those gained after a persona is created) contribute Heka on a one-to-one basis (i.e., 1 point of Heka for every point of STEEP possessed in the K/S Area in question).

CASTINGS AVAILABLE

For purposes of the *Mythus Prime* rules, HPs may not use or create Specific Castings (as described in the **Mythus Magick** book); they are limited to the Archetypical Castings for the K/S Areas listed on page 15 only. (A sample collection of these Castings is included in Chapter 13 of this book. See the **Mythus Magick** book for more.) The accessibility and effects are the same as in the *Advanced Mythus* game, however, though any references to *CATEGORIES* and *ATTRIBUTES* should be ignored. (For more information on the use of CATEGORIES and ATTRIBUTES in *Advanced Mythus*, please refer to Chapter 11.)

Vocational Heka Values Table—*Mythus Prime*

Vocation	*Heka Points*
Alchemist	Alchemy STEEP×2, plus Dweomercræft STEEP×2, plus Magick STEEP×2, plus any other Heka-generating K/S STEEP
Astrologer	Astrology STEEP×2, plus Mysticism STEEP×2, plus Astronomy STEEP×2, plus Metaphysics STEEP, plus any other Heka-generating K/S STEEP
Mountebank	Alchemy STEEP×2, plus any other Heka-generating K/S STEEP
Wisewoman/man	Apotropaism STEEP×2, plus Herbalism STEEP×2, plus Priestcræft STEEP×2, plus Religion STEEP, plus any other Heka-generating K/S STEEP
Other Vocations	Sum of Heka-generating K/S STEEP

Selecting A Casting

Once players know the current amount of available Heka points and the Castings which are available to their individual HPs by Vocation, they may select any Casting from the Vocation's list and attempt to cast it by making a roll against their HP's STEEP value for the applicable K/S Area. The procedure is as follows:

(1) The player selects a Casting from those available to the HP's Vocation, noting the *time*, *effect*, and *duration* for that Casting, as well as the Casting's Grade.

(2) The caster expends the Base Amount of Heka listed to activate the Casting, and spends any additional Heka (for enhanced damage or effect), as desired.

(3) The player uses the Casting Difficulty Table to determine the Difficulty Rating (or DR) and STEEP modifier for the Casting, based on the Casting Grade.

(4) Percentile dice are rolled versus the persona's STEEP to determine success or failure—a roll of the HP's STEEP or less indicating success.

Note that if the Grade of the Casting is greater than the persona's maximum usable Grade, the roll is made as if it were "Extremely Difficult" (i.e., with a modifier of one-tenth the HP's STEEP).

Also, no matter how high the persona's effective chance, *a spell will always fail on a roll of 99-00.*

(5) If the attempt is successful, the player calculates the resulting damage or effect via the appropriate dice.

(6) If any force which would counter or reduce the effect is present (such as opposing magick), the amount from step 5 is adjusted accordingly.

(7) The player subtracts the total Heka used for the Casting from the HP's personal Heka amount.

Note that under no circumstances may a persona attempt a Casting that requires more Heka than the Heroic Persona's current amount.

Casting Difficulty Table

Casting Grade	*Difficulty Rating*	*Modifier*
I	Easy	×3
II	Moderate	×2
III	Hard	×1
IV	Difficult	×1/2 (0.5)
V	Very Difficult	×1/4 (0.25)
VI and up	Extremely Difficult	×1/10 (0.1)

Keeping Track Of Heka Points Used

Once a Casting is performed, the Heka used for that Casting is subtracted from the Heroic Persona's current total. Note that the amount is subtracted *whether the Casting was successful or not!* As you might imagine, this limits the Castings available to Heka-using personas, based on their current level of Heka. It likewise limits the number of Castings they may employ in any given game day. Heroic Personas who have used all their personal Heka cannot cast any more magick until they have recovered at least the minimum amount required for the particular Casting desired.

Heka recovery is accomplished by resting, sleeping, or otherwise being still; it cannot be recovered while walking, fighting, exploring, etc. The rate at which Heka is recovered is given on the Heka Recovery Table

CASTING TIMES AND EFFECTS

Castings require varying times to activate. The time any Casting takes from start to completion is a function of it's type, which is indicated by the Casting's name. There are five different Casting types and times, as detailed in separate descriptions below. As a glance at those descriptions will quickly reveal, practitioners of casting (a practitioner or a caster for short) will probably be limited to the first two types of Castings when in a combat situation (unless they are very confident and have a few fighters shielding them while they perform a Spell!).

When a Casting is completed successfully, the force or effect is enabled, and any areas, objects, or creatures are affected per the description given for that Casting. Note, however, that effects of successful magickal Castings directed at an unwilling subject (in combat situations or otherwise) are not automatic. For more information about this, consult the "Heka in Combat" section, page 27.

Heka Recovery Table

Caster's Activity Level	*Heka Recovered*
Full night's sleep (no disturbances)	Full Heka
Partial night's sleep (or disturbed during the night)	1/2 Heka
Resting/meditating/studying	10 points/hour

Charm (1 CT): In general, a Charm is a Casting which can be activated so as to operate either at the moment of casting or upon the occurrence of a specific event. That is, it might be cast to immediately take effect, or to operate in response to something later affecting the Charm's recipient. Only minor preparation is necessary for the casting of a Charm—that and the required Heka energy.

Cantrip (5 CTs): A Cantrip is a relatively brief Casting that takes a bit less to activate than—and is usually of less power than—more complicated Castings such as the Spell, Formula, or Ritual. That is, the preparations for a Cantrip are less elaborate, and paraphernalia is not needed. A bit of *Materia* (material things used in the Casting), a gesture or two, and possibly a brief utterance are all that is needed to activate the Cantrip.

Spell (1 BT): In terms of complexity, this is a double Cantrip, and a Spell requires at least twice as much in terms of preparation of special things and Materia. In addition, most Spells will require some special instrument (a wand, dagger, rod, sword, etc.) to activate. Some Spells are meant to be employed only under conditions of quiet and undisturbed concentration.

Formula (5 BTs): A Formula is a complex and complicated form of Spell Casting which requires some considerable period of time to activate. One always requires the utilization of an instrument of some sort, vocalization or gestures, and Materia. Before activation, however, the Formula also requires its would-be caster to spend a very considerable amount of time on ritual preparation. Many Formulas are meant for use only under conditions which are quiet and undisturbed so as to be conducive to the Casting.

Ritual (1 AT+): These are long and highly complex and complicated forms of Castings meant to develop very great ends at a reduced Heka cost because of the large amounts of Materia, instruments, and so forth which Rituals demand. Few are such that they can be activated in conditions other than those offered by a specially prepared place and totally undisturbed surroundings.

HEKA RESERVOIRS

A Heka Reservoir is simply something which stores Heka for use at the caster's convenience, as a battery stores electrical potential. This reservoir may be something as simple as a common crystal, or as complex as a Pyramid or Pentacle. (For more information on Pentacles, see the **Mythus Magick** book, Chapter 4.) The major difference among reservoir types is in the amount of Heka each can hold.

Heka Reservoirs must be prepared and charged prior to use (for HPs, usually before the beginning of an adventure scenario). Different items will hold varying amounts of Heka. The amount an object will hold is determined by its base value in BUCs. The formula is 1 point of Heka per 10 BUCs of value. To magickally charge the item, the caster must expend the amount of Heka being invested in the object, plus additional Heka equal to 10 times that amount. Some examples are given in the table at the bottom of the page.

Using Reservoirs

Once any Heka in an item is used to power a Casting, the item disintegrates (and is destroyed), and any Heka not used by the Casting is lost. Pentacles and Pyramids are exceptions to this rule; neither disintegrate upon use, and any Heka unused by the casting remains in them for later use. In addition, Pyramids will even recharge on their own, given sufficient time (see Chapter 4 of the **Mythus Magick** book).

Overcharging Reservoirs

Optionally, the caster charging the object may attempt to increase the amount of Heka stored within a crystal or stone, at the slightly reduced effectiveness of 10 additional Heka points spent per extra point of Heka stored. This overcharging will result in a chance that the overcharged object will shatter, with all Heka lost. The charging HP may also be subject to damage up to the amount of potential Heka that was lost. (That's what one gets for taking chances!)

The percent chance of failure, and subsequently of taking damage, is equal to the percentage of overcharging. Thus, a gem or mineral can contain a greater charge up to (but not including) double its base amount. Note that Pyramids and Pentacles cannot be overcharged at all.

Example: Suppose that a caster named Trevyn wants to charge an ornamental stone worth 100 BUCs. If he were to charge it normally, it would hold 10 points of Heka for later use and cost him 110 Heka points to charge. If, however, Trevyn were to spend 165 Heka points, he could attempt to charge the stone with 15 points of Heka, but there would be a 50% chance (the additional 5 being 50% of the normal 10) of the gem exploding and all 165 points being lost. Trevyn will also have a 50% chance of taking 15 points of damage from the explosion.

In another example, Trevyn has a precious stone (1,000 BUCs) to charge. By spending 1,200 Heka points, he would be able to store an additional 10 Heka points in the stone, but since the extra 10 points is 10% of 100 (the normal potential), there would be a 10% chance of failure, and of taking damage.

Examples of Heka Use

Using the information given in this chapter, it is fairly simple to perform magickal Castings, as shown in the following examples:

Example 1: Let's say Trevyn and his friends have reached a fork in an underground passage. Trevyn wants to cast a Spell to determine whether or not the party's decision to explore the left branch will lead them into danger. Trevyn is an Astrologer, and he has the *Astrology* and *Mysticism* K/S Areas with a STEEP of 60 and 55, respectively. Looking at the Castings available, his player sees that the *Foresee Danger* Spell would give the desired result, and the Base Heka cost for the casting is 20 points—which means that he would have to have at least that many points to cast it). Since we assume he does, the player notifies the gamemaster of his intention and subtracts 20 from Trevyn's current Heka total. Since the Casting Grade for *Foresee Danger* is 2, the modifier is 2, giving Trevyn a 120% chance for success. Rolling the percentile dice, the player gets a 69 and succeeds! As the GM knows that there is a group of goblins down the left path, he tells Trevyn that there would indeed be danger (but not exactly what sort of danger nor if there are any actual foes) in that direction! Note, however, that if a counter-spell were present, it might affect Trevyn's chance of casting successfully—or it might even cause the Casting to backfire, falsely indicating no danger! Also, had the player rolled a 99 or 00, the Spell would have failed to detect the danger, even though his effective chance was 120%.

Example 2: Imagine that a Wiseman with an *Herbalism* STEEP of 50 wants to cast the *Arrest Poison* Spell to create a potion which will halt the effects of a poison. The Casting Grade is 4, which yields a modifier of 0.5—a 25% chance of success. After spending the Base Heka cost of 40 points, the Wiseman rolls D%, with a result of 25 or less indicating success.

Example 3: As a final example, let us say that Hansenfranz the Alchemist is going to cast a *Hex* Spell on an Evil Persona. After notifying the gamemaster, his player subtracts the Base Heka cost of 60 points and rolls D%. If the result is less than Hansenfranz's *Dweomercraft* STEEP times the modifier of 2, then the Spell was successful, and the Evil Persona will be affected (again, unless there was a protective counter-spell in effect, in which case it will be up to the GM to decide the result).

Heka Reservoir Charging Costs

Item	*Heka Stored*	*Heka to Charge*	*Total Heka Expended*
Common quartz crystal (50 BUCs)	5 points	50 points	55 points
Ornamental stone (100 BUCs)	10 points	100 points	110 points
Pentacle (500 BUCs)†	50 points	500 points	550 points
Precious stone (1,000 BUCs)	100 points	1,000 points	1,100 points
Pyramid (5,000 BUCs)††	500 points	5,000 points	5,500 points
Gemstone (10,000 BUCs)	1,000 points	10,000 points	11,000 points

† Pentacles are not destroyed when their Heka is used; they simply require recharging.

†† Pyramids are not destroyed when used; they will recharge themselves as long as at least 10% of their storage capacity remains. (See Chapter 4 of the **Mythus Magick** book.)

COMBAT

Combat is such an important part of RPGs that few game sessions are complete without at least one good knock-down, drag-out fight. While it is usually the mark of a skillful player when an HP can avoid conflict, the sword of even the most cautious persona will likely leave its sheath quite frequently.

COMBAT PROCEDURE

As in most every RPG, combat in the *Mythus Prime* rules is handled in terms of turns, or—in this case—Critical Turns (CT, remember). A CT is a period of time in which all those participating in the fight have had a chance to perform one action. Each CT is assumed to last three seconds of game time, and during that time most personas can run about 10 yards, *or* nock, draw, aim, and release an arrow from a bow, *or* draw a weapon, *or* get down behind (or rise up from) cover, *or* reload an empty crossbow, and so forth. At the beginning of each CT, rolls will be made to determine who goes when, and after everyone's actions have been performed, a new CT begins. This goes on for as long as the fight continues.

With those basics in mind, you're ready to learn the system. Like the rest of the *Mythus Prime* rules, this combat method is quick and easy to use. The following steps describe what you need to do:

(1) First of all, a roll for *Surprise* is made if the GM deems it necessary. (If no Surprise roll is needed, then jump ahead to the next step.) When the HPs meet an enemy, it will often be possible that one group will have noticed the other first and thus will be able to sneak up on it. Both the leader of the HP party and the GM (acting for the Evil Personas) roll D%, with the HPs winning if their roll is equal to or less than the GM's (and the EPs winning otherwise...). All members of the side winning Surprise get to attack before the losing side in the first CT of combat.

(2) Beginning with the second CT of combat, each player must roll 1D10 for *Initiative*. The actions in that CT will then proceed in order from the lowest roll to the highest, with equal rolls going simultaneously (see below). When your Initiative value comes up in the CT, you may then have your Heroic Persona attack, move, dive for cover, or perform any other single, similar action—though in all cases besides attacking the results are basically up to the GM to decide. Keep in mind that on the first CT, even the slowest members of the party that wins Surprise will go before the fastest members of the party that loses it!

(3) To attack, players each roll their persona's appropriate weapon STEEP or less on D%. If you were wielding a sword, for example, then you would use the *Combat, Hand Weapons* K/S. If using a bow or sling, then the *Combat, Hand Weapons, Missile* K/S would be the appropriate one. A successful roll indicates that the attack has hit. Furthermore, if your roll was 10% or less of your HP's STEEP (dropping fractions), then you have scored a *Special Hit*, resulting in maximum damage for your weapon! (For example, Cristof has a STEEP of 55 in the *Combat, Hand Weapons* K/S Area. To hit using a sword, mace, dagger, or such, he would need to roll a 55 or less on D%, and if the roll was a 5 or less, then a maximum damage hit will have been scored!) Make one roll for every attack that you have in a CT.

Note that in the *Mythus Prime* game it is up to the GM to decide who is close enough to attack whom in a combat. Details of weapon range, attacker's reach, changing positions, etc. are left in the gamemaster's capable hands. To aid the GM, however, a few guidelines are given under the section labeled, "Weapons in *Mythus Prime*," on page 26.

(4) If an attack hits, then roll the dice specified for Physical damage for your weapon, as listed in the tables of the "Weapons in *Mythus Prime*" section, below. Don't forget that you score the maximum possible if you were lucky enough to get a Special Hit. If the target is wearing armor, or is otherwise protected because of natural toughness or by magick, subtract the armor points from the damage, based on the table below. The number remaining is the amount of actual damage done to the target. The victim of your HP's attack will then have that amount recorded, and you will do the same should your Heroic Persona be hit. See "Armor in *Mythus Prime*," below for more details.

If at any time the total Physical damage an HP suffers should equal or exceed the persona's *Wound Level* (or WL), then your HP has been *Dazed*. When Dazed, an HP has all STEEP ratings reduced to half and must add 2 to Initiative rolls for the rest of the fight! Worse yet, note that *once the cumulative amount of damage an HP suffers equals or exceeds the Physical TRAIT, the HP has been killed*. That's right! No whining or complaining—once that happens, your Heroic Persona is dead. Time to create a new HP!

Also, note that the ill effects of taking damage must be applied immediately to a persona. So if you caused an opponent to become Dazed on your Initiative turn, then the opponent would have only half the normal chance to hit you on a subsequent Initiative turn. And if you had killed the opponent, then you wouldn't have to worry about being attacked in return at all! The exception to this is for simultaneous attacks, when your foe will get to strike back before the effects of damage are applied, as both your attack and your foe's are assumed to have taken place at the same time.

(5) Once the combatants have each completed their actions in a CT, a new CT will begin with new Initiative rolls from both sides. (Don't forget to mark off any ammunition spent in the last CT, such as arrows, crossbow bolts, or sling bullets!) Repeat the above steps until all of one side are either dead, have surrendered, or have escaped.

ARMOR IN THE *MYTHUS PRIME* GAME

The *Mythus Prime* game uses a simple method to determine the level of physical protection possessed by personas (and others) with respect to the armor they wear. Rather than force the GM and players to total armor values for each component of an HP's armor, *Averaged Armor* simplifies the task of calculating an individual's protection versus physical attacks.

There are six types of Averaged Armor, as shown below:

(A) Leather or Padded
(B) Studded or Reinforced Leather
(C) Metal and Leather
(D) Chain Mail
(E) Plate and Chain
(F) Plate Armor

Each type is then sub-classified as either *Full* or *Half* protection, depending on what is worn. For example, while a persona with a chain mail shirt and gauntlets is considered to have Half armor protection, a subject wearing the same armor *plus* helm and bearing a shield (and even perhaps roundels and garde-de-bras) would have Full chain mail protection.

The table below provides the amount of Physical damage points absorbed by each of the six types of Averaged Armor, in both subclasses of protection—Full and Half.

Average Armor Table

Armor Type	*Full Protection*	*Half Protection*
(A) Leather/Padded Armor	6	3
(B) Studded/Reinforced Leather	8	4
(C) Metal & Leather	10	5
(D) Chain Mail	12	6
(E) Plate & Chain	14	7
(F) Plate Armor	16	8

Typical Armor Components

The following notes indicate the kinds of armor components that constitute Full or Half protection for each type of armor.

Leather/Padded Armor: Padded or boiled leather (cuir bouille) armor is intended to absorb the force of physical blows.

Half: A padded byrnie, hauberk, or leather jerkin (vest).

Full: As above, plus a leather buckler, bracers, or small wooden shield, perhaps.

Studded/Reinforced Leather Armor: This is simply some form of hard and thick or boiled leather (cuir bouille) that includes metal rings or studs affixed on the outside or sewn between layers to enhance its level of protection. Some underpadding is assumed in this sort of protection.

Half: Studded leather jerkin or byrnie (or a full suit of (plain) leather or heavy (canvas and quilting) padded armor).

Full: As above, plus leather chausses (pants), gloves/gauntlets, and a leather buckler or small wooden shield.

Metal & Leather: This type of armor includes protection such as ring mail or scale armor.

Half: A cuir bouille jerkin and light metal breastplate, or a shirt or coat of ring/scale mail.

Full: As above, plus a skullcap or helm of some sort, brassarts, or a small shield.

Chain Mail: Chain mail consists of a multilayered mesh of many interwoven links of metal wire that form a protective armor covering the persona's vital areas. Underpadding is absolutely mandatory, for blows would otherwise drive the metal into the wearer's flesh!

Half: Chain mail shirt and a small metal cap or helmet. Treat a persona wearing a full suit of ring or scale armor as having Half chain mail protection.

Full: As above, plus greaves, camail, gloves/gauntlets, and a shield.

Plate & Chain: Plate & Chain armor is basically chain mail with metal plates or strips added for extra protection. Such things as banded and splint mail fall into this category.

Half: Chain mail shirt with metal breastplate or cuirass.

Full: As above, plus jambarts or tuilles (legs), and possibly a shield.

Plate Armor: Plate mail is made up of small and large plates of metal which overlap or are joined together to provide maximum coverage and protection. This armor is always worn in conjunction with underpadding and a padded hauberk, and is filled out with some light chain mail as well.

Half: A chain mail shirt, breastplate (or cuirass) or hauberk, and metal chausses. Banded chain mail shirt over padding, or splinted (lamelar) jerkin (a "coat of plates" in which vertical armor is affixed with rivets between two layers of material), and metal chausses is also considered Half protection.

Full: As above, plus gloves/gauntlets, chausses, a good helmet (such as a salade), and one or more extra pieces such as a gorget, courdiere, epaulièrs, brassarts, or shield.

Electricity and Armor

Because electrical damage is typically *amplified* when the subject is wearing ferrous metal (iron alloy such as steel) or bronze armor, there is an additional *penalty* for damage to those wearing such armor. The exception to this is when the armor of the target is made exclusively (or nearly so) of leather, padded, or other nonconductive material (including electrically resistant and/or enchanted metals). When dealing with electrical attacks, use the following table to determine the applicable amount of protection or penalty.

Electrical Damage Adjustment

Material (Armor Types)	*Damage Adjustment*
Nonmetal (A & B)	0
Combination metal & other (C & D)	+10
Primarily metal (E & F)	+20

Armor Costs

As a final note, we provide the typical cost for the various armor types in the following table. All costs assume Full armor, which includes a shield. If Half armor is purchased instead (at 1/2 the listed cost), the persona may opt to buy a shield in addition at the costs given. However, for game purposes the armor is still treated as only Half—the shield does not increase protection value; it merely serves as "window dressing" for the persona.

Armor Costs

Armor Type (Full)	*Cost (BUCs)*
(A) Leather	750
(B) Reinforced Leather	1,000
(C) Ring Mail	2,500
(D) Chain Mail	10,000
(E) Plate & Chain	15,000
(F) Plate Armor	30,000
Shield, Small	250
Shield, Large	500

WEAPONS IN THE *MYTHUS PRIME* GAME

Once again, we're going for easy play here. All you really need to know is how many attacks can be made by a weapon each CT, how much damage it does, and how much ammunition you have immediately at hand when using missile weapons. You don't have to count how many sling bullets you may have in your saddlebags, but rather you will need to know when you'll have to spend a CT fumbling to find ammunition or performing some similar activity.

This section should provide a good general idea of what individual weapons can do. There is also more specific information provided in the *Advanced Mythus* Combat chapter that you may wish to incorporate into your play of the *Mythus Prime* game.

Body Weaponry

Otherwise unarmed Heroic Personas may utilize hand-to-hand, non-lethal combat for attacks. The purpose of these attacks may be to overpower a resisting opponent (by wrestling the foe to the ground), to stun or damage an enemy (by punching or kicking), or to completely disable targets (by knocking them out, or holding them immobile). The typical damage done by body weaponry is listed in the table below. Typical range for a body weapon attack is two yards or less.

Body Weaponry Attacks

Attack	*Damage*	*Attacks/CT*
Punch	1D3 each	2
Kick	1D6	1
Roundhouse	1D6	1*
Head-butt	1D6	1 per BT**

*This type of punch does more damage, but the swing is telegraphed and opponents may be able to avoid it, if they successfully roll a result equal to or less than their Physical TRAIT on D%.

**There is also a 50% chance of Dazing the opponent for 1D3 Critical Turns. Attackers, however, can use this form of attack no more than two or three times per day without Dazing themselves.

Hand Weapons

Hand weapons, such as swords, maces, axes, etc., can be used to inflict physical damage on nearby opponents, with the intent of killing or maiming them. To determine success or failure of an attack, attacking personas roll percentile dice versus their *Combat, Hand Weapons* K/S Area, with scores equal to or less than their STEEP indicating a successful attack. When an attack succeeds, the player then rolls the dice indicated in the Hand Weapon Damage table to find the amount of damage done by the weapon. This table lists typical weapons used in the *Mythus Prime* rules. Additional or alternative weapons may be allowed by the gamemaster, but in no event should personas be allowed to begin with weapons not germane to the campaign's geographical region.

Hand Weapon Damage

Weapon	*Damage*
Bludgeon	2D6
Axe, Battle	4D6
Axe, Hand	3D6
Dagger	2D6
Mace	3D6
Morning Star	4D6
Spear	3D6
Sword, Bastard	5D6
Sword, Broad	4D6
Sword, Long	4D6
Sword, Short	3D6
Sword, Great	6D6
Whip	1D6

Rate of Attacks: When it comes to the rate of attacks with hand-held weapons, you can normally just assume that personas each have *one attack per CT* unless they are wielding an extremely light and fast (and probably magickal) weapon (gamemaster's decision).

Reach of Attacks: Again, the details of who can reach whom with an attack are left to the gamemaster to decide, based upon the exact situation in which the combatatants find themselves. However, as a rule of thumb, reach for hand weapons is roughly two yards plus the length of the weapon. Bludgeons, hand axes, daggers, and other such short weapons have roughly a reach of two yards; swords and maces have a rough reach of three yards; and spears and whips can reach to roughly four yards.

Missile Weapons

Use of missile weapons works the same as hand weapons, except the persona uses the *Combat, Hand Weapons, Missile* K/S Area for determination of attack success. Missile weapons such as arrows, sling bullets (or stones), and hurled spears inflict damage from a distance and preclude a physical counterattack (unless of course the creature or persona attacked also has a missile weapon!). Note that a target must be within range, as listed by weapon type. Range and damage information for typical missile weapons are given in the Missile Weapon Attacks table, below.

Missile Weapon Attacks

Weapon	*Damage*	*Attacks/CT*	*Range*
Axe, Hand	3D6	1	P TRAIT in feet
Crossbow	4D6	1/2*	150 yards
Dagger	2D6	2	P TRAIT in feet
Longbow	3D6	1	200 yards
Sling	3D6	1	100 yards
Spear	3D6	1	P TRAIT in feet

*One attack every other round. The intervening round is spent (re)loading the weapon.

HEKA IN COMBAT

Magickal Castings may be used by the Heroic Personas or their opponents for various purposes during combat. Such Heka use can often prove to be a significant factor in deciding the overall outcome in a fight. For those who would wantonly destroy anything in their path with such Castings, we recommend caution, however. Just as there is a certain amount of honor involved in single (non-battlefield) physical combat, most Heka users are ethical in their use of Castings when attacking their foes. Irresponsible use of magick in combat is frowned upon, and local officials will not take it too lightly if the local pub is destroyed just so the personas can defeat a petty criminal!

One thing in particular that HP casters must be aware of in combat is the time required to activate certain Castings. Enemies won't normally sit by and wait for a Dweomercræfter to unleash a potentially devastating magickal attack, but will often focus their hand weapon attacks and missile fire upon an obviously occupied persona in order to disrupt the Casting. As you might imagine, if a spellcaster is hit with a successful attack while busy with a Casting, not only does the persona take damage from the attack, the effort is ruined and the Heka is wasted.

Defensive Heka

Defensive Heka use is that which is performed prior to or during combat to basically protect casters and/or their group. Through its effect, a caster seeks to minimize the risk of a successful attack by an opponent, whether the attack is physical or otherwise. Defensive Heka use can also reduce or negate any damage taken from an otherwise effective attack. (Certain attack forms—such as those affecting an area—may seek to void specific defensive Castings by focusing on areas instead of targets.) After expending the base amount of Heka for the Casting, plus any additional Heka desired, a caster rolls D% and compares the roll to his or her modified STEEP score, as determined from the Casting Difficulty Table on page 22. A roll of equal or less than the adjusted value indicates success. Some examples of defensive Castings follow:

Heka Armor: A *Heka Shield* is a class of Casting which provides a protective barricade that completely blocks certain attacks (such as Physical, Mental, or Spiritual), and prevents them from affecting those within the protected area on a one-to-one point basis. In other words, a persona with the required K/S who spends the base 100 points of Heka to activate a *Heka Shield, Mental* (see Chapter 13, "Heka and Magick"), and 20 points beyond that base expenditure, would keep a like amount of Mental damage points from affecting any personas or other things within the area.

Anti-Heka Barrier: An *Anti-Heka Barrier*, on the other hand, seeks to repel the effects of all Castings directed at the protected area, no matter what form of damage would be done. (Note that this defense does not block non-magickal attacks such as hand and missile weapons.) The caster spends the base value of 150 Heka points, plus an additional point of Heka for each point to be blocked per CT. For example, a persona who spent 50 points of Heka would repel a total of 50 points of Casting-related damage within the area each CT while the Casting is operative. But anything above that in one CT would breach the barrier (destroying it in the process) and cause the remaining damage to be applied to all within the area.

Magickal Healing: While not purely defensive in nature, Castings that heal damage taken by Heroic Personas will enable them to survive and fight longer. For more information on magickal healing, see the "Heka and Magick" chapter.

Offensive Heka

Offensive Heka does not necessarily have to come in the form of a physical assault. A Heka user may use various forms of magick to overcome one or more foes. Offensive Castings may be utilized by any Heroic Persona who possesses both a K/S Area which yields offensive Castings and the required amount of Heka to perform them.

Typical offensive Castings seek to enhance the chances for casters and/or their associates to defeat an enemy. Offensive Castings may directly damage an opponent Physically, Mentally, or Spiritually. They may also affect adversaries by causing them to flee, surrender, etc. Note that as with any other Casting, the success of the operation is determined by a modified STEEP roll as determined from the Casting Difficulty Table on page 22.

The range of Castings that may be used for offensive purposes is broader in scope than what you might guess after reviewing the list of available Castings. By using a little creativity, Castings which are normally not thought of as "attack-type" spells may be used to affect adversaries. Listed below are some sample offensive Castings:

Heka Darts: *Heka Darts* are used in a manner quite similar to normal missiles, but they appear magickally and spring from the caster's fingertips, unerringly striking their target (requiring no STEEP roll to hit, though the Heka user must still roll for a successful Casting). The caster merely spends the base amount of Heka as given in the Casting's description, plus an additional 10 per dart for damage. Any protection for armor (or defensive Castings) is subtracted from this additional amount, and the result is the damage to be applied to the enemy persona.

Illuminate Enemy: *Illuminate Enemy* allows the caster to envelop one or more targets, including invisible or nearly invisible foes, with a dimly glowing light. The targets are easier to identify and focus attacks on, and so allow any attackers to add +20 to their STEEP when attacking with any form of weapon. To cast, the persona simply expends the base amount of 50 Heka points, plus an additional 20 points for each opponent illuminated beyond the first.

Charm, Fear, Etc.: Mental and Spiritual attack forms such as *Charm, Fear*, and the like are useful in affecting otherwise hostile opponents, removing the threat of their attack. Mental and Spiritual attacks are simplified for the *Mythus Prime* game, requiring only that casters spend the base cost plus an amount of Heka equal to their adversary's appropriate TRAIT for success. Note however, that the *Advanced Mythus* game treats such combat differently.

HEALING WOUNDS

There are several ways that Physical damage, once suffered, can be repaired. A day of rest will remove 1 point of damage—2 if the HP is in a healer's home, a hospital, or a similar place devoted specifi-

cally to healing. At the gamemaster's option, this could very well cost the personas for such care!

The *First Aid* K/S is likewise useful to a greater extent—a successful roll will heal 1D6+1 points of damage, and any particular persona may receive one application of *First Aid* per fight. A successful roll versus the *Herbalism* K/S will also heal 2D6 (2 to 12) points of damage through application of ointments, salves or medicinal brews—though this will require one or more days of rest in addition to the treatment.

Heka Castings may be used to speed recovery, or even grant instantaneous restoration of a wounded HP's TRAIT scores. The amount of healing, as well as the TRAIT or TRAITS affected, is determined by the Casting selected.

For example, Marta the Wisewoman is tending to a wounded persona and decides to cast a *Wound Healing, Minor* Spell to heal the HP. The Base Heka cost of this Grade 3 Casting is 50 points, and Marta wants to heal 3D6 points. She adds 30 more personal Heka points for a total cost of 80 Heka points. After telling the gamemaster (and subtracting the points from Marta's total), the player rolls percentile dice and compares the percentile result of 37 with Marta's *Priestcræft* K/S STEEP of 45 times the modifier of 1. The rolled amount is less than Marta's modified STEEP score, indicating success. The player then rolls 3D6 to find how many points of healing will be applied to restore the wounded persona's Physical TRAIT.

As noted previously, HPs who have taken damage which equals or exceeds their Wound Level (WL) are considered Dazed. The state of being Dazed, however, ends when enough damage has been removed through healing that an HP is no longer over the WL.

Example Of Combat

To help illustrate all this, here is an example of a combat taking place. Cristof and his Astrologer friend Jakob are exploring a maze of what they thought were long-abandoned catacombs, when suddenly a pair of skeleton warriors armed with great swords, accompanied by a small, imp-like creature, leap up and attack! The first thing we do is roll for Surprise. We roll D% for the Heroic Personas and come up with a lucky 27. The gamemaster rolls an 88, which represents a clear victory for the Heroic Personas!

The first CT begins, and—since they have Surprise—both Cristof and Jakob will get to attack before the monsters can attack them. Cristof is carrying his crossbow (already loaded with a bolt—he was expecting trouble!), and Jakob has a Casting ready to go. We decide to let Jakob's player attack first (not that it really matters). Jakob will cast *Heka Darts*, and decides to fire one at each skeleton, and one at the Imp. Jakob's player multiplies his HP's Astrology STEEP score of 55 times 2—because it is Casting Grade 2—for a resulting 110% chance. The D% roll is 46 and succeeds. Since the magickal darts automatically hit, he applies 10 points of damage to each skeleton warrior, and 10 points to the Imp. The GM looks at the sheet with the monsters' information and records the damage. After finishing his attack, Jakob's player marks off the Heka that was used.

Now it is Cristof's turn to attack. He has 40 STEEP points with his *Combat, Missile Weapons* K/S Area. His crossbow can be fired once every other CT for 4D6 points of damage each time it hits. "I don't like the looks of that little demon!" he says, deciding to concentrate on it. He rolls a 03 for the shot—which not only hits, but since the roll was lower than 10% of what he needed (less than 4), it is a Special Hit that does maximum damage! 4D6 maximum damage for the bolt is 24! So far a total of 34 points have been inflicted on the Imp, which only had a Physical TRAIT rating of 30! The poor beastie (hah!) has been immediately destroyed by the Heroic Personas' attacks (unless it happened to be wearing armor or had some magickal protection or an immunity to some forms of weapons...which he usually would)!

But now it is the skeletons' turn. The GM rules that they were too far away to hit the HPs with their swords, and so they spend this CT moving into melee range, as Cristof and Jakob draw their own swords.

Now it is time for the second CT to begin, and all the personas involved must make Initiative rolls. Both Jakob's and Cristof's players proceed to roll 1D10, as does the gamemaster for each of the two skeletons. Cristof rolls poorly and comes up with a 7, Jakob gets a 3, and the skeletons get a 1 and a 5 respectively. Thus the skeleton with the 1 proceeds to go first. It gets one attack per CT with its sword for 6D6 points of damage per hit, and it has 35 STEEP points in its *Combat, Hand Weapons* K/S Area. The GM rolls a 30 and it hits! He then proceeds to subtract Cristof's 10 points of armor protection from his damage roll of 22 (the total of the 6D6), and says that Cristof takes a net 12 points of damage (ouch!), but as Cristof has a Physical TRAIT of 50, there's no need to worry—yet.

Now it's Jakob's turn. Jakob has a *Combat, Hand Weapons* K/S STEEP of 35, and he is armed with a short sword, which does 3D6 damage per hit. He rolls a 59, and misses!

The next skeleton attacks Cristof again (they appear to be concentrating on the one who killed their ugly little friend!) and scores a Special Hit for a whopping 26 points of damage (36 maximum minus 10 for armor)! (Ouch!!!) Cristof has now taken a total of 38 which exceeds his WL by 1, thus causing him to become Dazed. He now has only half his normal chance to hit, and he suffers a +2 penalty on all further Initiative rolls. Greatly annoyed by this development, his player curses loudly as he proceeds to make his attack. Though normally possessing a 55% chance of hitting using the *Combat, Hand Weapons* K/S, he now only has a 27% chance of hitting with each attack, so he decides to aim his attack at the skeleton that scored the Special Hit on him! Remarkably, he rolls very low and hits with his attack, destroying the skeleton warrior.

It is now the beginning of the third CT, and the rolls are made: Jakob wins with a 2, the remaining skeleton gets a 5, and Cristof rolls a 4 but—as he is facing a +2 penalty—must settle for a net result of 6. Last again, it seems! But not to worry! Jakob hits the skeleton warrior with his swing, inflicts a total of 16 points of damage, and sends the monster (which had a P of 25) back to the land of the dead from whence it came.

Improving Skills & Abilities

During the course of an adventure, it is assumed that Heroic Personas will have had the chance to both learn new things and to improve the skills and abilities that they had already—after all, challenge and trial make those who survive them stronger! This is where *Accomplishment Points*, or APs, come in. After your HP group completes a scenario (solves the mystery, vanquishes the monster(s), etc.) the gamemaster will award the Heroic Personas each a number of APs to reward them for their participation, as well as for any especially clever play and careful thinking. The precise method the GM uses to determine the amounts given out is the GM's own business (a recommended one can be found on page 40 in chapter 8) but a typical award will be around 5 APs or so, perhaps 10 if you did particularly well.

APs have two main uses—to increase an HP's TRAIT scores and amount of Study/Training/Education/Experience/Practice points. Once you have received your award, you may spend it to do either or both of the things mentioned above. STEEP points may be increased on a *1 for 1* basis. That is, for every Accomplishment Point you spend in a Knowledge/Skill Area, your HP's corresponding STEEP rating will go up by 1. You may, however, boost any single K/S by no more than 5 per game month. TRAIT scores, however, may be increased on a *1 for 3* basis. For every 3 APs you spend in a TRAIT, your HP's score will increase by 1. Furthermore, more K/S Areas may be added by spending Accomplishment Points. The cost is *5 APs, and the amount of the starting STEEP is always 5.* If Cristof wished to acquire the *Animal Handling* K/S, for example, he would have to spend a total of 5 APs, and his initial STEEP for the K/S would be 05.

Note that you may spend part of your award on a TRAIT, part on a K/S Area, another part on a second K/S Area, some more on a second TRAIT, etc., in any combination until you run out of APs. You may even, if you wish, save APs and combine them with an award from a later scenario to make a large purchase.

Finally, note that raising a TRAIT score does *not* result in any corresponding increase to the Heroic Persona's K/S Areas. The TRAIT bonus to STEEP was solely a part of HP creation, reflecting long periods of study on the part of your HP *prior* to the persona's being introduced to play. For example, just because I raised his S by 2 doesn't mean that Cristof's *Leadership* K/S would have also gone up by 2!

Example of AP Expenditure

Let us imagine that Cristof has successfully found the den of a group of thieves who had been robbing merchants in a nearby region, and having completed that scenario, is now ready for his AP award. Taking his clever play into account, the GM grants him 8 APs and now we must decide how we wish to spend them to improve Cristof.

First we decide that his Spiritual TRAIT could use some boosting, so we spend 6 APs to raise it from 30 to 32. We now have 2 APs left to spend, and we see that his *Appraisal* and *Influence* K/S Areas—which only have STEEP ratings of 30—would be good candidates for improvement. Spending 1 point on each, we come up with a new STEEP rating of 31 for each. Note that we could not have spent all 8 APs on Influence and raised it to 38, as the maximum by which any K/S Area can be raised per game month is 5.

PLAYING YOUR HP

The purpose of roleplaying is to have fun, and the **Mythus** rules are all designed to make that as easy and exciting as possible. But the true secret of roleplaying is in the actions and attitudes of the players themselves. In this chapter, you will find advice for roleplaying your best!

ROLEPLAYING EXPERTISE

If you have an interest in the fantasy genre, enjoy roleplaying, and like games, then the **Mythus** fantasy RPG should be the perfect vehicle for you. It will provide you with endless hours of excitement, fun, and entertainment. Don't think that this applies just to play sessions. There is, for example, planning with the other players, and discussing adventures after they occur. The more you invest in this game activity the more you will get out of it in the way of entertainment. Let's begin by considering the Heroic Persona.

You aren't the HP, but the HP is yours. Without you, the HP wouldn't exist in the game milieu that the gamemaster builds for you. The campaign would be abridged without your input as a player—that is, your interaction in adventures via the HP. As you actively roleplay, contribute to the group's problem-solving ability, utilize the knowledge and skills of your HP, and otherwise take part in the activity, each and every participant benefits. To do this properly, however, you need to "know" your Heroic Persona.

The most important aspect of roleplaying is, well, roleplaying. The more that players can perfect their ability to project their Heroic Personas' personality, the better. Roleplaying skills improve the quality of the game and increase enjoyment. After all, the purpose of the game is not to be Matt, Cameron, Dave, and Michele fighting mythic beasts and journeying on epic quests. The purpose is to assume the character, inclinations, qualities, and faults of Balthasard, Bryn, Trevyn, and Miranda, the Heroic Personas, as they struggle to survive and conquer awesome monsters, discover ancient secrets, and so on.

Not only do you need to understand the rules—the "laws" of the campaign universe—but also your HP and as much about that persona as is possible. That is the reason this game goes into so much detail regarding what makes up personas: what they know, what skills they possess, their social and economic backgrounds, and so forth. Whenever there is free time and you're in the mood, spend a bit of it on further development of your HP. Just get out the HP Profile Sheet and add to it! All manner of additional details can be created, such as background information like a real person would have (be sure to get GM approval, though!). While doing so, some actual research on geography, knowledge, skills, and legends and mythology will add to your enjoyment of the game. Then, each time you come to the game sessions, you will also add to the enjoyment of the group as a whole. By knowing your HP you will relate to and get into playing the persona, and your knowledge of the genre and of relevant general information will bring enhanced realism as well to the adventure. In short, you will excel in your play. This will encourage your fellow players to emulate you, and your gamemaster will likewise be spurred on to greater heights of creativity in the scenarios he or she designs for adventuring.

Knowing your HP, knowing the game, and knowing as much as possible about the real world and fantasy add up to playing your HP well. Here are those points again:

(1) Develop and know your HP.
(2) Know the game and the campaign.
(3) Know real facts, especially those which relate to your HP.
(4) Know about the genre of fantasy.

That is all well and good, but you need to do more to be a truly expert player. There are other factors involved, so it is necessary to consider them as well. The gamemaster works hard to provide entertainment and enjoyment for you and your fellow players. If you know and understand what the GM is doing—not private notes on the milieu, of course, but what the person is doing as a GM—you'll be helpful and a good player, too. That makes the whole campaign better. There are also the other players to consider as well. If you know them personally, understand them, and assist each of them to play better, the overall experience improves. You need to know their HPs too, so that your own can operate in proper relationship to them and the full group potential will be realized during each adventure.

Quarreling with the GM or other players only disrupts the game and spoils the fun. Sometimes it is necessary to raise a point or to debate a certain judgment or situation, but that must be kept to a minimum (it's only a *game* after all!) and, if possible, it should be reserved until after the adventure is concluded. Don't be a disruptive or uncooperative player. When another is so doing, be sure to assist in settling the matter so the game can go on.

If another player seems to know more and play better than you, don't hesitate to follow the example and learn from the individual. Conversely, try to help those who don't do as well to become better players. Not all GMs are expert, either—in fact, they can learn a lot from their players. If you can assist in that process, then please do, but manage it with a friendly attitude and a lot of tact. Some GMs might be too generous, and that's as bad as those who are too hard on HPs and don't give sufficient rewards (Accomplishment Points, etc.) for good play. Some GMs loathe to ever have an HP lost, others eliminate them with the slightest excuse—or for no reason at all! Again, very bad gamemastering! You and the others should talk to the GM about problems such as that, for you all want a fun, exciting, and long-lived campaign. Don't hesitate to point out things that you think might be interesting to encounter, adventure scenarios which would be fun, and ideas regarding the game, systems, and rules that you don't think are right. All that is done before or after play sessions, and not when the GM is in the middle of an adventure, for you don't want to disrupt the game. Here are those points again:

(1) Learn from your fellow players.
(2) Help your fellow players to be better.
(3) Assist the gamemaster to be the best.
(4) Be considerate of all the others in the group.

If the foregoing seems obvious to you, congratulations! You're

probably a very good player. Be sure to use that ability to make the game as much fun as possible. That brings us to play of the **Mythus** game specifically. Here are some tips on how to be an expert and have an HP who is going to become a legendary force against the dark evils which lurk in waiting for unsuspecting humanity.

Because you "think" for your HP, it is important that you develop a mindset for game play that is in tune with the make-believe persona and the milieu. You are an actor, in effect, and the drama you're playing a part in is one of fantastic places and creatures, imagination, magick, and heroic struggles. Imagine that it is a motion picture. Each discovery builds the story. The challenges, intrigues, and eldritch mysteries grow, but your resolve to defeat the evil, to uncover the unknown, keeps you firm in purpose. From the viewpoint of an alchemist, astrologer, cavalier, soldier, mountebank, thief, or wisewoman, you gradually learn and alter your perspective. From an individual, you grow to be a team member as well.

There are strengths and weaknesses in each Heroic Persona. As a team, these strengths can be used to advantage, and the weak made strong. The believing face the vampire: the unbelieving face that which seeks to insinuate fear into the mind or drain the will to resist. By getting into the role, knowing the subject and the game, and being one with the other players, you will certainly excel.

EXAMPLE OF PLAY

The purpose of this section is to give you a feel for how play actually works and what adventuring is like. This sample session includes three players and one gamemaster. The three HPs in this example are Cristof, his old friend Jakob, and a thief named Elathana. The captions below show what the GM as well as the players of the HP's say and do as the game progresses:

GM: "All right, so you've agreed to go to the bandit's stronghold to rescue the merchant's daughter. You learned at the local tavern where the stronghold is and have a good idea of how many bandits are there. What now?"

Cristof: "Well, we need to gather our gear and get ready before we go."

Jakob: "That sounds good, let's do it."

Elathana: "We'll probably need to scale the wall, so I'll go get some rope and a grappling hook."

GM: "Just make sure that you each have written down all the equipment you're taking. If it isn't in writing, you don't have it!"

Cristof (checking his equipment list): "Right. I think I have everything I can manage to carry and might need. You guys ready?"

Jakob: "Got it."

Elathana: "Done."

GM: "Okay. You ride to the stronghold, which is about 30 miles away. That takes up the rest of the first day. Next morning, you approach the place. The trail leading to it winds through the forest, and then opens into a clearing, and the stronghold is built into the side of a large cliff."

Cristof: "We'll stay in the woods nearby until it's good and dark, then leave our horses tied to some trees just inside the edge of the woods when we go in. Meanwhile, we'll watch the wall for guards from the edge of the forest."

GM: "You can see one guard walking the wall. Nothing else appears to be happening inside."

Elathana: "Great. Once it's dark and we decide to move in, I'll sneak closer along the edge of the cliff and climb up using the grapple when the guard's at the other end of the wall. When it's all clear, I'll signal the others to come up."

GM: "Okay, I'll roll to see if you make your *Criminal Activities, Physical* check to sneak up to the wall, then you'll make a Climbing roll to get up the wall." (The GM makes a D% roll concealed from the players.) "The guard doesn't turn to look in your direction."

Elathana (rolling the dice): "Okay. I made my roll. Now what's happening?"

GM (grinning): "The guard's coming back..."

Elathana: "Rats! All right, I quietly draw my dagger and hide in the darkest shadows I can find. When he gets close, I'll try to surprise him and take him out as quietly as I can."

Jakob (anxiously): "Can we see what's going on up there?"

GM: "Not really; remember, it's dark. Besides, you couldn't do anything anyway. Elathana, when the guard gets about five feet from you he stops and peers out toward where the others are."

Elathana: "I guess this is it! I'll spring at him and try to knock him out with the pommel of my dagger. Roll for surprise now?"

GM: "No need to—you surprised him. Give it your best shot."

Elathana: "Here we go . . . Oh, yeah! I got a 21 That's a Special Hit! 2D6 maximum is 12 total!"

GM: "Good job! Since you got a Special Hit on your roll, I'll say you took care of him."

Elathana: "Whew! That was close. Okay, I'll look around first, then signal the others to come on. When they start up, I'll make sure the guard is bound and gagged."

GM: "You two both need to make a *Climbing* (or P TRAIT) roll to get up the wall."

Cristof and Jakob (rolling dice): "We both made it. What do we see and hear?"

GM: "Elathana is busy tying up the guard. Looking around, you see the empty courtyard below. The outer wall that you are on connects to part of the building on the far end, and it has stairs leading down to the courtyard on this end."

Cristof: "Let's try going in from upstairs. There might be more bandits inside the main entrance. Jakob, you get a Casting ready, while Elathana and I go in with swords drawn."

Jakob: "Okay. I'll walk in the back, though."

Elathana: "Right. I draw my short sword. Let me go up front, since I have a better chance of sneaking up on someone: I'm used to stealthy work, you know..."

GM: "At the end of the wall is a closed door leading into the building. Who's going to open it?"

Elathana: "I will, but first I'll put my ear to the door and listen for sounds from inside."

GM: "Make a *Perception* roll (the GM has the option of rolling secretly for the players instead) to see if you can hear anything."

Elathana (rolling D%): "Nope. Didn't make it. Hmmm...I'll look at the others to make sure they're ready, then open the door. What's beyond?"

GM: "A hallway and a lit torch in a wall sconce. Down the hall about 20 feet is a closed door."

Cristof: "I'll take the torch, so we can all see."

Elathana: "I'll listen at each door as we pass, until I hear something. How many times should I roll?"

GM (grinning): "Don't worry about it. I'll tell you when you hear something. As you follow the hallway, you hear voices behind the third door. It sounds like there are a group of men in there gambling. What do you want to do?"

Jakob: "Let's keep going. I don't think she would be in there."

Cristof: "I agree. Let's go."

GM: "All right, two down from there, Elathana hears somebody snoring."

Elathana: "Aha! I think I know how we can find out where the girl is. I open the door a crack: Is it dark inside?"

GM: "Yes."

Elathana: "I'll step inside real quietly and move toward the sound. You guys count to three, then come inside and shut the door behind you. I want to get to the sleeping bandit before the light wakes him up. When they come in, I'll put my sword to his throat and wake him up for a little questioning."

Cristof and Jakob (nodding): "Sounds good. Do it."

GM: "All right, but I want you to make a Physical roll at +5 (it could be higher, like +10, +15 etc.) to keep from tripping over something in the dark."

Elathana (rolls): "Just made it! Okay, what now?"

GM: "When the other two come in with the light, you can see that the guy who was sleeping is wounded—probably from a raid. He doesn't look happy when he figures out what's going on, but he isn't in a very good position to argue!"

Cristof: "Good! I'll move over by Elathana, and get ready, just in case."

Jakob: "And I'll search the room, looking for anything else that might be useful. Anything here?"

GM: "Ummm...Well, there's a new ransom note on the table."

Elathana: "Where's the merchant's daughter?"

GM (for bandit): "Why should I tell you?"

Elathana: "Because I'll kill you if you don't." (Grinning at the GM) "I'll press a little harder with the edge of my sword..."

GM: "You can tell he doesn't want to say, but you've got him nervous. He gulps and says, 'She's downstairs, in a storage room by the stables.'"

Cristof: "Well, you're gonna show us where that is. Get up—but don't try anything funny, or well skewer you! I'll tie his hands behind his back, just in case"

GM: "Your captive leads you downstairs to a room and says, 'This is it.' What are you going to do now?"

Elathana: "I'll listen at the door."

GM: "You hear sobbing, and the sound of a man laughing inside."

Elathana (gritting her teeth): "I'll tell the others what I hear."

Cristof: "Okay, I'm goin' in! I'll teach the thug to pick on a defenseless girl!"

Jakob: "Wait a minute—there may be more than one of them..."

GM: "Too late. Cristof opens the door and sees a big guy with a whip, standing over a girl with manacles on her wrists. All of you tell me what you're going to do, then roll for Surprise." (The GM rolls and gets a 73)

Cristof: "I'm going to rush him, and attack with my sword."

Elathana: "Here we go...I'll follow him in and attack, too. We need to take care of this guy quick."

Jakob: "While they fight, I'll go pull the girl aside and make sure she's all right, being careful not to get caught in the combat."

Cristof: "Aha! I got a 20 on the surprise roll!"

GM: (smiling to himself) "Okay, Cristof and Elathana, roll D% against your *Combat, Hand Weapons* K/S STEEP. Jakob, you'll have to roll against your Physical TRAIT at +20 to pick her up and move her without getting in the way—she's in leg irons, too."

Elathana: "I missed."

Cristof: "I hit. Damage is...18 points."

Jakob: "I made it with a 15."

GM: "Now, let's all roll a D10 for Initiative. I got a 4."

Cristof: "I got a 10! Damn!"

Jakob: "Ha! I got a 1!"

Elathana: "I got a 3—I'm gonna swing again!"

GM: "Wait a minute! Jakob's first."

Jakob: "I'm going to ask her if she can walk if I take off the chains. If so, I'll cast a *Lock Open* Cantrip."

GM: "She says she thinks so. Roll your *Dweomercræft* STEEP, and don't forget to mark off the Heka for it"

Jakob (rolling): "64—but since it's a Grade 2 Casting, I multiply my chance by 2. I made it."

Elathana: "*Now* I'm gonna hit him." (Rolling.) "This time I hit him for...Yeah! 16 points!"

GM: "That's enough to Daze him—but he's still swinging at you, Cristof. Whoa, 93, he really missed."

Cristof: "All right, I'll swing again.... Rats, I missed!"

GM: "Well, then it's time for Initiative again. I got a 4. That makes it 6 for me, since the bandit's Dazed."

Elathana: "A 10!! Looks like I got Cristof's roll this CT."

Cristof: "I got a 2 this time."

Jakob: "I got a 5."

Cristof: "I'll swing again. It's a 47—hit—for 18 more points. What kind of armor is this guy wearing anyway?"

GM: "None, just regular clothes. It doesn't matter, anyway. He's dead."

Jakob: "Let's get outta here!"

GM: "The hall is clear, which way?"

Elathana: "Hey, wait! Where did OUR captive go?"

GM (laughing evilly): "You didn't expect him to hang around and wait, did you? He probably went for help. As a matter of fact, you hear the noise of others approaching. Let me roll a D10 to figure out how long it will take them to get there."

Cristof: "How long?"

GM: "You going to wait around to find out?"

Jakob: "No way! Let's get going!"

There are some important lessons to be learned from the above example, particularly for young, budding GMs. The first thing, of course, is to use the rules imaginatively. Never, when you are playing, worry too much about what it says in the book, but rather do what seems the best at the time. This GM's decision to forego the Surprise roll is a good example, as is his arbitrarily rolling 1D10 to see how many CTs it took for the reinforcements to arrive. Note also that when Jakob wanted to grab the girl and move her to safety without getting in the way, the GM simply said, "Do it with a Physical roll at +5."

No two groups of people are going to play the game in exactly the same way, and there is no one "right" way to conduct an RPG or to resolve any particular situation that comes up during a scenario. The collection of rules in this book are often at best a collection of suggestions on how things can be run, and you should never cling to them when doing so seems particularly unfair, unrealistic and/or too much trouble.

The rules in the *Mythus Prime* game are intentionally simple and often deliberately vague. We want you to be able to unleash your imagination with a bare minimum of technical details to worry over. Of course, if and when greater complexity and more realism is desired, the *Advanced Mythus* game is an option, and, in fact, we recommend that all players of the *Mythus Prime* game eventually progress to the advanced rules. (See Chapter 7, hereafter, for details on switching your campaign from the *Mythus Prime* rules to those in the *Advanced Mythus* game.)

Another thing which may be apparent from reading the above is that a good gamemaster is also adept at improvising in an unexpected situation. No written scenario is going to give the gamemaster answers to everything that the players could possibly ask, so the gamemaster must be prepared to make up something that sounds plausible on short notice. It's really pretty easy to do once you've had some practice! What is slightly harder is to remember what you've made up. For the sake of consistency, be sure to write down all important things that you've improvised!

On the whole, you should now have a feel for how things work. It's simply a matter of the GM describing the situation and the players reacting.

One thing that might prove helpful for inexperienced gamers is to find some people who have been playing for awhile and watch or play with them. Most large cities and college campuses have organized groups of roleplaying gamers—do some snooping around to find out where they meet. Hobby shops that sell gaming materials (you may have bought this book at one) and fantasy/science-fiction conventions often draw legions of gamers through their doors!

Upgrading to the Advanced Mythus Game

Mastery of the *Mythus Prime* rules is something that you will probably accomplish quickly, and—in time—you will grow ready for a system with a little more *substance* to it. The *Advanced Mythus* game, of course, is the more realistic and fulfilling one, and the majority of future scenarios and accessories for the **Mythus** fantasy RPG will deal almost exclusively with the *Advanced Mythus* rules. However, the *Advanced Mythus* rules—once learned—will prove not to be overly difficult to use. Careful study of the system in your spare time is recommended, and GMs may wish to introduce it into their campaigns one piece at a time, as opposed to completely starting over with the advanced rules. This section is designed to help you accomplish a smooth and gradual conversion, taking it all one step at a time.

DIFFICULTY RATINGS AND JOSS FACTORS

A good way to start your campaign on the advanced track is to first add on the rules for Difficulty Ratings (DRs) and Joss Factors (JFs). Start out by reading Chapter 11 to learn how K/S rolls are resolved in the *Advanced Mythus* rules, and try those rules out at your next session. The rules for Difficulty Rating should look familiar, for they are the same method used to decide the success of Castings in the *Mythus Prime* rules.

Furthermore, when you introduce DRs, you may want to bring in *Joss Factors* (JFs) as well. Chapter 11 tells you how to generate base JF scores for Heroic Personas, and it provides an in-depth discussion of how to use JFs in your game.

THE ADVANCED HP

Once you and your friends have played for awhile and become familiar with Difficulty Ratings and Joss Factors, the next step is to carefully read Chapter 10, photocopy some standard HP *Profile Sheets*, and translate your Heroic Personas onto them. This will be a complex but rewarding task, as the increased detail provided by the advanced description of your Heroic Personas will serve to bring them to life—to make them seem even more "real" during the course of the game. The steps for doing so are as follows.

1. Determine TRAITS, CATEGORIES, & ATTRIBUTES: TRAIT scores in the *Advanced Mythus* rules run roughly double what those in the basic rules do, so multiply your HPs' TRAIT ratings by 2 before placing them in the provided blanks. After doing that, you will need to divide the score for each TRAIT among the two CATEGORIES underneath it, and then divide the resultant CATEGORY scores up among the three ATTRIBUTES in each CATEGORY. (Note that neither your *Power* nor *Speed* ATTRIBUTES may ever exceed your *Capacity* ATTRIBUTE in any particular CATEGORY.) You might find that the easiest thing to do is to try and divide everything up more or less evenly. See page 64 for a detailed description of just what are CATEGORIES and ATTRIBUTES.

2. Roll for Joss: Go ahead and roll for your persona's starting Joss if that has not been dealt with already—provided, of course, that the GM wants to use Joss in the campaign.

3. Calculate Damage Levels and Effect Levels: Next, turn to page 67 of Chapter 10, and figure out your persona's Damage Levels (DLs) and Effect Levels (ELs) in the manner described by that part of the text.

4. Convert K/S Areas: You won't have to do much work to find your persona's K/S Areas when converting to the *Advanced Mythus* rules, as you already have most of them. STEEP points mean pretty much the same thing in the advanced game as in the *Mythus Prime* rules, so only a little modification will be necessary for that. You will, however, have to figure out the ratings for three new K/S Areas applicable to all personas: *Etiquette/Social Graces*, *Native Tongue*, and *Trade Phoenician*. Go to the chart on page 70 and do so by the process given there.

Also, the GM may wish to give the HPs a few more K/S Areas free of

Example: TRAITS, CATEGORIES, & ATTRIBUTES for Cristof

To adapt Cristof to the *Advanced Mythus* rules, the first thing we do is arrange his TRAIT, CATEGORY, and ATTRIBUTE scores. In the *Mythus Prime* game, Cristof has a Mental TRAIT of 40, which translates into an M of 80 in the advanced rules.

We then go on to divide his 80-point TRAIT score up between his Reason and Mnemonic CATEGORIES, to which we assign a score of 40 each (for simplicity's sake).

Now we must divide up the ratings for both Reason and Mnemonic among the three ATTRIBUTES (Capacity, Power, and Speed) in each. We decide to give a score of 14 to Capacity Cap), 13 to Power (Pow), and 13 to Speed (Spd) in each CATEGORY.

Our HP sheet for Cristof now looks like this:

Mental TRAIT (M): 80

Reason (MR):	40	Mnemonic (MM):	40
Capacity (MRCap):	14	Capacity (MRCap):	14
Power (MRPow):	13	Power (MRPow):	13
Speed (MRSpd):	13	Speed (MRSpd):	13

Having done that, we now proceed to perform similar work for Cristof's Physical and Spiritual TRAITS.

charge to help them take advantage of the much wider range of K/S Areas offered in the *Advanced Mythus* rules. Perhaps 1D3 new Areas or so for each TRAIT would be a good idea.

5. Determine K/S Sub-Areas: Next comes the matter of Sub-Areas, which the GM and players may or may not wish to introduce into the campaign right now. Read about them in Chapter 10, and see what you think. If you do decide to use them, an easy way to go about adding them is to look up your K/S Areas on the master lists (pages 99-100), and note which ones have Sub-Areas on your HP sheet, then see how many Sub-Areas you will receive in each. That way, you may then look up each individually in turn and choose the Sub-Areas that best suit your HP.

6. Calculate Personal Heka: If you are playing an HP who has Casting ability, you will need to figure out the HP's personal Heka using the advanced method as given in Chapter 13. (Note that Chapter 2 of the **Mythus Magick** book details other Heka Sources, as well.

7. Establish General Persona Information: The next stuff to deal with is the "General Persona Information," and all we can say for that is to turn to page Chapter 10, and have at it! Keep in mind that it is this information which will shed real light as to what makes your Heroic Persona tick. Take your time filling it out—you don't have to do it all at once! Add in information gradually as it comes to you, and feel free to change things later on to reflect how your HP has grown and developed. For the moment, however, you might wish to stay away from creating HPs of variant ages (younger than 25 or older than 35) or making use of *Quirks*. You should at least, though, roll for *Handedness*, and for *Attractiveness* if you have not already done so.

8. Adjust Financial Resources: Finally, there are resources to deal with. The GM may wish to tinker around with your financial resources to bring them more in line with the *Advanced Mythus* rules. The biggest things you will need to do, however, are to come up with your *Possessions CATEGORIES* and your *Special Connections*. Chapter 10 deals with such matters, starting on page 112.

ADVANCED COMBAT

As mentioned before, combat is an integral part of this (and any other) RPG. This is a good point in your campaign to switch over to the *Advanced Mythus* combat rules. The best way to do so is to go and study Chapter 12 carefully. Before actually beginning play with the new combat rules, gamemasters might try staging some practice fights of their own and see how well they work. This is great gaming exercise for players, as well, for it gives them a chance to learn the new mechanics without really risking their HPs' lives. It will be helpful to have all of the advanced weapon information (Base Attack Chance (BAC), range, speed factors, etc.) written down on the players' HP sheets before the game begins, as this will save much having to go back and look things up during the course of play. Having a gamemaster's screen, and photocopying the important tables and charts throughout the book, will also be helpful.

COMPLETE HEKA

The last big step to be taken in converting to the *Advanced Mythus* rules is to introduce the complete Heka system, including the remaining Heka-using Vocations and K/S Areas. The advanced system is dealt with at length in the **Mythus Magick** book (and Chapter 13 of the book you are holding gives basics) and will require a good deal of study before being introduced into the game. Aspiring HP mages or priests will want to first figure which of the above K/S Areas they possess and obtain their STEEP scores in each. They should be required to buy these K/S Areas, but GMs may—at their discretion—allow personas to buy them at a reduced rate, in a manner similar to that suggested under "The Advanced HP," above.

In any event, it might be a good idea for the GM to sit down with the players and practice the new magick rules for a few minutes before the game. With time and patience they can be mastered, and—just as with the rest of the game—you are sure to find doing so to be rewarding.

Using All Listed Castings

Rather than being limited to the Castings used by the K/S Areas listed on page 15, Heroic Personas in the advanced game will find whole new vistas open to them with respect to magick. Even those HPs whose Vocation is not primarily of Heka-using background may find a helpful Charm or Cantrip from the large selection available in the **Mythus Magick** book.

Full and Partial Practitioners

Another aspect of the advanced rules is the differentiation between Full and Partial Practitioners of the *Dweomercræft* and *Priestcræft* K/S Areas (qq.v.). Most Heka-using Vocations in the *Advanced Mythus* game (and all of those in the basic game) are treated as Partial Practitioners. Those lucky few who are eligible for Full Practitioner status will gain as much as 10 times their base Heka for use in magickal Castings.

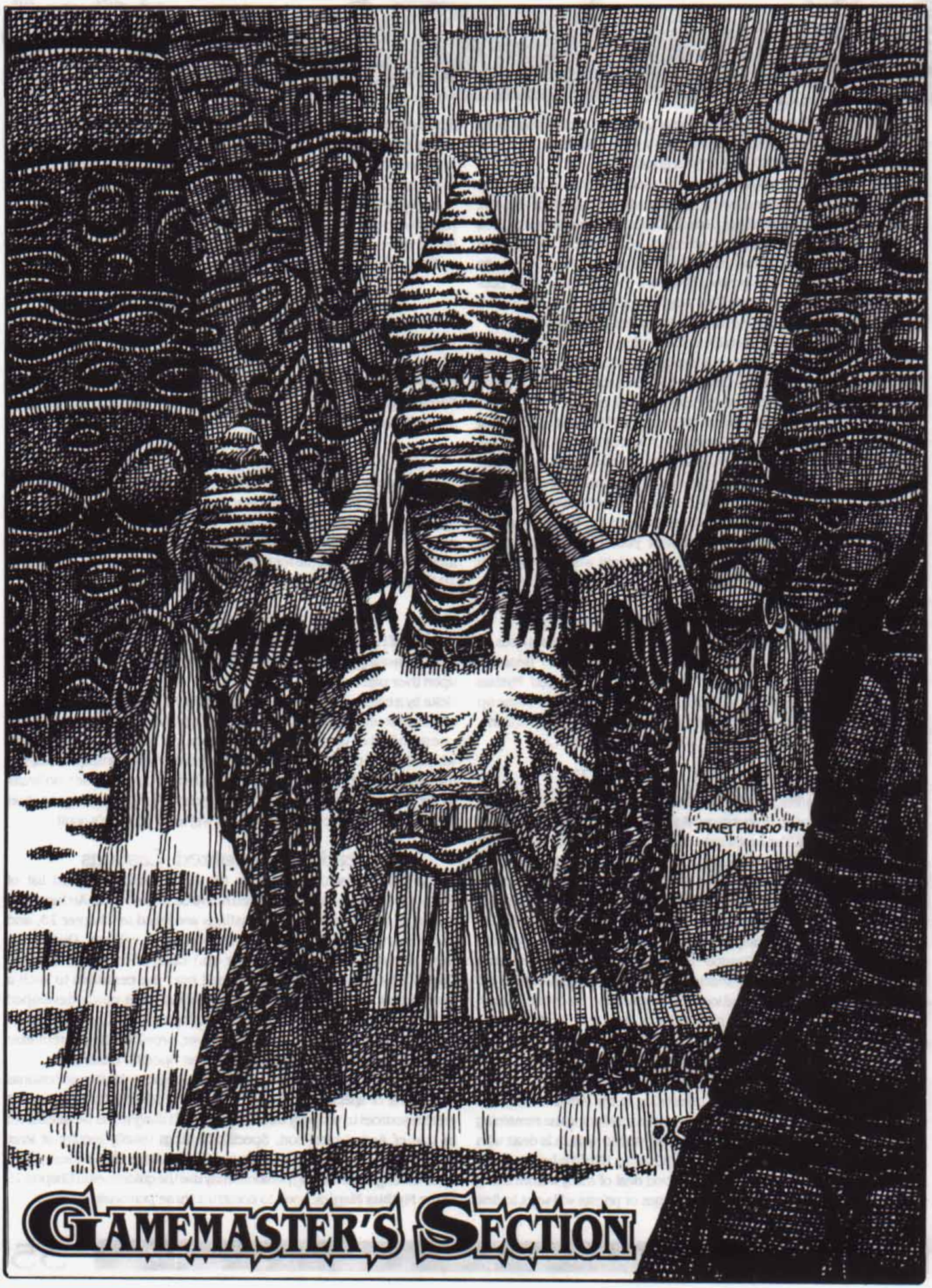
Pacts And Vows

Vows of Faith and *Pacts* with Evil are yet another addition designed to give Heka-using personas more power when using Castings. Depending upon their particular Pact or Vow, HPs are able to increase their personal Heka by a certain amount. Note that an HP who has made a Pact or taken a Vow must always honor it explicitly, for a persona may only ever make *one* such Pact or Vow! Those foolish personas who seek to break an oath with a Deity or other Entital Being usually suffer dire consequences, not the least of which will be the loss of their Heka bonus! Those who break a Pact can probably look forward to their career (and life) being cut short as the forces of Evil come to claim the wayward persona's soul!

Creating Specialized Castings

The Castings which make up the known and accepted list of magickal Operations within a given K/S Area are known as Archetypical Castings. (Basic Archetypical Castings are listed in Chapter 13, and many more are given in the **Mythus Magick** volume. Others will follow in additional volumes later on.) Each of these Archetypical Castings has been honed and refined over the centuries to such a degree that it is more reliable and efficient than newly developed Castings. A persona who has Heka-using ability is not absolutely limited to Archetypical Castings, however, provided the gamemaster allows players to use what are known as *Specific Castings*.

Specific Castings are basically magicks devised by the Heroic Personas for general or specialized use in the milieu. A Specific Casting requires great resources to properly develop, and it will likely never be as efficient as one of Archetypical sort. Specific Castings usually require at least double the Heka cost of an Archetypical Casting. If the GM decides to allow such Castings, Heka-using personas may use the guidelines in Chapter 10 of the **Mythus Magick** book to construct these personalized spells.



GAMEMASTER'S SECTION

Running the Mythus Prime Rules

There is more to being a gamemaster than merely knowing the rules thus far, of course. While players each take on the role of a single character, the gamemaster has to play the parts of an entire world of personas, and more! But it is an incredibly rewarding task that you set yourself to do. In this chapter, you'll find information and advice that will get you started on your way to success as a true game*master*.

USING THE EPIC OF ÆRTH

There can be no doubt regarding the campaign setting. A poorly thought-out setting will doom any campaign to an early demise, while a good one is the gamemaster's best friend. The **Epic of Ærth** companion volume has been prepared as a campaign companion work of the **Mythus** game for good reason. In it, we have created a work which is guaranteed to provide gamemasters with a setting that not only meshes perfectly with the **Mythus** rules, but also one that offers them and their player groups every avenue for adventure, intrigue, roleplaying, exploration, and action in a world filled with the strange yet familiar, the magickal yet "mundane," integrating fantastic elements into a working and believable world. What does all that mean? Simply that all you need to do to set up your campaign is use the **Epic of Ærth** book and some of your creativity to get the ball rolling.

Targeting a Campaign Location

Think of the campaign you are about to begin as a target. You are taking aim now, and it is the bull's-eye you're going to hit, never fear. First, however, you need to study the whole thing. The "outer ring" is the entire setting—in this case that means the cosmos, planes, spheres, the counter-world of Phæree, and Ærth, *inside, in between,* and *outside*. That's a very large outer ring, and one which is going to be appreciated later. Right now, however, it's time to move inward one band.

The second step in taking aim at the structuring of your campaign is the overall place where most of your action will occur. Because this is so crucial to the success of a campaign, we are directing you to the outer surface of Ærth. That's the best place for all concerned, and it meets all of the qualifications we mentioned at the opening of this section. While the "skin" of Ærth is a lot smaller than the multiverse, it's still far too large a place for us to zero in on. Tens of millions of square miles of land on a planet whose circumference is about 25,000 miles must be considered as another of those concentric circles, another step toward your hitting the bull's-eye. You need to examine this second ring closely, though, for it is time you began to actively participate in the process of target development. Get your **Epic of Ærth** volume and take a look at the map of Ærth.

Select a continental area for a base of play for your campaign. Somewhere on or near that land mass is where things will start. Now we're getting close to the center, the ultimate place you are aiming to strike. Consider carefully before you choose. Amazonia and Magmur aren't good selections unless you are a particularly skilled gamemaster with a lot of ideas and plenty of time to develop them for your campaign. The same holds true for a lot of other places. Why? Well, think of it this way: The more populous and politically developed places on Ærth offer a wealth of immediate detail for GM use. Magmur is literally a howling wilderness, as is most of Amazonia (with only one developed state, the Incan Empire, further limiting choice in regards to variety), most of Vargaard beyond its East Coast, southern Afrik, and many of the big islands too lack detail. This isn't to say that these places are not exciting and interesting. We are merely pointing you toward a place to *begin* and *base* a campaign, so the more civilized and varied locations loom large in this regard.

Choosing a Continent: Depending on your knowledge and preferences, and assuming that the reader is of European/American background, the most likely places are:

Atlantl or Lemuria: You'll have to do a fair amount of creative work, but either of these places offers a maximum amount of GM input for a unique and different setting.

Afrik or Azir: From east to west, this is sort of a compromise between the more fanciful places and the quasi-known states of Æropa. The degree of familiarity to participants will depend upon your next selection, but if you know a fair bit of history and a lot about culture, one or the other of these places will serve quite well.

Vargaard: The "colonial" petty states along the East Coast and the Karribean Islands (Hispañola *et al.*) provide a good compromise between the more "classic" European culture and the "exotic" societies of Afrik and Azir.

Æropa: This is the typical choice for the beginning campaign, for most readers will have a fair idea of what its lands, cities, and peoples look like and how they interact and behave. By mixing in your imagination such films as *Robin Hood, The Black Shield of Falworth, Joan of Arc, Marco Polo,* and *The Three Musketeers,* a general picture of what Ærth could be like begins to emerge. It is just such sort of background "familiarity" which makes us recommend using the continent of Æropa as a starting point for your campaign.

Selecting a State: Whatever place you decide upon, though, it is now time to move inwards to the next band. We are getting close to target center now, and pretty quickly you'll be speeding your shaft toward that bull's-eye, so bear with this process just a bit longer. Now that you have a large general area in sight, go a step further and select a state within that area. For example, if you think the Isles of Avillonia look good for your campaign's base, then select one of the five kingdoms which are on those islands. If you've sighted in on the "Near East," pick a place—Ægypt, Byzantium, Hasur, etc.—as the one where your campaign will be set. Keep the following factors in mind, however: The *Pantheon* of the state will be important. So will be the *culture* and the *society/social system*. Remember also that from the base state, players will have their Heroic Personas venturing all over the place, and especially into adjacent nations.

Picking a Final Locale: Once you have decided upon a "home" nation, it is time to choose the long-awaited "bull's-eye" area, that small portion of the state which will be the central starting point of action in the campaign and your ongoing base. A *big city* is always a good choice, for it offers so many possibilities. It also requires you to either go out and pick up a prepared (commercial) metropolitan complex accessory work of the appropriate sort or else spend a lot of time and creative effort doing your own. A smaller one, a *town,* has most of the advantages and drawbacks of the city base. Beginning in

a *village* is easy, but the potential for continued utilization of that place as a base is strictly limited, *unless* the little community happens to be near a city or town. In fact, here's our recommendation: Locate your campaign's base in a large village, and place that thriving hamlet on a major artery (road and/or waterway) near an important urban area—town or city makes no difference as long as it is a key place such as a port, trading or university center, etc. Because of its proximity to an urban center and its arterial location, there will certainly be the stronghold of a lord (or official) nearby and possibly some estates and villas of aristocrats from the nearby urban center. The village will also have inns and taverns for travelers; there will be some shops catering to the wealthy and travelers; and the residents will be relatively cosmopolitan in outlook. You can set all of this up with a minimum of effort, and the introductory scenario, *High Time at the Winged Pig* (see page 47), assumes just such a place.

You now have a lot of possibilities for play scenarios. There are local encounters in the village, intrigue possibilities in regards to the nearby lord and other aristocrats (and their dungeons), outside action along the artery and in the open lands around, city adventures, and somewhere nearby will be an entrance into the mysterious labyrinths of Subterranean Ærth.

Beginning Your Campaign

Here's how your campaign might now develop, assuming that you take advantage of the starting scenario provided herein.

After their harrowing time at the local tavern, the hardy HP crew decides to take local residence and find out more about this area. Undoubtedly, the Heroic Personas will be needing and wanting any number of things, so you'll direct their path into the urban center nearby. Getting there might be a bit of adventure in itself, and once in town the group will experience much of the "local culture," so to speak. Then, returning to their own digs, you might have them encounter a coach with aristocratic occupants—perhaps interrupting bandits robbing them, or maybe in some other fashion. From there it is but a step to an audience with the local lord, who will undoubtedly have a service or two he needs performed by such a likely crew. After that—which means some number of experiences questing through countryside in other nearby communities on the noble's missions—it might be time for the group to do a bit of exploring in the underground mazes. In short order, the HPs will be a veteran lot, and then you can begin to really expand their horizons.

The sample scenario in the *Advanced Mythus* game is an ideal one for that. Take a look at it when you get a chance, and you'll see what we mean.

Following the Ripples Outward

Back to your campaign development...

We have already become familiar with the target and bull's-eye analogy for the setting up of the milieu which you will develop for your player group. Now it's time to think of another, similar analogy. We again deal with a central mark and rings, but now the action will move from the inner spot outward in progressive circles. To help you with this concept, imagine your starting of the campaign is a stone just dropped into a body of still water. In truth, that's almost what has occurred when you picked a place, established your campaign, and had the players interact with your creation through their Heroic Personas. Nothing was occurring, and then...SPLASH! The stillness was broken by the HPs' activity, and now those actions, and the HPs, will move progressively outwards—downwards and upwards also as might the stone and the droplets of water arising from the impact of the of the former—into the world around.

Because you have pretty well detailed everything in the central place where your campaign began, you will find that from this point on you will be devising and developing the places around the starting point. Details and data will move progressively outwards, much as do the rings from the impact of a stone on the still waters of a pond. The sinking of the stone, the droplets of water above, are analogous to your development of material pertaining to Subterranean Ærth, the Inner Ærth, and what is beyond (as light shimmers on the ripples and flying drops). You will find much information of general nature in the **Epic of Ærth** book, but it is in need of the personalization which only the gamemaster is able to provide. The details you develop won't be as intense as those of the campaign's starting point—unless you change the seat of action.

If that occurs, then you've actually dropped a second stone, so to speak, and the process will begin all over again, only this time the body of water, your campaign, isn't as still as it was initially. Information you develop for a second locale of main action will "meet" the circles of material already developed by your first work.

These two analogies, then, should assist you in visualizing and developing the work which each and every gamemaster must accomplish in setting up and running a fantasy roleplaying game campaign. You can hit a smaller mark with greater accuracy, drop a larger stone, by taking advantage of the wealth of information and colorful details provided for the **Mythus** game in its companion campaign volume. That work doesn't take away from the creativity of the GM, but it allows a commonalty of interests between groups, and by using it you keep to a manageable level the amount of effort you need to make a campaign interesting and successful.

SETTING THE VALUE OF THE BASE UNIT COIN

As mentioned in Chapter One, the monetary system used in the **Mythus** game is based on a concept called the *Base Unit Coin*, otherwise known as the BUC System. The standard coin of exchange is simply called a BUC. On Ærth the basic coin metal is *bronze*, so the BUC is a bronze (B) coin of about one ounce weight (about 28 grams). The value of all other coins, regardless of their metal content or weight, is then expressed in BUCs, Base Unit Coins. A BUC will purchase just about what one dollar US ($) will, so throughout the world a "buck" is a BUC. The cost of just about anything is thus known, can be found in a catalog or price sheet, or extrapolated. Here's the way the system works:

The local BUC might buy more or less than it will in an HP's home region, but it will still be a BUC or something which can be translated into BUCs. Regardless of inflation or deflation, the exchange of metal for metal is fixed, so standard metal value ratios apply, as summarized in the Metal Values table on the following page. The ratios are based on one ounce of each listed material to one ounce of bronze (1 BUC).

The following descriptions will help to identify some of the more unusual metals listed on the table.

Metal Values

Metal Type	*BUC Value*
Hekalite	6,000
Oricalcum (O)	3,000
Platinum (P)	1,500
Gold (G)	1,000
Adamantine	200
Electrum* (E)	200
Silver (S)	25
Copper (C)	5
Bronze (B)	1
Nickle (N)	0.5
Brass (BR)	0.25
Zinc (Z)	0.1
Tin (T)	0.05
Iron (I)	0.01

*Based on the standard alloy of 1.85 parts gold to 6 parts silver and 1.15 parts copper for hardness and unique color.

Adamantine: Adamantine is a non-ferrous metal which is much harder than steel, but it must be alloyed with the latter to make arms or armor. It is worth its weight in electrum, and must be alloyed at a ratio of from 1 to 8 parts in 16 to be effective. Working it is more difficult, so this adds 10% per part added to the cost of an item being forged of it. Finding the metal and a smith/armorer able to work it will be a problem! However, adamantine adds to the strength and quality of the item as is detailed in the *Advanced Mythus* chapter on Combat beginning on page 208.

Hekalite: Hekalite is also a non-ferrous metal used for making "enchanted"/"magickal" objects. It is alone worth twice its weight in oricalcum when refined into pure metallic form. Hekalite's uses are discussed under "Magickal Devices," in the **Mythus Magick** book.

Oricalcum: Oricalcum is a rare and precious metal, about as weighty as platinum, but only slightly harder than gold. It has a lustrous color resembling the hue of molten copper. Oricalcum is prized for jewelry and ornamental uses, of course, and some states mint it into coins. On Ærth, it is most abundant on the island of Atlanti. Smaller deposits are found on the continents, however, and on the islands of both Hy Braseal and Lyonnesse.

Coin Availability

Generally speaking, coins of silver value and lower are used in ordinary affairs. Better establishments will easily handle electrum, and top-quality ones will manage gold, platinum, and even oricalcum. Banks and the like deal in all metals, of course. The matter of exchange rates for coinage and metals is discussed in detail in the **Epic of Ærth** book. Simply put, though, an ounce of bronze in coin form buys the equivalent amount in goods or services that $1 buys here and now.

Some Cost Examples

Now let's see how easily and well the BUC system works. An HP goes out and stops to get a flagon of ale at the local tavern. The cost? Well, from 1 to 3 BUCs, depending on the quality of the place and size of the flagon and quality of ale, of course. A meal? From 5 to a 100 BUCs, again depending on the factors noted. Clothing prices, many goods costs, services hired, and so much more can come from the actual knowledge of players. Even arms and armor prices can be found if you have the right catalogs, although the *best* of items in such listings are for *average*-quality items as far as the game is concerned. Double and redouble for *superior* and *excellent* quality, respectively. You can base your figures on shotguns, for example, when setting the cost of a sword. Cheap ones are a few hundred BUCs, but masterpieces of the craftsman's hand begin at around 3,000 BUCs and go up to at least twice that cost. That doesn't consider adamantine or hekalite or Heka Forging or any form of Heka either.

What about the cost of a riding animal? Use an automobile as a base to find the value of a typical animal. In Æropa, for instance, a donkey is about the same cost as a "beater;" i.e. 250 BUCs or so. A mule is double that and up, depending on quality, age, and condition, so figure from 500 BUCs to 2,500 BUCs. That's the bottom line for any horse worth owning, too. An average horse in prime condition and age goes for from 7,000 to 25,000 BUCs. Think of sports cars when you consider steeds trained for warfare and combat. A fair quality light warhorse is around 30,000 BUCs and up, one of medium sort will go for about 60,000 BUCs and up and the big, heavy destriers fit to carry a large man in plate armor will start at 90,000 BUCs as a general rule.

What does a galley or ship cost? Figure 1,000 BUCs per foot, then add a similar amount for extra decks and for fitting it out. Fitting out is the stuff like canvas, spars, cordage, anchors, chains, small boats, oars, and all. It doesn't consider weapons, supplies, etc.

Machinery of war? Simple constructions of wood, rope, leather, etc. cost about 2,000 BUCs for the smallest common sort—a heavy crossbow-like *scorpion* for example, a device shooting a spear-sized missile. With spring-steel arms the cost is doubled. A well-made *trebuchet* is about 10 times larger than the basic scorpion, so it will cost 20,000 BUCs—with no need for adding anything in the way of price, for there's not much need for additional materials to improve or even for flash on one of those darlin's! A military engineer and crew can build you all sorts of this sort of equipment on the spot, as it were, given the raw materials. The cost of lumber and materials is about half of the price of this sort of thing, the rest being labor and mark-up for profit.

This brings us to the cost of hire. Minimum wage is about 3 BUCs per hour for common labor; journeymen earn about 12 BUCs per hour; and masters begin at 25 BUCs per hour. An attorney will fetch from 50 to 500 or more BUCs per hour, but no need to discuss such things as that in a nice book such as this is.... Mercenaries will work based on a low wage plus their license to loot and the spoils potential. Base rate, with fair prospects for the latter, is 200 BUCs per week, plus food and drink for a regular infantryman, 300 for crossbowmen, 400 for skilled archers, 500 for light cavalrymen, and feed for the horse (say 10 BUCs per week) is extra. Now a medium trooper commands 600 and a heavy (mounted serjeant) gets 750. Corporals work at the next higher grade, NCOs get a 10% addition to corporal pay rates. Under officers get double corporal rate, junior officers double the NCO rate, and top officers get double junior officer pay. The overall commander, then, gets a bonus of from 10% to quintuple pay, plus a bonus for victories based on a pre-agreed rate. (You bet it's costly to field an army of paid

soldiers! That's why a quasi-feudal system is still used in most states in the milieu.)

That should give you a solid idea of how to manage things. Base everything on what the reality is or was historically, converting the latter to dollars and dollars to BUCs. Gamemasters are quite free to make up whatever they like. The single requirement for any of this is *consistency*. When something is decided upon with regard to cost, the GM must make a record entry accordingly.

Converting Costs From Other Games

It should be a fairly easy matter to convert wealth from another game system to the BUC system, using the standard item cost comparison—a beer, a meal, a dagger or knife, a horse. Gold being common means that it will convert between 5 and 25 BUCs per ounce. Jewelry is a simple matter, and you can use standard prices here, remembering that mark-up over disposal value is somewhere between two to seven times (all this means is that a jeweler or gemsmith will usually sell something for two to seven times what they would pay an adventurer trying to cash in booty of dubious origin).

Note, however, that larger stones have proportionately more worth than is expressed by the basic, small-stone costs. If a 1 carat "flawless" diamond of D quality is worth $10,000 (thus 10,000 BUCs), one of 10 carats and D quality is at its carat value plus 10% due to rarity. Just add another 1% per carat to find an additional value for gems up to 25 carats, 2% per carat for gems from 26 to 50 carats. Then add for color rarity by adding 1% per carat weight of the stone. For sizes over 50 carats, count each carat as three to get the value, adding for any special features on a 10% to 50% scale as seems reasonable to you.

AWARDING ACCOMPLISHMENT POINTS

After the completion of a scenario by the Heroic Personas, they deserve to receive some Accomplishment Points for their trouble. How much you, the gamemaster, award should be based upon three main things:

(1) The success of the HPs in the scenario.

(2) The length and difficulty of the scenario.

(3) The skill with which each HP was roleplayed.

The usual award for a short scenario will be 4-6 (5 average) APs, but you may vary that by adding or subtracting APs to take each of the above considerations into account. Starting from a base of 5 APs and working through three modification steps is a good way to handle the situation. The first two steps use criteria which are the same for all HPs involved in the scenario, but the third will have to be personalized for each Heroic Persona. The three different modification factors are discussed in greater detail below.

Success (–1 to +2 AP): How well did the HPs do? A complete success, in which they thoroughly beat the Evil Personas and suffered no loss of life or equipment would possibly merit a +2. A success with some casualties and losses might receive no modification, and any failure of a mission might cause the overall reward to be reduced by 1.

Length and Difficulty (–2 to +5 APs): Completing a very long, complex, and/or difficult scenario merits a higher award than does finishing an shorter/easier one. It is up to the GM to determine just what counts as what, but the sample scenarios given in this book might both count as –1's, for example.

Roleplaying (–1 to +2 APs): This should be determined individually for each HP that participated. Things to take into account include: how many sessions a player showed up for, whether or not the player tried to project the HP's personality, and how much the player contributed to play when present. Did the player actively participate or just sit and daydream? Did the player listen to the GM or spend more time socializing? How much thought did the player put into solving the scenario? Someone who did well on all counts should receive a +2, while good performance on most counts (someone who didn't show up for all the sessions but contributed greatly while there, for example), might merit a +1. A 0 would be for average performance, and lower scores would reflect a need to improve.

Someone who only made one session out of four and did little while present might only deserve to receive 1 AP (or none) for the whole adventure! Remember, make your players work for their APs!

Example AP Awards

Cristof and his associates have just completed "High Time at the Winged Pig" (Chapter 9), and now Cristof's player awaits his AP award from the gamemaster. First of all, the HPs managed to survive the ordeal and suffered no loss of material or causalities—other than a wound or two. Therefore, the GM rules that the HP effort was a complete success and deserves a +1 modification. However, as the scenario was very short and rather simple—a modification of –2 is applied. But the GM felt that, as a role-player, Cristof's player projected the persona in an exemplary manner, and so gives a +2 modification for that. Thus there is a final modifier of +1, which, when added to the basic recommended award of 5, comes out to be a total award of 6 Accomplishment Points for Cristof.

Advanced Mythus APs

Note that this AP system should be used with the *Mythus Prime* rules only. When you upgrade to the *Advanced Mythus* rules, be sure to change your method of awarding APs to one which reflects the changed value of APs in the advanced game.

CREATING AND USING OTHER PERSONAS

Other Personas (OPs) are any personas which are controlled by the GM and not the players. Included in their ranks are the *Evil Personas* who oppose the HPs, the *Monstrous Personages* (MPCs)—vampires and the like—who frequently appear to menace the party, the *Heroic Personages* (HPCs) who occasionally serve as patrons and mentors to the HPs, the *Friendly Personas* (FPs) who help the HPs during their adventures, and the *Mundane Personas* (MPs) which includes just about anyone that doesn't fit into any of the other categories above.

Chapter 15 of *Advanced Mythus* deals extensively with the creation and use of Other Personas, and you will find a great deal of the

information there to be helpful. This section, however, is mainly concerned with what shape OPs will take in the *Mythus Prime* rules.

What Is Needed

There will be many different OPs for the Heroic Personas to meet during the course of an adventure. Most will be of the MP sort—a wizened sage, a local miller, a watchman walking his beat, an angry peasant, a jolly innkeeper, an ostler in a rowdy tavern, or a young street urchin who saw something the HPs will want to know. These are people for the HPs to talk to rather than fight, and as gamemaster, you will mainly need to know two things for them: (1) What useful information, if any, they have; and (2) their general personality and how their information can be obtained by the party.

For MPs with important clues, this information should be determined beforehand. For example, you might decide that the young street urchin saw a man the HPs are looking for being dragged off into a sewer by a hairy, sub-human figure (the information). The boy distrusts adults (general personality) and was very frightened by the experience; he will refuse to talk about what happened unless an HP can succeed in an Influence roll at +20 (the method of obtaining the information). Of course, there might be other ways (ethical or not!) of getting the boy to talk as well, but the above would be the *simplest* method.

Many of the OPs encountered, though, will be persons about whom there was no advance information prepared (few scenarios detail every passerby on the street!), and for these you will have to improvise. Doing so is not difficult. First of all, you can assume that *most* people will not have any information which will directly help the HPs in completing the scenario, but they might have some which will be useful to the HPs in the short term. A patron at a nearby table might be overheard to remark about a strange occurrence in the area, giving the group a clue as to where an adventure may be found. To add some extra flavor to the scenario, you should give such "sudden-encounter" MPs personality as well. The patron, for example, might be in a bad mood and snap at the HPs when they ask for more information.

Generating Data for OPs

For the most part, however, you will not need more detailed information. The exception to this is for FPs and MPs—and all other personas—whom you plan to have aid or attack the HP party. Perhaps a group of thieves or an obnoxious guardsman will make trouble for the party. In that case, you will need combat information (the Physical TRAIT rating, Wound Level, weapons, and weapons STEEP) for these OPs. Furthermore, there are some Other Personas for whom you will need all the TRAIT ratings and a few K/S Areas as well; in the case of some very important ones, you will need as much information as you would for a Heroic Persona! This greater amount of detail allows you to conduct actions, reactions, interactions, and combat by, of, and between the OPs and the HPs (and Friendly Personas), and for the OPs to make K/S rolls as well—which some will have to do. Examples of OPs which must make K/S rolls are Friendly Personas working with the HP party and opponents which are in the process of pulling off some scheme.

The first thing to decide when creating any such persona for whom you plan a more active role is just how powerful you want that OP to be. Do you want the OP to be merely a minor help or an annoyance,

or perhaps a scare, a challenge, or a terrible danger to the HPs or their foes? Generally speaking, a Heroic Persona is an above-average example of the species and is superior to most people in most things, so the majority of the OPs will be a bit less powerful. A few of them, however—particularly the Heroic Personages which guide the HPs, the leaders of the Evil Personas, and many of the terrible Monstrous Personages—will be mightier than *any* HPI Friends and foes of this nature are powerful, and enemy ones will require the combined effort of the entire HP Party to defeat.

Usually there will only be one or two such OPs in a scenario, and they will frequently lead a larger group of more average EPs and MPs who confront the party earlier on in the scenario. A battle between the party and a super-powerful Other Persona is something which often happens at the climax of the story!

As a running example, we will create a leader for a group of highwaymen. Since he will be the main directing force behind the bandits which the HPs will encounter throughout the scenario, we decide to make him especially tough.

Generating TRAITS

All you need to do for powerful or special OPs is pick the TRAIT score which you feel best describes the persona. For more detailed personas, however, you may go ahead and set all three. The table of TRAIT scores is given here for your convenience:

TRAIT Score	*Description*
1 to 20	Handicapped, completely retarded in the TRAIT
21 to 25	Duller and weaker than most people
26 to 35	Average ability—where most people are at
36 to 45	Above average ability
46 to 55	Superior prowess
56 to 60	Exceptional prowess
61 to 75	Incredible prowess
76 or more	Superhuman ability with the TRAIT

P ratings of 76 or higher are suitable mainly for some MPCs and other personas whom you intend to be extremely powerful. The same can be said for M and S ratings. We decide that the leader of the bandits, for example, is incredibly strong and a good tactician, but is not a very charismatic leader (perhaps he rules his followers out of fear). Thus, we choose to assign him an M of 42, a P of 70, and an S of 23.

There is no limit on what TRAIT scores you, as the gamemaster, can assign to OPs, but the ratings that you assign should make sense for the OP in question. While a 65 might be a good P for a super-strong fighter, for example, it would hardly make sense for the street urchin mentioned earlier.

While you're at it, don't forget to figure out the WL for any persona you intend to have engage in combat. The WL is equal to 75% (drop fractions) of the OP's Physical TRAIT rating; our bandits' leader, for example, would have a WL of 51.

Determining K/S Areas, Money, and Possessions

For personas such as HPCs, FPs, and some EPs, you will need to know something about non-combat skills and resources, too. It is usually not necessary to go through and figure out all of the K/S Areas that any particular persona will have—rather just go through and choose one or two that you think will most likely be used during the game. For instance, our example bandit leader will do a lot of sneaking around, so we decide to pick out the *Criminal Activities, Physical* K/S for him. The main list of *Mythus Prime* K/S Areas in Chapter 1 (page 15) is a good source of things to pick from.

As far as STEEP points go, you can easily assign those in the same manner as you did for weapon STEEP totals—just whatever seems appropriate. Many STEEP totals will probably be fairly close to the total of the TRAIT with which the K/S is associated. As a rule, then, during the game you can resolve any K/S rolls you did not pick out beforehand by just rolling against the corresponding TRAIT. If our bandit leader needed to make a *Mountain Climbing* roll, for example, we could just roll it against his Physical TRAIT and assume that he *had* the *Mountain Climbing* K/S at a STEEP rating equal to his P.

Of course, there will be times when an OP will obviously *not* have a certain K/S Area, and you will have to take that into account as well. It is a good bet, for instance, that our bandit leader does not possess the *Alchemy* K/S Area; and so if we found ourselves needing to make an *Alchemy* roll for him during the course of the game, we would have to do so against his Mental TRAIT at +20, if we were going to allow the roll at all!

For important personas that the players' HPs will encounter, the gamemaster should also determine any money or possessions which would play a part in the scenario. Using common sense and the general guidelines for SEC determination, it should be fairly simple to come up with some basic ideas about how much the OP would have. The gamemaster should use caution when determining money and possessions for Evil Personas—if such personas are defeated or killed, the HPs will probably wind up with their stuff. Do not assign anything to an opponent if you aren't willing to take a chance that the HPs may gain it.

Weapons & Armor For The OP

After assigning TRAITS and K/S Areas, you'll need to decide what sorts of weapons and armor you want your OP to wield and how accurate you want the persona to be. Once again, you may choose anything that you feel makes sense, but it's a good idea to give the above-average weapon STEEP ratings (36+) to only a very few OPs. Some rather tough EPs might have STEEPs of 45-50, and a few of the most powerful Evil Persona leaders could have 60 or more. This all refers back to just how powerful you want the OP to be. Similarly, don't give the OP too much armor protection. Not only will it tend to make the persona too strong, the armor might eventually become a part of the HP team's booty!

Returning to the example of our bandit leader, we decide that we want him to hit fairly often and do a great deal of damage, so we assign him a STEEP of 75 in the *Combat, Hand Weapons* K/S Areaa, and give him a broadsword (4D6 damage). In a similar manner, we could assign weapons to the group of outlaws he commands (say a STEEP of 35, one attack each CT, and 4D6 damage each). Their armor is similarly handled, giving the leader better protection than

the remainder of the other outlaws have. Naturally, you'll jot down the Average Armor Protection each bandit has. This information, plus the Physical TRAIT and WL, is all you really need to know before sending a persona into battle.

Heka: Castings, Devices, and Powers

Many personas will have the ability to use Castings which are the same or similar to the HPs' abilities. In addition (or alternately, as described below), some Other Personas may have magickal devices or natural powers of various sorts.

Castings: As far as Castings go, you can use the same lists that the HPs use as a basis for most of your typical Heka-using OPs. If you are dealing with a very powerful Other Persona, you may decide to increase the damage or effect of these spells. In rare cases when the listed Castings don't include an ability or effect that you want your Other Persona to have, you may be tempted to use one of the Castings from the K/S Areas in the *Advanced Mythus* rules. But be careful when doing this, because it could overbalance the scenario in favor of the OP. Also, the players with Heka-using personas will probably want to learn what the spell was and how their personas can learn to cast it. If you find the need to use advanced Castings, it may be time to move on to the advanced game.

Devices: One alternative to using Castings not covered in the *Mythus Prime* game is to provide OPs with magickal devices (see the sidebar for some possible examples). As with other OP possessions, be careful when assigning such devices, for they might be taken by the HPs should the OP be defeated. If such is the case, you can control the use of such an item by giving it special requirements for its use. Among possible special requirements is the use of a magickal command word which must be spoken to activate the device. Another is a periodic "recharging," for the object has a limited number of Heka "charges" which, once used up, render it useless.

Powers: Many personas—especially MPCs—will have innate special powers of various sorts. These special powers are not available to the Heroic Personas; they reflect the supernatural nature of *some of the most powerful enemies of humanity*. Once again, you are free to use your own discretion when assigning special powers, but keep in mind that even a few such powers will greatly increase the deadliness of your OP. Some suggestions for these innate abilities are given in the "Special Powers" sidebar on the following page.

Note that these powers will *not* be identical from creature to creature, and might even vary greatly in the way they work from the information given above—though in such cases the power's operation will be explained in the creature's description. Feel free to add to the list if you so desire, but it should give you some good ideas to get started with.

Example: As for our bandit leader, we decide he isn't able to use Castings and doesn't have any special powers, but he does have a magickal broadsword that grants him a bonus of +5 toward his *Combat, Hand Weapons* STEEP when he uses it, so we note that he has an effective STEEP of 55 in this case.

SAMPLE MAGICKAL DEVICES

Some examples of magickal devices are given here. Feel free to add to or alter these items as seems appropriate (taking care, though, not to make any too powerful by giving it too many abilities or charges).

Stealth Boots

The wearer of these soft boots is able to move silently across the noisiest of surfaces—such as a creaky floor, or ground covered with dry leaves—without making a sound. When rolling against the wearer's *Criminal Activities, Physical* K/S to sneak, only a roll of 96 or higher will indicate that noise has been made.

Strength Armbands

The persona who wears these armbands will gain an additional 20 points of Physical strength (P). This bonus will be applied to any dice rolls based on the persona's P TRAIT. The wearer will also inflict an additional 1D6 points of Physical damage when striking barehanded or with a melee weapon in combat.

Heka Bolt Wand

This magickal device is usable by any persona possessing the Dweomercræft K/S Area. It produces at the rate of one Heka Bolt per CT. Each bolt will do 10 points of damage to the selected target.

Defense Cloak

This apparently normal cloak is actually magickal in nature. It is able to function as armor, reducing the amount of damage taken by the wearer by an arbitrary amount (typically 1D6 to 4D6 points), as set by the gamemaster.

Speed Sword

Such a sword is enchanted to be extra light and allows its wielder to strike twice as many blows per CT as would normally be allowed.

Special: Connections, Information, Etc.

The last thing you need to determine for your special OPs is whether or not they possess any special items, information, or connections. A special item is something which may be significant during the course of the adventure (or perhaps later in the campaign). It could be the key to a magick lock, a map to an important location, a stolen object to be returned to its original owner, or whatever. Whole scenarios—and even campaigns—can revolve around an item, such as the ring of Sauron in *The Lord of the Rings*, or Stormbringer, the soul-stealing sword in the *Elric* saga. Insert such devices sparingly, to avoid overuse.

Special Connections are usually knowledgeable and/or powerful personas who are acquaintances or associates of the Other Persona. They are there to help the OP when called upon to do so. They typically aid the Other Persona by passing along important informa-

OP SPECIAL POWERS

Some particularly deadly OPs may have one or more of the following innate special powers:

Resistant to Weapons

Normal weapons inflict either half or no damage against such a creature. The HPs will have to use fire, acid, special weapons of some kind (such as silver or iron), or a ritual of some sort (such as driving a stake through the heart of a vampire) to harm the monster.

Never Misses

One or more of the OP's weapons always hit when the creature attacks.

Poison

When one of the OP's attacks inflicts damage, the victim must also make a P roll or become comatose for 1D6 days. The poison takes effect in 1D3 CTs after the hit was scored.

Worse, some poisons might even immediately kill those who fail the roll!

Natural Armor

The OP ignores the first 1D10 points of damage inflicted on it by any attack.

Teleport

The creature may disappear and immediately reappear someplace else up to 1D10 miles away. It will not pop up in a space already occupied by a solid object, and may teleport only once every Action Turn (five minutes).

Fear Aura

Anyone who approaches within 10 yards of the creature must make a Spiritual roll or flee in terror for 3D6 minutes.

Insanity Aura

Anyone who sees the creature must make a Mental roll or become a gibbering idiot for the next 1D3 days.

Levitate/Fly

The OP can move through the air at a speed of anywhere from 1 to 100 miles per hour. It may or may not be able to attack while so flying (at the GM's option).

Disease

Upon being hit by this creature, the target must make a P roll or catch a terrible disease. The disease will drain 1 point from each TRAIT per day, and will continue doing so until someone can either use a *Cure Disease* Casting or make a successful *Herbalism* roll at +20 to cure the victim or discern what will effect a cure. A persona may try an *Herbalism* roll for the disease only once per week.

Regeneration

The creature's wounds heal almost as fast as they are inflicted. Up to 1D6 points are removed from the total of its sustained damage each BT or CT (GM's option).

Psychic Agony

The creature radiates an energy which causes all beings within 10 yards of it to suffer hallucinations and terrible pain. All Heroic Personas with Spiritual TRAIT scores of less than 35 take an automatic 1D3 points of damage each CT that they fight the creature. Furthermore, all HPs with S ratings of less than 40 will become Dazed (see Chapter 4, page 24) while they remain within 10 yards. This is a very powerful ability, and it may or may not cease when the creature has been killed!

Very Fast

The creature deducts 5 from its initiative roll each CT.

Energy Bolt

The creature can fire a bolt of fire, frost, acid, or lightning in a line anywhere from 10 feet to 100 yards long and from 1 to 10 feet in diameter. The bolt will do from 1D3 to 9D6 points of damage to anyone in its area of effect with no attack roll being necessary! It might only be able to use the bolt a certain number of times each day (the more powerful the damage, the less frequently it should be usable), and no more than once per CT, in any case. The GM chooses how wide the bolt, how severe the damage roll, and how often the effect.

Shapechange

This creature can change from its normal form into something else such as a wolf, bat, cloud of smoke, spider, giant, or something similar. Some have many forms they can turn into and others only have one. A ghost, for example, might be able to become solid, or a man might be able to become ghostly. Shapechanging OPs can usually fight in their different forms, and so the GM may need to have different combat information for each one. This power might or might not be restricted as to how many times per day it can be used.

Summoning

Certain few OPs can call monsters to their aid—usually to help them fight the Heroic Personas! As GM, you will have to determine the type and power of the creatures they are able to summon, as well as how many will appear and how often the summoning can attract them. Furthermore, some summoned creatures will magickally appear on the spot as soon as they're called, while others might take days to arrive.

tion, providing services, or even furnishing equipment. Heroic Personas in the *Advanced Mythus* game may also gain such Special Connections. Some considerable examples of Special Connections are given in Chapter 10.

To make our bandit leader fit into the campaign, we decide that he's really just another pawn in a bigger game. For Special Connections, we give him a minor noble in a nearby kingdom, an assassin in the nearby city, a crooked pawnbroker there, and a riverboat captain of piratical sort. The aristocrat is the main connection, of course. The noble dislikes the local ruler and has enlisted the bandit and his group to make trouble in the area. The bandit's noble associate won't really be involved right away, but he could be used in a future adventure. That is, *if* the Heroic Personas defeat the bandits and are able to find out who's really behind them, we'll bring in the "robber baron" to make things difficult for the team. Our new OP (and an Evil Persona at that) is now finished, and now all we must do is plan his strategy against the HPs in the coming scenario...

USING *MYTHUS PRIME* RULES IN *ADVANCED MYTHUS* SCENARIOS

While Chapter 9 contains a scenario based on the *Mythus Prime* rules, likely most other scenarios will be designed mainly for use with the *Advanced Mythus* rules. Thus, it will be incumbent on gamemasters of the *Mythus Prime* game system to either design their own adventures or to translate the more complex scenarios into basic terms. The latter job is not as difficult as it might appear at first, and a few guidelines for doing so will allow you to easily go right through an advanced scenario and arrange things for use in the basic game.

Translating from advanced to basic rules mainly involves *ignoring things*. Generally speaking, anything you see printed which is not a part of the *Mythus Prime* rules you can ignore. Thus Difficulty Ratings, weapon ranges, terrain classifications, Sub-Areas, Insanity Checks, and the like are all things which you may throw aside with impunity. You might find it helpful to take a highlighting pen and go through a scenario, marking the things which you won't need to worry about during play. Some things, however, like magickal objects, odd or specialized weapons, and OP information cannot be so easily set aside, and you will have to do some work to put them in simpler form. These are covered in the following sections.

Dice Rolls

In an advanced scenario, you will see numerous references to DRs (Difficulty Ratings), CATEGORIES, and K/S Areas which aren't utilized in the basic rules, and contests between personas. For the most part, you can just ignore the DRs, although sometimes you can use them to help indicate whether or not a roll should be extra difficult (made at +5, +10, or +20). Whenever a DR of "Difficult," "Very Difficult," or "Extreme" pops up, you may assume that the roll is being made under very tough circumstances and that the persona rolling should have a penalty.

Also, there will be frequent demands that rolls be made against certain CATEGORIES, such as "the MR CATEGORY," "the SM CATEGORY," etc. In the *Mythus Prime* rules these can be resolved by rolling against the CATEGORY'S corresponding TRAIT instead. If an HP had to make a roll against the "MR CATEGORY," for example, it would simply be rolled against the Mental TRAIT, or M. You can always tell which TRAIT the CATEGORY is associated with by the first letter of its abbreviation. The PM and PN CATEGORIES, for example, are associated with the Physical TRAIT; MR and MM with Mental; SM and SP with Spiritual. Likewise, rolls against strange K/S Areas can also be resolved by rolling against the corresponding TRAIT. For example, if a persona were required to make a roll against the *Economics/Finance/Investing* K/S Area (which we don't use in the *Mythus Prime* rules), the roll would be made against the Mental TRAIT instead.

Finally, when a scenario calls for a contest between an HP and some other persona (or says something like, "HPs must each successfully match their Influence STEEP vs. that of the EP"), just have the HP roll normally, and assume that if the roll succeeds the HP wins.

SAMPLE OPS

Here are two examples of OPs to help you get started. Bare combat statistics are provided for the zombies and the Gypsies. (See also Chapter 15 of *Advanced Mythus* for more sample OPs.)

Zombie (MP)

P: 50 (WL 37)
Weapons: Smash (STEEP 35, 1 attack/CT, 3D6 damage)
Special: Resistant to blunt weapons (1/2 damage)
Notes: These monsters are human corpses which have been animated by Necromantic magick. They are frequently found in cemeteries, dungeons, or as guards for evil Heka casters. Blunt weapons such as clubs and maces only inflict half the rolled damage against them.

Gypsy (MP)

P: 35 (WL 26)
Weapons: Dagger (STEEP 40, 1 attack/CT, 2D6 damage)
Sabre (STEEP 30, 1 attack/CT, 3D6 damage)
Fist (STEEP 25, 2 attacks/CT, 1D3 damage)
Notes: Found in the country and small towns, these wanderers live by telling fortunes, entertaining locals, and pilfering unsuspecting rubes in the crowd. They usually travel in groups of about seven wagons (2D6 for number) of two to six per wagon, with about seven (2D6) horsemen serving as guards. Although not all such folk are evil, many will have Fortune Tellers, Mountebanks, and various sorts of Thieves as a part of the travelling group.

Heka, Castings, Magickal Devices, Etc.

Since this is a fantasy RPG, the magickal system plays a big part in the overall structure of the game. Converting magick from *Advanced Mythus* scenarios will most likely be the trickiest work for you, especially if some of the specialized K/S Areas are used, such as *Heka Forging*, or *Spellsongs*.

Although Heka cost is the same for Castings in both systems, the amount of personal Heka any persona has is determined differently. Personal Heka amounts in the *Advanced Mythus* game come from a wide variety of K/S Areas. Amounts in the advanced game are usually at least twice what they are in the *Mythus Prime* rules.

When converting personal Heka amounts for Other Personas, the rule of thumb is to reduce the amount to one half of that listed. However, when you are dealing with powerful leaders or Monstrous Personages, bear in mind why the Heka values are set high to begin with. If reducing Heka for any OP would eliminate the ability to use any Castings or powers mentioned in the scenario, leave the numbers as they stand. However, remember that personas in the basic rules will be limited as to the Grades of Castings available to them, because of their lower Heka amounts. Caution must be exercised when pitting Heroic Personas against EPs that typically use the more powerful Castings.

The more common magickal Castings and devices are slightly easier to convert and simplify. As with dice rolls, magickal effects which work against CATEGORIES can be translated to the corresponding TRAIT score. Objects which require a certain K/S Area to use may either be converted to a similar K/S or—at the gamemaster's option—be given a base percentile chance for use by a similar K/S Area.

Data For Other Personas

One thing which will take a bit of work is converting the *Advanced Mythus* information for OPs to that of the *Mythus Prime* game. Once again, there is a lot of ignoring to be done here too! Let's take a step-by-step look at the standard form for such information:

(1) Base Schemes: Get rid of everything under this heading except the numbers after the abbreviations "M," "P," and "S" on the top row. These numbers are the *Advanced Mythus* TRAITS, which you need only reduce to half to convert into *Mythus Prime* TRAITS.

(2) Weapons: All you need to keep is the BAC, RATE and DMG (Damage) numbers. Reduce BAC by 25% to come up with the OP's Weapons STEEP rating. RATE equals the number of attacks per CT the OP can make. Damage remains as listed.

(3) Quirks: Some of these Quirks are convertible into Special Powers. Read the description of these Quirks in Chapter 10, page 107. Examine the description of the OP, and see what you think!

(4) Prime K/S: Just leave these as they are, but ignore any that aren't used in the basic rules.

(5) Everything Else: Joss, armor details, Base Move, etc. can all be ignored!

Moving On

While you may wish to stick with the *Mythus Prime* rules for a while and do some translating for them, eventually you will probably wish to move on to the *Advanced Mythus* rules. Information for gradual introduction of the advanced rules into your campaign is given in Chapter 7.

High Time at the Winged Pig

Well, here it is, your first scenario! Before we say anything else, though, let us make this point very clear:

This Material Is for the Gamemaster's Eyes Only!
Players: DO NOT READ!

If you are a player, you will gain *much* more enjoyment out of the material that follows if you encounter its secrets as they unfold to your Heroic Persona, rather than by reading them ahead of time.

GAMEMASTER'S INTRODUCTION

Gamemaster, it is time to get to the action! In roleplaying games, suspense is very important, and it will spoil the players' enjoyment of the scenario if they read it before they experience it. What's the fun of "solving" a mystery if you already know everything that's going to happen? None, of course!

The GM, however, *must read this entire scenario very carefully* and become completely familiar with it before running it through play. Once you've done that, the first thing to do upon getting started is to read the "Players' Introduction" and the "Players' Background Information" sections aloud to the party. (Material intended to be read aloud is printed in italics.) From there, go to "Starting Action" and have at it!

Environs of the Winged Pig

Prior to getting into the description of the central setting for this adventure—the Winged Pig inn itself—let's consider the surroundings of that primary locale. Without these, the inn is in limbo, so to speak. You will need to put it into some broader context, even if it is but one of a half-dozen structures at a crossroads in the wilderness!

Space herein precludes our doing an extensive community setting for you, but it is possible to offer a brief schematic (see the sidebar) for a moderate-sized village on a crossroads about 12-18 miles from a town or city. The directions are assumed to be north at the top, south at the bottom, etc. Feel free to rotate them as you like.

To the 34 places in the diagram, add about 10 residence-only buildings and six farms as the outskirt structures. Leave a space for an open market. Include trees near the woodcutter's shop and an orchard or two. The common green for the place might be across the ford.

Business structures are two or three stories high and close together. Residences are also near these businesses, but will not be as tall. You should rename the streets, add lanes and alleys, and so forth to suit your own desires. And, of course, you'll need to give the village a name.

Population of this size place will be in the 200 to 300 range. It assumes a fair volume of road traffic and at least small barges being able to navigate the stream (or river, though not a major one).

History of the Winged Pig

The Winged Pig inn is a special place, a rendezvous for all those in the locale who are opposed to blatant evil. For a time the *Accursed* (a multiversewide conspiracy to bring the malign ethos and Evil into supremacy everywhere) were growing ever stronger in the area. Those who were essentially neutral in their outlook, including not a few who were on the wrong side of the law, got together and decided that "enough was enough." In Robin Hood-like fashion, they robbed the aristocrats in the region who funded and supported the *Accursed*, drove out or did away with bandits and assassins, and clandestinely aided the minions of Good by sending warnings or waylaying their foes, even openly siding with righteous forces at opportune moments so as to assure their ability to overcome the dark foes.

Chief amongst the leaders of this effort to put down Evil were One-Eyed Jack, Richard, Frederik, Gwyllian, Caston, and Theiindelar—each of whom you will soon know more about. This core, with its various associated members, still remains active and alert to whatever extent you, the gamemaster choose. Although there was never a hope of completely destroying the *Accursed*, the Scales of Justice as the group came to be called, managed very well to reduce the strength of Evil to a manageable (dare we say normal?) level. Now the band is pretty much back to their old ways...some of them operating a trifle on the shady side. However, the Winged Pig has remained their favorite haunt. The inn is also the place where locals of all classes, and travellers too, come for relaxation, revelry, and to learn the latest gossip. Outlaws or not, the place is a safe haven for all, and the honest will never be cheated there.

After familiarizing yourself with the remainder of this scenario, decide to what extent you will have the Other Personas herein continue to interact with the Heroic Personas after they have finished their "interview" with the merchant. The Scales of Justice can become a major factor in continuing play, or maybe merely surface now and then, or simply slip into anonymity as you decide is best for your campaign milieu.

PLAYERS' INTRODUCTION

(Remember, the following, italicized material is intended to be read aloud to your players.)

You are about to participate in your first adventure scenario for the Mythus Prime *fantasy roleplaying game. During this scenario, you will be presented with information and given the chance to have your Heroic Personas react to it and perform whatever other actions you think your HPs would in such a situation. This is what occurs during adventures in this game, and how cleverly and carefully you go about doing it—as well as your luck with the dice—will determine whether or not you ultimately succeed in your HPs' goals.*

To find information, try having your HPs go around and talk to people who might know something—either from firsthand experience or rumors. Sometimes the best way to find out more about what's going on is to go to the local inn or tavern and strike up a conversation with the others there.

Try to have your HPs avoid combat as much as possible, but don't be shy about their letting loose when their lives depend on it! Be especially cautious with monsters, who are frequently very powerful and not easily defeated by direct attacks. Your HPs must be clever and make maximum use of stealth and subterfuge when they can. Remember to project your Heroic Persona's personality when you play—think like your HP, talk like your HP, and do things as the HP would. Be an actor in a play! A successful roleplaying

session is one in which you almost feel as if your group is collectively writing an exciting novel. Don't get discouraged, though, if your HP dies. In the best novels, there are no immortal characters, and the same applies for your personas. Just chalk it up to experience and try it again with a new personal

PLAYERS' BACKGROUND INFORMATION

Located on the edge of town is an inn called the Winged Pig. Frequented by travellers, merchants, and adventurers, it is a well-known hotbed of gossip and rumor in the area. The inn has a reputation for its marvelous ale and its wild clientele. It is owned by a swarthy man named One-Eyed Jack, a retired adventurer whose exploits are the stuff of local legend.

Each of your HPs has heard a rumor that there is a rich merchant in town who is seeking adventurers for an undisclosed job. He is currently staying at the Winged Pig. The rumor says that secrecy is important, and that only a few hand-picked people will be chosen. The merchant will begin interviewing at sunset, after the normal business of the day is concluded.

Though the details are sketchy, one thing is sure—the merchant (whose name is Thelindelar) has a healthy amount of coin, and he is willing to pay up to 1,000 BUCs per week to those people picked for the job! That's a possibility none of you can pass up.

NOTES FOR THE GAMEMASTER

Unknown to most of the townsfolk, One-Eyed Jack actively organizes adventurers in the region. The merchant is Thelindelar, an old friend of Jack's, of course. *She* (her sex is a secret) is in the area for other business reasons, but she wishes to hire some new mercenaries to escort a small caravan of highly valuable goods she has recently acquired. She is also looking for potential recruits for other reasons, including her sideline business: finding and acquiring strange and unique pieces of artwork for connoisseurs and for her personal collection.

The events that take place in this adventure are partly a monstrous joke on greenhorns by veteran heroes, but they are also serious tests for the personas. Everybody in the place except the group of HPs is in on what's going on. Thelindelar knows that people more often show their true colors when they think the situation is real. The different encounters of the party are actually parts of their interview, with Jack and the others noting how well the personas react. The HPs will be evaluated on several points:

(1) Their skillfulness at observing what goes on around them.

(2) Their ability to deal well with others.

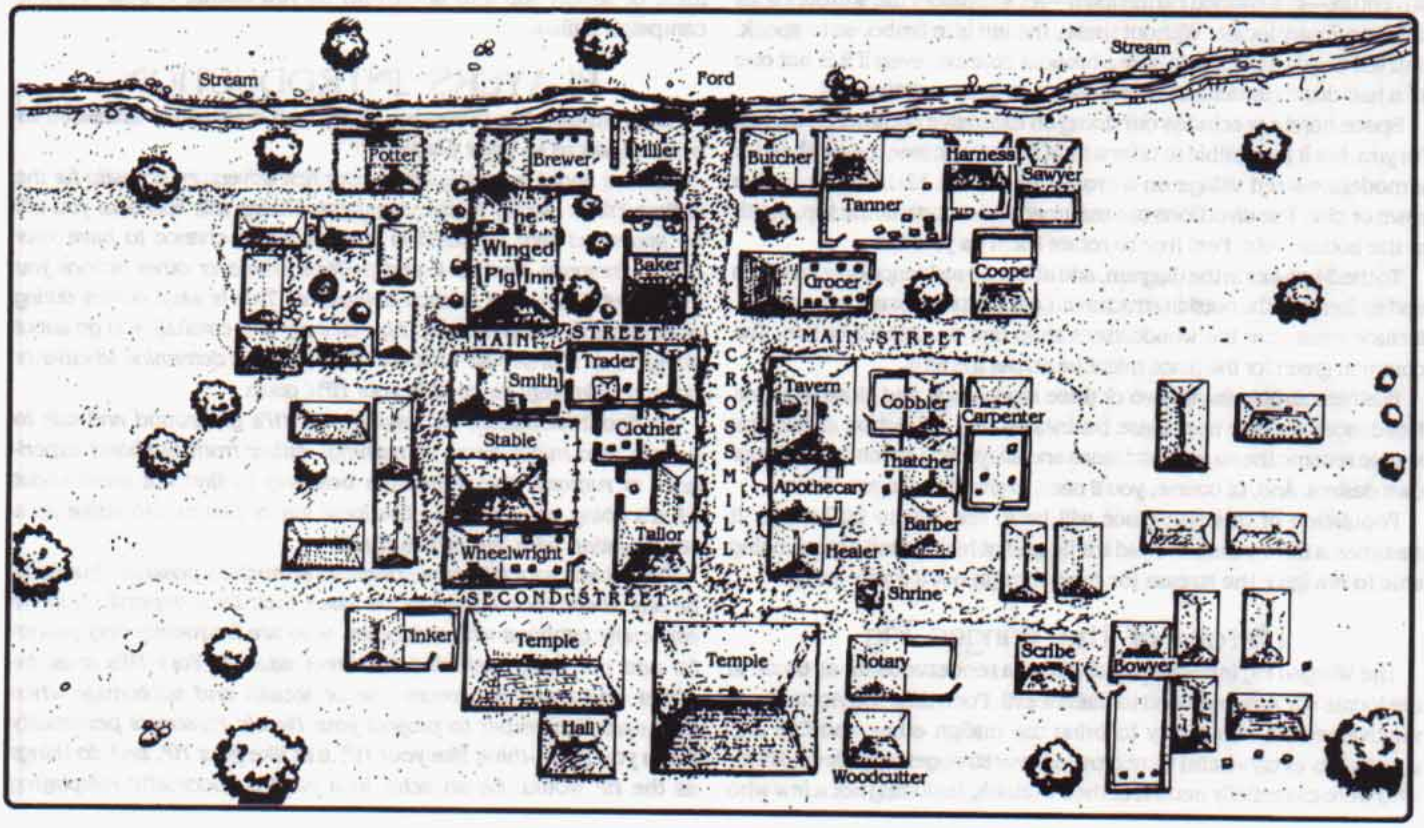
(3) Their integrity and honesty.

(4) Their abilities of tact and self-control in a tense situation.

(5) Their skill in combat and resourcefulness in a dangerous situation.

Depending on the actions of each HP, Thelindelar may have specific tasks for any or all of them after the mercenary job is done. This depends on you, the GM, naturally, and the role you have in mind for her and the other OPs presented in this scenario

A good part of the scenario depends on the Heroic Personas' assumption that rich merchants are fat, balding men with more greed than bravery. You must be careful to avoid referring to Thelindelar as "she" or "her," so that the players won't figure out who the woman is in the last



encounter. Better yet, assume the HPs' contacts were misled into believing that the merchant was male. You could even make up some wild rumors to tell the individual personas, so they will have something to discuss among themselves during the scenario. The Indelar will be amused by the mistake, and will enjoy watching the personas squirm as they try to explain their actions, after the deception is over...

Have your map of the Winged Pig before you as you play. It might be a good idea to give the players a copy too, after their Heroic Personas have entered and are seated. That's up to you. As the HPs enter the inn and move through the common room, you should briefly describe each of the sections and its occupants. No matter where they sit, the HPs will become embroiled in all of the situations as you decide to introduce them. Take your time, and let each little action happen as the personas try to carry on a conversation, talk to others, etc., or as you determine is the right moment. Some of the situations are timed and are given after the individual area descriptions, but the gamemaster can alter this if desired.

One final note: Remember that the effects of Attractiveness and imbibing alcohol should also play a large role in success or failure, especially when Knowledge/Skill rolls are made after a persona has "had a few." A "tavern" Attractiveness 20 in this adventure is an 8 after the HP has had a dozen drinks. Whether by response to your descriptions of looks and actions, or because of dice penalties at a later time for alcohol consumption, it is the GM's job to bring realism to this scene.

STARTING ACTION

Deciding to respond to the call of adventure (not to mention cash), each of you have gathered a few necessary things, and after preparing yourself for the best possible impression, have headed to the Winged Pig to meet this mysterious merchant.

The scenario begins just after you have entered the Winged Pig and introduced yourselves to each other. The cool, shady interior of the building is a welcome retreat from the muggy heat of the afternoon. Outside, the distant rumbling of thunder can be heard as a late summer storm approaches.

MAP KEY

This section contains area descriptions, commentaries, data for Other Personas, etc. (Remember to read aloud the italicized material.)

1. Entrance

As your eyes adjust to the inn's interior, you can see that this is a better-than-average establishment. Maybe not first class, but then the background of the owner and proprietor give it an...unusual flair. From the weapons and mementos on the walls, to the massive suit of plate armor in the corner by the door, this place is obviously the concern of a retired soldier and adventurer.

To your left are some double-doors that lead to the stables, judging from the occasional neigh of a horse. Directly across from the entrance you came in is a broad stairway leading up to the second floor, most probably to the inn's guest rooms. Next to the stairway, a long serving board runs to your right, with a couple of high stools standing in front of it to either hand. To your right, the entrance becomes the common room, with tables sparsely populated by the dinner-time crowd.

2. Serving Area

Behind the bar is a huge man with a broad, amiable face that sports a well groomed, curly beard and an eye patch.

As the personas enter the inn, this OP looks up at the group, pausing to put down the mug he was busy drying. He smiles at them all and asks: "What can I get for you, kiddies?"

If the HPs ask about the merchant/Thelindelar, he will tell them that the merchant/he is not there—but is expecting to interview prospective hirelings, and will return shortly. He introduces himself then saying, "I be Jack, the owner of this ale house and inn. Find yourself a nice place to rest yerselves as you drink...a bite o' food too from the kitchen if that's what you want. Yer won't be long awaitin'. Thelindelar's sure to be by soon."

3. Common Room

You notice an unfamiliar young man entering shortly after you, and he also asks for the merchant. The fellow is dressed in studded leather armor, is dark, and has a zigzag scar on his left cheek—a white mark that resembles a bolt of lightning. He growls something to Jack, looks around, and then withdraws to the trestle table nearest the door. He puts his back against the wall, with the table between him and the entrance. It is a place where he can watch the door, stairway, barkeep, and the rest of the common room, too.

If any of the Heroic Personas ask him to join them, this character will look at them cautiously, and none-too-politely decline their offer. He will not be roused to actual confrontation, though. He ignores the HPs and what they may say thereafter. There is something suspicious about him, but the personas just can't figure out what or find out why, because he won't speak with them.

A middle-aged man, dressed in the simple garb of a healer, enters and takes a seat at a booth in the back, near where a card game and a dart game are in progress. He will welcome the group to sit with him, and introduces himself as Gwyllian.

Gwyllian knows exactly why the HPs are at Jack's, but he won't mention this to them, of course. He will simply act curious (though not overly so) and try to find out about each one of the Heroic Personas. If the personas suspect him of being the merchant, he will laugh and reply by holding up his stained and calloused hands saying, "Do rich merchants have hands like these, or dress like this?"

4. Booths

The high backs of the seats of these booths located along the far wall provides a semblance of privacy. It is not complete privacy, however, for the booths are still open to the common room. There are several booths empty, if the personas wish to sit in one. Most booths will seat only four persons comfortably, however; the two corner booths seat six. If there are more than six personas, they will either have to sit at the long (trestle) tables, or pull two of the small ones together.

5. Hearth

A bard sits near the unlit hearth. This man appears to be around 35 years old, slender, and rather average looking. He begins strumming a lute as he watches the nearby dart game. He is quite friendly in his response if the personas talk to him, and will readily join in their conversation.

"I am called Frederik. Although no more than a simple musician travelling about to see the world and have a bit of fun for myself, employment is always a concern. One must have gain or else one starves!" He laughs and thumps down his empty ale tankard. "Good ostler Jack there hired me on to play this evening for supper and a place to sleep, but my jack's (a pun on the barkeep's name) *empty, my throat's parched, and my purse is flat!*

Frederik is anything but a "simple" musician, of course, but he plays the role well. If any of the personas make a successful Perception roll, they will note that the quality of his clothes is actually quite good, and his lute is of fine craftsmanship. He wears a small dirk tucked in his boot, and both dagger and boots look to be well-made.

If the HPs treat him well, buy him ale and tip him for playing, they will have scored a positive mark, for such people as Frederik are dear to Thelindelar, and generosity of this sort is a quality she thinks a sign of good manners and trustworthiness in her associates.

6. Dart Board: Test of Skill

A trio of patrons are gathered around a dart board, sipping ale and making small wagers on a friendly game. Personas who are near this area and show any interest will be invited to play—with an obvious reference to the group's eager scrutiny of the inn and its patrons: *"If yer aim's as sharp as yer noses there, me buckos, why not test it 'gainst me an' the lads,"* the chief dart player suggests.

Participants will be required to roll D% for each game, and the gamemaster will roll three times per game, or once for each of the other patrons. The lowest score rolled will win the game—and the pot. If a persona has been drinking, begin adjusting that HP's score upwards to reflect the effects of the alcohol (use +5 per strong alcoholic drink, and the ale is strong).

The size of the wagers will start at 1 BUC per person, but may grow larger, if the players suggest it. Note that this is a *friendly* game, so the three men will not otherwise raise the stakes, and they will retire if the bet per game exceeds 10 BUCs. They will, however, suggest (but not insist) that the participant with the worst (highest) score buy a round of drinks after each game. If this is agreed to, they'll gladly buy their share for the HPs, for they wish to get the group as tipsy as possible as a part of the overall joke.

These men will be relatively friendly with personas as long as the HPs are friendly to them. If they are treated rudely by the HPs they will only ignore them thereafter. They will not fight the personas, nor will they side with them against the others in the inn. They are hard-boiled, veterans of the Scales of Justice, mercenaries still in the employ of Thelindelar. Since they are off-duty, they are not wearing armor of any sort. They are armed only with daggers. Treat the three of them as having the following TRAIT scores: P-50, M-50, and S-40.

7. Kitchen and Pantry

The HPs have no business in here, but if they observe the serving wench as she goes to get food from the kitchen, they will get the briefest glimpse of an old woman leaning over a pot and stirring the mutton stew.

8. Buttery

This is where the extra barrels of ale, tuns of wine, flasks of spirits, and other supplies are kept. No one except Jack is allowed in here, and any persona bold enough to walk behind the bar and attempt to go into this room will be lifted up by Jack and deposited outside on the street with a sound drubbing. All of the other customers in the inn will assist to see that Jack performs thus, so the HPs won't be able to interfere with the "bouncing" of the offender.

TIMED ENCOUNTERS

The following events should occur at specific times, as indicated in each description below:

1. You Dropped This: Test of Honesty and Integrity

As soon as the party is seated, the barmaid, Audrey, comes out from the kitchen and over to where the HPs are settled down for their wait. This buxom serving wench will wink and flirt with the most handsome male persona while taking orders. After a bit she will bend down and pick up a small, obviously expensive gold signet ring and offer it to the HP, saying, "Oh, you must have dropped this." Attentive HPs who successfully make a Perception roll will know that the ring wasn't lying there before. The following things can occur:

(A) If the persona tells Audrey that it isn't his or his friends', thus refusing its possession, Audrey will take it and put it in her pocket. The matter is closed, but the party didn't do particularly well.

(B) If the HP accepts the ring but then immediately gets up and gives it to Jack, or asks any nearby patrons if it belongs to them, he will find its "owner" and be thanked, and he can eat and drink for free the rest of the evening. The party has done well here.

(C) If the HPs begin to ask her many questions about the ring, Audrey will simply shrug, "I only found it on the floor." By this they will draw the attention of one of the nearby patrons, who will act as if the ring were his and thank Audrey heartily for returning it, whereupon she will hurry away to get back to her business. Again, the party will have shown themselves alert and honest by their actions, and this might be their highest mark for the test.

(D) If the chosen HP takes the ring to keep, the GM should have one of the Other Personas witness the act, thank him for the "recovery of my lost ring," and claim it from the offending HP—peacefully or otherwise. The group has shown themselves badly in this case!

Audrey is very attractive. She flirts well, too. In fact, she is a rather nice lass, the daughter of a free peasant, and must work to support herself. Audrey hopes to marry One-Eyed Jack, but he hasn't asked her yet. Of course, if one of the HPs is good looking and seems serious.... Audrey is a local, of course, and the only person in the inn that the HPs might recognize, for she was outside on errands just around the time the party arrived. Note that while they might have seen her before, she is not an acquaintance of any of the Heroic Personas.

2. The Argument: Test of Negotiation, Influence and Self-Control

After the business of the signet ring, about the time the team is settling down to wonder what's keeping the merchant, the following occurs:

An argument breaks out at one of the back booths near the healer. A new, well-dressed patron (his name is Caslon) just came in, flopped into a chair, and spoke to a fat man who was sipping wine and idly watching the dart players. Perhaps the fat fellow's words offended him, for—seemingly drunk and enraged—Caslon now shouts, "I may be broke, but I'm not a *beggar!*" Standing, he reaches into the folds of his tunic and draws a wickedly gleaming dirk and prepares to attack the fat man. The healer scrambles from his booth, crying out and attempting to stop the bloodshed, but instead appears to be cut by a wild swing. (He is not actually harmed, but it will appear so to the onlooking HPs.)

Caslon's "victim" is an obese man, also dressed in finery befitting a minor noble. Edgar, as he is called, is haughty and unconcerned about the situation, which seems to provoke Caslon even more. If the group decides to let the two alone (the HPs are closer to them than any other patrons), Caslon will turn and drive the dagger into Edgar's heart (it has a trick blade that retracts into the hilt; Edgar is an actor that Thelindelar often employs in various roles for many purposes, and Caslon is actually an Alchemist who—as if you didn't know—works for Thelindelar, is a fine actor in his own right and loves this prank).

Now is the time for the HPs to attempt to do something:

(A) If they ignore the whole matter, they show callousness and indifference. This isn't bad, for they are minding their own business, but it doesn't make for trustworthiness either. The GM should mark it up as a wash, neither positive nor negative.

(B) If the HPs decide to intercede verbally (by rolling a successful Influence or Leadership roll), this shows an intelligence of approach. Although not at all drunk, Caslon has done this impression of "a lord in his cups" so frequently he has gotten quite good at it and can fool most observers. (For complete statistics of Caslon, see the OP list at the end of this chapter.) He will be quite obnoxious with the personas, and will ignore the thumping and shouting from Jack (see D) hereafter. Allow the HPs a "soft roll" when they try to influence him—in other words, if they fail, tell them that he is weighing what they are saying, but they haven't won him over yet. This will give them another chance due to his "drunken" condition. Caslon will try to get the HPs to do ridiculous things before he will put down the dagger, such as barking like a dog, or acting like a monkey. If the characters refuse, he will edge closer to the "frightened man" at the table.

The HPs get highest marks for use of their K/S abilities here. Even if they twice can't succeed in making their rolls, it was the thought and the roleplaying involved that counts.

(C) If the HPs try physical intervention, perhaps due to the failure of their verbal K/S-use attempts, they may try to overpower the "drunken attacker" with successful *Combat, Hand-to-Hand, Non-Lethal* rolls. This is a fair success score, an addition to their merit if it followed their verbal attempt B above.

(D) If the HPs draw their own weapons with intent to use lethal combat, they will hear a large "THUMP" from the bar. The sound is that of a huge morningstar which Jack has pulled from behind the bar and slammed down on the scarred oak planks. Jack does not like brawling in his inn, and he absolutely won't tolerate duels. This will not stop the drunkard, but personas should take heed when Jack calls out and tells them to, "Fight like men, not gutless cowards!"

The drunkard appears to be an aristocrat of sorts, by his clothes. If any of the HPs of SEC 5 or lower act like they mean to harm him, remind them that crimes against the aristocracy tend to result in a dank, cold, and dark dungeon cell for lower-class perpetrators!

If the team now follows courses A, B, or C above, consider them to have scored as noted in the appropriate section. However, if they seem bent on having armed combat, they have scored poorly in their test. At the first sign of deadly violence impending, the "drunk aristocrat" will reel, fall, and lie prone and snoring on the floor. The dart players, as Jack's behest, will carry him upstairs to a room to "sleep it off."

3. The Messenger: Test of Good Sense

Now that the scene with the "drunk" is finished, and after allowing the players some time to begin to grow a bit uncertain again, it is time to bring three new personas on-stage.

First, a pair of pretty young doxies comes sauntering into the Winged Pig, and they smile at the HPs as they seat themselves at a nearby table. Before anything else can happen though, a young messenger enters and runs to the bar, giving a note to Jack. The innkeeper calls for attention, and tells the patrons that the merchant was unavoidably delayed. Those who are waiting for interviews are invited to have a drink at "his" (the tardy merchant's) expense, and enjoy it while they await Thelindelar's eventual arrival.

Now the two women nearby speak: "We wouldn't mind having a drink with you, loves! How's about ordering a big bottle of fine wine on that silly old trader," suggests the brunette. The redhead agrees: "And you gentlemen look very bored and lonely, too. Come on and join us—or should we join you?" These two are trying to get the party drunk and then lure them elsewhere so as to miss meeting the merchant. They'll urge plenty of imbibing, and then ask the two HPs most attentive to them if they wouldn't "care for a change of scenery."

They have a "nice cottage nearby, and a good measure of the finest brandy there, too!"

(A) If the doxies are politely (or not so politely) refused both a free drink on the merchant and inclusion into the group, the HPs are judged to have done very well indeed. More so if they restrain themselves as to the free round's alcoholic strength and quantity!

(B) If the HPs "get friendly" with the doxies, whether or not giving them drinks at anyone's expense, but don't tell them much and stay at the inn, the group scores average marks. Of course, drinking too much in the meantime isn't smart, so mark that too.

(C) If one or more of the personas leave, the whole group does poorly, unless some stay sober and virtually disown the persons(s) foolishly leaving.

4. Strong-Arm: Test of Strength

After the messenger has come and gone, a free round taken or shrugged off, the party's hopes rise as the door opens and someone enters. These hopes are instantly dashed, however. It is a pair of men, obviously local yeomen, come to wash the dust of a hard day's hunting out of their throats. They wave greetings to Jack, take a corner table, and shout for Audrey to bring them dark ale.

The two men quaff their first tankards, demand more, and then settle down to serious drinking interspersed with bouts of raucous laughing. The largest of the two is obviously a braggart, and can be heard boasting of his great strength. After four or five rounds, he glares around the inn, looking as if he's about to say, "I can whip any man in the joint!"

Instead, he challenges one of the HPs to an arm-wrestling contest to prove how big a man he is. The braggart proposes a wager of either 10 BUCs or a drink—or both.. The two will taunt the HPs if they hesitate, but if they accept, and are manly in their acceptance and later actions, these fellows won't be rude or abrasive anymore, even if the braggart wins.

If one of the HPs accepts the contest, the winner will be determined by rolling the braggart's Physical TRAIT (60) versus the Physical TRAIT of the Heroic Persona. Note, though, that the contestants will each have a subtraction for high strength or an addition for low strength to their D% roll, the number being the difference between their P and 50. Thus, the braggart will have a –10 for a 60 P TRAIT, while any HP contestants will probably have less of a bonus or even a penalty (if their P is under 50) with the lowest roll winning. The GM and the player both roll D%, repeating if the results are within 10 points of each other (a tie) until either the braggart or the HP wins.

The two fellows are really mercenaries, dressed in hunting clothes of leather to disguise themselves. Though they have left their bows and quivers at the door, both have belts from which hang short hunting swords and long skinning knives. This is not a pair to pick a fight with! They have the following TRAITS and STEEP scores:

Mercenary #1	*Mercenary #2*
M: 30	M: 37
P: 60	P: 45
S: 35	S: 38
Combat, Hand Weapons: 60	Combat, Hand Weapons: 52
Combat, HTH, Lethal: 45	Combat, HTH, Lethal: 37
Combat, HTH, Non-Lethal: 45	Combat, HTH, Non-Lethal: 37

(A) If all HPs decline to get involved with this business, they rate an uncertain merit. Were they too cowardly? Too weak? Or just too cautious? It's a wash.

(B) If they manage to get one or more wins, then the HPs score pretty well, especially if they actually "make friends" with the two. However, if they make trouble with the two, their performance becomes a wash at best.

(C) Acceptance of the arm-wrestling challenge and loss is a wash, except if they make friends with the two (in which case, it's a modest positive score).

(D) If they lose and then make trouble with the pair, the HPs have done poorly.

5. The Card Game: Test of Observation and Attitude

The HPs return to their long wait, and the life of the inn goes on around them. More patrons now enter. This time it's a group of four men, regulars given Jack's greetings to them. They take a table not too distant from where adventurers are cooling their heels. One gets out a deck of cards, coins clink atop the table, and the group begins playing poker...

The fellow closest to a watching HP is cheating, and if that persona or any of the others are paying attention (successful *Perception* roll), this manipulation of the deck can't be missed. If someone in the HP group speaks up about it, the other card players will angrily address the man who cheated. After a heated argument, the offender will be grabbed by the other three and removed from the inn. If the personas ask what they are going to do, or attempt to go with the men, they will be told to mind their own business. After a brief time, the men will return—without the unlucky soul—and resume their game.

If any of the Heroic Personas want to join the game, they will be accepted, provided they ante up with a bet of 10 BUCs minimum per hand. There are no markers in this game (which means *no credit!*), and the bets may climb as high as 150 BUCs per hand. See the "How the Card Game Works," below, for details of the card game mechanics.

The four men are all thieves of a sort, who answer to their leader, Richard (the suspicious-looking man who entered just after the HPs arrived), but this will not be known until the last encounter. The cheating episode is staged to see the reaction of the personas. After they go outside, they will go around back and put on a mock murder, done for the benefit of anyone watching magickally or otherwise. The four are armed with long swords and daggers, but wear no armor. Treat them all as having Physical, Mental, and Spiritual TRAITS of 45, 45, and 30, respectively (WL of 33). Also assume the following STEEP scores:

Perception: 50
Combat, Hand Weapons: 50
Combat, Hand-to-Hand, Non-Lethal: 50
Gambling: 40
Deception: 40

(A) If the HPs basically ignore everything, they aren't condemned, but their score is uncertain in the merchant's eyes.

(B) If they flagged the cheating but otherwise remained aloof, they score a slight plus.

(C) If the group members got involved in the card game after the cheating incident (regardless of whether or not they saw the dire "fate" of the supposed cheater), played correctly (win or lose), and then parted from the others on reasonable terms, they have scored high marks.

(D) If they called out the cheat, then watched the "execution" one way or another, and thereafter stayed away from the three card

How the Card Game Works

Personas begin by putting their 10 BUC ante in the pot, and then roll D% and add their *Gambling* K/S Area STEEP. They keep these rolls secret by covering their dice with their hands. The GM also rolls for each of the OPs, but the rolls are also secret—i.e., the players must not see them. The participants then place their bets, beginning with the dealer. Personas can stay in by matching the bets. After all bets and raises have been made, the "hands" (D% roll plus STEEP) are compared, with the highest winning.

The GM may wish to bluff the personas by betting or raising a bet, even if the OPs have terrible "hands," and the only way to stay in, of course, is to match the bet. If the players all fold (not betting), the GM does not have to tell them what the OPs rolled.

players, they pass with some merit as hirelings for Thelindelar.

(E) If the HPs in any way try to cause trouble for the card players, before, during, or after the cheating incident, they lose merit.

6. "Aha, You Vixen!": Test of Bravery and Weapon Skills

As soon as possible after the card-playing incident is over it is time for this last little ploy to be acted out in the friendly confines of the inn...

A rich, musky scent wafts into the common room. A beautiful woman of high station has entered, and it is she who brings this heady perfume into the place. As she walks inside to a seat at a far table, the lowering clouds which have threatened rain all evening finally open up. There is a flash, the boom and rattle of a nearby thunderclap, and pounding rain assails windows and roof.

Unknown to the HPs, this woman is the merchant, Thelindelar.

She is dressed, somewhat mannishly, in forest green silk and brown velvet, and wears a golden torc round her forehead to bind back her long and lustrous chestnut hair. A chain set with amber and green stones hangs round the lady's neck. The soft, knee-high boots she wears show that she is a horsewoman, probably come in to avoid the storm. Her large, penetrating green eyes and the strong set of her chin indicate her aristocratic status as much as the fine clothes and jewelry.

You see the suspicious-looking man near the door approach her from behind, almost creeping up to the table where she sits with her back to him. The men playing cards stop their game, rise, and draw near to watch this play. In fact you observe that everyone in the inn has turned to see. The man's eyes narrow as he speaks in a soft, slow voice which carries throughout the room despite its low pitch: "Perfect timing....But then, you were always very good at timing, my dear. You have cheated me and the others out of quite a bit of money. But now we intend to settle the score!"

OP STATISTICS AND DESCRIPTIONS

One-Eyed Jack

Mercenary, SEC: 5
M: 48
P: 62
S: 35
Riding: 65
Perception: 50

K/S Areas	*STEEP*
Combat, Hand Weapons	70
Criminal Activities, Physical	50
Escape	50
Gambling	57
Street-Wise	44
Survival	45
Combat, HTH, Lethal	45
Combat, HTH, Non-Lethal	54
Combat, Hand Weapons, Missile	45
Criminal Activities, Mental	32
First Aid	41
Jack-Of-All-Trades	41
Tolerance	41
Appraisal	36
Influence	56
Animal Handling	29

Jack is the stuff of local legend, a wartime hero who left after the war to find adventure. His exploits are mostly true, albeit slightly exaggerated. The inn got its name from a time when Jack could think of no other life but that of an adventuring scalawag. When a friend innocently suggested that someday he'd be retired and running a respectable business, Jack simply remarked, "When pigs fly." He was one of the first to join the Scales of Balance and led his own company under Thelindelar's banner.

Richard (Suspicious Man)

Thief, SEC: 4
M: 45
P: 57
S: 50
Riding: 55
Perception: 60

K/S Areas	*STEEP*
Criminal Activities, Physical	59
Criminal Activities, Mental	46
Combat, Hand Weapons	57
Combat, HTH, Lethal	53
Deception	48
Street-Wise	37
Acrobatics/Gymnastics	48
Appraisal	37
Escape	43
Disguise	38
First Aid	35
Mountain Climbing	32
Boating	32
Gambling	46
Subterranean Ærth	32
Jury-Rigging	25

Richard is Thelindelar's right-hand man; more than that would be speculation. The scar is from a battle he fought to save her life when they overthrew the last band of the *Accursed's* minions in the area. He and Thelindelar are very close, and she listens to his counsel in all matters. He is sometimes aloof in his dealings with others and is hard to convince. Profitability and low-risk ventures are his main interests now. Richard leads a group of four other mercenary Thieves, who are loyal to a man. He is usually dressed in studded leather armor and wears a short sword on his back.

Frederik (Bard)

Cavalier, SEC: 7
M: 41
P: 50
S: 45
Riding: 55
Perception: 50

K/S Areas	*STEEP*
Combat, Hand Weapons	65
Arms & Armor	50
Biography/Genealogy	48
Combat, HTH, Lethal	46
Combat, Hand Weapons, Missile	48
Gambling	50
Leadership	46
Military Science	35
Political Science	39
Survival	38
First Aid	35
Swimming/Diving	40
Acrobatics/Gymnastics	35
Thespianism	35
Musical Composition	38
History	30

Frederik, a landless knight, is indeed a traveller, but he has been in the employ of Thelindelar. He is one of her ablest men and often goes in search of clues to lost artifacts for her. He has a magickal dirk which turns into a bastard sword upon command.

Gwyllian (Healer)

Wiseman, SEC: 5; Heka: 364 (114+106+96+48)
M: 54
P: 28
S: 56
Riding: 43
Perception: 52

K/S Areas	*STEEP*
Apotropaism*	57
Handicrafts/Handiwork	43
Herbalism*	56
Priestcræft*	58
Religion*	54
Agriculture	47
Nature Attunement	48
Phæree Folk & Culture	43
Subterranean Ærth	46
Animal Handling	38
Charismaticism	40
Magnetism	38
Multiversal Planes & Spheres	38
History	37
Rarities	40
First Aid	24

Gwyllian is a sincere and honest man who nonetheless enjoys working with Thelindelar and her band for the excitement it brings. Because he was a staunch aid to them in their struggle against the rising tide of Evil, he knows that for all of their roguery and wildness, they do more good than ill. He respects them for this, and enjoys the money, too!

Caslon

Alchemist, SEC: 6, Heka: 298 (102+98+98)
M: 58
P: 56
S: 43
Riding: 48
Perception: 59

K/S Areas	*STEEP*
Alchemy*	51
Botany	54
Chemistry	54
Geology/Mineralogy	49
Dweomercræft*	49
Magick*	49
Mathematics	49
Drawing	35
Foreign Language: Classic Greek	44
Handicrafts/Handiwork	28
Appraisal	43
Gemology	42
Foreign Language: Ægyptian	39
Thespianism	37
Charismaticism	32
Escape	28

Nobody knows much about him, for Caslon won't say much. He is one of the original band formed by Thelindelar, and he has stayed around since, although not even she could say exactly why. Caslon has a small cottage at the edge of the village, and in its cellar he has a considerable alchemical laboratory.

Thelindelar (Merchant)

Mountebank, SEC: 8
M: 55
P: 30
S: 45
Riding: 45
Perception: 65

K/S Areas	*STEEP*
Criminal Activities, Mental	59
Combat, Hand Weapons	40
Gambling	52
Appraisal	56
Criminal Activities, Physical	37
Impersonation	43
Street-Wise	46
Survival	34
Deception	49
Alchemy*	35
Foreign Language: Kelitic	37
Foreign Language: Atlantian	35
Rarities	48
Charismaticism	37
Magnetism	35
Acrobatics/Gymnastics	25

As the gamemaster, it is up to you to develop the details of this very interesting lady as suits your own ideas and campaign!

*Heka-generating K/S area

The woman looks around quickly to see the man addressing her. Her face pales. Eyes wide, she scans the room futilely for a means of escape, but there is none. The group of men surround her. "Oh, someone please help me!" she pleads as they move to grab her.

If the Heroic Personas have yet done nothing, she will make one last attempt to involve them, by crying, "I will pay any man who aids me 100 pieces of the king's coin!"

By now, the HPs should have chosen their opponents and squared off for combat. If they have not, Richard (the dark, scarred, suspicious-looking fellow) will approach the woman and take her in his arms for a lascivious hug. "I'll have that coin and more...," he says.

(A) If the HPs ignores all of this, they have really flunked, but they might manage to talk their way into petty jobs at 20 BUCs per day handling pack animals and serving as back-up guards. No high awards for this group!

(B) If they try to use talk to get the threatening men away from the damsel in distress, the fellows will laugh at them and tell them to mind their own business or else face sharp blades. If the HPs then sit down, it's as in (A), above. If they fight, see (C).

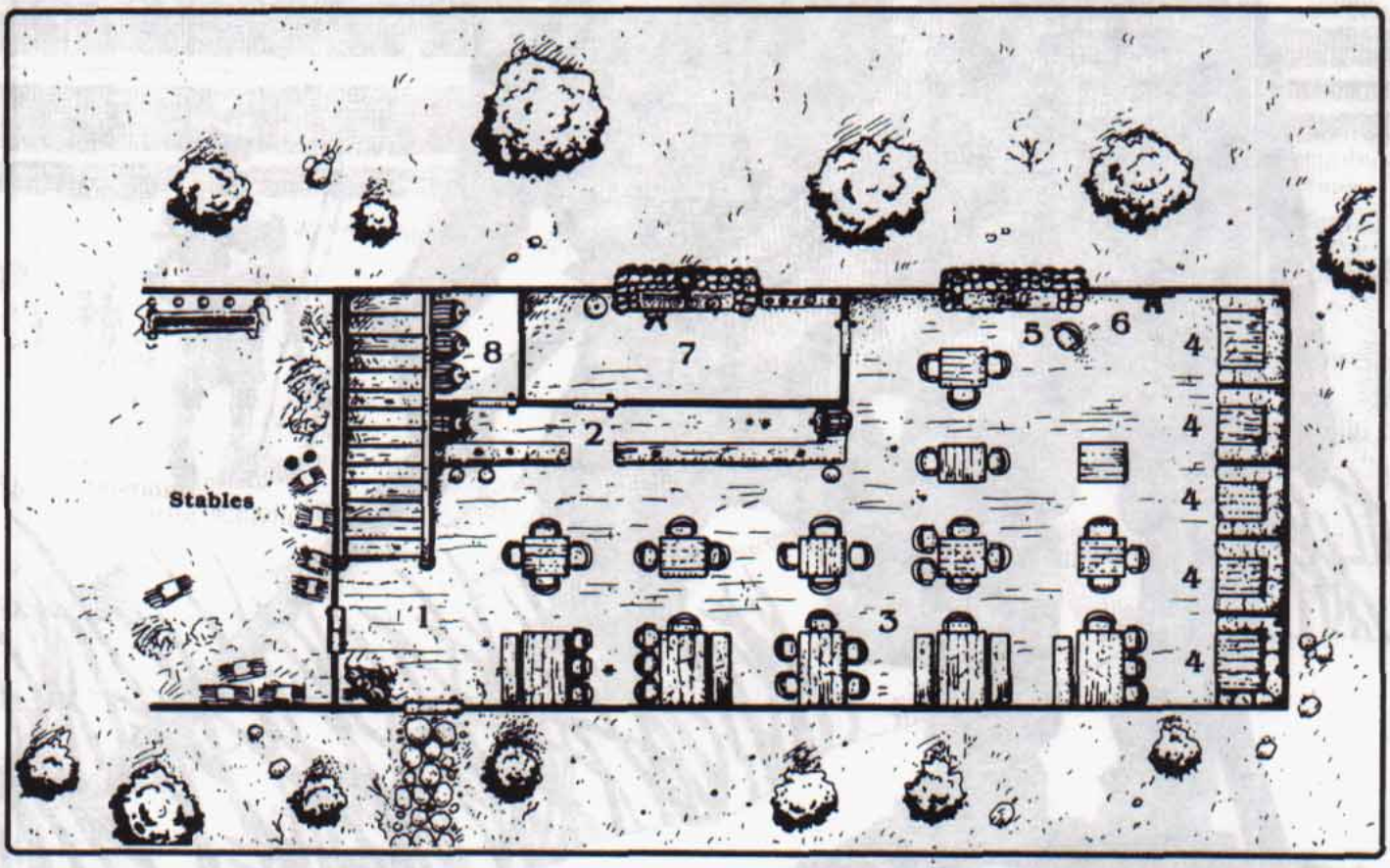
(C) If the HPs fight the men—for they will not yield short of real combat—Gwyllian and Caslon will be nearby to tend to the wounded as they fall. Richard and the others will not fight to the death, but only to the point where a few wounds are had by all participants. They will get out if seriously wounded, and they never kill the HPs, choosing to render them unconscious instead, if at all possible. This melee is the most favorable outcome for the team, and the better they manage in the combat, the higher their marks in Thelindelar's eyes.

When it is obvious that there will be no battle, or that it is time the battle is brought to a close (when she sees enough to know the HPs can manage for themselves), Thelindelar's order will stop the action. She and all the others in the room begin laughing uncontrollably at the HPs and the immense joke that they have played upon them. The laughter will be derisive if the group showed badly, more of a shared jest if they did well. Eventually, Thelindelar will approach the party and introduce herself. She gradually regains her composure and explains the reason for the unorthodox interview process: "Since I need to be certain of how those in my employ will react while in my service, I use this and other unconventional methods to test all would-be members of my house of...business."

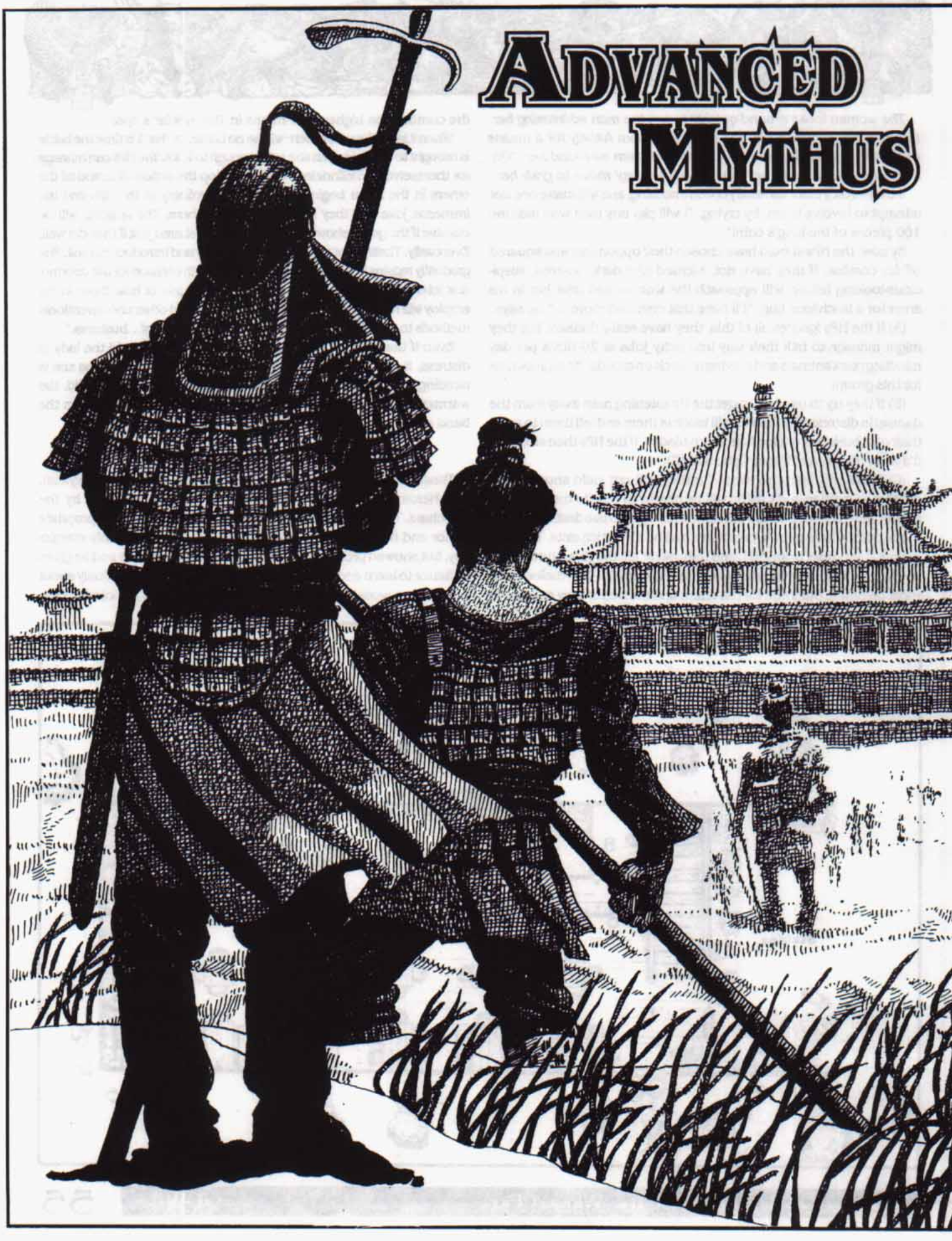
Even if the party of adventurers did not choose to aid the lady in distress, it does not mean that she will not hire them (unless she is needing a bodyguard, that is!). However, the better the HPs did, the warmer will be their reception, and the higher their ranking in the band should they take service under Thelindelar's banner.

ADVENTURE EPILOGUE

Those Heroic Personas who are wounded will be healed by Gwyllian. The Heroic Personas who did well will certainly be hired by the merchant. Those who did exceptionally well will be given appropriate honor and higher position. And those who performed only marginally, but showed promise, may find a place in her employ and be given a chance to learn and develop their talents (but at a wage of only about 200 BUCs a week!). Failures can lead pack animals as noted above.



ADVANCED MYTHUS



JAMES HULSIO 1983

Creating Advanced Mythus HPs

Gamemasters and players alike are directed to the HP-creation chapter of the *Mythus Prime* rules for a basic overview of this matter. For your convenience, however, the outline in the sidebar summarizes the steps performed when generating Heroic Personas, whether for use in the basic game or in the *Advanced Mythus* game. (The primary difference between the two is in terms of the *depth* of information generated at each step.)

Note that there is an *abundance* of material in this chapter, and you need not learn it all at once in order to create a Heroic Persona. All of the material contained herein, however, is designed to help you to better understand and roleplay your HP. As you master this material, your knowledge of the abilities and attitudes of other personas will be enhanced as well.

SOCIO-ECONOMIC CLASS

In order to create a Heroic Persona, players must each determine their HP's Socio-Economic Class (SEC) standing. In the **Mythus** fantasy roleplaying game, this process differs from other games in the **Dangerous Journeys** system (such as the **Unhallowed™** supernatural horror roleplaying game, for instance). In fact, this process is quite different from most roleplaying games in that Socio-Economic Class is found *before* players do anything else regarding the development of their Heroic Personas. Readers familiar with the other modular game rules of the **Dangerous Journeys** system will have noticed this immediately. In most other games in the system, professional or occupational background is determined first, as a step enabling the determination of social class, because work and income dictate the possible ranges of SEC. In short, it is usual for players to decide on their Vocation, and then the Socio-Economic Class is found.

Because the **Mythus** game is set on the parallel world of Ærth, however (or your similar campaign milieu), a place which is quasi-Medieval/quasi-Renaissance (with some near-Ancient cultures/societies and many barbaric/primitive ones, too), SEC must be found initially in order that players can know what range of Vocations will be open to their Heroic Personas. Frankly, peasants can't aspire to knighthood on Ærth...at least at the *beginning* of their career! SEC thus directs the player toward a narrower range of Vocational choices, while not unduly restricting choice or narrowing the variety possible in the game. With 35 or more Vocations, the limits imposed by SEC actually assist in choice, and the player may eventually have other HPs in different SECs, so there will be all manner of different approaches to play through HPs with different class and work. The limiting quality of SEC closes some Vocations to the peasant (Lower) class, some to the freeman (Middle) class, and some to the aristocrat (Upper) class, so that the game is even-handed. Then again, some occupations or professions within a Vocational category will be broad enough to be open to most, if not all, Class Levels.

Note that Socio-Economic Class for Heroic Personas who are intended as being of non-human race must also be determined, for the Class Level dictates the race possible, going so far as to preclude peasant levels from non-human race HP potential.

Initially, dice are rolled to find SEC and the Class Level number. All of this is explained fully later. Next comes information on the general population distribution of classes, and tables showing typical stations, occupations, professions, and titles within the nine tiers of the three strata comprising the whole system. Then you will find a short section dealing with literacy in each class. Following that is a discussion of relations between classes and tiers within each strata, including attitude, address, and opinions. This is prefatory to comments regarding SEC mobility and attitudes toward the mobile persona. (See Chapter 16: More on Personas, for rules and detailed discussion of the social systems.) Lastly comes the table showing SEC in relation to Vocational choice.

The SEC Vocations Table (page 63) shows the Categories of Vocations—Alchemy, Arms, etc.—the occupations and/or professions within each Category, the TRAIT associated with the Vocation and the Class Levels of personas able to initially be within that description. It is easy to remember Socio-Economic Class Level, for it is on a scale of 1 to 9, with (as usual) 1 being least and 9 being best.

Primitive Vocations: This Category is somewhat anomalous. This is because while it has SEC divisions within itself, the Category is actually outside the normal Socio-Economic Class consid-

Steps of HP Creation

(1) Determine Socio-Economic Class (SEC) and select a Vocation from those with the appropriate range of Class Levels.

(2) Generate statistics for the Heroic Persona and assign them to the HP's Mental, Physical, and Spiritual TRAITS, CATEGORIES, and ATTRIBUTES. The resulting scores are then used to determine the persona's Damage and Effect Levels.

(3) Calculate STEEP for the HP's Knowledge/Skill Areas. In addition to five "universal" K/S Areas, each persona will possess a standard set of "Vocational" K/S Areas based on the HP's chosen profession, and a number of additional bonus Areas that are selected by the player.

(4) Choose the persona's K/S Sub-Areas. Certain K/S Areas will have a number of Sub-Areas available. Depending on the HP's STEEP in the K/S Area, you may select one or more of these, and determine the STEEP of each.

(5) Determine general persona information. The HP's player can then either arbitrarily assign or randomly generate information of general nature for the HP. This information deals with the Attractiveness, Joss (something similar to luck), Background, and Quirks associated with the persona.

(6) Calculate the Heroic Persona's resources. At this point, the player must roll randomly as determined by SEC to determine the HP's Resources: Wealth and Net Worth, some possessions and Special Connections that the persona may have.

Socio-Economic Class Table

D% Score	Class Level	SEC Description
01-05	1	Lower *Lower* Class, Peasant (1)
06-10	2	Middle *Lower* Class, Peasant (2)
11-20	3	Upper *Lower* Class, Peasant (3)
21-30	4	Lower *Middle* Class, Freeman (1)
31-45	5	Middle *Middle* Class, Freeman (2)
46-70	6	Upper *Middle* Class, Freeman (3)
71-85	7	Lower *Upper* Class, Aristocrat (1)
86-95	8	Middle *Upper* Class, Aristocrat (2)
96-00	9	Upper *Upper* Class, Aristocrat (3)

erations of the main milieu. The gamemaster might make exceptions for Heroic Personas coming from a land where such Primitive Vocations might be practiced by people exposed to a "higher" state of civilization and culture. (For example Ærth's Ægypt, Tibet, and possibly Hind—see the **Epic of Ærth** companion volume for details of these nations.) Thus, any player with an HP in Primitive Vocation Category will be likely to initially have an Heroic Persona outside the "civilized" class system. For game purposes, barbaric/primitive personas are considered by others in the "Culture Area" in question as not less than *two* SEC Levels below their native station (unless of exceptional sort as ultimately determined by the GM, and then still at a one-level disadvantage at least), i.e., Class Level 3 or lower are thought of as the lowest of the low, while even the Primitive aristocrats will almost always be treated as mere, if important, freeman personas. However, association within the "Culture Area" and accomplishments therein might possibly change SEC attitude so that individuals will have the full benefits of their Primitive SEC Levels. Let the player be thus warned regarding this classification of Vocation.

SEC Table Notes: Note that this table does not reflect the relative percentage of population within each strata and tier shown. It is skewed to produce higher level for HPs. The actual/realistic data for societies as a whole is given later on. The percentages on the table reflect the probabilities of a Heroic Persona's emergence from the particular tier, i.e., the number of superior individuals likely within a class, according to population, by ability and opportunity and desire, in relative order of importance.

SEC Level is found by rolling D% and finding the number thus generated among the nine groupings shown. All personas are rolled for thus, even Primitive and Non-Human ones.

Once SEC Level has been found, record it on your Heroic Persona Profile Sheet. Once that is done, you may consult the SEC Vocations Table hereafter, although you might find the other information which follows this portion both informative and generally helpful in deciding upon a Vocation for your HP. In any case, remember that there is no dice rolling for ATTRIBUTE scores until Vocation has been selected.

HP Example: As a running example of an advanced Heroic Persona whom we'll name Dirk Galligher, we start by rolling percentile dice to determine SEC Level. A result of 76 indicates an SEC Level of 7, or Lower Upper Class, an aristocrat.

SEC Populations as a Percent of Total Population

The SEC Populations table shows a mean distribution of population by Socio-Economic Class, in an average political state based on Ærth norm. This typical state is of moderate to large land area and population, such as is typified by Francia, Magyaria, Sverge, etc. Class order is reversed to show highest to lowest, to clearly illustrate the apex of the feudal/feudal-like pyramid typical of the states of such a milieu.

Note that aristocrats might comprise as low as 1% of a population or be as high as 4% of the whole. Freeman population ranges from as low as 10% to as high as 27%. Peasant numbers range from a low of 70% to as high as 87% of the total.

Remember that all figures include men, women, and children.

The Lower Upper Class (7) is generally constructed to serve those above it as a tool for administration and warfare, just as the Upper Middle Class (6) serves in similar capacities for the whole of the aristocracy. Thus, both classes will tend to be larger in states where there is much bureaucracy and/or military action. Economic conditions will impact the freeman class, enlarging it in prolonged periods of growth, and shrinking it in similar periods of stagnancy or recession. Class Level slippage (downward) occurs quite readily. In most cases progress upwards is quite difficult, save under conditions of need or prosperity as noted.

All figures apply to relatively civilized, Æropean-model states. In confederations, democracies, and republics, the strata percentages will be about as shown for the aristocrats, the freeman class will be enlarged, and the peasant class as small as 40% of the total, with the lowest tier comprising only 10% or so of the strata. In states with a more ancient system of organization, the middle tiers will not be significantly smaller, i.e., within the 10% figure noted above.

Working Population Vocation Distribution

The distribution in the table on the following page applies to typical quasi-feudal states of a relatively civilized sort in which the use of the plow, draft animals, and care in crop and herd management is standard. In less advanced states, the percentage of population engaged in agricultural and related employment will be slightly higher.

SEC Populations

SEC Designation/Level	% Of Total Population
Aristocrat 3/9	.01
Aristocrat 2/8	.03
Aristocrat 1/7	1.6
Total Aristocrats	*2*
Freeman 3/6	2.5
Freeman 2/5	4.5
Freeman 1/4	9
Total Freemen	*16*
Peasant 3/3	18
Peasant 2/2	26
Peasant 1/1	38
Total Peasants	*82*

Vocational Distribution of Working Population

Employment Area	*% Of Population*
Herders, farmers, & agrarians	40-50
Fishers & related occupations	0-5
Hunters, trappers, & food gatherers	1-3
Others supporting all of the above	4-9
Artisans, craftsmen, tradesmen, & assistants	15-20
Proprietors & shopkeepers	5-10
Armed services—soldiers, sailors, and related personnel	1-5*
Maritime employment—shipboard and ashore	0-5
Laborers and other menials	12-20
Officials—administrative, clerical, legal, and police	2-3
Unemployed but employable	2-5**
Unemployable	1-2

*During times of major conflict this number will rise to as high as 6%.
**Remember that in more authoritarian societies there is less freedom but more security (or at least more labor).

Occupations, Professions, Offices, Titles, etc., by Class Level

The Positions by SEC table on page 61 is given to assist the gamemaster and player alike in understanding the Socio-Economic Class structure of the milieu, and to guide them in roleplaying (with the commentary on the subject of Class Relations and SEC Mobility which follows).

Literacy By SEC Level

In general, SEC Level will dictate the literacy of the individual in question. While gamemasters may dictate that all Heroic Personas are able to read and write, or at least those of non-Primitive Vocation, on the other hand, they might not. For the sake of realism, the following table shows literacy rates, and these percentages may (at the GM's option) be applied to HPs to find if they are literate.

In some highly civilized states, the literacy rate is somewhat greater than the figures shown, so increase the peasant class probability figure by 10%, the freeman class by 20%, and the aristocrat class by 10%. For example, Ægypt is both highly civilized and has a low peasant and freeman class literacy rate, however. This is because the class does not desire literacy, by and large. However, in the Upper Middle Class the literacy rate is higher than shown, and the same holds true for the aristocrat class.

SEC and Literacy

Class Level	*Percent Literate*
1	2
2	5
3	10
4	20
5	30
6	40
7	50
8	70
9	80

It is obvious that Vocations which cannot be illiterate will not need a literacy check—Alchemy, Dweomercræft, Merchant, Priestcræft, and Scholar are clear examples. Persons of position who are illiterate are not at as great a disadvantage as it might seem, for they have various servitors to manage reading and writing for them, and scribes are thus both common and highly regarded.

The gamemaster is directed to the table as regards literacy in all other cases. A high STEEP in *Native Tongue*, or any *Foreign Language*, does not necessarily imply the ability to read and write the applicable language, in most cases, especially where STEEP is below 50.

Class Relations

Before launching into the details of class relations, let us first establish the facts regarding SEC distinctions. They are obvious to all within the "Culture Area" system, even without the special trappings often used to mark distinctions. Physical appearance and speech are the main demarcations of class. Dress, accouterments, and the rest then further distinguish class levels. In general, the lowest (P1) group is much to itself, and members of the lowest peasantry subdivide their tier as sharply as the Middle distinguishes itself from the Lower. The Middle peasantry is scornful of the Lower and respectfully friendly with the upper tier, for they aspire to that status. The Upper Lower Class is as respectfully friendly to the base freeman class as the other peasants are toward them, and this is for the same reason. However, the Middle peasantry is resentfully respectful to freemen, and the lowest are fearfully so.

We see again the scorn/respect in the freeman class, although in the lower two tiers it is minimal. The uppermost portion of the class is the exception, however, for it is closely associated with and related to the lowest of the aristocracy.

The gentle freemen have an inheritance or land, wealth, and/or position and prestige. They are the greatest of the non-aristocrats, the tier from which come the vast majority of the awarded aristocrats and important office-holders. They are most respectful of their immediate "betters," but in a non-resentful and friendly way. There is association between them and the lowest tier of the Upper Class, because most of the latter were once themselves gentle freemen, and the Upper Middle Class expects that not a few of its number will become aristocrats of that sort...and soon! The deference granted is that which they themselves expect to receive. In turn, they disdain the ordinary freeman class, distinguishing it because of its scant prospect for advancement—and doing their best to keep it that way, for otherwise it would threaten their "birthright" and preserve, the non-hereditary aristocracy role. The gentle freemen are in much awe of the nobility, granting to it status not based so much on fear as from desire. Soon they will be of the general class themselves, and then they will demand great respect from the ordinary folk, associate with "nobles"—what an exalted reward!

This is not a uniform attitude, of course. In the awarded aristocracy are numbers of military men who disregard class entirely. There are also altruistic members. On the other hand, there are some members of this tier who strive to become greater. Through office and wealth they hope to obtain nobility and thus possess hereditary title. Considering the size of the Middle Upper Class, however, there isn't much hope of this happening, save through the death without issue of some nobleman, or the disenfranchisement of such a family for some reason. With limited space and tight control of land by those already

possessing it, expansion of the nobility is limited thus, albeit extreme wealth (along with land thus purchased) is a possible avenue of advancement. There are also the most unlikely means of elevation—award through service (typically in conflict) and expansion of the state through territorial acquisition.

All of which bring us to the uppermost aristocrats. These grand nobles are polite to the Lower Upper Class, for they protect and serve. The great ones also freely associate with the other (Middle Upper Class) nobility, for they reinforce the pinnacle position held by the dukes and princes, while still being acceptable for social intercourse. Members of the highest aristocracy will possibly have status as middle-range nobles. Primogeniture and entailment mean that the eldest son (rarely daughter) inherits all of the major fief and wealth of the lord. Various lesser titles belonging to the great noble or coming from the maternal side pass to second and successive offspring, so there is a certain comingling of all nobility. However, the uppermost demand their prerogatives nonetheless. They are the cream, as it were, at the top, consisting of persons of royal blood, ancient noble families, and the ablest of aristocrats, and those nobles beneath them are not quite equal, no more than are the great nobles "peers" of the monarch, typically, i.e., truly *equal* to the sovereign lord of the state. A pecking order, often called precedence, is established, recognized, and accepted by all members of the aristocracy.

To sum up, the three strata of classes are sharply defined in most ways, but blur occasionally. The Lower Class is in awe, often in fear, too, of the Upper. The aristocrats tend to disdain the peasants. The freeman are most conscious of their superior station with regard to the Lower Class, and the median members of this class are likely to be the most class-conscious of all society, fearing slippage into the lower freemanry, desiring ascendance into the tier from whence will be drawn the least aristocrats. If one fails to remember class and station in this Socio-Economic Class system, one could be in for trying times, to say the least.

Bureaucratic societies tend to augment and clearly differentiate classes and strata. Barbaric and primitive societies are not so stratified, for obvious reasons.

Positions by SEC

Class Level	Class	Station Names	Vocation/Position Reference
1	Lowest peasant	Slave, serf, bondsman, masterless, wanderer	Beggar, Gypsy, mercenary day laborer
2	Peasant villein[a]	Peasant, laborer	Acolyte, common apprentice, mercenary corporal, mendicant, minstrel, peddler, soldier, tinker
3	Peasant upper[b]	Cotter, crofter, tenant, woodward, hayward	Apprentice mage, friar, mercenary NCO, monk, manor officials, musician, soldier corporal
4	Base freeman[c]	Forester, socman, tradesman, yeoman	Actor, conjurer, mercenary under officer, soldier NCO, wisewoman
5	Freeman[d]	Bailiff, craftsman, freeholder, franklin, serjeant	Enchanter, mercenary lieutenant, mystic, scribe soldier under officer, village officials, warlock, witch
6	Gentle freeman[e]	Gentleman, magistrate, merchant, squire	Bard, engineer, healer, guild master, invocator, mercenary commander, necromancer, priest, scholar, soldier officer, theurgist, town official, witchcrafter
7	Awarded[f]††	Banneret, Aristocrat baronet, knight, vavasor	Adept, admiral, city official general, high cleric, mage, grand serjeant, magister, nethercrafter, noble official, sorcerer, thaumaturgist
8	Aristocrat†††	Baron, count, earl, graf, viscount, waldgraf	Demonurgist, grand cleric, hermeturge, marshal, royal official, savant, troubadour, wizard
9	Great††† aristocrat	Archduke, duke, herzog, markgrave, marquis, prince	Archmage, archpriest*, foreign ambassador**, hierophant, magus

†Basically non-hereditary aristocracy, but this is somewhat misleading. See the discussion of Class Relations and SEC Mobility, page 62.

††Nobles created by non-royal sovereigns are often of one place lower in SEC; this is especially true of those enfoeffed by minor princes. Regardless of this, in their own state they are of the higher ranking, and in no event will nobles of this sort ever be non-aristocrats. However, a baron created by a palatine count, for example, will certainly rank low in precedence outside his own country.

†††There is often an overlap between this tier and the Middle Upper Class. Powerful, palatine middle-rank nobles are most often in the uppermost tier, while weak "great" nobles are of middling sort.

*This office might be reserved to the head of state.

**Applicable only if the ambassador is from a powerful state or one closely allied to the one in question. Otherwise, an ambassador is of middling tier, possibly only of CL 7 ranking.

[a]The lowest criminals fall into this SEC. They are typified by muggers, petty thieves, ordinary bandits, cheap trollops, and the like.

[b]Ordinary thieves, burglars, cutpurses, footpads, etc. come under this class.

[c]Superior thieves, highwaymen, mountebanks, confidence men, swindlers, and their ilk are in the Upper Lower Class.

[d]Assassins, master thieves, counterfeiters and forgers, bandit leaders, etc., generally fall into this tier.

[e]Outlaw guild masters, courtesans, professional gamblers, and jewel thieves might attain this rank.

[f]Robber "barons," great bandit captains, and master criminals might achieve this status.

Socio-Economic Class Mobility

As already noted above, there is some amount of social and economic change causing a degree of mobility between classes and tiers within classes. Slaves are freed, serfs granted greater freedom and villeins freed to become cotters are not unusual events. Yeomen gain wealth and become franklins on occasion, while royal serjeants, through exceptional service, attain grand serjeantry. The country gentleman squire's son may actually become an esquire and be knighted. The baronet becomes royal chamberlain, and a viscount, through service to the monarch, is made a marquis.

How is this sort of mobility viewed by the other classes? There isn't much interest in tier mobility outside the class in which it takes place. Freemen don't care much about who has changed station amongst the peasants, except perhaps to be mildly pleased at a slave's becoming "free," or annoyed at a crofter's new "haughtiness" as becoming a yeoman with a few acres of land. The same holds true for movement within the tiers of the freeman class and even the aristocrat class, with respect to those outside the particular strata in which the change occurs.

Within a class, however, and sometimes where the strata meet, there will be some sharp attitudinal positions. Those in a tier will generally envy those able to rise to the one above it, and most would see them pulled back—the exceptions are friends, altruistic persons, and those who themselves hope to clamber upwards in SEC (and do not perceive the fortunate's advancement as detrimental to their own chances). Movement from one class to another generally evokes strong antagonism from both the upper tier of the class below and the tier of the class above to which the individual has risen. Attitudes are not so likely to be highly negative when rise is from contiguous tiers and/or in accepted manner. We have already noted the expectancy of the gentle freeman's rise to awarded aristocracy.

Similarly, the gifted artisan's rise to master and then guild master is accepted. However, should a merchant become baronet and then a royal officer, the Upper freemanry will despise the person in all likelihood, just as the nobility will scorn that individual as "jumped up," an "adventurer," and "above his (or her) class"—probably with a great deal of veracity, too, unless the former merchant is somehow a hero of sorts. But in that case there is much less resentment of this sort save amongst the truly effete, haughty, and ambitious types.

The greatest mobility exists for those persons who are more or less outside the class system, at least by attitude, and possibly by action, although in a semi-feudal system it is quite difficult to be completely free of such constraint. Those outside of it to some degree are scholars, alchemists, mages, and other Heka-users. Clerics, belonging to highly structured organizations themselves, must perforce be a part of the Socio-Economic Class system to a greater degree. Those with a bent toward adventure—explorers and seafarers, for instance—might step beyond the system. Most outlaws are very much outside of the class structure perforce, although within their sub-culture they have as many class distinctions as do non-outlaws. Petty ones of great ability can hope to become "honest" freemen, and great scoundrels might become aristocrats, but the ordinary outlaw is as immobile as a serf or cotter.

SEC Outside The "Culture Area"

"Culture Area" means those states which recognize each other as non-exotic and equal. This is, of course, highly subjective and certainly ethnocentric to a greater or lesser degree. Be that as it may, in terms of roleplaying it is an important consideration. For example, using Ærth as a model, let's assume that a knight from the Avilionian Isles, his "Culture Area," travels around. Those states near to his homeland will consider him as an aristocrat of his station, i.e., 7th Class Level. In all Western Æropa, in fact, he will be treated thus. However, in Iberia, where Atlantian influence was strong, he will probably have to prove himself against arrogant cavaliers in order to be properly treated. In the sophisticated lands to the East—Grecia and Ægypt, certainly—the knight will be considered as rude and rustic until he proves his education, intelligence, etc. In likewise distant areas he will be treated respectfully if his sort have fought there with honor, if the state is more backwards than his own and looks with some degree of admiration upon Avilionians, and so forth. Otherwise, he might be thought of as a weakling, evil, or some other sort of useless or undesirable person. Finally, far off in Ch'in, for instance, he will be a barbarian outlander with little status, and could possibly remain so even if he manages to acquire the Etiquette and Social Graces of the Ch'in "Culture Area."

All that being so, this doesn't mean that the Heroic Persona's SEC has changed. For purposes of the game system, it has remained fixed. For *roleplaying* considerations, however, it has fluctuated in most interesting ways.

As a rule of thumb, assume that foreign personas perceived as "exotic" by the "Culture Area" will generally be treated as *one* SEC Level lower than their actual (foreign) Class Level, while those perceived as "primitive" (as discussed above) will be *two* SEC Levels beneath their native one, and those considered as "barbaric" will fall a full *three* places!

SEC In Relation To Vocational Choice

Heroic Persona Vocation is to some measure governed by the HP's SEC. It is also important to remember that the choice of Vocation gives the persona a group of starting Areas of Knowledge/Skills, but this is immediately modified by the player through the addition of personally chosen K/S Areas as the Heroic Persona is developed. Furthermore, as the campaign develops through play, there will be augmentations of existing Areas and new K/S Areas acquired. In short, the player who begins with one sort of persona will alter the model radically over time. A "Primitive" with hunting as a Vocation could, in time, assume the character of a cultured and scholarly HP, if the persona's player so directs. One with a low SEC at the commencement of play could become a Heroic Persona of great status, titled, and a trusted servant of the monarchy.

There is another important consideration, that of TRAIT. It is important to keep this in mind when examining the SEC of the various HP Vocational choices, for the Class Level is but one of many factors which make up the Heroic Persona. The TRAIT of a Vocation bears on later acquisition of STEEP in Knowledge/Skill Areas. Additional points of STEEP are "purchased" through expenditure of Accomplishment Points awarded to the Heroic Persona, and buying such extra ability in K/S Areas which fall under TRAITS outside that of the HP's Vocation cost more APs. We'll cover that in depth just a little later on, but it had to be mentioned here to make sure that the player about to choose a Vocation will be alerted to the many considerations which are to be borne in mind.

Socio-Economic Class as used here applies strictly to the starting Heroic Persona. That is, while it dictates that an SEC Level 1 persona can't be a Philosopher, and that a SEC level 7 HP can not begin as a Dweomercræfter of the Green School, it does not preclude either from becoming such through the course of play, as pointed out above. SEC directs a player toward those Vocations more likely for a person of the HP's Class Level, and from those possibilities the player selects a K/S Area "bundle." Thereafter, there are no restraints on what K/S Areas are added, save those which generate personal Heka, as we'll explain later (see the TRAIT Limitations table on page 66), and SEC can drop or climb. Note that in the SEC Vocations table, "HP SEC at Start" does *not* mean that the initial SEC of the new Heroic Persona must correspond to that number. SEC at start will be that number even if the HP has a higher Socio-Economic Class recorded, say 7 or 8, as opposed to an Alchemist's SEC Level of 6, because the starting Vocation dictates level. What does hold is the "Class Level Range," in the case of the Alchemist used above, SEC level 5-9.

Thus, Heroic Personas each have the "benefit" of their "family" SEC as their background modifier for such things as universal K/S Areas. However, once a Vocation is selected, they will be received socially at their Vocational Level, or the one that they later earn (whether higher or lower is up to play and fate, more or less).

SEC Vocations

Vocation Category	*Level Range*	*HP SEC at Start*	*TRAIT*
ALCHEMY			
Alchemist	5-9	6	Mental
Apothecary	3-6	5	Mental
ARMS			
Cavalier	6-9	7	Physical
Engineer	4-8	5	Physical
Mercenary/Soldier	1-7	1/2	Physical
DWEOMERCRÆFT			
Black School	1-9	5	Mental
Elemental School	4-9	6	Mental
Gray School	4-9	6	Mental
Green School	1-6	4	Mental
White School	5-9	7	Mental
MYSTICISM			
Astrologer	5-9	6	Spiritual
Diviner	2-9	5	Spiritual
Fortune Teller	1-5	2	Spiritual
Soothsayer	1-9	4	Spiritual
OUTLAWRY			
Assassin	1-9	2	Physical
Bandit	1-8	1	Physical
Mountebank	1-7	5	Mental
Pirate	1-8	1	Physical
Thief	1-9	2	Mental or Physical
PRIESTCRÆFT			
Healer	1-6	5	Spiritual
Priest	1-9	4	Spiritual
Theurgist	5-8	5	Spiritual
Wisewoman/Wiseman	1-7	2	Spiritual
PRIMITIVE VOCATION			
Hunter	1-9	7	Physical
Medicine Man	4-7	6	Mental
Seer	1-9	7	Spiritual
Shaman	5-9	8	Spiritual
Warrior	1-9	7	Physical
Witch Doctor	1-7	6	Mental
SCHOLAR			
Philosopher	5-9	6	Mental
Poet/Musician	3-9	5	Mental
Sage	6-9	7	Mental
VOYAGER			
Explorer	4-9	4	Physical
Merchant	4-6	5	Mental
Seafarer	2-9	3	Physical
NON-HUMAN (OPTIONAL)			
Alfar	5-8	4*	Spiritual
Alfen	3-6	3*	Mental
Dwarf	2-7	3*	Physical
Elf	6-9	5*	Spiritual
Gnome	4-6	4*	Mental

*Add 2 CL when amongst non-humans of the same race. Deduct 1 when dealing with humans outside the area of the HP's customary activity, unless that place is accustomed to non-humans of this kind and they are well regarded/respected.

HEROIC PERSONA STATISTICS

At the heart of every roleplaying game persona is one central set of numbers (or statistics) which defines how strong, smart, wise, etc. the persona is. In the **Mythus** game, these numbers come in the form of ATTRIBUTES, CATEGORIES, and TRAITS. (A good way to remember them is by the word "ACT.")

The largest numbers are the TRAITS, each of which is subdivided into two CATEGORIES. Each CATEGORY is then subdivided into three ATTRIBUTES. For example: the *Mental* TRAIT has two CATEGORIES—*Reasoning* and *Mnemonic*—each of which has three ATTRIBUTES—*Capacity, Power,* and *Speed* respectively. The meaning of all of these terms is described below, from largest (TRAITS) to smallest (ATTRIBUTES).

TRAIT Scores

The three TRAITS are the broadest indication of an HP's innate abilities. They characterize the HP in three general areas: Mental, Physical, and Spiritual.

Mental: Abbreviated "M," this number represents the sum total of all one's Mental resources, as well as the amount of "Mental damage" one can sustain before becoming a mindless vegetable. The higher the persona's Mental TRAIT total, the more Heka-generating Mental K/S Areas that persona can possess. Heroic Personas with high Mental TRAITS tend to make excellent *Dweomer-cræfters* and *Scholars.*

Physical: Abbreviated "P," the Physical TRAIT number represents the sum total of all one's Physical resources, as well as the amount of "Physical Damage" one can sustain before dying. The higher a persona's Physical TRAIT total, the more Heka-generating Physical K/S Areas that persona can possess. High scores in this area make for wonderful *Soldiers* and *Warriors.*

Spiritual: Abbreviated "S," this TRAIT represents the sum total of all your HP's Spiritual resources, as well as the amount of "Spiritual damage" the persona can sustain before becoming a will-less zombie. The higher a persona's Spiritual TRAIT total, the more Spiritual Heka-generating K/S Areas that persona can possess. High numbers in this Area produce superior *Priestcræfters* and *Mystics.*

CATEGORY Scores

As explained earlier, each TRAIT is divided into two distinct CATEGORIES. The six resulting CATEGORIES are as follows:

Mnemonic: Abbreviated "MM" for Mental Mnemonic, this is a Mental CATEGORY which represents the ability of your HP to learn and remember. HPs with higher ATTRIBUTES in this area are brighter and tend to do better with their studies, provided that they're not lazy!

Reasoning: Abbreviated "MR," this is the other Mental CATEGORY, and it represents the persona's ability to think logically and figure things out. Those with higher ATTRIBUTES here are likely to be very cunning, clever, and crafty—watch out for them!

Muscular: Abbreviated "PM" for Physical Muscular, this is a Physical CATEGORY which shows just how powerful your persona is, as well as how fast the HP can move and react. HPs with higher scores here are both physically stronger, more enduring, quicker on their feet, and in better health than those with lower scores. This CATEGORY comes in really handy in combat, because, depending on one's ATTRIBUTES, it helps one to strike harder and faster and soak up damage better.

Neural: Abbreviated "PN," this one, being the other Physical CATEGORY, has to do with how coordinated and precise your persona is physically. Those with better numbers here have steady nerves, terrific hand/eye coordination, and talent for pursuits such as picking pockets, playing musical instruments, drawing magickal symbols, etc.

Metaphysical: Abbreviated "SM" for Spiritual Metaphysical, this first Spiritual CATEGORY has a lot to do with your willpower and self-discipline, as well as your ability to study, understand, and believe in supernatural, theological, and philosophical concepts. For example, if you had a high MM, you could learn what Buddha, Jesus, or Mohammed said, but to actually *believe* in their words and to make them a part of yourself requires a good SM score. Those with good numbers in this department will be more devoted to their causes, benefit more from them, and go further to advance their goals. This applies to all "causes" a person might have, whether it is to faithfully serve a deity, to convert the heathen, or just to bravely defend what the persona feels is "right." Clergymen, philosophers, and all really ambitious people will find a high SM helpful.

Psychic: Abbreviated "SP," this CATEGORY represents the less-conscious side of the spiritual and includes such things as faith and imagination. "Natural" or "intuitive" might describe the Psychic division. This CATEGORY is very important for all who rely upon inspiration to power their pursuits.

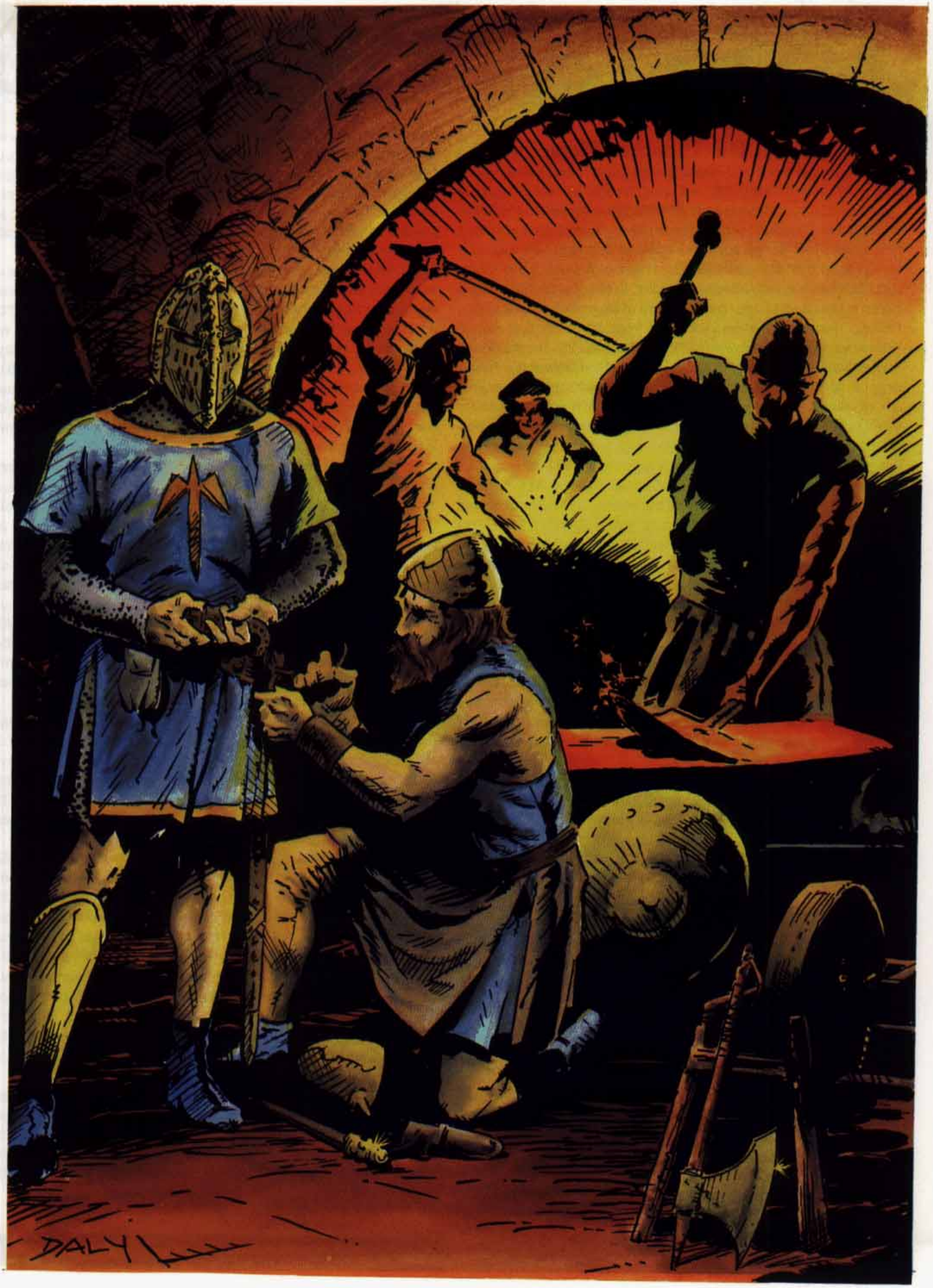
ATTRIBUTE Scores

ATTRIBUTES are the most specific measure of a persona's innate characteristics, and as such serve as the most basic scores used to determine that persona's abilities. There are 18 such ATTRIBUTES, three for each CATEGORY. These ATTRIBUTES are Capacity, Power and Speed.

Capacity: This is abbreviated as "Cap" added on the end of each CATEGORY. Spiritual Psychic Capacity, for example, would be abbreviated "SPCap." Capacity is perhaps a CATEGORY'S most important ATTRIBUTE, as it is the one which is used to determine beginning STEEP levels (q.v.), and it represents the maximum level to which either of the other two ATTRIBUTES in that area can rise. For example, if you assign a Physical Muscular Capacity rating of 17 to an HP, then that is the most that you can assign the HP's Muscular Speed and Power ATTRIBUTES, too. Likewise, said ATTRIBUTES can rise no higher than 17 until the PMCap is also raised.

Power: This is abbreviated as above, save that a "Pow" is added on the end rather than a "Cap." This number represents how strongly and forcefully a CATEGORY can be wielded by a persona. For example, an HP with a high PMPow (Physical Muscular Power) can lift heavy weights, or one with a high PNPow (Physical Neural Power) could juggle several items at once. A high MRPow (Mental Reasoning Power) allows one to crack tough thinking problems, etc.

Speed: Abbreviated as above, but use an "Spd." This number tells you how fast a CATEGORY can operate. A high PMSpd, for example, means that you can run fast. A high PNSpd allows you to manipulate a mechanical device quickly without making errors, and a high SMSpd helps you to be punctual and meet deadlines, etc.


DALY

What The Numbers Mean

So far you've been told about having "high" scores and "good" ratings in your ATTRIBUTES, but what counts as being "high" or "good"? Well, most humans have ATTRIBUTE scores ranging from 6 to 20, with 8 to 11 being average. Having lower scores, such as from 1 to 5, means that the persona is crippled in that area—for example, someone with an Mental Reasoning Power of 3 would be clinically classifiable as mentally retarded, an idiot, in fact. On the other hand, higher scores than 20 are representative of super-exceptional levels. Einstein may have had an MRPow of from 30 to 35, and Arnold Schwarzenegger probably has a PMPow of around 25! *The maximum for any human Physical ATTRIBUTE is 30, and the highest any Mental or Spiritual ATTRIBUTE can rise is 40.* Personas with such high scores are, of course, very rare, and bad guys that have them will make for some of your Heroic Persona's most dangerous enemies. It is possible, however, for your HPs to develop such ratings themselves over the course of the game campaign, though it will take a *long* time.

Not that your Heroic Personas *aren't* actually special. As a matter of fact, they'll stand above and beyond the average individual in almost every way. The beginning range for an HP's ATTRIBUTES is from 10 to 20, which isn't bad when you consider that most people have scores in the 8 to 11 range. CATEGORY scores are determined by adding the three related ATTRIBUTES (Capacity, Power, and Speed) for each of the six unique CATEGORIES together. The three TRAITS are figured by adding their related CATEGORY pairs together.

A Heroic Persona's TRAIT totals determine how many Heka-generating Knowledge/Skill Areas (including separate Sub-Areas) that HP can possess. This is of utmost importance to the persona who is using Castings—magickal Charms, Cantrips, and so forth. More about that later; for now, see the TRAIT Limitations table, below, for the TRAIT totals and the limit of the number of K/S Areas generating personal Heka which they dictate.

Obviously, the greater the value of a TRAIT, the more able the persona is to possess Heka-generating K/S Areas. As Castings require considerable amounts of Heka to power them, these limitations are crucial to the persona. Quite frankly, this restraint is imposed not so much to limit the HPs in the campaign as to reflect the actuality of human limits. Not very many people on Ærth are truly dynamic and powerful wielders of magickal forces. To be so is unusual, just as to be a great scientist on Earth is unusual. However, Heroic Personas will begin play at above-average TRAIT scores, and they will increase them thereafter through successful performance, so the constraints shouldn't be burdensome, even though no HP will ever be able to possess *all* of the Heka-generating K/S Areas. Then again, who truly knows everything?

TRAIT Limitations to Heka-Generating K/S Areas

TRAIT Total	*Heka-Generating K/S Area Limit**
Under 60	1
61-70	2
71-80	4
81-90	7
91-100	9
101-110	11
111 and above	15

*With respect to Spiritual Knowledge/Skill, the *Priestcraeft* and *Religion* Areas are treated as *one*, not two, for the persona. This is the only exception to the limit given.

The TRAIT score also tells you something else—*the other limits of your persona's ability in that area.* Of course this applies to any persona in the game, not just to Heroic Personas. The **Mythus** FRPG, and the whole **Dangerous Journeys** multigenre RPG system, reflects real life as much as possible for the genre treated. Game reality, realism, and realistic rules are used to create the sense of actuality when participating in play. What this means is that the persona has other limits besides those of Heka generation—many of them. One of the most important of these limits, perhaps *the* most important one, is the TRAIT limit to STEEP.

The total score in a given TRAIT sets the maximum STEEP score possible for any K/S Area in that TRAIT classification. For instance, a Mental TRAIT total of 75 limits the persona to a maximum attainable STEEP of 75 for each and every Knowledge/Skill Area classified as Mental. This may seem arbitrary, but it isn't. In fact, this limitation is very realistic and reflects actual potential. If there was no such limit in reality, then there would be far more genius-type individuals, perfect masters, and so forth. Furthermore, because HPs are considered as exceptional individuals to begin with (thus the 2D6+8 ATTRIBUTE score generation system below), and are able to increase ATTRIBUTES and thereby boost CATEGORY and TRAIT totals, the limit actually sets such personas more apart from the rest—including all but the most potent of the *Accursed* foes.

It is needful to bear in mind the TRAIT limitation to K/S STEEP maximum. It is also useful to plan ahead for the time the limit is approached so that Accomplishment Points can be used to move statistics upwards and allow greater STEEP scores. This will possibly enable the acquisition of more Heka-generating K/S Areas as well! Of course there are limits to TRAITS, too, but it is unlikely that any persona will ever be able to actually attain such high summits.

By the way, for those participants interested in determination of IQ, it is found by taking the MMPow, MMSpd, MRPow, and MRSpd total and multiplying by 2. For example, a persona with an average score of 15 in each of those four ATTRIBUTES would have a total of 60, and that translates to an Intelligence Quotient of 120, high average. Note that the average of 2D6—a score of 7—added to 8 is 15. HPs do start with an edge. A persona with the four scores averaging 20 has an IQ of 160, above the so-called genius-level intelligence of 150. Scores totalling 120 (average 30 per ATTRIBUTE) indicate an IQ of 240, and that's right off the old chart! To be a genius, and have those Mental STEEP K/S Areas you've always dreamed of, you must dedicate APs to improvement of your persona's Mental TRAIT.

As has been made clear above, the same is true for the Physical and Spiritual components of an individual. Whenever possible, boost scores to increase the TRAIT totals, so that your persona can make full use of K/S potential and have the maximum STEEP necessary for goal attainment, the personal Heka for all the Castings that will be useful. As in real life, HP improvement must not cease as long as vitality continues!

Generating ATTRIBUTE Scores

The very first thing to do after finding your SEC is to decide what kind of HP you want from the Vocations available to you, as this will help you to assign your ATTRIBUTES. If you wish, read the short description of each Vocation first (beginning on page 74) and see which one you like best. After doing so, take a scrap sheet of paper and assign 18 ATTRIBUTES to your Heroic Persona, using one of the following methods:

The Point Distribution Method: If you need to make your Heroic Persona in a hurry, or don't feel lucky enough at the moment to trust your HP to random dice rolls, then you can generate ATTRIBUTES this way. Six numbers are given, and you may assign one to each of the CATEGORY totals and break each down among the ATTRIBUTES listed for its CATEGORY. You may divide up each number however you wish, but keep in mind that all your ATTRIBUTE scores must be between 10 and 20, and, of course, you'll want to assign the higher numbers to the CATEGORIES under your chosen Vocation's TRAIT.

The six numbers are as follows: 50, 45, 45, 40, 40, and 35.

For example, we're in a hurry and need to make up a Dweomercræfter. Since that is a Mental TRAIT Vocation, we give the highest two numbers to Mental Reasoning (MR) and Mental Mnemonic (MM), and, since Dweomercræfters also use a lot of Spiritual skills, we give the 45 and 40 to Spiritual Psychic (SP) and Spiritual Metaphysical (SM), and assign Physical Muscular (PM) and Physical Neural (PN) a score of 40 and 35, respectively. Now we go back up to Mental Reasoning (MR), where we must assign the ATTRIBUTES a set of three numbers that adds up to 50. We decide to give MRCap a 20, MRPow a 15, and MRSpd a 15 as well. We do similar work with all the other CATEGORIES, after which we add them together and fill in our TRAIT scores—M 95, P 75, and S 85.

N.B: Gamemasters may, at their option, adjust the total of the TRAIT applicable to a Heroic Persona's Vocation by awarding 3 additional points. Each point must be assigned to a different ATTRIBUTE within the applicable TRAIT—2 cannot be placed in one ATTRIBUTE. All 3 may be placed in one CATEGORY, however, or they may be split between the two. This addition is to further separate the Heroic Persona from the average Other Persona. Lest any reader think this is generous, it is about a 1% increase, overall, around 3% in the TRAIT.

Dice Rolling Method: To use this method, simply *roll 2D6 +8 a total of 18 times* and record the results on a piece of scrap paper. Once you finish that, you can then assign each of the scores to one of the 18 ATTRIBUTES. Generally speaking, it is best to assign your two highest scores to the Capacity ATTRIBUTES under your chosen Vocation's primary TRAIT. If you were making an Astrologer, for example, you might want to put your two highest numbers into SMCap and SPCap. Then put the next two highest into the Capacity ATTRIBUTES under the second-most important TRAIT (look at your Vocation's starting Knowledge/Skill Areas if you need help deciding what that is), and put the third-highest pair under the Capacities in the remaining TRAIT. The next four highest numbers can then be used to fill out your Vocational TRAIT, and the next four the second-most important TRAIT, etc.

Of course you don't have to assign them like this—you may do so any way you please—but your persona will be more successful and will probably advance farther and faster if you favor the Vocational TRAIT when handing the numbers out. Whatever you do, remember that *Capacity is always the highest ATTRIBUTE, and neither Power nor Speed may ever exceed it.*

Example: We decide that we would like Dirk Galligher (the Heroic Persona we started earlier in this chapter) to be a strong, sword-slinging Cavalier. We then proceed to roll 2D6 adding the +8 to each roll a total of 18 times, and we come up with the following scores: 12, 14, 19, 16, 11, 13, 17, 18, 10, 20, 15, 14, 18, 17, 15, 12, 13, 13. Next, we put the numbers in numerical order (just so that we can keep track of them easier) and assign them to our HP's ATTRIBUTES. The two highest, 20 and 19, go to PMCap and PNCap respectively. We then decide to put both 18's in the Mental TRAIT, and so assign them to MMCap and MRCap. The pair of 17's, which come next, are then placed into SMCap and SPCap to round it out. Having finished that, we go back to the Physical TRAIT and assign the next four scores: 16, 15, 15, and 14, to PMPow, PMSpd, PNPow, and PNSpd respectively. The remaining ATTRIBUTES in the Mental TRAIT need filling out next, and we give those—MMPow, MMSpd, MRPow, and MRSpd—ratings of 14, 13, 13, and 13. Lastly, the final four scores are assigned as follows: SMPow 12, SPPow 12, SMSpd 11, and SPSpd 10.

Final Comments: As you can see, you will probably come out with higher scores by rolling the dice, though you could also come out worse. But as they say, "Nothing ventured, nothing gained." In any event, the GM should make the players stick by whatever method they use to generate their HPs, regardless of how well or how poorly it turns out. Remember that ATTRIBUTES can be improved through play, and a few points higher and lower here and there won't make much of a difference anyway. Exactly how each of these numbers for ATTRIBUTES, CATEGORIES, and TRAITS applies to play will be given later in the rules.

CATEGORY and TRAIT Scores

Once you have come up with your ATTRIBUTES, what you need to do next is figure out the overall ratings for your CATEGORIES and your TRAITS. A CATEGORY score is equal to the combined sum of all of the ATTRIBUTES (Capacity, Power, and Speed) under it, and a TRAIT score is equal to the sum of its two CATEGORIES.

Example: Dirk Galligher has the following Physical ATTRIBUTES:

PMCap 20	PNCap 19
PMPow 16	PNPow 15
PMSpd 15	PNSpd 14

Thus he has a PM CATEGORY, or PM, total of 51 (20+16+15) and a PN CATEGORY, or PN, total of 48 (19+15+14). His overall Physical TRAIT rating, or P, would be 99 (51+48). Through similar calculations, we discover his other CATEGORIES and TRAITS to be MR 44, MM 45, M 89, SM 40, SP 39, and S 79.

Damage and Effect Levels: Now you can go ahead and calculate your Heroic Persona's *Damage* and *Effect* Levels. Damage Levels (Wound Level, Critical Level, and Recovery Level) are expressed as a percentage of your Physical TRAIT score and reflect the amount of Physical damage your HP can sustain. Effect Levels denote how much Mental and Spiritual damage it takes to break your HP's will to resist insanity, hopelessness, etc. The exact meaning and function of all these terms will be explained later on in the Combat chapter, but for now just go ahead and calculate them.

Wound Level (WL): This is equivalent to 75% of P, and represents the amount of Physical damage it takes to seriously wound a persona. Once

Darrell Richette & Lee Mayer

Wound Level is reached, the persona is "Dazed." *Dirk has a WL of 74.*

Critical Level (CL): This is equivalent to 90% of the P TRAIT, and is the amount of Physical damage it takes to knock your persona unconscious. *Dirk has a CL of 89.*

Effect Levels (EL): There are one of each of these for your Mental and Spiritual TRAITS. Each is equivalent to 80% of your M and S, and each represents the "breaking point" at which the TRAIT is no longer able to withstand stress. Mental or Spiritual damage accumulated is matched against the appropriate Effect Level to find when the persona has become "Dazed" from too much punishment in the TRAIT area. *Dirk has a Mental EL of 71 and a Spiritual EL of 63.*

Recovery Level (RL): This is equivalent to 10% of your HPs Physical TRAIT score (drop fractions), and represents the amount of remaining damage taken at which the HP is considered fully recovered after an injury. *Dirk Galligher, for example, has a P of 99 and thus an RL of 9 (99×0.1). If he had 9 or less points of Physical damage remaining against him, he would actually be in pretty good shape.* The GM may also set this number as the negative total of Physical damage points for an HP, beyond which loss the persona is totally dead, past all hope of medical aid.

STANDARD HP DESCRIPTIONS & K/S AREA BUNDLES

Again, gamemasters and players are urged to read (or re-read) the opening paragraphs of Selecting a Vocation, Chapter 1 of the *Mythus Prime* rules. After you have done so, go on to the following, but only thereafter!

There are nine groupings of Standard Heroic Persona Vocations in the *Advanced Mythus* rules. In addition, there are five *optional* non-human Heroic Persona types. The standard groupings contain a total of 35 different occupations and professions for the player to select from, so there is exceptional variety. With the inclusion of non-human HPs, the range of possibilities grows to even larger proportions. Personalization then further differentiates each HP. Finally, the gamemaster is given information as to how additional Vocations may be added to the campaign (see Appendix E: Creating New Vocations).

After examining the SEC Vocations Table above (page 63), players may decide upon a Vocation immediately or first read about Vocations and examine the starting "bundles" of K/S Areas and note the basic STEEP given for each. Each different Vocation has a separate mixture of K/S Areas and abilities within it (the basic number of STEEP points assigned to it), so most players will need time to go through the list before being required to choose one.

However, once a player has decided, the selection taken is irrevocable, and that particular HP will for ever afterwards have the basic bundle of starting skills (unless something strange and magickal later befalls the HP, of course). Just as in real life, we have what we have gained in the past. We can add to that, alter it, but we can't substitute knowledge in one field of learning for another as one might change shirts. This is particularly important when it comes to the Dweomercræft and Priestcræft Vocations if a player expects a Heroic Persona to be a *Full Practitioner*, i.e., a mage or a priest (or both).

Full Practitioners gain more Heka power than Partial ones, so they have a great advantage in respect to Castings and other ways of utilizing Heka power, but there is at *best* one chance in five that an HP will be a Full Practitioner. *This is determined only after the Vocational K/S "bundle" (or K/S Areas applicable) has been selected and recorded for the Heroic Persona.* For more information on this see the **Mythus Magick** book. gamemasters and players alike must note carefully that *only* those two Heroic Persona Vocations, *Dweomercræft* and *Priestcræft*, have the requirement of checking to find out whether or not the HPs are Full Practitioners or not. *All other Heroic Persona Vocations which include the K/S Areas* Dweomercræft, Magick, Priestcræft, *and/or* Religion *are at Partial Practice only.*

As in the *Mythus Prime* rules, the more STEEP points an HP has in a K/S Area, the better the chance that HP has at succeeding with it. And as in everything else, as your personas adventure, they will have the opportunity to get better in their chosen K/S Areas.

After choosing a Vocation, players must each determine their HP's STEEP for several "universal" K/S Areas: *Etiquette/Social Graces, Native Tongue* (and its other languages ramifications), *Perception, Riding*, and *Trade Phoenician*. Once these are calculated, STEEP

STEEP Level Descriptions

STEEP Points	*Description*
00	No real knowledge/skill. Total or virtual ignorance.
01-10	Rudimentary knowledge or skill only.
11-15	Novice-level study. A grasp of basic principles (grammar school). Trainee skill.
16-20	Lower-intermediate range knowledge (middle school). Low average working skill.
21-25	Middle-intermediate skill (high school). Average and normal ability to apply the skill.
26-30	Upper-intermediate knowledge. A grasp of some advanced principles (Associate's Degree). Journeyman's ability in a skill.
31-35	Full, professional competence. A level of knowledge equivalent to a Bachelor's Degree. A near-master's skill ability.
36-40	Above-average professional competence. Master's Degree knowledge. Skill of master level.
41-50	Expert-level knowledge or Doctor's Degree. Skill of a full master of the ability.
51-60	Master-level knowledge. Expert-master skill.
61-80	Pioneer-level knowledge and mastery. Past-master skill
81-90	Grand master of field. The persona is capable of Nobel prize-winning work. A creator of prized items.
91+	Ultra-genius ranking. Einstein had math and physics STEEP levels in this range. Fabrege's jeweler skill was in this range.

totals must be determined for each K/S Area in the bundle for the HP's chosen Vocation. To do this, find the base level in the table, then add to it the ATTRIBUTE listed to come up with your HP's starting STEEP for that K/S. This completes the basic work.

Although gamemasters might encourage a diversity of Vocation choices amongst their players, there is no need to be too concerned about sameness. With the universal and standard bundles out of the way, players each select a number of additional K/S Areas more or less unique to their persona. As ATTRIBUTE dice rolls, Socio-Economic Class, and other dice rolls alter STEEP score totals, so too does the selection of the additional K/S Areas cause widening variation among HPs—even those within the same Vocation. And after a little game time has passed, the differences tend to grow, until—over the course of game years—the variety becomes very similar to that we actually see in comparing people and their knowledge, skills, interests, etc.

N.B.: Mere selection of a Vocation's K/S "bundle" does not guarantee full ability in regards to Dweomercræft and Priestcræft! That is, *Full Practice* and its high level of Heka are not thus guaranteed. *After* either of these Vocations is selected, and the K/S Areas are recorded for the Heroic Persona, a check is made to discover whether or not the individual in question is able to channel full Heka, i.e., be a Full Practitioner. The odds are against it, in fact—otherwise half of the world would be so engaged! Gamemasters are admonished to adhere to the rule that Heroic Personas must begin play as either a Dweomercræfter or a Priestcræfter if they hope to have Full Practice capacity, and that all other Vocations in the milieu can have only Partial Practice! The only exception is that at the gamemaster's option, some "exotic" HPs—those coming from other milieux—might be able to qualify for this check. HPs with the *Magick* K/S Area who use Heka must irrevocably acquire the *Dweomercræft* K/S Area and then make the check for Full Practice (see Dweomercræft in the K/S Area Descriptions, Chapter 11). Even HPs who are Priests in the other milieu must likewise acquire the *Priestcræft* K/S Area and then check (see Priestcræft in the K/S Area Descriptions). Readers are again referred to the **Mythus Magick** book for details of Full vs. Partial status.

Players should always keep in mind that they will augment the base of K/S Areas for each Vocation through their own personal choices of additional abilities for their Heroic Personas. Later on, through play, they will further shape their personas so as to broaden them considerably. However, some grounding, as it were, must be retained, the tie to the original persona, background, education, training, etc. kept in mind, for this *is* a roleplaying game. An alchemist, for instance, might eventually become involved in martial affairs and gain noble status. However, such an HP would still retain some fascination with the things of the original Vocation, the HP's warlike activities would have a Mental as well as Physical side (much as an engineer does), and politics, the mundane affairs of managing estates, and all the rest would not much interest the HP. This is not to say that individuals cannot change, alter perspective, or gain new interests. Such radical changes as are sometimes evidenced in gaming, however, belong more to less schooled and generalized personas with less dedicated Vocations than the alchemist used in the example. An apothecary, for instance, is more likely to change, for such an HP has already shown a lack of singular purpose by the choice of Vocation, it being a less focused one than the alchemist's.

Highly dedicated Vocations are: Alchemist, Engineer, Mage, Astrologer, Assassin, Priest, Wisewoman, Medicine Man, Seer, Shaman, Witch Doctor, and Philosopher. Note that of the 12, both Mage and Priest assume Full Practice, and if a Heroic Persona cannot fully channel Heka, then that individual is one of the most highly mutable sorts for obvious reasons.

The descriptions and "bundles" for each Vocational group follow. You will notice that the K/S Areas are listed in alphabetical order according to the amount of basic starting STEEP, so that *Deception* with 12 STEEP would come after *Survival* with 16 points, but if both were at 12 points, then *Deception* would precede *Survival*. We have also indicated the

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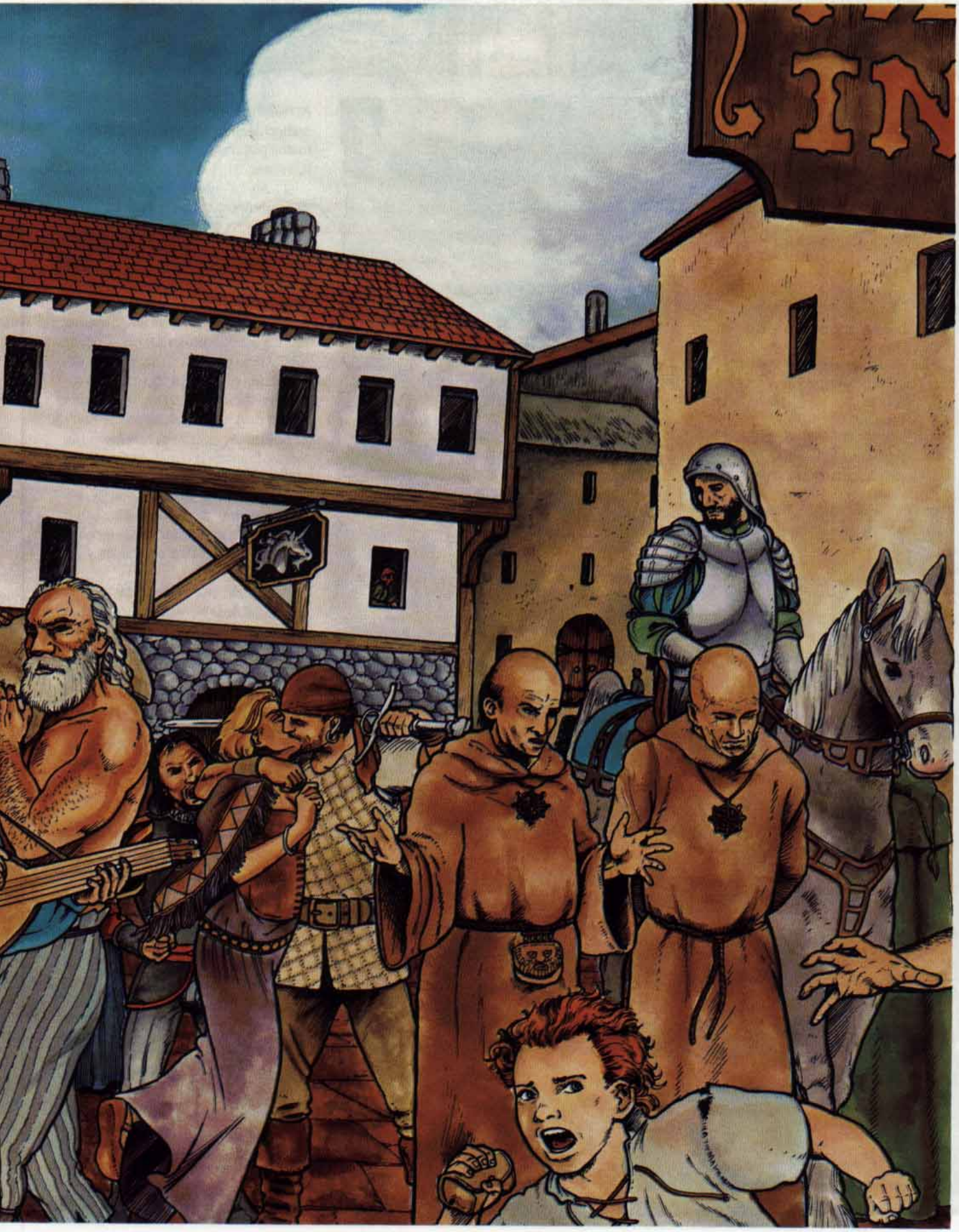


ALCHEMY VOCATIONS TABLES

Alchemist Vocation (Mental TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Alchemy*	24	SMCap •
Astrology*	20	SMCap •
Botany	20	MMCap
Chemistry	20	MMCap
Geology/Mineralogy	20	MMCap
Conjuration*	16	(SMPow + SPPow) × 0.5 •
Dweomercræft (Elemental School)*	12	MMCap •s
Magick*	12	MRCap •
Mathematics	12	MMCap
Cryptography	8	MMCap
Divination*	8	SPCap •s
Drawing	8	PNCap
Foreign Language: Classic Greek	8	MMCap •
Foreign Language: Hiero-Ægyptian	8	MMCap •
Handicrafts/Handiwork	8	PNCap
Mechanics	8	PMCap
Metaphysics*	8	SMCap •
Smithing/Welding	8	PMCap
Survival	8	PMCap •
Toxicology	8	MMCap
Combat, Hand Weapons	4	(PMCap + PNCap) × 0.5 s
Base STEEP Total:	248	

Apothecary Vocation (Mental TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Alchemy*	20	SMCap •
Chemistry	20	MMCap
Herbalism*	20	SMCap •
Medicine, Oriental	16	(SMCap + SPCap) × 0.5
Astrology*	12	SMCap •
Biology	12	MMCap
Botany	12	MMCap
Business Administration	12	MRCap
Foreign Language: Imperial Latin	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Handicrafts/Handiwork	12	PNCap
Magick*	12	MRCap •
Medicine, Veterinary	12	MMCap •
Metaphysics*	12	SMCap •
Toxicology	12	MMCap
Dweomercræft*: Elemental School	8	MMCap •s
Dweomercræft*: Green School	8	MMCap •s
Fortune Telling*	8	SPCap •s
Survival	8	PMCap •
Combat, Hand Weapons	4	(PMCap + PNCap) × 0.5 s
Priestcræft*	4	SMCap •
Religion*	4	SMCap •
Base STEEP Total	252	

ATTRIBUTE modifier of the Base STEEP and included the following standard signs to alert players about the operation of the K/S Area:

(1) An "s" indicates that the K/S has Sub-Areas (See Chapter 11, page 137).

(2) A bullet, "•," indicates that the K/S in question works somehow differently than the others, such as in the rate that Sub-Areas are gained.

(3) An asterisk beside a K/S means that it is a Heka-generating Knowledge/Skill Area. Check the individual descriptions of each of those Areas for details. Remember the limitations based on TRAIT total, as to the number of Heka-generating K/S Areas the Heroic Persona is capable of possessing. (As there are more Spiritual TRAIT Knowledge/Skill Areas which generate personal Heka than the other TRAITS, players should consider carefully the ATTRIBUTE scores they assign to TRAITS.)

Finally, at the end of each Vocation's K/S Area bundle, there is a total shown for the Base STEEP in all K/S Areas included in the Vocational bundle. Note that some Vocations have a considerably higher allotment of points, although the K/S Areas in such Vocations are not what are usually considered as "useful"—Heka-producing, offensive, dangerous, etc. However, discerning players will find such bundles intriguing...

Alchemy (Mental) Vocations

There are two Alchemy Vocations: Alchemist and Apothecary.

Alchemist: If you select this Mental TRAIT Vocation, be sure to examine the bundle of K/S Areas which come with it, with an eye toward Heka generation (although Alchemists are not Full Practitioners). This particular Heroic Persona approach is one of reasoning, philosophical and metaphysical understanding, and a good bit of getting one's hands dirty, too. If you are considering this Vocation, keep in mind that it is one of a gentlemanly,

perhaps aristocratic sort, with a lot of courtly interaction required, yet with labor and often lack of status, too. In order to create the things desired, an alchemist must study and work. That means at times adventure must be set aside for experiment, action for alchemical experimentation. Still, the produce and powers of alchemists make them a potent factor in any group undertaking, be it intrigue, exploration, or derring-do. To keep the role of alchemist in mind, think of experimentation, chemicals, Materia, court appointment, transmutation, laboratories, and athanors (alchemical furnaces), cryptic formulas, elixirs, and dangerous Castings.

Apothecary: Perhaps the more practical of mind of those with alchemical bent seek this Vocation, for from a base of alchemical study it branches into business and care for the health of human and beast alike. The typical apothecary is urban, but some might be found in smaller communities. As previously noted, a Heroic Persona with this Vocational background might be dissatisfied and ready for something new and exciting...or not. That's up to you, if you select an apothecary persona. If you choose to roleplay a more cautious apothecary, you should bear in mind such concerns such as a shop, medicines, care and carefulness, useful Heka, curing, earning a good living, and respectable status.

Arms (Physical) Vocations

Cavalier: The status of this Physically oriented Vocation is fixed, and players who are interested in having their Heroic Personas of knightly sort are off to a good start. Such individuals are Physically quite capable and have ready access socially to many places. Of course, their basic abilities are aimed toward a narrower area than some other Vocations, but.... Things to bear in mind when

ARMS VOCATIONS TABLES

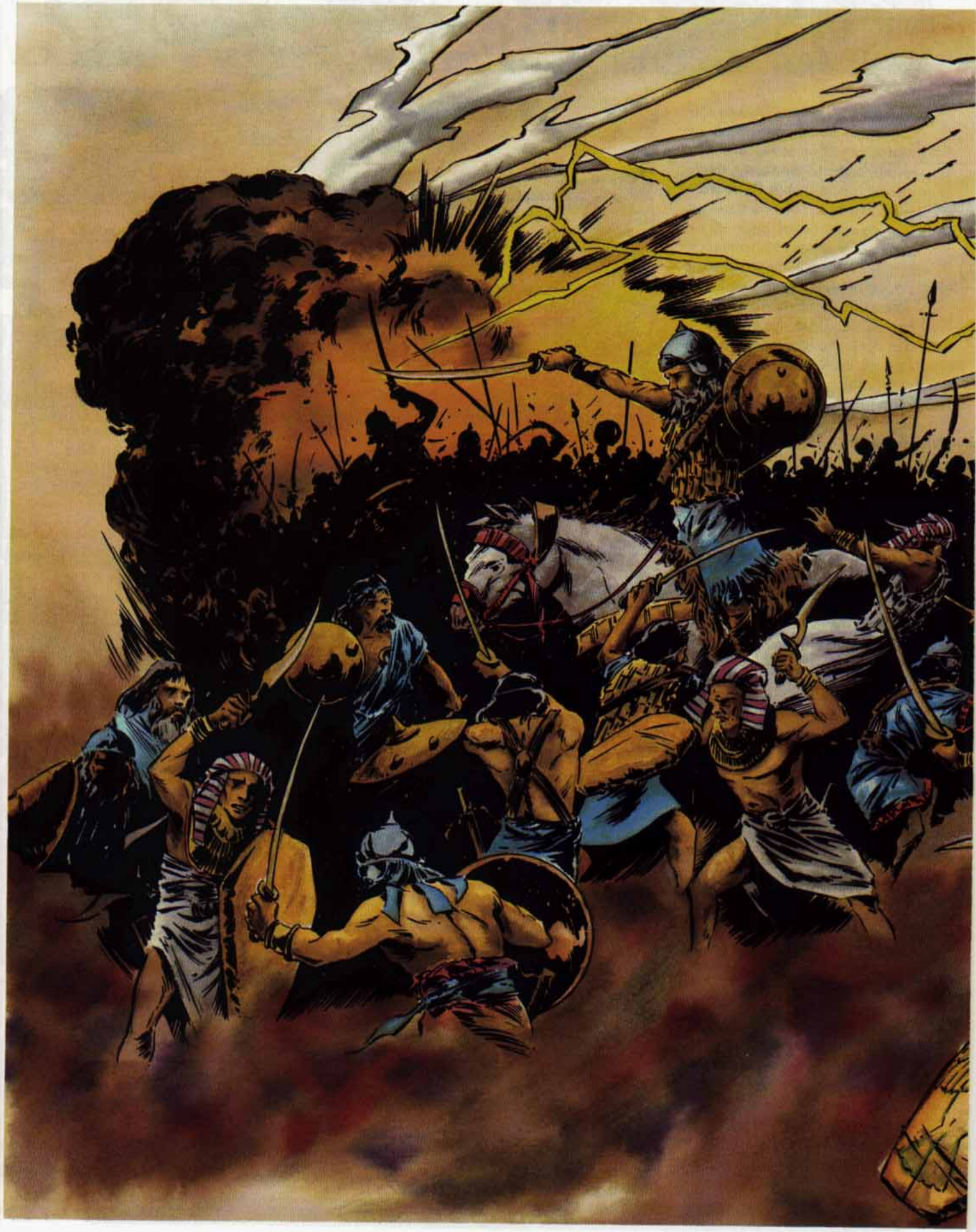
Cavalier (Knight *et al*) Vocation (Physical TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Combat, Hand Weapons	24	(PMCap + PNCap) x 0.5 s
Arms & Armor	16	(PMCap + PNCap) x 0.5 s
Biography/Genealogy	12	MMCap
Combat, HTH, Lethal	12	PMCap s
Combat, Hand Weapons, Missile	12	(PMCap + PNCap) x 0.5 s
Cultured Palate	12	PNCap s
Economics/Finance/Investing	12	(MMCap + MRCap) x 0.5 s
Gambling	12	(MMCap + MRCap) x 0.5 •s
Games, Mental	12	MRCap s
Leadership	12	SMCap
Military Science	12	(MMCap + MRCap) x 0.5
Music	12	PNCap •s
Political Science	12	(MMCap + MRCap) x 0.5
Sports	12	(PMCap + PNCap) x 0.5 s
Survival	12	PMCap •
Foreign Language: (choice)	8	MMCap •
Handicrafts/Handiwork	8	PNCap
Influence	8	MRCap s
Poetry/Lyrics*	8	SMCap •
Religion*	8	SMCap •
Swimming/Diving	8	(PMCap + PNCap) x 0.5
Agriculture	4	(MMCap + MRCap) x 0.5
Base STEEP Total	248	

Engineer Vocation (Physical TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Engineering, Military	24	(MMCap + MRCap) x 0.5
Fortification & Siegecraft	20	MRCap s
Handicrafts/Handiwork	16	PNCap
Jack-Of-All-Trades	16	PMCap •s
Combat, HTH, Lethal	12	(PMCap + PNCap) x 0.5 s
Combat, HTH, Non-Lethal	12	(PMCap + PNCap) x 0.5
Combat, Hand Weapons	12	(PMCap + PNCap) x 0.5 s
Combat, Hand Weapons, Missile	12	(PMCap + PNCap) x 0.5 s
Construction	12	PMCap
Gambling	12	(MMCap + MRCap) x 0.5 •s
History	12	MMCap
Jury-Rigging	12	SMCap
Mathematics	12	MMCap
Mechanics	12	PMCap
Military Science	12	(MMCap + MRCap) x 0.5
Surveying/Topography	12	MRCap s
Weapons, Military, All Other	12	(MMCap + MRCap) x 0.5 s
Foreign Language: (choice)	4	MMCap •
Leadership	4	SMCap
Survival	4	PMCap •
Base STEEP Total	248	

Continued on page 78.



ARMS VOCATIONS TABLES (Cont.)

Mercenary/Soldier Vocation (Physical TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Combat, Hand Weapons	20	(PMCap + PNCap) × 0.5 s
Criminal Activities, Physical	16	(PMCap + PNCap) × 0.5 s
Escape	16	(PMCap + PNCap) × 0.5
Gambling	16	(MMCap + MRCap) × 0.5 •s
Handicrafts/Handiwork	16	PNCap
Street-Wise	16	SPCap •s
Survival	16	PMCap •
Combat, HTH, Lethal	12	(PMCap + PNCap) × 0.5 s
Combat, HTH, Non-Lethal	12	(PMCap + PNCap) × 0.5
Combat, Hand Weapons, Missile	12	(PMCap + PNCap) × 0.5 s
Criminal Activities, Mental	12	MRCap •s
Deception	12	MRCap •
First Aid	12	PNCap •
Games, Mental	12	MRCap s
Jack-Of-All-Trades	12	PMCap •s
Military Science	12	(MMCap + MRCap) × 0.5
Foreign Language: [choice]	8	MMCap •
Foreign Language: [choice]	8	MMCap •
Travel	8	(PMCap + PNCap) × 0.5
Base STEEP Total	248	

getting into the role of the cavalier are honor, valor, duty, service, position, estate, noble sport, arms, and protection (of the weak).

Engineer: This Vocation is of Physical TRAIT but has some considerable interest in the Mental K/S Areas too. The player considering having an engineer Heroic Persona should consider the "in-between" nature of the role. It is a Vocation which is partly of the rough-and-ready soldier, partly of aristocratic fraternization, and thus its status is typically in the freeman class. However, the persona can become far greater with success, and the abilities of the Vocation allow the engineer a good approach to later growth. Words to keep in mind when roleplaying this character are practicality, directness, task, route of approach, impediment, breach, strength, weakness, and construction.

Mercenary/Soldier: If you are considering this Arms Vocation, determine first if your Heroic Persona will be a Mercenary or a Soldier. The difference? A mercenary is not tied to the state in which the campaign will initially take place, but soldiers will be so fixed—although they might have "mustered out" at the opening of the game. There is no difference in Vocational K/S Area bundles, but the Class Level of the mercenary is lower, for who trusts such pillaging fellows? The soldier is obviously there for loyalty—don't laugh, those of you who are all too aware of the typical soldier in late Medieval and Renaissance times. Moving along, neither mercenary nor soldier will have a particularly good SEC Level, but one step is worth noting, at least. The Mercenary/Soldier Vocation gives a strong Physical K/S Area background for a player to build a different sort of HP, so the Vocation provides a good opportunity regardless of initial low social standing. When roleplaying such a persona, have the following things in mind: campaigning, melee, weapons skill, foraging, pillage, marching, boredom, food, shelter, camp followers, and death.

Dweomercræft (Mental) Vocations

First be sure to note that the prospective HP Dweomercræfter expecting to have Full Practice Heka capacity (be a Mage) must have a Mental TRAIT score of 101 or more points. Then remember that even if this is the case, the odds of being able to do so are 4 to 1 *against* Full Practice. However, non-Full Practice Heroic Personas are still viable, for they will know the Castings, the *Laws of Magick*, magick, and have some Heka power despite being unable to fully channel Heka; i.e., they will be *Partial Practitioners*. They will never be a Mage, but they can do many magickal things nonetheless. The Partial Practitioner also serves as an excellent base for variant persona development—don't be discouraged about possible failure. (Remember Fritz Leiber's *Fafhrd and the Grey Mouser*, for the latter happens to be a swordsman and thief with some small skill at magick. Not a bad role model at all!)

Heka makes Ærth function as it does. Heka use of all sorts is very important, so those able, willing, and ready to serve have all manner of employment in society from lowest "hedge" practitioners to the highest sort. Mages, the Full-Practice users of Dweomercræft-Magick, are most in demand, of course! Status will depend a bit on the leaning from the HP's background. That's covered below. The mindset of a Mage contains these key words: power, study, arcane knowledge, tomes of lore, magickal laws, instruments of energy, the structure of the multiverse, and (above all) Heka!

Black School *(Abyssal Institute, Ebondark College)*: This is the school which sets the feet of its students on the path toward Darkness and service of Evil. It steeps its students in selfishness, lust, and greed, directing them toward the Netherrealms, Evil, and the tyranny of the strong over the weak. Nonetheless, there are many of this bent to be found in high places, great offices, and at work in the worlds. Generally, a practitoner of the Abyssal Institute or Ebondark College has less status than most others, but only a bit less, for such personas' power is sufficient to cause a grant of status despite others' fears of their dark leaning. The use of the Heka of the sort of the Negative, Nether-force, and the Lower regions directs the Castings and thinking of the Black School.

Elemental School *(Imprimist Hall, Quintessential Academy)*: Practitioners of this school are of a slightly more "technological" bent and tend toward the study of the basis of all material planes and spheres—Air, Fire, Water, and Ærth, plus the quintessential "fifth element," Heka—a part of all the whole multiverse! Naturally, Elementalists draw upon the Preternatural elemental planes for most of their Castings. In terms of status, these are of much sought-after sort because of the practicality of their powers, so they fall into the usual range for practitoners.

Gray School *(Penumbrate Palæstra, Shadowy Forum)*: This is the teaching which falls between the Black and the Elemental. It is not greatly honored, for its followers tend to be self-interested and uncommitted to the cause of Light—although those of Darkness think much the same, feeling that the Shadowy Forum is tepid in its stance against Good and order. Standing thus between the two, it has developed considerable power and many adherents. Those practitoners who are so schooled utilize the forces of the Shadow plane to generate much of their Heka and base Castings accordingly. The status of such individuals is average to high for dweomercræfters, by and large.

DWEOMERCRÆFT VOCATION TABLES (BY SCHOOL)

Black School (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Dweomercræft, Black*	24	MMCap •s
Magick*	24	MRCap •
Deception	20	MRCap •
Demonology*	20	MMCap •
Exorcism*	20	SMCap •
Occultism*	20	SMCap •
Alchemy*	12	SMCap •
Cryptography	12	(MMCap + MRCap) × 0.5
Divination*	12	SPCap •s
Foreign Language: Arcane Magickal	12	MMCap •
Foreign Language: Hiero-Ægyptian	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Necromancy*	12	SMPow •
Toxicology	12	MMCap
Pantheology*	8	SMCap •s
Combat, Hand Weapons	4	(PMCap + PNCap) × 0.5 s
Handicrafts/Handiwork	4	PNCap
Survival	4	PMCap •
Base STEEP Total	248	

Elemental School (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Dweomercræft, Elemental*	24	MMCap •s
Magick*	24	MRCap •
Alchemy*	16	SMCap •
Geology/Mineralogy	16	MMCap
Metaphysics*	16	SMCap •
Multiversal Planes & Spheres	16	SPCap •s
Astrology*	12	SMCap •
Chemistry	12	MMCap
Cryptography	12	(MMCap + MRCap) × 0.5
Divination*	12	SPCap •s
Exorcism*	12	SMCap •
Foreign Language: Arcane Magickal	12	MMCap •
Foreign Language: Hiero-Ægyptian	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Pantheology*	12	SMCap •s
Toxicology	12	MMCap
Handicrafts/Handiwork	8	PNCap
Combat, Hand Weapons	4	(PMCap + PNCap) × 0.5 s
Survival	4	PMCap •
Base STEEP Total	248	

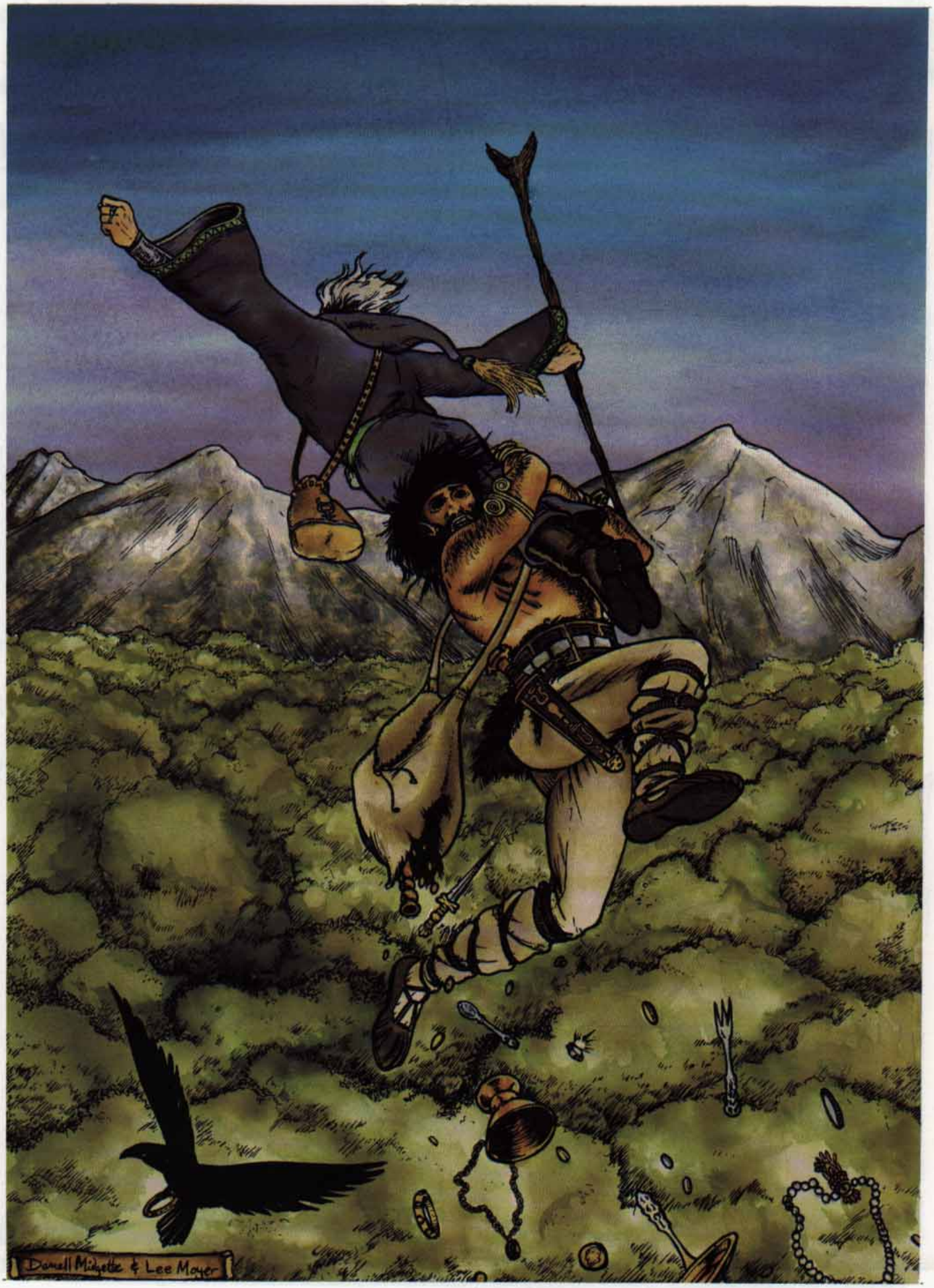
Gray School (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Dweomercræft, Gray*	24	MMCap •s
Magick*	24	MRCap •
Deception	16	MRCap•
Influence	16	MRCap s
Alchemy*	12	SMCap •
Astrology*	12	SMCap •
Cryptography	12	(MMCap + MRCap) × 0.5
Demonology*	12	MMCap •
Divination*	12	SPCap •s
Exorcism*	12	SMCap •
Foreign Language: Arcane Magickal	12	MMCap •
Foreign Language: Hiero-Ægyptian	12	MMCap •
Multiversal Planes & Spheres	12	SPCap •s
Occultism*	12	SMCap •
Pantheology*	12	SMCap •s
Toxicology	12	MMCap
Combat, Hand Weapons	8	(PMCap + PNCap) × 0.5 s
Survival	8	PMCap •
Handicrafts/Handiwork	4	PMCap
Base STEEP Total	248	

Green School (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Dweomercræft, Green*	24	MMCap •s
Magick*	24	MRCap •
Herbalism*	16	SMCap •
Nature Attunement	16	SPCap •s
Alchemy*	12	SMCap •
Astrology*	12	SMCap •
Botany	12	MMCap
Ecology/Nature Science	12	MMCap
Divination*	12	SPCap •s
Foreign Language: Arcane Magickal	12	MMCap •
Fortune Telling*	12	SPCap •s
Music	12	PNCap •s
Spellsongs*	12	(MMSpd + MRS) × 0.5 •
Combat, Hand Weapons	8	PMCap + PNCap s
Cryptography	8	(MMCap + MRCap) × 0.5
Handicrafts/Handiwork	8	PNCap
Leadership	8	SMCap
Phæree Flora & Fauna	8	MMCap
Poetry/Lyrics*	8	SMCap •
Survival	8	PMCap •
Subterranean Ærth	4	MMCap
Base STEEP Total	248	

Continued on page 81.


Darrell Midgette & Lee Moyer

DWEOMERCRÆFT TABLES (CONT.)

White School (Mental TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Dweomercræft, White*	24	MMCap •s
Magick*	24	MRCap •
Apotropaism*	20	(MMCap + MRCap) × 0.5 •
Alchemy*	12	SMCap •
Astrology*	12	SMCap •
Cryptography	12	(MMCap + MRCap) × 0.5
Divination*	12	SPCap •s
Exorcism*	12	SMCap •
Foreign Language: Arcane Magickal	12	MMCap •
Foreign Language: Hiero-Ægyptian	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Influence	12	MRCap s
Metaphysics*	12	SMCap •
Pantheology*	12	SMCap •s
Combat, Hand Weapons	8	(PMCap + PNCap) × 0.5 s
Handicrafts/Handiwork	8	PNCap
Survival	8	PMCap •
Toxicology	8	MMCap
Heka-Forging*	4	(PMPow + PNPow) × 0.5 •s
Base STEEP Total	248	

Green School *(Transcendent Conservatoire)*: Individuals who deem life and nature of especial esteem adhere to the teachings of the Green School. It is of a neutral sort, although less self-concerned than the Gray and more attuned to the White because of the latter's regard for all creatures. Some critics charge it is almost religious in its approaches and might be more properly held to be a heretical form of Priestcræft (because of supposed substitution of life for deities) than one of Dweomercræft. The Transcendent Conservatory laughs off such assertions, of course, pointing out that its members are quite varied in their religious persuasions. The Green practitoners are attuned to nature, interested in all that is natural, assist all folk, and are somewhat removed from the contest between Light and Darkness. Their lack of concerns in some areas (social, political stability, etc.) cause the dweomercræfters of this Vocational background to be somewhat lower in status than most others, but they seem to be unconcerned.

White School *(Orgonebright Institute, Splendent University)*: Those highly committed to the cause of Good are attracted to the Splendent University. Reason, order, altruism, and sacrifice for the betterment of all are keynotes of the theme of these individuals. They are most highly regarded, but sometimes taken advantage of, too frequently being so high-minded as to not consider politics and expediency. The White School draws upon Positive, Empyreal, and the Regions Above for Heka, and their Castings are thus influenced.

Mysticism (Spiritual) Vocations

Each of these four Vocations allows the Heroic Persona a chance to acquire a Heka Power after the persona is established. The player must succeed in a Difficulty Rating "Hard" K/S roll based on the HP's SPPow. If this succeeds, then the GM will assign *one* such power from the list appearing in Chapter 10 of the **Mythus Magick** book. Note that this power will translate to the corresponding *Psychogenic* K/S Area in a Vril-Active milieu (see other games in the **Dangerous Journeys** line for details).

Astrologer: This Spiritually oriented HP Vocation evidences an overwhelming interest both in what is to occur generally and with regard to individuals. There is a thirst to know about those greater than humanity and what they do. There is also concern for the course of individual parts and paths in the manifold scheme of things. Astrological forecast and the use of (Partial Practice) Heka in other ways allows the Astrologer considerable latitude.

The same is true of status, for there are those of this Vocation who are of little rank, and there are others of lofty status. For purposes of getting into the correct frame of mind for roleplaying such a persona, think of the heavens, planets, stars, comets, unseen guidance, destiny, opportune times, warnings, dark forces and light, and unfathomable mysteries.

Diviner: A Spiritual TRAIT Vocation, which is not dissimilar in approach from that of Astrologer (q.v.), the players thinking of having their Heroic Personas begin adventuring as a diviner must be ready for a Heka-oriented role in the action.

Perhaps not as completely dedicated in mindset as the Astrologer, the Diviner Vocation is still one which will be less mutable than some without a lot of play-connected alteration. You might wish to discuss this with your gamemaster. Initial status of a diviner isn't great, but it is a Vocation which offers a lot of potential for the successful and dedicated persona. Key words in roleplaying such a persona are foretelling, fate, discovery, other planes and spheres, higher purposes, greater beings, and redirection. Note that this is not a Full Practitioner persona.

Fortune Teller: The sad lot of the fortune teller is that many are of the "hedge" variety and fakers, which cloud this Vocation's repute for its serious practitioners. In truth, the knowledge and skills of a Heroic Persona with this Vocation are considerable and useful, and they provide multiple means of forecasting. However, the charlatans who practice the trade, so to speak, consign the HP to a low status when entering play.

Only hard work and success can bring recognition, but the fortune teller has the tools for success. Again, this Vocation is a useful bundle of abilities for building another sort of Heroic Persona Vocation entirely, as fortune tellers need not necessarily be dedicated to being anything but fortune tellers. See Astrologer and Diviner for the things to keep in mind when roleplaying such a persona. Think of personal protection, guarding against evil, and advantageous association (socially, economically) too, if you will.

Soothsayer: If you are thinking of having a Soothsayer Vocation HP, read the paragraphs discussing the Astrologer, Diviner, and Fortune Teller as well as this one. In brief, the Soothsayer is a sophisticated sort of Seer (q.v.), but this persona will typically open a channel to a guiding spirit for aid in foretelling things and directing a course of action to avoid the forces of Darkness.

The Knowledge/Skill Areas bundle of the Soothsayer Vocation is oriented toward Heka and its Partial Practice uses, and if you desire a Heroic Persona with *Mediumship* ability, this is the Vocation to consider. To get into the role of such a persona, think of other spheres, higher knowledge, spirit guides, summoning, guardians, warnings, help, avoidance, and justice.

MYSTICISM VOCATIONS TABLES

Astrologer Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Astrology*	24	SMCap •
Mysticism*	24	SPCap •
Priestcræft*	16	SMCap •
Astronomy*	12	MMCap
Biography/Genealogy	12	MMCap
Conjuration*	12	(SMPow + SPPow) × 0.5 •
Divination*	12	SPCap •s
Exorcism*	12	SMCap •
Foreign Language: (choice)	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Fortune Telling*	12	SPCap •s
Magick*	12	MRCap •
Mathematics	12	MMCap
Metaphysics*	12	SMCap •
Multiversal Planes & Spheres	12	SPCap s
Occultism*	12	SMCap •
Pantheology*	12	SMCap •s
Religion*	12	SMCap •
Combat, Hand Weapons	4	(PMCap + PNCap) × 0.5 s
Handicrafts/Handiwork	4	PNCap
Survival	4	PMCap •
Base STEEP Total	252	

Diviner Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Divination*	24	SPCap •s
Astrology*	16	SMCap •
Fortune Telling*	16	SPCap •s
Mysticism*	16	SPCap •
Occultism*	16	SMCap •
Priestcræft*	16	SMCap •
Conjuration*	12	(SMPow + SPPow) × 0.5 •
Deception	12	MRCap •
Dweomercræft*	12	MMCap •s
Foreign Language: (choice)	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Magick*	12	MRCap •
Mathematics	12	MMCap
Metaphysics*	12	SMCap •
Political Science	12	(MMCap + MRCap) × 0.5
Religion*	12	SMCap •
Astronomy*	8	MMCap
Handicrafts/Handiwork	8	PNCap
Combat, Hand Weapons	4	(PMCap + PNCap) × 0.5 s
Survival	4	PMCap •
Base STEEP Total	252	

Fortune Teller Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Fortune Telling*	24	SPCap •s
Astrology*	16	SMCap •
Divination*	16	SPCap •s
Travel	16	(PMCap + PNCap × .5)
Apotropaism*	12	(MMCap + MRCap × .5)
Appraisal	12	MMCap
Combat, Hand Weapons	12	(PMCap + PNCap × .5) s
Foreign Language: (choice)	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Handicrafts/Handiwork	12	PNCap
Magnetism	12	SPPow
Mediumship*	12	SPCap •
Mysticism*	12	SPCap •
Occultism*	12	SMCap •
Priestcræft*	12	SMCap •
Religion*	12	SMCap •
Survival	12	PMCap •
Dweomercræft*	8	MMCap •s
Exorcism*	8	SMCap •
Magick*	8	MRCap •
Base STEEP Total	252	

Soothsayer Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Mediumship*	24	SPCap •
Mysticism*	16	SPCap •
Pantheology*	16	SMCap •s
Astrology*	12	SMCap •
Conjuration*	12	(SMPow + SPPow) × 0.5 •
Divination*	12	SPCap •s
Foreign Language: (choice)	12	MMCap •
Foreign Language: (choice)	12	MMCap •
History	12	MMCap
Literature	12	MMCap
Magick*	12	MMCap •s
Metaphysics*	12	SMCap •
Multiversal Planes & Spheres	12	SPCap •s
Occultism*	12	SMCap •
Priestcræft*	12	SMCap •
Religion*	12	SMCap •
Influence	8	MRCap
Combat, Hand Weapons	4	(PMCap + PNCap) × 0.5
Handicrafts/Handiwork	4	PNCap
Survival	4	PMCap •
Base STEEP Total	252	

Outlawry (Various TRAITS) Vocations

Assassin: If you are considering so disreputable and dangerous a Vocation as this, you must enjoy living in the shadows, so to speak. It is one which revolves around the Physical TRAIT, and it has some interesting K/S Areas, but.... Even assassins of a city Assassins' Guild and those special individuals employed by states or nobles are never generally accepted in society—other than in the criminal substrata. Of course, your Heroic Persona might be one who has determined to turn to the fight against Darkness—a sort of bad man turned lawman in terms of the Old West. To roleplay such a Vocation, bear in mind payment, coldness, ruthlessness, calculation, pitilessness, execution, self-service, isolation, and cunning.

Bandit: Who can say what causes anyone to take up such a Vocation, and yet Robin Hood was a bandit, wasn't he? Players who are considering this Physically oriented Vocation for their Heroic Personas' background must face the prospect that the direction of their HPs will probably radically alter after those HPs meet others bound to gain success in the world. A normal bandit has little acceptance and low status, albeit certain noble robbers maintain rank of a sort (mostly among the peasantry). Basic to the Vocation of bandit are such things as hiding, ambush, loot, escape, freedom, wild living, rebellion, and sudden death.

Mountebank: This Vocation is one of high regard in the underworld, and even the honest peasants have to give such a persona grudging respect...for a mountebank has probably cheated them out of something! If you are thinking of having a Heroic Persona with this Vocation, you have an eye for the flim-flam approach. However, this Mental TRAIT, Outlaw Vocation can certainly be put to use on behalf of the forces of Light, for who better to catch the bad but one who knows all about their wiles and ways? Furthermore, the Vocation of Mountebank is quite adaptable. Such HPs need never reveal to the upper crust the true nature of their background.... When roleplaying a mountebank, keep the following things in mind: gullibility, pose, assurance, dupes, marks, set-up, greed, and planning.

Pirate: Simply put, one with a Pirate Vocation is a seagoing Bandit (q.v.). It is a no-status Vocation, of course, but the K/S Areas included in it are of very useful, Physical TRAIT, sorts. It is a highly mutable Vocation. Because of the need for sea travel, the "former buccaneer" can be a most helpful member of an HP group, and many other abilities travel well, so to speak, into land usage in adventuring and contesting against foes. Gaining acceptance with other HPs is no problem, but without outstanding successes, this persona is otherwise fated to rise nowhere beyond freeman status at best. To roleplay a pirate think of the wide oceans, sailing, hard work, seamanship, storms, prizes, rich swag, boarding actions, exotic lands, brotherhood of freebooters, open ports, grog, drink and women, cruelty, mercilessness, and the gibbet.

Thief: When thinking of having this Vocation for your Heroic Persona, remember that you have a choice between Physical or Mental TRAIT K/S Area direction. Neither approach, however, allows any status above the mean of peasant sort, and even that is quite conditional and often regionally variant—i.e., while some states and cities recognize this Vocation as legitimate when licensed and controlled by a guild, others do not. As has been noted elsewhere in these Vocation descriptions, setting an outlaw to fight against other outlaws, using the converted evil-doer to defeat Evil, is a recognized and useful thing. Reformed thieves are acceptable in society when they have proven themselves and shown their mettle through outstanding deeds. (Think of historical examples, and you'll get the picture.) For purposes of roleplaying, read the paragraphs above dealing with the assassin, bandit, and mountebank personas. For specific mindset of the thief, use these keys: high living, opportunity, easy mark, oppression, deserving, riches, injustice, discrimination, and inequality.

OUTLAWRY VOCATIONS TABLES

Assassin Vocation (Physical TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Toxicology	24	MMCap
Combat, HTH, Lethal	16	(PMCap + PNCap × .5) s
Combat, Hand Weapons	16	(PMCap + PNCap × .5) s
Combat, Hand Weapons, Missile	16	(PMCap + PNCap × .5) s
Street-Wise	16	SPCap •s
Criminal Activities, Mental	12	MRCap •s
Criminal Activities, Physical	12	(PMCap + PNCap × .5) s
Deception	12	MRCap •
Disguise	12	PNCap
Escape	12	(PMCap + PNCap × .5)
Impersonation	12	SMPow
Surveillance	12	PNCap
Travel	12	(PMCap + PNCap × .5)
Divination*	8	SPCap •s
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap•
Handicrafts/Handiwork	8	PNCap
Legerdemain	8	PNCap
Survival	8	PMCap •
Base STEEP Total	248	

Continued on page 84.

OUTLAWRY VOCATIONS TABLES (Cont.)

Bandit Profession (Physical TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Combat, HTH, Lethal	16	(PMCap + PNCap) × 0.5 s
Combat, HTH, Non-Lethal	16	(PMCap + PNCap) × 0.5
Combat, Hand Weapons	16	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons, Missile	16	(PMCap + PNCap) × 0.5 s
Criminal Activities, Physical	16	(PMCap + PNCap) × 0.5 s
Deception	16	MRCap •
Military Science	16	(MMCap + MRCap) × 0.5
Survival	16	PMCap •
Gambling	12	(MMCap + MRCap) × 0.5 •s
Escape	12	(PMCap + PNCap) × 0.5
First Aid	12	PNCap •
Handicrafts/Handiwork	12	PNCap
Jury-Rigging	12	SMCap
Arms & Armor	8	(PMCap + PNCap) × 0.5 s
Criminal Activities, Mental	8	MRCap •s
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Herbalism*	8	SMCap •
Tolerance	8	PNPow •
Weapons, Military, All Other	8	(MMCap + MMPow) × 0.5 s
Endurance*	4	(PMPow + PNPow) × 0.5 •
Base STEEP Total	252	

Mountebank Vocation (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Criminal Activities, Mental	20	MRCap •s
Combat, Hand Weapons	16	(PMCap + PNCap) × 0.5 s
Gambling	16	(MMCap + MRCap) × 0.5 •s
Appraisal	12	MRCap
Criminal Activities, Physical	12	(PMCap + PNCap) × 0.5 s
Impersonation	12	SMPow
Legerdemain	12	PNCap
Street-Wise	12	SPCap •s
Survival	12	PMCap •
Travel	12	(PMCap + PNCap) × 0.5
Acrobatics/Gymnastics	8	(PMCap + PNCap) × 0.5 s
Alchemy*	8	SMCap •
Animal Handling	8	SPPow s
Buffoonery	8	SPSpd s
Cultured Palate	8	PNCap s
Deception	8	MRCap •
Dweomercræft*	8	MMCap •s
Escape	8	(PMCap + PNCap) × 0.5 •
Fortune Telling*	8	SPCap •s
Handicrafts/Handiwork	8	PNCap
Juggling	8	(PMSpd + PNSpd) × 0.5 s
Music	8	PNCap •s
Priestcræft*	8	SMCap •
Thesplanism	8	SPCap
Foreign Language: (choice)	4	MMCap •
Foreign Language: (choice)	4	MMCap •
Tolerance	4	PNPow •
Base STEEP Total	260	

Pirate Vocation (Physical TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Combat, HTH, Lethal	16	(PMCap + PNCap) × 0.5 s
Combat, HTH, Non-Lethal	16	(PMCap + PNCap) × 0.5
Combat, Hand Weapons	16	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons, Missile	16	(PMCap + PNCap) × 0.5 s
Criminal Activities, Physical	16	(PMCap + PNCap) × 0.5 s
Navigation	16	(MMCap + MRCap) × 0.5
Seamanship	16	(PMCap + PNCap) × 0.5 s
Survival	16	PMCap •
Gambling	12	(MMCap + MRCap) × 0.5 •s
Escape	12	(PMCap + PNCap) × 0.5
First Aid	12	PNCap •
Handicrafts/Handiwork	12	PNCap
Jury-Rigging	12	SMCap
Arms & Armor	8	(PMCap + PNCap) × 0.5 s
Criminal Activities, Mental	8	MRCap •s
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Fortune Telling*	8	SPCap •s
Tolerance	8	PNPow •
Weapons, Military, All Other	8	(MMCap + MMPow) × 0.5 s
Deception	4	MRCap •
Base STEEP Total	252	

Note: Pirates gain *Boating* K/S Area *instead* of the *Riding* K/S. If the latter ability is desired for the HP, it must be selected.

Thief Vocation (Mental or Physical TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Criminal Activities, Mental	24 or 12†	MRCap •s
Criminal, Activities, Physical	16 or 12†	(PMCap + PNCap × .5) s
Combat, HTH, Lethal	16 or 12†	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons	16	(PMCap + PNCap) × 0.5 s
Deception	16 or 12†	MRCap •
Street-Wise	16	SPCap •s
Tolerance	16	PNPow •
Acrobatics/Gymnastics	12	(PMCap + PNCap × .5) s
Appraisal	12	MRCap
Disguise	12	PNCap
Escape	12	(PMCap + PNCap) × 0.5
Gambling	12	(MMCap + MRCap) × 0.5 •s
Gemology	12	MMCap
Impersonation	12	SMCap
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Fortune Telling*	8	SPCap •s
Jack-Of-All-Trades	8	PMCap •s
Rarities	8	MMCap
Survival	8	PMCap •
Handicrafts/Handiwork	4	PNCap
Base STEEP Total	248	

† Depending on whether the persona is Physically or Mentally oriented. In the former case, use the *lower* STEEP number in Mental K/S Areas, the *higher* in Physical ones, and in the latter case simply reverse that and use the higher in Mental, lower in Physical.

Priestcræft (Spiritual) Vocations

Remember that the combination K/S Areas *Priestcræft-Religion* count as only one in determining the number of Spiritual TRAIT, Heka-generating K/S Areas the persona is able to possess.

Healer: You might like to compare the list of Knowledge/Skill Areas of this Vocation to that of the Priest. The odds are that you won't succeed in getting an HP being a Priest (q.v.), and you might well decide that you prefer to start from the Healer Vocation instead. Remember, however, that the SEC status of a healer is at least in the freeman class, while that of failed priests is absolutely uncertain until these HPs have directed and proven themselves elsewhere—assume a reception as a mere peasant of middling rank!

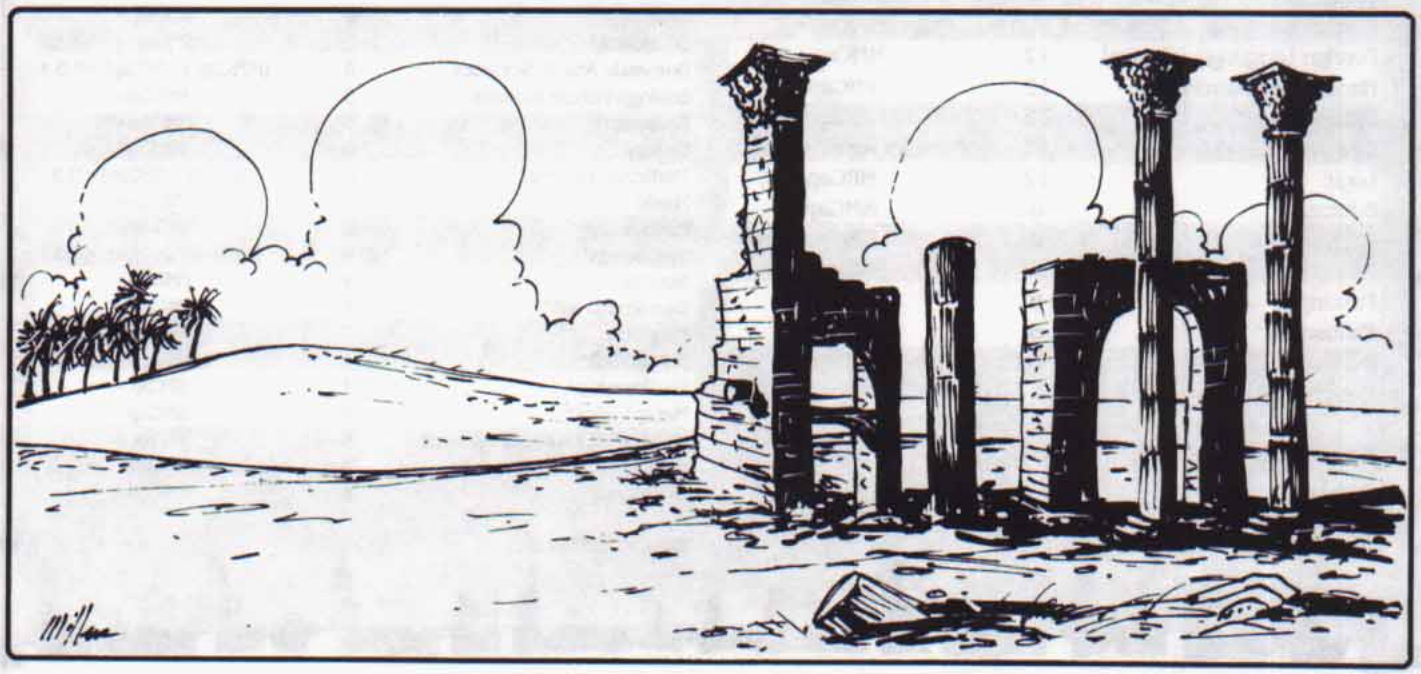
The Vocation of Healer is a giving one. To roleplay it think concern, helping, sickness, suffering, disease, death, cure, recovery, health, selflessness, giving, friendship, goodness, and a better world.

Priest: First note that the prospective HP Priestcræfter expecting to have Full Practice Heka capacity must have a Spiritual TRAIT score of 101 or more points. Then remember that even if this is the case, the odds of being able to do so are four to one *against* Full Practice. However, the non-Full Practitioner is still a viable Heroic Persona. Such HPs can use the partial Heka generated and know the Canons and Castings of Priestcræft. They cannot be a true priest, but they will still be *Partial Practitioners* of Heka and can have priest-like activities if they so wish. (Compare with Healer, above.)

Remember that as a priest persona, HPs must each have a Pantheon, specific deity therein, and make a Vow of fidelity and service which they must always keep to the best of their ability. The Heka of such a persona is powerful, and the status of the Priest Vocation can rise to heights, but there are many strictures which must be kept in mind as well. The gamemaster will probably keep a particularly sharp eye on the Priest Heroic Persona, so be prepared to roleplay such a Vocation properly. To do so you must always bear in mind these keys: dedication, piety, service, loyalty, right path, law, prescription, faithfulness, ritual, belief, and conviction.

Theurgist: When you consider this Vocation as a potential one for your Heroic Persona, think of one who is bitter about failure of ability to fully channel Heka. Not a Full Practitioner, but determined to wield great Heka, the Theurgist gathers energy from many sources and aims at the use of higher forces to gain power and ends of beneficial sort. Rather than asking for aid, the theurgist cajoles, demands, and even exacts such from Supernatural and lesser Entital beings. Because of this, the Theurgist Vocation is always on the edge between Good and Evil, and the incautious can fall.... However, the player can utilize the base of K/S Areas of the theurgist to create a less borderline HP over the course of play. To gain insight into the mindset of such a persona use the following key words: worthy, demand, deserving, compromised, good purpose, constrained, attend, and need. That is, the theurgist believes that humanity is worthy and deserving of help for the purposes it (and the HP) deems good, and beings must attend to such needs, help to fulfill such needs, and will be constrained to do so by the theurgist, or else the HP will see to it that the beings are compromised in some way through his or her efforts and Conjuration.

Wisewoman/Wiseman: This Spiritual TRAIT Vocation is similar to that of a failed (Partial Practice) priestess or priest who nonetheless takes a Vow and is bent on service. In this case, however, the persona is one bent on helping all, and in particular those most in need—the least ranked of the peasant class. Of course, if this is your choice for a Heroic Persona, the vision of the Wisewoman/Wiseman can be expanded to include a larger view, i.e., remove the causes, and the symptoms will go away. The cause? Evil as personified by the *Accursed*, of course. Classes in and of themselves aren't necessarily wrong or bad, and people tend to rank themselves thus even when not constrained to do so. Badness is the undue exploitation...etc. When roleplaying a Wisewoman/Wiseman Vocation HP, think of these keys: caring, helping, ministration, sacrificing, providing, educating, teaching, and bringing hope.



PRIESTCRÆFT VOCATIONS TABLES

Healer Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Herbalism*	24	SMCap •
Divination*	16	SPCap •s
Exorcism*	16	SMCap •
First Aid	16	PNCap •
Medicine, Oriental	16	(SMCap + SPCap) × 0.5
Priestcræft*	16	SMCap •
Religion*	16	SMCap •
Toxicology	16	MMCap
Alchemy*	12	SMCap •
Biology	12	MMCap
Botany	12	MMCap
Foreign Language: (choice)	12	MMCap •
Handicrafts/Handiwork	12	PNCap
Medicine, Veterinary	12	MMCap •
Phæree Flora & Fauna	12	MMCap
Survival	12	PMCap •
Pantheology*	8	SMCap •s
Zoology	8	MMCap
Combat, HTH, Non-Lethal	4	(PMCap + PNCap) × 0.5
Base STEEP Total	256	

Priest Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Priestcræft*	24	SMCap •
Religion*	24	SMCap •
Pantheology*	20	SMCap •s
Exorcism*	16	SMCap •
Metaphysics*	16	SMCap •
Demonology*	12	MMCap •
Divination*	12	SPCap •s
Foreign Language: (choice)	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Handicrafts/handiwork	12	PNCap
Influence	12	MRCap s
Law	12	(MMCap + MRCap) × 0.5
Logic	12	MRCap
Education	8	MMCap
Literature	8	MMCap
Music	8	PNCap •s
Printing	8	PNCap
Philosophy	8	SMCap
Survival	8	PMCap •
Combat, HTH, Non-Lethal	4	(PMCap + PNCap) × 0.5
Base STEEP Total	248	

Theurgist Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Pantheology*	24	SMCap •s
Priestcræft*	20	SMCap •
Astrology*	16	SMCap •
Conjuration*	16	(SMPow + SPPow) × 0.5 •
Dweomercræft*	16	MMCap •s
Exorcism*	16	SMCap •
Magick*	16	MRCap •
Occultism*	16	SMCap •
Deception	12	MRPow •
Influence	12	MRPow s
Logic	12	MRPow
Combat, Hand Weapons	8	(PMCap + PNCap) × 0.5
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Handicrafts/Handiwork	8	PNCap
Mathematics	8	MMCap
Music	8	PNCap •s
Religion*	8	SMCap •
Survival	8	PMCap •
Base STEEP Total	248	

Wisewoman/Wiseman Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Apotropaism*	16	(MMCap + MRCap) × 0.5 •
Handicrafts/Handiwork	16	PNCap
Herbalism*	16	SMCap •
Priestcræft*	16	SMCap •
Religion*	16	SMCap •
Agriculture	12	MMCap
Nature Attunement	12	SPCap •s
Phæree Folk & Culture	12	(SPCap + SMCap) × 0.5 s
Subterranean Ærth	12	MMCap
Animal Handling	8	SPPow s
Astrology*	8	SMCap •
Divination*	8	SPCap •s
Domestic Arts & Sciences	8	(MMCap + MRCap) × 0.5 s
Ecology/Nature Science	8	MMCap
Exorcism*	8	SMCap •
History	8	MMCap
Medicine, Oriental	8	(SMCap + SPCap) × 0.5
Music	8	PNCap •s
Pantheology*	8	SMCap •s
Spellsongs*	8	(MMSpd + MRSpd) × 0.5 •
Survival	8	PMCap •
Dweomercræft*	4	MMCap •s
Magick*	4	MRCap •
Witchcraeft*	4	SMCap •
Mediumship*	4	SPCap •
Metaphysics*	4	SMCap •
Multiversal Planes & Spheres	4	SPCap •s
Mysticism*	4	SPCap •
Occultism*	4	SMCap •
Base STEEP Total	248	

Primitive (Various TRAITS) Vocations

If you are interested in any of the following Vocations, remember that they are all "Primitive" (q.v.), and will commonly suffer a lack of respect in civilized areas. An HP of Ægyptian background, for instance, *might* have less of a disadvantage in a Primitive Vocation, but even then the HP's status in Æropean and Æropean-influenced areas might be questioned. The advantages and drawbacks of Primitive Vocations in general are discussed with regard to SEC Level under that portion of the rules.

Hunter: The abilities of the hunter are useful ones outdoors and in perilous, wilderness-like places everywhere. Also, this sort of persona is an "open book" with respect to the development of a unique Heroic Personal Initially, though, keep these things in mind when you roleplay one of the Hunter Vocation: nature, outdoors, teeming game, stalking, quarry, serenity, pureness of wilderness, and that sort of concept.

Medicine Man: This is a Mental TRAIT Vocation, and the individual following it is typically of high-minded sort. The bundle of skills is useful, Heka-producing, and varied. Concepts key to roleplaying a medicine man are: natural course, spirits, harmony of nature, tradition, protections, and cures.

Seer: This is a Spiritual TRAIT Vocation in which the persona is concerned with reading what is to occur in the future through various means of prognostication, all thoroughly grounded on a pantheological belief. Of course, the Seer is not a Full Practitioner, but this individual approach is somewhat less barbaric than others in the general class, so the Heroic Persona might suffer less penalty (GM's option) for "civilized" SEC Level than a Shaman *et al*, would. The K/S bundle is varied, Heka-oriented, and provides an excellent base for development of a unique HP. Seers rely on "spirits," the "gods" of their people, and their "arcane knowledge" to predict events and advise. (Compare Shaman, below.) To roleplay such a Vocation properly, use the following sorts of keys: bulwark, direction, hedge, course, propitiation, ward, favor, legend, forewarning—all in relationship to what occurs around the Seer's locale, for the individual serves to warn and protect.

Shaman: This is the other, more darkly natured, of the Primitive Spiritual TRAIT Vocations. This persona is a sort of "hedge" (inferior) priest, a Partial Practitioner, but one managing to employ some fair amount of Heka nonetheless. Typically, the service of shamans is dedicated to the Netherrealms and propitiation of Evil, including acknowledgement and worship of the powers there. Players desiring to utilize such a background, however, may easily alter the outlook of their Heroic Personas. Of course, loss of status when interacting with sophisticated, complex cultures ("civilization") is a problem; and such a persona will always be struggling to overcome a low initial Class Level. To roleplay a shaman, think of lurking dangers, devils, sacrifices, forbidden things, ceremonies, masks, and propitiation.

Warrior: The Warrior persona has great appeal, for it conjures up images of the "noble savage" and "barbarian hero." Because it is mutable, and the warrior from some places might indeed not be as low in status as others in more civilized realms, many players are drawn toward this Vocation for their Heroic Personas. If you choose it, use the following roleplaying keys to help in properly depicting such an individual: battle, bravery, clever, unflinching, determined, dogged, loyalty, honor, brotherhood, people (the tribe, band, clan, or nation of the warrior).

Witch Doctor: This Mental TRAIT Vocation concerns itself with combatting the evils which threaten the barbaric peoples—demons, monsters, spirits, warlocks and witches, etc. If you are thinking of having a Heroic Persona with this K/S Area grouping, you will find that there are lots of Heka-producing and other advantageous abilities therein, but remember the SEC drawbacks—quite pronounced if you properly roleplay this persona. With the paraphernalia utilized to employ *Apotropaism, Exorcism,* and the discovery of evil Castings at work, the Witch Doctor is hardly likely to fit in well in urban surroundings. Even if you take the boy out of the jungle, so to speak, it will be hard to take the jungle out of the boy. It can be done, but it should be a long, slow process. Attaining status as anything other than a sideshow curiosity is likewise going to be quite difficult, but in some states a rise to the aristocratic ranks might be possible. For roleplaying such a persona, think of curses, smelling out evil, possession, fetishes, charms, dreams, proscriptions, rattles, medicines, powders, etc.

Primitive Vocations Tables

All participants, and gamemasters in particular, should not consider the personas with a primitive background as savages—not if they are Heroic Personas in any event. Generally, these individuals are simply from states and cultures which are different, less "advanced" in terms of the norm, and possibly have less (or virtually no) written component in their K/S Area capacity. In the campaign milieu, the Primitive Vocations should not be penalized by K/S Area STEEP reduction with respect to the more sophisticated environment, although the GM might decide it is necessary for a Heroic Persona to acquire the ability to *read* and *write*. This is automatically taken care of if a player selects at the beginning an additional K/S Area of *Foreign Language* which is the speech of a "civilized" state and the HP is assumed to be in that place.

This brings us to the question of literacy in general. This matter is covered in the discussion of the Socio-Economic Classes and Vocations. Some gamemasters might wish to follow the Medieval model more closely, and allow only a highly restricted literacy at the beginning. That means most HPs will have to learn to read and write, although it doesn't mean that they don't know how to speak and understand various languages.

PRIMITIVE VOCATIONS TABLES

Hunter Vocation (Physical TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Combat, Hand Weapons, Missile	28	(PMCap + PNCap) × 0.5 s
Hunting & Tracking	24	PNCap
Survival	24	PMCap •
Combat, Hand Weapons	20	(PMCap + PNCap) × 0.5 s
Handicrafts/Handiwork	20	PNCap
Endurance*	16	(PMPow + PNPow) × 0.5 •
Mountain Climbing	16	(PMPow + PNPow) × 0.5
Combat, HTH, Lethal	12	(PMCap + PNCap) × 0.5 s
Combat, HTH, Non-Lethal	12	(PMCap + PNCap) × 0.5
Divination*	12	SPCap •s
Ecology/Nature Science	12	MMCap
First Aid	12	PNCap •
Herbalism*	12	SMCap •
Leatherwork	12	PNCap
Swimming/Diving	12	(PMCap + PNCap) × 0.5
Religion*	8	SMCap •
Nature Attunement	4	SPCap •s
Base STEEP Total	252	

Seer Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Fortune Telling*	20	SPCap •s
Apotropaism*	16	(MMCap + MRCap) × 0.5 •
Astrology*	16	SMCap •
Combat, Hand Weapons	16	(PMCap + PNCap) × 0.5 s
Divination*	16	SPCap •s
Mediumship*	16	SPCap •
Mysticism*	16	SPCap •
Priestcræft*	16	SMCap •
Religion*	16	SMCap •
Survival	16	PMCap •
Combat, Hand Weapons, Missile	12	(PMCap + PNCap) × 0.5 s
Deception	12	MRCap •
Dweomercræft*	12	MMCap •s
Handicrafts/Handiwork	12	PNCap
Influence	12	MRCap s
Poetry/Lyrics*	12	SMCap •
Magick*	8	MRCap •
Occultism*	8	SMCap •
History	4	MMCap
Base STEEP Total	248	

Medicine Man Vocation (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Dweomercræft*	16	MMCap •s
First Aid	16	PNCap •
Handicrafts/Handiwork	16	PNCap
Herbalism*	16	SMCap •
Magick*	16	MRCap •
Music	16	PNCap •s
Survival	16	PMCap •
Animal Handling	12	SPPow •
Combat, Hand Weapons	12	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons, Missile	12	(PMCap + PNCap) × 0.5 s
Mysticism*	12	SPCap •
Religion*	12	SMCap •
Spellsongs*	12	(MMSpd + MRSpd) × 0.5 •
Apotropaism*	8	(MMCap + MRCap) × 0.5 •
Ecology/Nature Science	8	MMCap
History	8	MMCap
Hypnotism	8	MRPow
Medicine, Oriental	8	(SMCap + SPCap) × 0.5
Priestcræft*	8	SMCap •
Base STEEP Total	248	

Shaman Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Priestcræft*	20	SMCap •
Animal Handling	16	SPPow s
Astrology*	16	SMCap •
Demonology*	16	MMCap •
Exorcism*	16	SMCap •
Handicrafts/Handiwork	16	PNCap
Religion*	16	SMCap •
Survival	16	PMCap •
Toxicology	16	MMCap
Combat, Hand Weapons	12	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons, Missile	12	(PMCap + PNCap) × 0.5 s
Divination*	12	SPCap •s
Dweomercræft*	12	MMCap •s
Herbalism*	12	SMCap •
First Aid	8	PNCap •
Influence	8	MRCap s
Mysticism*	8	SPCap •
Music	8	PNCap •s
Spellsongs*	8	(MMSpd + MRSpd) × 0.5
Base STEEP Total	248	

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PRIMITIVE VOCATIONS CHARTS (CONT.)

Warrior Vocation (Physical TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Combat, Hand Weapons	28	(PMCap + PNCap) × 0.5 s
Survival	24	PMCap •
Combat, Hand Weapons, Missile	20	(PMCap + PNCap) × 0.5 s
Hunting & Tracking	20	PNCap
Combat, HTH, Lethal	16	(PMCap + PNCap) × 0.5 s
Combat, HTH, Non-Lethal	16	(PMCap + PNCap) × 0.5
Games, Physical	16	(PMCap + PNCap) × 0.5 s
Handicrafts/Handiwork	16	PNCap
Leadership	16	SMCap
Sports	16	(PMCap + PNCap) × 0.5 s
Endurance*	12	(PMPow + PNPow) × 0.5 •
First Aid	12	PNCap
Mountain Climbing	12	(PMPow + PNPow) × 0.5
Thespianism	12	SPCap
Religion*	8	SMCap •
Biography/Genealogy	4	MMCap
Ecology/Nature Science	4	MMCap
Base STEEP Total	252	

Witch Doctor Vocation (Mental TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Apotropaism*	20	(MMCap + MRCap) × 0.5 •
Exorcism*	20	SMCap •
Demonology*	16	MMCap •
Divination*	16	SPCap •s
Dweomercræft*	16	MMCap •s
Survival	16	PMCap •
Toxicology	16	MMCap
Witchcræft*	16	SMCap •
Combat, Hand Weapons	12	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons, Missile	12	(PMCap + PNCap) × 0.5 s
Handicrafts/Handiwork	12	PNCap
Magick*	12	MRCap •
Music	12	PNCap •s
Mysticism*	12	SPCap •
Religion*	12	SMCap •
Spellsongs*	12	(MMSpd + MRSpd) × 0.5 •
Drawing	8	PNCap
Ecology/Nature Science	8	MMCap
Base STEEP Total	248	

Scholar (Mental) Vocations

Philosopher: Don't skip over this Vocation! The philosopher is a very knowledgeable and useful individual, and if you develop one as your Heroic Persona, it is likely that there'll be no regrets. You start from a very solid SEC base, have many STEEP points in multiple K/S Areas, and can become more than an ordinary individual in this Vocation. That is, while the philosopher is dedicated, the profession can be expanded through inclusion of other K/S Areas so as to make the persona very strong without abandoning the philosophical bent and Vocation. (It's just that the HP Philosopher suits action to thought and written word. Think of a Nietzsche doing thus!). With respect to the personification of a Philosopher, key on thought, teachings, learning, civilization, discourse, publication, followers, ethics, and intellect. Some Keltic *Ovates* on Ærth have this as their basic Vocation (after gaining some knowledge of *Priestcræft* and *Combat*, of course).

Poet/Musician: Similar to the Philosopher (q.v.), but not of dedicated Vocation, this Mental TRAIT approach to the Heroic Persona creation is one which begins from a not particularly strong and aggressive bundle of K/S Areas. However, being mutable, it is suitable for instant addition and continued diversification so as to build the persona into a very strong one indeed. Not as highly regarded as some, this Vocation still allows good initial SEC Level in social interaction, and the Poet/Musician can rise with relative ease also. Think of these words to assist in mentally preparing to roleplay a poet or musician: arts, beauty, lyrical creation, rhapsodizing, meter, fine things, song, wine, verse, romance, pathos, drama, heroism, spectacle, history, time, place, and drama! On Ærth, Keltic *Bards* combine this Vocation with *Spellsongs*, *Priestcræft*, and *Combat* as their K/S "bundle."

Sage: Before getting into this Vocation, note what is commented upon with respect to the Philosopher and Poet/Musician, above. Then, recalling that the Sage is a generalist with an unquenchable thirst for all manner of knowledge, consider what can be done with regard to using this Vocational base for your Heroic Persona. There are a lot of K/S Areas in the bundle for this Vocation, and a lot of STEEP points, so it is a good choice if you want a Mental TRAIT persona with this sort of approach to adventure and intrigue. Status is good

initially and can rise dramatically thereafter with success, although a sage is unlikely to ever be ennobled—or become a great noble. For roleplaying purposes use the following keys: learning, library, laboratory, discourse, authority, research, recognition, rational, multiverse, source, wisdom, lore, fact, supposition, and truth. Some Kelitic *Ovates* on Ærth have this as their basic Vocation (after gaining some knowledge of *Priestcræft* and *Combat*, of course).

Voyager (Various TRAITS) Vocations

Explorer: This Physical TRAIT Vocation is one for the player who wants an HP who is always on the go. Travel and hardship are nothing to the explorer on the trail of new vistas! The broad range of abilities of this Vocation does not bestow great status, but successful work will probably rectify that soon enough. Examples in our own history are Cabot, de Gama, and Magellan, to name but three. Keep these words and phrases in mind to get into the role of the explorer: unknown territory, lost city, vast treasure, wilderness, better route, savages, hardships, treks, danger, and first person to see.

Merchant: Players considering this Vocation for their Heroic Personas aren't as off-base as some more action-oriented folks might assume. Remember, Marco Polo was the son of a merchant! Although this Vocation has a Mental TRAIT, it has a solid group of Physical K/S Areas and a few useful Spiritual ones, too. Again, it isn't so dedicated as to be difficult to slip out of to become something else, albeit in general the aristocracy will look upon such an individual as "crass." Care can rectify that, and initial status is solidly in the middle. Things to remember for roleplaying a Heroic Persona of Merchant Vocation background are: profits, trade, supply, demand, customers, accounts, labor, goods, scarcity, taxes, tolls, tariffs, routes, cornering new markets, and rare commodities.

Seafarer: This is a Physical TRAIT Vocation similar to the Pirate (q.v.) but without unsavory background and status. Think of it as one who has been apprenticed to the sea as a midshipman and is ready now to be a lieutenant...or else take up some other activity. To prepare for command, for example, you would have to add to your HP's K/S such Areas as *Leadership* (S), *Astronomy* (for better navigational ability) (M), *Military Science* (naval battles assumed) (M), *Weapons, Military, All Other* (assuming a fighting command or need for defense) (M), *Arms & Armor* (P), and *Construction*, Naval (P). On the other hand, as with many Vocations, other K/S Area additions might well redirect the persona towards other pursuits. The seafarer is roleplayed using the following keys: adventure, strange lands, foreign ports, salt air's tang, the humming of wind in cordage, the creak of sail and board, gale winds, good cargo, steering a straight course, shanties, rope-yarn work, scrimshaw, denizens of the deep, sea monsters, hornpipes, and ready harpoons.

SCHOLAR VOCATIONS TABLES

Philosopher Vocation (Mental TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Philosophy	24	MMCap
History	16	MMCap
Biography/Genealogy	16	MMCap
Sports	16	(PMCap + PNCap) × 0.5
Travel	16	(PMCap + PNCap) × 0.5
Architecture	12	MMCap
Alchemy*	12	SMCap •
Astrology*	12	SMCap •
Sociology/Culture	12	MRCap
Foreign Language: (choice)	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Foreign Language: (choice)	12	MMCap •
Journalism	12	MRCap
Logic	12	MRCap
Magick*	12	MRCap •
Metaphysics*	12	SMCap •
Music	12	PNCap •s
Pantheology*	12	SMCap •s
Writing, Creative	12	SMCap
Influence	8	MRCap s
Literature	8	MMCap
Religion*	8	SMCap •
Combat, HTH, Non-Lethal	4	(PMCap + PNCap) × 0.5
Handicrafts/Handiwork	4	PNCap
Leadership	4	SMCap •
Survival	4	PMCap •
Base STEEP Total	286	

Poet/Musician Vocation (Mental TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Music	24	PNCap •s
Poetry/Lyrics*	20	SMCap •
Cultured Palate	16	PNCap s
Literature	16	MMCap
Musical Composition*	16	SMCap •
Astrology*	12	SMCap •
Biography/Genealogy	12	MMCap
Sociology/Culture	12	MRCap
Foreign Language: (choice)	12	MMCap •
Foreign Language: (choice)	12	MMCap •
History	12	MMCap
Influence	12	MRCap s
Mysticism*	12	SPCap •
Spellsongs*	12	(MMSpd + MRSpd) × 0.5 •
Thesplanism	12	SPCap
Writing, Creative	12	SMCap
Botany	8	MMCap
Ecology/Nature Science	8	MMCap
Games, Mental	8	MRCap s
Magnetism	8	SPPow
Rarities	8	MMCap
Combat, Hand Weapons	4	(PMCap + PNCap) × 0.5 s
Drawing	4	PNCap
Handicrafts/Handiwork	4	PNCap
Survival	4	PMCap •
Base STEEP Total	280	

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SCHOLAR TABLES (Cont.)

Sage Vocation (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Education	20	(MMCap + MRCap) × 0.5
Geography/Foreign Lands	16	MMCap
History	16	MMCap
Linguistics	12	MRCap
Multiversal Planes & Spheres	12	SPCap •s
Phæree Flora & Fauna	12	MMCap
Phæree Folk & Culture	12	(SMCap + SPCap) × 0.5 s
Subterranean Ærth	12	MMCap
Alchemy*	8	SMCap •
Astrology*	8	SMCap •
Charismaticism	8	SPCap •
Cultured Palate	8	PNCap s
Dweomercræft*	8	MMCap •s
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Literature	8	MMCap
Logic	8	MRCap
Magick*	8	MRCap •
Mathematics	8	MMCap
Metaphysics*	8	SMCap •
Pantheology*	8	SMCap •s
Philosophy	8	SMCap
Yoga*	8	SMCap •
Combat, HTH, Non-Lethal	4	(PMCap + PNCap) × 0.5
Demonology*	4	MMCap •
Handicrafts/Handiwork	4	PNCap
Heka-Forging*	4	(PMPow + PNPow) × 0.5 •s
Necromancy*	4	SMPow •
Political Science	4	MMCap
Sociology/Culture	4	MRCap
Survival	4	PMCap •
Witchcræft*	4	SMCap •
Base STEEP Total	288	

VOYAGER VOCATIONS TABLES

Explorer Vocation (Physical TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Ecology/Nature Science	16	MMCap
Linguistics	16	MRCap
Survival	16	PMCap •
Travel	16	(PMCap + PNCap) × 0.5
Boating	12	PNCap
Combat, HTH, Lethal	12	(PMCap + PNCap) × 0.5 s
Combat, HTH, Non-Lethal	12	(PMCap + PNCap) × 0.5
Combat, Hand Weapons	12	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons, Missile	12	(PMCap + PNCap) × 0.5 s
Drawing	12	PNCap
Escape	12	PNCap
First Aid	12	PNCap •
Geography/Foreign Lands	12	MMCap
Hunting & Tracking	12	PNCap
Surveying/Topography	12	MRCap
Deception	8	MRCap •
Handicrafts/Handiwork	8	PNCap
Mountain Climbing	8	(PNPow + PMPow) × 0.5
Swimming/Diving	8	PMCap
Foreign Language: (choice)	4	MMCap •
Foreign Language: (choice)	4	MMCap •
Foreign Language: (choice)	4	MMCap •
Foreign Language: (choice)	4	MMCap •
Base STEEP Total	260	

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VOYAGERS TABLES (Cont.)

Merchant Vocation (Mental TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Appraisal	20	MRCap
Deception	20	MRCap •
Business Administration	16	(MMCap + MRCap) × 0.5
Economics/Finance/Investing	16	(MMCap + MRCap) × 0.5
Survival	16	PMCap •
Travel	16	(PMCap + PNCap) × 0.5
Charismaticism	12	SPCap
Geography/Foreign Lands	12	MMCap
Influence	12	MRCap s
Leadership	12	SMCap
Rarities	12	MMCap
Trade Phonecian*	12	MMCap •
Animal Handling	8	SPPow s
Boating	8	(PMPow + PNPow) × 0.5
Combat, HTH, Lethal	8	(PMPow + PNPow) × 0.5 s
Combat, Hand Weapons	8	(PMPow + PNPow) × 0.5 s
Combat, Hand Weapons, Missile	8	(PMPow + PNPow) × 0.5
Endurance*	8	(PMPow + PNPow) × 0.5 s
First Aid	8	PNCap •
Handicrafts/Handiwork	8	PNCap
Swimming/Diving	8	(PMCap + PNPow) × 0.5
Foreign Language: (choice)	4	MMCap •
Foreign Language: (choice)	4	MMCap •
Foreign Language: (choice)	4	MMCap •
Games, Mental	4	MRCap s
Journalism	4	MRCap
Subterranean Æarth	4	MMCap
Base STEEP Total	272	

*This is added as a bonus to the HP's *Trade Phonecian* universal K/S.

Seafarer Vocation (Physical TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Navigation	20	MMCap
Seamanship	20	(PMCap + PNCap) × 0.5
Travel	16	(PMCap + PNPow) × 0.5
Boating	12	PNCap
Clothwork	12	PNCap
Combat, HTH, Lethal	12	(PMCap + PNCap) × 0.5 s
Combat, HTH, Non-Lethal	12	(PMCap + PNCap) × 0.5
Combat, Hand Weapons	12	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons, Missile	12	(PMCap + PNCap) × 0.5 s
Endurance*	12	(PMPow + PNPow) × 0.5 •
First Aid	12	PNCap
Gambling	12	(MMCap + MRCap) × 0.5 •s
Jack-Of-All-Trades	12	PMCap •s
Handicrafts/Handiwork	12	PNCap
Street-Wise	12	SPCap •s
Escape	8	(PMCap + PNCap) × 0.5
Foreign Language: (choice)	8	MMCap •
Foreign Language: (choice)	8	MMCap •
Fortune Telling*	8	SPCap •s
Games, Physical	8	PNCap
Jury-Rigging	8	SMCap
Survival	4	PMCap •
Base STEEP Total	264	

Non-Human Heroic Personas (Optional)

Allowing Heroic Personas of a non-human sort is optional with individual gamemasters, so be sure and discuss this with yours before developing such an individual for the campaign.

There are drawbacks and advantages to such Heroic Personas. For instance, difficulty fitting into human society is definitely a drawback for most non-human personas. Those of elfin sort can be accepted in many places, although most people will have a deep-seated suspicion of them anyway. Alfen and Dwarfs are just too "different" for most people to be comfortable around. Gnomes are pretty common on Ærth, so they are not regarded as exotic, but most humans still resent their success or consider them as "outlandish"—indeed true. However, in most states there are metropolitan areas where communities of non-humans dwell in enclaves. Besides, as Ærth is a world where Heka is strong, and with Phæree contact common, the world's humans are no more inhospitable to non-humans than they are to people of different race, nationality, religion, culture, etc. The particular place dictates the general attitude, of course, and the sophistication of the specific group in question is telling.

On the plus side, non-humans are not given a Vocation *per se*. The races each have a central TRAIT, but their K/S Area bundles are otherwise generalized, so Vocation can be flexed as suits the player developing the persona. Furthermore, in adventuring into the wilds or the subterranean places, such Heroic Personas have some advantages. Innate Heka power is another thing...

Alfar: If you are considering this race for your Heroic Persona, remember that this northern kind of elfin stock is rather cold and distant. Such HPs will not be particularly sociable, and they will certainly regard others as lessers. However, an Alfar might relate well enough to certain sorts of aristocracy, and they to the Alfar. The K/S bundle is a nice mix of Physical and Mental along with the main (Spiritual) TRAIT Areas. For purposes of roleplaying an Alfar, keep in mind proper place, the hunt, decorum, bravery, superiority, nature, adventure, and homeland.

Alfen: Alfen are near-human personas of short stature, with a middling drive and comfortable leanings—a solid sort of individual. They have sufficient Knowledge/Skill Area abilities to assure that their small size is more than compensated for. Despite their possible intellectual drawbacks, the Alfen do make interesting personas from aspects of background, perspective, motivation, goals, and K/S bundle. Roleplaying such a persona can be fun, too. Keep in mind practicality, custom, tradition, mundane comforts, solidity, comfort, livestock, crops, and nature.

Dwarf: A Physically oriented non-human, yet interested in and able with Heka, the Dwarf persona is a doughty character, bluff, and somewhat of a rugged individualist, too. While a Dwarf won't be likely as a figure in most of the polished courts (particularly Æropean and Far Eastern) save as a jester or buffoon, such characters can be both strong and useful in combating their foes and eventually become an aristocrat of sorts in the proper place on Ærth—certainly on Phæree. To properly roleplay a Dwarf, keep these things in mind: caverns, wealth, gems, gold, precision, firmness, strength, work, right method, ethnocentric, caution, prejudicial, suspiciousness.

Elf: If you are interested in an Elf as your Heroic Persona, remember that this Spiritual TRAIT non-human is best likened to a sort of esoterically inclined cavalier given to flights of whimsy. Nonetheless, Elf personas have many strong abilities and can wield Heka well, and they are generally socially acceptable (if envied or mistrusted) too. The GM will probably allow a +2 to Attractiveness rolls for elfin personas. Take a look at the K/S bundle, and then decide. To roleplay this persona, use the following keys: culture, the cosmic whole, honor, nature, revelry, worth, inner person, beauty, and spirit.

Gnome: This is a short businessman, more or less, but the Mental TRAIT Gnome non-human HP packs a lot of abilities which most competitors wish they had. On Ærth, the Gnome is more than a Merchant but considerably short (pun intended) of a Mage. At best, individual Gnomes might rise above middling status through official appointment, and only in a land of their own race will any be noble *per se*. It is a great basis to work from, however, and you can't go far wrong with a Gnome HP from the standpoint of all-around ability in the many sorts of action outside court intrigue and the like. Even there, a Gnome can possibly be worked up into a position where the HP can participate in a meaningful manner. Use the following aids to keep in mind the correct roleplaying of a Gnome persona: business, profit margin, return, exceptional opportunity, consignment, credit, vouchers, Heka-connected goods, customer relations, risk, hazard, peril, and reward.

NON-HUMAN HEROIC PERSONA TABLES (OPTIONAL)

Alfar (Spiritual TRAIT)

K/S Area	*Base STEEP*	*ATTRIBUTE*
Combat, Hand Weapons	20	(PMCap + PNCap × 0.5) s
Animal Handling	16	SMCap •
Hunting/Tracking	16	PNCap
Magnetism	16	SPPow
Music	16	PNCap •s
Nature Attunement	16	SPCap •s
Phæree Flora & Fauna	16	MMCap
Poetry/Lyrics*	16	SMCap •
Biography/Genealogy	12	MMCap
Combat, Hand Weapons, Missile	12	(PMCap + PNCap × 0.5) s
Handicrafts/Handiwork	12	PNCap
Mountain Climbing	12	(PMPow + PNPow × 0.5)
Phæree Folk & Culture	12	(SMCap + SPCap × 0.5) s
Survival	12	PMCap •
Weapons, Special Skill	12	PMCap •
Divination*	8	SPCap •s
Ecology/Nature Science	8	MMCap
Herbalism*	8	SMCap •
Musical Composition*	8	SMCap
Heka Power (Psychogenics, Spiritual)**	(40)	—
Base STEEP Total	244	

**The GM will assign a Psychogenics, Spiritual power.

Cont. on page 95

NON-HUMAN HEROIC PERSONA TABLES (Cont.)

Alfen (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Agriculture	16	MMCap s
Domestic Arts & Sciences	16	(MMCap + MRCap x 0.5) s
Phæree Folk & Culture	16	(SMCap + SPCap x 0.5) s
Botany	12	MMCap
Cultured Palate	12	PNCap s
Ecology/Nature Science	12	MMCap
Handicrafts/Handiwork	12	PNCap
Herbalism*	12	SMCap •
Medicine, Oriental	12	(SMCap + SPCap x 0.5)
Nature Attunement	12	SPCap •s
Animal Handling	8	SPPow s
Astrology*	8	SMCap •
Biography/Genealogy	8	MMCap
Combat, Hand Weapons, Missile	8	(PMCap + PNCap x 0.5) s
First Aid	8	PNCap •
Fortune Telling*	8	SPCap •s
Games, Mental	8	MRCap s
History	8	MMCap
Literature	8	MMCap
Medicine, Veterinary	8	MMCap •
Music	8	PNCap •s
Phæree Flora & Fauna	8	MMCap
Poetry/Lyrics*	8	SMCap •
Survival	8	PMCap •
Weapons, Special Skill	8	PNCap •
Zoology	8	MMCap

Heka Power
(Psychogenics, Mental)** (30) —

Base STEEP Total 260

**The GM will assign a Psychogenics, Mental Power.

Dwarf (Physical TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Geology/Mineralogy	16	MMCap
Mines & Mining	16	PMCap
Speleology	16	PMCap
Arms & Armor	12	(PNCap + PNCap x 0.5) s
Combat, Hand Weapons	12	(PMCap + PNCap x 0.5) s
Combat, Hand Weapons, Missile	12	(PMCap + PNCap x 0.5)
Construction	12	PMCap
Engineering	12	(MMCap + MRCap x 0.5)
Heka-Forging*	12	(PMPow + PNPow x 0.5) •s
Masonry	12	PMCap
Mechanics	12	PMCap
Mountain Climbing	12	(PMPow + PNPow x 0.5)
Sculpture	12	(SMCap + SPPow x 0.5)
Smithing/Welding	12	PMCap
Subterranean Orientation	12	PNCap •
Subterranean Arth	12	MMCap
Alchemy*	8	SMCap •
Endurance*	8	(PMPow + PNCap x 0.5) •
Handicrafts/Handiwork	8	PNCap
Phæree Flora & Fauna	8	MMCap
Phæree Folk & Culture	8	(SMCap + SPCap x 0.5) s
Survival	8	PMCap •

Heka Power
(Psychogenics, Physical)* (35) —

Base STEEP Total 252

**The GM will assign a Psychogenics, Physical Power.

Elf (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Combat, Hand Weapons, Missile	16	(PMCap + PNCap x 0.5) s
Music	16	PNCap •s
Poetry/Lyrics*	16	SMCap •
Astrology*	12	SMCap •
Charismaticism	12	SPCap •
Combat, Hand Weapons	12	(PMCap + PNCap x 0.5) s
Ecology/Nature Science	12	MMCap
Handicrafts/Handiwork	12	PNCap
Herbalism*	12	SMCap •
Hunting/Tracking	12	PNCap
Linguistics	12	MRCap
Multiversal Planes & Spheres	12	SPCap •s
Musical Composition*	12	SMCap •
Nature Attunement	12	SPCap •s
Phæree Flora & Fauna	12	MMCap
Phæree Folk & Culture	12	(SMCap + SPCap x 0.5) s
Survival	12	PMCap •
Weapons, Special Skill	12	PNCap •
Animal Handling	8	SPPow s
Botany	8	MMCap
Mysticism*	8	SPCap •

Heka Power
(Psychogenics, Spiritual)** (50) —

Base STEEP Total 252

**The GM will assign a Psychogenics, Spiritual Power.

Gnome (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Business Administration	16	(MMCap + MRCap x 0.5)
Economics/Finance/Investing	16	(MMCap + MRCap x 0.5)
Rarities	16	MMCap
Travel	16	(PMCap + PNCap x 0.5)
Appraisal	12	MRCap
Gemology	12	MMCap
Trade Phonecian	12	MMCap •
Combat, Hand Weapons	8	(PMCap + PNCap x 0.5) s
Combat, Hand Weapons, Missile	8	(PMCap + PNCap x 0.5) s
Deception	8	MRCap •
Divination*	8	SPCap •s
Geography/Foreign Lands	8	MMCap
Handicrafts/Handiwork	8	PNCap
Influence	8	MRCap s
Law	8	(MMCap + MRCap x 0.5) •s
Linguistics	8	MRCap
Logic	8	MRCap
Mathematics	8	MMCap
Phæree Flora & Fauna	8	MMCap
Phæree Folk & Culture	8	(SMCap + SPCap x 0.5) s
Street-Wise	8	SPCap •s
Subterranean Orientation	8	PNCap •
Subterranean Arth	8	MMCap
Survival	8	PMCap •
Alchemy*	4	SMCap •
Escape	4	(PMCap + PNCap x 0.5)
Foreign Language: (choice)	4	MMCap •
Foreign Language: (choice)	4	MMCap •
Speleology	4	PMCap

Heka Power
(Psychogenics, Mental)** (50) —

Base STEEP Total 256

**The GM will assign a Psychogenics, Mental Power.

THE KNOWLEDGE/SKILL AREAS

What a K/S Area Is And Isn't

Before we venture any further in our discussion of Knowledge/Skill Areas, it is important to clarify the concept of the K/S Area and its use. Simply put, a K/S Area is an indication of a persona's relative knowledge or skill in performing or understanding some activity or body of information. The individual STEEP scores are measuring tools that show what Heroic Personas are better or worse at—like a yardstick for abilities. Personas have acquired these skills or knowledge within specific subjects over years of practice and or training.

Merely possessing a K/S Area is *not a guarantee* of success when applying such knowledge or performing related actions, however. Furthermore, expertise within a Knowledge/Skill Area does not grant Heroic Personas across-the-board mastery within the overall field, for they are meant to be simplifications of relative capability in a sometimes very broad area. Just because a persona may have skill in *Dweomercræfting*, for example, that persona would not be able to identify the purpose of a particular rune or sigil, although the character may have a very good idea of its function. This, in short, is what a K/S Area is: a chance at application of some talent or familiarity toward success in a related endeavor.

Universal K/S Areas Known To All HPs

There are Areas of knowledge and/or skill which are either broadly held or absolutely common to all personas. These "universal" K/S Areas have a direct relationship to the SEC of each character, as will be evident in each description's formula. The Heroic Personas will have the following K/S Areas added to their "bundles":

Etiquette/Social Graces
Native Tongue
Perception
Riding (Boating may be substituted)
Trade Phonecian (humans only)

Spaces for each are provided on the **Mythus** sample HP *Profile Sheet* in the back of the book. Use copies or whatever substitute you wish. Note the K/S Areas thereon, and then find the STEEP score for each as explained in the following material.

Etiquette/Social Graces: This is a Mental TRAIT K/S Area which every persona possesses. All participants must read the description of this ability to understand its importance (see "K/S Area Descriptions," Chapter 11, page 137). To find a HP's STEEP, use the following formula:

Etiquette/Social Graces STEEP = Class Level x 5

Players with Heroic Personas of Primitive Vocations place their score in parentheses, and then note a "5" outside the parentheses—this being the amount of E/S STEEP they have outside their own Culture Area and in civilized states.

Native Tongue: This is also a Mental TRAIT K/S Area. To determine starting STEEP, use the following formula:

Native Tongue STEEP = Class Level x 5 + MMCap

Again, it is necessary to refer to the K/S Area descriptions for complete information.

Perception: In the **Mythus** game milieu there are *two* basic sorts of this ability: (1) That with an emphasis on the Mental and subconscious coordination of neural input; and (2) That which stresses the Physical, relying more on keenness of senses for its operation.

The Vocation of the HP will affect the sort of *Perception* the individual has, although those with a Spiritual Vocation can opt for either. Before going on, note that HPs are able to acquire *Perception* in both TRAIT Areas, and actually possessing such dual ability allows an individual to make *two Perception* rolls if desired! (This can be a big advantage, indeed.) It is obvious that in a game such as this there is a very great need for acuity of *Perception*. Because there are two sorts of this K/S, the means of determining each are somewhat different than other K/S Areas, and even separate from some of the modular game portions of the **Dangerous Journeys** line.

Heroic Personas with a Mental TRAIT Vocation must take *Perception* (Mental). Those with a Physical TRAIT Vocation must take *Perception* (Physical). Personas with a Spiritual Vocation are allowed to select either form of *Perception*.

Here are the formulas for calculating Perception STEEP:

Perception (Mental) STEEP = 2D10 + PNCap
+ 5 if the HP has a Physical TRAIT above 100
+ 5 if the HP's Vocation is Mental

Perception (Physical) STEEP = 2D10 + MRCap
+ 5 if the HP has a Mental TRAIT above 100
+ 5 if the HP's Vocation is Primitive

It is plain that a persona with a Physical Primitive Vocation will have 10 additional STEEP points and thus, on average, be the most physically perceptive sort of individual.

Riding: For game purposes, it is assumed that all HPs have some ability in *Riding*. The gamemaster will determine the sort of riding animal(s) which is (are) applicable to the persona. In most cases, the horse and mule will be standard riding beasts, while the camel will supplant it in desert and Azirian wastelands. Note that the Pirate Vocation replaces this K/S Area with *Boating*. The gamemaster may also decide that certain HPs will have *Boating* rather than *Riding* because of their native country.

The formula for calculating *Riding* STEEP is:

Riding STEEP = Class Level x 5
+ PMCap *if the HP's Vocation is Physical*

(Use PMCap + PNCap x 0.5 for Boating K/S Area STEEP.) Refer to *Riding* or *Boating* K/S Area description as applicable.

Trade Phonecian: Human HPs will each have at least a smattering of this language in order to allow them to communicate as they adventure throughout the milieu. Non-humans (Alfars, Alfens, Dwarves, Elves, and Gnomes, *et al.*) will substitute other languages as explained immediately hereafter. The STEEP formula for the K/S is:

Trade Phonecian STEEP = Class Level x 3 + MMCap

Again, be sure to refer to the description of this ability for details.

Non-Human HP K/S Additions: Non-human HPs will have a *Nature Tongue*. Those of Færie sort will have *Fair Speech;* those of Borderer nature will have *Hobgoblin Tongue;* and those of Goblin sort will speak *Goblintalk*. The formula for finding ability is:

Nature Tongue STEEP = Class Level x 3 + MMCap

In addition, non-human HPs will each be able to use the human language of the locale which is contiguous to their place on Phæree, i.e., the place where they are "commonly" reported on Ærth. In most

cases this is clear, or broad enough to allow player decision as to which language the HP will know. In all cases, the gamemaster will decide the final outcome, of course. Human language ability formula is the same as for *Nature Tongue*:

Human Language STEEP = Class Level × 3 + MMCap

Both *Nature Tongue* and the human language are simply forms of speech with reading and writing applications, of course.

Additional HP Knowledge/Skill Areas

As mentioned earlier, Heroic Personas will each have unique K/S Areas in addition to those possessed by virtue of their chosen Vocation. These serve to add to each persona's individuality and enhance overall abilities unrelated to the Heroic Persona's fields of expertise.

Determining How Many An HP Gets: In addition to the Knowledge/Skill Areas granted for Vocation, all HPs have a number of extra K/S Areas of their own choosing. How many and what kind of other Areas are possessed depends on an HP's TRAIT scores, as shown on the Bonus K/S Areas table, below.

Also, the Heroic Persona will have one more Knowledge/Skill under the TRAIT classification related to that persona's Vocation. Thus, an astrologer with an S of 110, an M of 93, and a P of 70, for example, would have five extra Spiritual K/S Areas, three extra Mental K/S Areas, but only two extra Physical K/S Areas.

These additional Areas may be chosen from any one of the K/S Areas listed beneath the appropriate TRAIT. To find the STEEP score for each additional area, roll 2D10 and add in the appropriate ATTRIBUTE.

Bonus K/S Areas

TRAIT Score	*Additional K/S Areas*
36-53*	1
54-75	2
76-100	3
101+	4

* Scores in the 36-53 range are possible due to age modifications.

This concludes the bulk of your work for the initial determination of Knowledge/Skills, though there are other modifications possible due to specialization, age, birth rank, and background "quirks" which are covered below. For the most part, any further additions to your levels of Study/Training/Education/Experience/Practice points will have to be acquired through the expenditure of *Accomplishment Points* (see Chapter 11, page 134), which are gained through adventuring. The use of K/S Areas and STEEP points is explained under "The K/S Operational System," on beginning on page 123.

Example: Here's an example of determining Knowledge/Skill Areas STEEP. As Dirk Galligher is of the non-hereditary aristocracy, Aristocrat 1, SEC 7, he has a STEEP of 35 in his *Etiquette/Social Graces* K/S (7 × 5). Adding his Mental Mnemonic Capacity (MMCap) of 18 to this number, we come up with a total of 53 STEEP points for his *Native Tongue* K/S. Then we roll 2D10 to begin determination of his *Perception* (Physical). We get a 9 followed by an 8 (17 total) and then add his MRCap of 18, for a total of 35 for that K/S Area.

To calculate his *Riding* STEEP, we add the 35 (Class Level 7 × 5) to his PMCap (because of the primarily Physical TRAIT Vocation of Cavalier). This gives us a *Riding* STEEP of 55.

Trade Phonecian is done a little differently. This time we multiply his Class Level of 7 by 3 to get 21, then add his MMCap of 18. The result is a 39 for his STEEP in the *Trade Phonecian* K/S Area.

We perform similar calculations for his Vocational K/S (those listed in the "bundle" for Cavalier). After finishing that, we use the preceding table to look up what extra K/S Areas he is entitled to. Dirk has the following TRAIT scores: M 89, P 99, and S 79, which, when found on the chart, translate into three bonus Mental TRAIT K/S Areas, three bonus Physical TRAIT K/S, and three bonus Spiritual TRAIT K/S. Additionally, as Dirk belongs to a Physical Vocation, he gets one extra Physical K/S for a total of four. That means Dirk gets 10 extra K/S Areas total.

Next we proceed to the K/S lists (pages 99-100) to choose which additional K/S Areas we will take. We decide to do the Mental Knowledge/Skill Areas first, and pick out *Appraisal, Geography/Foreign Lands,* and *History*. We roll 2D10 for each and get 15, 11 and 13. After adding in his MRCap of 18 to the first, and MMCap of 18 to the other two, we add them up to find his final scores of 33, 29, and 31 for these three. To finish the rest of the extra K/S Areas, we repeat the procedure for the other two TRAIT tables.

Enhanced STEEP Option: If your HP is human, not an Alfen, Alfar, etc., your gamemaster may allow you to choose *not* to take one additional K/S Area due your Heroic Persona's Vocational TRAIT, but instead to spend those points among your HP's other K/S Areas in that TRAIT. To find out how many points you'll have available to spend, go ahead and calculate a number of STEEP points as if an additional Knowledge/Skill Area were being added. Use the highest TRAIT ATTRIBUTE score, and roll 2D10 as usual, adding the ATTRIBUTE number to the result. Then distribute the STEEP points amongst your HP's existing K/S Areas in the appropriate TRAIT Area. No fewer than 2 and not more than 6 STEEP points may be added to any K/S Area score.

Example: A player with a mountebank Heroic Persona decides to spend the additional Mental TRAIT Knowledge/Skill Area from the HP's Vocation as extra STEEP in existing Mental TRAIT K/S Areas. The HP's highest Mental TRAIT ATTRIBUTE score is 20—in Mental Reasoning Capacity—so to that score of 20 the player adds the results of a roll of 2D10. Getting lucky, the player and throws a 7 and an 8, for a total of 15, so there are now 35 STEEP points to spread around in the HP's Mental TRAIT K/S Areas. The player decides on the following additions:

Criminal Activities, Mental: + 6 to 26 Base STEEP.
Gambling: + 6 to 22 Base STEEP.
Appraisal: + 6 to 18 Base STEEP.
Deception: + 6 to 14 Base STEEP.
Dweomercræft: + 6 to 14 Base STEEP.

Let's assume that this HP has a total M TRAIT of 106, so the player has added four K/S Areas—*Apotropaism, Demonology, Magick,* and *Spellsongs*. However, considering that the HP will often be posing as some other sort of persona, the player ignores these K/S Areas and instead puts the remaining 5 STEEP points into the Heroic Persona's *Etiquette/Social Graces* total, so that the HP will be more convincing when assuming the guise of an aristocratic persona. Thus, all 35 STEEP points are used to build up existing Knowledge/Skill totals, and the HP is much more able in those six Areas.

Knowledge/Skill Sub-Areas

As you may have noticed, some of the K/S Areas are wider in scope and cover a larger array of knowledge than others. The bigger ones are divided into several "Sub-Areas." Upon taking such a K/S, you get to choose one or more of the Sub-Areas to start out with.

Note, however, that while the following tables apply to most K/S Areas, they are not accurate for all of them. Check the K/S lists (page 99-100) for notes regarding which ones work differently—i.e., those marked with a bullet (•). Not all K/S Areas, of course, have Sub-Areas; most of them you will be able to use in all situations covered by their description. Also, as your HP's STEEP goes up through experience, so does the number of Sub-Areas. Finally, exactly which Sub-Areas any particular K/S possesses are described under the "K/S Area Descriptions" (Chapter 11, page 137).

The number with which an HP begins depends on that HP's starting STEEP, and is listed on the Sub-Area table. Note that if your STEEP was 36, for instance, you would start out with three of the Sub-Areas in that K/S. Write the names of your Sub-Areas alongside the numbers of their respective K/S Areas (that is, the number of the K/S Areas' slot) on your HP sheet in the section provided, and whenever you use said K/S, you are limited to using it in the Sub-Areas known.

Sub-Area Table

STEEP	# Sub-Areas
1-20	1
21-30	2
31-40	3
41-50	4*
51+	All

*All, if the total number of Sub-Areas is less than six.

Optional K/S Sub-Area Specialization: An interesting option to consider, if the GM agrees, is specializing in a K/S Sub-Area. When you utilize a Specialized area, the effective number of STEEP points your HP has is multiplied by 1.5 (drop fractions) for purposes of determining whether it is successful. On the down side, all your other Sub-Areas (in that K/S) perform at only half your normal STEEP. Also, when choosing a Specialized Sub-Area, you must give it two "slots" instead of the normal one.

You may wish to record your effective STEEP alongside the name of the Sub-Area on your HP sheet, or otherwise indicate that you have a specialization there. You cannot specialize in more than one Sub-Area in one K/S, though when your STEEP with that K/S reaches the point where you have *all* the Sub-Areas you may "Proof" half of them (drop fractions) so that they don't take the penalty.

Furthermore, you may not specialize in a K/S that doesn't have Sub-Areas, nor may the Weapons, Special Skill Area or any Heka-producing K/S Area be Specialized in. Note that you can take up Specialization in a previously un-Specialized Sub-Area after creating your HP. If you have sufficient "slots," you may do so at any time when you are spending your Accomplishment Points, though this costs extra points to do, requires more training time (see "Accomplishment Points," page 134), and will cause the effective STEEP levels of your non-Specialized, non-Proofed Sub-Areas to drop by half as well.

To see how this all works out in practice, look at the following example.

Example: One of Dirk Galligher's K/S Areas is *Arms & Armor*, and that K/S Area is divided up into Sub-Areas as follows:

1. Forging Swords
2. Forging Other Edged Weapons
3. Making Other Non-Edged Weapons
4. Making Bows And Arrows & Fletching
5. Making Crossbows And Quarrels
6. Making Plate (fitted) Armor
7. Making Chain Mail
8. Making Lamellar Armor
9. Making Armor Of All Other Sorts
10. Making Shields Of All Sorts

Since Dirk has an Arms & Armor STEEP of 35, we can choose three of the above for him to be proficient with, and we decide to take numbers 1, 4, and 7 (*Forging Swords, Making Bows* and *Arrows & Fletching,* and *Making Chain Mail*). These, then, are the only types of arms and armor he starts out knowing how to judge, maintain, and fabricate.

Suppose that, on second thought, we decide to have Dirk Specialize in the *Chain Mail* Sub-Area. As his *Arms & Armor* STEEP is 35, he can normally choose three such areas to start with, but since he is Specializing, he must give two slots to *Chain Mail*, thus starting with only two Sub-Areas instead of three. The advantage is that not only is he an expert in the care and quality of chain mail, he also has the ability to make it—all at an effective STEEP of 52 (35 × 1.5), though because of this he's not as good with the forging and working with swords, having only a STEEP of 17 with them.

Now imagine that, after a *lot* of adventuring, Dirk's *Arms & Armor* STEEP eventually rises to 51 and he now has all of the Sub Areas. Since there are 10 of these, he can "Proof" five of them so that he can use them at his full level (of 51) instead of only at 25. We decide to have him "Proof" *Forging Swords, Forging Other Edged Weapons, Making Bows and Arrows & Fletching, Making Crossbows and Quarrels,* and *Making Shields of All Sorts*. So now he has *Chain Mail* expertise at 75, the five "Proofed" Sub-Areas at 51, and those remaining at an effective STEEP of 25. We note each of these levels next to the names of the respective Sub-Areas on Dirk's HP sheet.

Optional K/S Sub-Area Delay: Some groups, particularly those

that are using the *Advanced Mythus* rules for the first time (or that are in a particular hurry to start adventuring!) may choose to delay the choice of Sub-Areas in some or all of their HPs' K/S Areas. That's fine, with the following proviso: When the GM asks for a roll against a particular Sub-Area from a player who has not yet designated Sub-Areas, the player must decide at that moment whether or not to assign the Sub-Area to the HP. If the player decides "yes," the HP may use the Sub-Area immediately, and will have that Sub-Area from now on. If the player decides "no," the HP may not use that Sub-Area at the moment, but the player retains the option to assign the Sub-Area at some future time. This rule allows new players to gain a better idea of what each Sub-Area covers, before having to choose, and it also allows for HP visualization to occur over a period of time, rather than all during persona creation.

KNOWLEDGE/SKILL AREA LISTS BY TRAIT

Detailed hereafter are the three lists of all the K/S Areas and their ATTRIBUTES, one list each for Mental, Physical, and Spiritual Traits. You may use these to pick out your HP's extra Knowledge/Skills. For a complete description of each Area, see "The Knowledge/Skill Area Descriptions," Chapter 11, page 137.

When using the lists, keep in mind the following notations, which will appear behind the ATTRIBUTE modifier. A bullet, "•," means that there is something different from usual about the way that the K/S works, such as the rate at which Sub-Areas are gained, and that you should look it up for details. An "s" means that the K/S has Sub-Areas. An asterisk beside a K/S entry indicates that it is a Heka-generating Knowledge/Skill Area.

Mental Knowledge/Skill Areas

Area	*ATTRIBUTE*
Agriculture	MMCap s
Apotropaism*	(MMCap + MRCap) × 0.5 •
Appraisal	MRCap
Architecture	MMCap
Astronomy*	MMCap
Biography/Genealogy	MMCap
Biology	MMCap
Botany	MMCap
Business Administration	(MMCap + MRCap) × 0.5
Chemistry	MMCap
Criminal Activities, Mental	MMCap •s
Criminology	MRCap
Cryptography	(MMCap + MRCap) × 0.5
Current Events	(MRPow + MMPow) × 0.5
Deception	MRCap •
Demonology*	MMCap •
Domestic Arts & Sciences	(MMCap + MRCap) × 0.5 •s
Dweomercræft*	MMCap •s
Ecology/Nature Science	MMCap
Economics/Finance/Investing	(MMCap + MRCap) × 0.5 s
Education	(MMCap + MRCap) × 0.5
Engineering	(MMCap + MRCap) × 0.5 s
Engineering, Military	(MMCap + MRCap) × 0.5
Espionage	(MMCap + MRCap) × 0.5 s
Etiquette & Social Graces	MMCap
Foreign Language†	MMCap •
Fortification & Siegecraft	MRCap s
Gambling	(MMCap + MRCap) × 0.5 •s
Games, Mental	MRCap s
Gemology	MMCap
Geography/Foreign Lands	MMCap
Geology/Mineralogy	MMCap
History	MMCap
Hypnotism	MRPow
Influence	MRCap s
Journalism	MRCap
Law	(MMCap + MRCap) × 0.5 •s
Linguistics	MRCap
Lip Reading & Sign Language	MMCap •s
Literature	MMCap
Logic	MRCap
Magick*	MRCap •
Mathematics	MMCap
Medicine, Veterinary	MMCap
Military Science	(MMCap + MRCap) × 0.5
Native Tongue	MMCap •
Navigation	(MMCap + MRCap) × 0.5
Perception (Mental)	MMCap s
Phæree Flora & Fauna	MMCap
Political Science	(MMCap + MRCap) × 0.5
Public Administration	MRPow
Rarities	MMCap
Sociology/Culture	MRCap
Spellsongs*	(MMSpd + MRSpd) × 0.5 •
Subterranean Ærth	MMCap s
Surveying/Topography	MRCap
Trade Language	MMCap •
Toxicology	MMCap
Weapons, Military, All Other	(MMCap + MRCap) × 0.5 s
Zoology	MMCap

*Heka-producing K/S Area. (See the **Mythus Magick** book.)

†See page 101 for a complete list of Foreign Languages of Ærth. See the *Foriegn Language* K/S Area description (page 147) for complete information regarding cross-language ability, etc.

Physical Knowledge/Skill Areas

Area	*ATTRIBUTE*
Acupuncture	PNCap
Acrobatics/Gymnastics	(PMCap + PNCap × 0.5) s
Arms & Armor	(PMCap + PNCap × 0.5) s
Boating	(PMCap + PNCap × 0.5)
Clothwork	PNCap
Combat, Hand-to-Hand, Lethal	(PMCap + PNCap × .5) s
Combat, Hand-to-Hand, Non-Lethal	(PMCap + PNCap × 0.5)
Combat, Hand Weapons	(PMCap + PNCap × 0.5) s
Combat, Hand Weapons, Missile	(PMCap + PNCap × 0.5) s
Construction	PMCap
Construction, Naval	PMCap
Construction, Transport	PMCap
Criminal Activities, Physical	(PMCap + PNCap × 0.5) s
Cultured Palate	PNCap s
Disguise	PNCap
Drawing	PNCap
Endurance*	(PMPow + PNPow × 0.5) •
Escape	(PMCap + PNCap × 0.5)
First Aid	PNCap •
Games, Physical	(PMCap + PNCap × 0.5) s
Gemsmith/Lapidary*	(PMPow + PNPow × 0.5) s
Handicrafts/Handiwork	PNCap
Heka-Forging*	(PMPow + PNPow × 0.5) •s
Hunting/Tracking	PNCap
Jack-Of-All-Trades	PMCap •s
Juggling	(PMSpd + PNSpd × 0.5) •s
Leatherwork	PNCap
Legerdemain	PNCap
Masonry	PMCap
Mechanics	PMCap
Mines & Mining	PMCap
Mountain Climbing	(PMPow + PNPow × 0.5)
Music	PNCap •s
Perception (Physical)	MRCap s
Police Work	(PMCap + PNCap × 0.5) s
Printing	PNCap
Riding	PNCap •s
Seamanship	(PMCap + PNCap × 0.5) s
Smithing/Welding*	PMCap
Speleology	PMCap
Sports	(PMCap + PNCap × 0.5) •s
Subterranean Orientation	PNCap •
Surveillance/Security	PNCap
Survival	PMCap •
Swimming/Diving	(PMCap + PNCap × 0.5)
Tolerance	PNPow
Travel	(PMCap + PNCap × 0.5)
Weapons, Special Skills	PNCap •s

Spiritual Knowledge/Skill Areas

Area	*ATTRIBUTE*
Alchemy*	SMCap •
Animal Handling	SPPow
Astrology*	SMCap •
Buffoonery	SPSpd •s
Charismaticism	SPCap •
Conjuration*	(SMPow + SPPow × 0.5) •
Divination*	SPCap •s
Exorcism*	SMCap •
Fortune Telling*	SPCap •s
Herbalism*	SMCap •
Impersonation	SMPow
Jury-Rigging	SMCap
Leadership	SMCap
Magnetism	SPPow
Medicine, Oriental	(SMCap + SPCap × 0.5)
Mediumship*	SPCap •
Metaphysics*	SMCap •
Multiversal Spheres & Planes	SPCap s
Musical Composition*	SMCap •
Mysticism*	SPCap •
Nature Attunement	SPCap •s
Necromancy*	SMPow •
Occultism*	SMCap •
Painting (Artistic)	SMCap
Pantheology*	SMCap •s
Phæree Folk & Culture	(SMCap + SPCap × 0.5) s
Philosophy	SMCap
Poetry/Lyrics*	SMCap •
Priestcræft*	SMCap •
Religion*	SMCap •
Sculpture	(SMCap + SPPow × 0.5)
Sorcery*	SMCap •
Street-Wise	SPCap •s
Thespianism	SPCap
Witchcræft*	SMCap •
Writing, Creative	SMCap
Yoga*	SMCap •

*Heka-producing K/S Area. (See the **Mythus Magick** book.)

Quick Reference List of Foreign Languages

Ægyptian	Farsi	Lantian Dialect	Phonecian Dialect
Ægyptian Dialect	Farsi Dialect	Latin	Quechuan
Annamese	Francodeutsch	Latin Dialect	Roumanian
Armenian	French	Lemurian	Siamese
Atlantian	French Dialect	Lemurian Dialect	Skandian
Atlantian Dialect	Grecian	Lemurian-aleffa	Skandian Dialect
Bantu	Greek Dialect	Lemurian-dekasta	Slavic
Bantu Dialect	Hindic	Lemuyan	Slavic Dialect
Beniyorob	Hindic Dialect	Magyar	Soumi
Berberian	Iberian	Malayan	Soumi Dialect
Boideutsch	Iberian Dialect	Malayan Dialect	Sumerian
Brythokeltic	Iroukian	Manchurian	Sumerian Dialect
Bulgarian	Keltic	Mongolian	Suskirouk
Burmese	Keltic Dialect	Mongolian Dialect	Teclan
Camese	Khazirian	Nepalese	Tibetan
Cherokee-Iroukian	Kongolese	Neustrian	Turkic-Sumerian
Chinese	Lakota	Nipponese	Vardish
Chinese Dialect	Lakota Dialect	Nipponese Dialect	Vardish Dialect
Deutsch	Lantian	Phonecian	Vlach

Phæree Languages*

Deevish
Drowish
Elvish
Fair Speech
Goblintalk
Gnomish
Hobgoblin Tongue
Oniese
Pariese
Slaughite
Sphinxian
Trowish

*Many others exist but are not commonly known, let alone taught. The gamemaster might expand this list, so check to see if more are available to you.

Note: Phæree languages in italics are common languages utilized by the various folk dwelling on that world to converse with one another.

Ancient, Arcane, Dead & "Lost" Languages

Ancient Sumerian
Arachnidian Script
Arcane Magickal
Classic Greek
Etruscan
Exotic Afrikkan
Hiero-Ægyptian
High Atlantian
Imperial Latin
Keltic Druidical
Lemurian Pictogram
Lost Farsi
Old Chinese
Unknown Tibetan
Vedic
Y'dragi Runic

MORE HEROIC PERSONA DATA

Now that you've finished with your persona's K/S Areas, the next thing to do is to come up with the HP's General Information—that is, appearance, luck, age, background, personality, and all of the other kinds of things which will help to bring a persona to life.

Attractiveness

The first thing to do is to make a roll of 2D6+8 for an Attractiveness score. This must be done prior to writing the descriptive notes regarding your HP. While Attractiveness does not have a direct effect on the mechanics of the game, it does have a great deal to do with how your HP will be treated by all other personas. The results of the roll can be referenced on the following table, which indicates what each number represents. Though the dice roll can yield a result of from 8 to 20, results as low as 1 are listed because HPs can have such a rating after age modification. Ratings lower than 1, however, are never present in normal, healthy *humans*, and ratings higher than 18 are likewise beyond the HPs. In fact, only perhaps one or two people since the beginning of time have ever had Attractiveness scores higher than that. Such lows and highs will, however, show up quite often in the various supernatural foes of humanity, and the HPs are advised to treat them with caution, for such sights can be a truly mind-warping experience! For the effects of Extreme Attractiveness, see "Heka And Heka-like Powers List," Chapter 15.

HP Attractiveness

Roll	*General Description*
01	Nasty
02-03	Ugly
04-07	Homely
08-09	Plain
10-12	Average
13-15	Attractive/Cute
16-17	Handsome/Pretty
18	Striking
19	Beautiful
20	Stunning

Inner Beauty/Ugliness: While players will develop the Spiritual and Mental "self," factors which generally compose the statistic for Inner Beauty/Ugliness of their HPs, this isn't really possible for most, if not all, Other Personas in the campaign. Therefore, the gamemaster may generate such a modifier by the use of 1D10. Odd numbers are positive enhancement to the Attractiveness score; even numbers are negatives reducing Attractiveness. That is, the GM simply treats 1, 3, 5, 7, and 9 as +1, +2, +3, +4, and +5 respectively; 2, 4, 6, 8, and 0 counting as –1, –2, –3, –4, and –5 respectively. Thus, positive addition reflects some degree of Inner Beauty; negative deduction reflects a like degree of Inner Ugliness. The modifier is used only when the persona has the opportunity to interact to some considerable degree with others, however. It doesn't affect outward Attractiveness at all, usually—although a cold-eyed appearance or a slight cruelty to the mouth might be signs of Inner Ugliness of great degree (–4 or –5), just as a merry gaze or a serene countenance might be indicative of Inner Beauty noted at a glance. Once the persona in known, however, the modifier will affect Attractiveness. In cases where this brings a persona into Extreme Attractiveness ranges, only EPs will be treated thus—and then only with regard to negative Attractiveness. Others, with Attractiveness modified to above 20, will remain at the maximum (20), but those personas will be especially loved, venerated, trusted, etc.

Joss

The next thing to do is to determine how many *Joss Factors* your HP starts out with. The term "Joss" is Pidgin English for the Latin word *deus*, and in the **Mythus** game it indicates a combination of luck, karma, fortune, and the like—having it around comes in *very* handy. All HPs have Joss Factors, as do some very tough EPs and a few other important types of personas. The most Joss anyone can have is 14, and the initial amount for HPs is determined by a roll of D% on the Initial Joss table. Don't be too worried if you make a bad roll, as higher levels of Joss can always be earned through adventuring. The rules governing Joss are given in Chapter 11, page 129.

Example: The cavalier, whom we have named Dirk Galligher, is now ready to see how many Joss Factors he starts with. We take a couple of warm-up rolls, and, after getting a lucky 92, decide that we're ready to roll for real. Our result is 73, which comes out to be 11 Joss Factors—not bad at all! Dirk starts out as a fairly lucky fellow.

Initial Joss

D% Roll	*Joss Factors*
01-08	2
09-16	3
17-24	4
25-31	5
32-38	6
39-46	7
47-53	8
54-61	9
62-69	10
70-76	11
77-84	12
85-92	13
93-00	14

Birth Rank

While this information is possibly less important than Attractiveness, it gives you a good feel for what your HP's family was like. Also, the GM might eventually bring into play a few of the players personas' siblings and other relatives to help and/or complicate things greatly. In order to determine starting Birth Rank, players must roll D% on the Birth Rank table and find the result under the HP's general SEC ratings (Lower, Middle, or Upper Class).

BIRTH RANK TABLES

Birth Rank

Rank	Lower Class	Middle Class	Upper Class
1st Child	01-10	01-15	01-25
2nd Child	11-20	16-20	26-50
3rd Child	21-30	21-45	51-75
4th Child	31-40	46-60	76-90
5th Child	41-50	61-75	91-95
6th Child	51-60	76-85	96-98
7th Child*	61-85	86-95	99-00
8th-9th Child	86-90	96-00	—
10th + Child	91-00	—	—

*If your HP turned out to be a 7th child, you have gained additional benefits, and you must now roll again to find your own particular status and the birth rank of each of your parents. If one or both of them was also a 7th child, then, as per the legends, you have been specially gifted! Roll again on the following table to determine your exact heritage.

Special 7th Child Table

D% Roll	Birth Rank
01-50	7th Child
51-60	7th Son or 7th Daughter
61-65	7th Child of a 7th Child
66-70	7th Son or Daughter of a 7th Child
71-75	7th Child of a 7th Son or Daughter
76-80	7th Son/Daughter of a 7th Daughter/Son*
81-85	7th Son/Daughter of 7th Son/Daughter**
86-90	7th Child of 7th Child Parents
91-94	7th Son/Daughter of 7th Child Parents
95-97	7th Son/Daughter of 7th Child & 7th Daughter/Son Parents†
98-99	7th Son/Daughter of 7th Child & 7th Son/Daughter Parents††
00	7th Son/Daughter of 7th Son/Daughter Parents†††

*Whichever sex your HP is, the parent is the 7th of the opposite sex.

**Whichever sex your HP is, the parent is the 7th of the same sex.

†Whichever sex your HP is, one parent is the 7th of the opposite sex, and the other is a 7th child.

††Whichever sex your HP is, one parent is the 7th of the same sex, and the other is a 7th child.

†††Both of your HP's parents are each the 7th of their sex, and your HP is the 7th of his/her sex.

Note: After finding the facts of Birth Rank on the table above, consult the following table to find what Special Advantages are granted by this rank.

7th Child Special Advantages

Birth Rank	Added Joss	M Bonus*	P Bonus*	S Bonus*	Heka K/S Bonus†
7th Child	1	—	—	—	—
7th Son	1	—	—	1 SM	—
7th Daughter	1	—	—	1 SP	—
7th Child of 7th Child	2	—	—	—	+7
7th Son of 7th Child	2	—	—	1 SM	+7
7th Daughter of 7th Child	2	—	—	1 SP	+7
7th Child of 7th Son	3	—	—	1 SM	+7
7th Child of 7th Daughter	3	—	—	1 SP	+7
7th Son of 7th Daughter	3	—	—	1 (M & P)	+14
7th Daughter of 7th Son	3	—	—	1 (M & P)	+14
7th Son of 7th Son	4	—	—	2 SM	1 S, 21
7th Daughter of 7th Daughter	4	—	—	2 SP	1 S, 21
7th Child of 7th Child Parents	4	1 MR	—	1 S	+21
7th Son of 7th Child Parents	5	1 MR	—	2/1 (M/P)	1 M at 21
7th Daughter of 7th Child Parents	5	1 MR	—	1/2 (M/P)	1 S, 21
7th Son of 7th Child & 7th Daughter Parents	6	1 M	—	2/3 (M/P)	1/1 M/S, 21
7th Daughter of 7th Child & 7th Son Parents	6	1M	—	3/2 (M/P)	1/1 M/S, 21
7th Son of 7th Son & 7th Child Parents	7	2 M	1 PM	3/2 (M/P)	1/1 M/S, 21
7th Daughter of 7th Daughter & 7th Child Parents	7	2 M	1 PM	2/3 (M/P)	1/1 M/S, 21
7th Son of 7th Son & 7th Daughter Parents	7	2 M	2 P	3/3 (M/P)	1/1/1 M/P/S, 28
7th Daughter of 7th Daughter & 7th Son Parents	7	2 M	1 P	3/4 (M/P)	1/1/1 M/P/S, 28

*If a limiting CATEGORY is mandated, it is shown immediately after the TRAIT indicator letter. Letters in parentheses ( ) assume the letter S before each. Thus, (M/P) is to be read SM and SP. MR indicates Mental Reasoning CATEGORY, SM indicated Spiritual Metaphysical, etc. If only the TRAIT indicator letter appears, the individual may place the added point in whatever ATTRIBUTE of the TRAIT desired, add it to the proper CATEGORY, and on to the TRAIT total. For example, if an HP has 2 M points to add, the player might decide to place one each in MRCap and MMCap. Each CATEGORY is then necessarily boosted by 1 point, and the HP's total Mental TRAIT score is now 2 points greater.

†If the HP already has *Psychogenic* K/S ability, then this amount of STEEP is added, but the gamemaster will direct the player to add the additional STEEP as follows: Spiritual K/S Area first, Mental second, and Physical last if neither Spiritual nor Mental *Psychogenics* K/S are possessed. Note that if the HP already possess a Heka-Engineered power of a TRAIT type listed, the player may opt to gain a new one or simply add STEEP to the existing one. For example, an HP whose Birth Rank yields a Spiritual Heka-engendered power, and who already possesses such, may add the STEEP points to that existing one or else take a new one at 21 or 28 STEEP as indicated above.

Background And Quirks

After filling in your Appearance and Birth Rank, the next thing to do is to establish some general information about your HP's age, background, personality, and the like. (Age is important because it may yield STEEP and ATTRIBUTE modifications.) These can be just about anything you want, though your appearance should reflect your ATTRIBUTES (a high PMPow would suggest a muscular build, for example).

Age: One very important characteristic of HPs is their starting age. For game purposes, this is usually considered to be between the ages of 25 and 35 for humans, though given in this section are the rules for creating adventurers as young as 12 or as old as 80. The main differences due to age are in the amount of STEEP, the level of the Attractiveness rating, and the level of the ATTRIBUTES an HP starts out with. The following tables express the *total* modifications in all of these areas for each particular age prior to the 25-35 category (or non-human equivalent), and the *cumulative* effects of aging thereafter. Thus, the results of each line should be regarded independently of the others before the 25-35 range; after that range, find the cumulative results. Note that during a campaign, the gamemaster will likewise take these tables into account as your Heroic Persona ages!

STEEP: This is the amount of the bonus or penalty to an HP's total number of STEEP points due to age. If you decided to make your HP age 12, for example, you would have to go back and remove a total of 100 STEEP points from the persona's various K/S Areas! Of course you would not have to take all of them from one K/S, but rather would remove 10 points here, 5 points there, and perhaps 20 points elsewhere until a total of 100 had been removed. Note that some Areas, such as *Business Administration* and *Police Work* could be elimi-

Age Ranges by Race

*Age Level**	*Human***	*Altar*	*Alfen*	*Dwarf*	*Elf*	*Gnome*
1	12-15	20-36	40-83	30-62	45-99	25-53
2	16-19	37-52	84-126	63-94	100-153	54-81
3	20-24	53-68	127-169	95-126	154-207	82-109
4	25-35	69-84	170-212	127-158	208-261	110-137
5	36-40	85-100	213-255	159-190	262-315	138-165
6	41-45	101-116	256-298	191-222	316-369	166-193
7	46-50	117-132	299-341	223-254	370-423	194-221
8	51-55	133-148	342-384	255-286	424-477	222-249
9	56-60	149-164	385-427	287-318	478-531	250-277
10	61-65	165-180	428-470	319-350	532-585	278-305
11	66-70	181-196	471-513	351-382	586-639	306-333
12	71-75	197-212	514-556	383-414	640-693	334-361
13	76-80	213-228	557-599	415-446	694-747	362-389

*For use with the tables that follow.

**If you are using Ærth as a base world, then the age range for people in "civilized states" (where proper magickal health care is applied) are adjusted as follows (by level): 4 = 25-37, 5 = 38-45, 6 = 46-52, 7 = 53-69, 8 = 60-67, 9 = 68-75, 10 = 75-81, 11 = 82-87, 12 = 88-93, 13 = 94-99.

Adjustments by Age Level*

Age Level	*STEEP***	*ATT*	*MCap*	*MPow*	*MSpd*	*PCap*	*PPow*	*PSpd*	*SCap*	*SPow*	*SSpd*
1	–100	+3	–2	–2	–2	+1	–4	+4	–4	–4	–4
2	–50	+2	—	—	—	+3	—	+2	–2	–2	–2
3	–10	+1	—	—	—	+2	—	+1	—	—	—
4	—	—	—	—	—	+1	—	—	—	—	—
5***	+10	—	—	—	—	—	—	—	—	—	—
6	+20	–1	—	—	—	—	—	–1	—	—	—
7	+30	–1	—	—	—	–1	—	–1	+1	—	—
8	+40	–1	—	—	—	–1	–1	–1	+1	—	—
9	+50	–1	—	—	—	–1	–1	–1	+1	+1	—
10	+60	–1	—	—	–1	–1	–1	–1	+1	+1	—
11	+70	–1	—	–1	–1	–1	–1	–1	+1	+1	+1
12	+80	–1	–1	–1	–1	–1	–1	–1	+1	+1	+1
13	+90	–1	–1	–1	–1	–1	–1	–1	+2	+1	+1

*See the main text for detailed notes concerning this table.

**For civilized regions of Ærth, use steps of +12 instead of +10 at Age Level 4 and thereafter: i.e., +12, +24, +36, and so forth to +108 at step 13.

***Remember: *All score adjustments are cumulative after this point!*

nated entirely, as those K/S Areas require years of experience which very few kids could possess! The GM will assist in all such adjustments.

To add bonus STEEP, you would do just the opposite. When doing so, you may add points wherever you like, even starting new K/S Areas if you so desire. Note, however, that when you do put in a new K/S Area, you do *not* add an ATTRIBUTE rating to the total STEEP. All you have in that K/S is what you give it from the amount indicated in the table. Also keep in mind that the ceiling on your *Dweomercræfting* STEEP still applies here, and—herein lies the one exception to the above—*you cannot use your bonus STEEP to increase any of your Heka-producing K/S Areas.* Any improvements there must be gained through actual play! (Gamemasters need not worry about that for OPs, of course!)

Attractiveness (ATT): Though younger people tend to be much less knowledgeable and experienced, they generally have better looks and are in better health than older people. This is reflected in the modifications to Attractiveness listed above. Note that the maximum human Attractiveness, no matter what, is still 20, though with age penalties one's score can fall below the lowest rollable level of 8.

ATTRIBUTES: The remaining columns show modifications to ATTRIBUTES. For spatial reasons, a slightly different method of abbreviation has been used here. As usual, M, S, and P still mean Mental, Spiritual, and Physical, but no CATEGORY abbreviations are given, as the modifications apply to both CATEGORIES of the TRAIT. Thus if the table shows a +2 in PSpd, for example, that means that *both* for your Physical Speed ATTRIBUTES (PMSpd and PNSpd) are boosted by 2. One important thing to keep in mind comes up with 12- to 15-year-olds, who receive a higher bonus in their PSpd than they do in their PCap ATTRIBUTES. Just keep in mind that a persona's Speed ATTRIBUTES still cannot exceed the corresponding Capacity ATTRIBUTES. For example, if a 12-year-old HP named Myssa has a pre-modification PMCap of 16 and a PMSpd of 14, even though she is listed for 4 bonus points, she can take no more than 2 because, until her PMCap goes up, her maximum PMSpd is 16. On the bright side, however, if she is still from 12-15 years old when she does raise her PMCap, then she gets a corresponding PMSpd increase *free*, because she is then allowed to take more of her bonus.

Also, keep in mind that no Heroic Persona can have an ATTRIBUTE of less than 6. What this means is that if an age modification would reduce an ATTRIBUTE to below 6 (fat chance!), then you can't make your Heroic Persona that age. (Age modifications can raise ATTRIBUTES higher than 20, however.) Likewise, if an HP has an ATTRIBUTE lowered to below 6 due to aging over the course of a campaign (see below), then the HP must be put aside as that persona will no longer be suitable for play. This shouldn't prove to be too much of a problem, however, as Accomplishment Points (see Chapter 11, page 134) can easily be spent to keep one's HP ahead of the years, and ATTRIBUTES could be magickally altered as well. In any case, the maximum effective age for any Heroic Persona is 80, whereupon the persona will *have* to be retired should she or he get any older, unless magickal intervention reduces the persona's effective age! It must be noted that there are certain magickal items or effects that could reduce an HP's effective age—as with Dorian Gray's portrait—but this matter is left generally to the GM's discretion!

Finances: Finally, there is an age modification for one's bankroll as well. (Generally speaking, the older you are the more prosperous you are!) This is covered under "Heroic Persona Resources" (page 112).

Also, as you may have guessed by now, it's not a bad idea to decide on your age *before* you figure out all your CATEGORY and TRAIT totals, Sub-Areas, Damage Levels, STEEP ratings, etc., because, once your ATTRIBUTES change, all of the above will have to be changed as well! *Note, however, that you do not adjust your STEEP levels when your ATTRIBUTES change during the campaign*—only when your ATTRIBUTES change over the course of initial creation of the persona.

Here's an example of the above process: After rolling up a Heroic Persona named Rafael, we decide to make him 16 years old. He loses 50 points of STEEP, gains 2 more points of Attractiveness, gets a bonus of +3 to his Physical Capacity and +2 to his Physical Speed ATTRIBUTES, but loses 2 points from all of his Spiritual ATTRIBUTES.

The above table can also be used to apply the effects of aging to HPs who have been in the campaign for awhile. Keep in mind to only apply the *additional* modifications since the last aging adjustment, not the total listed. For example, Rafael, after adventuring for awhile, finally makes it to his 20th birthday. He gains 40 points of STEEP, 1 point of Attractiveness, 1 point in his Physical Capacity, and 1 point in his Physical Speed ATTRIBUTES.

Background Detail Creation

Your GM will probably want to work with you to create your background and make it fit into the campaign. Some of the broader areas are discussed below:

Physical Description: This includes such things as height, weight, build, complexion, hair (length and color), eye color, etc.

General Description: Your persona's overall personality traits, gestures, habits, and the like are good to put here.

Usual Dress: Your HP's general dress, appearance, and other physical characteristics can be derived from your SEC and your Attractiveness score.

Brief Background: What your HP does and how the persona got where he or she is now. Be inventive but "realistic," and check it out with the GM when you are through, to make sure it matches the GM's plans for the campaign. This is also a good time for the GM to hand out what "quirks," if any, she or he feels are appropriate to your HP.

Quote: This should be a favorite, colorful saying or two, by your persona which helps to illustrate the HP's personality.

Quirks (Knacks and Peculiarities)

Having finished deciding your Heroic Persona's age, working up physical characteristics, and getting a general idea as to background, it's time to and find out what the gamemaster is willing to give you in the way of "quirks." A Quirk (or a Counter-Quirk) is a special advantage (or disadvantage) that individual personas have due to the nature of their background. Such advantages or disadvantages may be very minor, or they may be so important that they prove to be your HP's prime resource. It is very important, however, for the GM to maintain game balance when handing out Quirks. None should be so powerful that an HP no longer finds the game challenging, nor should the disadvantages be so severe that an HP has no hope of survival or enjoyment of the game. For every advantageous Quirk an HP receives, there should also be given a disadvantageous Counter-Quirk of near-equal intensity and vice-versa. Likewise, the GM should see that all such Quirks fit well with a persona's background story.

Some good examples of Quirks are as follows: The Heroic Persona was a leader of a local street-gang and thus has connections with some of the gang members and the Thieves' Guild. (This, by the way, is different from—and does not count against—the HP's regular list of Special Connections—see page 115.) Said connections allow the HP access to special information such as who's been robbing the local merchants, where mercenaries can be hired, who may have murdered whom, where black-market weapons may be purchased, and the like. The persona can also entreat old "buddies" for aid every now and then, possibly raising a whole platoon of well-armed fighters at a moment's notice. As a corresponding Counter-Quirk, the HP is wanted dead by an old, rival gang leader and is sought after by a nearby lord as well.

In another case, an elderly sorceress has a large collection of grimoires and enchanted objects, and therefore is not limited in the *Dweomercraefting* STEEP by the Spiritual CATEGORIES. On the down side, she also has asthma and arthritis, is blind in one eye and mostly deaf, and, due to her poor state of health, takes double the effects from all poisons and disease (double STR ratings against her; see Chapter 12).

On a less radical scale, Dirk Gallagher, whom we have decided was once a squire in the service of a petty noble, has developed a "sixth sense" that may warn him of impending danger (i.e., the GM will give him little clues every now and then during play). Correspondingly, Dirk has a hard time running due to an old jousting injury (because his sixth sense doesn't help when he is already in a dangerous situation!).

The possibilities go on endlessly. The above only give you a small sampling of what may be possible with Quirks. Note that on basic, general principals, your campaign will be much better off if you play conservatively with them, i.e., stick to minor ones the majority of the time. If done correctly, however, a major set of Quirks, like those of the sorceress and the gang leader, can add some real spice to the game. Just be careful to keep game balance in place and don't take on more than you can easily handle—or can roleplay. If you are new to roleplaying and/or still getting comfortable with the regular game rules, then you're better off leaving the mechanics in place. In fact, GMs may wish to ignore Quirks altogether, or only grant ones that don't affect the game quite so much, and that's perfectly okay, too.

If you decide to tinker with the game mechanics when assigning Quirks, it is best to establish a short process that applies only to one persona. The sorceress who, due to her poor state of health, suffers double the effects of poisons and disease, is an excellent example of "fooling around." Likewise, Dirk's Quirks can be easily expressed in the form of new rules. For example, the GM could secretly roll 1D10 at various times, letting Dirk's sixth sense give a slight warning if the roll was at 7 or higher. Likewise, Dirk could be made to roll a D10 whenever he wished to run, moving only at half-rate if the roll was 3 or less.

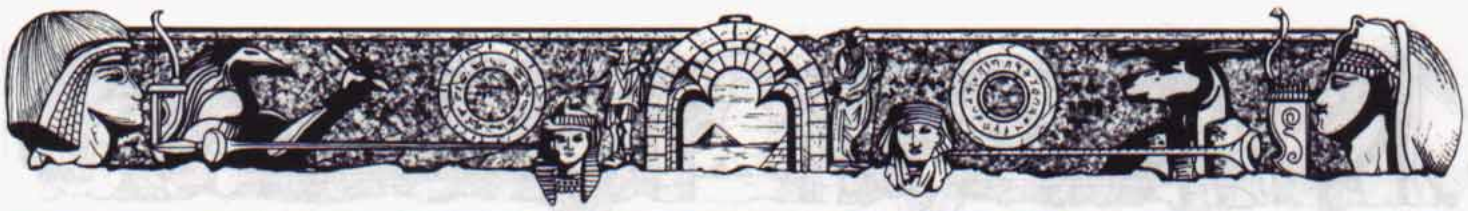
Utilization of any Quirk must be controlled by the gamemaster so as to suit the campaign and not give any HP (or the whole group of HPs) too great an advantage. For example, a Quirk that enables a persona access to a bonus *Foreign Language* can be controlled by limitation of frequency of making contact with others who speak that language. Thus, the GM can stipulate that the language is likely to be encountered only one day per week, with a 25% probability of actual contact with it on any given week, and some risk of trouble if the HP is seen too frequently in the company of such foreigners. Just what can be learned through any source is also necessary to limit. When first used, the Quirk to encounter those speaking that language might be limited to peasants or immigrants—or others bearing little useful information. Each contact thereafter might expand a bit, but in no event should critical information be easily or readily available to anyone just because they speak a certain language.

Get the picture? Just remember that the Quirk concept is meant to help personalize and spice up personas, not to destroy the campaign. Be careful with it—if you're in doubt about a Quirk, don't allow it! Finally, keep in mind that the GM is the ultimate authority in the game, and when the GM makes a decision regarding quirks or anything else, for that matter, that word is law!

Quirks & Counter-Quirks Tables

These tables are for GMs to use should they be unable to think of anything for your HP. One roll is normally all that will be taken on each table, but more may be made at the GM's option. Gamemasters are free to call for rerolls when results indicate Quirks which they don't like and/or which wouldn't make sense for the Heroic Persona in question.

Of course, some of the listed Quirks are more or less desirable or powerful than others. These tables mainly serve as a rough guide, and as a source of ideas for the gamemaster. Keep in mind how important it is that both the advantageous and disadvantageous (Counter-) Quirks turn out to be roughly equal in effect—either from a mechanical or roleplaying standpoint. Thus, some modification of the above results will probably be necessary after rolling. For additional ideas on Quirks and Counter-Quirks, the GM may also wish to refer to the supplemental tables on page 111.



Quirks Table

D% Roll	*Resulting Quirk*
01-02	Natural gemologist: Knows value, carat weight, likely place of origination, history (if applicable), etc. of a diamond or colored stone with 100% minus 10-60% (1D6 × 10 each time) accuracy.
03-04	Ambidextrous: Automatically possesses *Florentine* Sub-Area of *Weapons, Special Skill* K/S as an additional bonus K/S Area.
05-06	Woodsman: Add 5 STEEP to each directly related K/S Area, including use of hunting weapons.
07-08	Quick Mind: +1 to M TRAIT total and to the CATEGORY and ATTRIBUTE selected thereunder.
09-10	Persona is a good judge of character.
11-12	Good with animals: Bonus of +10 to *Animal Handling* K/S.
13-14	Mesomorph: +1 to P TRAIT total and to the CATEGORY and ATTRIBUTE selected thereunder.
15-16	Keen sensory *Perception*: Add 10 STEEP to that K/S Area.
17-18	Heals Mental damage at double normal rate.
19-20	Heals Physical damage at double normal rate.
21-22	Heals Spiritual damage at double normal rate.
23-24	Innate sense of direction: Will not be lost if given 1 BT to orient.
25-26	Keen senses: Persona gains bonus of +10 to Physical sensory *Perception*.
27-28	Keen Mental *Perception*: Add 10 STEEP to that K/S Area.
29-30	Natural horseman: +10 bonus to Riding K/S.
31-32	One bonus *Foreign Language* of player's choice at 20 STEEP.
33-34	Imitator: Such personas can make a sound like any animal they hear or have heard.
35-36	Persona has a good eye for quality: +10 bonus to *Appraisal* K/S Area.
37-38	Psychic awareness: Can detect non-Physical manifestations per *Mystic Vision* K/S.
39-40	Philosophic: +1 to S TRAIT, Spiritual Metaphysical CATEGORY, and the ATTRIBUTE of choice selected thereunder.
41-42	Strong swimmer: +10 bonus to *Swimming/Diving*, if possessed.
43-44	Well-spoken, good orator.
45-46	Imitator: Persona can sound like any person of the same sex he/she has heard or hears.
47-48	Able to easily memorize written/spoken material, if given at least minimal time to study it.
49-50	Natural Heka channeler: Persona has a reserve of 50 Heka points which can be drawn upon, and this reserve regenerates every 24 hours.
51-52	Closed psyche: Such personas have no *Psychogenic* K/S ability, but have an immunity to such in each TRAIT area they would otherwise have such ability in (or 1D3 for TRAITS—Mental, Spiritual, and Physical, in that order).
53-54	Excellent night vision: Persona sees at one class above normal human capacity in twilight through night darkness.
55-56	Excels at one particular game (such as poker) or sport (such as jousting). Individual gains appropriate K/S and Sub-Areas at 50 STEEP (if not previously possessed) or at +20 (if it was).
57-58	Natural lock-picking ability: Persona has a (+)20 to pick any mechanical (key-operated) lock.
59-60	Marksman: Add 5 STEEP to each missile weapon use K/S Area possessed now or in the future by this persona.
61-62	Green thumb: +10 bonus to *Agriculture* K/S, if possessed.
63-64	Psy: +1 to S TRAIT, Spiritual Psychic CATEGORY, and the ATTRIBUTE of choice selected thereunder.
65-66	Imitator: Such personas can sound like any person of either sex they hear or have heard.
67-68	Special talent allows double STEEP in any non-Heka-generating K/S.
69-70	Natural Vril channeler—persona has a reserve of 10 Vril points which can be drawn upon, and this reserve regenerates every 24 hours.
71-71	Non-Magickal Persona: Such individuals have a natural anti-Heka field which precludes all use of that power but confers a 20% immunity (cumulative with any other held now or later) to any Heka (benign or malign) which might operate on their person.
73-74	Flexible: Persona has contortionist-like ability to move limbs, joints, etc., so has a +10 when this sort of ability might be a factor (escaping being tied up, out of small openings, etc.).
75-76	Charismatic: Persona starts with *Charismaticism* K/S of 40 if not in Vocation bundle; +10 bonus otherwise.
77-78	Lie detection: Persona has a base 20% chance of detecting lies.
79-80	Strong constitution: Persona has a "reserve" of 2D6 Physical points above and beyond P TRAIT, although they do not count until WL is surpassed.
81-82	Toxin resistance: All poisons are at 90% STR vs. this persona.
83-84	Mechanically inclined: +10 to *Handicrafts/Handiworks* K/S.
85-86	Disease resistant: All diseases are at 75% STR vs. this persona.
87-88	Strong will: Persona has a "reserve" of 2D6 Spiritual points above and beyond S TRAIT, although they do not count until Spiritual EL is surpassed.
89-90	Organized and efficient.
91-92	Has one extra Special Connection.
93-94	Strong personality: Persona has a "reserve" of 2D6 Mental points above and beyond M TRAIT, although they do not count until Mental EL is surpassed.
95-96	Hidden appeal: Persona has an Attractiveness of +2 for the opposite sex.
97-98	Choose any one from above.
99-00	Roll twice: Persona has two Quirks, but this option is ignored if again rolled.

Counter-Quirk Table

D% Roll	Resulting Counter-Quirk
01-02	Disowned by family or is an orphan.
03-04	Allergy to cats and dogs: *Perception* –20 when affected.
05-06	Allergy to dust: *Perception* –20 when affected.
07-08	Allergy to flowers/pollen: *Perception* –20 when affected.
09-10	Allergy to one sort of food/drink (GM's choice): suffer 2D6 PD and be bed-ridden for 2D6 hours when affected.
11-12	Deafness: Can't hear high frequencies.
13-14	Deafness: Can't hear low frequencies.
15-16	Poor immune system: All diseases are at +10 STR vs. this persona.
17-18	Cheapskate.
19-20	Poor toxin resistance: All poisons are at +10 STR vs. this persona.
21-22	Fascination for danger/dangerous things.
23-24	Hard of hearing: –10 on Physical sensory *Perception*.
25-26	Heals Physical damage at one-half normal rate.
27-28	Heals Mental damage at one-half normal rate.
29-30	Heals Spiritual damage at one-half normal rate.
31-32	Bad actor: Penalty of –10 to *Thespianism* K/S Area, if possessed.
33-34	Low tolerance to alcohol: Penalty of –10 to *Tolerance* K/S, if possessed.
35-36	Abhorrence to killing: –10(%) on any action which the persona perceives as being lethal to the recipient.
37-38	Old injury occasionally troubles HP, reduces movement to one-half normal.
39-40	Clumsy: Deduct 5 STEEP from each K/S Area possessed which directly requires a high degree of delicacy of touch.
41-42	Nervous: A loud noise or sudden occurrence will cause the persona to jump.
43-44	Poor sense of humor.
45-46	Slow reactions: Add 1 to all reaction dice roll scores.
47-48	Scarred or disfigured, perhaps from birth: Reduce Attractiveness by 1D3.
49-50	Visually impaired: Either near- or far-sighted: –10% Physical sensory *Perception* penalty.
51-52	Poor night vision.
53-54	Absent-minded/forgetful.
55-56	Obsessive/compulsive.
57-58	Non-musical: Cannot have or learn any K/S connected to music or singing.
59-60	Is hated by animals of all sorts (may include mounts!): Penalty of –10 to *Animal Handling* K/S.
61-62	Cannot swim.
63-64	Acrophobic: Shuns heights, perform all actions at 90% normal if so exposed.
65-66	Religious/political fanatic: No tolerance for those with different beliefs.
67-68	Color blind: Because of the persona's inability to distinguish red from green, there are a number of things which can't be done, and no artistic appreciation or painting is possible.
69-70	Sickly: Heals all Physical Damage at 50% normal rate.
71-72	Bigot: Dislikes all non-humans.
73-74	Hydrophobic: Hates large bodies of water, fears swimming or boating, perform all actions at 90% normal if so exposed.
75-76	Gullible: Persona tends to believe salespersons, beggars, someone telling a hard-luck story, etc.
77-78	Poor manners: Penalty of –10 to *E/S Graces*.
79-80	Non-appeal: Persona has a –2 Attractiveness to the opposite sex.
81-82	Poor craftsmanship skills: Penalty of –10 to *Handicraft/Handiwork* K/S.
83-84	Arrest warrant: There is an outstanding warrant for the arrest of the persona (locale and seriousness GM's choice).
85-86	Poor vision in bright sunlight due to sensitive eyes; must have shading or else will have 50% normal vision.
87-88	Can't sleep unless in dark, and then sleeps *very* soundly.
89-90	Language disability: Can not learn any additional languages, additional STEEP in those known costs twice normal APs.
91-92	Anti-Midas touch: Persona's income and disposable wealth are always 10% and 25%, respectively.
93-94	Criminal enemy: The persona has a deadly foe in the criminal underworld.
95-96	Dislikes strangers and doesn't meet new people well.
97-98	The gamemaster will select one for the personal
99-00	Roll twice, you have two Counter-Quirks, but ignore this if rolled again.

INSTANT HP INFORMATION TABLES

While the above process is wonderful for making your HPs come alive and injecting some real creativity into them, it is also very time-consuming and is a great deal of work to make up all that stuff! For the benefit of the novice and/or hurried player (and the GM creating OPs), we have provided the following "instant HP information tables." There is one for randomly determining everything from your HP's background from religion to personality. The use of these tables is strictly optional—they are included just to help you when you've got to make up an HP *quick* or just can't think of anything to put down. *The tables are not binding.* You're free to change a result after you rolled it, keep the result but alter its definition, not roll at all and just pick what you like, or any combination of the above!

Most of the tables are generally self-explanatory and call for straight D% rolls. The exceptions are the Background Tables below, for which you roll 1D6 and look under the one appropriate to your SEC. A short explanation of—and some suggested Quirks for—a few of these results is provided below in the following tables.

Handedness

This table may very well be one on which your gamemaster will require you to roll no matter what, or the GM may let you take ambidextrousness as one of your Quirks. If you are ambidextrous, you can fight *Florentine* without the *Weapons, Special Skill* K/S (q.v.), and can perform other tasks using both hands simultaneously.

Handedness Table

D%	*Result*
01-75	Right-handed
76-95	Left-handed
96-00	Ambidextrous

Race

If you're *really* stuck or in a hurry, then you can try the tables on the following page out. Roll first for your general type on the first table, and then roll again on the second table for your specific race.

HP Backgrounds

These tables provide sample background professions for your Heroic Persona. Simply locate your SEC, and roll a 1D6. All you need to do is fill in the story from here! Keep in mind that your HP's Vocation and background type are not necessarily the same thing (A city official could be a theurgist or astrologer in his or her spare time, for instance.) Some of the possible combinations seem a bit unlikely, but that's nothing a little imaginative storytelling can't cure. It would be very interesting, for example, to find out how a mountebank wound up as a scribe! There will, however, be cases where your background type and your Vocation are completely incompatible. In such cases, just reroll.

Lower Class Backgrounds

Roll	*Lower Lower*	*Middle Lower*	*Upper Lower*
1	Wanderer	Stablehand	Apprentice Craftsman
2	Serf	Cook/Servitor	Friar/Monk
3	Escaped Slave	Street Sweeper	Peasant Farmer
4	Bond Maid/Servant	Peddler	Mage's Apprentice
5	Gypsy	Minstrel	Soldier
6	Beggar	Acolyte	City Guardsman

Middle Class Backgrounds

Roll	*Lower Middle*	*Middle Middle*	*Upper Middle*
1	Actor	Shop Owner	Manor Official
2	Scribe	Village Official	Gentleman Farmer
3	Animal Trainer	Mason/Carpenter	Engineer
4	Soldier NCO	Armorer/Smith	Squire
5	Merchant	Craftsman	Lieutenant
6	Shop Clerk	Innkeeper	Town Official

Upper Class Backgrounds

Roll	*Lower Upper*	*Middle Upper*	*Upper Upper*
1	Guild Master	Mine Owner	Duke
2	Captain	Royal Official	Noble Heir
3	City Official	Baron	Royal Advisor
4	Moneychanger	Viscount	Archduke
5	Scholar	Count	Marquis
6	Magister	Master Thief	Prince

RACE TABLES

General Type

D%	Result
01-10	Black Race
11-20	Brown Race
21-40	Red Race
41-90	White Race
91-00	Yellow Race

Note: The above distribution assumes an Æropean or Vargaardian locale for the campaign base. If otherwise, adjust according to the regional population.

Specific Race

Race	D%	Result
Black	01-25	Ætheopian
	25-60	Afrikkan
	61-95	Mixed (possibly including other races)
	96-00	Magmurian (Melenesian)
Brown	01-25	Hindic
	26-40	Islander (South Seas/Micronesia)
	41-90	Mixed (possibly including other races)
	91-00	Lemurian
Red	01-25	Ægyptian
	26-50	Atlantian
	51-90	Mixed (possibly including other races)
	91-00	Amazonian/Vargaardian
White	01-30	Northern/Western Æropean
	31-50	Southern Æropean/North Afrikkan
	51-90	Mixed (possibly including other races)
	91-00	Azirian
Yellow	01-25	Western Azirian
	26-50	W. Azirian Mixed (possibly including other races)
	51-60	Eastern Azirian
	61-80	E. Azirian Mixed (possibly including other races)
	81-00	Mixed (possibly including other races)

Note: Using the Race basis, the individual should be able to decide upon an appropriate nationality.

Political Beliefs

D%	Result
01-40	None
41-60	Conservative
61-80	Moderate
81-95	Liberal
96-00	Anarchist

Religious Attitudes

D%	Result
01-05	Agnostic/Unbeliever
06-10	Witchcræft
11-20	Gloomy Darkness
21-35	Shadowy Darkness
36-40	Elemental Gods
41-50	Balance
51-55	Nature Deities
56-75	Moonlight
76-90	Sunlight
91-00	Other (Old Gods, Forgotten Religion, Outer Planes, etc)

MORE QUIRKS & COUNTER-QUIRKS

The following supplemental tables of Quirks and Counter-Quirks may be used by the gamemaster instead of, or in addition to those given earlier. These tables provide for more powerful (and more devastating) Quirks, should such be desired. The GM is strongly cautioned to hand these out sparingly, perhaps reserving them for Other Personas only, in order to avoid misuse by the Heroic Personas. Once again, gamemasters may ignore or substitute any rolled Quirk or Counter-Quirk as they see necessary, to promote game balance.

Supplemental Quirks

D%	*Resulting Quirk*
01-10	Cannot make Special Misses in combat.
11-20	If a dweomercræfter, HP has 2D20 bonus to *Magick* and *Dweomercræft* K/S Areas.
21-30	Immune to Natural Surprise, and treat Total Surprise as Natural Surprise.
31-40	Immune to Illusion
41-50	Innate Heka-engendered power (One only—GM's choice)
51-60	Protective aura absorbs 5 points of damage from all attack forms per CT.
61-70	Regenerates 1 Physical damage point per CT, if alive.
71-80	Resistant to poison or disease (all STR ratings halved).
81-90	Shapechange ability: Persona may assume mundane animal form once per day.
91-00	Natural telepath: Can communicate with others within sight distance.

Supplemental Counter-Quirks

D%	*Resulting Counter-Quirk*
01-10	Has a sworn enemy who wants the persona dead.
11-20	Heka magnet: Double all Heka costs for *Heka Shield* and the like.
21-30	Impressionable—susceptible to Suggestion/Illusion
31-40	Phobia, severe (GM's or player's choice).
41-50	Poor writing and drawing skills: 20% chance of failure inscribing scrolls and other magickal writings.
51-60	Random Insanity or Madness.
61-70	Stammers/stutters when under pressure or agitated; or else has weak ankles so will be 10% slower and trip more easily; or else bad fingers so is 20% more likely to drop things under pressure.
71-80	Tone deaf: Penalty of –20 to *Singing* K/S.
81-90	Vulnerable to poison or disease (STR ratings doubled against persona).
91-00	Fear of undead: 75% chance of panic when present

General Personality

D%	*Result*
01-25	Cool, casual, easy-going
26-40	Excitable, emotional, boisterous
41-60	Stern, dignified, formal
61-80	Cheerful, extroverted, talkative
81-95	Sober, introverted, sullen
96-00	Crazy, wild, unpredictable

Conformity

D%	*Result*
01-25	Radical, rebellious, nonconformist
26-50	Neutral, uncaring
51-95	Conformist, trendy, fashion-chaser
96-00	Insane, socially unacceptable, outcast

General Interests

D%	*Result*
01-25	Adventure*, challenges, travel
26-50	Politics *, status, power
51-75	Knowledge *, lore, ancient objects
76-00	Entertainment*, music, art

Note: Keep in mind that these are just general items on this table, and feel free to mix and match different areas of interest. The first marked terms (i.e., those with an asterisk) provide an idea as to the overall nature of each result. The other terms just balance out the package and can be juggled around at will.

HEROIC PERSONA RESOURCES

In all roleplaying games, money and equipment are two things of prime importance to any persona, and how much of each your Heroic Persona starts out with will be discussed in this section. As in real life, wealth in the **Mythus** game is measured in many ways, including income, bank accounts, possessions, stocks & securities owned, etc. In addition to wealth, all HPs have resources in the form of Special Connections, too. (These are in addition to whatever connections the HP received in the form of a Quirk.) These will likewise be discussed.

Wealth

The starting wealth of individual Heroic Personas is determined by their Socio-Economic Class from a table in the following section. This value is further divided into the categories of *Net Worth, Bank Accounts, Cash On Hand,* and *Disposable Monthly Income.* Each of these categories, as will be shown, are applied to the persona in a variety of ways.

The BUC System: As already mentioned in the basic rules, the monetary system for the **Mythus** fantasy roleplaying game is based on the Base Unit Coin, so we call it the "BUC System," and the standard coin of exchange is simply called a BUC. For the sake of clarity we are repeating here the basics while detailing new rules covering the BUC System.

On Ærth, the basic coin metal is *bronze,* so the BUC is a bronze (B) coin of one ounce weight (about 28 grams). The value of all other coins regardless of their metal content or weight is then expressed in BUCs, Base Unit Coins. It so happens that a BUC will purchase just about what one dollar US ($) will, so throughout the world a "buck" is a BUC, and the problems of gamemaster and player are much alleviated thereby! The cost of just about anything is thus known, can be found in a catalog or price sheet, or can be extrapolated. There are but a few exceptions, so we don't need to bore you with too many never-complete "price lists" which waste valuable space in a rules book. Here's the way the system works:

The local BUC might buy more or less than it will in an HP's home region, but it will still be a BUC—or possibly a QUID or something else which can be translated into BUCs. Regardless of inflation or deflation, the exchange of metal for metal is fixed, so the following metal value ratios apply based on one ounce to one ounce of bronze.

Generally speaking, coins of lowest value up to those of silver are used in ordinary affairs. Better establishments will easily handle electrum, and top-quality ones will manage gold, platinum, and even oricalcum. Banks and the like deal in all metals, of course. The matter of exchange rates for coinage and metals is discussed in detail in the **Epic of Ærth** complete fantasy adventure milieu.

The gamemaster will determine the final values of coinage, of course, and there may be variation and/or some metals might not be used. Simply put, though, an ounce of bronze in coin form buys the equivalent amount in goods or services that $1 buys here and now, although base metal conversion differs, i.e., gold, for example, is not $1,000 per ounce any more than bronze is $1 an ounce or copper as high as $5 per ounce.

Adamantine is a non-ferrous metal which is much harder than steel, but it must be alloyed with the latter to make arms or armor. It is worth its weight in electrum, and must be alloyed at a ratio of from 1 to 8 parts in 16 to be effective. Working it is more difficult, so this adds 10%/part added to the cost of the item being forged. Finding the metal and a smith/armorer able to work it will be a problem! However, it adds to the strength and quality of the item as is detailed in the Weapons section in Chapter 12.

Hekalite is also a non-ferrous metal used for making "enchanted"/"magickal" objects. It is alone worth twice its weight in oricalcum when refined into pure metallic form. Hekalite's uses are discussed in the "Items of Magick" chapter in the **Mythus Magick** book.

Oricalcum is a rare and precious metal as heavy as platinum but only slightly harder than gold, and it has a lustrous color resembling the hue of molten copper. It is prized for jewelry and ornamental uses, of course, and some states mint it into coins. On Ærth, it is most abundant on the Island of Atlanti. Smaller deposits are found on the continents, however, and on the islands of both Hy Braseal and Lyonnesse.

Now let's see how easily and well the BUC System works. The HP goes out and stops to get a flagon of ale at the local tavern. The cost? Well, from 1 to 3 BUCs, depending on the quality of the place and size of the flagon and quality of ale, of course. A meal? From 5 to a 100 BUCs, again depending on the factors noted. Clothing prices, many goods costs, services hires, and so much more can come from the actual knowledge of participants. Even arms and armor prices can be found if you have the right catalogs, although the *best* of items in such listings are for *average* quality items as far as the game is concerned. Double and redouble these prices for *superior* and *excellent* quality respectively. You can base your figures on shotguns, for example, when finding the cost of a sword. Cheap ones are a few hundred BUCs, but masterpieces of the craftsman's hand begin at around 3,000 BUCs and go up to at least twice that cost. That doesn't consider adamantine or hekalite or Heka Forging or any form of Heka either. An explanation of metals is given hereafter.

What about the cost of a riding animal? Use the base of the automobile to find the value of a typical animal. In Æropa, for instance, a donkey is about the same cost as a "beater," i.e., 250 BUCs or so. A mule is double that and up, depending on quality, age, and condition; so figure from 500 BUCs to 2,500 BUCs. That's the bottom line for any horse worth owning, too. An average horse in prime condition and age goes for from 7,000 to 25,000 BUCs. Think of sports cars when you consider steeds trained for warfare and combat. A fair-quality light warhorse is around 30,000 BUCs and up, one of medium sort will go for about 60,000 BUCs and up and the big, heavy destriers fit to carry a large man in plate armor will start at 90,000 BUCs as a general rule.

What does a galley or ship cost? Figure 1,000 BUCs per foot, then add a similar amount for extra decks and for fitting it out. Fitting out is the stuff like canvas, spars, cordage, anchors, chains, small boats, oars,

Metal Values

Metal Type	*BUC Value*
Hekalite	6,000
Oricalcum (O)	3,000
Platinum (P)	1,500
Gold (O)	1,000
Adamantine	200
Electrum* (E)	200
Silver (S)	25
Copper (C)	5
Bronze (B)	**1**
Nickle (N)	0.5
Brass (BR)	0.25
Zinc (Z)	0.1
Tin (T)	0.05
Iron (I)	0.01

*Based on the standard alloy of 1.85 parts gold to 6 parts silver and 1.15 parts copper for hardness and unique color.

and all. It doesn't consider weapons, supplies, etc.

Machinery of war? Simple constructions of wood, rope, leather, etc. cost about 2,000 bucks for the smallest common sort—a heavy crossbow-like *scorpion* for example, a device shooting a spear-sized missile. With spring-steel arms the cost is doubled. A well-made *trebuchet* is about 10 times larger than the basic scorpion, so it will cost 20,000 BUCs—with no need for adding anything in the way of price, for there's not much need for additional materials to improve or even for flash on one of those darlins! A military engineer and crew can build you all sorts of this sort of equipment on the spot, as it were, given the raw materials. The cost of lumber and materials is about half of the price of this sort of thing, the rest being labor and mark-up for profit.

This brings us to the cost of hire. Minimum wage is about 3 BUCs per hour for common labor; journeymen earn about 12 BUCs per hour; and masters begin at 25 BUCs per hour. An attorney will fetch from 50 to 500 or more BUCs per hour, but no need to discuss such things as that in a nice book such as this is.... Mercenaries will work based on a low wage plus their license to loot and the spoils potential. Base rate, with fair prospects for the latter, is 200 BUCs per week, plus food and drink for a regular infantryman, 300 for crossbowmen, 400 for skilled archers, 500 for light cavalrymen, and feed for the horse (say 10 BUCs per week) is extra. Now a medium trooper commands 600 and a heavy (mounted serjeant) gets 750. Corporals work at the next higher grade, NCOs get a 10% addition to corporal pay rates. Under officers get double corporal rate, junior officers double the NCO rate, and top officers get double junior officer pay. The overall commander then gets a bonus of from 10% to quintuple pay, plus a bonus for victories based on a pre-agreed rate. (You bet it's costly to field an army of paid soldiers! That's why a quasi-feudal system is still used in most states in the milieu.)

That should give you a solid idea of how to manage things. Base everything on what the reality is or was historically, converting the latter to dollars and dollars to BUCs. gamemasters are quite free to make up whatever they like. The single requirement for any of this is *consistency*. When something is decided upon with regard to cost, the GM must make a record entry accordingly.

Depressed areas might have a standard based on brass or tin, so that prices in BUCs will be one-quarter or one-tenth the normal. Obviously, a BUC will go a lot further there.

Inflationary areas will have a standard which will demand anywhere from a mere 10% more in cost to as much as a copper standard being equal in buying power to the BUC, i.e., a five times greater cost.

Other Acronyms For The BUC : It is up to the participant group to decide if they like another acronym for the basic unit of exchange. The system is designed to enable gamemaster and players to be comfortable and at ease when dealing with coinage and money matters, conversant and able to think in the correct terms. Therefore, whatever acronym best suits the campaign should be used. For example, the *QUID* might be substituted for the BUC, a QUID standing for Quantifying Unit Identifying Denomination (perhaps with a double-sized bronze coin making a QUID worth 2 BUCs, or a copper standard for those who recall the days when the £ was worth five $).

Converting From Other Systems: It should be a fairly easy matter to convert wealth from another game system to the BUC System, using the standard item cost comparison—a beer, a meal, a dagger or knife, a horse. Gold being common means that it will convert between 5 and 25 BUCs per ounce. Jewelry is a simple matter, and you can use standard prices here, remembering that mark-up over disposal value is somewhere between two and seven times. Note, however, that larger stones have proportionately more worth than is expressed by the basic, small-stone costs. If a one-carat "flawless" diamond of D quality is worth $10,000 (thus 10,000 BUCs), one of 10 carats and D quality is at its carat value plus 10% due to rarity. Just add another 1% per carat to find additional value of stones up to 25 carats, 2% per carat for stones from 26 to 50 carats. Then add for color rarity by adding 1% per carat weight of the stone. For sizes over 50 carats, count each carat as three to get the value, adding for any special features on a 10% to 50% scale as seems reasonable to you.

Determining HP Wealth

Not surprisingly, how much your HP starts out with depends on the persona's SEC class. Cross-reference on the Initial HP Finances table to see how much the HP is worth in each of the following categories (in terms of BUCs). Also, note the die roll under the "Cash on Hand" column. The following sections explain what the various table headings mean.

Net Worth: This is the sum total of all your financial resources minus your "Cash on Hand." It includes the value of all your possessions, your bank accounts, and what, if any, investments you own. It assumes a young HP, who is "just starting out." It is from this number that you will determine what you own in the way of a dwelling, transportation, clothes, equipment, etc. For specifics on figuring all this out, see "Net Worth," below.

Cash on Hand: This is pretty self-explanatory. It represents the initial amount of petty cash you have ready to spend at the campaign's beginning. This is the free money you have when you start. It does not count against your possessions—those are determined from your Net Worth. It could be in the form of coin and/or gems.

Bank Accounts: This amount, *which is part of Net Worth,* is how much you have in local banks or guilds—though it does not represent money held in any investments or financial ventures (see "Special Connections," page 115). Note that this money can be shifted into Possessions Categories if you so desire, and remaining Net Worth (that which was not distributed to Possessions Categories) may likewise be placed into Bank Accounts.

DMI (Disposable Monthly Income): This is how much money you have coming in each month *after* all the bills are paid and necessities taken care of. So long as you continue to keep a steady source of income (whatever you and the GM decided that it was while going through the last section), you will receive this money at the beginning of each and every game month. While all the bills you start with are covered, if you acquire new ones during the course of game play, your Disposable Monthly Income will be reduced by the amount necessary to pay them. Note, however, that when you do finance things and pay them off, your Net Worth goes up.

Also, note that while Disposable Monthly Income does cover any ongoing payments that an HP starts with, it does *not* cover payments on land or holdings subsequently purchased. If you don't own your dwelling place, horse, or whatever, then reduce your DMI according to the payments. Note that the maintenance costs for any possessions that you start out having the use of (regardless of whether you own them or not) is covered under here.

Wealth Adjustment For Age

As mentioned above, the older you are, the more money you have (and, unfortunately, the younger, the poorer!). The Wealth Adjustments

for Age table lists the factors by which to multiply the value of your Net Worth, Bank Accounts, and Disposable Monthly Income. Just cross-reference your age and your general SEC class.

Net Worth

Now that you have your Net Worth figured, it's time to go through and decide exactly what that means you own. The first thing to do is to subtract the amount in your Bank Account out of your Net Worth, and then list out your Possessions Categories and the BUC value of each. When figuring this out, note that goods such as homes, animals, weapons, equipment, etc. count at 50% of their full value. For example, if you owned a sailboat that you paid 25,000 BUCs for, it would only count as 12,500 BUCs against your Net Worth. However securities such as land, businesses, and other ventures are considered at full value if selected. Jewelry, on the other hand, counts only at 50%.

Should you decide to sell off some of your possessions, you will receive the value which they counted against your Net Worth. For example, if your were really hard up for cash and had to sell your sailboat, you would receive 12,500 BUCs for it (unless you could negotiate a better price, of course). Whether or not this effected your Net Worth would depend on what you did with the money. If turned it into Cash on Hand so you could spend it, then your Net Worth would drop by 12,500. If, however, you put it in the bank then your Net Worth would stay the same.

The following are descriptions of some Possessions Categories and suggestions regarding each.

Home/Dwelling: Everyone, except for some few personas of the lower classes, has someplace to live. For HPs of less than around the Middle Middle Class, however, it might be a better idea to live in a rented room or building where the rent is considered to be covered automatically. On the other hand, a decent little cottage starts at around 30,000 BUCs or so, meaning that this category will start out at about 15,000 BUCs of your total Net Worth, and could very well climb up to 100,000 BUCs or more, depending on how fancy you want to get. (Part of the fun of fantasy RPGs is that a man's home *can* be his castle!) Note that, for game purposes, the HPs, being the remarkable people that they are, are often assumed to own their residences, and this is typically where most of the money goes..

Wealth Adjustment For Age

Age	Lower Class	Middle Class	Upper Class
12-15	0.125	0.125	0.125
16-19	0.25	0.25	0.25
20-24	0.5	0.5	0.5
25-35	1	1	1
36-40	2	2	2
41-50	3	3	4
51-60	4	4	8
61+	5	5	16

Clothes: This should closely fit your persona's tastes and personality. Anywhere from 50 BUCs (retail) for the robe and sandals of a peasant, to 5,000 BUCs or more (once again, retail) for the aristocrat, to at least double that sum for the noble! Prices will also have a lot to with the quality, age, etc. of the clothing, so just about any amount of money could be justified here, but the above gives you a good SEC range.

Weapons & Armor: This would include all armor and weapons owned by the persona. For descriptions and prices of weapons and armor, refer to Chapter 12.

Transportation: Since travel is an important part of adventuring, the **Mythus** FRPG assumes that personas are either able to ride or (in the case of sea-going HPs) operate a waterborne craft such as a boat or small ship. No matter what you choose, it is important for personas to have a means of transportation. While Heroic Personas of Lower Class may not own a mount or vessel to start with, those personas wishing to be

Initial HP Finances

SEC Level	Net Worth	Bank Accounts	Cash On Hand	DMI
1	3D3+5 × 10	Nil	5D10+10	Nil*
2	5D5+3 × 20	Nil	3D5 × 20	Nil*
3	3D3+5 × 50	Nil	5D3 × 50	Nil*
4	5D10 × 200	Nil	5D6 × 20	Nil**
5	5D5+5 × 500†	1D3 × 1,000	5D6 × 50	3D3 × 10
6	10D10+10 × 1,000††	3D3 × 2,000	5D10 × 100	3D6 × 50
7	1D20 × 10,000††	1D20 × 1,000	1D20 × 500	1D20 × 100
8	3D20 × 10,000††	3D20 × 1,000	3D10 × 1,000	2D20 × 100
9	5D20 × 20,000††	5D10 ×,2,000	5D10 × 1,000	5D10 × 200

*This not only means no spending money, but insufficient BUCs to survive from day to day without gainful employment after Cash on Hand is gone!

**If the GM wishes, this sort of individual can be assumed to have a sufficient monthly stipend to live most frugally without employment—in an unheated loft on stale bread and boiled vegetables at best! Some form of employment is recommended for this lowest of the freeman class.

†Plus a horse (or other common steed) of 4D3 × 1,000 BUCs value. The Physical TRAIT of such a steed is equal to 120 plus 1 point for every 1,000 BUCs value of the animal.

††Plus a horse (or other common steed) of 6D5 × 1,000 BUCs value. As above, the steed's Physical TRAIT is equal to 120 plus 1 point for every 1,000 BUCs value.

involved in any long-distance travelling will eventually need to have some means to do so.

Miscellaneous: This is another handy category, containing various items that might prove helpful for adventuring. If you wish to start out owning typical adventuring equipment, such as rope & grappling hooks, lock-picking tools, etc., this is definitely a category for you.

Securities: As mentioned above, these count at full value vs. Net Worth and include everything from precious gems and coins not kept in the bank to land and buildings. Generally speaking, whatever Net Worth you have left over could be spent here (or just used to expand your bank account).

Final Notes: In summary, take care of your needs first and then work your way down to the less important stuff. Housing, clothes, weapons, armor, and transportation should take top priority. Remember that all possessions (except for securities) only count at half their retail value against your Net Worth.

Once you have finished, *the grand total of your Possessions Categories plus your Bank Account should equal your total Net Worth.* Feel free to write out whatever descriptions of your belongings you desire, as doing so will serve to color play, help you relate to your HP, and enhance the persona's individuality even more!

Example: To help illustrate the above process, here's an example of how we did it with Dirk Galligher. As he is 29 years old and of the Lower Upper Class, Dirk starts out with a total Net Worth of 100,000 BUCs, a Bank Account of 15,000 BUCs, and 1,200 BUCs a month in Disposable Income. Furthermore, he also has 1D20×500 BUCs in Cash on Hand; we roll a 6, and so he starts out with 3,000 BUCs for spending money. Now all we need to do is divide out his Net Worth. First we deduct 10,000 BUCs of his Bank Accounts (we decide to use 5,000 of it towards Net Worth). After doing so, we are left with 90,000 BUCs of Net Worth to distribute among his Possessions Categories, which we divide up as follows:

Possessions	*BUC Amount*	*Net Worth*
House (two stories, stone & wood construction, excellent condition)	110,000	55,000
Clothes (very good material, good quality)	4,000	2,000
Armor (chain mail, gauntlets, crested helmet, small kite shield—all excellent quality)	10,000	5,000
Weapons (broadsword, composite bow, 2 dozen arrows, hand axe, dagger—all in excellent quality)	4,000	2,000
Riding horse (garron, included in SEC)	(17,000)	—
Jewelry (family ring, gold; bracelet, gold & jewels; necklace, emerald and ruby on gold chain	14,000	7,000
Miscellaneous (riding gear, camping equipment, climbing/adventuring supplies)	4,000	2,000
Gold coins* (in safe at home)	17,000	17,000
Total		**90,000**

* A security counted at full value

Second Example: During the course of a quest, Dirk needs to take a long journey by ship to an unknown land. Since he can't find a ship for hire, he decides the only way to get where he needs to go anytime soon is to buy a small, 20-foot sailboat for 25,000 BUCs. Since Dirk's family and status is known in the area, the seller decides to take a marker and let Dirk pay part of the money up front and the rest in monthly payments. Because he is a member of the Lower Upper Class, Dirk started with a Disposable Monthly Income of 1,200 BUCs, which is now reduced to 200 BUCs a month after paying 10,000 BUCs (wiping out his Bank Account in the process) and agreeing to pay an additional 1,000 BUCs per month for 18 months. Dirk plans to sell the ship to recover the money after completing the adventure, although if he did suddenly pay it off, his Disposable Income would return to normal and his Net Worth would be boosted by 12,500 BUCs. However, he would have to put that money into the bank or some other form of like asset to have such an increase.

Special Connections

In addition to a certain amount of wealth, your Heroic Persona also starts out with *one Special Connection for each TRAIT score which equals or exceeds 90.* A Special Connection is defined as one individual the HP knows that could prove to be especially helpful during the course of an adventure. More Special Connections can easily be gained through play, as your persona finds evil and eliminates it, rescues victims, solves crimes, returns missing treasures, etc. Such activity will cause the GM to decree such relationships at the conclusion of the adventure. As your HP's repute grows, the persona's connections within the same field or associated Vocations will increase, and thus your GM might proclaim that such a relationship has come about.

Precisely what Special Connections your persona begins with depends on the character's SEC and a die roll. While many of them are obviously of local nature, some others are a little less specific, and must be located *after* game play begins.

For example, imagine your HP is a young man who happens to know a weaponsmith, and on his first adventure, he finds an ancient, elaborately worked sword. He decides to have it examined to determine its quality and value, and announces that he knows a local swordsmith in the city who could evaluate it. If you have him do so, you would then note that on your HP sheet, and forever afterward the swordsmith your HP knows is there.

Finally, keep in mind that, just as Special Connections can be gained, they can also be lost. Neglect tends to weaken these ties, as does (in some, though not all cases) moving upwards or downwards on the SEC ladder. Just be sure to keep the HP in touch with all the Special Connections that are important to you. Also, keep in mind that Quirk-related Special Connections can also be lost through play (though they are a bit more durable that normal Special Connections), and that they don't count against the total number of Special Connections that your HP starts out with.

It is also possible for your Heroic Persona to know an OP Heroic Persona (or "Other Persona" HP)—that is, an HP controlled by the gamemaster. Such an individual may actually join the party for a short time if it appears that extra help is sorely needed (such as if large number of the HPs were killed, in which case such a connection could fill in until new HPs are generated to replace them). In any event, you may only make one roll on this table and must expend one of your Special Connection slots to do so.

Roll 1D20 and consult the table appropriate for your Socio-Economic Class. If you roll the same connection twice, you have the option of keeping it (and having another connection of that type), or of rerolling.

Possessions

The tables in the following sections list some of the more common items which a Heroic Persona might wish to purchase, along with their typical BUC value. While these tables cannot contain every imaginable

Special Connections Table

D20	Peasant Class	Freeman Class	Aristocrat Class
1	Acolyte	Actor	Admiral General
2	Apprentice Craftsman	Armorer	Ambassador
3	Bartender	Artist	Astronomer
4	Blacksmith	Bailiff	Banker
5	City Guard	Cartographer	Baron
6	Courtesan	City Official	Church Official
7	Fletcher	Craftsman	Crime Lord
8	Gypsy	Gentleman Farmer	Duke
9	Innkeeper	Gypsy Leader	Educator
10	Juggler	Jeweler	Guard Captain
11	Manor Servant	Landowner	Guild Master
12	Minstrel	Madam	Magistrate
13	Monk	Mayor	Master Craftsman
14	Scribe	Merchant	Prince
15	Shopkeeper	Musician	Royal Advisor
16	Stablehand	Sergeant	Royal Treasurer
17	Street Urchin	Sheriff	Spice/Silk Merchant
18	Town Crier	Squire	Steward
19	Wheelwright	Tax Collector	Troubadour
20	Wilderness Guide/Scout	Weaponsmith	Wealthy Landowner

OP Heroic Persona Table

D20	Peasant Class	Freeman Class	Aristocrat Class
1	Pick 1 from table	Pick 1 from table	Pick 1 from table
2	Assassin	Apothecary	Alchemist
3	Bandit	Burglar (Thief)	Astrologer
4	Cutpurse (Thief)	Diviner	Cavalier
5	Dweomercræfter (Black)	Dweomercræfter (Black)	Dweomercræfter (Elemental)
6	Dweomercræfter (Green)	Dweomercræfter (Gray)	Dweomercræfter (White)
7	Fortune Teller	Engineer	Explorer
8	Healer	Medicine Man	Philosopher
9	Hunter	Merchant	Priest
10	Mercenary/Soldier	Mountebank	Sage
11	Pirate	Poet/Musician	Seafarer
12	Seafarer	Soothsayer	Seer
13	Wisewoman/Man	Warrior	Shaman
14	Witch Doctor	Wisewoman/Man	Theurgist
15	Alfar*	Alfar*	Alfar*
16	Alfen*	Alfen*	Alfen*
17	Dwarf*	Dwarf*	Dwarf*
18	Elf*	Elf*	Elf*
19	Gnome*	Gnome*	Gnome*
20	No special connection	No special connection	No special connection

* If optional non-human races are not used, roll again.

item, they should serve to illustrate examples of the equipment available to the personas. Special items, such as silver arrowheads, arcane books, scrolls, potions, magick items, and so forth might also require certain connections to buy or have made. For a detailed list of many popular implements of destruction and their effects, see Chapter 12, as well as the "Items of Magick" chapter in the **Mythus Magick** book.

While finding and purchasing various types of equipment is important, being able to hang on to and to find such equipment is even more so! From loose coins in a pouch to a carved coffer containing the instruments for activating a portal, what your Heroic Persona has on hand must be known at all times. Your "mundane" self knows exactly what items are carried where—billfold, comb, cash, and so forth. That information is important to you. The very life of your HP might depend on not only having certain weapons or items, but also having the ability to immediately locate and use the weapons or objects as well.

For example, imagine that your HP and his associates have just discovered the lair of an ogre. Your HP rescues a frightened girl, who was intended for supper for the vile monster, and make a run for safety. Your HP party is overmatched and no test for the ogre. Your party's only hope is a rapid escape. Your HP decides that the only way to get away is to set a fire to block the entrance to the ogre's den. Unfortunately, he discovers suddenly that he doesn't "remember" where he put the oil. (The gamemaster inquires where on his person your HP keeps the oil. You either forgot or didn't bother to write down that information on your HP Sheet or in your notes; ergo, your HP has misplaced or lost the oil!)

In short, be sure and maintain a careful record of weapons and equipment. Use additional paper for items which won't fit on your HP sheet. Remember that it is good mastering of a game for your GM to say, "If it isn't written down, you don't have it with you."

Encumbrance: Another issue of importance is that of encumbrance. While there is no formal system of encumbrance in the **Mythus** game, the GM has the right to decide when you're carrying too much. Remember to take into account the actual bulk of an object as well as its weight when trying to decide how much you can haul. A scroll case and a pair of large tomes, for instance, aren't terribly heavy, but are still a real pain to carry around without the aid of a backpack. And—as any Boy Scout can tell you—how you pack and what style of backpack you use have a big effect on how much of a load you can bear and how soon you will get tired. These are all good things for the GM to take into account when making decisions about encumbrance.

In general, your GM will allow you to have a broad variety of equipment and a few of the more readily available types of weapons at the beginning of the game. Naturally, your Vocation and background will determine the actual materials you will have available. Your gamemaster will also inform you of where you are going and what you can carry along.

If, for example, your Heroic Persona is seeking a pack of ghouls

inhabiting the shunned catacombs beneath the city, it would be difficult (to say the least) for the persona to walk down the street dressed for battle and armed to the teeth! On the other hand, if your HP team had a cart or wagon and were dressed normally, it would be a simple matter to not only transport all manner of equipment and weapons into the right section of town, but also to gain access to the underground burial complex far below the city.

That illustrates several points. What you start with is by no means the limit of materials you will be able to obtain. A successful adventure will take planning, money, and possibly Special Connections. Furthermore, your GM will probably *not* mention how you are to go about accomplishing any given mission. That is part of the wonder of a roleplaying game. You must think, reason, imagine, and solve problems on your own and as a team, against the backdrop of sketchy information and often unknown enemies which the GM creates, equips, and will act for. The gamemaster will be as forthright as is possible when you ask questions, but will also not give you information that you would not otherwise have or could not know, and will play the adversarial roles as ably as possible. That is the challenge of the **Mythus** game and the excitement of participation. It obviously follows that succeeding brings a true sense of accomplishment!

In summation, maintain your list of weapons and equipment. Use the HP Profile Sheet to note the standard items of equipment that you *always* have with you, and, when undertaking a special mission (such as an expedition) where there are many additional items of unusual nature to be used, then a good idea is to create an expedition equipment sheet to list each item. Remember to note the nature and cost of each item as well as how and where it is carried and who is in charge of it.

STANDARD ITEMS

On the following page is a list of standard items which are easily found and purchased by Heroic Personas. If you wish, use mail order catalogs to add, confirm, or change prices.

Special Equipment

The tables on pages 118, 119, and 120 detail items and costs for those things that are either unique, hard to find, or must be custom-made for personas. Such items or equipment will always cost more than a comparable standard counterpart. Gamemasters should base the price on the values given below, and adjust up or down depending on availability and any custom features desired by the HPs.

Specially Constructed: Those things which are not usually purchased by the average, everyday person (whoever that is...) come under the heading of Specially Constructed. Note that some things which are otherwise common may be included in this section if they are unusual in design or size. Also considered are those items which must be made by a craftsman. Items of this sort which are not readily available may take days, weeks, or even months to construct, and should be subject to a secret roll by the GM to determine the final quality.

Rare Items and Equipment: The items in this category include items which are very hard to find or procure. In terms of equipment, it is always specially constructed, and it may be difficult to find a craftsman who can make it properly.

Heka-Connected Items: Those items which are required for Heka users of all sorts for rituals or as materia belong in this category. Items marked with an asterisk are capable of storing Heka. Also note that some of the listed items are covered in the sections on K/S Areas, and in the "Items of Magick" chapter in the **Mythus Magick** book.

Transportation

Personas with mounts, vehicles, or waterborne craft need to know some information about these important possessions. The lists on pages 121 and 122 should give you a very general idea of the types, cost, and physical or structural damage which can be sustained by the various animals and vehicles. Remember that these are *retail* prices for new and slightly used mounts or vehicles, and they only count against your Net Worth at *half* the above rate. Note, though, when you buy one later it adds only half its cost to Net Worth.

War horses, in ascending order are: the *Genet*, the *Courser*, the *Charger*, and the *Destrier*.

Riding horses come, in ascending order, in these types: the *Pony*, the *Palfrey*, the *Garron*, and the *Racer*.

Work/common horses come in these ascending types: the *Jade*, the *Cart*, the *Dray*, and the *Draft*.

Descriptions Of Mounts: The following descriptions explain what the entries on the Mounts Table cover.

Ass: The donkey or burrow. A beast of burden able to carry a load of about 150 lbs. at the maximum.

Camel, Bactrian: The two-humped camel of Central Azir, stronger but slower than its cousin, the Dromedary, and able to bear about 500-lb. burden.

Camel, Bactro-Dromedary: A cross between the Bactrian and Dromedary camels, it is strong and fast (able to bear about 650-lb. burden), but very ill-tempered and rare.

Camel, Dromedary: The warm desert, single-humped camel of Afrik able to carry up to 350-lb. weight.

Elephant, Afrikkan: The loxidont. It can carry at least a 2,000-lb. burden without being appreciably slowed.

Elephant, Azirian: The standard elephant, slightly smaller than its Afrikkan cousin, able to bear loads of 1,500 lbs.

Horse, Cart: A "plug" which is of low quality and moderate strength. Some are used for riding, and it can carry a burden of about 200 lbs.

Horse, Charger: A medium-to-large warhorse able to carry 300+ lbs.

Horse, Courser: The smaller, faster warhorse able to bear about 250 lbs.

Horse, Destrier: The massive warhorse able to carry 350+ lbs.

Horse, Draft: A plow or heavy-load animal. One can bear a riding load of 350 lbs.

Horse, Dray: A carriage or coach draft animal. It is roughly equal to a Garron.

Horse, Garron: A sturdy saddle horse able to carry a 300-lb. weight.

Horse, Genet: The smallish but tough warhorse able to carry 250 lbs.

Horse, Jade: A nag of poor quality used as a saddle horse, and able to carry 200 lbs.

Horse, Palfrey: A good, easy-gaited saddle horse able to carry about 250 lbs.

Horse, Pony: A small but sturdy saddle horse able to carry about 200 lbs.

Horse, Racer: A good, fast, saddle animal with the ability to carry 200-250 lbs. weight.

Mule: A hybrid between an ass and a horse. They can be used for riding, packing, or draft/plow work. In the first two capacities they can bear about 200 lbs. weight.

Pony: A species of horse smaller than all others which otherwise has the characteristics of the ass.

STANDARD ITEMS TABLES

Clothing Table

Description	BUC Value
Belt	10
Boots, high, hard	150
Boots, high, soft (or fine shoes)	100
Boots, low, hard	75
Boots, low, soft (or shoes)	50
Cap	15
Cloak	75
Girdle, broad	75
Girdle, normal	50
Hat	30
Robe	50
Cape	30
Cloth, cotton, bolt	15
Cloth, linen, bolt	15
Cloth, wool, bolt	25
Dress	75
Gloves, cloth	5-10
Gloves, leather	25-50
Needle, sewing	1
Scissors	10
Shirt/blouse	30
Thread, 1 spool	2
Trousers/skirt	25

Thieves' Items

Description	BUC Value
Beeswax, 1 pound	5

Livestock

Description	BUC Value
Chicken	3
Cow	350
Dog, guard	150
Dog, hunting	100
Goat	50
Hawk, large	200
Hawk, small	100
Ox	500
Pig	200
Pigeon	1
Piglet	25
Sheep	75
Songbird	10+

Tack

Description	BUC Value
Bit and bridle	75-150
Harness	30-60
Saddle	200-1,000
Saddlebags, large	50-250
Saddlebags, small	30-150
Saddle blanket	5

Fur

Description	BUC Value
Beaver, pelt	200
Ermine, pelt	200
Fox, pelt	300
Marten, pelt	200
Mink, pelt	100
Muskrat, pelt	100
Sable, pelt	500
Seal, pelt	500

Musical Items

Description	BUC Value
Drum	50-500
Fife	50-500
Flute	50-500
Gong	50-500
Horn	75-750
Lute	100-1,000
Pipes	50-500
Recorder	50-500

Provisions

Description	BUC Value
Ale or beer, pint	1-5
Brandy, pint	3-15
Bread, loaf	0.5-1
Flour, 10-lb. sack	5
Grain, horse meal, 1 day	2
Rations, standard, 1 week	50
Rum, pint	5
Wine, quart, good	20
Wine, quart, watered	10

Furniture

Description	BUC Value
Bench, wooden	50
Bowl, pewter	20
Bowl, pottery	5
Carpet, small	50-250
Chair, wooden	100
Cup, pewter	15
Cup, pottery	1
Curtains/drapes	25-100
Cushion	5-25
Cutlery, copper	2
Cutlery, pewter	5
Decanter, crystal	500
Decanter, pottery	10
Goblet, pewter	25
Mattress, straw-filled	25
Mattress, down-filled	250
Pillow, feather	25-50
Plate, pewter	10
Plate, pottery	3
Sconce, wall	4
Stool	15
Table	200

Miscellaneous

Description	BUC Value
Backpack, leather	50
Bag	5-25
Barrel	25
Basket, large (bushel)	5
Basket, small	1
Bird cage	20-100
Blanket	10-25
Bucket/pail	5-20
Candle snuffer	2
Candle, tallow	0.5
Candle, wax	1
Cask	10
Chain, iron, heavy	1/foot
Chain, iron, light	0.5/foot
Chain, iron, medium	0.75/foot
Charcoal, 10-lb. bag	2
Chest, wooden, large	125
Chest, wooden, small	50
Coal, 10-lb. bag	1
Comb	0.5
Dice/knucklebones, 1 pair	1
Grindstone	10-25
Hacksaw	5
Hairbrush	3
Jar	1
Jug	5
Keg	25
Ladder, 15'	75
Lamp, oil	15
Lantern, hooded	75
Lard, pint	1
Nails, iron, 100	10
Oil, lamp, quart	5
Padlock & key	50
Paintbrush, medium-large	10
Paint, 1 gallon	30
Pepper, pound	100
Pick axe, mining	30-60
Pipe, smoking	15
Pipeweed/tobacco, 8 oz. pouch	5
Pole, 10'	5
Pouch, belt, large	10
Pouch, belt, small	7
Powder, chalk	1
Pulley	5-25
Quilt	50-150
Quiver, 1 doz. arrows cap.	15
Quiver, 1 score arrows cap.	25
Quiver, 1 score bolts cap.	20
Quiver, 2 score bolts cap.	35
Rope, 50'	10
Sack, large	8
Sack, small	5
Salt, pound	1-5
Scabbard, broad	100
Scabbard, long	100
Scabbard, short	60
Scabbard, sword, bastard	150
Sheath, dagger or knife	30
Skin for water or wine	5
Soap, 8 oz. bar	1-5
Spade/shovel	25-50
Spike, iron, large	1
String, 50'	0.1
Tinderbox, with flint & steel	5
Torch	1
Whetstone	5
Whistle	2

SPECIALLY CONSTRUCTED ITEMS TABLES

Clothing

Description	BUC Value
Beaver, cape or jacket	2,000
Beaver, coat	4,000
Beaver, trimming on garment	200
Ermine, cape or jacket	27,000
Ermine, coat	54,000
Ermine, trimming on garment	900
Fox, cape or jacket	3,000
Fox, coat	6,000
Fox, trimming on garment	300
Marten, cape or jacket	4,000
Marten, coat	8,000
Marten, trimming on garment	400
Mink, cape or jacket	9,000
Mink, coat	18,000
Mink, trimming on garment	600
Muskrat, cape or jacket	1,000
Muskrat, coat	2,000
Muskrat, trimming on garment	100
Sable, cape or jacket	45,000
Sable, coat	90,000
Sable, trimming on garment	1,500
Seal, cape or jacket	1,250
Seal, coat	2,500
Seal, trimming on garment	250

Miscellaneous

Description	BUC Value
Beacon	400
Bell, large	1,000-5,000
Bottle or flask	2-20
Box, iron, large	300-600
Box, iron, small	100-300
Chain, iron, fine, small, foot	2
Crampons, each	2
Crowbar	25
Dice/knucklebones, 1 pair, loaded	50
Drill, iron	25
Glue, 8 oz. pot	2
Grapnel	20
Grappling hook (for ships)	5
Lantern, bull's-eye	20
Lantern, waterproof	50
Manacles, pair & key	200
Metal file	20
Mirror, large metal	350
Oil, waterproofing, pint	3
Padlock w/poison reservoir & key	500
Pliers	10

Musical Items

Description	BUC Value
Bandore	150-750
Chime	20
Harp	500-5,000
Lyre	275-3,000
Mandolin	280-4,000
Rebec & bow	300-3,500

Furniture

Description	BUC Value
Armchair, padded	750
Armchair, wooden	350
Bed, four-poster	1,750
Bench, padded	500
Bookcase, 4'×5'×1'	1,250
Bowl, silver	100-1,000
Buffet	2,350
Cabinet	750-4,000
Chair, padded	500
Chandelier	5,000+
Chest of drawers	500-2,500
Cup, silver	100-1,000
Cutlery, silver	50/piece
Decanter, silver	400-4,000
Desk	500-5,000
Goblet, crystal	100-250
Goblet, silver	200-2,000
Kettle, iron, various sizes	25-250
Loom	300-700
Mattress, down-filled	2,000
Plate, silver	150-300
Rug, large	1,500-10,000
Sofa or couch	1,500-5,000
Tub	200-500
Wardrobe, plain	500-1,000
Wardrobe, with mirror(s)	1,000-5,000

Thieves' Items

Description	BUC Value
Climbing hook and line	100
Drills and chisels	100-300
Hearing cone	5
Key-making set	250
Magnifying lens	10
Thieves' picks & tools	300
Utility suit	150

Torture Items

Description	BUC Value
Branding iron	20
Cage, human-sized	150-250
Chair with straps	300
Clamp	30
Iron boots	50
Iron maiden	1,500-3,000
Stocks	250-1,000
Thumb screws	100
U-rack	250
Vise	75

RARE ITEMS TABLES

Furniture

Description	BUC Value
Mirror, 1 sq. foot	20

Clothing

Description	BUC Value
Cloth, satin, bolt	250
Cloth, silk, bolt	750
Cloth, velvet, bolt	500

Miscellaneous

Description	BUC Value
Brocade/satin	500
Brocade/silk	900
Cologne/perfume, 1 oz.	50-500
Incense, rare, 1 oz.	5-50
Ink, 2-oz. pot	1
Ivory, pound	50
Mirror, small, silver	50
Paintbrush, fine	2
Razor	25
Spice, rare, oz.	10-100
Unguent, rare	25-250
Metal-eating acid, pint	50
Miniature lantern	25

HEKA-CONNECTED ITEMS TABLES

Alchemical Items

Description	BUC Value
Alanthor*	10,000-50,000
Alembic	50-100
Balance & weights	200
Basin*	5,000-25,000
Beaker	10
Bellows*	5,000-25,000
Brazier*	5,000-25,000
Cauldron*	10,000
Crucible	50-5,000
Funnel	10
Furnace	100-500
Hourglass	100
Lens, concave or convex	50
Mortar & pestle	10-50
Tongs	10
Tube, glass (container or piping)	2
Tweezers	2
Water clock	100

Herbs

Description	BUC Value
Belladonna, sprig	1
Garlic, bud	0.5
Wolfsbane, sprig	10

*Items that can store Heka.

Religious Items

Description	BUC Value
Beads, Prayer*	10-100
Incense, stick	0.10-5
Symbol, holy, iron*	10-50
Symbol, holy, silver*	50-75
Symbol, holy, wooden*	5-25
Holy water, 1 oz.	1

Miscellaneous

Description	BUC Value
Air bladder	5
Book, blank, 100 pages, papyrus	750
Book, blank, 100 pages, parchment	300
Book, blank, 100 pages, vellum	500
Book, blank, 100 pages, paper	1,000
Box, small, gold	10,000+
Box, small, lead	100-1,000
Case, bone, map or scroll	100-500
Case, leather, map or scroll	75-150
Paper, 1 sheet	0.50
Papyrus, 1 sheet	0.75
Parchment, 1 sheet	0.35
Pen, fine, wood or metal	5
Pen, quill	1
Tome (containing Castings)	1,000-10,000
Vellum, 1 sheet	1
Vial, ceramic	5
Vial, crystal or metal	25-100

MOUNTS TABLE

Type Of Mount	*Price Of Mount*	*Physical Damage Points*
Ass	3D3 x 100	100 + 3D10
Camel, Bactrian	6D6 x 500	200 + 5D5
Camel, Bactro-Dromedary	7D6 x 500	200 + 6D6
Camel, Dromedary	6D10 x 500	175 + 5D10
Cart	4D5 x 100	70 + 5D20
Charger	Base 40,000	240-280 + 1D20
Courser	Base 30,000	230-260 + 1D20
Destrier	Base 50,000	250-300 + 1D20
Draft	3D3 x 1,000	240 + 1D20
Dray	1D10 x 1,000	230 + 1D20
Elephant, Afrikkan	Base 125,000	400-475 + 2D20
Elephant, Azirian	Base 100,000	375-450 + 5D5
Garron	5D6 x 1,000	180 + 5D6
Genet	Base 30,000	220-250 + 3D10
Jade	2D10 x 100	80 + D%
Mule	5D6 x 100	100 + 10D10
Palfrey	6D3 x 1,000	160 + 5D10
Pony (Horse)	4D6 x 1,000	140 + 6D6
Pony (True)	5D6 x 100	50 + 10D6
Racer	1D20 x 1,000	140 + 5D10

LAND VEHICLES

Type of Vehicle	*Price of Vehicle*	*Damage Points*
Cart	500 + (2D3 x 100)	20 + 2D10
Buckboard	1,000 + (3D3 x 100)	50 + 1D10
Wagon	2,000 + (2D6 x 500)	100 + 3D20
Carriage	5,000 + (3D3 x 1,000)	200 + 5D20
Coach, royal	50,000 + (6D3 x 1,000)	250 + 5D20

WATERBORNE VESSELS

Type Of Craft	Price Of Craft (BUCs)	Damage Points	Base Move††† — Conditions — Normal	Adverse	Favorable
Raft, Sm./Lg.	100 + (2D3×50/100)	50/+5D10	6	3	9
Skiff/Rowboat	300 + (3D3×50)	50 + 2D10	8	4	12
Canoe/Kayak*	500 + (2D3×50)	25 + 1D10	9	6	15
Boat, Long**	800 + (2D3×100)	50 + 5D6/1D10	12	6	18
Canoe, Outrigger†	750 + (2D3×50)	25 + 2D10	15	9	21
Sailboat Small	2D6×1,000 + 100/foot	75 + 1D10	a	b	c
Sailing Ship, Sm.	5D10×1,000 + 100/foot	250 + 5D10	a	b	c
Galley, Small	3D6×1,000 + 250/foot	200 + 5D6	16/a	8/b	24/c
Sailing Ship, Lg.	5D6×1,000 + 1,000/foot	500 + 5D10	a	b	c
Warship	10D6×1,000 + 1,000/foot	600 + 1/foot	a	b	c
Galley, Large††	10D6×1,000 + 500/foot	300 + 10D6	12/a	9/b	27/c

*Includes collapsible boats

**Includes gigs, jolly boats, launches, etc.

†Assumes a large craft with numerous paddlers and a sail; otherwise treat as a canoe

††Includes the Galleass *et al.*

†††Under sail various craft perform quite differently, including those within a class. However, this is a work dealing with game rules to which sailing is incidental, so we will offer only the following guidelines, but you may expect that a work on ships, sailing, and naval battles will eventually be released as an accessory to this game and others in the modular system.

Maximum rates of movement shown cannot be maintained for extended periods, i.e., more than one or so Action Turns, when physical labor (paddling or rowing) is the sole means of sustaining this speed. Of course, current or wind negates this stricture.

a: equals 50% of wind speed
b: equals 25% of wind speed
c: equals 75% of wind speed

VESSEL SPEEDS

Wind Speed	Boat	Small Sailboat	Small Galley	Small Ship	Large Galley	Large Ship
1-5 mph	c	a	a	a	b	b
6-10 mph	c	a	a	a	a	b
11-15 mph	c	c	c	a	c	a
16-20 mph	a	c	c	c	c	a
21-25 mph	a	c	a	c	c	a
26-30 mph	a	a	a	c	a	c
31-35 mph	b	a	a	a	a	c
36-40 mph	b	b	b	a	b	c
41-45 mph	**b**	b	b	b	b	a
46-50 mph	***b***	b	**b**	b	b	a
51-60 mph	***b***	**b**	***b***	**b**	***b***	a
60 mph+	***b***	***b***	***b***	***b***	***b***	**b**

Notes: Boldface **b** indicates than a poor or inexperienced captain is in danger of foundering in this sort of wind.
Italic boldface ***b*** indicates the vessel is in danger of damage or sinking if in the open sea in such a wind.
Treat a Scand longship/dragonship as a small/large galley when oared, as a small sailing ship when under sail or in high winds.

TURNING RADIUS

Craft Type	Turning Radius
Small, paddled craft	60°
Small, oared craft/Large paddled craft	45°
Small galley	30°
Large galley	15°
Small sailing vessel	10°
Large sailing vessel	5°

CORE GAME SYSTEMS

THE K/S OPERATIONAL SYSTEM

One concept central to almost all roleplaying games is that of abilities and skills. In the **Mythus** game, personas have a number of Knowledge/Skill Areas which represent what sorts of activity they are skilled at or knowledgeable in and corresponding levels of STEEP (Study/Training/Education/Experience/Practice) points, which represent just how proficient they are. Basically, during the course of a game, either a player will announce the wish to use a K/S or the gamemaster will ask a player to do so. Usually the gamemaster will only make such requests when so directed by the scenario or the particular situation.

For example, the adventure text might specify that all HPs who see a certain rune can make a *Dweomercræft* K/S roll to recognize it as ancient symbol of power used by the Ægyptians. When the HPs actually find the rune, the GM may then proceed to ask them to make *Dweomercræft* K/S rolls, and those that do so successfully will recognize the rune. Those who fail, of course, will know nothing about it...unless their fellow HPs tell them.

Likewise, during the course of an adventure, players might make K/S rolls of their own initiative in order to pull off some scheme. For example, while playing Dirk Galligher, we are informed by the GM that a suspicious persona Dirk noticed has just left the local inn and ducked into a dark alley. We announce that Dirk will follow cautiously, and we make a roll against his *Police Work* K/S (*Shadowing* Sub-Area) to follow the suspect without being noticed. If we succeed in the roll, then Dirk will be able to trail him without being detected, but if we fail, then the mysterious figure will notice Dirk and probably attack, take evasive action, or otherwise try to get rid of him. If we do fail the roll and he tries to get away, it might be possible for us to pit Dirk's *Endurance* K/S against the persona to keep up with him despite his evasive maneuvers (see "K/S versus K/S Rolls," on page 127).

In any event, the GM will always decide if using a Knowledge/Skill Area is possible, sometimes which K/S (and Sub-Area) must be used, and how difficult it will be to do so. The actual process for making the roll is called the K/S Operational System, and is described in the next section.

Making Rolls Against STEEP

When the GM has decided that a K/S roll is to be made, either by requesting that a player do so or agreeing to allow the player to, the GM must then determine the *Difficulty Rating* (or DR for short) of the attempt. As in real life, some undertakings in the **Mythus** game are more difficult than others. For example, not all locks are as easy to pick, not all noises are as easy to hear, not all runes are as easy to recognize, etc.

There are six ratings of DR which vary from "Easy" to "Extreme," and the harder the DR the tougher the roll. The usual level for most K/S rolls is "Moderate," and it can get harder or easier from there depending on the situation. See page 125 for tips for the GM on how to assign DRs.

Once the GM has determined the DR, it is time to figure out something else called the *K/S Chance*. In order to do this, cross-reference on the Standard Difficulty Ratings table and find the multiplier which corresponds to the DR assigned to your roll.

Once you have the multiplier, proceed to multiply it by your STEEP rating (round down) to determine the K/S Chance for that roll. *In order to succeed, you must roll your K/S Chance or less on D%.* For example, let's assume that Alyssa—who has a *Dweomercræft* (Gray) *STEEP of 43*—was one of the adventurers who found the rune mentioned above. The scenario states that recognizing it would be a "Difficult" feat, and so Alyssa must multiply her STEEP by 0.5. She does so and comes up with a K/S Chance of 21, and so must roll a 21 or less on D% in order to recognize this rune and its significance. Had the GM ruled that this was a "Moderate" feat, then Alyssa would have *had an 86% chance to succeed, or but a mere 4% chance had it been* assigned a DR of "Extreme."

Standard Difficulty Ratings

Difficulty Rating	*Multiplier*
Easy	3
Moderate (Usual level)	2
Hard	1
Difficult	0.5
Very Difficult	0.25
Extreme	0.1

Rolling Against HP Statistics

It is also possible to find yourself rolling against your HP's TRAITS, CATEGORIES, or ATTRIBUTES, if a specific K/S Area doesn't apply.

TRAITS: In a situation which is obviously a test of our HP's Physical abilities, the GM could just as easily have us roll against his Physical TRAIT at a DR of "Difficult" to resolve the situation. That would give Dirk a 49% chance of success, and would make it simpler for the gamemaster. Or, in a test of will, we might need to roll against his Spiritual TRAIT to determine the outcome. Since the TRAIT scores of Heroic Personas tend to be fairly high, this method will only be used rarely, when there is no clear CATEGORY or K/S Area which fits—or when the chance for a persona's success is fairly good.

CATEGORIES: A much more reasonable way of finding the outcome of an activity is to use a persona's CATEGORY score. These are high enough to give the HP a reasonable chance to succeed, and the task can be narrowed to a meaningful HP statistic. If you were trying to lift a large, heavy treasure chest, for example, you might have to make a roll using your PM score. A roll against your SP might allow you to get the feeling that you're being watched, or a roll against your MM might allow you to remember a bunch of hastily studied information found during a scenario. Handle such a roll exactly as you would a regular K/S roll, but substitute your CATEGORY score for the STEEP rating.

ATTRIBUTES: Then again, if the GM really needs to narrow down the chance to match the HP's relative abilities, he or she can also use ATTRIBUTE scores. For example, the ability to rapidly and accurately manipulate a delicate mechanism would require great manual dexterity—or Physical Neural Speed (PNSpd). A gamemaster who wanted to give the persona in question a slightly better chance could say that the task had a DR of "Moderate," or even "Easy," allowing for a better percentage chance of success.

Combined Efforts

When two or more Heroic Personas work together to accomplish a task, they may combine their STEEP levels or CATEGORY scores into one giant total to use in a single roll. Exactly how many would be able to work on it at once depends on the situation, and it is up to the gamemaster to come up with a logical figure. A treasure chest, for example, might be just large enough for only two people to combine their efforts to lift it. An elaborate scam, however, might have three or four seasoned mountebanks involved. Exactly how much of your STEEP you can contribute depends on how many people are involved. The first two HPs can add in their full totals, after that the personas are limited to contributing a certain percentage (drop fractions) of their full total. The amounts of these percentages are listed on the Combined Efforts table at the bottom of this page.

Once the total combined STEEP has been arrived at, it will be up to the player whose persona made the largest contribution to actually make the roll. If two or more of the personas made equal contributions, then it will be up to them to decide among themselves who gets to do so. For example, a group of five scheming criminals are trying to bilk a rich noble out of a large sum of money. The GM rules that this is an "Extreme" feat, and the five mountebanks go about their research and combine as much of their *Criminal Activities, Mental* STEEP points as they can. The leader and his right-hand man have STEEP ratings of 65 and 53, respectively, and they will be allowed to combine their full amounts. The next two con men have scores of 44 and 41, of which they will each be allowed to contribute 50%, or 22 and 20 points respectively. The remaining mountebank may contribute 25% of his STEEP level of 40, or 10 points, and the scores are all combined for a grand total of 170. This is multiplied by the "Extreme" multiplier of 0.10, yielding a total K/S Chance of 17. The leader of the group rolls a 13, and the scam succeeds! It's probably a good idea for them to "make tracks" (possibly another roll...) at this point, before the noble finds out he was cheated!

Combined Efforts Of Diverse K/S Areas: Many times, more than one persona will become involved in an effort to accomplish a common goal, and they will apply different abilities to achieve that end. This differs from other combined efforts because the latter considers STEEP in *like* K/S Areas, and here we are using different Areas to reach a common goal. Use the following guidelines for handling these matters:

One Heroic Persona will be the individual in charge of the project employing diverse K/S Areas. The principal HP will then select one Knowledge/Skill Area which will be the main one, the chief used to attain the goal desired. This is the *Central K/S Area.*

The other personas and different K/S Areas involved must each logically aid the Central Area in a direct fashion, or else they cannot lend STEEP percentage to the final determination of success.

Combined Efforts

# of Participants	Contribution
3-4	50% each
5-6	25% each
7+	15% each

Only a limited amount of personnel will prove useful in any project. This means that between 1 to 12 (1D3, 1D6, 2D3, etc., GM's option) people will be of any direct help in any particular project, and that figure must be intelligently ruled on by the GM in each and every varied situation.

Each related skill will adjust the level of success roll by 10% of its STEEP total (dropping all fractions, case by case), and on the average three to six diverse K/S Areas may be used in this endeavor.

Such K/S additions, while useful to the effort and adding to its chance of success, do not negate the personal involvement of the persona who is operating the venture or is the project's coordinator (director), and that HP still must figure only her or his own STEEP against the table when an Automatic or Special Failure has occurred. (Check the K/S Failure chart on the next page.)

To obtain high-quality assistance (STEEP above 33) from Other Personas in such a project, it will take a higher level of expense. Any OP with less than 33 STEEP will require payment of standard type (going market value for average skill). Those OPs with 34-66 STEEP are highly skilled and will assist for twice the cost of the less-skilled (under 34). Those of 67+ STEEP will want a piece of the action. It is very easy to figure this with income generation of the project, for you simply agree that for every point above 66 that the OP has, he or she receives base compensation plus a percentage point of the profit from the job, so someone with a STEEP of 76 would get 10% of the profit. (In many real situations the extra money from a Special Success does not get figured into the profit percentage for the "help," and the GM must decide if this will be the case in any given situation.) A "top man" with his 76 STEEP would give you a 7% adjustment to the project's STEEP chance for success, but it would not count toward anything in the case of an Automatic or Special Failure (see below) based solely upon the Central K/S Area STEEP of the persona managing the whole. (That HP might be "the star of the play," but if it's a box office disaster, the persona doesn't share determination.)

For anyone to "give of themselves without thought of reward" to promote a venture means a "matter of principle" and "great conviction," "dedication," "total commitment," "belief" and so on. Many times this means eventual just compensation for efforts put forth, although "mitigating circumstances" may modify this as is the judgement of the GM (in other words, let the persona cheat the poor dupes who believed...).

Rolling Via Guesswork

"That's all very well," you might ask, "but what do you do if you need to roll against a K/S in which your HP has no STEEP? Or use a Sub-Area that the HP hasn't gained yet?" It *is* possible to succeed in such rolls, though very difficult. For a K/S that your HP doesn't have at all, calculate the roll as if the persona had a STEEP total of 1. Note that a DR of "Hard" is the toughest your roll could get and still give you a chance of succeeding. (It's rather difficult to roll less than a 1 on D%.) If your HP has a K/S but lacks the needed Sub-Area, go ahead and use the HP's full STEEP, but increase the DR by *two!*

Thus if Dirk Galligher needed to make a "Moderate" roll against the *Astronomy* K/S, which he doesn't have, he would have but a 2% chance of succeeding. If he needed to make a "Hard" roll against the *Riding* (*Camels* Sub-Area) K/S, he would calculate the K/S Chance with his *Riding* STEEP of 36, but would have to do so against a DR of "Very Difficult" (7% chance) because he doesn't have the *Camels*

Sub-Area. *Note, however, that if you don't specifically have a Heka-using Area when it's called for, then you can't use it at all!*

Sometimes, though, the gamemaster might wish to allow for a higher default STEEP than the requisite 1 point. This latitude applies mainly when the missing K/S Area is one in which any above-average persona in the campaign milieu would have some capacity of application. Areas such as *Current Events, History,* and *Sports, Individual* might be applied with above 1 STEEP point capacity by most Heroic Personas. Thus, for such skills and knowledge, the GM may allow a default STEEP above 1 point and as high as the K/S Area's corresponding ATTRIBUTE if that seems reasonable. For example, if Alyssa needed to make a *Biography/Genealogy* roll, she might do so as if she had a STEEP equal to her MMCap ATTRIBUTE of 16, if the gamemaster deemed she spent a reasonable amount of time keeping tabs on the information sources which dealt with the appropriate knowledge in question, and it was local or regional in nature. While 16 isn't great, it's a lot better than 1 and in many cases a more reasonable base. The GM is cautioned, however, not to allow too much latitude to HPs, especially when low ("Easy") DR modifiers are to be applied to rolls.

K/S Areas to which this allowance might apply are:

Appraisal	Jury-Rigging
Domestic Arts & Sciences	Logic
Ecology	Political Science
Biography/Genealogy	Sociology/Culture
Gambling	Boating
Games	First Aid
Geography/Topography	Mountain Climbing
History	Religion
Influence	Sports
Law	Travel

Note that there are obvious factors which apply. The two general areas of consideration are the Heroic Persona and the player. If the HP is so played as to spend time in the game outside the adventure scenarios *doing* things which relate to the K/S Area, then a higher default STEEP can be allowed without concern on the part of the GM. Likewise, if the player is actually in possession of some degree of knowledge or skill in the Area, and it is not unreasonable that the HP might also have such capacity, the gamemaster can also feel comfortable to apply a greater default STEEP. In all other cases, though, the 1 point is adequate, reasonable, and equitable!

Special Successes and Failures

In addition to those mentioned above, there are two other conditions to keep in mind while rolling. First of all, if the number you roll is equal to 10% (again, drop fractions) or less of the K/S Chance, then you have scored a *Special Success,* which means that you did really well! Likewise, if you rolled a number from 96-98, then your roll probably failed, regardless of how high your K/S Chance might have been. If you were really unlucky and rolled a 99-100 (i.e., a 00), then you have scored a *Special Failure,* which means that not only have you failed in your attempt to use that K/S Area, but you have messed it up especially badly!

For example, Alyssa is trying to stake out a busy street for the arrival of two known assassins. She has a *Surveillance/Security* STEEP of 34 and the GM assigns this attempt a DR of "Hard," thus giving her a K/S Chance of 34 to roll against. If she rolls a 1, 2, or 3 then she will be so successful that she can overhear part of their conversation without them even being aware she is doing so! In another situation, Alyssa is trying to watch a particular building for any signs of peculiar activity. The GM rules that this is an "Easy" feat, thus giving her a K/S Chance of 102 and a 10% chance for a Special Success. If, however, she rolls a 96 or higher then she will overlook the obvious (Automatic Failure), and if she rolls a 99 or 100 (Special Failure) the occupants will probably notice her!

As far as rolls using unknown K/S Areas or Sub-Areas go, no Special Success is possible with a K/S Area that you don't know at all, though you can roll one at the normal (10% of K/S Chance) rate if you are just missing a Sub-Area. Special Failure, however, is very likely when making such rolls. *Any result of 96-100 counts as a Special Failure with a K/S Area that you don't have,* and *any result of 98-100 counts as a Special Failure with a Sub-Area that you don't have.*

On the other hand, personas with very high STEEP ratings (51 or more) are less likely to be plagued by Automatic and Special Failures. The K/S Failure table lists which rolls will always count as failure for those with greater expertise.

Determining the Difficulty Rating (DR)

While the adventure scenario herewith lists the DR of all K/S rolls required in its text, there will be perhaps twice as many rolls made during the course of the scenario's play in which the determination of the Difficulty Rating will be up to the GM. The following is a brief summary of what each Difficulty Rating generally represents, and the gamemaster need only choose whichever one seems to best fit the situation.

Easy: This means that the application of the K/S is ordinary, customary, and undemanding. It is a typical and routine usage of an Area which can be performed with only basic levels of STEEP. An herbalist diagnosing a poison ivy vine, for example, would do so at a DR of "Easy." Such individuals tending to a snakebite might also be assigned an "Easy" if they had all of the right materials (something to clean the wound with, the proper herbs, and bandages), or they might have to face a "Moderate" or worse under more difficult circumstances. (An attempt to treat a victim in a dark, slimy cave, and using only a dim brazier for light, and few of the proper medicinal herbs would be more like an "Extreme"!)

Moderate: This is a slightly more difficult application of a K/S Area. This DR assumes that the task is not exactly routine, but is not terribly tough.

K/S Failure

K/S STEEP	*Automatic Failure*	*Special Failure*
1-50	96-98	99-00
51-60	97-99	00
61-70	98-99	00
71-80	99	00
81+	*	*

*If a 100 is rolled, then roll 1D6. On a roll of 2-6 the result is Automatic Failure, but if it is a 1 then the result will be the dreaded Special Failure.

either. Most K/S rolls will be made against a "Moderate" Difficulty Rating.

Hard: This indicates an especially tricky and/or complex task which requires the full attention and effort of the HP so doing, but still not one so tough as to sorely press those with at least a fair level of STEEP. Writing the rules for a roleplaying game is a good example of a task which is at least DR "Hard." (Believe us, it is!)

Difficult: This means a task which is demanding for anyone, regardless of STEEP ability, because of poor conditions, great complexity, and/or tremendous complications. Extreme precision might be called for. Materials could be lacking, time might be short—any number of things could make for a "Difficult" DR. It's not easy to hit the bull's-eye of a target! An unfamiliar weapon, haste, or distractions might make it "Hard" at Point Blank range, or "Extreme" at distances beyond that. Making such a shot on a windy day will probably be "Hard" regardless of any other considerations, and "Difficult" if tougher factors are added in. In a similar vein, think of performing a long jump which is at the limits of your ability. Say you can usually manage 14 feet and have once made it 16 feet. A 15-foot distance would then be "Difficult."

Very Difficult: This is just one step more demanding than "Difficult," and for all of the same reasons. In the example of the long jump above, hitting your top distance, 16 feet, rather than 15 feet, might well be "Very Difficult."

Extreme: This indicates a task at the very limits of possibility for the individual. Take a task which is "Hard" or "Difficult" to begin with, throw in a few added complications, and you could very well wind up with a DR of "Extreme." The same could apply to even an "Easy" task when an attempt is made to perform it under very trying conditions (see the example of the snake bite, above). Following the last example, long jumping 17 feet—or even 14 feet with a strained ankle—could qualify for a Difficulty Rating of "Extreme."

Other Comments: For somewhat more precise DR calculation, this second method is likewise given. As mentioned above, it is usually a good idea to start with "Moderate" and work your way up or down. Try to consider all of the aggravating and/or helpful circumstances surrounding the attempt. A step of one level of DR is good for a minor to medium factor, and a change of two or so is good for a major one. For example, Alyssa is trying to recognize that rune mentioned above. It is only a small sketch on faded parchment, and it was not a very well-known symbol (a minor factor raising the DR to "Hard"). Furthermore, this symbol is not often used by Dweomercræfters, and is thus a very obscure rune (a major factor raising the DR to "Very Difficult"). On the up side, however, a local mage knows of it, and has used it on occasion (thus bringing it down one for a final result of "Difficult").

In a more complex example, Dirk Galligher is trying to sneak through the grounds of an EP's heavily guarded chateau from the outer wall (which he already climbed) to a ground-floor window—which will draw upon his *Criminal Activities, Physical* (*Stealth* Sub-Area) K/S. The GM rules that but one such roll will be necessary to cover the distance, and sets about defining the situation: The grounds cover about 20 acres altogether, but the building still sits only about 175 yards from Dirk's position. It's at night, and, as it had rained heavily that afternoon, the ground is covered in a swirling fog. Dirk is dressed all in black and is wearing very quiet, padded footwear. On the down side, there are two gargoyles on the roof of the house who watch for intruders.

Additionally, four teams each of one guard and one watchdog patrol the yard on foot. The grounds themselves are bare of all vegetation save a soft carpet of grass and a few rows of small (3' - 4' high) shrubs. There are, however, a number of marble statues set about 30' or so apart. Each is roughly 6' high and 2' wide.

Now that we have listed just about everything that could affect the difficulty of sneaking up there, it's time to see what we can come up with in the way of a DR. First of all, we start with the "Moderate" rating and then take into account all of the trouble that the chateau's defenses will cause Dirk. Since the yard isn't huge as such yards go, both the gargoyles and the guards will boost the DR by around two each to a ranking of "Extreme." However, the weather, Dirk's stealthy dress, and the statues should be good for a reduction of two or so, and the GM offers Dirk an additional reduction of one if he gets down on the ground and crawls on his belly. The only problem with that is that it would take much longer to reach the house, and he would have to make additional rolls to get all the way there without being noticed (see "Handling Long Projects," page 128), and so Dirk declines to do so. Thus, having finished that, the GM gives this attempt a final DR of "Difficult." If Dirk fails his roll, he will be caught, the guards will alert the entire household as to his presence, and our hero will certainly find himself in a combat situation. Dirk may be able to kill a few of the guards and escape, but that's another story. (See the chapter on Combat, hereafter.)

This should serve to give you a general feel for how to set Difficulty Ratings. Deciding exactly what a DR should be is a very subjective activity; it's up to the GM's intuition, knowledge, and imagination to determine just how much to count all the aggravating/helping circumstances for. However, it's also good policy to talk over the situation with the players and reach a general consensus, too, even though the GM has the final word. On many occasions, the DR of a roll will have as much to do with how much the GM and/or scenario writer wishes to challenge the players as it does with the realistic level of difficulty. Note that in all cases, the word of the GM supersedes that of the scenario writer. If, for example, we were running the game with the rune and decided to make it easier to recognize, we could just say that it was less obscure and only make the players roll at "Hard," "Moderate," or even "Easy." Likewise, we could enhance the guard forces in the second example, give more cover, have something that Dirk could use to neutralize the dogs, or we could just keep the guard forces the same and arbitrarily lessen their impact on the DR calculation. On the other hand, we could do the same sort of thing to make succeeding in both examples *harder*. It all depends on what we feel is necessary to keep the game challenging but not too difficult for the players to have some HP success.

Optional Expanded Difficulty Rating Table: A six-category DR system is fine, and it covers most of the usual possibilities. It also allows random DR assignment for those times when the particular activity is variable. So does the optional DR method shown in the table at the bottom of page 127, which breaks the categories into 10 ratings, filling in the uneven gaps in the regular DR system.

When Heroic Personas are relatively weak in K/S STEEP points, you might wish to use only the first six DRs for all but the key places in an adventure. Thus, even though this optional table is based on 1D10, 1D6 can be used as well when random selection is desired.

Finally, no matter what modifications a DR may receive, it may get no easier than "Easy" (or "Very Easy") or harder than "Extreme." Just ignore any considerations which would push it past either of those two extremes.

K/S Versus K/S Rolls

Sometimes during the game there will be occasions when two personas will be using their K/S Areas against each other. One example of this is a mounted chase during which both riders will pit their *Riding* K/S against each other. Another good one is a vampire searching through a bedroom, looking for a small child hiding inside. In that case, the vampire's *Perception* K/S (*Search* Sub-Area) would be pitted against the child's *Criminal Activities, Physical* (*Hiding* Sub-Area) K/S. Note that this would apply only if the vampire already knew that the child was there! If the monster was unaware of that fact, then the youngster would only have to make a regular K/S roll to escape detection. However, when you do have to resolve such a dispute, you basically have each persona make a specially modified roll against the K/S that he or she is using. Unlike normal rolls, the base Difficulty Rating is not automatically "Moderate," but rather it depends on how the two opposing STEEP levels compare. To discover your base DR, subtract your enemy's STEEP rating from your own and consult the K/S Contest DRs table in the right-hand column.

Once you have the base DR for each contender, then go ahead and apply whatever modifiers the GM feels is necessary to take into account conditions that could be helping or hindering each participant. When applying such modifiers, however, it is usually simpler to make a strict distinction between what affects one persona and what affects the other. That is, a disadvantage applied to one persona should be used to increase that character's DR and not to decrease that of the opponent, and vice-versa.

For example, say that Dirk is arm-wrestling another HP in a bar, a contest that involves a competition between their PM CATEGORIES. While he is doing so, a girl comes up behind him and tickles him in the ribs, and another does the same to his opponent and pours beer over the poor fellow's head to boot! The DR of Dirk's roll would be increased due to his distraction, but would not be lowered due to his opponent's distraction. Likewise, the other HP would receive a penalty for being tickled, and yet another for having beer poured over his head, but would not get to roll at a lower DR due to Dirk being tickled.

As an example of this process, assume that in the situation mentioned previously where Dirk was trying to trail the persona in the alley, he failed his *Police Work* (*Shadowing*), roll and the man noticed him and is trying to flee on a stolen horse. Assuming Dirk can quickly acquire a mount to give chase, he has a *Riding* (*Horses/Mules*—Specialized) STEEP of 54, and his foe has a (Specialized) STEEP of 63 (which the GM determined beforehand). This gives Dirk a base DR of "Difficult" (54 – 63 = –9), and the EP a base DR of "Moderate" (63 – 54 = 9). In Dirk's favor, however, is the fact that he is riding a fast horse and the EP has to make do with a slow, uncooperative mount. The GM rules that this is good for a decrease of two levels, bringing Dirk's DR down to "Moderate." Not working in Dirk's favor, however, is a smoke screen which the EP has just unleashed from a magickal Casting, as well as the fact that the dark storm clouds which have been hanging around all day have suddenly begun to pour down rain. The GM rules that the smoke screen cancels the advantage Dirk gained from riding the faster horse—thus boosting his DR back up to "Difficult." Furthermore, his DR is worsened yet even more to "Very Difficult" because of the rain. Working in favor of the EP is his extreme familiarity with the area, which allows him to make sudden, surprising turns or bursts of speed every now and then. Working against him is the rainstorm, which makes it as hard for him to get away as it does for Dirk to keep up. The GM rules that the EP's familiarity lowers the EP's DR by one (to "Easy"), but then the rain brings it back up to where it was originally.

Once the final DR for each side has been determined, each of the participants need only make the roll. If one succeeds and the other one doesn't, then the former wins. Likewise, if both succeed but one rolled a Special Success then that persona wins, or if both failed but one rolled a Special Failure then that persona loses. If both rolls succeed or fail by a similar, general degree, then a tie of sorts has resulted, if a tie is possible. If a tie is not possible at all, then each opponent must again roll until the process yields a winner. Note that if someone does roll a Special Success or a Special Failure on the final roll of a contest, then the regular advantages or disadvantages should be applied normally.

K/S Contest DRs

Remainder	*Base DR*
11 or more	Easy
6 to 10	Moderate
5 to –5	Hard
–6 to –10	Difficult
–11 to –20	Very Difficult
–21 or lower	Extreme

Continuing the above example, both Dirk Galligher and the EP prepare to make their rolls. Dirk's STEEP of 54, when multiplied by his DR of "Very Difficult," yields a K/S Chance of 10. Meanwhile, the bad guy has a hefty advantage with a STEEP of 63 and a DR of "Moderate," the combination of which gives him a K/S Chance of 126. Both Dirk's player (us) and the GM then proceed to roll. We get lucky and come up with an 09, which just made it by 1! The GM, however, rolls a 98, which counts as an Automatic Failure! Thus, by some miracle, Dirk Galligher succeeds in keeping up with the bad guy despite the major hurdles thrown in his path—not that this sort of thing will happen often...

Optional DRs

Difficulty Rating	*Multiplier*
Very Easy	4*
Easy	3
Routine	2.5*
Moderate	2
Complex	1.5*
Hard	1
Very Hard	0.75*
Difficult	0.5
Very Difficult	0.25
Extreme	0.1

* New, optional DR multiplier

Frequency of K/S Rolls

If you have previous experience with roleplaying games and the use of skills, then you also have some idea when it is appropriate to allow a persona who fails a roll to be given another chance, as well as how to handle very long projects where just one skill roll is obviously

insufficient to complete the entire task. However, for those of you who are new to all of this, the following section will give you a feel for it. It should also help serve as a reminder of good guidelines for making such decisions for the experienced players and GM's as well, so read on!

As with figuring out what Difficulty Rating to make someone roll at, it is also up to the GM to make the final decision whether or not to give someone who fails a second chance or what specific combination of K/S rolls (and the time frame in which they are made) will be necessary to complete a lengthy task.

Try and Try Again: Generally speaking, a persona has one chance to succeed in a K/S roll, but if the persona fails then he or she *might* be able to try again provided that the following three conditions are met:

(1) The persona knows the attempt failed.

(2) The persona has the time and resources to try again.

(3) The persona didn't mess things up so badly the first time that further attempts are useless.

With regard to the first condition, it is important to keep in mind that with some K/S rolls it will be hard for an HP to tell whether or not the attempt was successful. For example, in the situation with the rune mentioned above, the HPs are provided with an opportunity to make a startling discovery. If Alyssa failed her *Dweomercræft* roll, she would *not* just sit there and say, "Gee, I just can't seem to notice that this is a rune of power used by the Ægyptians. Pardon me while I try again!" Another good example is if Dirk were hiding under his bed from a vampire. The cavalier would have no way of knowing whether or not he had succeeded (even though his player would know) until the vampire either attacked or floated by without paying him any attention.

Even more obvious than the first condition is the second time and resources, and it will be this one that prevents second tries most of the time. The most precious commodity is time. Even if an HP gets a second opportunity, the GM will require a certain amount of game time to pass before allowing another attempt. For example, if your persona fails a PM roll to try and pick up a heavy treasure chest and carry it up a flight of steps, the GM might require that the HP sit down and rest before giving it another try. Hopefully, the group of crazed fanatics in another part of the palace won't figure out where the HP is before the persona is ready to try again! Limits on resources are also troublesome. If, for example, an HP fails a *Riding* roll and injures his or her horse, that persona obviously won't get a second try until another horse is available!

The above example is also very good for illustrating the third condition, messing things up, as in an attempt to bribe a guardsman or persuade a roomful of people that they are about to be attacked by monsters. Obviously, if your Heroic Persona offers money to a guard and the arrests the HP for attempted bribery, it's not very likely that the guard is going to be receptive to another attempt. Also, if an HP fails an *Influence* (*Oratory*) roll while trying to speak to a number of patrons in a tavern, they are probably going to think that the character is crazy and will not pay attention to anything else that persona might say thereafter.

The usual way to really foul things up is to roll a Special Failure. In such a case things will always turn out so that *no* second attempt is possible. In the above example regarding the treasure chest, for instance, if you rolled a Special Failure then your HP might have pulled a back muscle or broken the chest's handles, making it impossible to try again. Or perhaps the HP accidently dropped it and it splintered into a million pieces. In the riding example, a Special Failure could make the difference between merely injuring your horse and breaking its neck.

Finally, when in doubt look up the K/S being used (See "The K/S Area Descriptions" beginning on page 137). Each description should give you a general feel for how the K/S works, and some Areas have definite rules as to how often they can be attempted.

Handling Long Projects: Usually a single K/S roll is sufficient to deal with a small to moderate-sized project. A *Perception* (*Search*) roll could check out anything from about as small as a suitcase to a 20 by 20 foot area. A *Riding* roll might cover five miles of chasing, or a *Police Work* (*Shadowing*) roll might cover three miles of trailing by horse or one mile by foot. A *Criminal Activities, Physical* (*Sneak*) roll might allow a persona to cover a few hundred yards outside or a few hundred feet inside. Time, as well as distance and size, is also a factor. It would take a persona a lot longer to belly-crawl somewhere than it would to run. A regular *Criminal Activities, Physical* (*Sneaking*) roll might cover the persona for from one Action Turn (see "Movement and Time," page 130) out in the open to but one Battle Turn or less when things are a bit more crowded! Once again, look up the K/S Area if you're not sure what one roll will cover. Most of the descriptions therein will give general guidelines for that, if not definite parameters. Note also that different K/S Areas have greatly different size projects which a single roll can cover. The *Creative Writing* K/S, for example, can cover whole books that might take many game months to write, whereas the *Acrobatics/Gymnastics* (*Jump*) K/S is good for but a single leap!

It is when the persona needs to use a K/S for a bigger and/or longer project than what one roll can logically or realistically cover that you need to make multiple rolls. Doing so is no big deal, but trying *to determine what happens when you succeed in one roll and fail in another can sometimes be a bit tricky.* On some occasions partial success will simply yield partial success. One example is with a *Perception* (*Search*) K/S roll, a single one of which might cover about a 20'×20' area. If your persona were searching a 40'×40' area, then you would have to make four such rolls to cover the entire thing (i.e., there are four 20'×20' areas in one 40'×40' area). A success on one roll would mean that the searcher found whatever there was (if anything) to find in the 20'×20' portion covered by that particular roll. If the searcher failed the next roll, then nothing would be noticed in the next 20'×20' section, but that failure wouldn't interfere with the success the persona had on the first. On other occasions, however, you must succeed in every single roll or the whole attempt fails. For example, it does the persona no good to succeed in one *Criminal Activities, Physical* (*Sneaking*) roll unless the persona succeeds in all of them, as any failure means that the character gets caught!

But in any event, it is up to the common sense of the gamemaster to decide for sure what happens when a series of rolls is not entirely successful or does not entirely fail. We recommend that a Special Failure on any one roll be allowed to completely mess everything up. In the above search process, for example, had the first roll been a Special Failure then the HP must have gotten something in an eye and been unable to concentrate on any searching at all!

THE MANY USES OF JOSS

During the course of a game, you will definitely come upon times when the dice just don't seem to be going your way, or perhaps you have to make some ultra-important roll upon which the very success of a mission, not to mention your HP's life, could depend. During such occasions you may find it helpful to spend some *Joss Factors* (JF for short). Though it is best to be conservative with your HP's Joss, as the amount you start out with will probably have to last you through the *entire* adventure, spending a few points can certainly make the difference between success and complete disaster!

Generally speaking, Joss operates by altering the "reality" of the game so that it favors the persona who spent the Joss Factors. 1 to 2 points will cause a minor to moderate shift in game reality, 3 to 4 points a major one, and from 5 to 6 an almost earth-shaking change. Note that *Joss cannot change results after the fact*. If you plan to use Joss to make a K/S roll easier or to cause a blow to hit automatically, you must spend the Joss *before* making the roll. Joss may, however, be used to ease the problems caused by a bad thing that has already happened. A JF can, for example, be expended in between the time that poison is injected and the time that it takes effect, or the effect of a blow already landed can be made minimal. If an HP falls off a cliff, spending Joss won't levitate the persona back to the top, but it might possibly allow the persona to land on or grab hold of any projection or ledge.

Once Joss is used, the only way to get more of it is to earn it through excellence of play or by spending Accomplishment Points (see page 134). The following list states some of the more common ways in which Joss can be used, but it is by no means complete. The things that Joss can accomplish are limited only by the imagination of the players and the GM.

(1) Joss can be used to decrease the DR of a task by one level per factor spent for your persona or a friend, or increase it for a foe. In the chase example above, if Dirk wished, he could spend one JF and lower his DR from "Very Difficult" to "Difficult," or he could spend as many as four and lower it to "Easy"! Likewise, he could increase the EP's DR from "Moderate" to "Extreme" by spending four JFs, thus stacking the deck for that contest very differently!

(2) Joss can be used to cause a single attack against oneself or an ally to fail automatically, or one against a foe to succeed automatically. This is good for but a single arrow from a bow or swinging of a sword. Doing so costs one JF. Note that any hit made to succeed automatically counts as but a "regular" strike and not as a "Special" (see Chapter 12, "Combat," to find out what are "Special Hits"). Also, keep in mind that the Joss must be spent *before* the attack is made. One can spend Joss after one has been hit to lessen the potential effects of the blow *before* the dice determine them, but once the roll has been made, it is too late to negate it entirely.

(3) Joss can be used to ease or worsen the effects of a blow already struck. One JF can be used to change a normal hit into a Special one, or make a Special Hit normal. Additionally, one JF can be used to make a normal blow "Minimal" (i.e., it automatically inflicts the least amount of damage possible for its roll). For example, a minimal roll for a spear, which does 3D6 damage, would be 3 points. (Once again, consult the chapter on combat for details.) Also, Joss can be used to ease the effects of Shock or Permanent Damage caused by a wound (see Chapter 12). One JF could also be spent to negate or delay the effects of being Dazed.

(4) Another likely use for Joss is to help HPs to escape from being trapped, imprisoned, or stranded. If all their schemes to get out of the mess in which they find themselves fail, then they can spend Joss to cause some miracle to happen which will free them. The following list gives the general cost per HP to escape. If one HP doesn't have enough Joss left to pay, then someone else can pay for that persona if they so desire. If they can't afford it or don't want to, however, then said HP must remain trapped while the rest of the party escapes.

Sample Joss Factor Costs

Situation	JF Cost
Not isolated, unguarded	1
Very isolated and unguarded or not isolated with light guarding	2
Not isolated with moderate guard, or isolated with light guard	3
Not isolated with heavy guard, or isolated with moderate guard	4
Isolated with heavy guard	5

Not isolated means that the HPs are not more than 30 minutes (via the most common method of transportation in that locality) from a reasonably sized (5,000 to 25,000 plus population) town of neutral or friendly people. Otherwise, our heroes are really out in the wilderness and are much less likely to be rescued.

Here's an example of using Joss to escape. Our friends Dirk and Alyssa and three other HPs have been stomping around on a densely jungled island off the coast of Afrik. During the course of their exploration, they have been captured by a tribe of cannibals and locked away in rattan cages where they await the pot. The evil witch doctor who leads the tribe proceeds to order a dance to celebrate the latest catch, and most of the tribe go off to the revelry, leaving only a pair of mildly intoxicated guards watching the cages. As our unfortunate heros were stripped naked before being locked up, there's not a whole lot they can do to escape, and they are thus forced to spend some Joss points. The party is definitely isolated, but only lightly guarded, and thus it will cost each HP 3 JFs to escape. This costs Dirk and Alyssa the last of their Joss, and the third party member has but one Factor left after paying his. The fourth and fifth HPs, however, can't afford the charge as they have only one JF each, and now nobody else is able to bail them out!

In light of this situation, the GM might decide that it was time that an earthquake suddenly struck the Isle. The wooden cages might split open and the hill atop which the prisoners were held could suddenly disintegrate in a mass of streaming mud-slides. The mud-slides might carry Dirk, Alyssa, and the other lucky HP down the other side of the hill away from the headhunters and deposit them in a lagoon, where they can swim to the safety of some caves in which they can hide. The other two HPs, however, could be carried in the opposite direction, toward the feast, and land squarely in the middle of an army of the savage tribesmen. Thus the Joss Factors might do their work, and then it would be up to Dirk, Alyssa, and the other fellow to figure out how to rescue their friends!

(5) Yet another good way to use Joss is to obtain an extra clue when you can't figure something out. This will cost from 1 to 6 JFs, depending on just how much information you need and how dramatically this will alter the course of the game. For example, while exploring deep down in an Ægyptian tomb, Dirk comes upon a huge stone door with a blank bronze plaque set in the center. Inscribed upon the door just above the plaque are the words, "Show thy power and enter!" Alyssa, who failed her roll to recognize that obnoxious rune mentioned earlier, hasn't the foggiest idea what this inscription means. Knowing that the object of their quest is probably behind that door, she decides to spend some Joss to get a clue how to open it. The GM decides to charge her 3 points, and Alyssa suddenly finds the scrap of parchment with the rune in her pouch. The symbol upon the paper is surrounded by a border which bears a very strong resemblance to the plaque on the door, and the enlightened dweomercræfter knows suddenly how to get in!

This is not to say that the GM should hold the players' hands and spoon-feed them all sorts of hints whenever they run into something tough. Be sure to keep these extra clues expensive enough so that the heroes will buy them only when they have absolutely no other recourse!

(6) Need a friend? If an HP is in a place where it is possible to meet strangers, and is in dire need of extra help that can be gained no other way (such as a guide who is foolish enough to lead the HP into the Underground Temple of the Slaughl), then the HP can gain a one-time Special Connection by spending Joss. Once again, this costs from 1 to 6 JFs, depending on the knowledge, wealth, and other resources of the Connection. If the above guide was just a peasant girl with no combat skill, but who knew something of the temple from the stories her grandparents told her, then it should cost but 1 JF to meet her and convince her to help. If, however, said guide is the aristocrat Sir William Tandelbore of Heatherbridge Down, who has come with a gigantic expedition and maps of the area, then 6 JFs is a more appropriate cost!

(7) Hard up for cash? An HP who is in sudden need of a lot of money can happen upon an amount equal to his or her Disposable Monthly Income for a cost of 1 to 5 JFs. Exactly how this money arrives is, of course, up to the GM to decide. Said money might not be entirely free either, though as a rule it shouldn't be as burdensome for an HP to obtain as if she or he had borrowed it or worked to earn it.

(8) One excellent use for Joss is to negate the effects of poison or disease, or to save yourself from a nasty twist of fate, such a falling down the stairs or having someone steal your horse while it is tethered to a tree, for example. One JF is sufficient to reduce the Strength rating of poison by half, or that of disease by one-fourth (again, both of these are covered in Chapter 12), and from 1 to 2 Factors will probably save you from most trouble, though really bad karma could cost as much as 6 to escape, particularly if it was due to your own carelessness. The GM is advised to really make the HPs sweat when they get into trouble because of stupidity, and should only charge low amounts of Joss for this when there really was nothing they could do to avoid it.

(9) Finally, you may use Joss to negate JFs spent by your enemies on a one-for-one basis. This will happen most often when one persona tries to make a K/S roll harder for someone else or negates an attack someone made.

For example, a furious Alyssa wants to push a stone gargoyle off a ledge so that it will land on an EP who is sitting below and rubbing a sprained ankle. The gargoyle is heavy, but it is sitting on the edge, and so the GM rules that it will be a "Moderate" task for Alyssa (rolling against her PM) to shove it off the ledge. While the EP doesn't know that he's about to be smashed by stone decorative work, lady luck often works without her benefactor's knowledge, and so the GM decides to spend some of the EP's Joss to prevent this from happening. The EP has 5 JFs, and the GM spends 3 to raise Alyssa's DR from "Moderate" to "Very Difficult." Meanwhile Alyssa, who is determined to see the gargoyle crush the EP below, spends 3 JFs to negate those spent by the GM and brings her DR back down to "Moderate."

The GM decides not to contest this further, and Alyssa succeeds in her roll to shove the stone figure off the ledge. However, the GM then decides that he will spend the EP's 2 remaining JFs to allow him to dodge the falling object. (The EP could also escape it by making two K/S rolls, one against *Perception* (*Physical, Noticing*) to see the oncoming stone gargoyle, and another against PM to actually dodge it; but as he is injured and—in his pain—not really paying attention to what's going on, he would face a high DR in both of those rolls. Thus the GM chooses to use Joss instead.) The players, of course, protest that it should cost more than 2 JFs to dodge the gargoyle, but the GM (who wants to make the EP hard to kill) stands firm, and Alyssa is forced to spend yet another 2 of her JFs to make sure that the EP is hit. She is rewarded, however, by a loud CRUNCH followed by a momentary squeal of agony from the Evil Persona, who then expires.

As you can see, giving EPs a few Joss factors will toughen them considerably, but fortunately for the HPs, only the most powerful and important adversaries will have any real Joss at all. For guidelines on assigning Joss to EPs, Chapter 15.

MOVEMENT AND TIME

One of the most important things to keep track of during the course of a roleplaying game is how much *game time* has passed. As those of you familiar with roleplaying games will know, it is *game time* as opposed to *real time* that is important. During a five or six hour (real time) game session, anywhere from five to six hours, days, weeks, or more might pass in game time. Similarly, a combat which really only lasted for 30 seconds or so in game time might take half an hour of real time to resolve! Just as are money and connections, time is a precious and important resource as well. Often your HPs will be racing against the clock to stop the bad guys before they reach their goal, and thus it is necessary to keep as careful track of one's time as it is of one's money.

Keeping track of time requires units with which to do so. The **Mythus** game utilizes standard units of time for periods such as an hour, day, week, etc. For shorter periods, time is broken down into three successively smaller units—Action Turns, Battle Turns, and Critical Turns—each being one-tenth the size of the preceding unit, and all arranged in A, B, C order as a memory aid.

The Action Turn (AT): Abbreviated AT for short, an Action Turn lasts for a period of five minutes (one-twelfth of an hour, or 300

seconds), and is generally used to keep track of unhurried movement, exploring, and searching situations that are not dangerous yet but might soon become so.

The Battle Turn (BT): Abbreviated BT for short, a Battle Turn lasts for a period of 30 seconds (or one-tenth of an AT), and is used when confronting (though not conducting combat with) an enemy or otherwise dealing with important and/or life-threatening situations where there is a great deal going on in a short period of time.

The Critical Turn (CT): Abbreviated CT for short, a Critical Turn lasts only for a period of three seconds! CTs are generally used to resolve combat or handle other super-fast situations.

Other Units: Though Action Turns, Battle Turns, and Critical Turns are the most useful measures of time for periods shorter than an hour, *minutes* can also prove helpful for the less-complicated parts of the adventure, or in situations where you'd simply like something shorter than an AT but longer than a BT.

Random occurrences are most easily handled with 1D10 when using ATs or BTs, as each has 10 divisions. For random occurrences in Critical Turns, use 1D3.

Movement

Because time is an important resource, one's movement rate—which determines how far one can get in a certain amount of time—is also very important. The most obvious type of movement is going from one general location (such as a building, city, or country) to another via the use of a mount, typically a horse of one sort of another. Riding from point to point depends on road conditions, weather, and so forth, but it is still a relatively easy sort of calculation to determine. In general, that is how your HP will get around, with an occasional jaunt on a small boat or a large ship, perhaps. On the following page is a list of the the types of mounts available and their base movement rates.

When you've arrived at the site of Underground Temple of the Slaugh, or have gotten deep into the Sinister Forest of Shadow, you'll likely be hopping off your warhorse and proceeding on foot. A typical, relaxed walking pace is at about three miles per hour with a normal burden, and a good, fast walker can hit about four miles per hour. (Roman legionnaires marched about 20 miles by noon and then dug a fortified camp, but that's another story.) The fastest you'll probably average when hiking is about three to four miles per hour, and even if you walk-run or walk-trot-run the pace won't be above five or six miles per hour on a sustained basis. All this assumes that you're in good physical condition. This is why you will normally ride, if a mount is available.

Movement becomes critically important when your HP is doing something which is both imminent and dramatic. Fleeing to escape certain death is a good example, as is the rush to get to a vampire's coffin before the sun sets. In such situations, the faster you can move the better! But how fast can you move? Take a look at your HP sheet. The total score of your Physical TRAIT is the number of yards you can cover at a walk in one BT. One-tenth of that amount is how far you can walk in one CT (drop fractions), and 10 times that amount is how far you can walk in one AT. Three miles per hour covers 440 yards in five minutes, four equals 587, and five 733. But Dirk Galligher, with a P of 99, would be able to steadily walk 990 yards per AT, 99 per BT, or 9 per CT—which comes out to almost six miles an hour!

Foot Movement Rates

Movement Type	*Modifier*
Normal	1
Cautious (sneaking)	0.5
Crawling*	0.1
Evasive (zigzag movement)**	0.3
Trotting*	2
Running**	3

*After 1 AT of such movement, it will be necessary to rest for 1 BT unless a "Moderate" roll against one's *Endurance* K/S can be passed. Although in the case of trotting, HPs will be able to go longer between rolls if they have the *Sports, Individual (Running)* K/S—see below.

**After 1 AT of such movement, it will be necessary to rest for 2 BTs unless a "Hard" roll against one's *Endurance* K/S can be passed. The *Sports, Individual (Running)* K/S, however, allows a persona to run for 1 AT per point of STEEP possessed before having to make such a roll.

Movement Rates: The above figures are just for walking; when you are running, sneaking, dodging, or travelling over rough ground, how fast you can go will vary somewhat. The Foot Movement Rates table lists the amount by which to multiply your P to determine your movement rate depending on what kind of movement you are doing (again, drop fractions).

Jumping: One jump requires one CT. The distance for a standing jump is 0.3 times your regular (walking) CT move, or 0.6 for a running jump. It is possible for a skilled persona to jump even farther, see the *Acrobatics/Gymnastics* K/S for details.

Terrain Modifiers: After figuring the rate according to what type of movement you're doing, there may also be a modifier for bad terrain. Multiply your current movement rate by the factors listed in the Foot Movement Terrain Modifiers table.

The following explain the terrain types found on that table.

Broken terrain assumes brushy, muddy, sandy, icy, slippery, cluttered, very dim light, an upgrade, or a steep downgrade which cuts each type of movement by one-quarter.

Foot Movement Terrain Modifiers

Terrain Type	*Modifier*	*Restrictions*
Broken	0.75	None
Combination Broken or Difficult	0.5	No running
Combination Difficult	0.25	No running or trotting

Difficult terrain assumes deep snow, heavy mud, knee-deep (or higher when not swimming) water, thick undergrowth, heavy woods, very rough ground, steep upgrades, almost total darkness, or icy and broken ground which cuts each type of movement by one-half.

Combination assumes a combination of the above factors. "Combination Broken" would be terrain with more than one of the characteristics that define "Broken."

Combination Difficult is "Difficult" terrain with at least one more "Difficult" quality and/or two other "Broken" qualities. Note that terrain with one "Broken" and one "Difficult" quality is merely "Difficult."

Example: Continuing the above example, the cannibals are chasing Dirk through a dense jungle, up a hill, and on a very dark night. The combination of these factors yields a "Combined Difficult" terrain type, and force Dirk to give up all but 25% of his movement rate, thus allowing him to run but 24 yards per BT. Fortunately, this modifier applies to the headhunters as well!

Mounted Movement: Mounted movement works similarly, though the performance of mounts is affected by their endurance, since they are usually employed over longer distances than personas. The Mount Movement Rates table contains information on the size, base speed, Physical damage capacity, and endurance of typical mounts.

On that table, the following terms are significant:

Base Speed works from the basis of the number of yards travelled in one Critical Turn. Multiply by 10 for Battle Turn distance, i.e., 7 = 70 yards in 36 seconds. Movement rate for an Action Turn is 10 times BT rate, 100 times CT rate, so that 7 yards/CT = 70/BT, 700/AT.

With the exception of horses, it is assumed that steeds have three *gaits*, very much as do humans. Thus, Base Speed is doubled (× 2) for moderately rapid (trotting) movement and tripled (× 3) for fastest (running) speed.

Intermediate movement speed for horses is *cantering*, which is three times normal rate, and quadruple (× 4) speed is the *gallop*.

Endurance is the absolute maximum of how long a steed can maintain any movement before having to rest or break to a slower gait (or keeling over dead from exhaustion). The time factor used is:

Base Speed = Endurance in hours.

Trotting/2× = Endurance in fifths of hours (2 Action Turns)

Cantering = Endurance in Action Turns

Galloping/running = Endurance in Battle Turns (CTs for elephants)

Note that Endurance is reduced by armoring/barding in the same proportion movement speed is reduced.

Regaining Lost Endurance Factors: The following rates apply.

Mount is not at 0: walking 1 hour regains 3 Superlative Factors.

Mount is not at 0: trotting 1 hour regains 1 Superlative Factors.

Mount at 0 or otherwise resting: regains 15% endurance/hour to 100%. All Superlative Factors regained only at 100%.

Superlative Factors can never exceed the maximum for the type of mount and are usable only when the steed is at a movement rate exceeding normal. There is a risk of death of the animal which is a 1% cumulative chance for each use of a Superlative Factor. Result of risk is found at the end of the time period applicable to the use of the Superlative Factor.

Use Of Endurance: Movement

Mount Movement Rates

Mount Type	*PD Points*	*Size/Armor*	*Endurance/ Superlative Factors*	*Base Speed*
Ass/Donkey	150 + 1D10	small/no	10	7
Buffalo	300 + 5D10	medium/no	(draft use only)	6
Camel				
Bactrian	200 + 1D20	medium/yes*	12/3	12
Bactro-dromedary	220 + 1D10	medium/yes*	12/4	12
Dromedary	180 + 2D20	medium/yes**	11/4	13
Common Horse†				
Cart	160 + 1D10	medium/no	5	10
Draft	200 + 1D20	lg. med./no	4/2	12
Dray	180 + 1D20	medium/no	6/3	13
Jade	140 + 1D10	medium/no	4	11
Elephant††				
Afrikkan	400 + 5D10	large/yes	12/4	17
Azirian	400 + 5D6	large/yes	13/3	16
Mule	170 + 5D6	medium/no	12	9
Oxen	250 + 5D6	medium/no	(draft use only)	6
Pony	50 + 10D6	small/no	5	8
Riding Horse†				
Garron	190 + 3D3	medium/no	5/4	13
Palfrey	180 + 4D3	medium/no	4/1	12
Pony (Horse)	170 + 5D3	sm. med./no	6/2	10
Racer	200 + 2D3	medium/no	8/3	15
Warhorse†				
Charger	210 + 2D10	medium/yes	6/2	12
Courser	200 + 2D5	medium/yes*	8/2	14
Destrier	220 + 2D20	lg. med./yes	5/2	10
Genet	190 + 2D3	sm. med/yes**	7/6	13

*No more armor than will enable the mount to move at 80% or better normal speed.

**No more armor than will enable the mount to move at 90% or better normal speed.

†Horses have four gaits instead of the usual three (see below).

††Elephants running (charging) speed is sustainable only for Critical Turns of time, not Battle Turns as is true for other steeds considered here. However, unlike the others, all of which must move up in speed by degrees, Elephants can go from normal (walking) speed to running (charging) rate in the same Critical Turn.

uses endurance at the rates shown. Endurance can be exceeded in regards to Superlative Factors only with respect to movement after 0 Endurance has been reached or that in excess of base rate, i.e., 2 × or greater.

General Time

Undefined times of movement or other activity are left entirely in the highly competent hands of the gamemaster. A mounted horseman can ride leisurely for about two miles in about 30 minutes—about the same time it takes for an average person to walk a little over a mile, or for your HP to rise, get ready, and leave home. Whatever the situation, the GM will know or have a good guess as to the amount of game time required and note it accordingly. Critical situations, however, require finer record keeping.

Action Turns: During five minutes, a whole lot of things can happen. Time is usually moved from being kept track of in hours to being kept track of in ATs when things are about to really get hot but haven't quite yet done so. Exploring an underground tomb, grilling a captured EP for information, or "casually" trailing a group of thugs through a crowded city are all good examples of when time should be measured in ATs. Feel free to switch over to minutes should you need to. It's not that big of a deal, but you may have a personal preference for one or the other based on your gamemastering style.

Battle Turns: This 30-second period will probably wind up lasting much longer in real time. The GM will question individual players as to what actions their HP will attempt to perform during that short time. Combination actions of movement and the performance of some manual operation are typical of what occurs during a BT.

Here are some examples:

Slam and lock a door; turn and run a good distance away.

Peer into a room, cast a Charm (q.v.), slam the door, and turn and run away.

Run evasively through a room, dive behind a couch, draw a dagger and hurl it at an enemy.

Present a silver cross to an advancing vampire with the left hand while using the right to locate, open, and splash the contents of a bottle of holy water into the monster's face.

Break open a door, drop prone, and take aim with a readied crossbow, discharging it at a visible target.

There are countless situations and as many actions which can be encompassed in a BT. You might do a few things using a timer to see just how long a 30-second period is. It is a simple matter of judgment on your part to determine what you think can be managed during that time.

Critical Turns: Critical Turns are used in the thick of a combat melee, when the opponent is engaged and timing is essential. Most weapons have only one attack per CT, unless they are incredibly light, easy to wield, or of magickal nature. A CT is three seconds in length.

The example which follows, which happens to be a pretty realistic example of play, also serves to illustrate the use of CTs. Their main purpose is, naturally enough, to resolve combat, though they can also be used when traps are being sprung, Heka-based powers are being used, or other situations in which there is a lot happening very quickly.

In this example, Alyssa is trying to rescue an ally who is held captive by an Evil Persona. The EP and his lackeys are transporting the bound persona to their stronghold, and they have made camp near a rocky outcrop on the edge of a clearing. There is a new moon, and the Evil Persona has built a campfire, so Alyssa can see well enough. The EP is too powerful for Alyssa, however, and she will need to act quickly to save her friend and get away without a fight. She decides to try to draw the EP away long enough to release her friend and allow their escape, and so she decides to attempt the following:

(1) Sneak over to the EPs' horses and untether one of the mounts.

(2) Whisper a Casting into its ear, causing it to spook and bolt away from the camp.

(3) Hide nearby and wait for the EPs to go after the horse.

The GM agrees that she will be able to accomplish these in one CT each, though he makes a secret *Perception* (*Physical, Listening*) roll for the EP guard to determine whether or not he hears her. He asks her player if he would like to spend any Joss to raise the captor's Difficulty Rating of "Hard." The player declines, and the GM rolls without telling the player the result. (Alyssa will find out soon enough if the EP has succeeded!) The GM, were he in a bad mood, or if this was a crucial point in the adventure, might also have required Alyssa to make a *Criminal Activities, Physical* (*Sneaking*) roll (probably of "Easy") to avoid snapping a twig and alerting the EP to her presence.

The GM tells Alyssa's player that the horse will run approximately 100 yards away, directly across the clearing, and the EPs will begin to pursue it on foot. The captive is awake and aware of the disturbance, but does not know the cause. He is about 30 Yards away from Alyssa's present location, on the other side of the fire. Meanwhile, the GM is also determining secretly how long it will take the Evil Personas to recover the horse, and when their attention will be turned back to the camp.

It is now another Critcal Turn—a BT is far too long for such close actions! The player must now tell the GM what Alyssa will be doing in the next three seconds! First the player states that Alyssa will wait until the EPs are out of sight, then she will run to the captive's location and cut his bonds. The GM informs the player that cutting the bonds will require one full CT and a roll versus Alyssa's PM CATEGORY, and, after some figuring, decides that Alyssa will have a DR of "Hard." Alyssa spends one JF to make her DR "Moderate" and so the roll is made, with Alyssa succeeding.

"And all that," the GM says, "took two CTs. Now what do you do? Answer quickly!"

"Okay," the player replies, "now we'll run to our waiting horses and get the heck outta here!"

In the next CT the two HPs could manage that, although Alyssa might have problems with what will happen next. Mainly because she couldn't see the EPs, she didn't know that one saw her and during the next CT will mount the just-captured horse and ride directly for them! The waiting horses had better be fast....

Game Time vs. Real Time

Your gamemaster will keep track of any "idle" time which occurs during and in between adventures. Such time is often spent by HPs studying and practicing (as is necessary for gaining new K/S Areas—

see "Accomplishment Points" immediately hereafter), having special equipment made, or simply messing around. People usually like to end game sessions at some point where the HPs will be enjoying idle time, and then picking things back up when they sit back down to play again.

In between one game session and the next, say one week of real time, one full month of game time might have passed. Of course any other folks in the campaign, let alone the *Accursed* enemies of humanity, will *not* have been just sitting on their hands, so sometimes it is not advisable to spend so much game time idly, and thus more than one HP per player is often the rule. That way, one HP can go forth and adventure while the other deals with things like study, research, and maybe even work! You are strongly advised, however, not to try to play both HPs at once, as this is difficult to do and will *seriously cut down on the quality of your roleplaying.*

As was mentioned earlier, years, months, weeks, days, and hours are simply kept track of as such in game time turns. There are no special units in the **Mythus** game for periods of longer than five minutes (one Action Turn). Some sessions of play will span days or weeks and have few AT, BT, and CT divisions. This will usually be because the party is getting itself prepared and closing in on the enemy. Then the next play session might possibly cover less than a day, perhaps only a few hours, and most of the time might be spent in BT or CT segments. There is absolutely no sure measure of playing time versus game time. Usually, however, something over a week of game time will pass during the course of an average play session. Realism fanatics might find it desirable to have a game session always cover exactly one week in such case, so real time and game time can be synchronized.

ACCOMPLISHMENT POINTS

As an old saying goes, "Live and learn." As with real people, the longer your HPs are around the more opportunity they will have to learn new K/S Areas, to increase the STEEP levels in their old ones, to boost their ATTRIBUTES, and to otherwise improve themselves and their resources. This is mainly accomplished via the expenditure of Accomplishment Points (or APs for short) which are awarded by the GM for skillful and successful adventuring. As GMs often prefer to keep secret the exact methods by which they award such things, the guidelines for handing them out are given in another part of the book (gamemasters see Chapter 17). All a player needs to know is what kinds of APs there are and how they can be spent.

Basically there are three kinds of APs: General APs, STEEP APs, and *Exceptional APs. The nature and usage of these are described in the* following sections.

General APs (AP/Gs)

General APs are abbreviated AP/G and are awarded at the end of every scenario. The specific amount of the award could be anything from 1 to 20 points, with 8-10 being the reward for average skill. AP/Gs are awarded for active, dedicated play and success during the adventure. They may be put to the following uses:

(1) STEEP points may be bought in a K/S Area for a cost of from 1 to 2 AP/Gs per 1 STEEP point, up to a maximum of five new STEEP points per K/S per adventure. For example, if Alyssa had 15 AP/Gs to spend at the end of an adventure, she could spend 5 in any three Physical Areas and increase her STEEP in these K/S Areas by 5 each. She could not, however, spend more than 5 in any of those Areas at once. She would have to wait until the end of the next adventure, for example, before she could raise her *Riding* STEEP again, even if she did have more AP/Gs to spend. Note however, that spending AP/S awards (see below) does not count against this. Even if Alyssa's *Riding* STEEP went up by 10 during the course of the adventure, she could still spend a full five AP/Gs at the end to improve it.

The cost of a single STEEP point for a K/S Area whose associated *TRAIT is the same as that of your HP's Vocation is 1 AP/G. Otherwise,* it costs more for an HP with a Physical Vocation (i.e., Mercenary, Cavalier) to increase STEEP in Mental and Spiritual K/S Areas, for example. The AP/G Cost Per STEEP Point table lists the specific cost for each point of STEEP in K/S associated with a certain TRAIT. Cross-reference with the TRAIT of your Vocation to discover the amount.

For example, if Dirk Galligher (who has a Physical vocation) wished to boost his *Appraisal* (a Mental K/S) STEEP by 5 points, it would cost him 1.5 AP/Gs each, or a grand total of 7.5 General APs to do so.

If you wish, you may save some or all of your AP/Gs and use them later on. After the conclusion of another adventure or the passing of one game month (whichever occurs first), the K/S Areas which have been boosted to their limit of 5 new STEEP points are then free to accept new APs, even ones from an earlier award. Alyssa, for example, could have saved 5 AP/Gs and waited for one month (or until the end of the next scenario) and then spent them to boost *Riding* some more. Note that you may save AP/Gs for as long as you like and use them anytime at no penalty, just as long as you don't spend them on a K/S which has been increased its 5 STEEP for that game month or in the most recently completed adventure.

Finally, remember to adjust your Sub-Areas after increasing the level of your STEEP. New Sub-Areas may be gained, and the effective STEEP at which old ones operate will change, especially the specialized ones.

(2) When your HP's STEEP in a K/S rises high enough to gain a new Sub-Area you may, if you wish, have the HP Specialize in *an old Sub-Area instead of taking a new one.* Just give the new "slot" to the old Sub-Area in order to do so. If you have a high enough STEEP that you can gain all of the Sub-Areas, though, then don't worry about the extra slot. Additionally, you will need to spend an

AP/G Cost Per STEEP Point

Vocation's Prime TRAIT	*M STEEP*	*P STEEP*	*S STEEP*
Mental	1	2	1.5
Physical	1.5	1	2
Spiritual	1.5	2	1

extra 5 to 10 AP/Gs and two weeks in training in order to finalize the Specialization, whereupon the STEEP for the Specialized Sub-Area will be multiplied by 1.5 and all of the others will be halved. If, however, you have all of the Sub-Areas then you may "Proof" half of them in the normal manner.

(3) One may spend AP/Gs to buy whole new K/S Areas as well. A new K/S Area costs 5 APs plus the cost of the starting STEEP level, which must be at least 1 but can be as high as you can afford. Thus, 6 APs is the minimum cost for a new K/S Area in your HP's TRAIT, or 7 APs for one outside of it. In addition, you must spend one game week in study for every point of starting STEEP to finalize it (that means no adventuring!). This study can be taken at any time after spending the AP/Gs, but must be done before the new K/S Area is usable. One BIG thing to keep in mind, however, is that *you do not add an ATTRIBUTE to the STEEP of the new K/S.* That was a part of the persona creation process which was designed to simulate long familiarity with a K/S, and it is *not* applicable here.

(4) One may spend AP/Gs to acquire a new Heka-generating Sub-Area, which, unlike other Sub-Areas, is *not* gained automatically as STEEP rises. This costs 10 APs and requires 10 weeks of study, after which one must roll as above to see whether or not the acquisition of that K/S is possible. If it is not, then your HP must study another 10 weeks before trying again. Your other options include trying to spend up to 5 of the points to boost your HP's STEEP (if you haven't done so or tried to do so already), assigning them to another K/S, or saving them and using them elsewhere at another date. If, however, you are lucky and the roll succeeds, then you get to go to the table and roll for (or select) a new Sub-Area.

ATTRIBUTE Advancement

New Total	*AP Cost/Point*
6-8	4
9-11	6
12-14	8
15-16	10
17-18	15
19-20	25
21 and per point thereafter	50

Note that it is possible, though very difficult, to gain a whole new Heka-generating K/S that your HP didn't already start with. Your HP must spend 20 APs (30 for one outside the HP's Vocation's TRAIT!), study for 20 (or 30) weeks, and then succeed in a "Very Difficult" *Occultism* or *Mysticism* roll. If successful, the end result will be the K/S, one Sub-Area, and 5 points of starting STEEP.

(5) Perhaps the most important use of AP/Gs is the purchasing of new Joss Factors to replace those that were spent. Figuring the cost of such a purchase is simple. It requires 1 AP for each number of the JF you are purchasing for your HP. If it is the first factor of Joss for the HP at the moment, then the cost is 1 AP. It costs 2 APs for the second, 3 for the third, and so on all the way up to 14 for the fourteenth JF, which is the maximum. Always have a few AP/Gs available for Joss!

(6) General Accomplishment Points can also be used to boost ATTRIBUTES, thus increasing both CATEGORY and TRAIT totals too. The number of AP/Gs needed to advance the total of an ATTRIBUTE depends on the score which will exist after the addition, as shown on the ATTRIBUTE Advancement table.

For example, after receiving an award of AP/Gs, we decide to increase Alyssa's Physical ATTRIBUTES. We decide to raise her PMSpd from 10 to 14, which will cost 22 APs (six to raise it to 11, plus 8 to raise it to 12, and another 8 to raise it to 13). If, however, we wished to raise her

MRSpd from 15 to 16, it would cost 10 points, or 50 to raise her MRCap from 20 to 21.

Remember to change your Damage Levels after boosting your ATTRIBUTES, but not any of your K/S Areas. (The ATTRIBUTE bonus was, once again, a one-time thing, and does not fluctuate with the ATTRIBUTE after the HP has been created.) Also keep in mind that your Power and Speed ATTRIBUTES cannot rise higher than your Capacity ATTRIBUTES. Likewise, no Physical ATTRIBUTE can be raised higher than 30, and no Mental or Spiritual ATTRIBUTES higher than 40.

(7) Finally, 5 AP/Gs may be spent to add on another Special Connection. Said connection must have been met and befriended through play; the 5 APs merely serve to make the relationship permanent. (Well, permanent as long as it is maintained!)

Specific K/S STEEP APs

These are abbreviated "AP/S" and are awarded for succeeding in difficult rolls and/or making skillful and clever use of one's K/S Areas. The award could be anywhere from 1 to 5 points, often during play, and is applied immediately to one, specific K/S. Every point given boosts the STEEP rating of that K/S by 1. For example, if we luck out and roll a Special Success on an "Extreme" roll for Dirk, the GM may, *if* she or he desires, give us an extra STEEP point or two in that K/S. Likewise, even if we succeeded in but an "Easy" roll, the GM might decide that we used that K/S especially cleverly and deserve such an award.

Exceptional Performance APs

These are abbreviated "AP/X" and are the least common but most valuable kind of Accomplishment Point. They are given by the GM for very expert and clever play and immediately boost one of your HP's ATTRIBUTES, raise the HP's Joss total, or grant the HP an instant Special Connection, depending on the nature of your clever activity. Each item is increased by one for each AP/X given. For example, 1 AP/X would increase an ATTRIBUTE by 1, yield 1D6 JFs, or give one Special Connection.

The Art of Studying & Training

What you're probably wondering at this point is, "How do I increase my HP's STEEP, ATTRIBUTES, and Joss when I haven't been adventuring but have been doing things that would be sure to increase them at least somewhat, like concentrating on a physical training regimen, or studying as a mage's apprentice?" No problem! Plain, old-fashioned hard work yields such increases just as surely as AP/Gs do, though at a much slower rate. (You can't learn much faster than in a life-threatening, on-the-job situation!)

K/S Study: In order to make improvements by studying, you must set aside at least three months of game time, during which your HP may study successfully from one to four K/S Areas. The exact amount which an HP can cover at once depends on the MMPow ATTRIBUTE, as illustrated on the K/S Improvement by Study table.

Each subject costs 200 BUCs (or the amount your GM decrees) for three months of work with it, and, at the end of that time period, your HP's STEEP in each studied K/S will be increased by 1D6–1 points. (It is always possible for an HP to have had a non-productive period and not have learned anything!) Note that the GM may wish to levy additional expenses, particularly if an HP wants to go out of local facilities or to a foreign locale to study.

ATTRIBUTE Training: One may increase an HP's ATTRIBUTES via the use of a similar process. You must pick one specific ATTRIBUTE of your HP to work on, and the persona must follow a very strict regimen with it (intense training and exercise for Physical, reading and thinking for Mental, and meditating for Spiritual) for the next three months. The cost is 500 BUCs for that time period, and at the end the ATTRIBUTE will be boosted by 1 point (or by 2 for PMCap or PMPow with a successful roll against your HP's *Sports, Individual* (*Exercise*) K/SI). This time period and cost assumes that the ATTRIBUTE will be in the 7-15 range after the bonus is added in. If it will be higher, then the method will require additional money and time, as revealed on the ATTRIBUTE Improvement by Training Table.

Combined Improvement: Note that an HP can "work out" (Mentally, Physically, or Spiritually) and study in a K/S Area at the same time, though working out will require one of the HP's "subject" slots. Note also that any ATTRIBUTE or K/S Area, *except of Heka-using Knowledge/Skills* may be studied or exercised in such a manner.

Joss in Slow Years: Finally, for every year that passes without adventure, an HP automatically gains 1 Joss Factor free, up to the normal maximum of 14. This comes as a matter of course, and the HP doesn't have to do anything for it. Note also, however, that there is no way to increase the rate at which JFs are gained save by adventuring, or perhaps by the use of Magickal Operations (See Dweomercræft).

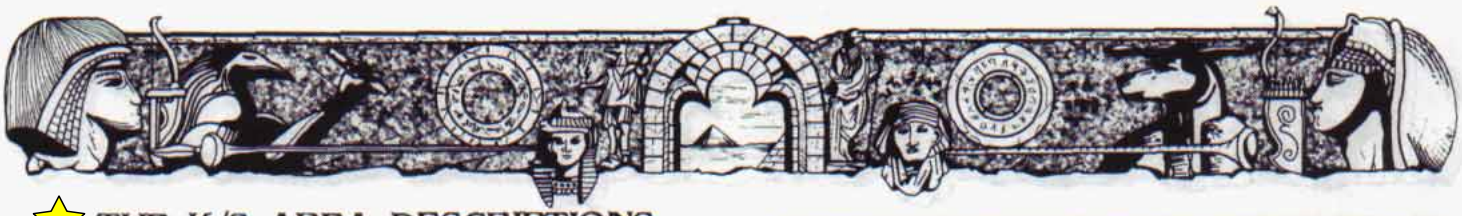
ATTRIBUTE Improvement by Training

Result	*Cost*	*Time*
16-20	1,000 BUCs	5 months
21-25	2,500 BUCs	8 months
26-30*	7,500 BUCs	1 year

*Highest possible result by this method.

K/S Improvement by Study

MMPow	*# of Subjects*
6-10	1
11-13	2
14-16	3
17+	4



THE K/S AREA DESCRIPTIONS

And here it is, the section that you've all been waiting for! This is the section to consult whenever you have questions about any of the K/S Areas or Sub-Areas. Additional rules for dweomercraefting can be found in the **Mythus Magick** book, but for all the other, less complicated K/S Areas, the full details are given below. Note that it is not necessary (and is probably impossible) to memorize every little rule for every K/S, such as the method by which contests of gambling are resolved. The best thing to do is just to remember which K/S Areas have different rules and to look them up as they are needed.

Cross-Application of K/S Areas

Obviously, each field of ability is not so exclusive as to bar knowledge or skill from another. For instance, an HP with the *Toxicology, Herbalism,* or *Botany* K/S Areas would know something about the properties of alchemical poisons; and the *Alchemy* K/S would convey some information regarding toxicology and herbalism, botany to a lesser extent. Some cross-applications might be quite broad, but most are narrow and specific. In the example above, you will note the application is quite limited. A persona with *Journalism,* however, would be able to tell much about writings of a creative nature, so that cross-application would be broad and extend to everything but the actual producing of creative work and what was associated with that process of creation.

In many instances we have allowed the persona to have a sort of spill-over STEEP from one K/S to another. Gamemasters should feel free to not only allow cross-application of STEEP where they deem there is such knowledge or skill, but they should also be unconstrained in giving a Base STEEP addition where there is, in a GM's opinion, a broader cross-application of the basics and specifics from field to field.

See pages 99-100 for each master list of Mental, Physical, and Spiritual K/S Areas.

Mental K/S Area Descriptions

Agriculture: This K/S Area covers all manner of activities as shown by the following list of its Sub-Areas:

1. Animal Husbandry
2. Crop Farming
3. Floraculture
4. Horticulture
5. Viticulture

Although each part of agricultural ability is fairly self-evident, we have given details below for ease of play.

Animal Husbandry: This includes the raising, maintenance, and marketing of all manner of small and large livestock. Bird handling (such as falconry), horse breeding and breaking, herding, and just about anything similar is part of animal husbandry.

Crop Farming: Planting, maintenance, storage, and marketing of anything from alfalfa to zucchini squash fall under this Sub-Area. Identification of diseases, pests, curses, poor soil, etc. will be possible for the knowledgeable persona.

Floraculture: This covers all manner of ornamental plants, decorative shrubs, and flowers such as orchids, roses, and so on. Growing of herbs is also covered under this heading.

Horticulture: As used herein, this pertains principally to the maintenance of orchards or fruit and nut trees, vegetable gardening, tree farming, and the growing and care of most sorts of other plants not otherwise covered in any of the other Sub-Areas.

Viticulture: This is the narrowest of the Sub-Areas in that it pertains to the planting, growing, maintenance, and harvesting of grape vines and grapes. Of course it includes vintning, but to be a skilled wine maker, a persona would have to specialize in viticulture, and this would classify the HP as a vintner. But, again, K/S Areas such as *Cultured Palate* are also needed to become successful at making and purveying wine!

Apotropaism: This is the science and art of *averting* Evil and evils by use of incantations, rituals, talismans, charms, signs, marks, gestures, etc. Unlike *Exorcism* (q.v.), *Apotropaism* acts *before* the malign exists in a person, place, or thing, not afterwards (when the evil must be removed). It is a *preventative,* not curative, ability. Individuals with this K/S Area each gain Heka at the rate of 1 point for every point of STEEP they possess, plus the addition of the average of their Mental Mnemonic and Reasoning Capacity ATTRIBUTES. Thus, for example, an HP with 51 STEEP in *Apotropaism* and an average MMCap+MRCap of 19 (20 + 19×0.5 = 19.5, and dropping fractions = 19) has a Heka base of 70. Of course, Heka available to such a persona from other sources can be directed into powers and Castings of apotropaistic nature. (See the **Mythus Magick** book.)

There are certain powers usable by anyone with *Apotropaism* ability, but these Heka-engendered operations are of such nature as to be progressively more complex and demanding, so that the STEEP of the individual determines which sorts are available. Note, however, that these powers do not require the typical roll versus STEEP—the apotropaist simply expends the Heka required and calls forth the effect. There are nine different Heka-engendered powers whose name, Base STEEP required, and description follow.

Warding Gesture: STEEP 11-20. This provides Mental and/or Spiritual Armor against Castings directed at the individual. It is a simple process which is faster than Eyebiting (q.v.), so that all things being equal, it can be employed before evil Heka can be directed against the apotropaist. For each point of Heka invested in the *Warding Gesture,* 1 point of either Mental or Spiritual Armor is held by the persona, and this protection lasts for as many CTs as that individual has points of STEEP in this K/S Area, or until nullified by the force of any assailing Heka.

Marking of Safety: STEEP 21-30. The apotropaist creates a magickal sigil for warding against hostile evil creatures and spirits. While touching the marking, personas will be practically invisible to those intent on harming them—they may be considered hidden from all save a concerted search. In addition, those in contact with the marking will have an effective increase in armor versus Physical attacks equal to the Heka expended by the apotropaist. It lasts for as many CTs as the caster has points of STEEP in this K/S Area.

Sign of Aversion: STEEP 31-40. This works as does the *Markings of Safety* above, except the symbol can also repel hostile spirits which are in less than a Full Physical Manifestation. Such spirits must succeed at a roll versus their Spiritual TRAIT at a DR of "Difficult" or be held at bay for a like number of ATs. Note that even if not repelled, the

Sign of Aversion still operates as a *Marking of Safety* with respect to near-invisibility and Physical armor.

Item of Determent: STEEP 41-50. The apotropaist is able to take whatever substances with repelling powers of natural sort which are at hand, charge them through this action with Heka, and use them to avert evil and wicked things entering a place. From common beans, rice, or sand to garlic, herbs, and silver, the persona employs the means available to protect an area and those in it against the attack of evil. Entrances and the space immediately around the person(s) to be protected are guarded by the placement of the substances. Note that all entrances must be protected, or else the space immediately around individuals well-fortified, or else the power is not valid. The apotropaist charges the *whole of all substances combined* with Heka; and any malign creature(s), spirit(s), etc. entering is (are) held at bay for as many ATs as there are points of Heka invested in the Casting upon the substance(s). for each point of Mental TRAIT over 100 of an evil thing threatening entry, however, there is a like reduction in the ATs of deterrence.

For example, imagine that a vampire with a M of 125 is held at bay because of grains of rice on the thresholds of doorways and garlic cloves at windows and in the sleeping chamber of the protected individuals. The apotropaist spent 80 points of Heka, thinking to have eight hours safety (80 ATs time) thus, but the vampire is too clever, so 25 AT's time is nullified by the Mental force of the malign creature. Unless the nights are very short at the time in question, the sleeping individuals will be in big trouble, for the vampire has reduced time of safety by two and one-half hours due to its Mental power.

Charm of Protection: STEEP 51-60. This Heka-engendered power utilizes a Rune of Power to bring into effect a potent personal shield which seeks to negate Mental and/or Spiritual links directed at the apotropaist. The *Charm of Protection* will nullify 1 point of Heka for every 1 point invested by the persona.

For example, a beast attempting to forge a Mental link with an apotropaist who has activated such protection with an investment of 25 points of Heka (or to another persona the Apotropaist so protected) would subtract a like number of points from the initial amount used to forge the link. Any Heka in excess of that figure would then be applied toward the link.

Talisman of Security: STEEP 61-70. This allows the apotropaist to create an area of effect which absorbs Physical damage within up to a 15-foot radius of his or her person. The apotropaist can make the radius any size from three feet to the 15-foot maximum. Note that this protection applies to all of the caster's associates as well, as long as they remain within the radius. For each point of Heka applied by the apotropaist, 1 point of Physical damage will be absorbed.

Ritual of Enclosing: STEEP 71-80. This power is invoked through a Ritual that holds a hostile spirit within its confines, rendering its Mental and Spiritual attacks useless for a number of CTs equal to the Heka spent by the apotropaist, minus the spirit's TRAIT score. This gives the apotropaist or associates a chance to prepare for combat, attempt an abjuration, or at least get a head start in getting away!

Incantation for Guardians: STEEP 81-90. With the use of this power, the apotropaist is able to summon *1D3+1* beneficent spirit guardians to defend the caster and associates. It requires three ATs to complete this incantation. Summoned guardian spirits will have Mental and Spiritual TRAITS equal to the apotropaist for purposes of Mental and/or Spiritual combat. Note that these spirits are Non-Material Manifestations, and therefore have no Physical TRAIT. They will stay on duty for as many ATs as the caster has points of STEEP in this K/S Area.

Spirit Trap: STEEP 91 & up. The apotropaist using this Casting-like power is able to create a permanent spirit trap from any mundane container by tracing a series of runes and sigils upon the inside surface of the object. For more information on spirit traps, see the **Mythus Magick** book.

Castings: In addition to the powers mentioned above, Heroic Personas with this Knowledge/Skill Area have various warding and protective Castings at their disposal. The Grade of Casting available depends on the persona's STEEP in the K/S Area, as shown on the Apotropaist Castings table.

Apotropaist Castings

HP's STEEP Score	Highest Casting Grade Possible
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

Appraisal: This K/S Area is one which is tailored by the GM to fit the persona's occupation/profession. That is, a thief will have a broad general and specific *Appraisal* ability, while a librarian will be likely to have a more limited scope of discerning the quality and value of items. Appraisal covers such things as:

1. Artworks
2. Furs
3. Crystal/Glasswork
4. China/Pottery
5. Rugs & Fabrics
6. Gold/Precious Metals
7. Jewelry
8. Handicrafts
9. Woodworks & Furniture
10. Garments
11. Buildings
12. General Goods/Workmanship
13. Animals
14. Land

Having the *Rarities* K/S (q.v.) allows a high degree of broad K/S *Appraisal* ability. Note that trying to appraise something outside of what the GM determines is one's general range of knowledge will warrant a higher DR for the roll.

This K/S Area cross-feeds the *Rarities* K/S by 10% of STEEP.

Architecture: The HP with this K/S area knows the art of designing buildings from ancient times, through the ages, and to the current mode of style and architecture. She or he is able to plan, draft, and oversee the construction of buildings—houses, offices, factories, warehouses, hostels, etc. While it may not seem that actual rolls against this K/S will be common during the game, it is noteworthy, however, to consider the practical applications of this K/S with respect to the location of some hidden place in a building, for instance.

This is a useful Area for the HP with a Vocation of Engineer, too, for 10% of *Architecture* STEEP applies to the HP's ability in *Fortification & Siegecraft*, and the *Architecture* K/S is in turn is lent 10% of that STEEP with respect to the architectural work on such constructions as castles, keeps, etc.

Astronomy: This field of K/S covers knowledge of the positioning and movements of the visible planets. HPs with this Area will be familiar with the geography of the moon and have information on the relative sizes and physical descriptions of the planets, as well as which planets, stars, and constellations are visible at certain times of the year. They can use this knowledge to predict seasons, tides, eclipses, etc.

The reader should note that this Area also produces an amount of Heka with limited application equal to the persona's STEEP. This energy can be utilized only for the purposes of *Astrology* (q.v.).

Astronomy adds 10% of its STEEP to the *Navigation* K/S.

Biography/Genealogy: These fields pertain to the life histories of people of note and the various lineages of families and individuals of importance. The HP with such knowledge can determine the background of an individual and trace the individual's family as to origin, actions, etc.

This is particularly important in this milieu due to Socio-Economic Class, the granting of Armorial Bearings, use in poems and ballads and the like, and for use in Castings (the more known about a subject, the more ability the caster has to succeed).

Biology: This Area assumes that the HP is informed in all areas of the study of living things, from single-celled creatures to humans/humanoids. It assumes bio-ecological knowledge as well. The HP with this K/S will know entomology, herpetology, and even a fair amount of marine biology. Thus, dangerous and poisonous creatures will be known to the astute biologist. This K/S aids in caring for animals (10% STEEP bonus where applicable).

Botany: With respect to this game system, the biologist is principally concerned with animal life, whereas the botanist is chiefly concerned with flora. This K/S assumes knowledge of all sorts of vegetation, including fungi. Although not attuned to *Herbalism* (q.v.), the botanist will have some knowledge of the curative types of plants and will be very aware of the harmful ones and which poisons can be extracted from them. This K/S aids in caring for plants (10% STEEP bonus where applicable).

Business Administration: The HP with this K/S is knowledgeable with regard to the administrative aspects of running of a large or small business. This K/S assumes at least basic knowledge of accounting, taxes, business law, banking, management, marketing, and other related fields. Those HPs with good STEEP levels in this K/S will be able to maximize the efficiency and money-making power of a business, deal with other companies in a professional manner, and find through research the current financial health of just about any corporation. Anyone with a business (other than a craft or trade) must have this K/S to be sure of keeping it going.

Chemistry: This field deals with the nature and properties of base elements as well as complex mixtures and formulas. The HP with this K/S could run chemical analyses, make acids, and create chemical mixtures and compounds. The HP will also be familiar with current research trends in chemistry (such as that for drugs, cures, and rarities with other applications) and might be able to reproduce certain substances that may be frowned on by the local government, such as poisons, etc. The HP might even be able to invent whole new items using this K/S, though the usual DR for even a minor invention would probably range from "Very Difficult" to "Extreme," and would involve months of research, experimentation, and lots of money! The quality of the HP's laboratory, the time and materials available, and the importance of the discovery will all serve to modify a *Chemistry* DR. Note that in the **Mythus** game, chemical formulations which would create explosives *will not work.*

Criminal Activities, Mental: The following sorts of Sub-Areas are considered under this category, including both the knowledge and the ability to perform them:

1. Blackmail
2. Bribery
3. Confidence Games
4. Counterfeiting
5. Embezzling
6. Extortion
7. Fencing (of goods)
8. Forgery
9. Fraud
10. Gambling Operations
11. Racketeering
12. Vice
13. Money Laundering
14. Misappropriation

Because there are so many Sub-Areas in this K/S, *they are gained at twice the normal rate.* Thus a persona with a STEEP of 46, for example, would have eight of the above Sub-Areas.

In most cases, a single roll under this K/S will be enough to spot such activity or to keep one of the above operations running unnoticed by authorities for about a month or so. Rolls are typically made using the STEEP of the leader and/or the average STEEP of the operation's most important participants. When such a roll fails, it means that something has been missed or information leaked and an investigation is imminent. Further rolls, depending on the situation, may allow the personas to locate activity or escape prosecution, or even contain the damage and continue the operation or start over elsewhere. See *Criminology*, immediately below, which adds 10% of its STEEP to this K/S Area.

Criminology: For game purposes, this K/S is the opposite to *Criminal Activities, Mental.* It can be used for gaining leads in a case, finding out information regarding the background of a suspect, and predicting a criminal's next move. HPs with this K/S Area may learn that something smelly is afoot when an EP fails a *Criminal Activities, Mental* roll, and they may even learn how to obtain damning evidence

against the EP by matching their *Criminology* STEEP vs. the EP's *Criminal Activities, Mental* STEEP. Needless to say, using this K/S requires a lot of footwork, and the actual act of rolling against it should never replace the process of research and adventure by an HP. The sole purpose of the *Criminology* K/S is to help an HP be in the right place at the right time to gain certain articles of important information, just as the *Criminal Activities, Mental* K/S helps the baddies keep that info from getting to the authorities in the first place. It *is* possible for an HP to track down and destroy an illegal operation with *no* successful *Criminology* rolls, but it would be a lot harder! Note that *Criminology* adds 10% of its STEEP to the *Criminal Activities, Mental* K/S Area.

Cryptography: This is the art of making and breaking codes of various sorts. All that can really be said here is that the higher your STEEP, the better you are at it! The one unique rule for this K/S is that the DR of attempts to decode is based upon the code-maker's STEEP, as the Code Quality table illustrates.

Thanks to that table, it should be unnecessary to directly match the code-maker's STEEP against that of the code-breaker, because the table takes that sort of a struggle into account. Note that the DRs on the table assume that the code-breaker has *some* clue as to how the code works; if not, then increase the ratings by two. (Note also that this would make solving codes created by those with STEEP 41+ impossible!) One check per day is possible. *Mathematics* K/S adds 10% of its STEEP to this Area.

Code Quality

Code-Maker's STEEP	*Base DR to Decode*
1-15	Easy
16-30	Moderate
31-35	Hard
36-40	Difficult
41-45	Very Difficult
46 +	Extreme

Current Events: Unlike in many other "modern" genres, current events knowledge in the **Mythus** game relies on a relatively modest amount of written information and a lot of word of mouth. Sources of this data include the following: broadsides, handbills, posters, newsletters, letters, criers, gossip, rumors, stories, and tales. Naturally, much of this knowledge is gained through socialization, listening, and so forth, so illiterate individuals can still have STEEP of 50 in this K/S Area!

The timeliness of current events information is likely to be a bit retarded, save where Heka-enabled sources of knowledge are concerned. Thus the average currency of data is summarized in the Current Event Datedness table. Nonetheless, this is a handy ability to have, and it complements the *Biography/Genealogy* one, adding bits of spicy gossip and some facts, too. So if you have this K/S add 10% of its STEEP to your *Biography/Genealogy* STEEP (but not vice versa!).

Current Event Datedness

Origin	*Datedness*
Immediate locale (up to city)	1 to 23 hours old
Locale's environs (county-like)	1 to 6 days old
Regional (and removed)	7 to 13 days old
National (and removed)	2 to 4 weeks old
Adjoining state	5 to 7 weeks old
Continental (and removed)	1 to 3 months old
Overseas/more than 1,000 miles	2 to 12 months old
Extremely remote location	1 to 2 years old

Deception: This Area of K/S applies to governments, organizations, groups, and individuals. The ability enables an HP to use deception to mislead and/or cover the actual facts and make some other explanation plausible to the deceived. It can apply to *events*—what happened in the past, what is occurring now, what will happen in the future. It can be used with respect to a *person*—the identity of the individual, the person's origins, beliefs, motives, thoughts, purposes, goals, ethics, morals, or anything else. Although difficult to accomplish, deception can be used to make one *place* seem like another, with more extensive spaces being more progressively difficult to handle in this regard. A *thing* can also be the subject of deception, the object altered or placed so as to deceive a person or persons, of course. *Information* is a good example of the use of the K/S in this regard. Lies, propaganda, misinformation, and misleading data can employed to deceive.

When using this K/S, the player will describe a scheme to the GM, who will then assign a DR based on the complexity of the scheme and the intelligence/resources of the person(s) to be deceived. One roll will be roughly sufficient for a short, quick attempt—one that will probably take no more than a day or two to resolve. Longer projects will require multiple rolls, perhaps a few made in direct contest with opposing *Criminology* K/S Areas or MR CATEGORIES. Remember, however, that direct contests should be reserved for such times as when the victims already know that something's afoot and are looking out for it.

Additionally, personas who possess *Deception* may double their effective STEEP in one of the below-listed K/S Areas for one roll by making a successful roll against *Deception* beforehand. A player doing so should explain what deceiving scheme the HP intends to use to make the second plan easier; then, if the roll is successful, the HP should receive the bonus. If, however, the *Deception* roll fails, then *additional* attention will be drawn to the other effort, and the STEEP for that roll will be *halved*. The following K/S Areas are covered: *Criminal Activity, Mental; Espionage; Law; Military Science; Political Science; Criminal Activity, Physical; Disguise; Escape; Legerdemain;* and *Police Work*.

Finally, this K/S might be useful for detecting deceptions as well.

Here's an example of how the *Deception* K/S might be used. Ariadne wants to use her *Criminal Activities, Mental (Fencing)* K/S to organize a network of fences to handle rare items. She has a STEEP of 52 with that K/S, but the GM tells her that she would have to make a

roll against a DR of "Difficult" to build the network under the current conditions. To make it easier to get away with, Ariadne comes up with another scheme to allow movement of the stolen goods from one place to the next by buying space in legitimate merchant caravans. This scheme, which uses the *Deception* K/S, is assigned a DR of "Moderate," and if Ariadne succeeds in it, then she will have an effective STEEP of 104 with which to roll for the fencing operation itself! If, however, she fails the *Deception* roll, she will only have an effective STEEP of 26 with which to roll against her *Criminal Activities, Mental (Fencing)* Area, and the authorities might already be on to her besides!

Demonology: Because this milieu is one pervaded by Heka and Hekau (a collective term for powerful Heka and its use), the definition of Demonology typical of all other milieux must be expanded. The usual (Earth) definition will be given first, and then the changes applicable to this milieu are added. Note that when in some other frame of reality, the definition of this Area will be that of such place.

First, however, it must be noted that the *Demonology* K/S generates Heka in the able individual at a rate of 1 point for each point of STEEP that persona has, and to that total is added the persona's Mental Mnemonic Capacity ATTRIBUTE score. For example, a persona with *Demonology* STEEP of 30 and an MMCap of 20 would have a base of 50 Heka points from this K/S Area.

The standard definition of this Knowledge/Skill is the understanding of the nature and activities of demons—powerful and malevolent spirits which control and/or work with the ranks of the *Accursed* enemies. Low levels of STEEP points will indicate a persona is well-versed in traditional lore concerning demons, but higher levels allow the scholar knowledge regarding the truths behind the legends and mythology concerning evil spirits and their physical existence "elsewhere." It is possible to discover the name of a demon for conjuration purposes through this K/S, though doing so will likely be at a very high DR unless the persona is in possession of the proper grimoires (see the **Mythus Magick** book). Heroic Personas are advised to beware when working with this K/S, for demons aren't fond of mortals who know too much about them.

The broader study of *Demonology* applicable in the Ærth milieu includes all those who deal with, serve, and make compact (Pact) with Evil. Thus, an individual with this K/S will have knowledge of demonurgists, necromancers, nethercræfters, shamans, sorcerors, warlocks, witchcræfters, and witches. The individual will know about their characteristics, familiars, limitations, needs, paraphernalia, powers, etc. The demonologist will know the principles of (but not thereby be enabled to perform) *Exorcism* and will also have information regarding Pacts with Darkness and the *Conjurations* used by those serving the Netherrealms operate. Because of the greater depth of knowledge, individuals possessing the *Demonology* K/S Area will gain a 10% bonus to beginning K/S STEEP if they acquire either or both of the following K/S Areas after having *Demonology: Conjuration, Exorcism.*

Amongst the many sorts of creatures and beings dwelling in the Netherrealms are the following:

Cacodæmons	Devils	Hags
Cacodemons	Dracos	Imps
Dæmons	Dreggals	Mælvis
Demodands	Dumalduns	Monsters
Demons	Fiends	Serpents
Demonkin	Ghasts	Vampires (Supernatural)

This listing constitutes the major races found in the Nether plane, the plane of Pandemonium and its associated spheres, and the Abyssal plane.

Through the pursuit of the study of demonology an individual learns the conjuring/summoning names of the more powerful of the ones who dwell in the lower planes. With each point of STEEP acquired, the persona has a chance of learning name information. Thus, when initial STEEP of 5 points is acquired, the persona will have a 5% chance of having learned the name of five such inhabitants. When a sixth point of STEEP is added the individual will have a 6% chance of learning one more such name, etc. There is a potential to learn over a hundred names thus, although in practice the total of conjuring/summoning names learned through demonology will be somewhere in the range of 30 plus for a persona with a STEEP of 90. Whenever a name might be learned, the player rolls D% to discover if one such name has been learned. If the player succeeds in the roll, the Heroic Persona learns a name, and another pair of D% rolls must be made one the Named Netherbeing table to discover the ranking of the one whose name is known and if the HP has also learned that one's *Truename.*

Named Netherbeing

D% Roll	*Rank Of Netherbeing*	*Chance For Truename*
01-50	Minor	10%
51-75	Medial	7%
76-90	Major	5%
91-99	Greater being	2%
00	Entital being	1%

It must be made clear that each and every intelligent dweller in the lower planes will have no fewer than *three* names: a *common* name, a *conjuring/summoning* name, and a *Truename.* Medial rank Netherdwellers will have six names, those of greater status nine, major beings will possess at least 13 names, and entital ones will have a minimum of 18 names. Note also that a major being's Truename is of two distinct name portions, and entital beings have a three-portion Truename. It is thus impossible for anyone to learn the total Truename of a major or entital being from the mere pursuit of demonology. For instance, the greater demon referred to commonly as Baphomet might have a conjuring/summoning name such as Bahamut, the name Behemoth for another reason, several other different names, and a two-portion Truename which is entirely dissimilar from all of his other 12 names!

The demonologist will also know that there are approximately the following ratios of dwellers in the lower planes:

1,000,000 minor ones for every
10,000 medial ones for every
100 greater ones for every
10 major beings for every
1 entital being.

From the above it should be plain that there are not many beings of

entital sort; and if there were, say, 1,000, then there would be about 10,000 major beings, and one billion (1,000,000,000) minor types (even your gamemaster might not have a complete census on the Netherrealms, however!). Note also that in the ranks of minor dwellers are many creatures of bestial and animal-form sort. There are also the spirits of the evil dead not of minor status, and countless things of unintelligent sort.

With that said, it becomes apparent how deeply the persona must delve to obtain information, and how astute one must be to learn a conjuring/summoning name from the morass of information dealing with Darkness and the host of malign dwellers therein.

Demonology is the activating force in the study of sorcery. The would-be sorcerer must learn the name of at least one intelligent dweller in the lower planes in order to conclude a Pact. (Consult Sorcery and Pacts for details.) In other respects *Demonology* is not necessarily an Area of learning connected with those of evil nature or intent. In fact, it can be used *against* the malign and Evil.

Domestic Arts & Sciences: This K/S Area has two distinct approaches, and the persona must specify which approach is desired for each Sub-Area. The two approaches are *personal* and *commercial*. The personal one provides for individual, household, and small (family) group applications. The commercial approach applies to business applications such as institutional cooking or restaurateuring, design on a professional basis and so forth. Thus, although there are only four Sub-Areas, they effectively consist of eight. These are:

1. Cooking & Nutrition
2. Household Management
3. Interior Design/Decoration
4. Sewing & Tailoring

Note that a persona properly maintaining a large household would have all four, as would an innkeeper, for instance. A chef would have *Cooking & Nutrition* and *Household* (in this case the kitchen) *Management*. A clothing designer would have *Sewing & Tailoring*, along with other K/S Areas such as *Drawing & Painting*.

A persona with this K/S Area attempting to impersonate a butler or maid would have a good idea of the duties required. Estimation of the amount of time and/or materials required to restore or redecorate the interior of a building is likewise covered by this Knowledge/Skill.

Dweomercræft: Note that the HP expecting to be able to utilize this K/S Area in conjunction with the *Magick* K/S Area so as to have Full Practice and be a Mage must have a Mental TRAIT score of 101 or more points. Only after this K/S and that for *Magick* are recorded irrevocably, however, can the ability for Full Practice be determined. This is done by making a "Hard" Difficulty Rating roll against the HP's Mental Mnemonic Capacity (MMCap x 1). Failure means that the HP is unable to fully channel the Heka and can't be a Mage but is a Partial Practitioner. Note that Full Practitioners have a Casting Grade DR bonus of one (1) step.

If the Heroic Persona hopes to be a mage-priest with Full Practice in both *Dweomercræft* and *Priestcræft*, the HP must have a Mental TRAIT score of 101 or more points and a Spiritual TRAIT of 91 or more points. After applicable K/S Areas are irrevocably recorded, the same DR "Hard" K/S check as noted above must be made to determine if Full Practice is possible. However, the roll in this case is made against the lower of Mental Mnemonic Capacity (MMCap) or Spiritual Metaphysical Capacity (SMCap), so the chance might be slightly worse. Failure means that the individual has only Partial Practice and does not have the full Heka of the Mage. (See also the description of the *Priestcræft* K/S.) Non-full Heka channelers (Partial Practitioners) gain energy from this K/S Area at the rate of 1 point of Heka per STEEP point plus their Mental Mnemonic Capacity score; thus, a persona with a STEEP in (one School of) *Dweomercræft* of 22 and a MMCap of 18 would have 40 points of Heka generated from this area.

Basically, you should forget whatever you've read almost anywhere else in the **Dangerous Journeys** system about this K/S Area. We are in a milieu which is Heka-active, and that changes nearly everything which is true in places where such force is not as strong. *Dweomercræft* learned elsewhere is useful only to the extent that portions of it are translatable, so that such knowledge gives a persona a base of STEEP and the ability to relearn the "truth" as it applies herein.

Dweomercræft is the knowledge and art of the Laws of Magick and Castings (see the **Mythus Magick** book). *Magick*, simply put, is the art of the use of Preternatural, Supernatural, and/or Entital forces to influence events on Ærth and elsewhere. The various Castings of *Dweomercræft* are learned according to a persona's *School* of study. There are lists of the Archetypical Castings (Charms, Cantrips, Spells, Formulas and Rituals utilizing Heka) known to each School, and to those individuals who have STEEP gained therein. However, to *understand* and be able to properly employ a given Casting, an individual must have the requisite amount of STEEP for the Grade of Archetypical Casting, given in Chapter 12. If a Mage (Full Practitioner able to channel full Heka and thus have a multiplier of 10 times STEEP plus Mental TRAIT score as the determinant for Heka energy base) has a lower total in *Magick* than in this K/S Area, the *Magick* STEEP (understanding) applies, and the capacity of the Mage is inhibited accordingly (and *vice versa*, see Magick, below).

STEEP in *Dweomercræft* is reckoned by School, and to learn the Archetypical Castings of other Schools does not add to the overall STEEP (is not cumulative) for Partial or Full Practitioners alike. Neither does the individual with STEEP in two or more Schools gain additional Heka through the addition of M TRAIT or MMCap score to base Heka. Differing Schools' STEEP is parallel, so that possessing 50 points in one, 40 in another and 30 in a third means that the persona's effective *Dweomercræft* STEEP is 50, and in the other Schools the persona has access to such Castings as are known to those of that School with 40 and 30 STEEP, respectively. Put another way, the Sub-Areas (Schools) must be acquired by purchase of STEEP with Accomplishment Points, and such purchase will not generate full Heka or improve the overall mage ability except where such acquisition exceeds the highest *Dweomercræft* STEEP otherwise.

Example: Lord Hardwicke the Archmage—a Full Practitioner—has a STEEP of 100 in *Dweomercræft* (and *Magick*, of course) in the Elemental School. Let's say he also has the following STEEP in other schools: Black 10, Gray, 20, Green 30, and White 40. His *Dweomercræft-Magick* Heka points are thus 1,100 (10 x *Dweomercræft* STEEP + *Magick* STEEP) plus his M TRAIT of 150, plus his STEEP in other Schools of 100 (10 + 20 + 30 + 40), or a total of 1,350. If he has 10 APs to spend to increase his ability, that will raise 55 Heka if

divided between *Dweomercræft* (Elemental School) and *Magick* (10×5 for *Dweomercræft*, plus 5 for *Magick*), 10 if he spends them on study in another School. But in the latter case he will possibly learn new Archetypical Castings. However, Castings of Schools outside the principal one are made at normal STEEP Casting Grade.

The Grade of Casting available to non-mage personas depends on their STEEP in the K/S Area (and Sub-Area), as shown on the Non-Mage Castings table.

Players whose HPs begin the game with this K/S Area must name a school (and are assumed to have been to one of the formal Schools at some period), although much is learned in apprenticeship and by lone study of works generated by others of the School in question, so the attendance is not necessarily true in all cases. Discuss this with your GM.

Sample Archetypical Castings are found in Chapter 13.

Non-Mage Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21 - 30	II
31 - 40	III
41 - 50	IV
51 - 60	V
61 - 70	VI
71 - 80	VII
81 - 90	VIII
91 and up	IX

Ecology/Nature Science: This K/S confers upon its possessor a certain amount of knowledge regarding the environment and how it is affected by both natural and artificial conditions. A successful roll against this K/S will allow one to notice something odd or out of place in nature and determine what could be causing it, as well as how to remedy the situation. This K/S also assumes a knowledge of various environmental issues as well as who, when, and what is involved with each. Your GM will probably allow wisewomen (wisemen) to gain Heka on a one-for-one basis for STEEP in this K/S Area.

Economics/Finance/Investing: Possession of this Area of K/S allows the persona some knowledge in the way money works. Such an HP will understand national and international currency, and know how to profit from investing or trading it. The current and typical financial rates of return will also be known. Naturally, one skilled in this Area will probably know financiers, bankers, etc.

Education: As is plain, this Area of K/S is one which deals with the education and training of people, including practice and study. Personas with this ability can teach other individuals the basics of one or more other K/S Areas that they themselves possess at a STEEP of above 25. Such personas might be able to rapidly teach willing people, explain things clearly, find the salient parts of written works, and so forth.

The K/S may involve working with groups of students or apprentices, and the educator may concurrently train one person for every 20 STEEP points possessed, when training involves a Heka-using K/S, or one person per 2 STEEP points otherwise.

The relative amount of information a persona may teach to others is limited by the teacher's STEEP in the desired K/S. Students or apprentices of the persona with this K/S may never gain a STEEP score greater than that of the persona, unless other instructors are involved, or subsequent independent training is undertaken.

The single most important feature for the Heroic Persona, however, is self-teaching. That is, for each 5 points of STEEP in *Education*, a persona is able to reduce required learning time for acquisition of STEEP in other K/S Areas by 1%. Thus, a STEEP of 50 points in *Education* means a 10% reduction in learning time elsewhere. That can be very useful.

Engineering: This K/S assumes a knowledge of mining, siting constructions, building dams, and how machines with moving parts work, as well as how to design, inspect, and repair them. Such machines include vehicles, mills, and pumps, as well as factory machines, printing presses and the like. An HP with this K/S can both diagnose problems and repair them, or even design and build such a device from scratch (at a high DR). The DR will have a great deal to do with the available resources. One roll should allow the HP to have a pretty good idea of how the project will succeed and, if malfunctioning, what the problem could be. If building or working on a project, one roll should cover from a day's work to a week's, depending on the complexity and difficulty involved.

Engineering, Military: Such activities as modifying terrain to suit the needs of an army, and placing and building fortresses, bridges, roads, dumps, bases, and camps are covered by this K/S. One roll will allow the user to figure out how to accomplish one small task (such as siting a camp), or part of a big one (such as altering the course of a river or draining a swamp). This K/S also assumes the knowledge of how to build, detect, and disarm an array of (non-magickal) indoor and outdoor traps, as well as how to construct simple shelters, towers, siege engines, stone throwers, and the like using only trees and small hand tools—see *Fortification & Siegecraft*. Just as with terrain projects, a single roll can build (or detect and disarm) one small trap or part of a large one. The same applies to natural shelters. It cross-feeds *Fortification & Siegecraft* by 10% of STEEP.

The table of Outdoor Trap Damage lists some sample outdoor traps which can be built by the use of this K/S, as well as how much damage they can do. Note that armor provides no protection against "Impact"

Outdoor Trap Damage

Trap Type	*Damage Type*	*Damage Amount*
Deadfall	Impact	8D6+8
	Piercing	4D6 + 1D6 per stake or spike.
Pit	Impact	As per falling. (See Chapter 12.)
	Piercing	+1D6 per stake or spike.
Snare	Stunning	3D6 + trapped unless a "Hard" PM roll is passed.
Spring/Swing	Piercing	2D6 + 2D6/spike.

damage and that all such damage should be multiplied by a *1D3* (not 1D6) Exposure Roll. "Stunning" damage, however, uses a normal 1D6 roll, and "Piercing" damage should be rolled on the Strike Location Table. See the Combat chapter for further details regarding armor and damage.

Espionage: This K/S provides for a wide array of skills which any spy will find indispensable. Other K/S Areas, particularly the *Criminal Activities* (*Physical & Mental*), as well as *Engineering, Military*, and the like, will also prove to be very handy. The following Sub-Areas are included herein:

1. Gathering Information
2. Clandestine Meetings
3. Border Crossing
4. Smuggling
5. Recruiting Informants
6. Object Concealment

For purposes of rolling, Sub-Areas 1 through 5 function like *Criminal Activities, Mental* operations (q.v.). Sub-Area 6 applies to a specific attempt to conceal an object. An object can be as large as can be easily carried.

Etiquette/Social Graces: This ability conveys a multitude of small things which identify an individual as coming from a certain nationality and/or SEC. Examples of things covered by this K/S are table manners, mode of speech & vocabulary, dress, hair style, casual interests, political & social awareness, breadth & depth of experiences (such as acquaintances & travel), etc. Rolls against this K/S may prove important when you are trying to impress an OP, dupe an EP, or fit in with a certain crowd. Class distinctions are sharp and SEC is often crucial...

Foreign Language: This K/S allows an HP to read, write (if applicable), and speak one (or possibly more) foreign language(s) of the player's choice, all done at a level of proficiency comparable to the persona's STEEP. Rolls against this K/S may be necessary to carry on a conversation in the language and/or read it under difficult conditions. Furthermore, HPs who have the *Linguistics* K/S Area (q.v.) receive a bonus of 10% of their *Linguistics* STEEP to any *Foreign Language* they know/earn. Gaining STEEP points indicates not only a broader vocabulary and proper grammar, the rise also indicates an improvement of accent, increasing ability to use idiomatic forms, growing understanding of slang terms, and even mimicry of specific native accents and minor dialects.

Also included under this K/S Area are various non-human (or non-Ærth) languages (such as the tongues of Phæree). Knowledge of languages such as the *Fair Speech, Gnomish*, and so on might come in handy for translation of writings, in chance encounters, or when outside human surroundings. Readers should note that all intelligent denizens of Phæree speak one of the following three tongues. Færies speak *Fair Speech*, Borderers use the *Hobgoblin tongue*, and Goblins have the *Goblintalk*, so knowing these languages usually enables one to speak with any Phæree being.

Ærth's languages have many interrelated groups, and knowing one might automatically give an HP STEEP in one or more other languages. Because of the assumed unfamiliarity of the reader with the language groups of Ærth, we have provided a Language Interrelationships tableon pages 146-147. You will note that some languages have many related tongues, thus providing STEEP in several languages to an HP. For example, having 40 STEEP points in Khazirian endows a Heroic Persona with 10 STEEP points in *Turkic-Sumerian* (25% relationship) and 4 STEEP points in each of the *Farsi, Greek, Phonecian*, and *Slavic* languages (10% relationship to each). Obviously, some languages are much more generally useful than others, but don't let this fool you into neglecting less broadly based tongues, for who can tell when your HP will need to know one of them!

Fortification & Siegecraft: This is the study of the construction and use of fortifications of all sorts, the knowledge of how to assault and/or destroy such fortifications, and the tools and weapons used specifically to build, defend, attack, and damage such constructions. It cross-feeds *Engineering, Military* by 10% of STEEP.

Siting of a fortification is important, of course, and having some ability in *Engineering, Military* is beneficial. The purpose for the construction, its use, and the ground upon which it is built are factors which affect both how a place is built and defended, and how it is assaulted and destroyed. Aside from the temporary military fortification, other such places are assumed to be permanent constructions. Therefore, each must serve its purpose (check local population, guard a route of trade or access (rivers, fords, bridges, roads, etc.), guard a community, protect a coast, etc.) as efficiently as can be managed, all things considered. The terrain should be commanding if at all possible (such as a height), and the walls and buildings of the fortification should be seated upon as solid a foundation (preferably bedrock) as available. There must be such thickness of walls as to defy their being brought down, and sufficient height of walls and towers as to make them unscalable and advantageous to defense. The construction must have a reliable water source (rain cistern, well, etc.) and a place for storage of food and siege materials, and it must be able to contain in safety a garrison and those to be protected within the walls. On the other hand, it should be defensible by as small a number of individuals as possible. Thus details of the construction (walls, towers, turrets, bartizans, machiolations, piercings, murder holes, outworks, galleries, etc.), archery and war engine fields of fire, and placement of defensive machinery needs to be considered by the skilled persona planning and overseeing the construction of the fortification. The use of Heka to prepare a site, construct, protect, defend, assault, and damage fortifications must be known to personas with this K/S Area, although they would not be expected to perform the actual work there, any more than they would be expected to be a mason or carpenter.

Of course, repair, strengthening, and improvement of existing fortifications is another aspect of this Area. The individual will be able to assess a fortress (castle, keep, moat house, chateau, etc.) and by finding its weak points and prepare strengthening modes (construction or defensive measures), This brings us to the *Siegecraft* portion.

Knowing the weaknesses of any particular design, skilled personas will be able to employ their knowledge to assail a fortress and bring it into ruin. Should escalade (ladders, siege towers, ramps, etc.) be used? Can mines be dug under the place to bring portions down, so as to create an assailable breach? Are stone-hurling engines and battering/picking machines going to be feasible? Can the water for the place be stopped or polluted? Is its supply of food adequate? How about disease? Fire? What use will Heka and Castings be in a siege?

DALY

LANGUAGE INTERRELATIONS

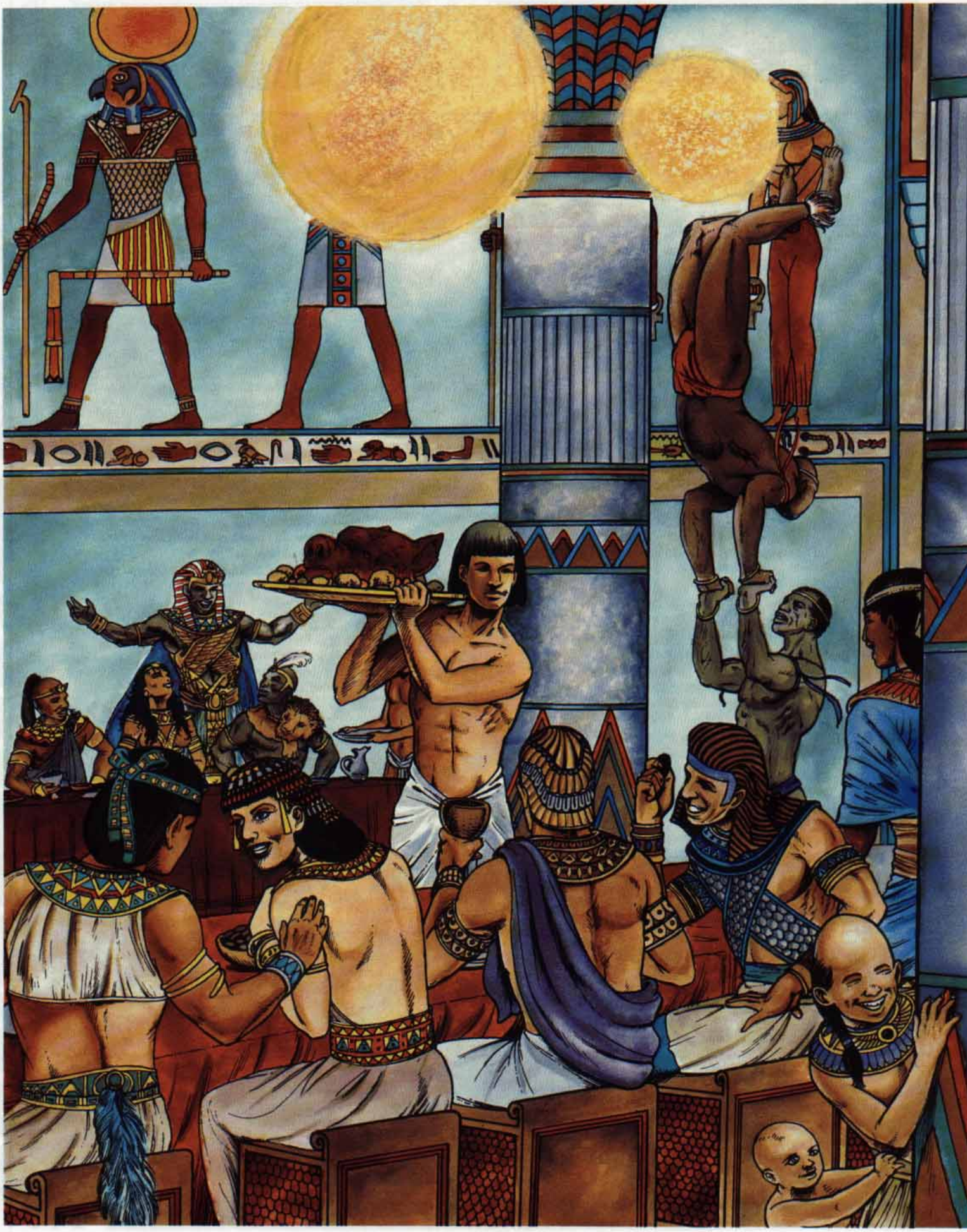
Known Language	*Related Languages*
Ægyptian	Ægyptian Dialect—75%
Ægyptian Dialect	Ægyptian—75%
Annamese	Camcham—25% Chinese Dialect (Nan-Chao, Sung, and Tongking only)—25% Chinese—10%
Armenian	Greek—25% Sumerian—25%
Atlantian	Atlantian Dialect—90% Lantian—75% Iberian and Lantian Dialect—50% Berberian and Iberian Dialect—25% Teclan, Vardish, and Vardish Dialect—10%
Atlantian Dialect	Atlantian—90% Berberian and Lantian—50% Iberian and Lantian Dialect—25%
Bantu	Bantu Dialect (and all other Bantu tongues)—50%
Beniyorub	Ewe and Yoruban—50% Tribal tongues within about 25 miles of the border—10%
Berberian	Atlantian Dialect—50% Atlantian and Lantian—25% Iberian and Lantian Dialect—10%
Boideutsch	Deutsch, Francodeutsch, and Latideutsch—75% Skandeutsch—50% Skandian—25% Skandian Dialect and Slavic—10%
Brythokelltic	Kelltic—90% Kelltic Dialect—75% Vardish and Vardish Dialect—25% Deutsch and Skandian—10%
Bulgarian	Greek, Roumanian, and Vlachian—10%
Burmese	Hindic and Malay—25% Camese, Malay Dialect, and Siamese—10%
Camese	Annamese—25% Burmese, Malay, and Siamese—10%
Cherokee-Irouk	Iroukian and Suskirouk—50% Iroukain Dialects of surrounding tribes—25%
Chinese	Chinese Dialect (any)—75% Manchurian, Nipponese, and Nipponese Dialect (Liang)—25% Mongolian—10%
Deutsch	Boideutsch, Francodeutsch, Latideutsch, and Skandeutsch—75% Skandian—50% Skandian Dialect—25% Brythokelltic and Vardish—10%
Farsi	Farsi Dialect—75% Hindic, Hindic Dialect (western), and Khazirian—10%
Farsi Dialect	Farsi—75% Mongolian Dialect (northern Farsi Dialect speakers only)—10%
Francodeutsch	Boideutsch, Deutsch, and Latideutsch—75% Skandeutsch—50% French and Skandian—25% French Dialect and Skandian Dialect—10%
French	French Dialect—90% Francodeutsch—25% Neustrian, Vardish, and Vardish Dialect—10%
Greek	Greek Dialect—75% Armenian and Latin—25% Bulgarian, Khazirian, Roumanian, and Vlach—10%
Hindic	Hindic Dialect—90% Burmese—25% Farsi—10%
Iberian	Iberian Dialect—90% Lantian—75% Atlantian, Lantian Dialect—50% Atlantian Dialect—25% Berberian—10%
Iberian Dialect	Iberian—90% Atlantian—25% Atlantian Dialect and Lantian—10%
Iroukian	Cherokee-Iroukian and Suskirouk—50% Iroukian dialects of surrounding tribes—25%
Khazirian	Turkic-Sumerian—25% Farsi, Greek, Phonecian, and Slavic—10%
Kelltic	Brythokelltic and Kelltic Dialect—90% Vardish Dialect—25% Neustrian and Vardish—10%
Kongolese	Ægyptian Dialect (Darfurian)—10%
Lakota	all Lakota Dialects, and vice versa—50%
Lantian	Lantian Dialect—90% Atlantian and Iberian—75% Atlantian Dialect—50% Berberian—25% Iberian Dialect—10%
Lantian Dialect	Lantian—90% Atlantian and Iberian—50% Atlantian Dialect—25% Berberian—10%
Latideutsch	Boideutsch, Deutsch, and Francodeutsch—75% Skandeutsch—25% Skandian—10%
Latin	Latin Dialect and vice versa—75% French—50% French Dialect, Greek, and Latideutsch—25% Magyar and Roumanian—10%

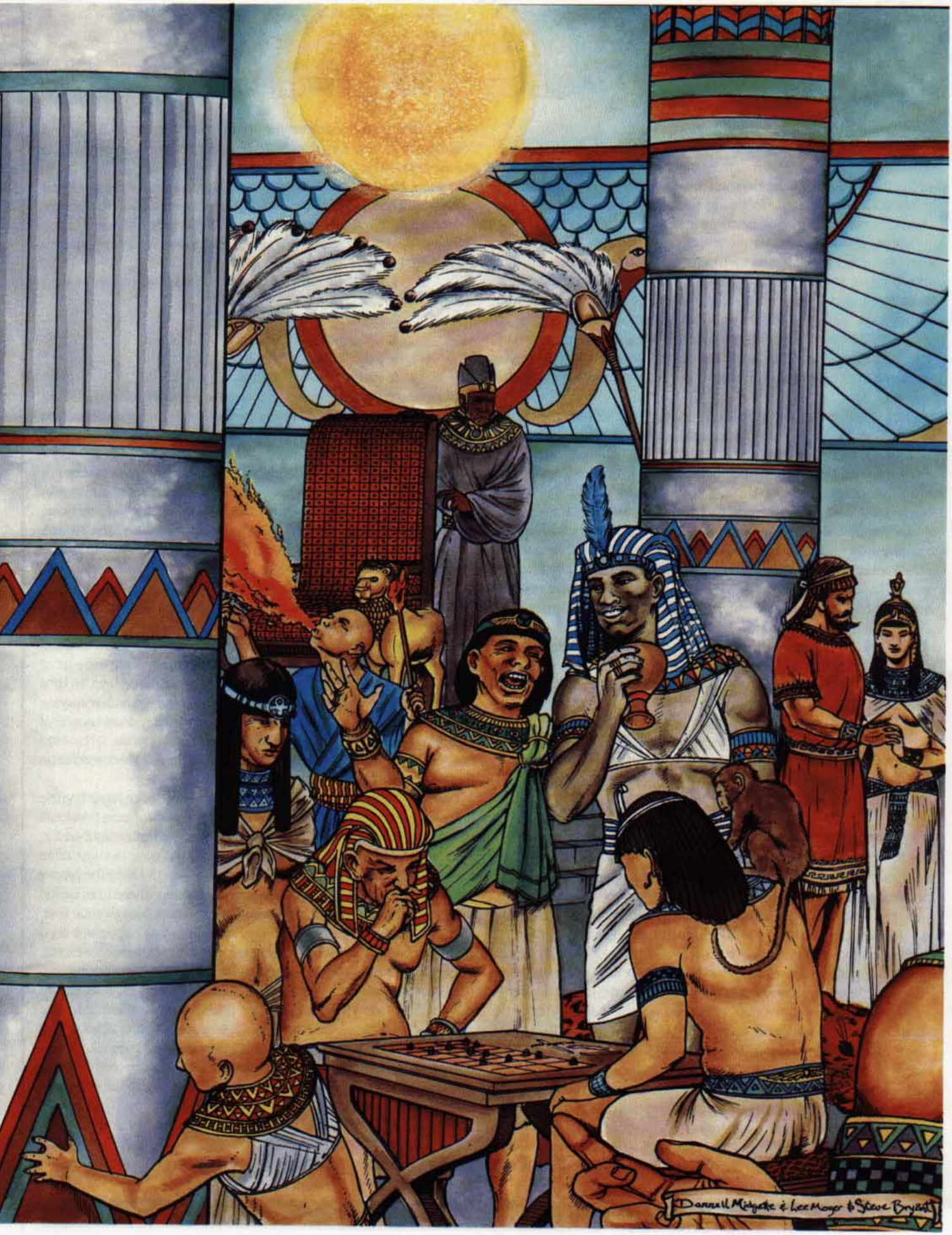
LANGUAGE INTERRELATIONS

Known Language	*Related Languages*
Lemuyan	Tecian—25% Lemurian (any sort)—25%
Lemurian	Lemurian Dialect—90% Lemurian-aleffa and Lemurian-dekasta—75% Lemuyan—10%
Lemurian Dialect	Lemurian—90% Lemurian-aleffa and Lemurian-dekasta—50% Lemuyan—10%
Lemurian-aleffa	Lemurian—75% Lemurian Dialect and Lemurian-dekasta—50% Lemuyan—10%
Lemurian-dekasta	Lemurian—75% Lemurian Dialect and Lemurian-aleffa—50% Lemuyan—10%
Magyar	Latin and Slavic—10%
Malay	Malay Dialect—75% Burmese—25% Siamese—10%
Malay Dialect	Malay—75% Burmese—10% Chinese Dialect (southern, Sung and Tongking, and vice versa)—10%
Manchurian	Chinese, Chinese Dialect (northern, and vice versa)—25% Mongolian —25% Nipponese Dialect (Liang, and vice versa)—10%
Mongolian	Mongolian Dialect—75% Manchurian—25% Chinese Dialect (Khitain and Tartar, and vice versa)—25% Chinese and Turkic-Sumerian—10%
Mongolian Dialect	Mongolian—75% Turkic-Sumerian—25% Farsi Dialect—10%
Nepalese	Hindic Dialect (northern, and vice versa)—25% Tibetan—10%
Neustrian	Skandian—25% French and Keltic—10%
Nipponese	Nipponese Dialect—75% Chinese—25% Chinese Dialect (northern, and vice versa)—10%
Phonecian	Trade Phonecian—90% Phonecian Dialect—75% Sumerian—25% Khazirian and Sumerian Dialect—10%
Phonecian Dialect (Mago)	Phonecian and Trade Phonecian—75% Iberian—25% Sumerian—10%
Quechuan	Subject tribes native languages—75%
Roumanian	Slavic Dialect (southern/Balkans and vice versa)—25% Latin, Slavic—10%
Siamese	Burmese, Camese, and Malay—10%
Skandeutsch	Deutsch and Skandian—75% Boideutsch and Francodeutsch—50% Latideutsch and Skandian Dialect—25% Soumi—10%
Skandian	Skandian Dialect and Skandeutsch—75% Deutsch—50% Boideutsch, Soumi, and Francodeutsch—25% Brythokeltic, Latideutsch, Neustrian—10% Vardish, and Vardish Dialect—10%
Skandian Dialect	Skandian—75% Deutsch and Skandeutsch—25% Boideutsch, Francodeutsch, and Vardish—10%
Slavic	Slavic Dialect, and vice versa—75% Boideutsch—25% Magyar, Roumanian and Vlach—10%
Soumi	Soumi Dialect—75% Skandian—25% Skandeutsch—10%
Sumerian	Sumerian Dialect—75% Turkic-Sumerian—50% Armenian and Phonecian—25% Trade Phonecian—10%
Suskirouk	Cherokee-Iroukian and Iroukian—50% Native Iroukian tribal tongues—25%
Tecian	Lemuyan—25% Atlantian—10%
Tibetan	Nepalese—10%
Turkic-Sumerian	Sumerian—50% Khazirian and Mongolian Dialect—25% Mongolian—10%
Vardish	Vardish Dialect—75% Atlantian, Deutsch, French—10% Iberian, Keltic, and Skandinavian Dialect—10%
Vardish Dialect	Brythokeltic and Keltic—25% Atlantian, French, Keltic Dialect and Skandinavian Dialect—10%
Vlach	Bulgarian, Greek, Roumanian and Slavic—10%

*This percentage serves as a multiplier for an HP's STEEP in the "*Known Language*," to determine the HP's STEEP in the related language(s). For example, an HP with a STEEP of 80 in Malay would automatically have a STEEP of 60 (75%) in *Malay Dialect*, of 20 (25%) in *Burmese*, and of 8 (10%) in *Siamese*.

Note: Different dialects of the same speech are generally understood by different speakers at a ratio related to geographical separation and the influence of foreign languages. As a rule of thumb, use 75% if contiguous, 50% average, 25% if widely separated, and 10% if separated and divergent over a long period of time.




Darrell Midgette & Lee Mayer & Steve Bryant

Many things go into making up this K/S Area.

Related to it is the *Weapons, Military, All Other* K/S Area (q.v.). STEEP in *Fortification & Siegecraft* gives a 10% bonus to acquisition of the former Area, as the persona must already know considerable information regarding the following: ballistæ, mangonels, scorpions, catapults, onagers, screws, catchers (ram, spow, etc.), picks, towers, movable, crossbows, rams, and trebuchets. The individual will also have knowledge of abbatis, bridges, castellation, counter-mining, drawbridges, earthworks, escarpments, gates, gate houses, ladders, mantlets, mines, moats, outworks, portcullises, ramps, sows, and tortises. Quite frankly, the details of castellation could fill a book of the size of this work, so the reader is directed to the bibliography at the end of this book and to such accessory works as are currently available in the **Dangerous Journeys** game system regarding the subject.

Adding immeasurably to this complexity is the fact that Heka almost always plays a part in the construction, defense, attack, and destruction of a fortified place. A Heka user, usually a Mage, will be employed in defense of such a construction, so the assailants must too have practitioners of Heka. Thus, masters of *Fortification & Siegecraft* either work with such a Heka user, are powerful ones in their own right, or perhaps both, in cases of extreme importance.

It is always necessary to employ a persona with this K/S Area when constructing a stronghold. Besieging a citadel which is well constructed and ably defended is likewise fruitless in most cases unless the attackers can somehow overwhelm it by sheer numbers in escalade or starve it into submission.

Gambling: This Area of K/S enables the HP to understand the theory and practice of gambling in a broad spectrum of forms. The following Sub-Areas match the games the HP will be able to play competently:

1. Cards
2. Dice
3. Table Games
4. Sporting Events
5. Dog/Horse Racing
6. Animal Fighting

The DR for victory will have a lot to do with how much one wishes to win, how many others are competing, and how good they are. When competing directly against one other player, such as against the house in blackjack, have a K/S vs. K/S competition—though give the house an automatic one level of advantage for its DR, and penalize the gamblers one DR or so per two players in the card game. When playing something like poker, however, where several individuals are in direct competition, have each "wager" a DR, and the one who can succeed against the highest one wins. For example, Dirk Galligher is playing cards with four other HPs. Two wager that they can roll successfully against a DR of "Hard," one bids "Difficult," and the other "Very Difficult." Dirk bids "Difficult" himself, and the game is on. The first two succeed in their rolls, Dirk makes his, but the fourth fails. Dirk and the third one, who both succeeded with "Difficult" rolls, compete in a K/S vs. K/S match. Dirk wins and collects the pot! (Dealing hands can be easier, but then there's Joss...)

One roll should cover one "hand" at cards, one horse race, one sporting event, etc. Alternatively, a roll could be expanded to see who comes out ahead after an evening of card play. Winnings will vary, but could run anywhere from two to 10 times that which was wagered on the average—it's up to the GM.

Games, Mental: This K/S includes both purely mental games and those which combine mental and physical coordination. An element of luck might often be involved as well. Resolve the success in the games as per the *Gambling* K/S above. The following types of games are covered herein:

1. Strategic & Table Games (Chess, Backgammon, etc.)
2. War Games
3. Darts
4. Croquette/Yard Games
5. Pool (Billiards, Snooker)
6. Parlor Games (Charades, etc.)

Gemology: First, the reader is alerted to the fact that in this milieu the *Gemology* K/S Area gives the possessor information regarding which forms of gems and minerals possess, are capable of storing, or channel Heka.

The HP will know the geographical areas where types of stones are found, their physical and mineralogical location and appearance in that area, mining/location techniques, raw costs, buying practices, markets, cutting, grading, classification, etc. Similarly, the HP will know the history of unique stones, who owned or owns them, and the values today for all types of such work.

Geography/Foreign Lands: A successful roll against this K/S Area will allow an HP to be aware of the general terrain in a particular place, the location of unique and/or famous areas of terrain, how to map an above- or below-ground area successfully, and how to accurately judge distances. The latter two uses for this K/S will see a lot of rolls, and the GM should always make a secret check against an HP's STEEP whenever the persona is making a map upon which someone will rely for navigation. Surveyor's instruments will reduce chance of failure (i.e., make the DR better). A failed roll will allow the GM to lead the party astray, though it is recommended that most inaccuracies be minor unless a Special Failure was rolled!

Geology/Mineralogy: This K/S imparts a knowledge regarding the inner workings of Ærth and the nature of many types of (non-precious) rocks and minerals, or where valuable/precious ones might occur. This Area could be used for everything from predicting the time of an earthquake or volcanic eruption (a tough task—better have the proper equipment!) to recognizing iron ore and knowing where to mine it.

History: The HP will be familiar with important past events, and, with a successful roll, may be able to recall what happened on a certain occasion, why it may have happened, who was involved, etc. This K/S Area could come in *very* handy for rooting up information.

In a medieval-type setting such as that of Ærth, historical knowledge will be somewhat limited to regional areas, rather than the overall world. It is possible, however, that a sage or other scholar may have a broad view of the histories of many civilized regions.

Hypnotism: This skill allows the user to put a human (or intelligent humanoid) subject into a hypnotic trance and manipulate the way that person's mind functions. While there are many uses for this K/S, all involve causing the subject to go into a "trance," or sort of sleep. A number of CTs equal to the subject's MRCap ATTRIBUTE is required to attain this state if the subject is willing. For reluctant subjects

however, the time required will be counted in BTs. After the trance is established, make the roll using the Difficulty Rating for the hardest type of activity to be attempted. A successful result will allow the hypnotist to proceed. If additional rolls are required during the course of a hypnotism session, then make each one after the time limit for the last has expired. This K/S may be used for the following purposes:

(1) A subject's subconscious memory can be tapped with regard to a certain past event. Such subjects will actually believe that they are again experiencing that event, and they will be able to describe it perfectly to the hypnotist as it occurs. (This function can even be used to look into the lives a person led previously to the current one! "Past life regression," however, can be very traumatic—particularly if subjects relive their own death—and it will inflict 1D6 points of Mental damage on a subject for undergoing it (or 3D6 points for subjects made to relive their death).) The base DR for this use of hypnotism is "Moderate" for trying to recall an easy, non-traumatic event, "Hard" for trying to recall a stressful event in this life (or an easy one in a past life), and "Difficult" for trying to recall a traumatic event (or a stressful one in a past life). In all cases one roll covers one AT's worth of questioning. If a roll fails before the hypnotist brings the session to a close, the subject automatically wakes up and takes 1D6 points of Mental damage for so doing.

(2) While under the influence of *Hypnotism*, subjects can also be commanded to perform a certain short, simple task which they will fulfil to the best of their ability. Good examples are, "Act like a chicken," or "Call to your mother and tell her you love her." Subjects can be made to do a wide variety of strange things, but will *not* obey commands which are diametrically opposed to their nature—for example, most people won't obey commands to kill themselves. The base DR for this function is "Moderate," and one roll covers one AT as well.

(3) A post-hypnotic suggestion which will affect a subject's waking behavior can be implanted. The command must usually be very simple and direct, but it can be quite powerful! One example of a command is to, "Forget the number four." Such subjects, upon awaking, could count from one to 10 as many times as they liked, but they would no longer be able to comprehend the concept of the number "4"! They would know what "14" and "40" were, and would still recognize the symbol "4," but they would quite honestly not know what it meant. In order to remember, they would have to be re-hypnotized, or enough time would have to pass that the post-hypnotic suggestion would wear out and allow them to remember. (Allow a subject one roll against the MM CATEGORY every month to break free of the suggestion.) Another type of suggestion would be to "Go to sleep when you hear the word 'Delta'." When that occurred, the subject would instantly fall asleep and remain so for 1 AT. At the end of the AT the subject could make a roll against the MM CATEGORY to wake up. If the roll failed, the subject would remain asleep for another AT and so on until he or she succeeded, was commanded by a hypnotist to wake up, or died of thirst. Likewise, this suggestion would eventually decay over time, with the subject rolling once every month to be rid of it.

The Difficulty Rating for this function depends on just how strongly the hypnotist wants the suggestion to be implanted. The base DR at which the hypnotist decides to roll to implant the suggestion is the same DR at which the subject will have to roll in order to resist it. For example, if a hypnotist overcame a base DR of "Difficult" to hypnotize Alyssa into avoiding cooked meat, then she would have to make a "Difficult" roll against her MM CATEGORY in order to resist the suggestion and eat it anyway. Likewise, she would have to succeed in a "Difficult" roll to break out of the influence of the suggestion at the end of the month. Note, however, that *any* hypnotist can cancel *any* hypnotic suggestion with a "Moderate" roll (this does not apply to any magick-related *Suggestion* Castings). Also keep in mind that, as with function 2, the command must not be *directly* self-destructive in nature, and it cannot force the subject into making any K/S rolls.

(4) The hypnotist can calm and restore a subject, healing 1D6 points of Mental damage for every level of DR rolled at (i.e., 1D6 for "Easy," 2D6 for "Moderate," 3D6 for "Hard," etc.). A Special Success heals double the rolled amount, but a Special Failure *inflicts* the attempted amount on the subject. (Should this, however, increase the subject's accumulated Mental damage to above the Mental TRAIT then the subject will be overcome by total insanity and immediately become catatonic, dying in one week.) This calming and restoration may be attempted but once per day per subject.

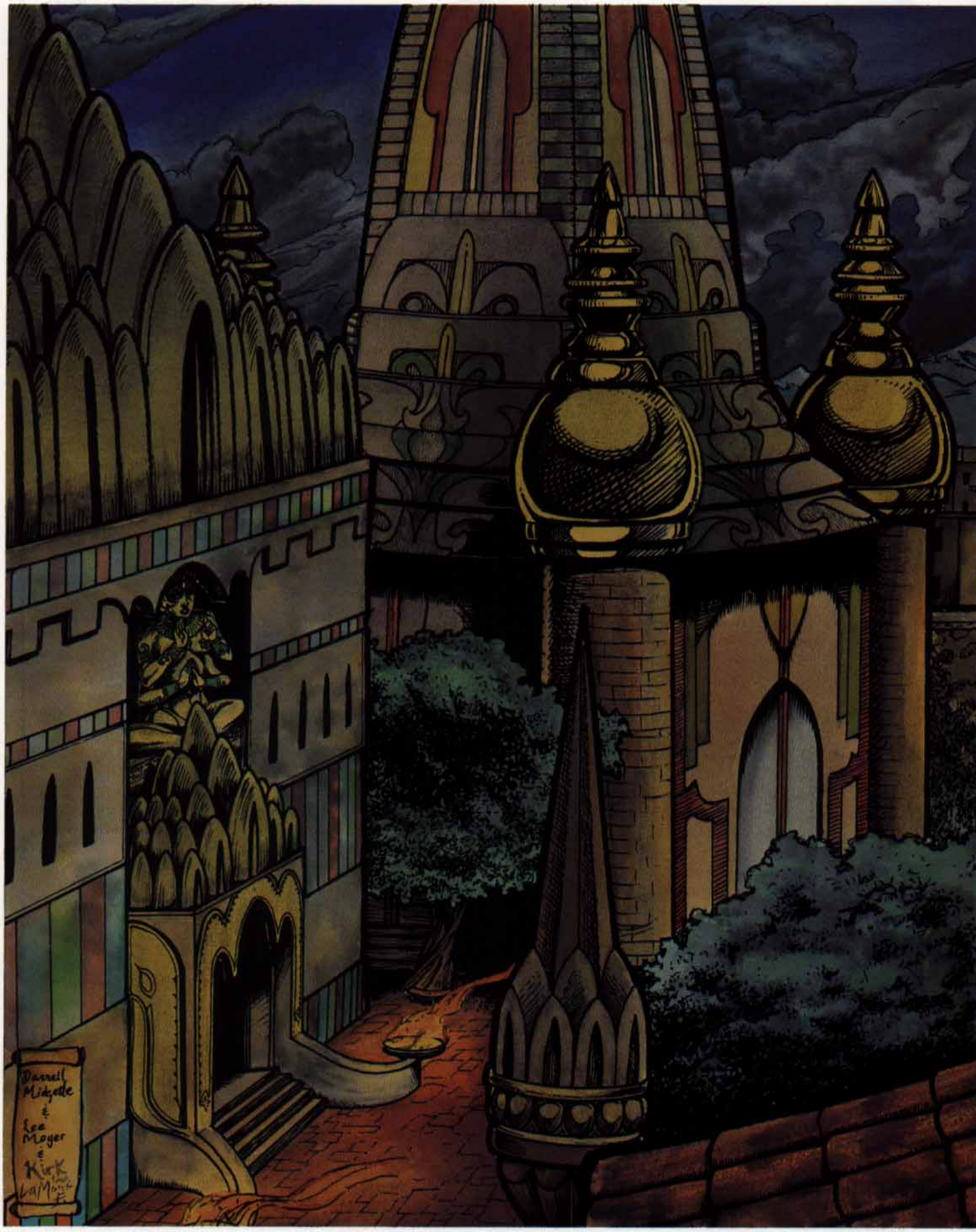
Additional DR modifications would depend on the conditions under which the hypnotism was taking place. An unwilling subject is usually at a DR of three levels higher (a "Moderate" task would then become a "Very Difficult" one, for example), though subjects whose will is broken (i.e., they have taken Mental damage equal to or more than their Mental Effect Level) will cause the hypnotist to incur no such penalty. Note that an unwilling subject with an SMPow of 16 or higher *cannot be hypnotized at all* unless he or she is over the Effect Level. Furthermore, *no* subject—willing or unwilling—can be hypnotized unless she or he has a Mental TRAIT of from 48 to 100. *Those who are higher or lower than this range are completely immune to hypnosis, even when over their EL*, although *Magnetism* (q.v.) might work—see the description of that Spiritual K/S Area for details.

Finally, while this description of hypnotism is hardly a clinically accurate picture of the way it works, it is a quite balanced one for game purposes.

Influence: This K/S measures one's skill at verbal communication of all sorts. The following Sub-Areas are covered under this category:

1. Debating
2. Persuasion
3. Salesmanship
4. Demagoguery
5. Misinformation
6. Oration
7. Propaganda

A roll against this K/S will often be necessary to convince one or more OPs to believe in or to agree with what you are trying to say. Precisely which Sub-Area you will use will vary greatly with the situation. Sub-Areas 4 through 7 tend to apply to a group of people, whereas the first three types of speaking are more one on one in nature. *Debating* is the skill at arguing an opposing view (whether you agree with it or not), while *Persuasion* is the ability to get people to do something you want. *Salesmanship* is the ability to sell something with a minimum of haggling. *Demagoguery* is a method of influence which appeals to the prejudices and emotions of others. *Misinforma-*


Darrell Midgette
&
Lee Moyer
&
Kirk LaMoth

tion (or *disinformation*) is the ability to slip in false facts to weight a situation in the HP's favor. *Oration* is simply public speaking, usually aimed at influencing a group of people. *Propaganda* is the systematic, widespread promotion of a particular doctrine or idea.

Keep in mind that when you fail an attempt at this K/S, you are unlikely to get a second chance with that subject any time soon, regardless of the Sub-Area used and/or the one you would like to try next.

Journalism: The art of writing and publishing broadsides, pamphlets, columns, and articles, conducting interviews, and gathering information are all part of the *Journalism* K/S. A roll against this K/S may be necessary for publishing articles which could irritate people in the wrong places (as an attempt to expose a group of EPs might!), and this K/S can also be used in a *Criminology*-like manner (q.v.) to snoop around and find things out (a field otherwise known as investigative reporting). This skill, combined with *Political Science* and *Influence*, can be very powerful...

Law: This K/S assumes knowledge regarding the nature of laws in the possessor's homeland as well as an assortment of local laws in various places. A successful roll will allow the HP to recall public policy regarding a certain type of occurrence. The HP will also be familiar with various important legal decisions as well. At a K/S STEEP of 41 and above, the HP is assumed to be a qualified courtroom attorney or barrister, if such professions are applicable (a few feudal systems might not have lawyers, and many others require a minimum SEC level of 6 or higher). Such HPs will have *one* of the Sub-Areas listed below:

1. Civil
2. Criminal
3. Government
4. Matrimonial
5. Tax
6. Probate

These represent very specific areas of knowledge in a certain field, and are available only to those with 31 or more STEEP points in the *Law* K/S. An additional *Law* Sub-Area is gained at STEEP 51, 71, and 91.

Linguistics: This K/S Area enables the HP to know the origin, structure, and evolution of various languages. It includes etymology and grammar, but not philology *per se*. A successful roll against this K/S will allow you to establish basic communication with anyone, regardless of the language they speak, and to even translate their tongue to a small extent. The latter operation, however, will require lots of time and numerous successful rolls. Also, *possession of this K/S gives the following bonuses:* Add 10% of your *Linguistics* STEEP point total to that of your *Native Tongue* and any *Foreign Languages* you know. In addition, the learning time for new languages is reduced by 10% when you have this K/S.

Lip Reading & Sign Language: The K/S enables individuals possessing it to be able to read lips as if they were understanding spoken language. But to gain the whole of the speaking observed, a success must be rolled. Note that the language spoken must be known (K/S STEEP possessed) by the lip reader. Failure indicates a percentage of what was spoken is not understood, a percentage equal to the twice number of points by which the success was missed. Special Failure means nothing could be lip-read by the individual.

Similarly, sign language is an ability just the same as language ability. The persona must possess a *Sign Language* Sub-Area to be able to send and receive (understand signals sent by another). *This Area's Sub-Areas apply only to Sign Language.* The able persona possesses one new sign language for each 10 STEEP points she or he holds in this K/S. The following list contains some possible sign languages, and gamemasters might add or subtract from this list as they see fit:

Alchemists
Assassins
Beggars
Deaf/Mute
Dweomercræfters (by School)
Gypsy
Hunters
Pirates
Priestcræfters (by Ethos, and by Pantheon)
Soldiers
Thieves
plus that of each Secret Society active in the campaign milieu

Literature: An HP with this K/S is assumed to be knowledgeable about all types of literature, including numerous classic works in many languages, modern literature, and poetry. This K/S is also a measure of a persona's ability to understand such works. Such ability enables criticism. Not only will possession of this K/S help the HP fit in with the educated crowd, but successful rolls may also be useful for turning up clues during adventures.

Note that this K/S does not enable to write literature or poetry, for these abilities are covered by the *Poetry/Lyrics* and *Creative Writing* K/S Areas (qq.v.).

Logic: This K/S Area is that which deals with reason. It is the science of analysis and deduction. Using the principles of inference and demonstration, it facilitates the persona to arrive at the most probable answer to any given question. In play, the Heroic Persona with the *Logic* K/S can attempt to use this ability to find the most likely answer to any question, or solution to a puzzle, through analysis and deduction. The gamemaster will, however, assign a high degree of Difficulty Rating to any such attempts where the HP has not actually used rational thinking, made at least basic inferences, demonstrated why (or why not) certain possibilities are most likely (or unlikely), and generally thought the matter out before resorting to this pseudo-thinking recourse. Naturally, HPs are actually using their intellect when they select *Logic* as a K/S, but some additional demonstration of thinking is required to avoid DRs in the "Hard" to "Difficult" range.

Magick: Unlike most other roleplaying games, the **Mythus** game develops *Magick* into a very important K/S Area. Most important is the requirement of its possession in conjunction with *Dweomercræft* (q.v.) in the Full Practice of that ability. In this regard, *Magick* is the understanding of *Dweomercræft* and its Castings, so that if either Area is out of balance (not of equal STEEP), the lower of the two prevails. Simply put, *Magick* is the study and understanding of the Laws of Magick (see the **Mythus Magick** book). Furthermore, *Magick*

alone generates Heka in the (Partial Practitioner) individual possessing this K/S Area, at the rate of 1 point of Heka to 1 point of STEEP and total of the Mental Reasoning Capacity Attribute. For instance, 31 STEEP and a MRCap of 19 generate 50 Heka points. This K/S is important also for knowledge of how to make many objects, instruments, and reservoirs containing Heka or of enchanted nature, as detailed in the "Magickal Items" chapter of the **Mythus Magick** book.

Mathematics: This K/S Area measures an HP's skill with basic and advanced mathematics of all sorts, including algebra, trigonometry, calculus, and the like. Successful rolls against this K/S allows the user to write and solve formulas, find the solutions to word problems, and apply mathematical concepts to practical applications in real life. It adds 10% of its STEEP to the *Cryptography* K/S Area.

Medicine, Veterinary: Normal, modern (Earth-like) medicinal practices for animals are no more workable in this milieu than they are for humans. *Medicine, Veterinary* K/S Area ability is similar to veterinary medicine of the 19th century on Earth, but it also uses herbs of Heka-containing sort (the replacement for antibiotics) and is acutely aware of evil Castings and influences working to harm livestock.

Military Science: This K/S does not deal with the actual physical practice of warfare (i.e., using weapons), but rather with the tactics and strategy of troop training and deployment, as well as the planning and execution of a military operation and battlefield command, of communications and logistics. The HP will know details of weapons and armor as are covered under both the *Fortification & Siegecraft* and *Weapons, Military, All Others* K/S Areas, as well as troops and likely use. A successful roll against this K/S will allow the HP to identify a given weapon class or unit or formation, or to gain an idea how to plan some mission for maximum ease and efficiency. One roll should cover one identification question, plan, enemy strategy or tactic, or a relatively short (less than one week) portion of conducting an actual military operation.

Native Tongue: This K/S measures how well HPs can speak, read, and write their native tongue. You may choose the HP's native tongue based on nationality, and any STEEP score above 10 indicates basic, functional literacy at the very least. As with foreign tongues, if you have the *Linguistics* (q.v.) K/S, you may add 10% of your *Linguistics* STEEP to your STEEP score in *Native Tongue*. Note that imposture outside a persona's general Socio-Economic Class (Low, Middle, Upper) requires a STEEP of at least 41 in *Native Tongue*.

Navigation: This K/S allows personas to find out where they are and which way they're headed on land, sea, or air. This K/S also assumes the possession of a "natural compass" of sorts, and a successful roll will always give such HPs a general idea of which way is north, as well as where up and down lie, if they has gotten themselves into a *really* disorientating situation. The DR for any use of *Navigation* will depend on how many clues the surrounding area provides and what kinds of tools are available. Having a map, compass, sextant, astrolabe, and landmarks about make things a lot easier! The HP with this K/S is qualified to serve aboard a boat or ship in the capacity of navigator as well.

Navigation recieves 10% of *Astronomy* (q.v.) STEEP.

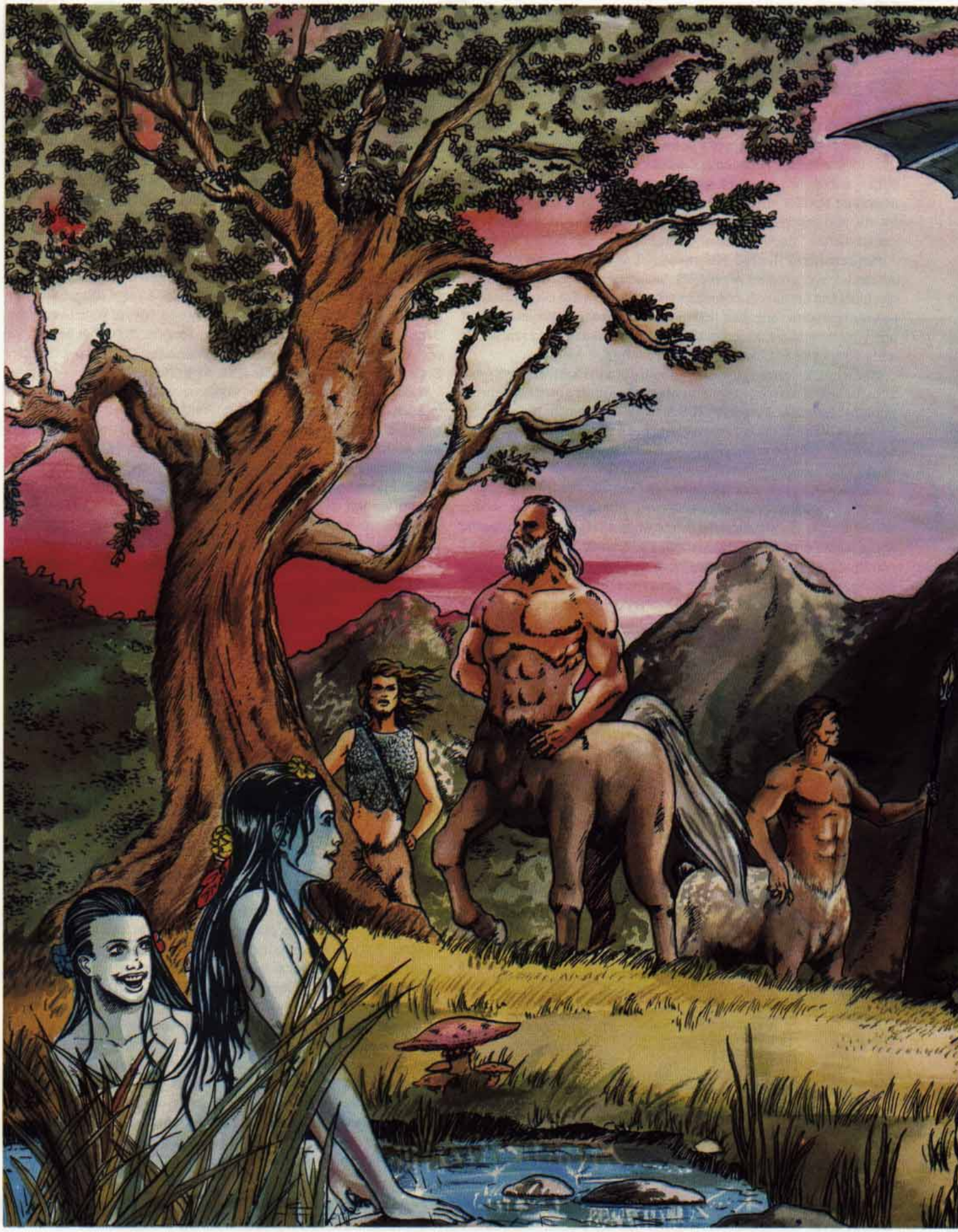
Perception (Mental): This K/S Area measures one skill at observation and using one's senses (sight, hearing, smelling, tasting, feeling). That is why it is unusual in that its modifying factor is Physical Neural Capacity. This ability, and/or its counterpart, *Perception, Physical* (q.v.), is (or are) one of the most important and often used skills in the game, and this one covers the following Sub-Areas:

1. Anticipation
2. Understanding
3. Detecting
4. Noticing

Anticipation is the correlation of past sensory data with current so as to have some chance of predicting what will occur from the present circumstances. Its successful use might predict enemy movement or similar action, locate a likely ambush spot, forecast the next objective in a plan (friendly or enemy) and so on.

Understanding is also a function of the correlation of past information with current, but its purpose is to link past occurrences to the present circumstances so as to determine the *whys* and *wherefores* of things (plans, reasons, motives, goals, strategies, tactics and so forth). It is generally utilized in surroundings which are comfortable, familiar, and removed from threat.

Detecting is the connecting of previously but unconsciously recorded sensory and mental data, when triggered by current stimulation. (Think of that bit of information which causes one to shout, "Eureka!") While similar to *Understanding, Detecting* comes into play most often in cases where the persona is between the stress of imminent danger (where *Anticipation* is most useful) and the mundane or comfortable. This Sub-Area also addresses itself to smaller matters, in that things such as whom a subject might be (human or



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otherwise, male or female, short or tall, and so on), what a criminal's next actions will be, what immediate objective the foe might have, etc. are subject to discovery with this K/S Area.

Noticing under the *Mental Perception* K/S is much like the same heading under *Physical Perception*. But whereas the second indicates a persona's unconscious attention to surroundings, by means of sharp senses, *Mental Perception, Noticing* indicates a quality of mental attentiveness that more consciously takes note of the persona's surroundings and analyzes them for significance. This Sub-Area will be commonly rolled against when your HP has the opportunity to notice something important, such as a hidden door, a clue, a sniper waiting in ambush, a discarded item, etc.

Personas who have both forms of *Perception* (*Mental* and *Physical*) are entitled to two K/S checks in many circumstances.

Phæree Flora & Fauna: As is implicit from the name of this Knowledge/Skill Area, the persona gains a growing body of information regarding the animal and vegetable life inhabiting the counter-world of Ærth, *Phæree*. Knowledge extends to the underground of that world and its interior portion also. Until a persona has actually visited the place in question, however, that individual's practical STEEP score cannot be counted above 25. For each day spent in a portion of Phæree, the score can increase by 1 (when purchased or if already existing) for that area, region, etc.

For instance, if a persona spent three months travelling around the outer realms of the place, then the individual could have a STEEP of about 33 with regard to that portion of the exterior, but knowledge of other places and the subterranean and interior portions of the place would still be at the 25 maximum level, and it would require extensive exposure in those places to increase knowledge.

This is a useful K/S to have when dealing with "immigrants" from the counter-world, when venturing into Subterranean Ærth, or when preparing for a journey to Phæree.

Political Science: This K/S Area assumes knowledge regarding the political processes in various countries, the trends of political opinion, and the current world leadership. It can be used to analyze politicians, policies, and political events for abnormalities and "hidden agendas," as well as to predict the likeliest outcome. In other words, this is yet another K/S which is a good possible source of clues in intrigues, conflicts, etc.

Public Administration: Those with high STEEP in this Knowledge/Skill Area will be familiar with the various operations, nuances, customs, and arrangements of local, regional and national government and bureaucracy. This may come in handy for knowing how to deal with government officials, obtain certain information, get in to see the right people, etc. Someone who succeeds at an "Extreme" roll, for example, might be able to expose a plot in the royal court or figure out how to get an audience with the king! It is a "must" Area for a persona who is to hold any sort of public office successfully for any extended period of time.

Rarities: This K/S includes the knowledge of, the ability to identify by examination of, and the possession of information regarding the whereabouts (or loss) of various types of valuable items. Some of the general categories of these items include: antiques, art, coins, gold and silver work, museum pieces, pottery, porcelains, rugs, sculptures, Staffordshire, and tapestries. A successful identification will yield information as to the manufacture/craftsmanship, date, number existing, place made, and the current market price. This K/S also can be used to note frauds and forgeries. To do so, a check first must be made for item identification, and then a second one for authenticity. If either roll fails, of course, then the HP will have no idea of whether the item is real or not! This K/S cross-feeds the *Appraisal* K/S by 10% of STEEP.

Sociology/Culture: A successful roll against this K/S allows a Heroic Persona knowledge regarding the customs, attitudes, etc. of a foreign culture and the people within it. The persona could be familiar with non-traditional attitudes, sub-cultures, and similar movements within a culture as well. This could prove handy to avoid grossly insulting those headhunters whose island you happened to be washed up on, for example. It raises the persona's perceived SEC by 1 factor when in a foreign place if the persona succeeds in a "Hard" K/S roll.

Spellsongs: This unusual K/S Area both generates Heka (1 point for each STEEP point plus the average of Mental Mnemonic and Reasoning Speed ATTRIBUTES scores: (MMSpd + MRSpd) × 0.5) and enables the use of Castings of a sort which are set to music and sung or chanted, accompanied or not by some musical instrument. To employ properly any Spellsong, one must therefore have the Physical TRAIT K/S Area of *Music* (q.v.). (There are two exceptions to this rule, those are Full Practice Mages and Priests, both of which have learned *incantation/chanting* through their particular discipline.) Also, unless the Casting is made with accompanying music played on some instrument by the Spellsinger (or another of at least equal ability in this K/S Area), the Heka cost of the Casting is *double* the normal for each Casting Grade. Any disparity in STEEP between these two Areas means that *Spellsongs* will have only the Heka and Grade of the lower of the two. However, if the two are also combined with both of the Spiritual TRAIT Areas of *Musical Composition* and *Poetry/Lyrics* (qq.v.), both of the latter will generate Heka for the Spellsinger and also enable special Castings (see below). Heka from *Musical Composition-Poetry/Lyrics* is at 1 point per STEEP in each Area.

All manner of folk, including many primitive sorts, employ Spellsongs. The time required for a Spellsong Casting is somewhat longer than normal. The shortest is of Cantrip length in time, and the common duration required is of Spell or Formula length.

Spellsong Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21 - 30	II
31 - 40	III
41 - 50	IV
51 - 60	V
61 - 70	VI
71 - 80	VII
81 - 90	VIII
91 and up	IX

However, the cost in Heka is less, for the longer vocalization and musical accompaniment enhances the force of the Spellsong as if Heka were being spent. Thus there are drawbacks and benefits to this form of Casting. Grade and name of Spellsong, the Time (variable), Area, and Distance (TAD) of each Spellsong Casting, plus Heka cost and description (Effect/Force/Material, etc.) are given in the **Mythus Magick** book. Note that the musical singing (or incantation/chanting) and musical accompaniment, if any, must continue throughout the whole time of Casting. Some few Castings of Spellsong nature also require such vocalization (and accompaniment) to continue throughout the whole of the Casting's Duration, for that keeps the Effects/Force/Material active, and cessation will bring the Casting to an end.

The Grade of Casting available to a persona depends on his or her STEEP in the K/S Area, as shown on the Spellsong Castings table.

Subterranean Ærth: This is the study of the whole of the underground maze which honeycombs the world of Ærth. It includes such a diversity of material that Sub-Areas of study are necessary. These are:

1. Upper Levels (*The Byways of Shallowshadow*)
2. Middle Levels (*Midgloom* Mazes)
3. Lower Levels (The *Deepdark* Labyrinths)
4. Flora & Fauna of Upper Levels
5. Flora & Fauna of Middle Levels
6. Flora & Fauna of Lower Levels
7. Sapient Dwellers in Subterranean Ærth

Sub-Areas 1-3 deal with the conformation of the passages, caverns, etc, of each of the three separate portions of the subterranean places. Also included in these K/S Sub-Areas are knowledge of outstanding features (bodies of water, holes and shafts, etc.), lucid areas, oases, and so on. However, the complexities of these tunnels and caves makes it difficult for anyone to know everything, of course, and as there are continual changes due to disasters, mining, etc., not even the most expert individual can be absolutely certain of the whole of any region.

Sub-Areas 4-6 deal with the many forms of non-intelligent animal and vegetable life forms dwelling in the three portions of Subterranean Ærth. Individual characteristics, habitat, populations, etc. are known to the persona with one of these Sub-Areas. The general ecological workings of a division are likewise understood by the informed persona.

Sub-Area 7 concerns the intelligent life forms in the three underground portions. This knowledge includes semi-intelligent creatures. It also extends to cover non-native species such as those races from Phæree who have taken up residence in one or another of the levels of the Subterranean Ærth.

Surveying/Topography: Unlike *Geography/Cartography*, this K/S deals more with mapping and/or preparing terrain to be shaped to accommodate buildings, roads, and the like, as well as creating aesthetically pleasing landscape. A successful roll can also indicate abnormalities in the way structures sit in relation to the land. Sinkholes that are about to form and buildings that have been made unsteady by erosion are examples things that this K/S can help identify. Furthermore, *Topography* is the science of making accurate and detailed maps of surface features. With the aid of such maps, an attempt to search a certain area can be made a lot easier for the HP party. This is another K/S where surveying equipment can come in handy.

Trade Language: In order to facilitate adventuring in most FRPGs, it is customary for the device of some form of international tongue to be inserted into the game rules, typically with no rationale given for the widespread common language. This is not wholly the case here, however. We have a strong rationale, and the broadly known speech is by no means universal—no more than was Latin in the Middle Ages or English on modern Earth, albeit one was known to many persons beyond the Mediterranean area and the other very widely used.

On Ærth, a dialect of Phonecian, *Trade Phonecian*, is the "Trade Language," because so much commerce is in the hands of Phonecians. In general, *Trade Phonecian* is known around the Middle Seas, in ports, in lands bordering Phonecian states, in places which have much Phonecian trade, and in commercial communities which have dealings beyond their own state. Here is the general dissemination of *Trade Phonecian* on Ærth:

Æropa: Widely known by all SEC Levels, often used, save in the hinterlands of the northern and eastern portions of the continent.

Afrik: Widely known in the northern, civilized states, and along coasts elsewhere. Virtually unknown in the interior.

Amazonia: Virtually unknown except by government officials in the few ports in the northeasternmost portion of the Incan Empire charged with commerce with the ships from across the Lantian Ocean.

Atlantl: Broadly known, despised, and used with scorn. The Atlantians once forced all to learn their own tongue, but since their fall nearly a thousand years ago, their language has been forgotten in favor of *Trade Phonecian*.

Azir: With the state of Hasur in Near Azir, and the Phonecians plying the Mare Ostrum, most of Western Azir is as well or better versed in *Trade Phonecian* than is Æropa. From the Hindic Subcontinent east, however, the tongue is mostly known mostly just to statesmen, merchants, and businessmen dealing with foreign trade. The southeastern islands, and those isles to the Far East—Panay Sulu and Nippon for example—have virtually no knowledge of *Trade Phonecian*.

Lemuria: Known only to a few merchants who have dealings with Azir.

Trade Phonecian Regional Vocabulary

Region	*STEEP Applicable*
Within 100 miles of base learning point	100%
Within 250 miles of base learning point	90%
Within 500 miles of base learning point	80%
Within 1,000 miles of base learning point	70%
Within 1,500 miles of base learning point	60%
Beyond 1,500 miles of base learning point	50%

Magmur: It is doubtful if the language is known or used at all on this island continent.

Vargaard: Some use along the eastern shore, in Hispañola and the Karrib Isles, and by functionaries and merchants of the Muyan and Tecian Empires.

Elsewhere there is little or no use, but that depends on whether or not the place receives regular visits from foreign merchants/ traders who employ *Trade Phonecian*.

There is a discussion of *Trade Phonecian* given in the "Universal K/S Areas" section of Chapter 10 (on page 96). Your gamemaster might also vary the ability to utilize *Trade Phonecian* by employing the following rule:

There will be a some proportion of word change in the speech due to native word usage. A core of about one-half the vocabulary will remain constant, while the remainder of the words will be derived from the natives. (Think of English dialects to get a sense of this, how American differs from British, differs from Scots, differs from Australian, etc.) The optional Trade Phonecian Regional Vocabulary table is used to determine what percentage of *Trade Phonecian* STEEP actually applies in a particular region.

Note than loss of STEEP applies only to natives of the distant region conversing in the tongue, of course, not with Phonecians or non-natives who happen to be there.

Toxicology: Simply put, this is, for game purposes, the science of poisons. This K/S can be used to mix different types of poisons as well as antidotes for them, and to identify both types of mixtures when found. The DR for making such things will have a lot to do with the available materials and equipment, but will also be influenced by the Strength rating of the poison or antidote to be created as well (see Chapter 12). The base DR for this is listed on the Poison/Antidote Creation table.

The amount of time a poison remains potent after being mixed, and the speed with which it works will also serve to modify the DR. Consult the Poison Longevity and Poison Speed tables for that information. When exposed to open air, the poison will last but 10% of its expressed period. There will be similar modifications for mixing Antidotes, but there is no problem with exposing them to open air.

Additionally, poisons may come in various forms. Some types are liquids which take effect upon contact, some must be ingested, and some must be injected into the bloodstream; some are gases, some have multiple parts, etc. Antidotes must likewise be mixed with one general type of poison (either Injury or Incapacitation) in mind. For more information on poisons as well as rules for how they work, see Chapter 12.

Weapons, Military, All Other: This K/S Area is that field which covers all manner of weapons which are not individually held or employed but are nonetheless common in warfare. This includes engines and machines which hurl arrows, javelins, spears, harpoons, rocks, stones, metal balls, etc. Some are simply enlarged crossbows set on swivels and discharging larger single or multiple missiles of bolt/quarrel-like sort. Those larger still which are constructed with arms of crossbow-like sort and use *tension* to propel their missile(s) are generally called *ballistas* or *scorpions*. Those using the principle of *torsion*, a skein of rope and an arm, are called *catapults*, *mangonels*, or *onagers*. The great machines which use *counterweight* are called *trebuchets*. There are also some few other sorts of weapons which your gamemaster might wish to include—"passive" weapons such as the archers' stakes or "pig feathers" planted before their position and the bristling barriers of *chevaux de frise*, cauldrons of boiling liquid or flaming oil, jets of flaming liquid, wheeled vehicles with spikes and/or blades, similar vehicles set afire, gravity motivated cylindrical or spherical objects (logs or boulders rolled down hill, wicker baskets filled with combustibles, etc.), and so on.

Personas with this K/S Area will be able to construct and operate all such weapons. They will know how to utilize such weapons in attack and defense, and how to defend against them. (See Archmedes' defense of Syracuse for ideas!)

Zoology: An HP with this K/S Area will be knowledgeable regarding the natures of many different types of animals, their habits and habitats. Successful rolls against this Area can detect abnormalities in animal life, give reasons for and/or predict animal behavior, and otherwise provide interesting clues during the course of the game.

POISON TABLES

Poison/Antidote Creation

Strength	*Base DR*
1-10	Easy
21-30	Moderate
31-40	Hard
41-50	Difficult
51-60	Very Difficult
61+	Extreme

Poison Longevity

*Longevity**	*DR Modifier*
Very short (minutes)	-3
Short (hours)	-2
Medium (days)	-1
Long (weeks)	0
Very long (months)	+1
Extremely long (years)	+2

*1D10 of the units of time listed.

Poison Speed

*Speed of Effect**	*DR Modifier*
Instantaneous	+3
Fast (CTs)	+2
Medium (BTs)	+1
Slow (ATs)	0
Delayed (hours)	0
Very delayed (days)	+1

*1D10 of the units of time listed.

Physical K/S Area Descriptions

Acupuncture: This K/S measures one's skill at performing the ancient Oriental art of acupuncture (and acupressure). The successful use of this K/S can instantly relieve pain of any type, so long as the pins remain in place. Also, an acupuncture treatment will reduce the Strength of any disease by 25% on a one-time basis, and its regular (weekly) use will increase the rate at which Physical damage points are recovered by 50% (see page 274 of Chapter 12). Assume one roll per acupuncture treatment, and—in the latter case—if the roll for one week fails, then the Physical damage points for that week are recovered at the normal rate.

Acrobatics/Gymnastics: For game purposes, this Area has little to do with sports but rather measures an HP's skill at various types of special physical movement. The following Sub-Areas are included in this K/S:

1. Tumbling
2. Jumping
3. Vaulting
4. Landing
5. Tight-Rope Walking
6. Swinging

Tumbling is an evasive type of movement which is, in general, twice as effective as normal zigzag running (see page 131 of this chapter), and covers a full BT's worth of movement.

The *Jumping* Sub-Area adds to the distance that one can cover while performing a standing or running jump by one yard (standing) or two (running) per level of the DR. For example, if Dirk succeeded in making a "Hard" roll to perform a running broad jump, he could go as far as 24 feet. (He jumps 18 feet normally, plus six feet for the "Hard" Difficulty Rating.)

Vaulting is a kind of jumping which utilizes a pole or other tool to lift the persona into the air. A successful roll at vaulting will allow the HP to travel the same distance through the air in one CT that the persona could travel across the ground trotting.

Landing comes in handy after a fall, as—with a successful roll—it allows one to take the minimum rollable damage. The DR for this feat will have a lot to do with how hard or soft the surface is.

Tight-Rope Walking allows an HP to travel at a crawling movement rate (10% walking rate) over a rope or wire, and one roll covers one BT's worth of such travel.

Swinging is handled just as is vaulting, but the distance is as per running (300% walking rate), and it assumes that one is travelling most of the way by hanging on to a chandelier or the like.

The reader is referred to the *Juggling* K/S below for full details of the benefits of having a combination of *Acrobatics/Gymnastics* and *Juggling* K/S Areas.

Arms & Armor: This Area includes both knowledge and the ability to judge and maintain arms and armor and perfect and/or don them. That is, the individual possessing this skill knows the item in question, how it is best employed, the quality of components and workmanship, how to sharpen or ready them for use, how to maintain and repair (if possible) the object, and even how to craft a weapon of its type. From weapons to mail to shields, whether leather, iron, steel, bronze, brass, wood, quilted cloth, horn, etc., the persona with this K/S will be able to manage all of the above.

There are, naturally, Sub-Areas of this K/S:

1. Forging Swords
2. Forging Other Edged Weapons
3. Making Non-Edged Weapons
4. Making Bows And Arrows & Fletching
5. Making Crossbows And Quarrels
6. Making Plate (fitted) Armor
7. Making Chain Mail
8. Making Lamellar Armor
9. Making Armor of All Other Sorts (Padded/Quilted, Leather/Cuir Bouille, Studded/Plated, Ring, Scale, Banded, Splinted)
10. Making Shields of All Sorts

Specialization in a Sub-Area allows an individual to be an expert in the quality of such items as are covered under the specialty but also to construct weapons or armor of that sort. Note, however, that possessing this K/S and its Sub-Areas, even with Specialization, does not enable a persona to employ weapons in combat.

It should be understood that this Area is meant to cover all armor and small arms typical of Earth's history from Classic times to the Renaissance, save for those employing gunpowder—an inoperative substance in a Heka-active milieu.

Boating: This K/S imparts knowledge of how to operate and maintain virtually any sort of small or large boat or barge of either the sailing or oared variety. The K/S also applies to skill at operating a boat and will come into play during chases on the water. A roll against this Area may also be necessary for keeping a small boat afloat during stormy weather.

Note that a boat is *not* a ship!

Clothwork: This seemingly innocuous and useless ability is of value in two areas. First, it enables the individual possessing it to judge the kind and workmanship of cloth fabric, actually make cloth, embellish it, and properly repair it. Thus, from coarse hemp, burlap, and wool, to brocades, satin, and silk, the persona with this K/S Area is both knowledgeable and capable. The individual can also make rope, weave, braid, knit, crochet, embroider, tat, make lace, sew, and darn. Sailmaking is also included in this ability. Second, the able persona can assess the quality of clothing and cloth armor. Such personas can also construct cloth-type armor for themselves or others—typically a heavy canvas material in two layers with felt or cotton padding between, quilted to prevent movement or loss from tearing, cutting, etc.

If materials are on hand, most clothwork is not exceptionally time-consuming. However, weaving, rug making, lace making, silk weaving, and the like are are very laborious and require weeks or months of game time to complete. The same is true of fine needlepoint work. On the practical side, mending and rough work is a matter of minutes—hours at the worst, usually. Hand making a coat of padded armor, for example, will take 2D3 days of game time, 1D3 additional to make up to three others at the same time.

Combat, Hand-to-Hand, Lethal: This Area of K/S is based primarily on martial arts skills. It assumes those plus some boxing and street-fighting skills, and includes karate and kung-fu. The Sub-Areas of this K/S pertain to the different sorts of martial arts-related weapons the user may wield, and are listed below:

1. Hands
2. Feet

3. Nunchaku
4. Sais
5. Tui-Fa

Nunchaku, covers a type of weapon which, for those who don't know, consists of a pair of wooden or metal bars connected by a short length of chain and swung during combat.

Sais look a bit like weird but unsharpened daggers, and they are used as punching weapons.

Tui-Fa are deceptively harmless-looking blocks of wood which are also very useful for punching and blocking.

As STEEP increases, the rate at which one attacks and the damage one does also increases. Fists and feet can be used to parry fists and feet, but not sais or other artificial weapons. The artificial martial-arts weapons, however, can parry swords, spears, and the like very well. During each CT, combatants will select one of the above Sub-Areas to attack with. The Martial Arts Attacks tables list the numbers of attacks per CT and the damage done by each Sub-Area according to the wielder's level of STEEP. See the "Physical Combat, Lethal" section of Chapter 12 (page 223) for a complete discussion of the mechanics of combat and the meanings of any of the below terms that you aren't familiar with.

Sais and Tui-Fa both assume that a pair of the weapons are being used, otherwise reduce the attack rate by half. On the other hand, if you have the *Weapons, Special Skill* K/S (q.v.) you may wield two pairs of nunchakus at the same time and increase your rate of attack by 50%! The damage ratings given do not include the bonus for high PMPow (see the table in Chapter 12), so remember to add that in. Note, however, that you do *not* receive a damage bonus for high STEEP with any weapon covered by this K/S. But you do, as always, have one parry for every attack that you sacrifice. Also, for armor purposes, treat the damage from this K/S as "Blunt."

Finally, martial arts weapons have no Weapon points: your Base Attack Chance is exactly equal to your STEEP. (Hey, no one said that Martial Arts are easy!) Being natural weapons, however, hands and feet have a Speed Factor of 3. The artificial weapons are likewise rated at Speed Factor 3.

Combat, Hand-to-Hand, Non-Lethal: This K/S assumes brawling, boxing, wrestling, judo, jujitsu, and similar self-defense forms. These operate by stunning or disabling an opponent and will only inflict a minimum of real physical damage. See the "Physical Combat, Non-Lethal" section of Chapter 12 (page 221) for details on how this K/S works.

Combat, Hand Weapons: This K/S considers the use of all sorts of hand weapons, including:

1. Axe
2. Club/Mace
3. Dagger/Knife
4. Spear & Pole-Arms (Thrusting)
5. One-Handed Swords
6. Two-Handed Swords
7. Whip/Flail
8. Pole-Arms (Cutting)
9. Shields

The various characteristics of each weapon, including damage amount and type, weapon points, etc. are listed on pages 236 and 237 of Chapter 12. The above Sub-Areas refer only to a general type of skill with each weapon. Someone with the *Weapons, Hand (Club)* K/S, for instance, could use it with a morning star, a wooden cudgel,

MARTIAL ARTS ATTACKS TABLES

Hand Attacks

STEEP	*Attacks/CT*	*Base Damage*
1-15	2	1D3
16-30	3	1D6
31-40	4	2D6
41-50	5	2D6
51-60	6	2D6+2
61+	7	2D6+4

Foot Attacks

STEEP	*Attacks/CT*	*Base Damage*
1-15	1/2	1D6
16-30	1	2D6
31-40	2	3D6
41-50	3	3D6+2
51-60	3	3D6+4
61+	4	3D6+6

Nunchakus

STEEP	*Attacks/CT*	*Base Damage*
1-15	1	1D6+1
16-30	2	1D6+2
31-40	3	2D6+3
41-50	4	3D6+4
51-60	5	3D6+5
61+	6	3D6+6

Sais

STEEP	*Attacks/CT*	*Base Damage*
1-15	1	2D6
16-30	2	2D6+3
31-40	3	2D6+6
41-50	4	3D6+3
51-60	4	3D6+6
61+	5	4D6+3

Tui-Fa

STEEP	*Attacks/CT*	*Base Damage*
1-15	2	1D6
16-30	3	2D6
31-40	4	2D6+2
41-50	4	2D6+4
51-60	5	2D6+6
61+	5	3D6+2

or a lead pipe. Note that the *Spear* Sub-Area also assumes the knowledge of all thrusting pole-arms such as a glaive or partisan and weapons such as the lance and the pike.

As STEEP increases, the HP grows more accurate, inflicts more damage, and gains more attacks with the weapon as well. As usual, your Base Attack Chance (BAC) is equal to your STEEP plus the Weapon Point Rating of your chosen implement of destruction, and you may use any attack to parry a foe's weapon instead of striking that foe offensively. Note that the *Shields* Sub-Area assumes parrying actions *only*. In order to attack with the shield one must have the *Weapons, Special Skill* (*Florentine*) K/S (see below). The Hand Weapons Attack Rate table lists the rate of attack for these weapons according to the HP's STEEP.

In addition to more attacks, you also gain a skill-related damage bonus for high levels of STEEP, and if you have a high PMPow, you will receive a damage bonus for that as well. Consult Chapter 12 for the amounts of these bonuses.

Hand Weapons Attack Rate

STEEP	*Attack Rate*
1-15	1/2
16-30	1
31-45	1 1/2
46-60	2
61+	3

Combat, Hand Weapons, Missile: This K/S is similar to *Weapons, Hand* but assumes the following types (Sub-Areas) of projectile and thrown weapons:

1. Bows
2. Crossbows
3. Blowguns
4. Slings
5. Darts
6. Knives/Daggers
7. Boomerangs
8. Axes
9. Spears and Javelins
10. Throwing Stars

This skill does not grant its user any parries, even with weapons that are capable of doing so—that requires the *Weapons, Hand* K/S. While you can throw a spear with this Area, for example, you must have *Weapons, Hand* (*Spear*) to attack and parry with it in hand-to-hand combat. Consult the table on pages 238 and 239 of Chapter 12 for the statistics of each type of weapon. For thrown weapons, remember to add in your damage bonus if you have a high PMPow, and that all of these weapons receive the damage bonus for high STEEP. Also, while each missile weapon is listed with a basic ROF (rate of fire), a persona's STEEP level confers a modifier (bonus or penalty) to that ROF, as summarized on the Missile ROF Modifiers table below. Multiply the weapon's listed rate of fire by the multiplier listed for STEEP to determine the actual number of attacks a persona can make with the weapon.

Missile ROF Modifiers

STEEP	*ROF Multiplier*
1-15	0.5
16-30	1
31-45	2
46-60	3
61+	4

Construction: This Area of K/S assumes that the persona is skilled at carpentry, plumbing, roofing, and the like. At STEEP 31+, the individual can read and draft blueprints, and do fine carpentry (such as cabinetry)—thus making it easier in some instances to find secret compartments, hidden rooms, and the like. An HP with this K/S could, for example, virtually build a cabin or house without any assistance. Actual rolls against this K/S, however, will not often be required except for fine carpentry, in which case one roll should cover a project of moderate complexity and two to three day's work. And, as always, the DR will have a lot to do with the tools and materials available. If there is a deficiency of tools and/or materials, then a roll could be required to complete even a normal task. Also see the *Masonry* K/S for associated skills.

Construction, Naval: This skill provides the persona with understanding and ability relating to the building of small and large waterborne craft. The persona will be familiar with all of the components of such vessels, their uses, and construction requirements. When joined with the *Engineering* K/S Area (q.v.), this skill allows a persona to be able to supervise and work with a team of individuals in the actual construction of waterborne craft—from small boats to large ocean-going ships.

Construction, Transport: This Area deals with the construction of vehicles of all types. The most obvious vehicles covered are carts and wagons, but a persona with this K/S can also work as a wheelwright. Transport also covers knowledge of things such as sleds, ice skimmers, and other somewhat exotic means of transportation.

Criminal Activities, Physical: The following sorts of skills are considered under this category, including both the knowledge and the ability to perform them:

1. Sneaking
2. Hiding
3. Lock-Picking
4. Ambushing
5. Pick-Pocketing
6. Forced Entry
7. Strongbox Breaking
8. Shoplifting & Pilfering
9. Mugging & Robbery

Sub-Area 1, *Sneaking*, confers the ability to move without being seen or heard (and reduces one's movement rate by half), whereas *Hiding* measures one's ability to remain unseen by staying still. *Sneaking* and *Hiding* will both cover you for a certain amount of time, though how long depends on just how many people are around that you're hoping to keep from discovering your presence. Assume one AT or so normally, or as long as an hour out in the open, or a few

as five or so CTs where things are really crowded! *Ambushing* allows one to surprise foes in combat. *Forced Entry* pertains to getting into a place through doors, windows, skylights, etc. by breaking, jimmying, and similar activity. One roll generally covers but one, single action in this K/S.

Cultured Palate: This K/S measures the knowledge an HP has regarding some of the finer things in life. Those with good STEEP levels will be able to make intelligent critiques of items in the following Sub-Areas:

1. Foods
2. Beverages
3. Herbs/Spices
4. Wines/Winemaking
5. Beers/Brewing
6. Spirits
7. Perfumes
8. Gourmet Meal Preparation

Note that those with Sub-Areas 4 and 5 will be actually capable of making beer and ale, just as those with Sub-Area 8 will be capable of cooking a fine meal. Sub-Area 4 assists in being a vintner (*Agriculture* K/S, Sub-Area Viticulture).

Disguise: Disguise is the ability to alter one's appearance in such a manner as to seem to be a different person. Thus, such personas could make themselves appear younger, older, shorter, taller, thinner, heavier, better looking, or less handsome to the casual observer. Masters of this K/S Area can even go so far as to alter their racial and/or sexual appearance. But do not confuse *Disguise* with *Impersonation* (q.v.), an entirely different sort of ability. In combination with *Impersonation*, however, *Disguise* becomes far superior (and vice-versa), and each K/S lends to the other 10% of its STEEP when used in conjunction with the other.

Naturally, such things as body language, posture, and subtle muscular changes are a part of the *Disguise* K/S Area. In addition, the individual might have need to resort to various physical props such as wigs, false facial hair, facial putty, padding, heelless shoes, boots with lifts and high heels, regular or special garments,etc.; cosmetics and makeup; and special dyes for skin, hair, and the like. While gait, posture, mannerisms, voice, and such can be altered by conscious effort and practice, certain things cannot. Give-away areas are the individual's eyes, ears, and mouth; and these can usually only be altered by use of Heka, not by disguise alone.

Close scrutiny will usually require a K/S check at a DR of "Difficult"—"Hard" if the persona is being scrutinized by individuals who are familiar with him or her. However, passing off a disguise in a situation of mere casual observance, or when in a crowd with observers scrutinizing it, is from "Moderate" to "Difficult."

Drawing: This covers the Physical skill of drawing detailed and accurate maps, renderings, and plans. This K/S is also useful for sketching scenes, copying drawings, and possibly the creation of fraudulent art.

Endurance: *Endurance* produces Heka at a ratio of 1:1 to STEEP in the K/S Area. The individual is also strengthened and toughened through this K/S Area. With *Endurance* ability, a persona is enabled so as to perform longer periods of exertion, or undergo privation, discomfort, or pain with less suffering and for a longer period of time than the normal individual.

For each point of STEEP, enabled personas are empowered to perform or endure 1% longer than their actual norm. This includes going without air, water, food, sleep, etc. They can travel longer, run longer, work longer, fight longer, hold on longer, and so forth. Cold and heat will be borne to greater extremes by a persona with *Endurance*. For example, torture used to get information from such an individual will be moved to one DR easier to bear, due to *Endurance*; thus an average person might have a DR of "Extreme," an Heroic Persona "Very Difficult," and one with *Endurance* "Difficult" or easier depending on STEEP—never easier than "Moderate" in any event!

In *extremis* personas with *Endurance* in this milieu may (subconsciously) draw upon their Heka to extend its power, but only the special (Physical) Heka can be so utilized. By using all of it, individuals could effectively double their *Endurance* limits. This special Heka extension can last no longer than double the normal duration, of course.

Escape: This K/S deals with physical work, manual and digital dexterity (such as required to untie oneself), contortionism, and the ability to improvise tools in order to escape from confinement. A successful roll will allow such HPs to wiggle free from binding ropes, or free their hands by scraping the cords that tie them against some sharp object and so forth. They might also be able to escape from a cell by figuring out how to knock a bar loose and/or turn a spoon into a lock-pick and—if the *Criminal Activities, Physical* (*Lock-Picking*) K/S is possessed—open the door which separates them from freedom.

Obviously, there are many different kinds of ways in which one can be imprisoned, and this K/S may or may not prove helpful in getting away. A successful escape is likely to require numerous rolls against other K/S Areas as well, particularly *Criminal Activities, Physical* (*Sneaking, Hiding, Lock-Picking*). It is hard to say exactly what one roll on the *Escape* K/S will cover, but, as usual, it should be something of moderate complexity—though in this case not necessarily of moderate time length! It might very well take several hours to worm one's way free of being tied up or even several days or weeks to grind a spoon until it would make a suitable lock-pick, prepare an escape tunnel, etc.

First Aid: This K/S allows one to treat an injured person in a number of ways. First of all, a successful roll can temporarily proof a victim against the effects of shock (see the "Shock" section of Chapter 12, on page 258). Victims who have taken damage equal to or greater than their Wound Level (WL) must be treated for Shock daily until they receive proper bed-rest. A successful First Aid roll can also remove 1D10 points of Physical damage taken, or twice that for a Special Success. Note that to both treat someone for Shock and to remove some of that persona's damage would require two separate rolls, and that removing damage can be done only once per person per wound. Also, when someone has been poisoned, a successful treatment (if there's time) will kill a number of Poison Strength points equal to the user's STEEP. This may be done a maximum of once per poisoning. Attempts may be made by different people until someone succeeds.

The actual performance of this K/S will take from around one-to two ATs (five to 10 minutes) for each function, and, as usual, the DR is dependent on the materials available (to use as bandages, blankets, etc.), and the surrounding conditions. (Is the person giving *First Aid* able to concentrate?).

Games, Physical: This K/S covers physical contests between individuals—rather than teams—and involving tests of strength and endurance primarily, for prizes, awards, and honors. The following types of games are covered hereunder:

1. Boxing
2. Wrestling
3. Arm Wrestling
4. Leg Wrestling

This K/S Area cross-feeds to the *Combat, Hand-to-Hand, Non-Lethal* K/S by 20% of STEEP.

Gemsmith/Lapidary: This is a Heka-producing K/S Area similar to *Heka-Forging* (q.v.). This Knowledge/Skill Area generates Heka at the rate of 1 point per point of STEEP of the persona. The possessor of this Knowledge/Skill is able to work with precious stones and create items of jewelry, infusing them with Heka (and possibly Castings). Such items will contain an amount based in part on the innate power contained by the materials used, as well as the amount channeled by the caster during the enchantment process. Castings may be linked to these items, if the persona is a dweomercræfter.

Each Sub-Area in this K/S provides for skill in making different sorts of items. There are four Sub-Areas associated with this Knowledge/Skill, as shown below:

1. Engraving/Enameling
2. Gemcutting
3. Metalsmithing
4. Jewelry

Engraving/Enameling covers the embellishment of an object by inscribing or painting runes, patterns, designs, and other permanent decorations in or on the item. *Gemcutting* work involves cutting and polishing rough stones to increase their value and beauty. The *Metalsmithing* Sub-Area is concerned with working malleable metals (usually of precious sort) into rings, bracers, chains, etc. *Jewelry* involves designing and creating attractive pieces of jewelry which might contain gems and other precious stones.

These skills are very important for those who wish to create magickal devices such as Charms, Amulets, *et al.* In addition to *Gemsmith/Lapidary* skills, a master craftsman will need to have the *Dweomercræft* and *Heka-Forging* K/S Areas to produce a complete range of items. The *Alchemy* and *Mysticism* K/S Areas will also be of use.

Handicrafts/Handiwork: This is a sort of "catch-all" Area of Knowledge/Skill which is necessary to have for all individuals not served by one or more persons to take care of "little things." To live in relative self-sufficiency and comfort in a semi-primitive or primitive milieu (or in others, even those of "modern" sort where there is such work to be done and one doesn't have or desire recourse to tradesmen, handymen, etc.) this Area is most necessary. It enables the possessor to utilize ordinary and natural things for all manner of purposes, some seemingly unrelated such as for cooking, eating, convenience, decoration, repair, replacement, etc. A little sewing, carving, whittling, or whatever, and the job is done. Perhaps it is a sort of primitive and smaller-scale *Jack-Of-All-Trades* and *Domestic Arts & Science* derivative, although *Handicrafts/Handiwork* applies to many minor, less Vocational sorts of skills in general.

The individual possessing this K/S Area can manage to survive alone in a normal "wilderness" settings, assuming she or he has some other abilities with regard to food-acquisition and possibly self-protection. That is, a persona with *Handicrafts/Handiwork* can construct a rude dwelling, fashion rude garments, make a bed and furniture of rough sort, have cooking utensils and dishes, store water and food, and so on. Such personas can also whittle spoons and decorative pieces, carve a whistle, make a flute, fix a leaky bucket, fashion a bit of crude pottery, repair a window, hinge a door, weave a basket, mend a broken chair, replace an axe handle, etc. In short, this Area enables individuals to "do for themselves" those absolute necessities for surviving as well as the little things needed to keep a domicile running and even "homey," or keep oneself properly cared for.

Primitive peoples, and those folk dwelling in isolated places and/or of restricted economic means, will typically have some fair amount of STEEP in *Handicrafts/Handiwork*. The ability is gained through observation, parental and similar instruction, and living experience.

Heka-Forging: This is a special K/S Area which empowers the persona to materially channel Heka so as to make it a part of some physical item the wielder is making—a weapon, musical instrument, piece of jewelry, item of apparel, piece of furniture, or the like. The Heka being used as a part of the object being so "forged" can come from the persona with Heka-Forging ability, come from a Heka Reservoir dedicated to the specific item in question, be innate within the object, or be some combination of these three sources; but *it cannot come from any other sources.*

There are nine *Heka-Forging* Sub-Areas, and they are acquired differently than with other K/S Areas. Sub-Areas are similar to Casting Grades, and must by gained sequentially, as a persona builds requisite STEEP. Each Sub-Area is more powerful than the one preceding it, beginning with Enhanced Object Quality. The Sub-Areas and necessary K/S STEEP are listed in the Heka-Forging Sub-Areas table.

Enhanced Object Quality enables the Heka-Forging persona to magickally improve a static, non-living item. This has the effect of making items shine brighter, last longer, work better, be less likely to break, etc.

Enchanted Mechanisms allows the persona to imbue mechanical items with energy drawn from one or more of the Laws of Magick. The energy is innate to the device, and does not affect personas using such items. It merely powers the device, enabling smooth operation, whether commanded or automatically engaged.

Heka Reservoirs is the ability to create and charge General or Dedicated Heka Reservoirs.

Detection/Information Items enables the possessor of the Sub-Area to create devices which function as divinatory tools, translators, or enchanted detection items.

Defensive/Armor provides the ability to forge defensive items, such as shields, armor, or amulets, *et al.*

Offensive/Weapons enables the HP to manufacture or enchant dweomered weapons or other attack-based objects.

Casting Storage grants the possessor the ability to store one or more Archetypical, Tutelary, or Specific Castings within items, charge them with Heka, and specify the command word or phrase required to activate them.

Skill-Bearing Items is a Sub-Area which provides the persona with the means to enchant objects with one or more set skills or programmed knowledge. Such devices, if powerful enough, may some-

times appear intelligent, but there is no personality associated.

Spirit-Holding Devices is the final and most powerful Sub-Area, granting the Heka-Forging persona with the skill to bind lesser spirits and elemental forces to a device.

Possession of *Heka Forging* K/S brings a persona magickal energy equal to STEEP plus the average of his or her Physical Muscular and Neural Power ATTRIBUTES ((PMPow + PNPow)×0.5)—or, in the case of individuals who have Heka from only Physical K/S Areas, STEEP plus Physical TRAIT total. Example, a Heroic Persona has Heka Forging STEEP of 52 and PMPow and PNPow of 19 and 18 respectively, an average of 18. That means the K/S Area gains the persona 52 + 18 points of Heka, a total for *Heka-Forging* of 70. If, say, the persona had Heka only from this Area and that of *Endurance* and *Gemsmith/Lapidary* (other Physical TRAIT Areas), then instead of averaging PMPow and PNPow, the persona would add the P TRAIT score instead—probably 100+.

The Difficulty Rating for *Heka-Forging* depends upon the nature of the work, and the table at right gives a guideline by which gamemasters can determine what they find the particular DR to be for any specific task.

A sword being metal is easier to work, so one with 2,000 Heka points in it would be DR "Difficult" with one function—say a plus to its Weapon Points. Add 1 to the DR for each additional Heka-based thing that the sword can do, but then reduce the DR for such things as preparation, flawlessness of metal alloy, and possible Hekalite content. All functions of the object must be forged at the same time.

"Flawless" is self explanatory, and "perfect" nearly so. An ingot of properly refined adamantine, for example is both "flawless" and "perfect" for the making of most weapons. Generally speaking, the finest substance possible for an object, in purest form, with the greatest preparation possible for all normal intents and purposes is what qualifies for this category of DR bonus.

Heka preparation means that the substance(s) to be worked have been specially treated prior to the time by someone, possibly the Heka Forger him or herself. This is done by Rituals and/or Castings of the proper sort to prepare the item for what is to be forged into it—an attuning, so to speak. A gem to be used as a trap for a spirit being, for instance, might have to be placed in a silver casket, in a gold one, in a lead one, in an iron one. Before that, the innermost surfaces of the silver casket might have to be inscribed with Glyphs pertaining to Attraction, Powerlessness, Entrapment, etc. Then it might have to stay shut therein for as many days as there are to be points of Heka forged within the gem so as to energize it for its operation.

The most notable substance containing Heka is the mineral Hekalite, from which can be refined a pure metal of the same name. Pure Hekalite metal is worth twice its weight in oricalcum, but having one eleventh of the item's weight comprised of Hekalite qualifies it for the "Heka-containing substance" bonus to DR, and if twice as much Hekalite is used there could be a double bonus. Some few rare substances of other sort, whether of Ærth or Phæree or elsewhere also contain some small quantity of innate Heka; and these substances would qualify for the DR bonus. Your GM will rule as to what things (woods, shells, etc.) have such innate Heka.

Example Of Heka-Forging: An alchemist needs Lodestones for Alchemical Operations (see the "Magickal Items" chapter in the **Mythus Magick** book), so to forge such Materia, the persona needs to place into them 100 times the amount of Heka the Lodestones will produce, so that whenever thereafter they are utilized in an Operation drawing upon the Element of Ærth they will produce 1/100th of such Heka. Thus, the alchemist needs to forge from 500 (DR "Moderate") to 2,500 (DR "Very Difficult") Heka points into them. They must be "Heka-prepared" prior to forging (–1 to DR), they are "perfect" vehicles" (–1 to DR), and they are "Heka-generating" (–1 to DR); however, as they will be used in all manner of Alchemical Operations of varying sort, they must have the maximum penalty of +3 steps harder to DR, so the result is a wash.

HEKA-FORGING TABLES

Heka Forging DRs

Heka Amount & Nature Of Item	*Base DR*
250 or less in metal	Easy
250 or less in other material, or 500 or less in metal	Moderate
500 or less in other material, or 1,000 or less in metal	Hard
1,000 or less in other material, or 2,500 or less in metal	Difficult
2,500 or less in other material, or 5,000 or less in metal	Very Difficult
Over 2,500 in other material, or over 5,000 in metal	Extreme
Each additional function of the item above the first	+1 to DR (harder)*
Heka-prepared item	–1 to DR (easier)
Flawless or perfect substance to be "worked"	–1 to DR (easier)
Heka-generating substance being "worked"	–1 to DR (easier)

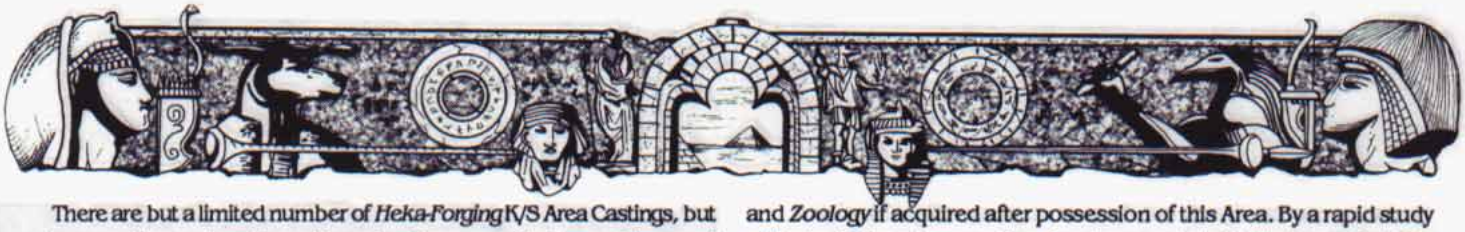
* Maximum penalty if 3 steps harder.

Heka-Forging Sub-Areas

Grade	*STEEP*	*Sub-Area*
1	Under 21	Enhanced Object Quality
2	21-30	Enchanted Mechanisms
3	31-40	Heka Reservoirs
4	41-50	Detection/Information Items
5	51-60	Defensive/Armor
6	61-70	Offensive/Weapons
7	71-80	Casting Storage
8	81-90	Skill Bearing Items
9	91 +	Spirit-Holding Devices

Heka Forger Casting Grade

Heka Forger's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX



There are but a limited number of *Heka-Forging* K/S Area Castings, but when used in conjunction with each other, or with the assistance of another Heka-Using persona, these Operations can create potent devices. The Casting Grade, name, Heka cost, and an alphabetical description of each of these Operations are provided in the **Mythus Magick** book.

The Grade of Casting available to a persona depends on the persona's STEEP in the K/S Area, as shown in the *Heka-Forger* Casting Grade table.

Hunting/Tracking: This is an ability which enables a persona to use certain weapons to hunt and kill game, trap animals, fish, and follow the trail of game animals or like quarry. Most primitive peoples have developed Hunting & Tracking ability to a high degree. The tribal natives of Ærth's Vargaard, "frontiersmen," and "mountain men" serve as good examples of people with such K/S.

The Heroic Persona with this Area must first select *two* hunting weapons. The first is a *spear*, but the exact sort of hunting spear chosen is left to the player and the gamemaster's approval. The second weapon is for distance, and based on the derivation of the persona and/or the persona's training, it can be any one of the following, again with the approval of the GM:

Blowgun
Bolos
Boomerang
Bow & arrows/crossbow & bolts
Javelin/javelin & atlatl
Javelin with thong sling & stones
Sling & bullets

With the two weapons selected, such personas will be capable hunters of such small and large game as they are familiar with.

Note that in combat, only one-half of *Hunting & Tracking* K/S Area STEEP can apply to use of these weapons, and if *Combat* STEEP exceeds half of this K/S Area STEEP, then it is used instead of *Hunting & Tracking* (weapons) STEEP when fighting. However, there is a 10% cross-application of ability with regard to the two weapons used for *Hunting & Tracking*, so that skill with these two weapons is at +10% of *Combat, Hand Weapons* (*Spear*) or *Combat, Missile Weapons* as applicable, when using the weapons in hunting, and 10% of *Hunting & Tracking* STEEP adds to *Combat* STEEP with regard to the two weapons.

These Heroic Personas will each also have a broad general knowledge of the flora and fauna of the immediate region in which they learned their K/S, so *Hunting & Tracking* will give a 10% bonus to such other K/S Areas as *Botany, Ecology/Nature Science, Survival,* and *Zoology* if acquired after possession of this Area. By a rapid study of the habitat and a searching for signs, such individuals can find fish (and catch/hook/spear/net/trap/poison them so as to have food), game, animal trails, water holes, etc. *Tracking* is subject to the guidelines on the Tracking DRs table, and the gamemaster will employ them whenever an HP is so doing.

Spoor disturbed by large herds of animals, long or heavy rain, deep snow, wind storm, etc. becomes progressively more difficult to "read," so the GM should move the DR downwards to personas with *Hunting & Tracking* K/S are able to *conceal* their own spoor and that of their fellow travellers. For every 5 points of STEEP such a persona possesses, the individual can attempt to conceal one person's spoor. A large riding animal—a horse for instance—counts as *an* individual, *two* individuals if the animal is shod (has metal or the like shoes). If the STEEP of the individual concealing the spoor exceeds that of of the most able individual tracking, then the concealment succeeds, and the tracker(s) loose the trail of the quarry. However, the effective STEEP of the persona concealing spoor must be reduced by 5 for each individual she or he is concealing spoor for, unless that individual also has *Hunting & Tracking* K/S Area ability (and obviously a typical riding animal cannot have that!).

Also, a persona with this ability can make and set snares and traps for small animals and large game as well. Take note that snares and traps suitable for large game can be employed against humans/humanoids and other sapient life forms as well. The kind of snare or trap constructed, time required, and damage inflicted upon a victim caught in it are given on the Game Traps table on the following page.

Jack-Of-All-Trades: This is a Physical skill which enables the HP possessing it to do handiwork, repair, or similar work in at least the following fields:

1. Carpentry
2. Construction (all)
3. Masonry
4. Mechanics
5. Printing
6. Smithing/Welding

Sub-Areas 1, 3, 5, and 6 function just like the K/S Areas of the same name, and *Construction* covers *Naval* and *Transport*. *Mechanics* allows one to repair, but not design, articles such as those covered under the *Engineering, Mechanical* K/S.

Each Sub-Area functions at 40% of the possessor's total STEEP (drop fractions, of course), or a Specialized one would function at 80%. For example, if an HP has a Jack-Of-All-Trades STEEP rating of 50, that persona would be able to roll against the *Construction* Sub-Area at an effective STEEP of 20, or a STEEP of 40 if *Construction* were Specialized. Thus for the most part, this K/S is mainly good for performing basic, general work in the above fields, but is of little help when it comes to the more difficult tasks.

Tracking DRs

Nature Of Tracks And Signs	*Base DR*
Spoor is large, fresh, obvious	Easy
Spoor is small, fresh, mostly hidden	Moderate
Spoor is slight or aging	Hard
Spoor is minute, hidden, confused by crossing tracks, wind, etc.	Difficult
Spoor is faint, old, confused, or mostly obliterated by rain, snow, etc.	Very Difficult
Spoor has been concealed by an able hunter-tracker (see text)	Extreme
Each day in which some partial disturbance or obliteration occurs	–1 DR (harder)

Game Traps

Trap Type	*Construction Time*	*Damage Inflicted & Other Results Possible*
Foot Snare	1D3 + 1 ATs	1D6* "Impact" PD, plus caught and held upside down until able to free self or be freed by another
Neck Snare	1D3 + 3 ATs	2D6+2 "Impact" PD; roll for Strike Location, and if "Super-Vital," victim has a broken neck, if "Vital" then death by strangulation will occur in 1D3+3 BTs—"Ultra-Vital" normally
Spring Trap, Spiked,	2D3 + 2 ATs	2D6 "Piercing" PD /spike, 1D3 spikes can hit
Falling or Swinging	2D3 + 4 ATs	2D6 "Piercing" PD /spike + 2D6 "Impact"; a spiked trap 6' to 8' swath, 1D3 spikes for each victim in path
Deadfall, Spiked or Very Heavy	3D3 + 5 ATs	8D6 "Impact" or "Piercing"; victim(s) are pinned by spikes or weight or trap until freed by others
Camouflaged Pit with Sharp Stakes Set in Bottom	3 hours + 2D3 ATs**	1D6 "Impact" cumulative per 10' fall†, plus 2D6 "Piercing" PD/stake—1D3 stakes/victim.

* No Strike Location roll is made for this device, so damage is as determined by the die.

** The three-hour time assumes relatively soft/easily dug ground and a good digging tool. Thus, one man working hard and fast might be able to remove 1,000 cubic feet of dirt from the area, set stakes, and conceal the work and pit afterwards. Two working cut the time in half, three to one-third. To double the length or breadth of the pit, double time required, but twice as many can work. To double depth you must *triple* time (and the work assumes ropes and buckets, ladders, etc. Note that a 5' deep pit delivers only 1D3 PD, while a 20' one gives 3D6, but stake damage is the same in either case. The gamemaster must adjust for harder ground by adding increments of one hour to the above. It would take 12+ hours to dig a 10' × 10' × 10' pit in hardpan clay! The 2D3 AT "tack-on" is for final cleaning up and hiding of the trap work and camouflaging it all.

† Remember to add together the tens of feet fallen, and that gives you the number of D6 to roll for damage: 1 for 10', plus 2 for 20', plus 3 for 30', etc.—so a 40' fall means 10D6 damage (1+2+3+4 = 10). Then make a roll for damage location.

Juggling: This ability must not be confused with that of the singing, playing, and composition of songs of the *jongleur*. Juggling concerns the Physical capacity for the juggling of objects, maintaining balance in unusual situations, etc. When this K/S Area is combined with *Acrobatics/Gymnastics* (q.v.), the persona is able to apply 10% of STEEP points possessed in one to the other, i.e., add 10% of STEEP in *Acrobatics/ Gymnastics* to *Juggling* STEEP or *vice versa*. There are five Sub-Areas of Juggling:

1. Balancing Self & Items
2. Fire "Breathing"
3. Knife (*et al.*) Throwing
4. Sword Swallowing
5. Tossing & Catching Of Objects (Juggling *per se*)

Balancing allows personas to use various special items and/or furniture to balance themselves upon and to balance upon themselves. Thus, such individuals can have things balanced high above themselves, be balanced high above the floor by use of a pole or stack of furniture, and/or move around to some extent thus. Such personas are also able to spin, toss and catch, etc. relatively small, light objects while balanced above the floor. This would allow, for example, a persona to balance a pole, clamber up it, and while balancing there reach up to grab a ledge, etc.

Fire "Breathing" allows personas to fill their mouth with a volatile, flammable liquid (alcohol, gasoline, kerosene, etc.), jet forth vapors from that liquid, and set that gaseous breath alight with an open flame (a "whoosh" of flame from the mouth), all without causing themselves injury. The fiery jet is of 1' to 4' length, at the option of the persona. It will inflict 1D6 damage upon any living creature harmed by flame, and the fire will cause combustion of flammable substances (hair, paper, clothing, etc.).

Knife Throwing yields personas precision in the use of thrown, bladed/edged weapons, such as knives, daggers, throwing stars, or very light axes. The able individual will be able to throw *three* such weapons in a single CTI Also, for every 20 STEEP points an individual has gained, add one yard to each of the range categories for that weapon—Point Blank, Short, Medium, Long, and Extreme. Example: Range for a thrown knife is normally 3/6/9/12/15 yards. A juggler will add one yard for each 20 STEEP possessed, so the following STEEPs would result in the following adjusted ranges:

STEEP	*Point Blank*	*Short*	*Medium*	*Long*	*Extreme*
20	4	7	10	13	16
40	5	8	11	14	17
60	6	9	12	15	18
80	7	10	13	16	19
100+	8	11	14	17	20

This Sub-Area gives no combat bonuses to hit a target, but a persona doesn't need to have *Combat* K/S to throw and hit a target, instead using the *Juggling* K/S Sub-Area STEEP (*Knife Throwing*). The gamemaster may allow the addition of darts, short swords, cleavers, etc. to the list of weapons usable this way.

Sword Swallowing is a capacity that is, of course, useful only for the entertainment and amusement of an audience. However, some

application of it, such as object concealment, might be found to assist an HP in one or another circumstance. We leave that to the ingenuity of the players and the office of the gamemaster.

Tossing & Catching Objects—classic juggling—includes the use of balls, plates, knives, short swords, torches, and so forth. The entertainment value of this activity is obvious, but the use of the juggled objects as missiles is not so plain—at least to the Other Personas! Individuals with this Sub-Area can both use the juggled objects as missiles and (if not juggling) attempt to pluck out of the air hand-thrown missiles that come within reach. Objects thus caught may then be held, thrown immediately, or discarded. The DRs of accomplishing such a defensive (and/or offensive) maneuver are shown on the *Missile Interception (Juggling)* table.

A large missile is an axe, long dagger, big knife, short sword, spear, torch, etc. A medium missile is a typical throwing dagger, knife, or large throwing star. A small one is a small dart or small throwing star. All hand-hurled weapons travel at *very fast* velocity within Point Blank range, *fast* within Short and Medium range, *moderate* within Long range, and *slow* at Extreme range, for purposes of this consideration. Consider device-hurled weapons to be one category quicker, so at Point Blank range they are absolutely uncatchable. (Ranges of individual weapons are found on page 239.)

Other Special Considerations Of Juggling and Acrobatics/ Gymnastics: In addition to the 10% of STEEP cross-applicable between this Area and Acrobatics/Gymnastics, a persona may also apply a bonus of 10% of *average* STEEP of these two abilities to *one* of the following of the following K/S Areas. The K/S Area applicable may never change after having been chosen, and application of the bonus must be immediate at the creation of the HP or upon acquisition of the chosen K/S Area.

Combat, HTH, Lethal
Combat, HTH, Non-Lethal
Combat, Hand Weapons
Combat, Missile Weapons
Criminal Activities, Physical

Obviously, this combination of Areas is a favorite one of dedicated combatants and those who practice outlawry on a grand scale.

Missile Interception (Juggling)

Type Of Missile & Speed Thrown	*Base DR*
Large, moderate velocity, or any relatively slow missile	Moderate
Medium, moderate velocity	Hard
Medium, fast velocity, or small with moderate velocity	Difficult
Medium, very fast velocity, or small with fast velocity	Very Difficult
Small, very fast velocity	Extreme
Each missile above 1 in a CT	–1 to DR (harder)

Leatherwork: This Knowledge/Skill Area is another that is of dual sort. It is basically used to assess the quality of leather and products of leather—be it a book binding, boot, saddle, scabbard, girdle, garment, or something else. The able persona can also repair items, make things out of leather, prepare hides, work with rawhide, tan leather, dye it, tool it, and so forth. The shaping and stitching of leather also falls under this K/S, so the able individual can fashion clothing or make shoes or harnesses, etc.

The secondary portion of this skill is that of armoring. That is, the able persona can make armor and shields using leather, including those of boiled, shaped leather (cuir bouilli), with whatever studding or other reinforcement is common to such equipment. Note, however, that any and all non-leather materials needed for construction of armor or shields must be furnished completed to the persona for this construction to succeed. A leather shield (or covering) can be made in about one day of time (eight hours labor), while a common suit of leather armor will take one week, one studded or of cuir about twice as long.

Making a usable saddle will take about a week of regular time—about as long as it to make a pair of good boots or a good coat. Shoes and lesser garments take only 1D3+1 days of work. Crude shoes and small items take only a day, while rough sandals can be fashioned in half a day or even less time.

Legerdemain: This Area enables an individual to perform manual feats of sleight-of-hand such as in stage magic, close-up magic, card tricks, prestidigitation, ventriloquism, misdirection, and illusions which typically require the utilization of special equipment and props. A brilliant performing "stage" magician, for instance, will have a STEEP score in both *Legerdemain* and *Deception* of around 50 to 60.

This ability is useful in many ways, including earning money, entertaining, trickery by substitution or disappearance, and so forth. As a general rule, a roll should not be necessary to cover a rehearsed performance unless there is some distraction or it is a *very* important one (such as opening night or a show with an important noble or other royal audience in attendance, for example). Rolls against this K/S will mainly come into play when one is trying something on the spur of the moment, such as confusing a monster by making its prized gem seem to disappear into thin air or by substituting a counterfeit object for a real one.

Masonry: The *Masonry* K/S Area deals with the skills and techniques required to build permanent structures out of mortar, stone and brick. Strongly associated with the *Construction* K/S Area, this one deals with construction using stone, rather than wood. It also includes the skill of carving inscriptions and decorations in stone, but is far from true sculpture.

Mechanics: This K/S Area allows personas to fix simple machinery containing moving parts, similar to the *Engineering* K/S. Unlike that Knowledge/Skill Area, however, the *Mechanics* K/S does not impart a knowledge of how such objects work beyond the obvious, nor does it allow personas to design machinery of any complex sort.

Mines & Mining: A persona with this type of knowledge will understand the various methods of underground and surface mining. With this knowledge is the associated understanding of mine structures and safety factors. This is a very important K/S Area for those who are active in underground exploration, excavation, or construction.

Mountain Climbing: This K/S measures an HP's ability to ascend

steep surfaces, whether by the use of ropes and grappling hooks, or employing naught but tiny ledges and shallow cracks as handholds. The K/S applies not only to climbing mountains and hills, but to walls, trees, and the like as well. The DR, how fast, and how far one can move on one roll depends on the particular situation. Personas can climb vertically at about 10% of their normal movement rate, or can descend at 25% (or more) of their movement rate if they have the proper equipment. If a persona is equipped for rappelling (rope, harness), this K/S will allow descent at full trotting rate. Climbing and/or descending is also much easier with a rope and harness than it is using handholds, and thus the DR will vary accordingly. Finally, the standard time covered by one roll will probably be around one BT, though it could be much longer. If a team is steadily ascending Mount Æverest, for example, they might make a combined roll once every four hours or so to avoid having an accident.

Music: This K/S covers one specific musical instrument with which the HP is skilled. While actual rolls against this K/S will probably be rare, save in connection with *Spellsongs* (q.v.), the higher your STEEP rating, the better your skill and your reputation with the chosen Sub-Area will be. The Sub-Areas are divided as follows:

1. A Cappella
2. Horns
3. Keyboards
4. Percussion
5. Stringed, Bowed
6. Stringed, Plucked
7. Woodwinds and Reeds

A Cappella is unique in that no instrument is used to accompany the persona's singing. While at first this purely vocal form of music may not seem to belong here, it is actually quite powerful. Multiple singers engaged in rhythmic harmony work well together, and the power of a song can thus be enhanced.

Horns includes such instruments as trumpets, pipes, and horns.

Keyboards are typically pianos, harpsichords, and organs.

Percussion instruments are drums, tambours, rattles, bells, and cymbals.

Stringed, Bowed includes all instruments played with a bow, such as violins, cellos, and the like.

Stringed, Blucked would consist of banders, harps, lyres, and lutes, etc.

Woodwinds and Reeds are things such as flutes, piccolos, and such.

Perception (Physical): This K/S Area principally measures a persona's skill at observation and using the senses (sight, hearing, smelling, tasting, feeling). That is why it is unusual in that its modifying factor is Mental Reasoning Capacity. This ability, and/or its counterpart, *Perception, Mental* (q.v.), is (or are) one of the most important and often used skills in the game, and this one covers the following Sub-Areas:

1. Noticing
2. Hearing
3. Searching
4. Tracking

The *Noticing* Sub-Area will be commonly rolled against when your HP has the opportunity to notice something important, such as a hidden book or a sniper waiting in ambush, and it generally relies on a combination of sensory input.

Hearing is obviously audial input, and it allows one to detect the noise made by a stalking monster or sneaky assassin and to act upon the information so gained.

Searching, a visually oriented capacity with some additional tactile input, allows one to thoroughly examine a small (roughly 20' × 20') area for secret doors, hidden persons or items, and the like.

Tracking covers the act of following someone or something that's not in your field of vision, by seeing and interpreting the subtle signs of its passage, detecting odors, and so forth. Notice how *Tracking* differs from the *Shadowing* Sub-Area in the *Police Work* K/S (see immediately hereafter), which allows you to follow someone that *is* in your field of vision without being noticed. It is only vaguely related to the *Hunting/Tracking* activity, however, in that signs and spoor are not of vital importance, behavior is understood, etc.

Personas who have both forms of *Perception* (*Mental* and *Physical*) are entitled to two K/S checks in many circumstances.

Police Work: This K/S Area covers a wide-variety of police and/or detective activity, each of which is listed below:

1. Stakeout
2. Shadowing
3. Interrogation
4. Evidence Analyzing

The first Sub-Area, *Stakeout*, covers one's ability to observe a subject unnoticed at a relatively stationary location, while *Shadowing* allows one to follow a subject without being noticed. A successful *Evidence Analyzing* roll will reveal whether a certain article would be useful as evidence and why. For example, Dirk discovers a bloody dagger on the ground behind the scene of a murder. It is a good guess that this is probably the murder weapon. A successful *Police Work* (*Evidence Analyzing*) roll reveals that the thing also has a small amount of fabric wedged in the crosspiece. Some further investigation soon reveals that this is the suspect's dagger and that the fabric is the same color as the clothing on the body.

Printing: This Knowledge/Skill Area is quite straightforward at first glance. Those individuals who possess skill in this relatively novel field (consider the era) will be able to use and understand the workings of equipment required to place text and illustrations on parchment and paper. This ability enables all manner of useful things, including the production of special publications, false or counterfeit documents, doctrines, and so forth. Evil Personas certainly might use such K/S ability, so it is something which the HPs must be on guard against from time to time.

Riding: This skill includes equestrian ability with various sorts of animals in various sorts of situations. Rolls may be necessary to control a mount under difficult conditions and to successfully negotiate obstacles (such as hurdles on an equestrian field). The following types of Sub-Areas are included:

1. Horses, Mules, and Asses
2. Camels
3. Elephants
4. Racing
5. Difficult/Unbroken Animals
6. Mounted Combat
7. Teamstering

Sub-Area of the type of mount employed in order to be used successfully. Racing competitions are resolved in the same way as are *Gambling* (q.v.) competitions. A roll against the *Riding (Racing)* K/S also allows one to flee pursuers while mounted.

Difficult/Unbroken Animals also requires the base Sub-Area for the animal in question, and is needed for particularly troublesome beasts which are beyond the scope of the base Sub-Area. For example, a persona who wished to try to ride a wild horse would need both the *Horse* and the *Difficult/Unbroken Animals* Sub-Area.

Mounted Combat STEEP level is the highest your BAC (Base Attack Chance, see the combat rules, Chapter 12) can be while mounted. Being on the back of an animal, however, does confer a bonus to attacking when fighting an unmounted foe; thus the exact effect being mounted has on your fighting ability will have a lot to do with your STEEP in this Sub-Area. For example, an HP has a BAC of 45 with the longsword when dismounted. However, since the HP has only a *Riding (Mounted Combat)* STEEP of 35, the Base Attack Chance will drop to 35 should the persona fight from horseback. It is, however, still to the HP's advantage to fight from the back of a mount when combating non-mounted foes, as there is a +15 "to hit" bonus for those who attack from a higher position (See the "Position Modifiers Table" in Chapter 12.) Thus, this confers a 50% chance to hit instead of the HP's dismounted 45% chance. Fighting from horseback also makes it harder for non-mounted foes to strike a mounted opponent (see the table mentioned above), and thus it can often be to one's advantage to do so.

Teamstering is actually riding in a conveyance and driving the draft animal(s). This Sub-Area, then, includes carts, traps, sleds, sledges, wains, wagons, carriages, coaches, and the like. Draft animals considered are dogs, oxen, and buffalo. However, the use of other animals as a teamster can be included according to possession of *Riding* Sub-Areas which treat such animals.

The really handy thing about all this, however, is that when riding you receive your mount's/draft animal's movement rate and don't expend a lot of energy walking. The movement is calculated the same way for mounts/draft animals as it is figured for people, but each species has it own base Physical TRAIT and *Trotting/Running* modifiers (see page 117 of Chapter 10 for rates of mounts and draft animals pulling conveyances). The Sample Running/Trotting Modifiers table lists modifiers for some standard mounts.

Seamanship: This K/S Area covers the skills required to operate small and large ships and other craft (such as galleys) on the open sea. A persona would be able to maintain course using the sun, moon, and stars as well as other devices such as the compass and sextant as guides. This K/S also provides knowledge of how to handle a ship during storms, and the relative duties of all shipboard crew in fair and foul weather. It is a must for the persona planning to captain a ship.

Smithing/Welding: This handy K/S imparts the ability to work with metal, whether the task is making special devices or forging a sword. As with *Construction* (q.v.), no rolls are usually necessary, as it is assumed that the persona will complete the task eventually. One could try to roll in order to finish the work faster than it would normally take, and a roll will always be required for especially fine work, as well as for attempts to complete some task when tools and/or materials are lacking.

Possession of this K/S is absolutely mandatory if one wishes to use harder metals in conjunction with *Heka-Forging* (q.v.).

Speleology: This Knowledge/Skill Area deals with the exploration and mapping of caves. When travelling long distances in an unfamiliar system of caves, the HPs might be required to make rolls against this Area to successfully navigate the twisting paths without getting lost, falling, or running into pockets of poison gas. While travelling underground might be done safely via the use of the *Mountain Climbing* or *Geography/Cartography* K/S Areas (q.v.), a single *Speleology* roll will make it unnecessary to roll against any other such Areas except in the most unusual of circumstances.

Sports: There are fewer sports, *per se*, in this milieu than many others, so there is but one K/S Area covering them all. HPs from outside this one must apply their lowest *Sports* STEEP relative to one of the following Sub-Areas:

1. Mounted Individual Sports
2. Mounted Team Sports
3. Individual Non-Violent Sports
4. Individual Violent Sports
5. Team Sports

Mounted Individual Sports includes such things as racing, hunting, jumping, and individual mock combat (jousting, etc.). Add 10% of Riding K/S Area STEEP (and *vice versa*) to this Sub-Area.

Mounted Team Sports include polo and similar games and group mounted mock combat. The STEEP adjustment given to *Riding* above for *Mounted Individual Sports* also applies here.

Individual Non-Violent Sports includes such surprising things as golf and tennis, besides such typical endeavors as running, jumping, archery, and throwing things. Ask to see if your gamemaster will allow any cross K/S Area STEEP bonuses for picking up *Individual Non-Violent Sports* (perhaps 10% to/from *Combat, Missile Weapons* will be allowed).

Individual Violent Sports includes boxing, mock combat afoot, and wrestling. There is a 10% of STEEP cross-bonus between this Sub-Area and *Combat, HTH, Non-Lethal.*

Team Sports include such activities as lacrosse and team mock combat. The STEEP cross-application for it is *Combat, Hand Weapons*, at the usual 10%.

Subterranean Orientation: This ability is a training of the direction sense so that even below ground a persona so

Sample Running/Trotting Modifiers

Mount	*Base P TRAIT*	*Trotting*	*Running*
Camel	4D6+100	None	2.5
Elephant	6D6+120	None	3.0
Horse	5D6+95	1.5	3.0*
Mule	6D6+80	1.5	2.0

*More of a canter, actually. A full-out gallop might be faster, but the horse and its load are factors here.

trained can get a bearing, so to speak. Such personas will know the general direction they are travelling and have some rough idea as to how far beneath the ground they are at the time. The ability is probably based on a sensing of magnetic lines of force, but regardless of what it uses to function, the individual with this K/S has the capacity to find direction and depth. In normal circumstances it is only a DR of "Moderate" to use this skill, but once lost or if stressed the DR becomes "Hard" or "Difficult," while if actually fleeing from a life-threatening situation the DR is "Very Difficult," but only at that time. This is an Area which most of those who frequent Subterranean Ærth train and develop, for without it their already dangerous work becomes near-fatal.

There is a side benefit. The ability usually functions just as well above ground, so that directional sense is usable just about anywhere!

Surveillance/Security: The *Surveillance/Security* K/S Area is used when guarding and protecting an item from theft, acting as a bodyguard, or watching an area to prevent intrusion and unwanted access (or as a method of monitoring it). The persona with this Knowledge/Skill Area will be able to recognize any setting that is conducive to an attempted theft, ambush, or breach, and will know how to correct the situation as well as circumstances might allow.

High STEEP in this K/S Area is extremely useful, for it helps negate Total and Natural Surprise (sometimes for the possessor only, not always for an entire group). Personas with STEEP scores over 50 may add each excess point to their rolls versus either type of Surprise if they have previously made a successful roll against this K/S to check the setting for security.

Survival: This K/S Area involves the utilization of what is at hand in order to stay alive and well under extreme conditions. Locating water, shelter, food, warmth, etc. are all part of this skill, as are improvising clothing, traps for hunting, finding and utilizing materials for primitive tools, and so forth.

While actual rolls against this K/S are not really practical, as it covers such a wide range of activity, what one is capable of accomplishing depends on one's STEEP. Generally speaking, the more skilled personas are the longer they will be able to survive, the fewer resources they must start with, and the more diverse are the conditions they can tolerate (i.e., desert, jungle, arctic tundra, etc.) are. The basic skill for an Inuit is Arctic, while an Amazonian jungle native is familiar with rain forest conditions. Exactly how much STEEP will suffice for what circumstances is up to the GM, but, as a general guideline, to manage the extreme opposite of native conditions for an indefinite period of time with almost no starting resources would require a STEEP base of around 61 or so.

Day-to-day K/S checks at "Moderate" for familiar conditions and more difficult as familiarity decreases should be made.

Swimming/Diving: *Swimming* measures an HP's ability to swim in any body of water, from a small lake to the open sea, while *Diving* refers to the skill of a persona when diving from a stable or semi-stable location into water. The rate for *Swimming* is 25% of the walking rate for normal travel and 50% or—with a successful roll—75% for fast swimming. A successful use of the *Diving* Sub-Area allows an HP to dive into a body of water without injury. The base DR for this activity will depend on how far the persona is trying to dive, and is shown on the *Diving* DRs table.

Diving DRs

Distance (in feet)	*Base DR*
Up to 10	No roll required
11-20	Easy
21-30	Moderate
31-40	Hard
41-50	Difficult
51-60	Very Difficult
61+	Extreme

Increase the DR by one for fancy or acrobatic-style dives, or dives from a shaky surface. Failure means that the HP took 50% of the falling damage (no multiplier) for that distance. Special Failure will inflict full maximum damage on the HP. Special Success will yield very high marks to an HP participating in a judged diving event, or it could add a point to STEEP.

Tolerance: This Physical K/S Area concerns a persona's capacity for dealing with insinuated, inhaled, or ingested intoxicants (toxins normally of non-lethal sort) and toxic substances of other sorts. Included under this general category are alcohol, many types of drugs, and even poisons (meant to kill in the dosage administered). *Tolerance* does not negate effects, but the ability does enable possessors to better manage them, so that their Physical systems can to some degree mitigate against the harmful effects from Physical damage and/or loss of Mental abilities.

To discover the possible effects of *Tolerance* K/S Area in regards to an individual, the gamemaster will have the player make a K/S check for the HP, using the guidelines of the Tolerance DRs table.

Here's an example of *Tolerance* in action: Let's assume that an HP has had three big tankards of strong ale (a "Hard" DR to remain fully capable and unaffected). However, suppose someone slipped a drug into the third tankard—a "Mickey Finn" as they say. A second K/S check is then required, and that will be based on the drug, so it will be "Difficult" or worse to avoid being knocked out, but it can still be avoided with a lot of luck or a very high STEEP in *Tolerance*. A Special Success will mean that the HP somehow avoided all effects of the drug after 1D3 ATs of "wooziness." Even a success will mean that the persona will be unconscious for 2D3 ATs and then Dazed for another 1D3 ATs. Failure means the HP is "out like a light" for the duration of the drug, if applicable—

Tolerance DRs

Exposure Is To:	*Base DR*
Weak and/or minimal amount	Easy
Moderate strength in small amount	Moderate
Average amount of moderate strength	Hard
Average/above-average amount/strength	Difficult
Heavy/strong amount/strength	Very Difficult
Massive quantity/strength	Extreme

"out like a light" for the duration of the drug, if applicable—probably 1D3+1 hours, less one BT for each STEEP point of *Tolerance*. A Special Failure means there is absolutely no benefit from this Area.

Travel: This Area of K/S includes information about the world which the HP has gained through actual travel and/or the reading of pamphlets, brochures, travelogues, and so forth. A successful roll against this K/S will yield useful information about interesting places, prices, hazards, etc. This K/S has tremendous potential for use if you plan to visit some new, strange locale, and will help you get there and once arrived manage properly or even fit in like a native.

Weapons, Special Skill: This K/S allows individuals to perform a variety of useful "tricks" with any weapons that they know how to use. One Sub-Area covers exactly one "trick" with one type of weapon. *Weapons, Special Skills* (*One-Handed Swords, Fast-Draw*) is an example of such a Sub-Area. Note that the rate in which Sub-Areas are gained works a little bit differently in this K/S. For every 25 points of STEEP personas have, they gain *one* of the four general "tricks" listed below, and for every 10 points of STEEP that they have, they are able to apply one weapon skill to a "trick" that they know. They must, however, know the skill for a weapon in order to be able to apply the trick to it.

For example, Kamatasha Nekomura, the samurai, has a *Weapons, Special Skills* STEEP of 56 and the following weapons skills:

Weapons, Hand (One-Handed Swords, Two-Handed Swords, Spears, and Daggers/Knives)
Weapons, Missile (Bows, Knives/Daggers)
Combat, HTH, Lethal (Hands, Feet, Nunchaku)

Since he has a STEEP of 56, he can choose two tricks and five weapons to apply them to. He chooses *Florentine* and *Fast-Draw*, and after matching them up with his weapons skills, comes up with the following Sub-Areas for this K/S:

One-Handed Swords, Florentine
Two-Handed Swords, Fast-Draw
Nunchaku, Florentine
Nunchaku, Fast-Draw
Bow, Fast-Draw

Note that he could not have chosen (*Shield, Florentine*) because he does not know how to use a shield.

The following types of "tricks" are covered by this K/S:

1. Florentine
2. Fast-Draw
3. Specific Target
4. Blind Fighting

The first Sub-Area, *Florentine*, allows you to effectively wield a one-handed weapon in each hand. If these weapons are of two different types, then you need to have a *Florentine* Sub-Area in each type. For example, if you want to fight with a longsword and an axe at the same time, you must have both the (*One-Handed Swords, Florentine*) and the (*Axes, Florentine*) Sub-Areas. This applies to shields as well if you want to use them to attack. While you can have a sword in one hand and a shield in the other and parry with the shield normally, you must have the (*One-Handed Swords, Florentine*) and the (*Shields, Florentine*) Sub-Areas in order to use the shield offensively. When employing this two-handed fighting style, each weapon receives its full attack rate (except nunchaku—see *Combat, HTH, Lethal*). An expert swordsman using this style could deliver out as many as eight blows per CTI Note, however, that the total Base Attack Chance is limited to your *Florentine* STEEP with each weapon. For example, Nekomura's Base Attack Chance with the Katana is 75, and his *Weapons, Special Skill* (*One-Handed Swords, Florentine*) STEEP is 48. When fighting with both his Katana and Wakazhashi at once, he is limited to a Base Attack Chance of 48 until his *Florentine* STEEP rises. Also, keep in mind that this K/S applies *only* to one-handed, artificial weapons (and it's true that the usual Katana style was two-handed, but it is light enough to really be more of a longsword). Finally, personas who are ambidextrous may fight *Florentine* without this K/S and at no penalty whatsoever!

With the next Sub-Area, *Fast Draw*, a successful roll will allow a persona to whip a weapon out of its sheath with no Initiative penalty! The DR will vary with exactly where the weapon is in on the body of the persona. An "Easy" DR applies if the persona were already holding the sheathed weapon. A "Moderate" DR applies if it was strapped at the persona's side, or a "Hard" DR if it was strapped around the persona's back. Note that weapons buried in backpacks or peace-bonded *cannot* be fast-drawn.

Sub-Area 3, *Specific Target*, allows you to choose the part of your HP's foe's body where your blow will land if you make a successful roll. The procedure for doing this is to first announce specifically the part of the body the persona is aiming for, then to see whether or not you hit in the first place, and then make a roll against this Sub-Area to see if it landed where you wanted it to. If the roll fails, then roll normally to see where the blow landed, but at +20 (see the Strike Location Table on page 229). If the result is above 100, then the attack actually missed (as it will have if your Specific Target roll was a Special Failure)! If the second roll was successful, then apply the damage to that part of the target and continue the process as usual. The Specific Target DRs table lists the base DR according to the body part-type you are trying to hit.

Specific Target DRs

*Location Type**	*Base DR*
Non-Vital	Easy
Vital	Moderate
Super-Vital	Hard
Ultra-Vital	Difficult

*See the Combat chapter, page 230.

Sub-Area 4, *Blind Fighting*, allows you to attack targets that you can't see with no penalty, provided your weapon is ready and you are calm and alert. A successful roll allows you to fight for 1D6 CTs, and the DR will vary with how much noise the foe is making, how strongly the foe smells, etc. The base DR for *Blind Fighting* is "Hard" for a noisy, smelly target. But if the foe is an invisible opponent who makes only the slightest whisper of sound and has no noticeable odor, then a DR of at least "Very Difficult" would be more like it!

Spiritual K/S Area Descriptions

Alchemy: Every Alchemist seeks the *Prima Materia*, or *tau*, for that is the stuff of the multiverse into which Heka and the four other essences, the elements, are infused to create all things. With such principal stuff, virtually anything can be compounded or created in the laboratory. Next in importance is the *elixir of youth*, a potion which is the extraction of the animal, vegetable, and mineral principles—if also containing *Prima Materia*, it will be both rejuvenating and age inhibiting!

Because it does contain some concepts of science, this Area is always a difficult and uncertain practice. However, alchemy allows the mind to work under the guidance of the spirit, so success can be had. In many ways it resembles chemistry and mineralogy with a leavening of herbalism, but then the strange concepts of scientific medicine crop up, and things get difficult. However, alchemy is neither a combination of those Areas nor adjunctive to them. Certain knowledge does translate, however, so personas knowing Earth's chemistry, for example, would add 10% of that STEEP to their *Alchemy* STEEP should they come to Ærth and choose to pursue this field.

Alchemy deals with the five elements, conversion of one substance to another (such as lead into gold), the refinement of substances, the refinement and perfecting of the individual, youth and longevity of the individual, the creation of quasi-life (as a step toward the creation of life!), and the return of life to the dead. Of course there are other activities for the alchemist, and this is reflected in the Operations (see hereafter) and Castings of this K/S.

As this is a Heka-generating Area, players need be aware of the amount of such energy their HPs gain by the possession *Alchemy*. Heka is generated at a level equal to an individual's STEEP plus Spiritual Metaphysical Capacity score. Thus, a Heroic Persona with *Alchemy* STEEP of 41 and a SMCap of 19 would have a base 60 Heka points. Naturally, other Heka can be added to this base to enable greater use for the alchemist's Operations and Castings.

Operations: The Alchemical Operations possible are fully detailed in the "Magickal Items" chapter of the **Mythus Magick** book. Basically, Operations concern the mixing, compounding, creating, and transmuting of various mineral and vegetable substances of special nature. Such substances are called *Materia*. Operations are performed in order to create substances which are valuable, have use as special Materia, or else are Heka-filled or "enchanted."

Minimum Alchemical Apparatus

Apparatus Type	*Cost in BUCs*	*Heka Storage*
Cup: Commanding Water (Triton, *Necksa*) of blue metal or mineral, and of the East	10,000	10
Dagger: Commanding Ærth (Bull, *Gob*) of black metal or mineral, and of the South	10,000	10
Pentacles: Commanding Air (Eagle, *Paralda*) of gold/oricalcum, and of the North	10,000/50,000	10/50
Ring: Commanding Heka (Star of the Astral, *Elhiem*) of silver/platinum and rock crystal, and of the Center	10,000/20,000	10/20
Rod: Combining all Elements of clear crystal tip and set with bands of metal or mineral of black, yellow, blue, and red	100,000	100
Wand: Commanding Fire (Lion, *Djin*) of red wood or mineral, and of the West.	10,000	10

Additional Alchemical Apparatus

Apparatus Type	*Cost in BUCs*	*Heka Storage*
Alanthon: Alchemical furnace which fuses or alters Heka in the Operation	10,000-50,000	10-50
Basin: The special container for the Water needed for certain Operations	5,000-25,000	5-25
Bellows: The provider of Air needed in certain Alchemical Operations	5,000-25,000	5-25
Brazier: The container of Fire necessary for some Operations	5,000-25,000	5-25
Lodestones: The provider of Ærth for those Alchemical Operations so requiring	5,000-25,000*	5-25

*Includes necessary Heka-Forging work.

Heka Infusion

HEKA to be Infused	*Base DR*
1-10	Easy
11-25	Moderate
26-50	Hard
51-90	Difficult
91-150	Very Difficult
151+	Extreme

Apparatus of many sorts, the tools of the alchemist, are required for Alchemical Operations. These are instruments and devices of various kinds. The minimum pieces of Alchemical Apparatus are listed in the Minimum Alchemical Apparatus table, broken down in terms of cost and Heka storage. Note that the Heka in an Apparatus is self-regenerating every 24 hours as long as the item is in the possession of the alchemist and no other persona attempts to use it. Thus, the practitioner will have from 150 to 180 additional points of energy for Operations. Other pieces of Apparatus needed for Operations are summarized in the Additional Alchemical Apparatus table.

Infusing An Item With Heka: A successful roll against the possessor's *Alchemy* STEEP will allow an item or substance to be charged with Heka by the alchemist. Before an attempt is made to infuse an item, the item must first be analyzed and prepared for 2D3+1 (non-adventuring) days, whereupon the Alchemist may make the roll and try to start the process. Liquids and gases should be sealed up in a container made by the alchemist personally before being prepared. (K/S Areas such as *Construction, Handicraft/Handiwork,* and *Jack-Of-All-Trades* could prove helpful here). *Solids, however, require no other special measures.* The process works in such a way that, over a period of time, the alchemist may give a certain amount of Heka to the item as if charging a General Heka Reservoir. The difference is that the Heka becomes a permanent part of the item and may not be drawn back out, save in the case of Apparatus, of course. Note that items charged with Castings may use their Heka in the performance of the Castings, and require recharging, but that is different.

The base DR of the roll varies with the total amount of Heka that the item is to hold. Failure means that the preparation was done incorrectly. The alchemist must then go back and prepare the item for another 2D3+1 days. The Heka Infusion table lists the base Difficulty Rating according to total Heka to be infused.

Another consideration is the type of laboratory facilities the alchemist has. One way of measuring these is by total value in BUCs, which are shown on Alchemist Laboratory Facilities table. With this in mind, many aspiring alchemist players may wish to allocate funds for a lab in their list of Possessions Categories when their HPs are first being created, although the GM might rule that some funds from "Miscellaneous" cover it.

Once a successful roll has been made, the alchemist may then infuse an amount of Heka equal to or less than his or her STEEP each day (solids), week (liquids), or month (gases). Thus, to charge a quartz crystal with 50 points of Heka would require two weeks if you had a STEEP of 30—provided that your Heka supply could handle it.

There is no problem with an alchemist working on multiple items, except that she or he can only prepare one at a time. Likewise, alchemists cannot charge an item at the same time they are busy preparing one that they wants to charge later. Fortunately, alchemical work is such that it can be put down and taken up again later. A persona could prepare four items in row and not begin charging any of them until having finished with all. Likewise, such a persona could stop temporarily charging one item, so as to begin preparing another. Note, however, that individual alchemists can charge only an item prepared either by themselves or by a *very* close friend.

Once the infusion of Heka is complete, the item's new "enchantment" is permanent and need not be repeated, unless it is destroyed by a future error, or the magick of the item is such that it needs recharging.

Transmutation Of Materia: This is done by infusing an item with Heka and scheduling the first charging so that it occurs during a waxing (transitioning toward full) or waning (toward new) moon, depending on what sort of transformation is desired. As usual, the item must first be prepared for 2D3+1 days, but then *two* rolls must be made. The first roll is for the total amount of Heka required (see the Alchemical Operation table) and the second is for the actual transmutation (the DR of which is given on that table). After having succeeded in both rolls, the alchemist may begin process of infusion normally and the transmutation will occur after the amount required has been added.

The precise nature of the effect depends on the phase of the moon when the infusion begins. The Alchemical Operation table on the following page lists several effects which come in pairs, such as "Heavy-Light," "Alive-Dead," and "Gold-Lead." The term that appears under the appropriate column for the moon on the table lists how the item starts, and the term opposite that lists how it will end up. If an alchemist had a lead item, for example, it could be transformed to gold by performing the operation during the waxing moon, and if a persona had a gold object it could be transformed to lead when the moon was waning. The Heka cost required for a transmutation varies with the weight of the subject and the difficulty of the actual process, both of which are given on the table as well.

Note that restoring life without including a Spiritual essence is no problem with most animal subjects, as they have no spirits to begin with. But it would make restoring a human to life a rather tricky

Alchemist Laboratory Facilities

Lab Value (BUCs)	*DR Modifier*
No real lab	+2
501-1,000	+1
1,001-5,000	—
5,001-10,000	–1
10,001-20,000	–2
20,001-40,000	–3
40,001+	–4

Alchemical Operation Table

Waxing	*Waning*	*Base Weight*	*Base DR*	*Materials Cost*
Heavy	Light	5 pounds*	Moderate	2D%
Alive	Dead	1 stone**	Extreme	6D%
Gold	Lead	1 ounce	Extreme	6D%
Shiny	Dull	10 pounds	Easy	1D%
Smooth	Rough	10 pounds	Easy	1D%

* The base weight listed refers to that of the object *before* the transformation.

** This process can restore the Physical essence of an object, but not that of the Mental or Spiritual. Mental energy could perhaps be restored via a Casting, but one would have to conjure a spirit to do it if one wished for a Spiritual TRAIT. See the notes in the text.

prospect. Re-animating a human corpse without giving it a spirit is how a persona creates an alchemical zombie (or Corpse Golem), but the alchemist must be on constant guard against it being possessed and turned against him or her by a "walker," demon, etc (by using a protective Casting, for example).

Alchemists can try binding a being that they or a *close* friend re-animated, in order to ensure its continued service. This merely requires expending 1 point of Heka per 14 pounds of the subject's weight (if soulless) and making an "Easy" roll against the alchemist's *Dweomercræft* K/S. A being with a psyche, however, will have to be bound through the use of a Casting, or by Spiritual Combat (see Chapter 12 for further details). Such control is permanent unless the target is later possessed, as was mentioned above.

Base Weight lists the amount of the subject's weight that will be covered by 20 points of Heka. Changing 3 pounds of lead into (a little less weight in) gold, for example, would require 960 points of Heka. Keep in mind that there are 16 ounces in one pound.

Base DR lists the DR for the second roll according to the type of operation attempted. Note that this DR is *not* modified according to the type of laboratory facilities available.

Material Cost shows the range of money spent on all alchemical necessities (materials) in order to conduct the Operation.

Note that the table lists only a few examples of what can be done with alchemical transmutations. Feel free to invent more types of effects for transmutation. No doubt there are hundreds of possibilities, but the above should serve to give you a good idea what sort of things can be done.

Materia Classifications: Standard Alchemical Operations are diverse, so in order to cover the many sorts possible the Standard Alchemical Operations table on page 178 classifies them by nature of the Materia operated upon or its resultant form. Thus, for example, under *Metal* you will find such things as the creation of "Inflammable Metal" the transmutation of lead to gold, and the production of "Lighten Steel." On the other hand, under *Potions* you will see a straightforward listing of the sorts of elixirs, philtres, potions, and so on the alchemist can create. Note that all require Materia of some sort and the expenditure of Heka. Descriptions of the products resulting from Alchemical Operations are given in the **Mythus Magick** book.

N.B.: The alchemist must know the correct time for any Operation. Failure to have an astrological reading of time means that the Difficulty Rating of the Operation is at least 1 DR harder than indicated. Wise alchemists have the *Astrology* K/S!

Alchemical Castings: There are only a limited number of Alchemical K/S Area Castings, because most of an alchemist's attention is demanded by work on Operations. The Grade of Casting, name, Heka cost, and an alphabetical description of these Castings are provided in the **Mythus Magick** book.

The Grade of Casting available to personas depends on their STEEP in the K/S Area. This is shown on the Alchemist Castings table.

Animal Handling: This K/S Area is akin to an empathic rapport with creatures and employs a near animal magnetism; thus it is a Spiritual ability. A persona possessing *Animal Handling* capability can relate to all sorts of semi-intelligent and non-intelligent creatures. If such personas are successful in their initial approach, the creature(s) in question will regard the individual as at least (1) *indifferent*, non-threatening and non-food, i.e., not to kill and eat but to be ignored. At best the creature(s) will consider the persona as a friend and be (5) *bonded* to him or her. In between these two extremes are (2) *docile*, (3) *responsive*, and (4) *obedient*. Naturally, mistreatment, abuse, harm, and the like will reduce by one or more steps the rapport between the persona and the creature(s) in question—assuming this comes from the persona (or seems to). An animal at a "0" is not affected by the ability and will behave normally (probably aggressively if reduced due to mistreatment!). Note well that an animal guarding an individual would not lose rapport if attacked by others while in the role of protector.

The able persona must approach the creature(s), have it (them) in sight and looking at him or her, and be able to speak or croon to it (them) as a part of the establishing of the rapport.

From the foregoing, it should be obvious to the reader that this is a very useful ability for anyone at all, especially one who is in the wilderness, has dogs, hawks, deals with animals of wild and/or

Alchemist Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

STANDARD ALCHEMICAL OPERATIONS

Alchemical Operation	Materia and Cost In BUCs	Heka Cost	Base DR
CRYSTAL			
Clean	25	20	Moderate
Color	50	40	Hard
Grow	75	40	Hard
Harden	150	75	Difficult
Imbue with Heka	300	100	Very Difficult
Imbue with Mental force	200	100	Very Difficult
Imbue with Physical force	200	100	Very Difficult
Imbue with Spiritual force	200	75	Difficult
Phosphorescent	50	40	Hard
GAS			
Explosive	150	20	Moderate
Hallucinogenic	150	75	Difficult
Poisonous	100	40	Hard
Sleeping	150	75	Difficult
Stunning	200	100	Very Difficult
Weakening	150	75	Difficult
GLUES			
Contact	100	75	Difficult
Metal to metal	200	100	Very Difficult
Universal	300	150	Extreme
METAL			
Copper to oricalcum	300	150	Extreme
Harden bronze	75	40	Hard
Harden steel	150	75	Difficult
Inflammable	150	75	Difficult
Insinuate Hekalite	500	75	Difficult
Iron to adamantine	300	150	Extreme
Lead to gold	150	75	Difficult
Lead to platinum	300	100	Very Difficult
Lead to silver	80	40	Hard
Lighten adamantine	150	75	Difficult
Lighten bronze	80	40	Hard
Lighten steel	150	75	Difficult
Transparent steel	300	100	Very Difficult

Alchemical Operation	Materia and Cost In BUCs	Heka Cost	Base DR
LIQUID			
Elixir of longevity	500	150	Extreme
Elixir of youth	500	150	Extreme
Poison	25	20	Moderate
Potion of airform	100	40	Hard
Potion of æthereality	200	75	Difficult
Potion of alertness	50	20	Moderate
Potion of aquaform	100	40	Hard
Potion of diminution	100	40	Hard
Potion of elementary obedience	200	75	Difficult
Potion of enlargement	100	40	Hard
Potion of fast reactions	100	40	Hard
Potion of fireform	100	40	Hard
Potion of forgetfulness	100	40	Hard
Potion of health	200	40	Hard
Potion of Hekasource	400	100	Very Difficult
Potion of Mental power	200	75	Difficult
Potion of metalform	200	100	Very Difficult
Potion of Physical power	200	75	Difficult
Potion of regeneration	300	150	Extreme
Potion of Spiritual power	200	75	Difficult
Potion of terraform	100	40	Hard
Potion of weightlessness	200	75	Difficult
OIL			
Cooling	150	75	Difficult
Frictionless	300	150	Extreme
Inflammable	50	20	Moderate
Poison	50	20	Moderate
Warming	75	40	Hard
POWDER			
Aqua-respiration	100	40	Hard
Astrality	500	150	Extreme
Etherality	400	100	Very Difficult
Inflammable	150	20	Moderate
Itching	25	10	Easy
Netherhedging	250	40	Hard
Phosphorescent	25	20	Moderate
Poison	25	20	Moderate
Pyrorespiration	200	100	Very Difficult
Sneezing	25	10	Easy
Terrarespiration	100	75	Difficult
SOLVENTS			
Crystal/Gem	150	75	Difficult
Glue	50	20	Moderate
Leather	75	40	Hard
Metal, Hard	300	150	Extreme
Metal, Soft	200	100	Very Difficult
Stone	200	100	Very Difficult
Wood	75	40	Hard

Animal Handling DRs

Creature Type & General Nature	*Base DR*
Semi-intelligent, warm-blooded non-carnivore	Easy
Semi-intelligent, warm-blooded omni- or carnivore	Moderate
Non-intelligent, warm-blooded non-carnivore	Hard
Non-intelligent, warm-blooded omni- or carnivore	Difficult
Semi-intelligent creature of any other sort (such as a reptile, vegetable life-form, mineral life-form, etc.)	Very Difficult
Non-intelligent creature of any other sort	Extreme
Already succeeded in rapport with same creature(s) as are now confronted	–1 DR* (easier)
Individual actually touching and speaking to creature(s)	–1 DR*
Creature(s) lost to rapport due to mistreatment	+1 DR
Savage-natured creatures in "pack" or group	+2 DR

*Never applicable beyond a DR of "Hard," however, so that it has no effect on cases where the Difficulty Rating is already "Hard," Moderate," or "Easy."

dangerous sort, etc. (Compare *Agriculture, Animal Husbandry.*) The use of *Animal Handling* on non-domestic(ated) creatures always requires a K/S check whenever the persona is in proximity of the creature(s) after a period of one or more days absence from it (them). Difficulty Rating for initial and subsequent animal rapport is determined as summarized on the *Animal Handling* DRs table.

Astrology: Not only is *Astrology* a special Area of foretelling some probable course of future events, as is indicated by this Knowledge/Skill listing, but it has broader applications in a Heka-active milieu such as this one. The Castings of Astrology give insight into singular events, general courses, and the current conditions (specific or general) existing in a place of such Casting. The zodiac, stars, sun, moon, planets, comets, other astral bodies, elements, gems, and even herbs are part of the multifaceted purview of the astrologer. By studying the heavens, examining records of the past which are connected to a person, place, or thing, astrologers are able to learn a fair amount of information and make predictions of the probable course of future events. Determination of the most propitious time for the performance of some act, and especially an Alchemical Operation (q.v.), is possible through use of the *Astrology* K/S. Influences of all manner—planar, spheres, elemental, etc.—can also be discovered through the use of this Area.

Heka is engendered through *Astrology* K/S at the rate of 1 point for each 1 point of STEEP, plus 1 Heka point for each point of Spiritual Psychic Capacity of the persona. For example, an individual with 49 STEEP in *Astrology* and a SPCap ATTRIBUTE of 21 would have 70 points of Heka from this source. Of course, the Heka can be used for all manner of other things besides astrological ones, just as other Heka can be used for astrological things. Special Heka for astrological use (principally Castings) is generated for individuals if they also possess the *Astronomy* K/S Area. An astrologer gains 1 point of Heka for astrological use for each 1 point of STEEP possessed in the *Astronomy* (*Mental*) K/S Area.

The Grade of Casting available to a persona depends on STEEP in the K/S Area, as shown on the Astrologist Castings table.

Astrologist Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

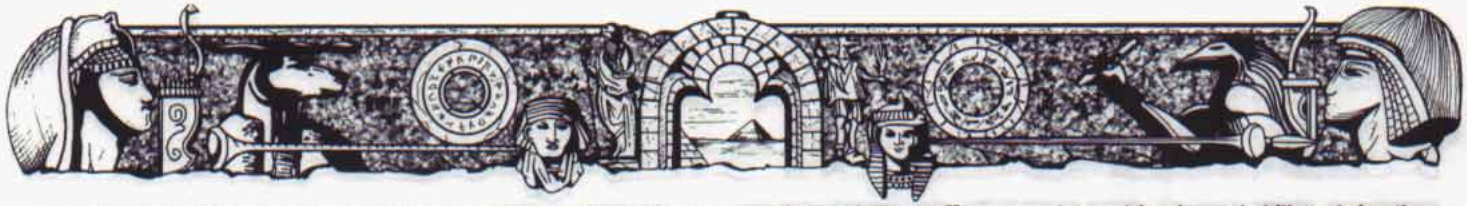
Buffoonery: Jesting, jokes, pranks, funny stories, double entendres, rude analogies/remarks, and many physical forms of entertainment such as capering, clowning, gaping, grimacing, leering, prancing, and pratfalls are the stock in trade of the buffoon. Clowning, miming, mimicking, tricks, and "practical jokes" typically round out the buffoon's repertoire. Some practitioners might combine this K/S with *Legerdemain* and *Juggling* (*Physical*) K/S Areas (qq.v.) so as to be a highly sought-after entertainer in royal courts or employed by some noble.

Although it requires a sharp mind and an able body, Buffoonery is a Spiritual ability because of the particular combination of the above with the capacity to judge people, assess their character, and with insight use the K/S to do or have an audience be so affected by one or more of the following 12 ploys during a given Action Turn of time:

Amuse
Distract
Pay Heed
Suspect
Belittle
Enrage
Question
Trust
Confuse
Feel Assured
Re-Evaluate
Value

Each of these ploys is described below.

Amuse: By use of story telling, comedy, miming, japes, jokes, and so on, buffoons attempt to keep an audience watching them, with chuckles and laughing, and generally maintaining at least a jovial attitude, perhaps merriment and hilarity. Think of a typical "stand-up" comedian to get the picture of this. Base Difficulty Rating for this is "Hard."



Belittle: A buffoon selects some subject (person, place, or thing), making it the butt of his or her sharp tongue, pointed remarks, and japes. Usually at least a part of the audience is highly amused at the expense of the subject. (Don Rickles is a good example of a comedian using this technique.) Base DR for *Belittle* is "Moderate," with a progressively worse DR for each successive AT of its use. Violent reaction from the subject is always a possibility.

Confuse: By using whatever is necessary, a buffoon attempts to mislead an audience as to the actuality of facts, i.e., who did what, went where, how it occurred, why it happened, etc. By clever use of words, it is possible for a time that the plain truth and seemingly straightforward facts of a matter can become muddled—usually because nothing is clearly black and white in the first place! Base Difficulty Rating for this is "Difficult."

Distract: By means of this, the buffoon seeks to cause an audience to forget some matter (or person or thing) in preference to another which the persona brings up to distract them. For instance, a buffoon might bring up the subject of a bawdy occurrence involving some important members of the court while a another individual slips away—possibly with something of value. The base DR for this act is "Hard."

Enrage: Similar to the distract ability, the buffoon uses this tactic to provoke an audience into great anger. Ire and wrath can be directed at a number of targets, and the Difficulty Rating depends on the nature of such target, as revealed in the *Enrage* DRs table.

Enrage DRs

Target Subject	*Base DR*
Present and hated	Easy
Absent and hated, present and disliked, or the buffoon personally	Moderate
Present scapegoat	Hard
Absent scapegoat, typical member of audience	Difficult
Generally liked member of the audience	Very Difficult
Respected member of the audience	Extreme

Success will absolutely fix the attention of the enraged audience on the target for the duration of the AT. A Special Success means two Action Turns of attentive rage, or else Physical threat to the target, at the option of the buffoon. Note that failure to enrage will make the audience disregard the buffoon, paying no attention at all. Special Failure brings the likelihood of Physical harm to the buffoon, especially if there are armed aristocrats in the audience.

Feel Assured: The Buffoon uses his or her skills to reinforce the attitudes and opinions of the audience. Thus the rightness of action or decision, the assertion of another, and the like can be more firmly fixed in the minds of those listening, and objectors be so silenced. The base DR for establishing a feel assured air in an audience is "Moderate," and adjustment is then made for the true nature of what assurance is being delivered. For example, it would become much harder to bring this about for a malign, unjust assurance; somewhat harder for a questionable one.

Pay Heed: The buffoon uses her or his wits and skills to bring the audience's attention to him- or herself or another so that they will listen, hear, and possibly understand/agree with something which was said or is about to be spoken. Base Difficulty Rating for *Pay Heed* to be effective is only "Moderate," but the state of mind and body of the audience is a big factor; i.e., if they are hostile and drunk it could be "Difficult" or worse to make it work.

Question: By means of this ability, a buffoon persona brings into question something in the minds of the audience—an official act, the act(s) of one or more personas present, a document's contents, the words of someone (especially if just spoken). Humor might hardly be used, or the attention can be of sarcastic sort heaped on the subject in great measure. Pantheological, moral, ethical and other strongly held beliefs and loyalties greatly influence the degree of ability to succeed in this. Revered, heroic, and honored personas, too, have the effect of being unquestionable. The state of mind of the audience is also a factor which the gamemaster will take into consideration when adjusting the base DR of "Moderate."

Re-Evaluate: This capacity is one which affects individually the members of the buffoon's audience. By means of it, the able persona uses wit, japes, etc., seeking to have the audience think again about a matter recently before them. In this regard, the buffoon is rather like a trial attorney (if you'll pardon the expression) picking apart testimony for inconsistencies, holes, and questionable portions. Influential members of the audience must be checked for individually, to see if they will reconsider and speak up indicating a change of opinion or not. Alone, the base Difficulty Rating is "Hard." If used after a successful *Confuse* or *Question* activity, however, the DR is at least one step easier.

Suspect: The persona uses buffoonish antics to point out something phoney, dishonorable, doubtful, suspicious, etc. in something or about someone's behavior. If the buffoon is successful, the audience then suspects (the worst). The base DR is "Hard," and then the nature of the target and the point(s) which can be used must be considered to adjust upwards or downwards.

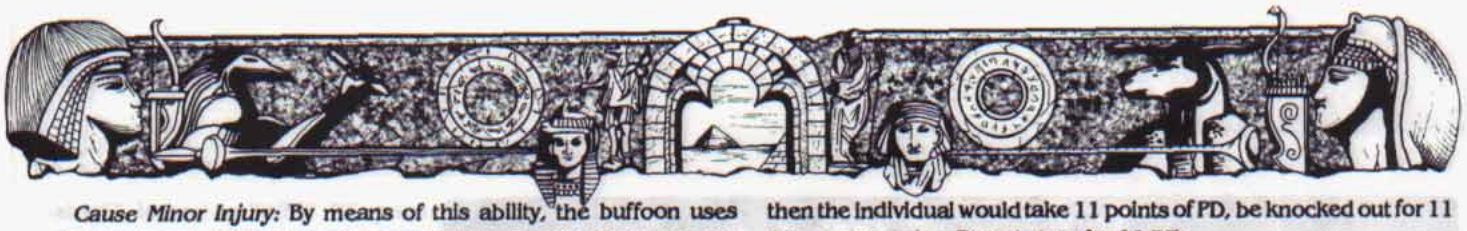
Trust: While buffoons cannot draw the trust of the audience to themselves by means of this ploy, they can attempt to have the audience feel trust in the word or deeds or person of another persona, present or not. For something or someone held in at least some degree of esteem, the DR is basically "Moderate," but for average sorts it begins at DR "Difficult." The *Value* ploy (see below) is useful for getting a more favorable DR.

Value: This is a ploy by which a buffoon seeks to cause an audience to respect or esteem a thing or the actions/person of someone other than him- or herself. It operates similar to the *Trust* ploy (above), and its DR is likewise the same. If this succeeds, it is then easier to have the audience be trustful.

Physical Actions: In addition to the ploys above, Buffoons are able to use other means to achieve their ends. There are three areas of physical means used by this Area:

Cause Minor Injury
Precipitate Stumbling, Tripping, or Falling
Set Minor Trap

Each of these physical means is detailed hereafter.



Cause Minor Injury: By means of this ability, the buffoon uses minor props and joke items (a seeming toy, a novelty item, etc.) to inflict a modest amount of Physical damage upon a victim. There are typically two sorts of devices used to cause minor injury. One is mechanical—a jack-in-the-box, a mock scepter, or the like. A spring-loaded portion will deliver damage of 1D6 PD and *stun* the target for 1D3 Critical Turns. The second form of device used is imbued with some natural or concocted substance causing 1D6 Physical damage and 2D6 CTs of *stunning* due to tearing of the eyes, sneezing, coughing, choking, and the like. It uses an irritant/toxic substance (powder, dust, pollen, gas, etc.) which is expelled by physical means (blowing, breathing, flicking, hurling, etc.) upon the subject.

The buffoon selects one of each of the above "weapon" items for minor Physical injury. The player describes the form and function of each to the gamemaster, and if approved, these are added to the buffoon's arsenal. Base DR for these to operate successfully is "Hard"; if the target is suspicious of the device, the DR is at least "Difficult."

Precipitate Stumbling, Tripping, or Falling: It is likely that some tricks, props, and preparation will be needed for this means. The usual things to cause precipitation of this sort are marbles, waxed floor and rug, grease, a trip-wire/cord/rope, a tied cord (from foot to something, for example), a cane, a low piece of furniture slid into the path, etc. The buffoon knows the placement and time for this, and subjects can avoid the event only if they know about its probable use. Base DR is "Hard"—"Moderate" against the totally unsuspecting, and "Difficult" against one prepared. Otherwise, the precipitation occurs, only Joss expenditure reversing it. The buffoon player must announce the purpose of the precipitation: humiliation, delay, or Physical damage.

Humiliation makes the subject appear clumsy and foolish. Onlookers will be prone to either be embarrassed for the victim or else to snicker or guffaw at the sight. The subject can then be targeted rather easily for a *ploy* (see above).

Delay is meant to cause one or more individuals (those in the forefront of a group) to be slowed, and in this process suffer minor injury as well. Thus, by this ability the buffoon causes stumbling into things and persons, tripping, bumbling, staggering, falling, careening, sprawling, and so forth.

Physical Damage of from 1D3 to 3D6+3 (such as this happening on a flight of steps) can be caused. The GM will listen to the player's specifications of how the buffoon is delaying the target(s) and then adjudicate Difficulty Rating and damage if the K/S roll succeeds. For each 1 point of PD there will be a like delay of 1 CT of time.

Set Minor Traps: To manage this serious act, the buffoon must make some considerable, often elaborate, preparation beforehand. Typically, the persona will ready an area with devices such as trip-wires, collapsing furniture, and so on, and then lure the subject(s) into the place. For example, a buffoon might wax a floor area, place a light throw rug there, and then weaken a railing, so that a victim will be likely to slip on the rug, fall or slide to the railing, and then pitch through to the space below! The player will have to carefully plot out the whole for the GM, and then the latter will determine DR for success in the K/S roll and the damage. Physical damage will normally run form 3D3 to 3D6+6, and the target subject will be rendered unconscious for as many ATs, *stunned* for as many BTs thereafter. For instance, if the victim suffered 3D6 PD, and the dice roll came up 11, then the individual would take 11 points of PD, be knocked out for 11 ATs, and then in a Dazed state for 11 BTs.

The buffoon can prepare one such trap for every 5 points of Buffoonery K/S Area STEEP possessed. Thus, at 35 STEEP for example, a buffoon could make and set out seven such Minor Traps. There are eight sorts of Minor Traps: (1) Catching, (2) Damaging, (3) Gas, (4) Light, (5) Noise, (6) Prank, (7) Severing, and (8) Spraying.

Catching traps are made so as to hold fast to an object or a part of a person. For example, what seems to be a keyhole might be one of these traps. The object caught by such a trap might be lost. The key put into the seeming keyhole, for instance, might be drawn into the space and sent down to a crack in the floor where it might never be found, save by the buffoon. Victims can free themselves from such traps in 150 minutes minus their Mental TRAIT score, with a minimum time of 1D3+3 minutes. This minimum applies even if an individual held by this trap uses physical means to destroy the device, or associates do so.

Damaging traps are like the minor prop (see above), and when triggered will deliver 2D6 PD points to the victim. It can be disguised as any normal object the size of a large book or larger.

Gas traps, when triggered, will produce a cloud of noisome vapors which cause victims within a five-foot radius vicinity of the trap to choke and retch. All individuals within that radius will be helpless for 2D3 Critical Turns, then in *stunned* condition for a like number of CTs.

Light traps cause a very bright flash when a victim triggers them. If the light conditions are dim or dark, then all persons within a 10-foot radius will have their vision affected. The victim and all looking at him/her or the trap will be blinded for 10 CTs time, five if the light is dim rather than dark. Those individuals not directing their gaze in its direction will be blinded only for three or one CT, depending on darkness or dim conditions. The brilliant light flash can be of virtually any hue and can be visible as a beacon of one-second duration.

Noise traps, when tripped, engender a loud bang or similar noise. The sound so produced can be heard for a distance equal to the buffoon's STEEP in feet (in yards when out of doors), *regardless* of walls, doors, ceilings, floors, etc. Obviously, there are some circumstances which will reduce or negate the noise—certainly Heka in action at the time of the triggering would do so. However, the adjudication is left to the GM.

Prank traps cause only some mark, stain, covering, or damage of visible or otherwise sensed kind. From a black ring around the victim's eye to a hard-to-remove dye on some body portion, through hair clipped short or a bad odor sprayed over the target, the prank trap can be devastating. Perhaps the trap is meant to embarrass the victim, or perhaps to both annoy the victim and at the same time alert the buffoon.

Severing traps are devices designed to cut off smallish, relatively soft things placed within their area of operation. A finger or a wrist might be the subject of such a device's operation. The trap is mechanical, of course, and it can be quite destructive if one is unwary. The damage inflicted will vary from 3D3+3 to 3D6+6, and any appendage lost will be a matter of permanency unless some form of Heka is brought into play to restore it. (Watch out for this kind of trap!)

Spray traps, when triggered, will shoot forth a jet of liquid. The

stuff sprayed forth can be scented and/or colored to mark a victim, or it can be a volatile, flammable liquid which ignites for 4D6 damage and whatever resulting combustion of flammable materials the victim wears, acid which delivers 8D3 PD points, or some sort of poison (q.v.). (This is perhaps the nastiest of all the buffoon's arsenal of traps!)

The buffoon "makes" traps as noted. There is no K/S check needed for the placement of traps, but their successful operation when triggered is another matter. Generally, the Difficulty Rating for each is considered as "Hard." There must be considerable player input and gamemaster sagacity in handling the *Buffoonery* K/S, and the GM should feel quite at ease in setting harder DRs for any of the activities of this sort of ability.

Charismaticism: This K/S assumes skill in the art of winning friends, influencing people, and otherwise behaving in such a manner that people can't help but like you. This Area functions similarly to the *Deception* K/S (q.v.) in that a successful roll will allow you to double your effective STEEP in a second K/S Area for one roll. The K/S Areas covered by *Charismaticism* include: *Influence, Espionage, Leadership, Thespianism, Hypnotism* (I), and *Mediumship* (II). See the description of the *Deception* K/S for further details on how this works. Note that *Charismaticism* can also be used like a normal K/S to make a good impression on an important person. In either case, the DR will have a lot to do with how such HPs present themselves and what, if any, preconceived notions the subject has about the HP.

Finally, your effective Attractiveness rating increases by one for every 20 STEEP points of *Charismaticism* you have, subject to the maximum rating of 20.

Conjuration: Possession of this Knowledge/Skill generates Heka for the individual. The amount is equal to STEEP plus the average of Spiritual Metaphysical and Psychic Power ATTRIBUTES. For example, if a Heroic Persona has STEEP of 44 in *Conjuration* and SMPow/SPPow of 17/15, then the total Heka gained is 60 points (44 + 16). The Heka so gained can be used in virtually any way, just as the same energy from other sources can be employed for *Conjuration* purposes.

Those steeped in Heka-channeling Areas and the arcane arts utilize the knowledge and skill of *Conjuration* to bring spirits and beings of various sorts from other spheres and planes into a prepared *Pentacle*. In fact, basic to this ability is the creation of various forms of protective markings—magick circles, thaumaturgic triangles, pentagrams, and so forth—referred to collectively as *Inscribed Pentacles* (see the **Mythus Magick** book for details). Such protection includes the construction of the Pentacle of Conjuring (in which the spirit/being appears) and the Pentacle of Protection (in which the (wise) conjurer stands). These basic abilities and the Castings are learned through this K/S Area, but the names by which to conjure spirits and other beings are not so gained. For that, the persona must have either the *Occultism* (for Preternatural spirits and beings such as Elementaries and Elementals) or *Demonology* (dwellers in the Netherrealms) K/S Areas, or both.

Because of the connections and similarities between *Conjuration* and *Sorcery* (qq.v.), 10% of the STEEP possessed in one accrues to the other when that other is acquired subsequent to the gaining of the former.

This is an Area of absolute necessity to the theurgist, and one which is often used by other sorts of practitioners for various purposes of their own, as the conjured spirit/being can have many uses. Thus, this K/S is often known to alchemists, dweomercræfters, and so on.

The various procedures of conjuring spirits and beings include knowledge of the instruments needed (wands, staves, knives, daggers, swords, etc.), the Materia for powering the conjuration (candles, incenses, oils, chemicals, liquids, etc.), the writings necessary to bring control and enforce (glyphs, runes, signs, symbols, etc.), and the rituals and words to be spoken (incantations, evocations, pleadings, calls, offers, threats, demands, etc.). Note that instruments and the rest may be Heka Reservoirs at the option of the gamemaster. Generally speaking, no more than 10 to 25 points of energy of this sort can be stored in any solid item, and the cost per point of Heka so dedicated is 1,000 BUCs. Therefore, a sword of Conjuration holding 25 points of Heka would cost 25,000 BUCs (material and Heka-

Conjuration DRs

Conjuration	*Base Heka Cost*	*Base DR*
Disembodied spirit	25	Easy
Semi-corporeal spirit or minor being	50	Moderate
Corporeal spirit or medial being	75	Hard
Major being	100	Difficult
Greater being	150	Very Difficult
Entital being	200	Extreme
Knowing *Truename*	—	–1 DR (easier)

Forging costs). See *Heka-Forging* and *Alchemy* K/S descriptions.

Conjuration proper concerns all of the above, but it excludes certain Heka Castings which are dealt with hereafter (see the **Mythus Magick** book). The type of spirit or being being conjured by the practitioner will determine the Base Difficulty Rating. Other things influencing DR of the conjuration are concentration of the persona performing the act, the instruments used, Materia, Heka-powering of the glyphs, bribe offerings or other attractions, means of compulsion, and the *spirit name* (see *Occultism* (below), *conjuring name* (see *Demonology* above), or whatever other name (for beings of other, higher, planes and spheres) of the one being brought to the Pentacle. The difficulty of this is shown on the Conjuration DRs table.

Descriptions of the types of beings listed on that table are as follow:

Disembodied Spirit: This class includes weaker spirits of the dead, nature spirits (Elementaries), and such non-corporeal things as poltergeists and the like.

Semi-Corporeal Spirit: This class includes the strong spirits of the dead, lesser spirits of all Preternatural sort, and the weakest of Supernatural spirit creatures. All can form a semi-material body at will, but do not otherwise have such.

Minor Being: This is a minor Preternatural or weak Supernatural creature who has the power to take spirit form. Average imps fall into this class, for instance.

Corporeal Spirit: Corporeal spirits are those most powerful non-material creatures able to form a solid body at will. Preternatural vampires and ghosts, for example, fall into this category.

Medial Being: This is a more powerful form of Preternatural or Supernatural being. Average demons, for example, fall into this group.

Major Being: These are very powerful Preternatural and Supernatural creatures.

Greater Being: Those Preternatural and Supernatural ones of near-maximum power fall into this class. Elemental princes, for instance, are greater beings, as are Powers, Quasi-Deities, and Demigods.

Entital Being: These are the most powerful of Preternatural and Supernatural ones, and the great of the Entital planes and spheres. There are few of the Preternatural sort, more of Supernatural kind, but most are from the highest or lowest places.

Note that no deity of anything above *Lesser* status can ever be conjured. Thus, Greatest, Greater, and Great ones can never be affected by this K/S. (Summoning is another matter...)

Success brings the one conjured, although what occurs thereafter is not certain. A Special Success means that the conjured one is not unwilling to listen and won't necessarily be absolutely horrid and obtuse. Failure wastes the Materia and Heka expended, but has no other bad result. A Special Failure will waste the Materia and Heka and destroy 1D3 of the instruments used in conjuration. (Don't complain, for the GM could also have it bring in the one conjured *outside* the Pentacle area...perhaps inside the conjuror's own Pentacle!)

In order to "encourage the cooperation" of the conjured one, the individual practicing this K/S Area must also have at hand Castings of various sorts. Most are aimed at a spirit/being held in a Pentacle, but some few of these Castings have other purposes. The Grade of Casting available to the persona depends on STEEP in the K/S Area (and Sub-Area), as shown on the Conjurer Castings table.

Divination: This Area is one which enables an individual to forecast and predict the likely results of a certain action or course of action, or to learn something about an area or thing. (Compare *Astrology*, above.) It also empowers the able persona to use certain Castings of Divinatory nature.

Heka points engendered by possession of *Divination* are equal to the persona's STEEP in this Area plus Spiritual Psychic Capacity score. Thus, one with STEEP of 20 and SPCap of 20 would have 40 Heka points from the K/S of *Divination*. The energy thus gained can be used for this or any other purpose to which it is suited.

The methods used for divination are more varied than those used in astrology and fortune telling. They may be as simple as crystal-gazing, burning laurel leaves (daphnomancy), or even making predictions based on inspection of the entrails of sacrificial animals, like a Haruspex. Of course, divination also includes similar techniques as used in astrology and fortune telling, i.e., Tarot cards, divining rods, numerology, tea leaf reading, rune-stone casting, etc. For game purposes, they are all assumed to deal with the future as it pertains to a known or anticipated action.

When attempting a divination, the player should specify a certain question to which an answer is desired. It's up the the GM to decide what kind of answer to give, based on what lies ahead in the scenario

Conjurer Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

Diviner Castings	
HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

and campaign, and possibly upon how well the HPs are progressing. The answer should be brief and somewhat vague, though not so vague as to be meaningless—unless the roll was a Failure. If a Special Failure is rolled, then the answer given by the GM will be false—perhaps disastrously so. This, of course, brings up another point—*the GM should always secretly make the HP's* Divination *rolls.* The HPs should never be certain if the *Divination* rolls were successful or not (at least until after the fact!). If the message was vague and/or not applicable to the question, then they can be pretty sure that it failed, but in the case of a Special Failure, they will have to be very clever to figure out that the results are dead wrong.

The DR of a *Divination* roll will be based on the type of question asked and how specific is the information asked for. Yes/No questions are the easiest to answer and have a base DR of "Moderate." Questions with short (less than 10 word answers) are "Hard," and those with answers of up to 50 words are "Difficult." Broad questions like, "Is there a monster in the lake?" have no DR modification. Slightly specific questions such as, "How deep down is the monster's lair?" are at a DR of +1, and very specific questions such as "In what part of the lake is the monster's lair?" are at a DR of +2. Very complex questions might be at an additional +1 or +2 DR as well. Some types of questions are too broad or specific to be answered *at all.* "What's the future of humanity?" or even "What's my future?" are far too broad to be answerable by standard divination techniques. Likewise, there is no way one can use Tarot cards to predict a winning hand of cards (though it may help to determine whether or not an evening of gambling may be successful). An Oracular board might be able to answer such specific questions, but that's a completely different sort of thing than a Tarot deck, and Oracular boards can be dangerous as well—refer to their description and use in the "Magickal Items" chapter the **Mythus Magick** book.

Here are some examples of answers to various likely questions and how they come about: "Can we defeat the monster in the lake?" is one type of question that the GM will hear often. The DR for this question is "Difficult" (it starts out at "Moderate" for being a yes/no question and goes up two for being "Very Specific"). Answering this question is easier than you might think. Just flip to the description of the beast and see how it compares with the *current* party. If it looks as if the party really has it outmatched, then answer "Yes," but if it looks like the beast has the advantage, then "No" should be the answer. Remember that divination only reveals what will *probably* happen, not what will happen *for certain.* This is true even if multiple attempts are made for the same question.

If our HP Alyssa were to ask, "How deep in the lake is the monster's lair?" our GM would roll against a DR of "Difficult" (one-line answer, moderate specificity); and, if the roll was successful, might reply, "Deeper than most fish swim" (or something like that). Then, after receiving this answer, Alyssa would be but a successful *Zoology* roll away from discovering the minimum depth of the lair.

See the *Astrology* and *Fortune Telling* Knowledge/Skill Areas (qq.v.) for more information.

The Grade of Casting available to the persona depends on STEEP in the K/S Area (and Sub-Area), as shown on the Diviner Castings table.

Exorcism: This is a strong and frequently utilized K/S Area—quite natural indeed in such a milieu. The persona with *Exorcism* ability has Heka generated at the rate of 1 point for each 1 point of K/S Area STEEP in *Exorcism,* plus 1 point for each 1 point of Spiritual Metaphysical Capacity. *Because of the vast difference between this cosmos and others, any persona from outside this milieu with Exorcism ability applies 20% of that K/S to this one, but thereafter there is no "re-learning" possible, and further STEEP must be purchased as usual.*

In this milieu exorcism is the removal, driving away, and barring from return of various spirits, beings able to assume non-corporeal form, and beings of non-corporeal form. Regardless of the nature of such spirits and beings, they can inhabit with the whole or a portion of their being a place, thing, animal, or person. Individuals with *Exorcism* ability then utilize their capacity to force the spirit or being in question out of what it is residing in, drive it away, and establish guards to inhibit its return (cf. *Apotropaism*).

The exorcist's skill and knowledge is, of course, reflected by STEEP in *Exorcism.* There are nine Degrees of exorcism, each such step based on the ability of the exorcist and the power of the spirit or being to be exorcised. Persona's of low level of ability will be unable to affect more powerful spirits or beings, and in fact run the risk of being harmed or possessed themselves! This is hazardous work, too, for it is difficult to determine the Degree of power of the possessing spirit or being in most cases. (Some foreknowledge ability is most useful in such cases!) Degrees of ability are shown on the Exorcist Ability table.

Exorcist Ability	
STEEP Of Exorcist	*Degree Of Spirit/Being Affected By Exorcism*
Under 21	1st: Weak, once-living spirit, or a weak Mundane spirit/being
21-30	2nd: Strong, once-living spirit, or a strong Mundane spirit/being
31-40	3rd: Elementary or weak Preternatural spirit/being
41-50	4th: Strong Preternatural spirit/being
51-60	5th: Weak Supernatural spirit/being
61-70	6th: Moderate Supernatural being (Power)
71-80	7th: Strong Supernatural being (Quasi-deity)
81-90	8th: Greatest Supernatural being (Demigod)
91 and up	9th: Weak Entital being

To perform an exorcism, the individual with this Knowledge/ Skill will need to have certain things for the ritual that must be performed to accomplish the task. In all there are nine "steps" for an exorcism, six of which involve special items. All of the following items must be employed:

(1) Candles
(2) Symbol
(3) Fumigant
(4) Wash
(5) Incense
(6) Oil

1. Candles: Three or more candles of virgin beeswax, dyed to a color repulsive to the possessing spirit/being, must be set alight in the proximity of the possessed one. Candles must be made by the exorcist, cost 100 BUCs each, and provide 1 Heka point each when needed if they are burning, but each can deliver only 1 point of Heka once. Each candle will burn away to nothing in 10 ATs.

2. Symbol: The exorcist must have a symbol which is repellant to the possessing one. Generally speaking, this symbol is of some deity inimical to the possessing spirit/being. It is consecrated to ends or a nature opposite to those of the possessing one. This symbol must be plainly displayed, thus repulsing the possessing spirit/being and protecting the exorcist. The symbol will cost 500 BUCs (minimum) and generate once per exorcism 5 Heka points for the exorcist when she or he draws upon it. For example, a Fiend obeying the Ægyptian deity Osiris is being exorcised, and an ankh consecrated to Ra would repel the being due to the conflicting natures of the two—Osiris of (benign) Darkness and Ra of of sunlight and Light—and also because of the enmity between the two over their positions in the dispute between Heru, Son of Osiris and Set (backed by Ra).

3. Fumigant: This is a substance composed of herbs and chemicals which are repellant to the possessing spirit/being when set alight so as to fume and affect the possessed. The fumigant must be burned during the exorcism's initial stage. The cost of it is 20 to 200 BUCs (2D10×10). It generates no Heka. It will burn away in three ATs.

4. Wash: As the fumigant is burning, and the smoke fills the air, the exorcist must use the wash liberally. A small thing or person is actually laved with the wash, but larger objects or places are sprinkled liberally with the liquid. The wash must be baneful and repugnant to the possessing spirit/being. The liquid is typically of pure, blessed water and might also have attar, essences of herbs, perfumes, etc. to make it more effective. For every 100 BUCs invested by the exorcist in this wash, he or she will be able to draw 1 point of Heka upon need, but for one time only during the rite, and thereafter the wash is useless. New wash must be used if the exorcism has not succeeded.

5. Incense: When the fumigant is nearly exhausted, the exorcist must set alight the specially prepared incense. The smoke of the incense must be of an odor repellant to the spirit/being to be exorcised. It will cost between 30 and 300 BUCs (3D10×10), but if it is burning the exorcist can draw as many points of Heka from it as it cost in 10s of BUCs, i.e., 3 to 30 points of Heka. The energy can be used but once, for upon its employment the incense is consumed. The incense burns for only 1 AT, so the exorcist must needs be quick to work once the stuff is burning!

6. Oil: After using the wash, the exorcist must anoint with a special oil the place, thing, or person to be exorcised of the possessing spirit/being. The exorcist makes the oil him- or herself, but it must then be consecrated to a force/nature inimical to the possessing spirit/being. The oil must be compounded of substances which are repellant to the possessing one. The cost of such oil is 100 BUCs per ounce. Up to five ounces can be employed, and each ounce delivers 1 Heka point for the exorcist's use when needed, but this energy can be used but once.

When all six of the above items have been properly employed in the steps required, the exorcist is ready to commence the remainder of the rite to drive out the possessing spirit/being. This will require the following spoken words, the final three steps of the rite of exorcism:

(7) Naming the possessor
(8) Rebuking the possessor
(9) Reading of verses

7. *Naming The Possessor:* At worst, the general nature of (at least one of) the possessing spirit(s)/being(s) needs be known to the exorcist so it can be named, thus directing Heka at it later on. (Think of sighting a weapon, for that is, in effect, what is done thus.) If the exorcist can identify the possessor further, then there might be no Heka penalty. If the exorcist knows that the possessing one is a spirit of a dead human and is strong, then there is only a one degree penalty. If the *identity, power,* and *name* (or at least one of the names) of (at least one of) the possessor(s) is known, then there is no Heka penalty at all, and the full amount of Heka sent to dispossess the spirit/being will strike. Penalties/bonuses are listed on the Exorcism DR Modifiers for Name table.

Each degree requires, as noted above, the expenditure of 5 Heka points. Negative degrees require equal Heka for the exorcist to get through to the possessor to drive it forth, but any positive degrees give that amount of power to the exorcist for affecting the spirit/being.

8. *Rebuking The Possessor:* After naming the possessing spirit/being as precisely as possible, the exorcist must then deliver rebukes. Rebukes must effectively revile, censure, condemn, castigate, denounce, and execrate the subject. To do so with effect, the

Exorcism DR Modifiers for Name

Name Situation	*DR Modifier*
Unknown type (spirit or being)	–3 degrees
Unknown nature (malign, neutral, benign)	–2 degrees
Unknown origination (Mundane, Preternatural, Supernatural, Entital)	–1 degree
Unknown power (weak, moderate, strong)	–1 degree
Unknown name	–1 degree
Two names known (not *Truenames**)	+1 degree
Overlord of possessor known	+2 degrees
Half (only) of *Truename* known	+3 degrees
*Truename** known	+7 degrees

*See *Conjuration* and *Demonology* for details of *Truename.*

nature (benign, neutral, malign) of the possessing one must be known, or else something of its history. The exorcist may guess, but errors cost Heka, while correctness of information adds. The gamemaster will need to adjudicate this, but in general a non-specific rebuke will cost between 5 and 10 Heka points wasted, a wrong one as much more in addition, and a correct one gains 10 points as to nature and each detail of history. (The latter can be telling on the spirit/being!)

9. Reading The Verses: When naming and rebukes are finished, and while the candles and incense are still burning, of course, the exorcist must then begin reading from a scroll or book containing verses of a nature which are opposed to (preferably inimically so) that of the possessing spirit/being, while supplicating powers of such opposition to aid the exorcist in the exorcism of the subject. If the verses being read are of correct sort as defined above, then the rite is nearing its completion. *At this point, the subject spirit/being may attempt to leave willingly.* (The GM will announce this to the persona.) The exorcist may allow voluntary dispossession, or may immediately attempt to launch a blast of Heka at the subject. This is chancy with subjects of power, for they might turn and have battle with Heka forces, so the HP is cautioned: If in doubt, let the spirit/being leave! (The gamemaster will handle all matters of combat if a subject voluntarily giving up possession is assaulted before it can leave.)

It is during this reading of verses that the only K/S check needs be made, and that only if the subject has not voluntarily abandoned the possession. All Heka generated by the items of exorcism (candles, incense, etc.) that gained from favorable degrees (in 5-point increments) or lost (ditto), plus Heka from the exorcist at a minimum expenditure of 25 points (no maximum), is totaled to arrive at a final amount which is going into the rite. That is the base amount which will affect the subject if the rite succeeds.

Assuming that the persona is capable of successful exorcism, then the Difficulty Rating of the task is determined by consulting the Exorcism DR table.

Multiple Possessors: Only one spirit/being can represent multiple possessors, and whatever happens to the chief one happens to all others. However, in addition to making the Difficulty Rating worse, these added spirit/being possessors are also able to bolster the effective Spiritual TRAIT of their chief by lending part of their own Spiritual force to that one. However, each such additional possessor adds but 1 point, and they cannot lend their Heka to the chief spirit/being, so multiple possession is rare (and dangerous to the possessors, too...).

There are certain rare and invaluable objects of power which enhance the ability of exorcists with respect to the Degree of their capacity against powerful opponents. Some will also enable ability when faced by multiple possessors. Consult with your gamemaster regarding these items.

Any exorcism with a DR of greater ease than "Easy" automatically succeeds and *destroys* the possessing spirit/being of Supernatural or lesser sort. Any exorcism with a DR above "Extreme" (or is a Special Failure) automatically fails and exposes the exorcist to Spiritual damage and/or the risk of possession. Spiritual damage occurs if the Spiritual TRAIT of the possessor is higher than that of the exorcist. Any difference in favor of the possessor is scored as Spiritual damage against the persona attempting exorcism. (For example, the persona has an S TRAIT of 110 and the possessor's is 150, so the exorcist then takes 40 points of SD.) A K/S versus K/S contest then takes place with S TRAITS of exorcist and possessor being used. The exorcist also counts the Heka expended in the exorcism, and may add additional points; however, the possessing spirit/being may also expend Heka to win the struggle, and therein lies the problem...

The persona using this Area should certainly invest in special, portable Heka Reservoirs when undertaking an exorcism!

Possessed personas are under the complete control of their possessing spirit/being until it frees them or is exorcised.

Heka which is channeled by the exorcist to the subject, and which is not negated by counter-Heka of the spirit/being, will have an effect described on the Exorcism Heka Effect table.

A Special Success *doubles* the effective force of the Heka being sent to dispossess the spirit/being; and if dispossession occurs the exorcist automatically gains, then and there, 1D3 STEEP points in this K/S, double with an extra 1 point if dispossession destroyed the subject or banished it from the plane/sphere. Failure simply means that the exorcism didn't work at all. All items which expend themselves are worthless. All Heka utilized is lost. Special Failure is covered above.

Dispossessed subjects cannot ever again possess the exorcised

Exorcism Heka Effect

Possessor Spiritual Description	*Result*
Subject has no ratable S TRAIT	Dispossessed, all Heka causes M or P damage
Heka < S EL	Takes S damage on a 1 for 1 basis but is not dispossessed
Heka ≥ S EL	Dispossessed, takes 1 point of S damage for each point of Heka over S EL
Heka > S TRAIT	Dispossessed, destroyed unless an Entital being

Exorcism DR

Possession is of:	*Base DR*
Mineral, vegetable, or natural object	Easy
Worked, created, and/or crafted object	Moderate
Small building or area	Hard
Animal	Difficult
Large building or area	Very Difficult
Person	Extreme
Each Degree of superiority of exorcist	–1 DR (easier)
Each Degree of inferiority of exorcist	+1 DR (harder)
Each additional possessor involved	+1 DR (harder)

Exorcist Castings	
HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

place, thing, or person. Supernatural beings dispossessed cannot enter the plane/sphere (are banished) from which they were so dispossessed for as many years as there were points of Heka exceeding their Spiritual Effective Level. Entital beings dispossessed are treated likewise, and if their S TRAIT is exceeded by the Heka blast, they are confined to their own plane/sphere for as many years as their S TRAIT was exceeded, and in that period of time they suffer a Heka power loss of 1% per point of Heka which exceeded their Spiritual TRAIT (ouch!).

Exorcist Castings: exorcists also have a limited number of Castings which they can utilize. Note that most of these are of the sort aimed at discovering things about spirits/beings, used for making items of exorcism, protecting the exorcist during the course of a rite, etc. (See the **Mythus Magick** book for details.) The Grade of Casting available to the persona depends on STEEP in the K/S Area (and Sub-Area), as shown in the Exorcist Castings table.

Fortune Telling: This K/S is similar in nature to Divination, but unlike that and other Knowledge/Skill Areas which attempt prognostication, the Fortune Telling K/S Area pertains mainly to the individual, or to an individual being queried about. That is, it does little in the way of predicting the outcome of some event or action, but it answers broad and general questions—sometimes specific ones too—regarding a person. The Sub-Areas of Fortune Telling area:

1. Card Reading (includes Tarot)
2. Palmistry & Phrenology
3. Runes (includes I-Ching)
4. Tea Leaf Reading

Only one Sub-Area can be known until the persona gains 41 or more STEEP points, at which time a second Sub-Area may be selected if desired. (Note that the GM may choose to add more Sub-Areas, but even so, the above limit should hold firm.)

Obviously, much as does *Astrology* and *Divination*, this ability seeks answers to questions regarding the future. It is useful as a check against other means of such prognostication, of course, and the limit is set to prevent too much foreknowledge coming into the game. As with any device in play, it can answer nothing specifically, unless the game is scripted and choice no longer exists. Thus, it is up to the gamemaster to give general answers, making them seem specific if necessary, based on probabilities. Mitigating this uncertainty are conditions which are fixed in an adventure; i.e., the opponent *will* be at a set location, have certain powers, and so on. An OP *will* be there to assist if approached correctly. The opportunities are plain. Naturally, failure to make the K/S roll will bring misleading and false answers, so the cautious player makes certain and is skeptical at all times, too! Note that as with the other methods of divination, the gamemaster should secretly make the roll to determine success or failure. Castings used in this K/S are detailed in the **Mythus Magick** book.

The Grade of Casting available to the persona depends on STEEP in the K/S Area (and Sub-Area), as shown on the Fortune Teller Castings table.

Herbalism: First, the reader is alerted to the fact that, in this milieu, the *Herbalism* K/S Area also gives the possessor information regarding which forms of vegetation possess, are capable of storing, or channel Heka.

Herbalism is the art of knowing and using some of the usual as well as mystical properties found in natural vegetation. The HP can brew up various types of natural concoctions (tinctures, infusions, oils, powers, etc.) from poisons, to antidotes, to love philters, to sleeping pills via the use of this K/S Area—provided that the proper herbs can be found, of course!

Various forms of plants contain medicines in their bark, leaves, flowers, fruit, sap, roots, etc. Uses of these natural substances range from healing to curing diseases. Thus the persona with *Herbalism* skill can accomplish the following:

(1) Heal Physical damage at double the normal rate at a DR of "Moderate."

(2) Heal Mental damage at a rate of STEEP × 0.2/day, if a successful roll against the K/S at DR "Hard" is made. Round decimals down (as usual) when finding the amount of MD healed. One K/S check suffices to begin the course of treatment.

(3) Heal Spiritual damage at the rate of STEEP × 0.1/day, if a successful roll against the K/S at DR "Difficult" is made. This is otherwise the same as healing Mental damage.

(4) Cure disease at double normal rate at a DR of "Very Difficult." Treatment of a disease at normal rate is only "Moderate" DR if the disease is known to the Herbalist, "Extreme" if it is unknown, as shown in the Cure Disease DR (Herbalist) table.

(5) Immunize against disease weekly at the DRs for "Curing," above; i.e., "Moderate" for a known disease, "Extreme" for an unknown one.

Fortune Teller Castings	
HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

Cure Disease DR (Herbalist)

Commonness of Disease	*DR*
Common to area	Moderate
Uncommon to area	Hard
Rare to area	Difficult
Uncommon everywhere	Very Difficult
Rare everywhere	Extreme

Note that the above assumes that the herbalist has the medicinal vegetation on hand and that the patient receives applications of the curative substances daily. One check is all that is needed to receive daily benefit otherwise, and curing of disease is assumed to have a course of 2D3+2 weeks of treatment. A K/S failure means that further attempt at using *Herbalism* cannot be made for one week.

Various courses of healing can be undertaken at the same time, but a separate roll against *Herbalism* must be made for each sort of treatment attempted (see the Healing section of Chapter 12, page 274).

Developing a preventative course of herbalistic treatment may be allowed at the gamemaster's option. This assumes both knowledge of the disease or like malady to be safeguarded against and the medicinal plants on hand to use in the course of prevention.

As noted, *Herbalism* allows a fair knowledge of vegetable toxins, poisons from all manner of plants. Likewise, there are a broad range of antidotes possible. Gamemasters will determine how powerful they will allow this knowledge to be in their individual campaigns.

In addition to the natural, healing-type applications of *Herbalism* are those resembling magickal Castings. These utilize certain natural chemicals—mostly articles of vegetation from herbs and the like—that are found to contain Heka. When they are combined properly, these are used to make magickal potions. Such potions could include simple aphrodisiacs and love potions, potions which temporarily increase ATTRIBUTES or STEEP, or even those which bring good luck (i.e., extra Joss).

This K/S differs from *Alchemy* (q.v.) when mystical powers are concerned in that instead of infusing materials with Heka, the herbalist uses Heka that is already a natural part of the material. *Herbalism* is very helpful and is frequently studied by the same personas who are skilled in spellcasting. Note, however, that no skill in other Heka-generating K/S Areas is necessary to have *Herbalism*. Thus, one could use limited Castings via potions but not know anything about how to cast them otherwise!

Items which naturally contain Heka are referred to as *Reagents*, and plants such as Belladonna, Mandrake, Mistletoe, and the like are famous examples. (There are also mineral Reagents, of course, but the herbalist is not concerned with these substances.) As there are hundreds of these, we will not attempt an encyclopedic listing here, holding such detail for the subject of another work. Rather, in the "Items of Magick" chapter in the **Mythus Magick** book, a general classification system is given, and this includes the strengths and purposes of different classes of Reagent herbs. For more information regarding Reagents and other sources of Heka refer to both the "Heka Sources" and the "Items of Magick" chapters in the **Mythus Magick** book.

Finally, those personas possessing this K/S Area have the ability to perform a number of Castings—used by the herbalist to create potions, balms, ointments, etc, from the various Reagents as well as for other purposes. (See the **Mythus Magick** book.) The Grade of Casting available to the persona depends on STEEP in the *Herbalism* K/S, as shown on the Herbalist Castings table.

Impersonation: This Area has two great divisions. The first is impersonation of a *general* nature. The second is impersonation of a *specific* sort. Each of these two types of use will be detailed below. Before that, however, be sure to refer to the Mental Knowledge/Skill of *Disguise* after reading what *Impersonation* covers. If one has both this and *Disguise*, there is a cross-K/S bonus of 10% of the other Area when employing one of these two abilities.

General Impersonation is the pretense of being an individual of a specific sort, a generic sort or role. Thus, the impersonator is feigning to be an aristocrat, a military officer, an officer of the law, a mage, a noble, and so forth. Of course the impersonator is nothing of the sort, and in fact a man might impersonate a woman, or *vice versa*, quite successfully and not be that at all, obviously. General impersonation is of class or role or kind, not of a specific individual. This is the easier of the two divisions of this ability, and its base Difficulty Rating is "Moderate." There are modifiers, of course. Personas impersonating a class of individual about whom they know little or nothing suffer a 1 or 2 DR penalty. Personas trying to impersonate a class before others *of* that class have a 2 or 3 DR penalty and must make a K/S check for each and every such person of the class they closely interact with (be careful!). Having K/S Areas of the same sort as the actual class would have will reduce penalties, and so will having been or being the same SEC Level.

Let's take a look at an example: Hop the Savant, a mountebank, impersonates a bailiff of the corrupt duke, thinking that he can discover the workings of the Duke's extortion scheme thus. Assume that Hop was once of the SEC Level of both a typical bailiff and also of the merchants he plans to confront, so he is not penalized there. His K/S roll DR is "Moderate," and he easily makes his score with a STEEP of 55 in *Impersonation*. He accuses the merchants of selling inferior goods, short weighting, etc. They all protest that they have "paid off His Grace's bailiff already" and tell Hop to get lost. Then a real pair of bailiffs happen to come by and begin questioning him. Hop must make a successful K/S roll for each, at DR "Hard"—suddenly the job of impersonation isn't so easy...

Specific Impersonation is harder still. It means that such individuals are attempting to impersonate exactly a specific individual, passing themselves off as *the* duke, not a duke, or as Bailiff Grumbald, not

Herbalist Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

any of the general office. To manage such a role, one must have some general resemblance to the specific individual to be impersonated *if anyone who is encountered during the course of such Impersonation has an inkling of the general appearance of the impersonated individual.* If those met are very familiar with the individual being impersonated, then a near resemblance and a lot of makeup (or Heka) will be necessary. Thus, the less familiar the audience pretended before, the easier the task; and, conversely, the more intimate their knowledge of the individual impersonated, the more demanding and difficult the work. Before audiences generally ignorant of the individual being impersonated, the Difficulty Rating will be only "Moderate," but as soon as personas with knowledge of the specific individual are encountered, there must be a K/S check, and the DR will be modified downwards in all likelihood. Gamemasters will have to use their best judgment, and they may allow the HP to add 10% of *Buffoonery* (mimicking ability) K/S, *Thespianism*, as well as *Disguise* to the STEEP of the impersonator. Planning, preparation, study of the role, etc. will help keep the DR from slipping down into the "Very Difficult" and "Extreme" modifier slots.

Jury-Rigging: This is a skill which blends Mental knowledge and Physical ability with an inner skill which enables an individual to envision or sense what can be done to repair, fix, restore, or improvise something so as to enable it to function (at least partially) for a limited period of time. It might be a mechanical device, a sail, or just about anything which isn't working and needs to be put into operating order. The DR for performing such a feat will vary greatly and depend on how skilled you are with the type of item being worked on (it's easier to jury-rig a mechanical device if you have a high *Mechanics* STEEP), how complicated the problem is, what resources are at hand, etc. The beauty of it is that it's theoretically possible to jury-rig something with *no* knowledge of how it works, *no* tools, and *no* help whatsoever. (That is, if you can beat a DR of "Extreme"!)

Leadership: This K/S allows one to inspire confidence and gain loyalty in a group of persons. It covers such activities as commanding, disciplining, counseling, planning, organization and the delegation of authority, etc. Actual rolls against this K/S will only be necessary to keep one's followers from rebelling and/or panicking during difficult conditions, such as that of a challenge to the leader's authority, a fight going badly, etc.

Magnetism: This Knowledge/Skill Area is similar to that of *Hypnotism* (q.v.), but it functions differently and operates in relation to the Spiritual aspect of a persona rather than the Mental. First, *Magnetism* can effect anybody, but unwilling and resisting subjects with Spiritual damage ratings under their EL must be defeated in a contest of SM CATEGORY scores by the magnetist. Likewise, Difficulty Ratings for unwilling subjects are at +3. Otherwise, the practitioner should roll normally (with the DR to be determined by the activity performed—see below), although those who are over their Spiritual EL are always magnetized at a DR two levels easier than usual. A number of ATs equal to the subject's SPCap ATTRIBUTE is required to pass in order to attain the necessary state of trance. The two different functions of *Magnetism* are as follows:

(1) All individuals seeing and hearing the persona with the *Magnetism* K/S and in near proximity (20-foot radius or less) who are not unwilling (hostile or opposed is unwilling) find that the persona is quite to their liking. She or he will seem friendly, clever, and congenial. If one person is selected and concentrated upon by the magnetist, then that individual will become effectively under hypnosis after a number of ATs equal to his or her SPCap, and while in the physical presence of the magnetist will behave accordingly. However, no post-hypnotic suggestion is possible, so when not in the presence of that persona, the magnetised individual will not be affected thus. Such personas, though, will neither admit to being magnetised, or believe they were or are. At any traumatic juncture, such an individual may make an SM versus SM contest against the persona with *Magnetism* K/S, assuming that the subject is not under his or her Spiritual EL at that time. Success enables the subject to realize the magnetism, break it, and never be subject to its effect (by that particular magnetist) again. Affected subjects can be controlled in the same manner as if they had been affected by the Spiritual attack to Subvert (see page 215 of Chapter 12). This condition will last for 1 hour per 10 STEEP points of the magnetist (or fraction thereof), and requires no additional rolls on the part of the magnetist to be maintained. Any particular subject, however, can only be so affected once per week. The base DR for this function is "Hard."

(3) *Magnetism* can also be use to Spiritually heal a persona at the same rate that *Hypnotism* restores Mental damage—1D6 points per level of DR, or 1D6 for an "Easy" roll, 2D6 for a "Moderate," etc. Special Successes heal double the rolled amount, and Special Failures inflict the damage on the subject! This Spiritual healing may be attempted but once per day per subject.

There are no other functions of *Magnetism*, but this K/S is otherwise similar to *Hypnotism*.

Medicine, Oriental: This K/S represents a very wide array of different Oriental healing techniques, many of which focus in on correcting an imbalance of *yin* (a feminine, passive element such as darkness, cold, wetness) and *yang* (a masculine, active element such as light, heat, and dryness) which is said to be the cause of all sickness and injury. A successful roll at the beginning of each week will allow individual HPs to obtain the "Prime" rate of healing (see Chapter 12) if they don't already have it, or to halve the time in which damage is recovered if they do. For example, a Physically wounded persona with a PM CATEGORY of 40 and the benefit of both regular and Oriental medicine would recover at the rate of 2 points every 12 hours! Furthermore, these techniques are cumulative with the *Acupuncture* K/S (q.v.). For really fast healing, try a weekly combination of *Medicine, Oriental; Acupuncture;* and Heka-based healing rolls!

The gamemaster may allow HPs who receive regular weekly care from a practitioner of this K/S to have a basic resistance to any disease, equal to 10% of the practitioner's STEEP, due to the taking of proper herbs, tonics, accupressure, etc. This would, of course, apply to individual personas possessing the *Medicine, Oriental* K/S Area, too, assuming they cared for themselves as well as they did for others. Another option is to add a 10% of STEEP bonus to disease resistance for *Acupuncture* (q.v.) when it is used regularly in conjunction with this K/S.

Mediumship: This K/S is, more or less, the reverse of *Exorcism* (q.v.), and it allows the medium to use a dweomercræft-style ritual to attract or summon a friendly or neutral spirit (although failure or Special Failure could bring a hostile or malicious entity!). The spirit

cannot be compelled to appear, only invited to do so. Neither can it be bound or forced to appear within a Pentacle by the use of Mediumship. The medium is likewise unable to force the spirit to leave, so be careful not to make it angry!

The medium will, if the spirit entity so desires, contribute ectoplasm to the said spirit when it is in the presence of the persona. For each point of STEEP involved in the process (and that includes all members of the seance group), the spirit can draw 0.5 points of Partial Physical Manifestation. If there is sufficient force present to allow the spirit to draw over 100 points, it can then use the ectoplasm to create a Full Physical Manifestation with half the Partial Physical Manifestation value. For example, a persona with the *Mediumship* K/S at a STEEP of 80 is joined by a group of others in a seance to bring the total *Mediumship* STEEP involved to 160. A spirit appearing could have a Partial Physical Manifestation of 80 points (of ectoplasm). However, if at a later time, others joined to bring the combined STEEP utilized to 210, the spirit could have a Partial ectoplasmic Physical Manifestation of 105, or a Full ectoplasmic Physical Manifestation of 52.

There is a corresponding loss in Physical TRAIT points from each persona involved until the spirit dematerializes and the ectoplasm returns to the individuals involved. If a loss brings a persona below WL, CL, or P total, then Dazing (below WL) or unconsciousness (below CL or P total) results until the ectoplasm returns. If unconsciousness lasts beyond a number of hours equal to P total, the persona will die! Otherwise, ectoplasm loss will be replaced as are Physical points at the normal rate of healing.

The gamemaster may rule that there are magickal Castings to prevent loss of ectoplasm. Likewise, the GM may allow such K/S Areas as *Mysticism, Dweomercræft,* and/or *Yoga* to prevent unwilling loss of ectoplasm.

The Grade of Casting available to the persona depends on STEEP in the K/S Area, as shown in the Medium Castings table.

Metaphysics: By means of this Knowledge/Skill Area, a persona is able to study and know that which is unseen and not normally measurable. It is an understanding of the multiverse, and in particular the other planes and spheres beyond the material ones. It also deals with existence as a being. Metaphysics also considers what is knowledge, knowable, and reasonable. For game purposes, this K/S conveys knowledge of a sort opposite to *Demonology*. That is, it allows the individual to understand and know the nature of and the beings who dwell in the Upper (as opposed to Nether) and Medial planes and spheres. A persona with Metaphysics STEEP could, for example, tell if agencies from such places were concerned with a particular situation, if a successful roll against the K/S were made.

In addition, after exceeding 40 STEEP points, and with each additional acquisition of 10 STEEP points thereafter, the persona may attempt to gain 1 additional point of Spiritual Metaphysical Capacity, subject to a maximum of 40. Difficulty Rating for any attempt is at least "Hard," and after gaining 2 SMCap points this way it becomes at least "Difficult." A failure precludes trying again until the next plateau is reached; i.e., 51 STEEP, 61 STEEP, etc. A Special Failure may result in the *loss* of 1 SMCap point!

This Knowledge/Skill Area generates Heka at the rate of 1 point per point of STEEP.

Multiversal Planes & Spheres: Personas possessing knowledge of the multiverse will understand the relative position and makeup of the various planes as they relate to the Material Plane and each other. Knowledge generally begins with that of the Material Plane (and the many mundane spheres within it), and extends to the adjacent, linking planes, and finally to the more distant outer planes—although this is not always the case. Those who concentrate their studies on the outer planes such as the Abyssal or Entital may actually have only minor understanding of the Preternatural and Supernatural Planes. This is unusual, however, for some education regarding the latter two is desired for proper understanding of those outer, Entital Planes. A formal education in this K/S (as would be gained from the many schools of dweomercræfting) will almost always progress from Material to Preternatural, to Supernatural, and finally to Entital.

In any case, the *Multiversal Planes & Spheres* K/S is divided into the following Sub-Areas:

1. Alternate Material Planes
2. Elemental Planes
3. Shadow Plane
4. Negative and Positive Planes
5. Æthereal Plane
6. Nether and Pandemonic Planes
7. Empyreal and Concordelysian Planes
8. Entropical and Celestial Planes
9. Temporal and Panprobable Planes
10. Abyssal Plane
11. Astral Plane

Musical Composition: First remember that this K/S Area will generate Heka at the rate of 1:1 of STEEP herein for the persona with all three of the *Spellsongs, Music,* and *Poetry/Lyrics* K/S Areas, in addition to this one.

This K/S Area is similar to *Creative Writing* (q.v.), but applies to the composition of music. The HP must know how to play some kind of musical instrument (i.e., have that K/S) in order to use this skill. Note that this applies only to music, and not to the writing of lyrics, which are covered by the *Poetry/Lyrics* K/S (q.v.). This K/S also assumes extensive knowledge of music theory on the part of the HP, and rolls against this K/S may also be made to read some bit of music not associated with the instrument the persona plays, at a base DR of "Easy."

Mysticism: This Knowledge/Skill Area is considerably broader and

Medium Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

more valuable to the possessor in this milieu than in most others where Heka is less active. It includes the knowledge of "Wicca" and many other sorts of like things, including much Eastern wisdom. The possessor of this ability gains Heka equal to STEEP plus Spiritual Psychic Capacity. Thus, for instance, if one had a STEEP in *Mysticism* of 97 and a SPCap of 23, Heka from this K/S would be 120 points.

Mysticism includes interpretation of dreams and visions, the sensing of unseen presences and spirits, detection of Heka currents, the influences of elements and years, and many other sorts of things. All of these are accomplished through Mystic Castings and are detailed in the **Mythus Magick** book. First, however, another capacity of this Area needs to be explained.

Crystals, minerals, and gems (gems, precious stones, fancy stones, and ornamental stones) can be used alone or in combination as amulets *et al.*, for Materia, to generate their innate Heka, as substances for Heka Working, etc. The mystic will know the proper ones to use in a given situation (DR "Hard"). The mystic can also make use of crystals and gems as follows:

Singular Crystal And Gem Use: Crystals and gems are used for many purposes. The shape, clarity, color, and inscription affect such objects. The various uses of crystals are:

(A) Meditation (Self-Improvement): HPs who spend an hour each day meditating with the crystal in such a fashion can receive an AP/General bonus of +1 for every 4 points (or fraction thereof) awarded them. Such personas must announce when they are meditating each (game) day, and must succeed in an "Easy" roll each time. Note that skipping even one day or failing even one roll will negate the bonus entirely.

(B) Self-Healing, Mind & Heart: This requires two hours and can only be done once per day. Success on a DR "Hard" roll will heal 2D6 points of damage to both the user's Mental and Spiritual TRAITS. This can be done only for the one wielding the device.

(C) Mental/Spiritual Defense: In combat versus Heka forces, Castings, or Heka-engendered Powers, strongly presenting a crystal provides a certain amount of armor for both the Mental and Spiritual TRAITS, depending on the DR of the roll made, as detailed in the M/S Armor from Crystals table.

The armor lasts for one BT or until the Crystal is used for something else. Re-establishing it requires another roll. Failure means that the HP must wait for one BT before using any more of the crystal's powers. A Special Success, however, means that double the listed amount or protection is provided. The user may not attack physically or utilize any other device while being so protected, but can still employ Heka-based attacks (although not with the crystal's powers).

(D) Mental/Spiritual Offense: One may use a crystal to make a Mental Draining or a Spiritual Weakening attack against a spirit with either a Partial or Non-Physical Manifestation. This can be done regardless of whether the persona has the necessary Heka Castings or abilities. The attack will be made at one-half of either one's *Mysticism* or *Dweomercræft* STEEP, whichever is better. HPs who do have the ability to use the proper Heka-based attacks may make Amplified (see below) attacks against such spirits with no meditation necessary, even if the crystal is otherwise incapable of Amplification.

(E) Mental Heka Force Amplification: One hour's worth of meditation (at a base Difficulty Rating of "Hard") allows a persona to boost the Mental-based efforts of one Heka-using K/S Area's STEEP totals by 50% for the next AT. This can only be done once per week, and the crystal must be present on the user's person throughout the AT or else the Amplification will be broken.

(F) Heka Concentration: One Heka point can be generated per minute of meditation (maximum of two hours per day; DR "Hard") and stored either in the crystal, added to the practitioner's personal supply, or put in another Heka Reservoir. This cannot be done on the same day that the Ritual of Concentration (see the "Heka Replenishment" chapter in the **Mythus Magick** book) was performed, and *Dweomercræft* is the only applicable K/S to roll against for this power.

(G) Visions: The persona can gaze into the crystal and try to have a vision. One need not be asleep to have the vision, and the DR will be one level easier than normal.

(H) Self-Healing, Body: This is just like Power B, but it applies to Physical damage and has a DR of "Difficult."

(I) Healing Others, Mind & Heart: This is also just like Power B, but it can be used on other people. Users can try to heal both themselves and a number of other people simultaneously as well. The base DR for one subject is "Hard," and it increases by one for each additional subject.

(J) Healing Others, Body: As per Power I, but affects Physical damage. Note that *each* healing power can be used once per day. Through the use of Powers B, H, I, and J, it is possible for user to heal themselves four times in the course of one day!

(K) Scrying: A spherical crystal of clear or smokey sort must be used. The former will function to see the material and Mundane planes and spheres. A smokey one is needed for the Preternatural planes and spheres. A flat, highly polished crystal of very dark color is needed to scry the Lower planes and spheres. The persona can also view any invisible spirits present simply by looking through the crystal and making a roll (DR "Easy"). Note that the sights of some spirits (especially those originating on the Nether Planes) may require an Insanity check!

Crystals come in all manner of shapes and sizes, though clear is usually the best color. They are widely used for serving as effective foci of Heka and can prove to be valuable tools for any practitioner and/or mystic. Before any crystal can be fully utilized, however, the owner must "attune" it to him- or herself by meditating a total of seven hours and making an "Easy" *Mysticism* or *Dweomercræft* K/S roll. The unlikely (and embarrassing) event of failure on said

M/S Armor from Crystals

DR	*Armor Points*
Easy	4
Moderate	8
Hard	12
Difficult	16
Very Difficult	20
Extreme	24

Crystal Quality

Quality	*Cost (BUCs)*	*Powers*	*Heka*	*DR Mod.*
Poor	25-75	A-D	25	+1
Below Average	100-200	A-F	50	—
Average	400-1200	A-H	100	—
Above Average*	1600+	A-I	200	–1
Exceptional*	3200+	A-J	300	–2
Unsurpassed*	6400+	A-K	400	–3

* Crystals of this quality are not readily available and will probably have to be found through play.

roll means that the mystic is incompatible with that crystal and must find another one to use. Should anyone touch a crystal that has been attuned to someone else, then the crystal will become "scrambled" and useless until it is "attuned" again, as above. The specific powers of a crystal vary with its quality, as indicated on the Crystal Quality table. The *Cost* of a crystal is a rough retail value, though the rarer ones might actually sell for two or three times that. The different *Powers*, A through K, are those discussed previously, and the column labeled *Heka* indicates how much Heka energy the crystal can store for the user in the manner of a General Heka Reservoir. (Crystals *do* count against your total of number of Heka Reservoirs!) An "Unsurpassed" Quality crystal, for example, could hold up to 400 points of Heka. *DR* lists the modifiers to the DR of the rolls made to operate the crystal's Powers. If a Power normally had a DR of "Hard," for example, then practitioners would have to roll against but a DR of "Easy" if they were using an Unsurpassed Quality Crystal. Similarly, the DR would be "Difficult" if they were using just a Poor Quality Crystal.

One must be sane, sober, and not Dazed to use a crystal with any degree of success. Also note that, unless specified otherwise, all rolls involving the use of these Powers can be made using either the Mysticism or the Dweomercræft K/S. Any Special Failure on any of these rolls will destroy the Crystal. Only one such Power may be used at a time.

Dreams and Visions: The dreams and visions of the mystic can be handled much the same as *Astrology*, *Fortune Telling*, or *Divination*, (qq.v.) questions, but the base DR will depend on how many times during the past 28 days the HP has tried to have a vision, whether it was a successful attempt or not. The first attempt is rated at a base of "Easy," the second at "Moderate," the third at "Hard," etc. Modify from there according to how complex the question is and how many secrets the HP wants to pry out. Note that unlike divination, however, one does not usually ask a specific question of a dream, and it should be at a DR of +1 if one wants to dream about something very specific. Also keep in mind that dreams are very seldom literal, and that the dream's message will often be buried deep in symbolism.

One problem that may arise is if a party also has access to the *Astrology*, *Divination* and *Fortune Telling* K/S Areas, in which case GMs may find themselves handing out too many hints. Feel free to make information given in Astrology Castings, Tarot readings, and mystic dreams overlap or repeat itself. Alternatively, you might throw in some added complications to the plot and have the cryptic hints relate to those rather than the current problem itself. *Remember to always make the HPs work for most of their information. Solving a scenario should require much more than just a few rolls against some occult K/S! Thinking is worth a score of successful dice rolls.*

Detection of Spirits and/or Magick: Another useful function of this K/S is the detection of normally invisible spirits. Mystics will be able "feel a presence" (i.e., sense that it is there), as well as get a faint idea of whether or not it is hostile. They will *not* be able to see it and will still suffer the usual problems if they try to attack it physically. There will be no problem with using a Mental or Spiritual attack against it, however. It is an "Easy" feat to detect a spirit with a partial physical manifestation (such as a poltergeist) while in a quiet, peaceful room, or a "Moderate" feat if there is some distraction not caused by the spirit. Those with no physical manifestation are "Hard" and "Difficult" to detect accordingly.

Mystics can also roll to determine the presence of magick within their line of sight. The DR starts at "Extreme" and goes down one level (and reaching, as always, a minimum of "Easy") for every 100 points of Heka involved. Mystics can also make a roll to notice when they or one of their close friends are the targets of a magickal "Link." The information for this is given under the sections on Mental and Spiritual combat, Chapter 12.

The GM will adjust the DR according to the nature of the manifestation. That is, most beings and magick will be of the Preternatural sort; i.e., associated closely with the world. If it is Supernatural (removed by two or more "Spheres" or "Planes") then DR is at +2. The extremely rare Entital beings and Heka are at a +4.

See the **Mythus Magick** book for details of Castings used by *Mysticism*. The Grade of Casting available to the persona possessing the *Mysticism* K/S Area depends upon STEEP, as shown in the Mystic Castings table.

Mystic Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

Nature Attunement: Individuals with this ability are in harmony with natural life of all sorts, even the elemental things which make it up. Possessing this K/S Area thus enables personas to "feel" the health of soil and growing things, the "purity" of water, and "sense" impending weather (what is absolutely going to happen in 24 hours, and weeks, months, and seasons in general in longer range); all of this is at DR "Hard." They are able to blend with their surroundings (hide or conceal their presence) at a DR of "Easy," with adjustments for actual terrain and vegetation and the sort of people around/searching for them. This Area also enhances other K/S abilities, depending on the Sub-Areas possessed by the persona. Sub-Areas are as follows:

1. Growing Things
2. Natural Cycles
3. Personal Relationship
4. Animal Relationship
5. Exotic Places

Growing Things: This contributes 10% of *Nature Attunement* STEEP to the persona's STEEP in both *Agriculture* and *Herbalism*.

Natural Cycles: The persona will add 10% of this STEEP to *Ecology/Nature Science* and *Geology/Mineralogy*. Such personas will also "sense" (know) both climatology and meteorology so that prediction of weather for several days ahead and trends several seasons ahead can be made with a DR of "Hard" and "Very Difficult" respectively.

Personal Relationship: This Sub-Area enables the persona to add 10% of its STEEP to *Hunting & Tracking* and *Survival*.

Animal Relationship: With this Sub-Area the individual adds 10% of its STEEP to the *Animal Handling* K/S Area.

Exotic Places: The persona will add 10% of this STEEP to Knowledge/Skill STEEP of *Phæree Flora & Fauna* and *Subterranean Ærth*.

Necromancy: The Knowledge/Skill Area of *Necromancy* is one of Dark nature which enables a persona to work and deal with the remains of the dead of all sort, death, the undead, unlife, unliving creatures, and all that inhabit those planes and spheres of the Lower Preternatural and Netherrealms upon which such things or Negative energy dwell in spirit or corporeal form. The persona can communicate with such things, has certain Powers, and is able to use Castings of Archetypical Necromancy. The ability also generates Heka equal to the individual's STEEP plus the SMPow ATTRIBUTE, which energy can be employed for the purposes of this K/S or for others at the player's option.

There are three "innate" Powers gained when the individual acquires this Area of K/S. These are:

1. Coldbody
2. Darksee
3. Shadowskulk

Coldbody: This Power enables necromancers to have a body temperature below normal and as cold as the surroundings or even colder, down to as low as 35° F. without harm to their physical well-being. Note that this Power might allow the persona to be "invisible" to creatures relying on infrared (visual/detection) senses and similar senses using thermal input. For each 1 point of STEEP possessed, such individuals are able to lower their body temperature by 1° F (remember the minimum limit of 35°, of course). The Power of Coldbody functions for 1 AT per point of STEEP, so a persona who had 20 points of STEEP in *Necromancy* could have the effect last 20 ATs (nearly two hours).

Darksee: The Power of Darksee enables a necromancer to see in the infrared and ultraviolet spectrums. Thus, using it, the persona's visual ability will extend into regions which are "lightless" to creatures relying on the human-norm visual spectrum to see. For each point of STEEP possessed, the persona can Darksee for one yard as if the surroundings were illuminated by the twilight sky. The Power has no limit on its use, and the necromancer can employ it continually without paying or needing to worry about its expiration.

Shadowskulk: This Power enables necromancers to use the dimness of shadows to conceal themselves. The more and thicker the shadows, the darker the overall conditions, the easier the Difficulty Rating for use of Shadowskulk Power. If the DR is "Moderate" or "Easy," then personas can move as well as conceal themselves, but Physical attack will reveal such an individual's presence, of course. Note that total darkness is always DR "Easy" for necromancers if those from whom they are concealing themselves can use only human-norm visual ability. Again, this is a power with no cost, *per se*, but it lasts only 1 BT per point of STEEP, and the necromancer needs 24 hours time to regain used Shadowskulk ability.

The Grade of Casting available to necromancer personas depends on their STEEP in the K/S Area, as revealed in the Necromancer Castings table.

Occultism: First, note that this K/S Area generates Heka equal to the possessor's STEEP. *Occultism* also yields information regarding the *spirit names* of Elementaries and Preternatural spirits (those of the dead and other sorts as well) and beings such as Elementals. This is very necessary for conjurors, for instance (see *Conjuration*, above). For each point of *Occultism* STEEP possessed, the persona has a chance of learning the spirit name of one such creature. Whenever a name might be learned, the player rolls D% to discover if the HP has learned one such name. If the player succeeds in the roll, then the Heroic Persona knows a name, and another pair of D% rolls must be maybe to discover the ranking of the being whose name is known and if the HP has also learned that one's *Truename*. This is done using the Named Preternatural Being table.

It must be made clear that each and every Preternatural being will

Necromancer Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up*	IX

*Necromancers with both a *Necromancy* STEEP in excess of 100 and *Occultism* STEEP in excess of 50 have certain *Special* Castings available to them (see the Archetypical Castings in the **Mythus Magick** book).

have no fewer than *three* names: a *common* name, a *conjuring/summoning* name, and a *Truename*. Medial rank ones will have six names, those of Greater status nine. Major beings will possess at least 13 names, and Entital ones have a minimum of 18 names. Note also that Major beings' *Truename* is of two distinct name portions, and Entital beings have a three-portion Truename. It is thus impossible for anyone to learn the *total* Truename of a Major or Entital being from the mere pursuit of *Occultism*.

Named Preternatural Being

D% Roll	Rank Of Preternatural Being	% Chance For Truename
01-50	Minor	10
51-75	Medial	7
76-90	Major	5
91-99	Greater being	2
00	Entital being	1

Painting (Artistic): This Area measures a persona's skill at drawing, composition, painting, and the like. It covers the creativity involved in producing good original works of art. This K/S is also useful for evaluating the quality and value (monetary) of artwork and grants the possessor knowledge of famed artists and their works.

Pantheology: Just as theology is the study of a single system of belief and service and the deities concerned, the works of direct or indirect sort attributed to those entities, and all else pertaining to them and their service, pantheology is the study of all the (major) pantheons of deities. Pantheology includes the same aspects of each pantheon as does theology, but in less detail, for the latter is an intensive study of a single pantheon. Also, pantheology compares and contrasts the various deital groups. It yields all manner of knowledge, including deities, works, natures, status, powers relationships, and so on. Individuals with this K/S Area gain 1 point of Heka for every point of STEEP they acquire.

In the **Epic of Ærth** milieu there are over a dozen different pantheons spanning the globe of Ærth from Atlanti to Lemuria, northernmost Skandia to the South Titanic Ocean islands which make up Panay Sulu. Thus, a pantheologist will know of the deities of Atlantian to Vodoun (Afrikkan) sort, with the major pantheons of Ægypt and Ch'in, the Greco-Roman, Hindic, etc. in between. It will also reveal the potential and existing conflicts of intra- and inter-pantheon kind, for just as states of the same region have disputes, and alliances contend with other alliances, so too do pantheons have inner rivalries and strife and contests with other groups of deities. This applies to even seemingly like groups—benign, neutral, or malign.

Knowledge of pantheological sort is determined by the usual K/S check. A pantheon near to the homeland or permanent place of residence of the Heroic Persona will be better known than those more distant, even with the acquisition of considerable STEEP. So unless "specialization" is indicated, this will be reflected by a DR which grows more difficult with distance. Proximate pantheons are "Hard," those distant are "Difficult" and "Very Difficult," but each and every pantheon (or major sort) is known. Exact information of detailed nature (how many people recognize Artemis, for example) is one step harder than general knowledge, while minutia concerning a pantheon is two steps more difficult. "Specialization" mentioned above refers to the Sub-Areas of this Knowledge/Skill Area.

Pantheologists may elect to acquire more specific knowledge by selecting (specializing in) Sub-Areas of Ærth pantheology. The Sub-Areas are:

Ægyptian	Chinsungese
Kalevalan	Manitou
Norse	Slavic
Atlantian	Greco-Roman
Kelitic	Mongolian
Persian	Tecla
Babylonian	Hindic
Lemurian	Niponese
Phonecian	Vodoun
Inca	

Phæree Folk & Culture: This is the study of the many intelligent races inhabiting Ærth's counter-world. Individuals with this K/S Area will know a great deal of information about the folk inhabiting Phæree, even though never having been to that world, but *until they have visited Phæree their effective STEEP cannot exceed 35.* For each week of time spent in one or another of its three divisions, the persona may then add 1 STEEP point, although this is not an automatic acquisition, and it must be "purchased" in the usual fashion. The Sub-Areas of this K/S are:

1. Races Of Seelie Nature (Exterior Phæree)
2. Culture Of Seelie Races
3. Races Of Borderer Nature (Subterranean/Neutral Phæree)
4. Culture Of Borderer Races
5. Races of Unseelie Nature (Interior Phæree)
6. Culture Of Unseelie Races

Races: This means that the persona will know about the individual details of the races in the Sub-Area. Such personas will know their potentials, strengths, weaknesses, general likes, dislikes, etc. They will not have information on the culture of the various races, however.

Culture: Culture means information of the states, politics, economies, music, art, dress, habits, etc. of the races. It includes data on who is ruler, general population ruled, and so on. It does not concern itself with individual information *per se*, the study of the *races* of Phæree.

Philosophy: Philosophy adds 10% of its STEEP to the influence Knowledge/Skill Area. This K/S assumes broad knowledge regarding the field of philosophy—including ethics—and the works and views of great philosophers. In addition to making the HP a sophisticated kind of person (who may be able to impress an important OP by carrying on an intelligent conversation in this field!), this Area could prove useful for gaining clues. For example, one could predict the behavior of certain individuals by analyzing their belief system. An HP with a strong knowledge of this subject is also not likely to be misled by sophistries and falsely persuasive arguments.

Poetry/Lyrics: First remember that this K/S Area will generate Heka at the rate of 1:1 of STEEP herein only for the persona with all

three of the *Spellsongs, Music,* and *Musical Composition* K/S Areas.

Familiarity with, technical knowledge of, and the capacity to write new works are covered under this K/S Area. That is, an individual with the *Poetry/Lyrics* K/S will know the works and histories of past authors and lyricists. Such personas will be capable of analysis of critical nature, and will be able to write couplets, quatrains, sonnets, and all manner of other forms of verse and poetry. In addition, they will be able to write words to be set to music, i.e., lyrics. The DRs for a rhyme in a simple ditty or a folk song or ballad is "Easy," "Moderate," and "Hard," respectively, and varies mostly by length and complexity. The gamemaster will have no particular problem assessing the Difficulty Rating of some other form of *Poetry & Lyrics* composition, based on the above benchmarks. It is undeniable that a well-educated and sophisticated persona will have knowledge of this sort, so Heroic Personas with this K/S Area are able to add 1 point to their *E/S Graces* score for every 10 STEEP points possessed in *Poetry & Lyrics,* and *this applies across all cultures and societies.* It is also necessary to have this ability if an individual desires the capacity to create songs, musical theatrical plays, operettas, and/or operas.

Priestcræft: Note that an HP expecting to be able to utilize this area in conjunction with the *Religion* K/S Area as a Full Practitioner (a Priest) must have a Spiritual TRAIT of 101 or more points. After irrevocably recording this K/S Area, and that of *Religion* as well, a K/S check at Difficulty Rating "Hard" must be rolled against the HP's Spiritual Metaphysical Capacity. Failure means that the HP is unable to fully channel Heka, and so is not a Priest but rather a Partial Practitioner. Note that a Priest (Full Practitioner) gains a bonus to Casting Grade DR of 1, while Partial Practitioners get no such benefit.

Heroic Personas desirous of being mage-priests must have a Spiritual TRAIT of 101 or more points and a Mental TRAIT of 91 or greater. After irrevocably recording applicable K/S Areas, a K/S check at DR "Hard" is made as noted above, but the roll is against the lesser of SMCap or MMCap. Failure indicates Partial Practice capacity, not Full channeling of Heka, and the individual is unable to be a Priest. (See also *Dweomercræft* above.)

Thus, as you can see from the foregoing, the Area corresponds very closely to *Dweomercræft,* for it enables Full Practice (in able individuals only, of course) and brings the knowledge of Castings to its possessor. However, another step is required beyond simply having K/S in *Priestcræft* and *Religion* to be a Priest (a Full Practitioner). To gain full Heka, the individual must also make a *Vow Of Faith* (see the **Mythus Magick** book) and keep it. Then, and only then, does the individual become a Priest. The *Priestcræft-Religion* STEEP scores of the persona must be in balance, or the lower of the two predominates with regard to Heka generated as a Full Practitioner (Priest). Normally, Heka is found by multiplying *Priestcræft* STEEP times 10, adding *Religion* STEEP and the persona's Spiritual TRAIT score afterwards for a total from this Area combination.

Part and parcel of being a Priest is commitment to the chosen pantheon and a particular deity therein, as evidenced by the Vow. If a Vow is ever truly broken, then the guilty persona loses Full Practice capacity then and forevermore, with respect to all pantheons, deities, etc. In respect to Priests of commitment to Evil, the gamemaster is free to rule that the Vow is, in fact, a form of *Pact* (q.v.), so that violation of a Vow made to Evil forfeits life! In any event, the persona who has this K/S Area as an able Priest *must* select a pantheon and deity within it, establish the Vow, and only then become a Full Practitioner.

Unlike any other K/S Area, *Priestcræft* has insular Sub-Areas. Each is defined by the deities concerned, and individuals, regardless of having a Vow or not, can gain that Sub-Area only which pertains to their deity or nature. There are five divisions of *Priestcræft,* each identified as an *Ethos,* and these five Ethoi are the whole of the Sub-Areas of the K/S. The reader must note that all five of these Ethoi are possible within a single pantheon! The five Ethoi are:

1. The Ethos Of Balance
2. The Ethos Of Gloomy Darkness
3. The Ethos Of Moonlight
4. The Ethos Of Shadowy Darkness
5. The Ethos Of Sunlight

Ethos Of Balance: This is the neutral, sometimes disinterested Ethos. It does favor life over no life, evolution over entropy, but it tends to level all things within a class to a common mean. In general, Balance tends to hold everything as both relatively important and unimportant at the same time, depending on the need of the *whole* at the time in question. It contains the strict naturists, both *yang* and *yin*, etc. The Elemental School of Dweomercræft is as close to being its counterpart as is possible, but the two do not match as nearly as others such as Sunlight-White and Gloomy Darkness-Black. A perusal of its Tutelary Castings (see the **Mythus Magick** book) will reveal its nature is mixed, for it draws upon those of both Darkness and Light as well as having its own, unique sort. Nature and its unfettered course are typical of this Ethos.

Ethos Of Gloomy Darkness: This is the Ethos of malevolence and anarchy. It is often contradictory, however, with a chaotic whole and rigidly ordered parts, hierarchies and bureaucracies spreading turmoil and derangement. Above all it promotes domination of the strong over the weak, the unprincipled over the principled, and the individual over the group. Of course, the strongest individual, the most ruthless and able *is the group per se!* It is tyranny and dictatorship personified. The Ethos of Gloomy Darkness borrows from no other Ethoi in formulating its Tutelary Castings. The Black School of Dweomercræft is its counterpart. Disease, plague, death, war, wildfire, and destruction are typical of this Ethos.

Ethos Of Moonlight: Although of the nature of Light, this Ethos is of a less orderly, often chaotic sort, and does not see all in sharply defined "black and white" terms. A glance at the Tutelary Castings of the Priests of this Ethos will reveal this, for it borrows from Sunlight and from Balance and Shadowy Darkness as well. The moon, voluntary aid, rain, waters, and the starry night are typical of this Ethos.

Ethos Of Shadowy Darkness: This Ethos is dichotomous in that portions of it—or even its individuals—lean toward the very same principles as those of Moonlight, while in part it (or they) follows Gloomy Dark, and betwixt those two lies a sort of middle, penumbrate Balance. Thus it is, in fact, *Shadowy*. Osiris, an Ægyptian Greater Deity of this Ethos once said to Ra (a Greater one of Sunlight), that he would send his "savage-faced messengers" (fiends, demons, monsters, etc.) to deal with Ra and his cohorts if Ra adjudged the case for Set (of Gloomy Darkness) as opposed to Heru (or Horus, of Moonlight, but well-disposed to Sunlight!). A reading of the Tutelary Castings of the Shadowy Darkness Ethos will reveal the same. It has its own peculiar ones, some of those of Gloomy Darkness, some of Moonlight, and even a sprinkling of the Castings known to Balance. It cares for life, but it seeks its end at the same time, offering the twilight instead. Who can really say what typifies this Ethos? Its nearest counterpart in Dweomercræft is the Gray School.

Ethos Of Sunlight: This is an ethical nature of benign and ordered sort. Those within it are the utmost of Light. The Ethos of Sunlight is structured and tends toward rigidity and laws. It concerns all manner of things from the cosmos to humanity's affairs. The White School of Dweomercræft is somewhat similar to this Ethos. The noonday sun, open sky, winged creatures, warmth, and institutions for service are typical of this Ethos.

The Grade of Casting available to the non-Priest persona depends on STEEP in the *Priestcræft* K/S Area, as shown on the Non-Priest Castings table.

In addition to the Tutelary Castings of each Ethos, the particular pantheon and deity of individual Priests might make specific tutelary-like Castings also available to them. This will be up to the GM. (Special Castings of this type are included in the various **Mythus** pantheon books.)

Religion: This K/S measures an HP's knowledge regarding the customs, rituals, and beliefs of one religion and pantheon, which must be chosen for this K/S. While actual rolls against this K/S will not really be necessary, except regarding knowledge of dogma which is unique to the religion in question, one must have a STEEP of 31 or higher in this K/S to be considered a full, ordained Priest of a pantheon. *Religion* generates Heka at the rate of 1 point per point of STEEP possessed.

Sculpture: An HP with this ability will be skilled at making sharp, vivid, three-dimensional images—whether with hammer, chisel and stone, wood or bronze and other metals, clay, etc. This K/S deals both with the physical ability to make sculpture as well as the creative process behind coming up with a good, original piece. The Hekacaster making golems and the like must have this ability.

Sorcery: The K/S of *Sorcery* is similar to *Dweomercræft*, *Priestcræft*, and *Spellsongs* in that it requires a second Area to be fully active. Sorcery requires the persona to have *Demonology* as its activator. It also resembles *Priestcræft* and *Witchcræft* in that it needs a pledging of fealty and service—a Vow in the case of the former. However, *Sorcery*, as does *Witchcræft*, demands of its dedicated servant a *Pact* with Evil! Thus, the initiated can learn of and even know, but not employ the Powers and Castings of Sorcery, *unless the persona is also steeped in* Demonology *and has made a Pact with Evil—of Netherrealms and Darkness.* There is an exception to this rule, and that is for the individual with diverse arcane abilities in other areas as well, who has made a Vow to a like (Evil) entity. If that pledge is accepted (GM's ruling), then such a persona, a *Nethercræfter*, is able to employ the Castings (but not the Powers) of sorcery, and gains the full benefit of its Heka as explained below.

Sorcery alone yields 1 point of Heka per point of STEEP. The sorcerer (*Sorcery* + *Demonology* + Pact) or Nethercræfter, however,

Non-Priest Castings

HP's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

adds his or her Spiritual TRAIT score in Heka to the base amount gained from possession of this K/S. (When a Pact multiplier of *Sorcery* STEEP, STEEP for *Demonology*, etc. and Spiritual TRAIT are totaled, you can see there are some pretty powerful sorcerers out there!)

Example: Rasp Talonhands has Demonology and Sorcery and decides to forge a Pact with the Netherrealms, so he calls forth (through knowledge, sending out clouds of Heka, and probably some choice sacrificial items, too) the (Major ranking) Fiend, Ebonpitts, the latter in its Pentacle, Talonhands in his. The Fiend is "sympathetic" to Talonhands' pleadings, and for no more than a few ritual bad deeds and the would-be sorcerer's soul, Ebonpitts arranges to *octuple* Rasp's *Sorcery* STEEP from that moment on. Thus, Talonhands, assuming a STEEP of 50 at the time, would have at least the following: *Sorcery* 400 + SM TRAIT (105) + *Demonology* STEEP (45) in Heka points = 550. Really nasty!

Because of the connections and similarities between *Conjuration* (q.v.) and *Sorcery*, 10% of the STEEP possessed in one accrues to the other when that other is acquired subsequent to the former. Any persona with both has already had this consideration, and it is not an ongoing cross-feeding.

Knowledge in this Area begins with such things as the construction of *Inscribed Pentacles* (see Castings of All Types, in the **Mythus Magick** book) needful for the calling forth and dealing with Netherrealm dwellers. Concurrently, practitioners learn to create protections, wards, guards, alarms, etc. so that if something goes awry during a *Calling Up* (or Conjuration), they will be prepared to defend their life, for a Pact is no guarantee of safety in such regard.

Also, sorcerers must learn the various rites of *Calling Up*, words with which to enable Negotiations, enforce Service, make Exactions, bestow Rewards (Heka gifts, other gifts, sacrifices, etc.), and force Subdual and mete out the Punishments (Pangs, Pains, and Extermination) and suchlike which are to be their stock in trade, so to speak. This is the process of getting some creature from the Netherrealms to the location of the sorcerer, so as to make it answer questions, create things, obey commands and so on. To accomplish the *Calling Up* requires the instruments listed below, as well as the candles, incenses, and various Materia (chemicals, powders, herbs, etc.) for performing rites and so forth in their proper pronunciation, usage, order, timing, inflection, destruction, offering and what not:

Staff, rod, wand, or baton
Sword, chopper, dagger, or knife
Necklace, bracelet, or ring
Bowl
Ewer
Mall, mallet, or hammer
Brazier
Book (of Netherworkings)*
Altar

*This is a *Grimoire*, a complete tome dealing with all that the sorcerer needs to have, and it is delivered to such personas after they have used their *Demonology* STEEP to call forth a Netherbeing, after which a Pact is made and the work is delivered into the individual's hands. Note that a nethercræfter, with *Conjuration* and other K/S Area abilities, *forces* (or cajoles, wheedles, and/or negotiates) a book of similar sort from some Netherrealms dweller.

At the option of the gamemaster, the instruments of the sorcerer can be costly and imbued with modest amounts of Heka (as set forth in the description of *Alchemy* (q.v.), as Dedicated Reservoirs for the sole use of the individual...or not!), In any event, take note that basic Materia for a *Calling Up* will cost at least 1,000 to 3,000 BUCs (1D3×1000). For more information on the Vocational items used by the sorcerer, please see the **Mythus Magick** book.

Collateral with all of this is the gaining of knowledge as to the manner of dweller desired in a Calling Up. The Heka cost for this act, and the Difficulty Rating is shown on the Called Beings table.

Called Beings

Netherrealms Dweller Called Up	*Heka Cost*	*Base DR*
Least sort (a weak imp, for instance)	25	Easy
Minor (the low and stupid)	50	Moderate
Medial	100	Hard
Major	200	Difficult
Greater	350	Very Difficult
Entital	500	Extreme

Note that *beasts* or *brutes* might be the subject of a Calling Up, and if so, they probably will be classed as "Minor" or "Medial" due to lack of intellect, Powers, etc. They are efficient enforcer/killers, however...

Heka point cost does not include any precautionary measures the sorcerer might wish to make.

Powers of the Sorcerer: Sorcerers automatically gain the following special abilities:

Delusions
Impsummon
Ratseyes
Flamesdance
Kiteseyes

Delusions: This is the Power to cause a delusion of horrid sort to pervade the mind of any one individual within sight of the sorcerer and less than one chain (66') distant. If the persona resists the delusion, then the sorcerer may abandon it or else engage in a K/S versus K/S contests based on respective Spiritual TRAITS, and Heka can be invested in this by either or both contestants. This Power may be used three times per day.

Flamesdance: This Power enables the sorcerer to cause existing flames from fire, torch, candle, etc. to grow brighter, dimmer, sway and dance, and possibly lick out to set something afire if it is combustible and near the fire source. The individual can elongate flames to six times their normal length, so that a fire in a fireplace generating two-foot-long tongues of flame would enable a sorcerer to generate 12-foot-long ones! (Allow 1D3 of PD per one foot of flame for initial exposure, then treat combustion of hair, clothing, etc. normally.) This Power can be used once per day.

Impsummon: This is the sorcerers' Power of instantly bringing into

Sorcerer Castings

Persona's STEEP Score	Highest Casting Grade Possible
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

their presence an Imp from the Netherrealms. It requires only 1 CT to accomplish, and the Imp will obey the sorcerer who summoned it. This can be done no more frequently than once per week.

Kiteseyes: This Power is one by which the sorcerer can see through the eyes of a kite or similar carrion bird (crow, raven, buzzard, vulture). The bird must be within a one-mile radius initially, but thereafter the creature can be mentally controlled by the persona and caused to fly up to six leagues' distance before the Power grows too weak with distance and fails. This can be done once per day.

Ratseyes: This Power is the same as Kiteseyes, above, but it works through rodents of distasteful sort (rats and mice generally, but check with your GM; if there are black squirrels, for instance, in your campaign, these are good candidates for being pawns of this power!).

Based on their STEEP scores, personas with the *Sorcery* K/S Area will determine the Grade of Casting available using the Sorcerer Castings table.

Street-Wise: This K/S measures one's ability to avoid problems endemic to and fit in with, dress, and behave as, a member of a certain ethnic group or sub-culture in one's home region. The HP will know how to approach, deal with, and be accepted by these individuals, and will also be aware of the slang, habits, taboos, hang-outs, meeting places, etc. in various areas. For every 10 points of STEEP such HPs have, they gain knowledge of one sub-culture of their choice (each of which counts as one Sub-Area). Examples of sub-cultures include urban peasants, rural peasants, hired mercenaries, beggars, street-kids (12 years and younger), etc. The skill enables an HP to identify criminals, prostitutes, and those other typical denizens of the area. Exactly what one roll will cover is highly variable, but, as a general rule of thumb, it can be assumed to take care of one interaction of moderate complexity, or of anywhere from a day's to a week's worth of close contact with such people, depending on how familiar the HP is with them.

Note the difference between this K/S and that of *Sociology/Culture*, which deals with knowing what to expect from ethnic groups and sub-cultures from *unfamiliar* lands. A combination of rolls from the two, however, could allow one to fit in with an obscure sub-culture in a foreign place, though that might be difficult to do.

Thespianism: This K/S measures an HP's ability to perform as an actor, whether on stage or before an audience of another sort. One roll before a performance will allow a persona to pull it off with some degree of competence, and, if desired, the persona may roll before important scenes as well, in order to do them especially nicely (or mess them up especially badly!). A general knowledge of lighting, props, special effects, and the like is also assumed by this K/S. Impersonations and change of character are aided by this skill.

Witchcræft: The Knowledge/Skill Area of *Witchcræft* is one wholly of Evil. One might have esoteric knowledge of this subject (that is, possess it in "incomplete" form as explained hereafter), but any individual *practicing Witchcræft* is of vilest malevolence and dedicated to Evil. (Don't confuse this with *Wiccal* Such is the domain of *Mysticism*, and is covered under that K/S.) Females with operative *Witchcræft* are *Witches*, and males are *Warlocks*. Merely knowing

about this Area produces Heka on a basis of 1 point per point of STEEP possessed by the persona. However, *operative Witchcræft* requires a Pact with Evil/the Netherrealms (cf. *Sorcery*). If this is done, the compacting Witch/Warlock has Heka generation which equals STEEP times a multiplier of from 2 to 10, plus the Spiritual Metaphysical CATEGORY. For example, Rolaine Virriams, already a thoroughly disgusting and degenerate persona, decides to complete her ability in *Witchcræft*, in which her STEEP is 66, by making a Pact with a handsome devil from the Central Pits of the Abyss. She offers herself, and in order to avoid this, the devil agrees to a multiplier of 10 (with few strings attached in the bargain—the individual is revolting even to a Netherbeing!—and she will certainly spread evilness, so the bargain is right). Thus, Rolaine the Witch now has 66 x 10 + SM CATEGORY in Heka points to work her perverted ends. For information on Pacts see the **Mythus Magick** book.

The Witch/Warlock is devoted to malign activities and the spreading of Evil. To enable this, the individual will receive certain instruments, have Powers bestowed, and gain ability to use the Castings peculiar to this Area. These are all discussed in detail hereafter. First, however, it is necessary to discuss the required activities of the Witch/Warlock.

Witches/Warlocks Esbats & Sabbats: An *Esbat* is a monthly meeting of Witches/Warlocks. A *Sabbat* is another, less frequent and more important such meeting. At Esbats, all members of the Witch's/Warlock's *Coven* (see below) of 13 such individuals gather together. At Sabbats, 13 Covens (or six if there are insufficient Covens in the area) meet for a special ceremony. All meetings must take place in isolated and private locations, typically outdoors and at night, or underground. These meetings convene at the stroke of midnight and end one hour before dawn. During the course of such a gathering, the Witches/Warlocks acknowledge their Evil overlords, engage in a dark ceremony of service to the malign, and revel in vileness.

Attending a monthly Esbat gains the Witch/Warlock an extra 39 Heka points which must be used to wreak badness of some sort prior to the next gathering of the Coven. Failure to attend an Esbat will result in the individual losing the use of some special Instruments, or the loss of a Power until she or he undergoes punishment at a future meeting and regains the loss(es).

Attending a Sabbat brings the individual 66 extra Heka points to use in working vileness prior to the next Sabbat meeting. If specially honored for Evil works, the Witch/Warlock will receive still more Heka awards in multiples of 13 to a maximum of 169 (13 x 13). Failure to be at the Sabbat brings loss of all Witchcræft Casting ability but does not lift the onus of the Pact! The grand celebrations of Evil known as Sabbats are held four times per year, each occurring on the eve of a season, i.e., the vernal equinox, the summer solstice, the autumnal equinox, and the winter solstice.

The Coven: Each Witch/Warlock must belong to a Coven, a group of individuals similarly compacted to the Netherrealms and dedicated to Evil and the working of malevolent things. The number of a Coven is always 13, with one of that number being the chief persona (who gains a multiplier of 3 times the Coven's number of points of Heka at each Esbat and Sabbat, in addition to other such awards, because of holding the position as the most vile of the group). If for any reason one or more members of the Coven are lost, then its members must find new Witches/Warlocks to restore the Coven to 13, or else the group falls into disfavor. A disfavored group gains no extra Heka, and unless its members perform extra bad deeds of great vileness to make up for their shortcoming, they will fall into *total disfavor*—a counting off of days below the required number of 13 Coven members, each day shortening the time of foreclosure on their Pact and the collection of their black souls to be brought down to the Netherrealms and the tender mercies of their masters dwelling there. If ever a Coven should have exactly seven members for even so short a time as seven hours, the remaining members are lost, for their Pacts are foreclosed thus, and each and every one is doomed! Obviously, Witches/Warlocks work hard to assure full-strength Covens.

Witch/Warlock Castings

Persona's STEEP Score	*Highest Casting Grade Possible*
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

Powers of Witchcræft: A Witch/Warlock will have the following two special Powers granted to them by their Pact: Eyebite and Beastform.

Eyebite is the Power to deliver any Charm by merely staring fixedly at the subject of the Casting and willing the effect to occur. The Eyebite requires 1 CT of time so staring to function. The cost to the user is only 3 additional points of Heka over that of the Archetypical Charm cost shown. (See below for full details of Charms and base Heka costs.)

Beastform is the Power of being able to transform into a savage animal, which is bestowed upon Witches and Warlocks upon first making their Pact. The *Beastform* must be that of a vicious carnivore or omnivore such as a bear, boar, leopard, lion, tiger, wolf, etc. There is no Heka cost for assuming Beastform, but the Witch/Warlock can do so only between midnight and dawn on nights when the moon if full or dark.

Individual Witches and Warlocks will also have some form of Grimoire containing their various Cantrips, Charms, Spells, Formulas, and Rituals. All Witchcræft Castings will be inscribed in the work, but some might not yet be usable by the owner.

The Grade of Casting available to a Witch/Warlock depends on STEEP in the K/S Area, as shown on the Witch/Warlock Castings table.

Writing, Creative: This K/S covers the ability to compose publishable short stories and novels. It also enables an author to make works of non-fiction more readable and enjoyable. One roll will cover anything short of a novel, which will probably take from two to three rolls in order to complete successfully. The actual time required for writing will vary greatly, though keep in mind that the

Yogi Abilities, Table I

STEEP	*Mental*	*Spiritual*	*Healing*	*Insane DR Modifier*
1-10	1	—	None	—
11-20	2	1	None	—
21-30	4	2	None	-1
31-40	8	4	1D6	-5
41-50	16	8	2D6	-10
51-60	24	12	3D6	-15
61-70	32	16	4D6	-20
71+	40	20	5D6	-25

Yogi Abilities, Table II

STEEP	*Fire Resistance*	*Slow Body Functions*
1-10	None	None
11-20	None	6 hours
21-30	None	12 hours
31-40	Hot coals will not harm for 1 AT	1 day
41-50	Hot coals will not harm for 1 hour	2 days
51-60	Bonfires will not harm for 1 AT	3 days
61+	Bonfires will not harm for 1 hour	5 days

disciplined novelist works every day (except perhaps on special weekends)! At the GM's option, a separate roll against the SP CATEGORY may be required to determine whether or not the author's imagination is in gear. There is a 10% bonus to the *Influence* K/S from this Area, but not vice versa.

Yoga: First be sure to note that this Area produces Heka, the rate being 1 point for every 1 point of *Yoga* STEEP of the persona.

While this K/S is of the spirit, it is a combination of Mental, Physical, and Spiritual disciplines aimed at developing the path to individual enlightenment. For game purposes, this K/S assumes working knowledge of all the various types of yoga, so the HP yogi gains commensurately as expertise increases. There are many benefits to this Area, the first of which grants a 10% bonus of the HP's *Yoga* STEEP points to the STEEP totals of the *Hypnotism*, *Perception* (*Mental* and/or *Physical*), *Acrobatics/Gymnastics*, *Endurance*, *Mysticism*, and *Nature Attunement* Areas. Additionally, as STEEP points rise, such personas gain additional resistances to Mental and Spiritual Attacks, immunity to normal fires, the ability to heal Mental, Spiritual, and Physical wounds, and the ability to slow their physical body functions. These abilities are listed on the Yogi Abilities tables.

In the first table, the number under the *Mental* and *Spiritual* columns works just like armor—it indicates the amount of Mental or Spiritual damage deducted from an attack rolled against the yogi. For example, if rolling Mental damage against a Yoga Master with a STEEP of 70, deduct 32 points from the roll. That also means that at least 33 points of damage would have to be inflicted to hurt the yogi at all! Note that this armor does not apply to damage due to failed Insanity checks, however.

The dice figure beneath *Healing* lists the amount of Physical, Mental, or Spiritual damage yogis can heal on themselves by making a successful *Yoga* roll. They may do one such healing of each type per week.

The column entitled *Insane DR Modifier* lists the modifications that should be made to the DR of any Insanity check the yogi has to make.

Using either of the abilities on the second table requires a successful roll. Resistance to hot coals provides an additional and continuous 5 points of armor versus fire, as well as immunity to temperatures as much as 50 degrees warmer than the "tolerable" range, or fires of the "torch" or "candle" size. (See page 263 of Chapter 12.) The latter function lasts only for the stated duration of the power (one AT or one hour). Resistance to bonfires is as resistance to hot coals, but provides 10 points of such armor and allows the individual to stand temperatures as much as 100 degrees outside of the range.

By slowing body functions, a yogi can assume an almost death-like physical state, with no detectable pulse or heartbeat and breathing *very* little air. Additionally, the persona cannot go into shock or suffer the effects of poison or disease while in this state, though a persona who was in danger of it before "slowing down" would be again upon waking up.

Both of these abilities are usable once per week. The base DR for the roll is "Moderate" as usual, though it will be higher if the HP has been injured or is assailed while trying to perform one or the other. Assume a "Hard" roll for yogis who have taken over their WL in damage, or a "Difficult" roll if they are over their CL or either EL, and a "Very Difficult" roll if they are over their CL and either of the ELs, or over both of the ELs at once.

K/S AREA USE FOR ECONOMIC GAIN

This is yet another facet of the **Mythus** roleplaying game experience, one which allows players to expand beyond the normal confines of this or any other action and adventure genre. As is apparent from the heading of this section, we are now dealing with the growth of the persona's financial wherewithal—which may be an end unto itself or a powerful tool for use by the gamemaster and players alike to assist in whatever direction the campaign is to go. Only the gamemaster, of course, may say to what level such endeavors will be necessary, for this section may be extensively developed or generally ignored, according to the desires of those concerned. After all, roleplaying is action and adventure *plus* anything else that the group as a whole desires—such as intrigue, exploration, problem solving, and economics, too. So, with that premise in mind, here are some guidelines for the campaign which enable the HPs' skills to be put to use for economic gain.

There are three general groupings of K/S Areas for Economic Use by the HP who is attempting to gain income and possible riches. These three classes gain money in different ways, some with quick returns and others with long-term payoffs. Some require capital investment on the part of the HP to get them off the ground, while others need only the opportunity and HP knowledge to handle the situation. Here are the three classes into which the eligible K/S Areas are divided:

I. Ownership of Real Property
II. Consultation Service
III. Professional Investment

K/S Area Economic Gain Classes

The K/S Areas for Economic Gain tables give a breakdown of all the applicable K/S Areas, shown alphabetically by TRAIT, where applicable under the three classes. Some appear under more than one class, of course, while others have been omitted entirely. If a Heroic Person wishes to earn money from a skill, the player must check to see if it is in one or more of the three classes listed. If so, go to the particulars of that class and follow the steps. In general, it is safe to say that to profit in any competitive market you must have a great deal of STEEP or else be very lucky. (Joss might come in handy anytime, but particularly when the persona is not highly skilled!)

Monetary Gain (or Loss) Procedures

I. Ownership of Real Property: The following five steps must be followed to determine monetary gain or loss from ownership of real property:

(A) Outlay of starting capital (STEEP × 5,000 BUCs maximum) must be stated by the player for the persona. For example, a player with an HP whose K/S Area STEEP in *Masonry* is 40 might invest as much as 200,000 BUCs (40 × 5,000). The amount of investment principal is tied up for one game year, and the money can't be used or withdrawn until the end of the game year (or any subsequent game year). Principal amount can be increased by either or both of Real Property increase and/or Special Success. This is explained below.

(B) Time spent starting the business will be taken from other game play as follows: The persona must spend 4-12 (4D3) game months researching and developing the undertaking. However, for each 10 points of STEEP in the Area in question, the persona is allowed to deduct one month of time from the start-up period, but the minimum length of time is always one full month in any event. Following the example used above, a 40 STEEP in *Masonry* would allow a deduction of four months.

(C) The gamemaster will then determine campaign modifications to success or failure, if any, based on events in the milieu. Things such as government nationalization of some trade or industry, internal unrest, invading armies, and so forth are obvious, but there are all manner of lesser concerns which might well find their place hereunder. This is left strictly to the GM.

(D) The gamemaster will oversee the die roll for determination of success of the venture after one game year has passed. A similar event will occur annually thereafter. For sake of playability, such activity might be set at the end of each game year, so that all Economic Gain undertakings of this class can be handled at one time. The player finds STEEP total for the Area in use and then adds 10% of the STEEP value of all related K/S Areas. This gives a percentage chance for success. This number, however, must be modified by step C (campaign considerations) and then multiplied by the Difficulty Rating of the project (as set by the gamemaster). That yields the final percentage number needed for success. The K/S roll procedure is standard, i.e., the number rolled must give a result equal to or less than the adjusted total of STEEP, modifier, and DR multiplication. Of course, Automatic Failure applies. Every point above or below the minimum needed for success equals 1 percentage point of profit or loss. *Loss* is the number *higher* than that needed for success—a positive difference is loss. A negative difference is gain. It is possible to break exactly even only if the minimum number for success is rolled, so most of the time there will be either a gain or a loss.

Normal success is found by finding the number of points between the minimum score needed to succeed and the score rolled. For example, if the persona needed to roll 68 to succeed, anything under 68 brings success and a profit. Let's say that the D% roll was 40. Subtracting 40 from 68 leaves a balance of 28, and that translates to a 28% profit. Then, the total amount of money invested in the venture is multiplied by the percentage of profit, and the persona has gained that much available cash. If, for example, 100,000 BUCs had been ventured, then the profit would be 28,000 BUCs (100,000 × 0.28 = 28,000) Meanwhile, the initial investment is still tied up in the undertaking, or else the venture can be "sold" then and there to recover the principal.

A Special Success gains the percentage of the success as indicated by the dice roll, plus the addition of another D% roll which is then added to the percentage of the success, giving the possibility of over a 100% gain for that year's operations. The GM will usually then give a further plus for the persona of 1-3 STEEP points added to the K/S Area principal to the venture. Such HPs may also multiply their maximum capital outlay amount (base 5,000) by 2D3 as they are now skilled veterans.

An Automatic Failure result means that the opportunity cannot succeed no matter how plentiful the STEEP points. Even if the rolled number would have otherwise indicated a profit, the undertaking fails, but there is no loss. The principal is unaffected, and the venture has been a "break-even" one. However, the principal has been "tied-up for one game year, and because it has shown no return, it is

essentially a waste. It can be withdrawn at this time, or else it can be left alone, hoping for a more successful result at the end of the next game year.

Failure means you lose a percentage in the undertaking which is as much as the a positive difference between the score rolled and that needed for success. Using the figure of 68 from the above example, let's assume that the K/S roll scored an 80. Subtracting 68 from 80 leaves 12, so 12% of the invested principal amount has been lost. Again, using the given example of 100,000 BUCs, that would bring a 12,000 BUC diminishment of principal. The remainder may be withdrawn, left as is, or brought up to the original 100,000 amount by adding 12,000.

A Special Failure result means that you lose that percentage already figured from the roll, and then you must roll percentile dice again and add that number to the result, giving you the total percentage lost in the venture. This could possibly put the persona in the red with a negative amount! The persona will have to pay for such negative amount, the amount of loss exceeded by the principal. Here's an example: We'll use the 100,000 BUC investment and a success percentage of 68. The player rolls 00 (100), so the basic loss is determined by subtracting 68 from 100—a loss of 32,000 BUCs! That's bad, but now another D% roll must be made to determine how terrible the Special Failure actually was. The poor player groans as a 78 shows up on the dice, for that means it is that much loss based on the principal amount at the beginning of the year, 100,000 BUCs. That means the persona is now 10,000 in the hole—there are 68,000 BUCs of principal investment still remaining, but subtracting 68,000 for the 78,000 loss means the persona has to come up with an additional 10,000 BUCs from somewhere else. Failure to do so will mean confiscation of property, debtors prison, and/or who knows what else!

K/S AREAS BY CLASS OF ECONOMIC GAIN

Mental K/S Areas

Ownership of Real Property	*Consultation Service*	*Professional Investment*
Agriculture	Apotropaism	Architecture
Biology	Appraisal	Business Administration
Botany	Astronomy	Chemistry
Business Administration	Biography/Genealogy	Criminal Activities, Mental
Chemistry	Criminology	Fortification & Siegecraft
Domestic Arts & Science	Cryptography	Gemology
Education	Demonology	Influence
Engineering	Dwoemercraeft	
Gambling	Economics	
Games, Mental	Engineering, Military	
Gemology	Espionage	
History	Foreign Language	
Hypnotism	Fortification & Siegecraft	
Journalism	Games, Mental	
Law	Geography/Foreign lands	
Linguistics	Geology/Mineralogy	
Literature	Hypnotism	
Mathematics	Law	
Medicine	Linguistics	
Medicine, Veterinary	Literature	
Military Science	Magick	
Native Tongue	Mathematics	
Navigation	Military Science	
Public Administration	Navigation	
Rarities	Phæree Flora & Fauna	
Sociology/Culture	Political Science	
Toxicology	Public Administration	
Weapons Military, All Other	Rarities	
Zoology	Sociology/Culture	
	Spellsongs	
	Surveying/Topography	
	Trade Language	
	Toxicology	
	Weapons, Military, All Other	
	Zoology	

(E) The worth of Real Property (the current market value of the land and buildings, if any) can fluctuate from year to year. This is figured according to the following scale of adjustment: Success equals +10% to the principal amount at risk next year; Special Success +20%; Failure equals –10%; Special Failure–20%. These modifications to the value of the Real Property give you the final amount of your principal which will be considered for next year's Economic Gain (Loss) computation. The maximum investment amount can be increased due to gain from success. If a loss has occurred due to failure, the persona may elect to add more money to bring his principal amount up to the maximum allowed to him (A, above).

Example: An HP named Marchalla has Agriculture STEEP of 75. She invests her maximum of 375,000 BUCs (75×5,000) and thinks to make a handsome return. She determines that 300,000 goes to buy real estate and buildings (Real Property), the remaining 75,000 BUCs is in livestock, seed, equipment, etc. Because she has no other K/S Areas to add to the venture, her base chance for success is 75%, the total of her *Agriculture* STEEP. Now for campaign modifications: The GM rules that she bought some marginal land (the duke is a sly dog!) so the DR is base "Hard." Furthermore, the weather for the season was a bit cool, so the GM rules that the DR is to be adjusted by adding 5 to the D% roll.

The player rolls D% and comes up with a very lucky 02, adding 5 (the GM's

"cool weather" penalty) makes that an 07 which is still a Special Success! The HP's profit is 75 – 7 = 68% return on her investment of 375,000 BUCs, or 225,000 BUCs (375,000 × 0.68) plus another D% for Special Success. The player rolls a 20, but there's no complaint...that means another 75,000 BUCs, for a total profit of 300,000. Then she finds Marchalla's extra K/S bonus for *Agriculture* STEEP by rolling 1D3—a 2 (average), and notes that her new STEEP is now 77. Because of the Special Success, Marchalla's principal jumps by 60,000, too, for her Real Property is now valued at 360,000 BUCs (300,000 original investment + 20%). Shes now has a principal of 415,000 BUCs for withdrawal immediately or to use (and tie up) for another year. Finally, the player rolls 2D3 to get an investment multiplier—she scores 2+3 = 5! Now Marchalla can invest 77 × 5 × 5—that's 1,925,000 BUCs total. Taking the current actual sum of 375,000 from her limit of 1,925,000, she sees that she can pump another 1,550,000 BUCs into her estates and manors. She has it and does so. Now, adding in the land/buildings increase of 60,000, the persona is involved to the tune of 1,985,000 BUCs. (She's undoubtedly popular with the nobles, and the king is extracting lots of taxes too!)

Next year the weather is worse, the DR is "Difficult," and the K/S roll needed is 38 or less (half of his 77 STEEP in *Agriculture*. The player rolls a 93, loses 55% of 1,985,000 BUCs (1,091,750) and whines as she swears to stop all such foolish activity in the future Meantime, though, there are some problems facing her HP. It so happens that Marchalla's Net Worth is quite a bit less than the amount needed. The poor woman decides it's time to flee the country...hoping to make her fortune in a foreign land, no doubt!

II. Consultation Service: To determine economic gain or loss from a consultation service, perform the following eight steps:

(A) Concerned individuals either perceive or create a need for their knowledge or skill services.

(B) They then contact and inform the potential client of their abilities, "selling" the venture thus.

(C) They show the potential customer their knowledge and skill, demonstrating their value and use in the project perceived or created.

(D) Next, they set a value/price for their work and negotiate an agreement containing a payment clause for consultation and/or service.

(E) They then attempt to accomplish the agreed-to task(s). At such time as a persona deems appropriate, he or she declares the project finished.

(F) The individuals then (try) to collect their fee.

(G) It is now time to determine the HP's, the customer's, and other affected persons' reactions to the situation:

(1) Possible HP actions: Collect, seek aid in your attempt to collect, hinder the customer (from escaping, attacking, etc.), flee, or re-negotiate.

(2) Possible customer reactions: Pay up in gratitude, reward especially for excellence, show dislike but finally make payment, make a grudging, token payment, re-negotiate, renege, attack, or call for the authorities.

(3) The reaction of others (not the customer) who were affected by the HP's actions must likewise determined. The gamemaster can use the other circumstances to find this outcome, and much common sense and cleverness will bring some highly entertaining results.

(4) The reaction of those outside of the affected area or subject, who desire (according to player or GM determination) to become involved, due to the interest in what has occurred, are determined as in 3 above, with appropriate player persona addition.

(H) The effect upon the SEC Level (income, worth, rank, etc.) of the Heroic Persona is noted. There may be none, a rise, loss, etc. This includes the following considerations:

(1) Whether or not the task performed was in the field of the HP's Vocation.

(2) What effect the locale the HP has been operating in/out of would have.

(3) Possible effects in the larger arena—region, state, continent, etc.

K/S AREAS BY CLASS OF ECONOMIC GAIN

Physical K/S Areas

Ownership of Real Property	*Consultation Service*	*Professional Investment*
Acupuncture	Acupuncture	Acrobatics/Gymnastics
Arms & Armor	Arms & Armor	Escape
Boating	Boating	Juggling
Clothwork	Combat, HTH, Lethal	Legerdemain
Combat, HTH, Lethal	Combat, HTH, Non-Lethal	Printing
Combat, HTH, Non-Lethal	Combat, Hand Weapons	
Combat, Hand Weapons	Combat, Hand Weapons, Missile	
Combat, Hand Weapons, Missile	Missile Construction	
Construction	Construction, Naval	
Construction, Naval	Construction, Transport	
Construction, Transport	Criminal Activities, Physical	
Cultured Palate	Drawing	
Drawing	First Aid	
First Aid	Jack-Of-All-Trades	
Handicrafts/Handiwork	Mechanics	
Leatherwork	Police Work	
Masonry	Riding	
Mines & Mining	Seamanship	
Music	Speleology	
Printing	Subterranean Orientation	
Smithing/Welding	Surveillance/Security	
Weapons, Special Skill	Weapons, Special Skill	

(4)The HP's ability to keep wealth safe from outside influences or powers.

(I) Finally comes the consideration of how the above affects the future value of using the K/S Area for Economic Gain. Obviously, success brings greater chance, failures lower chances.

Example: Ferdinand the Sage has 66 STEEP in *Demonology*, an *Occultism* STEEP of 43, and the *Cryptography* STEEP of 83. He lives for the opportunity to accumulate more knowledge, and his greatest moments of joy are those times when he has procured ancient tomes for his personal library and quiet perusal therein. He has many other interests besides the dark areas noted above, of course, but in this instance only these three Areas are of any import, for he has an interested purchaser for his knowledge The nethercræfter's apprentice, Jon the Twisted, has come to Ferdinand to hire him as a consultant.

Jon's master departed for areas unknown and ordered his understudy to "keep up the tower, disturb nothing, and practice your Charms and pentacles until I return in a month or so." While dusting a bookcase in the Master's privy, Jon had rested his hand against the back center panel; and the seemingly solid back had swung inward. This exposed a hidden compartment which contained a book and a sack—which Jon readily discovered contained gems, vials and weird paraphernalia. This very same day he pounded on Ferdinand's door, and the latter worthy responded to the knock to see the nethercræfter's apprentice on the stoop. Jon blurted out the following deal:

"I'm tired of the tedious, mundane work of an apprentice. I desire to unlock all my potential, and this artifact may impart what is needed. I will share this knowledge with you, Ferdinand, as well as give you half the gems (the value of which could buy a small villa), if you will read aloud to me from this book!"

It turns out that this is a perceived need, for the apprentice can't decipher the strange text the tome holds. Ferdinand is to read the script as Jon transfers the information to a language at which he is proficient. This being a rare opportunity, our sage readily agrees.

The language of the book is discovered to be Ancient Sumerian—a language Ferdinand learned decades ago, but the contents are written in code. Pulling forth several reference works of his own, parchment, quill and ink, he follows Jon to the Master's chambers in the tower. They must work there, for there are many things which Jon will need as he makes the transcription. The gamemaster rules that the code rates a Difficulty of "Extreme"; the reference works, though, contain a section on ciphers of early Babylon, and the GM gives a modification of two places for this lowering the DR from "Extreme" to a mere "Difficult." Ferdinand's *Cryptology* STEEP of 83 is multiplied by 0.5, giving a result of 41% (drop all fractions). The player rolls D% and scores 28, which means that after some work the code is broken by the clever Ferdinand! Now, eagerly, both he and Jon set to work—Jon avidly writing as the sage, with care and deliberation, reads the work and explains each part in detail to the apprentice.

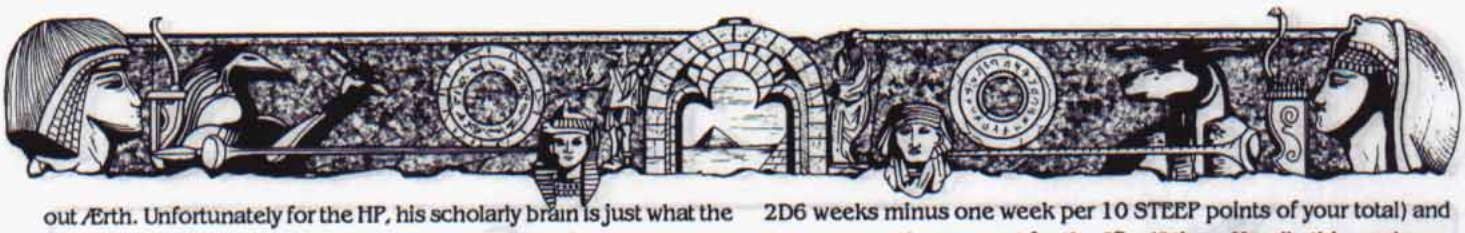
While demonstrating an ineffable act contained in an especially hard section of the tome, Jon breaks in and asks the scholar the name of the Abyssal Lord connected to this matter. Quite proud of his abilities, Ferdinand responds that he will attempt an exact translation. To check on this we take his *Demonology* STEEP of 66 add 10% of the *Occultism* STEEP of 43 (10% = 4.3, toss away the fraction) which is comes to 4, giving a total of 70. The GM must make this K/S check, rolls secretly, ands gets a 12 on the D%, which means that the name was translated and pronounced properly. So he responds with the information and gives the answer flawlessly. Of course, this has all been going on in the nethercræfter's laboratory, incidentally his summoning chamber, so that Jon can learn each step properly as we mentioned. In his eagerness, Jon pricks his finger while carefully sharpening his quill so that it will properly transcribe the name he is about to learn, the name of a dreadful Demon Lord.

In a burst of brilliance, and with the stench of scorched flesh and brimstone permeating the air, a *Calling Up* is thus inadvertently completed, and the great demon named suddenly appears. He crouches over the startled Jon, eyeing the bleeding digit with pleasure. Since the pentagram has been broken through negligence on Ferdinand's part as he was flitting around to demonstrate various things, the malign being is free to do as he pleases through-

K/S AREAS BY CLASS OF ECONOMIC GAIN

Spiritual K/S Areas

Ownership of Real Property	*Consultation Service*	*Professional Investment*
Animal Handling	Animal Handling	Buffoonery
Herbalism	Astrology	Sculpture
Medicine, Oriental	Divination	Thespianism
Philosophy	Fortune Telling	
Yoga	Herbalism	
	Jury-Rigging	
	Leadership	
	Magnetism	
	Mediumship	
	Musical Composition	
	Occultism	
	Painting	
	Pantheology	
	Phærce Folk & Culture	
	Poetry/Lyrics	
	Religion	
	Sculpture	
	Thespianism	
	Writing Creative	
	Yoga	



out Ærth. Unfortunately for the HP, his scholarly brain is just what the demon desires for his first taste treat. The fate of ambitious Jon should not even be pondered.

III. Professional Investment: Perform the following steps to determine success at Professional Investment:

(A) First the HP must make a study of the market conditions. This takes an uninterrupted week, burying oneself in the information-gathering of such things as wants, needs, sources, trends and opportunities presented in the locale.

(B) Then the HP must gather up personal financial resources to be invested in this activity. The HP may invest/spend up to 2,000 BUCs per point of STEEP possessed in the appropriate K/S Area.

(C) The persona must now have an action plan, i.e., the player creates an action plan which the GM can use, the plan including:

(1) Checking out the legal and/or government authorities including such considerations as:

(a) taxes, tariffs, and fees

(b) gifts, contributions, and bribes

(c) politics

(2) Contacting specialists, including those who can:

(a) determine physical limitations

(b) assume supervisory positions (possible retainer fees spent here!)

(c) find labor status (availability of skilled and unskilled workers) and guild involvement

(d) find cost of materials for the completed project

(D) A clear and concise goal that this project can accomplish needs to be stated, so that success can be determined and Economic Gain (Loss) found.

(E) The time or production schedule that this plan entails, so that adjustment in the gain or loss can be made accordingly.

To figure out the amount of time you must spend solely on steps B-E, roll 4D6 and multiply this by weeks, then subtract an amount of weeks equal to your adjusted STEEP divided by 10. For example, this means that a STEEP of 55 gets 5 weeks removed from the total number of weeks found by the 4D6 roll.

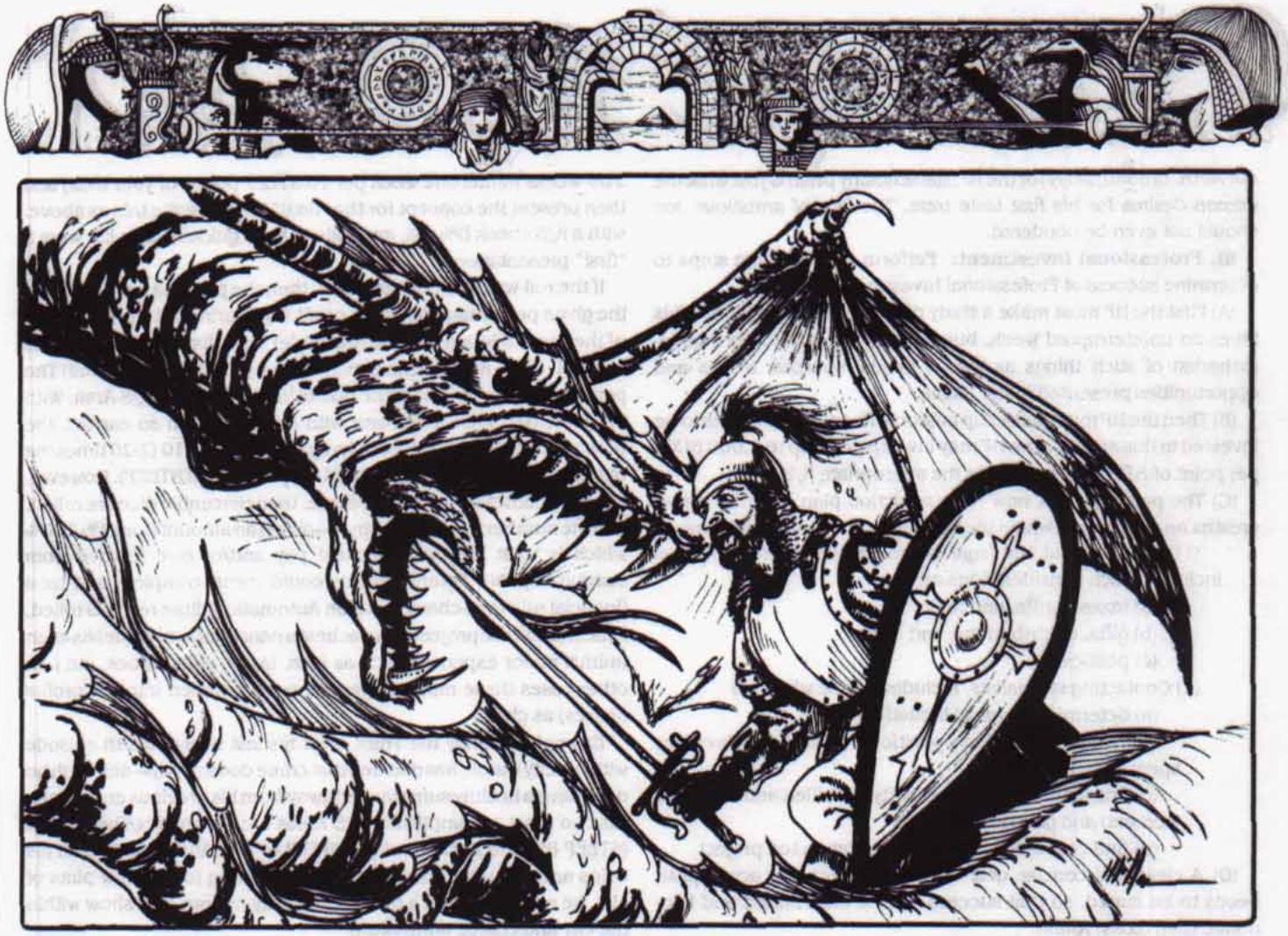
(F) The player must now roll D% for the persona's K/S check to see if the project succeeds. (The GM decides if the DR will be changed from its normal, "Hard" level). The persona's STEEP is modified by a +10% of any other related K/S Areas points, of course. Compare the roll against the number needed. If the result is equal to or less than the number needed, the persona has sold the project to a client, (with varying levels of success as found by the percentage of difference). If the number is greater than the listed figure, the job as it is has failed. The number of points you succeeded by are the number of percentage points that you have made on this deal, which means that if you came under your needed total by 15 points, you made a quick 15% profit and now get back in totality your initial investment! If the result is a regular Failure or Automatic Failure (figured from the Individual's K/S STEEP) deduct 10%-30% of the investment (1D3x10) and that is the total the HP is out (Loss) on the project. However, by adding an amount to bring the cash up to the sum of the initial investment, plus 50% more, you may re-work your plans (spending 2D6 weeks minus one week per 10 STEEP points of your total) and then present the concept for the "final" time. Handle this as above, with a K/S check D% roll, and follow these guidelines as if it were a "first" presentation.

If the roll was a Special Success, then the persona gains not only the given percentage points of profit (by figuring out the difference of the score needed and the roll made) but rolls D% again and gets to add 1-100% more to the equation for a plentiful haul indeed! The persona also gains 1-3 STEEP points in the principal K/S Area. With the increased knowledge and with the reputation so earned, the persona can multiply future risks by a factor of 2D10 (2-20 times the old maximum amount of 2,000 BUCs per point of STEEP). However, if the roll comes up a Special Failure, then percentile dice are rolled, and the number is multiplied by 2—giving an amount from 2%-200% which is what the persona must pay and/or owe (figured from starting capital). Potentially this could mean complete and total financial ruin for a character! If an Automatic Failure result is rolled, it means that the project was a at best a near thing which breaks even (minus minor expenses such as fees, taxes, gifts, bribes, etc.). In other cases these minor expenses are subsumed into the profits (losses) as given.

Example: Rodney the Thief, after his last near-to-death episode with the city watch, has decided that crime doesn't pay—although he does have a healthy sum stashed away from his previous endeavors. His two most accomplished K/S Areas are *Acrobatics/Gymnastics* (STEEP 89) and *Escape* (with a STEEP of 73). After counting all his coins and spending some hours of pondering (over a few pints of ale), he comes up with a brainstorm: Why not put on a show within the city and charge admission?

Venturing forth to the marketplace each day, Rodney begins to put things into shape. He spends a week browsing about, paying careful attention to the entertainers who vie with each other in the square to gain a few coins by displaying their skills. Now, with cheerful promises, blandishments, and the purchase of many refreshments during off-time, Rodney woos those individuals whom he considers to be the finest performers and gathers together a troupe of entertainers. He then visits the mayor's office, and for the fee of 450 BUCs obtains a license permitting a three-day public festival. From there he heads for the Street of the Tent Makers to rent a pavilion. (One day's rent paid in advance turns out to be 350 BUCs.) He next contacts the local street gang and puts a stipend down (500 BUCs) against the cost of hiring a "security force." Still another trip is made, this time to the printer and bill-poster (575 BUCs) to arrange for advertising, and he then slips the town crier 100 BUCs so that he too might spread the word. Rodney then goes about buying props for his use and for the others' acts—the total cost of everything in this category coming to 8,800 BUCs. In total with all the fees, refreshments and salaries, Rodney is putting up 21,025 BUCs. (The maximum he could have invested due to his STEEP is 146,000 BUCs, but he doesn't have that much, and this sort of off-the-cuff circus would have trouble making a return justifying an investment amount much larger than that Rodney has spent.)

Now the player must write down the skills of the group he has "assembled," so that the GM may adjudicate the matter. The gamemaster rules that in a circus-like setting as many as 10 Other



Personas can add to the chance of success. Rodney will get to add 10% of the STEEP of each "Specialized" K/S possessed by one of the performers to his "presentation" (K/S check) roll, if the gamemaster agrees that the particular K/S of the performer is likely to add to the attraction of the event. The juggler has a STEEP of 37, his acrobatic female partner has a STEEP of 53, the minstrel has a *Music* STEEP of 45, the clown's (*Buffoonery*) STEEP is 57, and Rodney's own secondary TRAIT STEEP for his escape act is 73.

His starting STEEP is 89 (*Acrobatics/Gymnastics*) and from the added K/S Areas noted above we add 10% of each STEEP separately, dropping all fraction: Thus, we get 89+3+5+4+5+7 (Rodney's own *Escape* STEEP for an appropriate act) =113 adjusted STEEP points. That's well under the 10 person maximum, and all of the other performers are skilled enough to gain double normal pay but are not "big names," so Rodney need not worry about sharing profits. Now comes the time for campaign considerations. The GM rolls thinks a bit, rolls dice, and announces to the player that the sky is clouding up and it looks like inclement weather may modify the Difficulty Rating roll, *but Rodney's player is quick to counter with a plan of action.* Rodney scoops up his remaining funds and heads over to the villa where the Feistir the Mage resides. There he requests an audience with the practitioner of magick. Feistir listens (the GM rolls D% and decides that for the remaining 2,100 BUCs plus 10 % of the profits, the Mage will clear up the skies and even toss in some gaudy illusions over the tent to draw in extra patrons. (Being a Mage OP with high STEEP enables the foregoing calculation easily.) The GM adds 9 to the presentation score (113+9=122) figuring that Feistir is going to give his all to the show (he did get a fair fee and an extra point of profit, after all!), and now Rodney rolls D% and comes up with the number which tells the tale, the dreaded K/S check. Remember that a roll of 100 results is a Special Failure regardless of the 122 STEEP score, since the actual success or failure of the project is only as good as the organizer, and this is figured from the personal unadjusted STEEP score—in this instance 89 for Rodney's *Acrobatics/Gymnastics*. A roll of a 99 would bring an Automatic Failure—in this instance a break-even situation.

Now, back to the K/S roll result. Let's say it is a 26. From the success chance of 122 we deduct the K/S roll number—26—and that leaves 96. This translates to a profit percentage of 96%, and we figure the cash in BUCs as follows: 21,025 × 0.96 = 20,184 BUCs, minus 10% (for the Mage) leaves 18,165 BUCs profit in our boy's pocket! Note that the GM ruled that the money paid to the Mage, Feistir was an "outside expense" and therefore not part of the starting investment, so this did not count in our investment figure against which the profit percentage was applied. To get the actual profit figure correct, the initial retainer paid to the Mage needs must be removed from the gross profit, thus: 18,165 – 2,100 = 16,065. A good chunk of change without any risks of illegality. However, aren't those city tax collectors lurking nearby? Surely, too, that is a bailiff of the duke standing in the wings, and methinks Kugel the Clever, well-known investment advisor about town is about to signal for Rodney to join him for a bite of late supper...

Sample K/S Area Breakdowns for GMs

Agriculture is an Area where personas can become personally involved in the labor aspect of things or else use their knowledge to invest and oversee to a greater or lesser extent. The latter approach is the one which is usually taken, and following such a course can bring a measurable monetary return on Real Property, i.e., a persona's ownership of land and buildings for long term investment gain. Thus, *Agriculture* fits into the first class (Ownership of Real Property). Once a (game) year, at the close of the year, this class makes a K/S die roll to determine the success of the venture in question. Note that this means that the investment money is out of the persona's pocket for at least one year. Such personas will initially spend a lot of time—the more money spent the longer the initial time needed in this field—starting up the operation, but after it is functioning, they hand over the duties to their overseer(s), and can move on to other opportunities or objectives. Once an agricultural operation is running smoothly, it should go on with little to no personal action, year after year, until it is sold or otherwise lost.

Apotropaism is quite different from the *Agriculture* K/S Area. Personas using this ability for economic purposes will have their returns measured purely on how successful their works are for each and every use of *Apotropaism* skill (Consultation Service). Factors to consider are for whom it is done, how much time was spent, the seriousness of the problem, the actual success of the operation, and the gain or loss of Social Status. All of these efforts will use more game time and personal roleplaying to garner the financial benefits than the typical investment class, and utilizing *Apotropaism* or any similar ability of the Consultation Service sort will be likely to take away time from other gaming endeavors, albeit not wrongfully so if this is the gamemaster's intent. This area promotes roleplaying and encourages both comedic and dramatic elements therein!

As an aside, the use of this K/S Area—and many others with similar potentials to first promote and then remove troubles—is one ripe for dishonest actions and ill-gotten gains. Its use by Other Personas could bring some special opportunities for aspiring heroes coming to stop the atrocities...

Architecture is an obvious ability for economic use. To make use of their *Architecture* K/S, personas must have the inspiration for making changes—with a potential audience or customer in mind (Professional Investment). This Area can generate a quick one-at-a-time return for personas ready to risk its use in speculative manner, or it can be employed to acquire property for long-term returns. In the former case, a week must be spent studying the area to find the appropriate use(s) as per the perceived needs of the community or other purchaser potentially involved.

Note that even if someone comes to *you* with a project, one week must be spent surveying and studying the area before anything else can be done. During this time, no other game activity is possible. If something else comes up and distracts personas so engaged, it will necessitate that they then spend a week's time all over again.

Next comes the actual physical creation of the plans. This takes a great deal of time and often a lot of effort: checking with this official and that agent, and double-checking with yet others, seeing if something is legal or even physically possible, redrawing the plans, and finally the lining up of the work crew—the supervisors, masons, carpenters, laborers, etc. All that means the creation of a project plan, the desired end result, the resources needed, the objectives set at intervals along the plan's path to measure progress and the production schedule's accuracy. Personas must thus devote from 4-24 (4D6) game weeks of time doing this, with a subtraction of one week for every 10 *Architecture* STEEP points the HP has, but with a minimum project time of four weeks regardless of modification. This gives you the length of time it takes to get the plan to the acceptance stage. At this point such personas' personal time and skill resources have been allocated, but they must also invest money. A minimum of 10,000 BUCs is needed, and the maximum possible investment is 2,000 BUCs per point of *Architecture* STEEP.

The presentation and acceptance of such a project are also dependent upon the STEEP points of such a persona. The gamemaster will make the player roll against a "Hard" DR, but this may vary according to the simplicity or difficulty of the project. (An "Extreme" roll if trying to sell a luxury villa complex to an order of aesthetic monks, for example.) After the Difficulty Rating has been established, the player rolls D% and hopes to receive a total equal to or less than the persona's modified STEEP level score. If such is accomplished, the project is accepted and the percentage of profit is figured out by figuring the difference between the roll of the dice and the STEEP roll needed. For example, if Cuthbert the Architect needs a roll of 42, and he gets a 29, he makes a 13% profit on the money invested, this qualifies as a regular Success. A regular Failure means that the project worked well enough, and new undertakings can be instituted, but not with the same persona or group as was involved. In the event of a failure from 10% to 30% (1D3 × 10) of the investment has been spent on starting costs—whether supplies, taxes, permit fees, bribes, travelling cost or whatever. This portion of the money is lost (remove it from the HP sheet). The HP may try again later but this takes both more time and money. A Special Success roll means that the persona has done so well as to gain 1-3 STEEP in *Architecture*, and such personas will also have gained increased knowledge and respectability in their field, meaning they may multiply future investment by 2-20 (2D10) times. A STEEP total of 49 followed by this Special Success roll of 10 would allow such personas to risk up to 980,000 BUCs (2,000 × 49 × 10). The alter-image of this is the Special Failure, which, when rolled, forces a player to again roll D%, and the number rolled is then multiplied by 2 to give the percentage amount of the investment which has been lost and/or is owed (if the percentile number exceeds the 100%, i.e., the whole of the sum invested). Therefore, it is possible to lose twice your starting capital due to contracts and other promises made to cement the deal...a situation where such personas have dug themselves a nasty hole, so to speak.

Finally, note that *Architecture* could be used in the same manner as *Agriculture*, to invest in land and buildings, realizing long-term, annually found gains from rents and usage fees.

COMBAT

So, the HPs have gotten themselves into a fight? Combat in the **Mythus** game is handled one CT at a time—when the actions of all involved personas have been resolved in one CT, you will then move on to the next one and then to the next one, and so on until the fight is over. The outline in the sidebar below briefly summarizes the overall combat process and will serve as a handy reference during the game. The different tasks are explained in more detail below.

PRE-COMBAT TASKS

Establishing The Environment

The very first thing to do is to define the exact environment in which the combat will take place. This includes the following types of information, all of which should be decided by the GM and players and depicted with figurines, markers, or written down before the combat begins:

(1) Where each combatant is and what direction he or she is facing.

(2) What weapons each combatant has and where they are.

(3) The terrain conditions (or interior setting), including what, if any, cover is available.

The first factor is important as it will define the ranges between combatants. This will have a major bearing on how easy it is to hit foes with a missile weapon, whether or not a hand weapon can reach them, and how much of a head start any HPs have if they decide to run away. The second factor naturally asks if the persona has any weapons ready, and, if not, how long will it take to draw them. The third provides for what, if any, movement penalties will be incurred for the terrain and what personas can hide behind if someone is firing at them.

The easiest thing to do to keep track of all of this is to scratch up a map and/or use metal figures. Metal figures on a grid map done to scale are particularly helpful, as you will have the above information throughout the entire adventure and thus not have to worry about it before fighting. Also, the above information will naturally change as the combat progresses and personas advance and retreat, and the use of figures will save you a lot of erasing and drawing. Of course, just about anything will do in place of actual metal figures. Many gamers have survived for years on dice, chess pieces, or index-card cut-outs!

Determining If There Is Surprise

The next thing to do before wading in and swinging away is to determine whether either of the parties has surprise. There are basically two types of Surprise situations, *Natural Surprise* and *Total Surprise*.

Natural Surprise: Natural Surprise occurs when two parties meet and one notices the other first. In such a case, the former is said to have Natural Surprise. To determine which side gets it in a situation where neither was previously aware of the other's presence, have one representative from each (such as the player of the HP leader and the gamemaster) roll D%. The HPs win if their result is equal to or lower than that of the gamemaster, and the OP group wins otherwise. Natural Surprise may also be won automatically by spending 1 JF. Note, however, that the only way to Surprise someone who knows that you are in the immediate vicinity is to use the *Criminal Activities, Physical (Ambush)* K/S. (See "Total Surprise," below.)

An HP party with Natural Surprise may elect to *Retreat, Confront,* or *Attack.*

Retreating allows the winning party to receive from 1 to 10 (1D10 roll) free CTs worth of movement (depending on the conditions) without the other party noticing (or being able to react), thus enabling them to get away in most circumstances.

Confrontation assumes that the personas will present themselves to the other party for the purpose of speaking, intimidating, etc. While doing so negates any advantage on Initiative (see page 209), it does allow the personas with Surprise to face the the other group with their weapons drawn and aimed, if the weapons weren't previously ready.

COMBAT SUMMARY

Stage One: Pre-Combat Tasks

(A) Establishment of the environment.
- (1) Location & facing of personas.
- (2) Weapons and readiness.
- (3) Details of arena terrain/setting.

(B) Determination of Surprise.
- (1) Natural Surprise—Roll D%, lowest score wins. The surprising party may retreat or hide with 1-10 free CTs to do so, confront, or attack first in the initial CT.
- (2) Total Surprise—May be obtained either through ambush or through Natural Surprise via a successful *Criminal Activities, Physical (Ambush)* K/S roll. Surprising party receives the 1st CT free and attacks first in the 2nd CT.

Stage Two: Initiative and Actions each Combat Turn

(A) Players & GM announce (or record) persona actions.

(B) Initiative for each persona determined.
- (1) Roll 1D10.
- (2) Deduct PMSpd (Hand Weapon), PNSpd (Missile), MRSpd (Mental), SPSpd (Spiritual), or Speed ATTRIBUTE for applicable Heka-using K/S.
- (3) Add Speed Factors for action and/or weapon.

(C) Lowest Initiative goes first, highest goes last, and ties are resolved simultaneously.

(D) CT ends, and new CT commences unless all of one side are dead, have surrendered, or have escaped.

Attacking with Natural Surprise allows an entire party to strike first automatically in the initial CT, even if their weapons weren't drawn and their foe's weapons were! The way this works is that the surprising party is assumed to be able to ready any weapons that weren't peace-bonded or buried in a backpack, and then attack. The OP of the surprised party with the lowest Initiative then reacts *after* the highest-Initiative member of the surprising party finished his or her strike. This applies only to the first CT in the fight; after this, combat proceeds normally.

Example: Dirk and Alyssa are moving cautiously down a passageway in an ancient crypt, unaware that a pair of ghouls are approaching down another hall which intersects theirs up ahead. The GM suddenly moves the time units down from ATs to CTs and asks Dirk to roll D% for a Natural Surprise contest! Dirk rolls a 24. The GM rolls a 46, giving Dirk and Alyssa surprise. Dirk and Alyssa whip out their weapons immediately, and, regardless of their individual Initiative rolls (see below), they will get to attack before the ghouls can do so on the first CT.

Total Surprise: The second type of surprise is *Total Surprise*, and this is, in all cases, achieved by planning an ambush without the K/S Sub-Area needed, or happening to catch the foe totally unprepared (asleep, unarmed, etc.) via the use of the *Criminal Activities, Physical* (*Ambush*) K/S. In order for the latter to occur, the ambushing party must have a specific plan of action (such as for its members to conceal themselves atop the roof of a building or hide behind some bushes), and it must have completed that plan before the target party arrives. Often this might involve one or two K/S rolls against Areas such as *Criminal Activities, Physical* (*Hide*) and *Deception*. The GM will determine the necessity for extra rolls; a well-described and detailed plan by the players might obviate the need. Otherwise, the success of these rolls will determine how well the ambush has been set up and thus will have a major bearing on the DR of the *Ambush* roll. Other considerations for determining the DR include just how good a plan it was in the first place, and, of course, whatever other conditions help or hinder the "bushwhackers."

Another way to use the *Criminal Activities, Physical* (*Ambush*) K/S is to enhance Natural Surprise. If you already have Natural Surprise, then you can try to achieve Total Surprise *without* having anything already set-up. A persona need only make a DR "Moderate" roll in order to succeed. Note that each ambusher must roll separately, and those that fail do not gain the benefits of Total Surprise. The failures by some of the ambushers, however, will not detract from the advantages given to those who succeed.

If Total Surprise is obtained, the party with surprise usually *must* attack. (It's a little late to change your mind!) The benefit of Total Surprise is the same as that of Natural Surprise, but also includes one free CT of attacks during which the victims may do *nothing* except pray that they survive! In addition, if the *Ambush* roll was a Special Success, then the bushwhacker gets *two* free CTs worth of attacks. But even if the roll failed, the ambusher still receives Natural Surprise, whether the ambusher was lying in wait or just rolling to augment Natural Surprise. On a Special Failure, however, no Surprise is gained, even if the bushwhacker already had it before rolling! In fact, a particularly astute GM might rule that a Special Failure results in ambushers getting surprised by those they were trying to ambush! That does happen in reality. An exception to attacking is typically one where surrender/capture of the foe is possible.

Example: Let's assume that the ghouls were expecting our heroes and decided to hide and wait for them. One ghoul hides behind a large section of crumbling stonework, and the other waits around the corner of the intersection. As the ghouls are cunning, but low in intelligence, the GM decides that each will have to make a *Criminal Activities, Physical* (*Hide*) roll in order to avoid making noise at the wrong time or otherwise giving the HPs a clue to their presence. As what they're trying to do isn't too complicated, the GM gives them a DR of "Easy," and one ghoul succeeds without difficulty. The other one, however, rolls a 98 and fails automatically. The GM decides that the creature is not hidden well enough and is partially in view of the HPs. The GM gives that ghoul a DR of "Difficult" to successfully ambush the party when they come by. The other one, though, being neatly tucked away in the shadows behind the stonework, has only to beat a DR of "Moderate" to score Total Surprise on Dirk and Alyssa.

Our two heroes soon reach the intersection and the GM announces that time is now being counted in CTs. The ghoul in the shadows, which Dirk and Alyssa have stopped right next to, makes his roll and leaps out right on top of them! Total Surprise! The other ghoul, however, failed his roll miserably, but as he didn't have a Special Failure still gets Natural Surprise. Thus in the first CT the ghoul behind the rubble will attack. And next, in the second CT, that same ghoul will strike again and the ghoul around the corner will attack, after which Dirk and Alyssa will be able to respond, provided that they're still alive...

It *is* still possible to ambush people who know that you're waiting around for them in the immediate vicinity, but don't know your *exact* position. This involves a struggle of your *Criminal Activities, Physical* (*Ambush*) K/S versus their *Perception* (*Notice*) K/S. An ambusher who wins gains Total Surprise, or Natural Surprise if tied with the victim. Ambushers who come out on the losing end of the struggle, however, gains no Surprise whatsoever.

INITIATIVE AND PERSONA ACTIONS

Once the conditions of the combat have been established and Surprise has been dealt with, it is now time to figure out what the combatants each want to do and when they get to do it. At the beginning of each CT, each persona who is not incapacitated or suffering from Total Surprise will be detailed by the player as to exactly what the HP intends to do over the course of the next three seconds. If the actions announced are complex, the GM should write down each players' statement (or have the players do so), and once the CT has begun no change will be allowed. Next comes the *Initiative* rolls, which determine who gets to go first. These are very important, as personas with a low Initiative could, for example, kill a monster before it got to bite them, or dive behind some cover before an enemy OP could get off a shot. The Initiative rolls are resolved as follows:

(1) Roll 1D10 for base Initiative.

(2) Deduct the persona's PMSpd for Physical actions or attacks with hand weapons, PNSpd for attacks with missile weapons, MRSpd if using Mental combat, SPSpd for Spiritual combat, or the appropriate Speed ATTRIBUTE (Mental or Spiritual) for Heka use.

(3) Add the *Speed Factor* for the action taken.

Speed Factors vary with a persona's precise action. If a persona is attacking with a weapon, then use the Speed Factor listed for that weapon. (A shortsword, for example, can be swung a whole lot quicker than a greatsword!) Otherwise use the listings on the Speed Factors table, according to the persona's action. Note that, with the exception of "Moving," "Turning," "Diving," and "Drawing Weapon," only *one* of the actions listed on the Speed Factors table can be performed in a CT.

The various actions listed on that table are explained as follows:

Moving allows personas to walk or run at their usual rate, either normally or evasively. *If they travel a distance less than or equal to half their movement rate, they may also attack,* but note that the Speed Factor of 6 for movement does not include the Speed Factor of the weapon being used (see "Drawing," below), so add the weapon Speed Factor to find when the attack comes in the CT action sequence.

Diving allows personas to hit the floor or otherwise jump behind some *nearby* cover, and a second action may follow, but the Speed Factor of the following action determines when it comes in the CT action sequence.

Rising allows personas to stand up or kneel after diving, and it might have to be done on the CT *following* a dive before an HP can attack again, if prone attack is not possible.

Turning allows personas to turn and face an attacker on their flank or rear.

Tumbling is like moving, but allows personas to make a roll against their *Acrobatics/Gymnastics (Tumbling)* K/S to gain *double* the usual cover for evasive movement. The roll must be made as soon as the action is announced (before Initiative is rolled), and a failure results in normal, evasive movement that CT. (A Special Failure would likely mean that the HP tripped and fell flat on his or her face!)

Reloading allows personas to find and nock an arrow in a *strung* bow, load a bolt in a *readied* crossbow, or find and place a sling bullet in a thong or staff sling, provided that the missile is readily at hand. If they must fumble around for their ammunition (such as digging through a pouch full of items to get to his sling bullets), penalize them one or more CTs while they do this.

Speed Factors

Action	*Speed Factor**
Moving	6
Diving	5
Rising	4
Turning	3
Tumbling	12
Reloading	9
Drawing Weapon	7
Moving weapon from hand to hand	2
Attacking	Weapon's Speed Factor

*Note that *Dazed* personas have a +5 penalty to their total Speed Factors in each CT.

Drawing allows personas to pull out and ready a hand weapon that was strapped around their waist, on their back, chest, or one of their legs (this includes readying an unstrung bow or cocking a crossbow). If the weapon was thonged down, buried in a backpack, or otherwise secured, however, penalize them 2 CTs and make them take the Speed Factor on the third CT. Note that there is *no* Speed Factor for drawing a tied-down, non-buried weapon if an HP has the *Weapons, Special Skill (Fast-Draw)* K/S with the weapon and can make a successful roll against it. Once again, resolve such rolls before determining Initiative. The action of drawing a weapon may also be followed by the weapon's use during the same CT, but keep in mind that the Speed Factor of 7 does not include the Speed Factor for attacking with the weapon, which must be added on.

For example, if Dirk were to draw and attack with a broad sword with a Speed Factor of 6 in the same CT, his total Initiative penalty would be 13. Note that a successful *Weapons, Special Skill (Fast-Draw)* roll will *not* exclude one from adding the weapon's Speed Factor (although a Special Success might).

Finally, any persona who is Dazed (page 258) suffers an additional Speed Factor of 5 on all Initiative rolls.

The total adjusted score result is the Initiative score for that CT, and each persona acts in order from the lowest score to the highest, with equal scores representing actions that occur simultaneously. After the highest Initiative participant has finished resolving actions, then the old CT ends and a new one begins. The whole process starts over, and this continues until the fight has ended; i.e., all of one side are either dead, are incapacitated, have surrendered, or have escaped.

Initiative Example: Dirk and Alyssa are walking along a corridor when suddenly a secret door swings open and three ghouls step out. The ghouls are each five yards away and facing the HPs when the fight begins. Both of our heroes announce that they will draw their weapons and attack, and the GM announces that the ghouls will move to within melee range of the HP party (one yard), and (as they can move six yards per CT) proceed easily to attack. Dirk is armed with his broad sword (Speed Factor of 6), and Alyssa has her throwing knives (Speed Factor of 2). Thus the total Speed Factor is 13 for Dirk and 9 for Alyssa (*Drawing* equals 7, plus 6 and 2, respectively). Dirk rolls a 6 on 1D10, deducts his PNSpd of 14, and adds his Speed Factor of 13, for a total of 5. Alyssa rolls a 9, deducts her PNSpd of 10, and adds her Speed Factor of 9, for a total of 8. The ghouls each have a Speed Factor of 6 for lunging at the HPs and add an additional penalty of 3 for attacking, as the action of striking with their claws counts as a simple, natural weapon attack and has a Speed Factor of 3 (see page 225). The three ghouls roll and come up with final totals of 8, 6, and 15 respectively. Thus, the first to attack will be Dirk, who has a score of 5. Next will come the ghoul with the 6. As the ghoul with the 8 and Alyssa both have the same scores, they will then attack simultaneously. Finally, the ghoul with the 15 will attack at the end of the CT. Had our heroes had weapons in hand their Initiative scores would have been –2 and 1, so both would have attacked first.

For game purposes, always assume that personas' full movement in a CT is made instantly when their Initiative turn comes up, and if they are acting simultaneously with an opponent, as the ghoul did with Alyssa, they will complete their movement before either theirs or

their foe's attacks are resolved. In the above example, the ghoul started out five yards away and would have remained at that distance until his turn, whereupon he would suddenly have closed to one yard, and then both he and Alyssa would have been able to simultaneously attack.

One option an attacker has is to choose to go automatically last in a CT. This comes in handy in situations where an HP is shooting at an advancing monster and would like to delay attacks until it moves, thus probably coming nearer and becoming easier to hit. Anyone can choose to delay actions, and all delayed actions occur simultaneously at the end of the CT after the last of the non-delayed actions have been resolved. For example, let's assume that the ghouls were much farther away—say around 190 yards—at the beginning of the fight. In the first CT, the GM announces that the ghouls are charging at the rate of 180 yards/CT. Since Dirk won't be able to attack with his sword until they close, he decides to throw his daggers at them as his first attack. As 190 yards is out of range for throwing knives and daggers, the HPs will not be able to attack the ghouls that CT if their turns come up before the ghouls move, so both decide that they will delay their actions. The ghouls move toward them at a run, and the HPs' actions then follow at the end of the CT. They attack the ghouls at a range of 10 yards. Note that the ghouls could have delayed their actions as well, but that would have done them little good as movement is always assumed to occur *before* combat in simultaneous action!

Optional Spacing of Actions: Normally, when a persona's initiative point comes up, that persona makes all of his or her attacks for the turn at once. Similarly, the number of actions personas each can take is dependent upon their exact STEEP with the attack form they are using. In this way, combat is kept flowing simply and easily. But some GMs and players might prefer to have combatants take their actions one at a time so that the various participants' actions are interspersed, and to have the number of attacks be more strongly affected by factors such as weapon size, the bulk of armor worn, etc. The following optional rule is designed to provide for those effects:

(1) Under this option, *a persona acts once at his or her Initiative point, then once again every 10 points thereafter, until the turn ends when the persona with the highest Initiative acts once.*

(2) *Combat, Hand-to-Hand, Lethal* attacks are an exception:
Hand attacks occur at intervals of 4 points.
Foot attacks occur at intervals of 7 points.
Nunchaku attacks occur at intervals of 5 points.
Sais and *tulfa* attacks occur at intervals of 6 points.

(3) *Combat, Hand Weapons, Missile* attacks are also an exception: Missile attacks occur at intervals of 5 points.

(4) In the event of Total Surprise, assume that each CT lasts 20 Initiative points long (i.e., from the lowest Initiative score to a time exactly 20 points later).

(Note that this rule can change considerably the number of attacks a persona ends up making during a turn, when compared to the basic rules.)

Example: A mercenary named Konrad is fighting two zombies. Konrad has a PMSpd of 16 and begins the battle with a sabre axe (SF 7). The zombies have a PMSpd of 6 and are using bare hands (SF 3). For simplicity's sake, we'll say that neither persona is wearing armor. On the first CT, Konrad rolls for Initiative a 5 on 1D10, minus PMSpd 16, plus SF 7 for the sabre axe, resulting in a final Initiative of –6. The first zombie rolls 8, the second zombie 1, each minus PMSpd 6, plus SF 3 for natural body weapons, resulting in a final Initiative 5 for the first zombie and –2 for the second. As a result, Konrad will act once at –6; the second zombie will act once at –2 and once at 2 (4 points after its first attack); Konrad will act again at 4 (10 points after his first attack); and the last zombie will act at 5, thereby ending the turn. Note that if Konrad had gained Total Surprise against the zombies, he would have acted once at –6, again at 4, and once again at 14 (20 points after his rolled Initiative), after which the CT would end (without the zombies acting at all!).

Avoidance

There will be situations where a persona might be able to avoid combat or the results of combat or a confrontational/conflict situation. Thus, Avoidance covers Mental, Spiritual, Heka, and Physical combat, plus some other situations where harm to a cause, and/or persona(s) might occur. (In this regard see also Exceptional Attacks on page 231.) The matter of if and when to employ this rule is, as usual, left to the adjudication of the gamemaster, but hereafter are some situations which are plausible for allowing Avoidance. The examples are by no means exhaustive, but they serve as a broad guideline for all concerned.

The team of HPs steps into a clearing and finds a band of brigands encamped there. They turn and flee, and the outlaws pursue. If the HPs have a good lead, the circumstances are clear as to the abilities of both sides to cover tracks and hide and follow, and numerous K/S checks are not desired, a single Avoidance roll could suffice to determine if the escape is successful or not.

A persona is suspicious of a trap or similar danger, and with such in mind uses extreme caution in performing an act which the GM knows will in fact place the persona in peril of damage. Avoidance can be used to determine whether or not the persona escapes the intended harm or other effect.

A Heroic Persona enters a room, and a vampire is there, standing some yards distant, but attempting to fix its gaze upon the eyes of the intruding HP. Avoidance here means the HP has a chance of not being so taken by the vampire's gaze.

As an HP steps into an area there is a rumbling sound from above; the HP looks up to see a boulder falling toward him or her. It will

Avoidance DRs

Situation	*DR*
Total Surprise held	Easy
Surprise held	Moderate
Initiative held by persona	Hard
Initiative not held by persona	Difficult
Surprised persona	Very Difficult
Totally Surprised persona	Extreme

obviously smash the life from the HP if a successful Avoidance of the crushing Impact damage of 10 tons of granite is not rolled.

The base chance for successful Avoidance is the total of the CATEGORY Speed ATTRIBUTES involved—Mental, Physical, or Spiritual. A Heroic Persona with MRSpd of 18 and MMSpd of 16, for instance, would have a base chance of 34% to avoid the gaze of the vampire; Mental rather than Physical Speed ATTRIBUTES being used in this case because the act is principally one of recognizing the danger; averting the eyes requires little in the way of Physical effort.

Base chance is then modified by a Difficulty Rating as determined by circumstances and the GM's wisdom. To assist in judging each case the Avoidance DRs table serves well. Other modifiers might apply. For instance, if the Avoidance concerned an area effect Casting, the DR might be one or more steps harder. But if there was a hiding place immediately at hand, the DR might be unaffected or even one step easier.

MENTAL COMBAT

Mental combat involves the use of a Heka-engendered Power or Casting against a foe with substantial Mental facilities. (A normal plant, for example, could not be Mentally attacked—although a Ghost or Demon could be.) See the Mental Combat Summary outline in the sidebar for an overview.

Mental combat is a two-stage process with each stage requiring one CT to execute. Note that in each of the two CTs, personas employing one of the various Mental attack forms will deduct their MRSpd from their Initiative roll, instead of their PMSpd. Note also that there are no Speed Factors for attacking Mentally, and the range for all such attacks is sight or perception. Furthermore, unless a target possesses a K/S Area which grants the user such an attack (or defense versus Mental attacks), it will not know what is happening to it when it is subjected to the attack. That means the target will not be able to identify who (or what) is responsible for the attack. On the other hand, a target with the applicable K/S Areas or Powers will be fully aware and able to channel Heka to defend—and counter-attack.

The first stage involves establishing a "Link" with the target. In order to do so, the attacker must expend an amount of Heka determined by the desired attack form. This Heka must be expended regardless of whether or not the attempt is successful. If the target persona has some form of shielding or blocking force (such as a *Mind Mask*, *Heka Shield*, or the *Yoga* K/S) *which is active at the time the Link is attempted*, the target can attempt to resist the Link. This is usually a good idea, but it's not mandatory. A persona thus defended will prove to be harder to Link, as any Heka used for such a shielding or blocking force must first be deducted from the attacker's Heka. Any remaining Heka spent by the attacker may then be applied towards forging the Link. Note, however, that if the target has already sustained damage equal to or greater than its Mental EL, then only ½ the target's MRCap must be overcome to establish a Link.

Once a Link has successfully been established, the combatant may attack on the next CT by expending Heka for damage (every point of Heka causes 1 point of Mental damage), and may try to re-Link and attack again following that. Any Mental armor or protective Castings employed by the defender will serve to subtract from the *damage* on a 1-for-1 point basis.

MENTAL COMBAT SUMMARY

First CT: Establishing the Link

(A) Determine Initiative with MRSpd deducted from 1D10 roll. No Speed Factors. Range equals sight (or perception).

(B) Forge the Link.

(1) The attacker expends an initial amount of Heka based on the attack form to forge a Mental Link with target.

(2) If the defender has an active *Heka Shield*, *Mind Mask*, or the *Yoga* K/S serving as a blocking force, a like amount of Heka is deducted from the Link. If the remaining Heka is still greater than the target's MRCap, the Link succeeds. If it is less, the Link fails.

(3) Attacks against a defender with Mental damage equal to or greater than Mental EL requires only ½ MRCap for additional Links.

(4) If the Link fails, the Heka is wasted and the attacker must expend more Heka for any further attempts to Link. If it succeeds, then the attacker may strike during the next CT.

Second CT: Determine Attack Form

(A) The attacker spends additional Heka based on the attack form used and the desired damage.

(B) Any Mental Armor employed by defender reduces Heka damage channeled by the attacker on a 1-for-1 basis.

(C) A defender capable of utilizing *Wound, Mental* attack or negative Heka may spend additional Heka on a 1-for-1 basis to neutralize the attack.

(D) If, after all applicable deductions, the Heka remaining is greater than the defensive total, the attack is successful, and defender is subject to the effect of Mental attack, in one of the forms below:

Drain: This inflicts 1 point of Mental damage per point of Heka spent on the second CT. Deduct any Mental armor from total inflicted. damage which equals or exceeds EL causes Dazing, and victim will have to make an Insanity check.

Paralyze: This requires the *Mind Warp* attack form, and it inflicts 1 point damage per point of Heka. For each point of damage from this attack that exceeds total of subject's MRPow+MRSpd, one BT of paralysis results. The same for each point that exceeds Mental EL.

Derange: This requires the *Mind Warp* attack form, and it inflicts 1 point damage per point of Heka. If damage from the attack exceeds the victim's M TRAIT, then derangement results for one AT per point *cumulative*.

Control: This requires the *Mind Control* attack form. If the attacker wins in a K/S vs. K/S contest, then the victim is controlled. There is no time limit, but the victim is Dazed and suffers an additional 1 point of damage/BT of control.

A failed attempt to establish a Link, however, prevents the attacker from using further Mental-based casting abilities for 1 AT. A Special Failure will cause a psychic "short," preventing Mental attacks for an entire day, and will cause the attacker to take 3D6 points of Mental damage in the process! If, however, the roll was a Special Success, then that Link's attack will inflict double damage on the target!

There are four basic types of Mental attacks, one of which must be chosen by an attacker before establishing a Link. Each of these are described in the following sections.

Attack To Drain

This type of attack typically comes in the shape of Powers or Castings using the *Wound, Mental* attack form (such as the *Wound, Mental* Charm or *Memory Drain* Charm). *It requires Heka equal to the defender's MRCap to establish a Link. The attack will then inflict 1 point of Mental damage for every point of Heka expended by the attacker.* However, personas with an active *Mind Mask* and those with the *Yoga* K/S (qq.v.) may be able to block the Link.

Personas who are employing any form of Mental armor will reduce the attack's effective Heka amount by 1 point for every point of Mental armor. In addition, those personas who are capable of using *Wound, Mental* or Negative Heka may reduce the amount on a 1-for-1 basis. They will not, however have any way of knowing how much Heka is being channeled against them, so doing so is always a risky proposition at best.

When suffering Mental damage, one feels a combination of numbing fear, shock, panic, and extreme confusion. Needless to say, this is very detrimental to a persona's mental health. Once a victim has absorbed damage equal to Effect Level, that persona's ability to think and reason has been greatly impaired and the persona becomes Dazed (see page 258). Such victims will likewise have to make an Insanity check for undergoing the experience (see page 270).

Additionally, once personas have suffered an amount of Mental damage equal to their Mental TRAIT, then their mind has been destroyed and they become a mindless vegetable—permanently. (Unless a persona's mind can be restored by another using healing magick, it's now time to create a new HPI) For information on the repair of Mental damage, see "Healing," page 274.

Example: The Evil Persona Bilkarrbur is attempting to force an uncooperative Alyssa into telling him where the Magickal Grail of the Otter-people is hidden. But first, he must defeat her in Mental combat. Since he knows Alyssa is a dweomercræfter, he decides he'd better weaken her resistance a little first by casting a *Wound, Mental* Charm. He knows that she is a reasonably powerful dweomercræfter too, and so decides to spend 25 points of Heka for the Link. This will overcome her MRCap of 20, and so the successful Link will be effective on the next CT. Meanwhile, Alyssa was expecting some form of attack and had cast an *Armor, Heka* Cantrip, creating 25 points of magickal armor. Bilkarrbur begins to forge the Link, and Alyssa groans as she senses the impending Mental attack. (It is too late to cast *Mind Mask* to block the Link, but she can still protect herself from damage.) Alyssa expects nothing good from this opponent, and she hopes the magickally created armor will protect her.

On the next CT, the Link is active, and Alyssa knows what Bilkarrbur is up to, as he channels 50 points of Heka into damage! She decides to apply an additional 10 points of raw Heka toward her Mental defense. Subtracting 35 points for her armor and Mental defense, Alyssa suffers a total of 15 points of Mental damage. Not too bad, but remember that Bilkarrbur had to spend 75 Heka points for it, and Alyssa now knows what he's trying to do.

As both personas are fresh, this could shape into a nasty battle of dweomercræft, where the one with the most Heka wins! Deciding that she needs to take control of the situation fast, and not waste any Heka, Alyssa draws her dagger and moves to plunge it into Bilkarrbur's ribs—but that's another CT (and another section of the rules...).

Attack To Paralyze

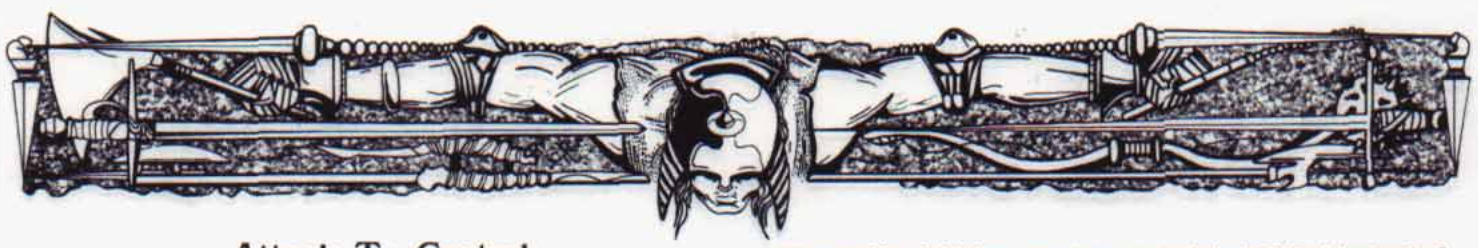
This attack form can be used by a persona with Castings such as *Paralysis, Mental* or *Mind Numb*. The Heka cost for establishing a Mental Link for this type of attack is the target's MRPow and MRSpd total. The following blast of energy from this attack is used to cause the target to become immobilized and unable to think clearly. If the damage inflicted by this attack form boosts the total amount of damage a defender has sustained past that persona's EL or exceeds the total of the persona's MRPow and MRSpd in one blow (not equals, but *exceeds*), then the defender is paralyzed for a number of BTs equal to the excess damage. If the damage would both exceed the target's MRCap *and* overcome his or her EL, then combine the excess damage from both.

For example, an Evil Persona is trying to paralyze Alyssa to keep her from getting away. After expending 40 points of Heka to establish a Link (which is more than Alyssa's MRPow and MRSpd combined, but he wanted to be sure), he attacks on the next CT and expends an additional 60 points for damage. Assuming she had 25 points of Mental armor, the remaining 35 points exceeds her MRPow+MRSpd by four. Alyssa would then be paralyzed for the next four BTs. In another example, let's assume that Alyssa had taken a lot of previous Mental damage and was only 10 points short of her EL before being attacked. The result of 35 would exceed her MRCap by one and her EL by 25, thus paralyzing her for a total of 29 BTs!

Additionally, a paralyzed victim may be further paralyzed by subsequent attacks, and one who is over EL is especially vulnerable. Besides to being easy to Link, such victims are paralyzed for a number of BTs equal to the full damage sustained, plus whatever exceeded their MRPow and MRSpd total. Note, however, if damage from the attack is more than a victim's Mental TRAIT, the persona's mind will have been destroyed by the energy—resulting in death, usually. For creatures from another plane, it causes them to be returned to their own plane.

Attack To Derange

This form of Mental Attack utilizes the various Castings and Powers such as *Mind Warp, Derange*, and the like. This attack inflicts short-term Insanity as determined by the GM. The Heka cost to Link for such an attack is equal to the subject's Mental TRAIT. Heka points for damage are expended at the time the Link is established, not on the following CT as with the other forms of Mental combat. Each point of Heka above the subject's M TRAIT will cause the Insanity to last for 1 Action Turn, cumulative. So a subject with a Mental TRAIT score of 90 points (and no Mental armor) who is subjected to a 100-point attack will be deranged for 55 (1+2+3+4+5+6+7+8+9+10) ATs. For more information on Insanity, see page 270 of this chapter.



Attack To Control

This attack form utilizes *Charm*, *Suggestion*, and similar Powers and Castings, and it costs an amount of Heka equal to the target's MR CATEGORY for the Link. The determination of whether or not this attack is successful is resolved via a contest of the Mental Reasoning (MR) CATEGORIES of the two personas, if the subject challenges the attack. If the subject does not contest the probe, the attacker simply rolls against his or her MR, and success or failure is the same as if a contest took place. If a mind is controlled, the controlling entity can then utilize no further Castings during the time she or he is making the victim obey mental commands. While being controlled, victims move slowly, almost as if they were a somnambulist, and otherwise sustains the usual penalties for being Dazed (see page 258 of this chapter). Failure indicates that the attempt was unsuccessful, but another attempt can be made on the next CT at the attacker's option.

A Special Success means that the subject is controlled and will behave normally, save that what is done by him or her is at the Mental command of the controlling persona. A Special Failure means that the Heka is wasted, and the subject cannot be so attacked by that persona for a period of 24 hours.

Control lasts as long as the user desires, but the victim suffers 3 points of damage per hour of being controlled. Once the victim is released, a new Link and attack must be made, but if the target is over its EL then that only requires half the original Heka to do so. Note that a controlled being is unaffected by further Mental or Spiritual attacks.

Telepathic Power: This attack form is better known as the "charming" type of Power that vampires and their ilk employ. Unless a Heroic Persona or other humanoid possesses a Heka-enabled Power via a quirk, this attack is most often possessed by monsters. To employ this method requires the attention of the subject, and thus takes 1 Critical Turn to Link (treat as an Eyebite).

Casting Enabled: Mental attacks to Control which are enabled via Heka Castings are the most frequently found among Heroic Personas. Unlike the telepathic form of this attack, Casting-enabled attacks to control do not require the attention of the victim (or even knowledge of the caster's presence).

Other Mental Attack Forms: In addition to those already mentioned, there are other Mental attack forms which can be used by or against personas. The most common of these other type are auras and fixed areas of effect. Auras are either Heka-engendered Powers or Castings employed by personas, which form a moving radius of effect that travels as the projecting persona moves. If the aura is a Power, it is usually caused at will by the being with such ability, and it will most likely be usable only for a limited number of times per day.

Area Castings are fixed in place—that is to say they do not move with the caster unless they were cast upon a mobile object such as a cart, an arrow, etc. These types of effects are almost always Castings instead of Powers.

SPIRITUAL COMBAT

Spiritual combat is similar to Mental combat in that it involves the use of a Heka-engendered Power or Casting against an opponent. These can be wielded only against creatures with a measurable Spiritual TRAIT (such as humans and ghosts for instance). Most plants and animals would not be affected. The Spiritual Combat Summary isidebar on the following page reveals the basics of such combat.

When rolling Initiative, attackers deduct their SPSpd instead of their PMSpd, and they add a Speed Factor of 5 for both establishing a Link and attacking. The method by which the establishment of Links is resolved is handled exactly the same in Spiritual combat as it is in Mental combat, but it is a contest of Heka versus Spiritual defenses *if* the defender is capable of resisting the Link. Also, there is no "shorting out" if an attempt at making a Link fails, except in the case of a Special Failure, whereupon the attacker suffers 3D6 points of Spiritual damage and can use no more Spiritual Powers for a period of one week.

Attack To Weaken

This attack form can be utilized by any of the *Spiritual Weakening*-type Powers or Castings, and requires Heka equal to the defenders SMCap to forge a Link. Once again, those with the Yoga K/S (q.v.) may have some armor against this. (Other sorts of protection against Spiritual Weakening are *Heka Shield* or *Iron Will* Castings, but the personas must be employing such Castings or Powers *prior* to the Spiritual attack). A successful Link allows an attacker to channel additional Heka on the following CT for damage—inflicting 1 point of Spiritual damage for every 1 point of the attacker's expended Heka. As with Mental combat, the target may have some form of Spiritual armor. If this is the case, a like amount of Heka expended for damage is subtracted.

When taking Spiritual damage, one feels an overwhelming sense of apathy, hopelessness, failure, and depression. When an amount of damage equal to a persona's Spiritual EL has been sustained, that persona will sit motionless and do nothing until healed. Such personas will only eat, walk, or dispose of bodily wastes at the urging and direction of another, and will likewise be unable to attack or even defend themselves *at all*. Additionally, they must make an Insanity check (see page 270 of this chapter) to avoid going permanently catatonic whenever they find themselves in such a helpless condition.

Victim who have sustained an amount of Spiritual damage equal to their Spiritual TRAIT become a *will-less* zombie with no ability to command themselves. The attacker who brought them to this state may then command them in a fashion similar to that of the Mental attack to Control (q.v.), but no Link is required and such victims are *permanently* in the attacker's service. (Roll up a new HPI) Note that the will-less victim is, as a controlled being, considered to be Dazed and will suffer all of the applicable penalties for being in such a state. Note also that a will-less servant is no longer subject to Mental or Spiritual attacks. For information on the repair of Spiritual damage, see page 274 of this chapter.

Attack To Demoralize

This attack type utilizes Powers and Castings such as *Fear*, *Panic*, and *Terror*, and requires Heka at least equal to the defender's SMPow+SPPow to Link. As with an attack to weaken, it may be blocked by the aforementioned methods. If the amount of adjusted damage exceeds the defender's SMPow+SPPow total, then that persona will do nothing further, attempting to leave the scene as quickly as possible and return to the place deemed most comfortable and non-threatening. The victim will remain there, shaken, until a number of ATs equal to the excess figure have passed.

For example, a priest is trying to demoralize a vampire with a total SMPow+SPPow of 45. After expending 50 Heka points for the Link, the priest channels 60 Heka points through for damage on the next CT. The priest inflicts 60 points of Spiritual damage and exceeds the vampire's SMPow+SPPow by 15. The vampire immediately flees and will not stop until it has reached its coffin and has stayed there for a period of 15 ATs. Had the vampire been able to use but 15 points of Heka to negate that Spiritual damage, it would have been a different story (and probably time to roll up a new priest)!

In an adventure, HPs might flee to the safety of their dwelling, another building, or someplace out of the way but not *too* distant. Note that this attack does not affect personas who have taken over their EL in Spiritual damage (they are already in *deep* trouble!).

Attack To Confound

Confounding confuses the target, and disrupts Spiritual Powers and Mental ones as well, causing the affected persona to be unable to muster such forces, but without affecting normal Physical activities. This attack utilizes *Confusion, Doubt, Emotional Influence,* etc., and requires an expenditure of Heka equal to the target's S TRAIT to Link. If successful, the remaining Heka (after deductions for armor, if any) causes the defender to be Confounded for 1 CT per point Heka. Additionally, the defender is unable to employ any Spiritual or Mental Castings or Powers for a number of ATs equal to the excess figure. Physical Heka-generating K/S Areas are unaffected, however, and this attack is of no use against personas who have taken over their EL in Spiritual damage.

Attack To Subvert

This attack may be used but once per day and employs the *Reversal, Spiritual (Subvert)* Heka-engendered Powers and Castings. As the name implies, it causes affected personas to act as if they were of the opposite moral persuasion—an HP becoming an EP and vice versa. This attack, in order to be successful, must include enough Heka in the Link to exceed a victim's S TRAIT. If, after deductions for armor and defensive Heka, the attack is successful, victims will appear to act normally, but will follow the desires of the attacking party. Such actions may include causing *indirect* harm to their true allies (but not *attacking* their real friends or themselves!). An attacker may function normally while having such a victim under control, and the subversion will last for one AT for every point which gets through. Victims are able to move at full rate and attack, make K/S rolls, and otherwise operate with no penalty. Furthermore, they may not be attacked Spiritually while being so influenced.

Victims who have already suffered over their EL in damage will gain a "false" Spiritual EL equal to the persona which caused their subversion. Such victims may be "revived" from their current state by an attack from their allies which defeats them using the procedure above.

Other Spiritual Attack Forms

As with Mental combat, there are other forms of Spiritual Attack forms, those being primarily area effect Castings and auras. These attack forms conform to those descriptions given for Mental combat, with the exception being that they are Spiritual in nature.

SPIRITUAL COMBAT SUMMARY

First CT: Establishing the Link

(A) Determine Initiative with SPSpd deducted from the 1D10 roll. Add a Speed Factor of 5 for both linking and attacking. Range equals sight (or perception).

(B) Forge the Link

(1) The attacker expends an amount of Heka based on the desired attack form.

(2) If the defender has an active *Heka Shield, Iron Will,* or the *Yoga* K/S serving as a blocking force, a like amount of Heka is deducted from the Link. If the remaining Heka is still greater than the required amount, the Link succeeds. If it is less, the Link fails.

(3) A defender with Spiritual damage equal to or greater than Spiritual EL requires only ½ stated amount for Link to be made.

(4) If the Link fails, the attacker loses the Heka and must expend more Heka for any further attempts to Link. If it succeeds, then the attacker may strike during the next CT.

Second CT: Determining Attack Form

(A) The attacker spends additional Heka based on the attack form used and the desired amount of damage to be inflicted.

(B) Any Spiritual armor employed by defender reduces the amount of Heka damage channeled by the attacker on a 1-for-1 basis.

(C) A defender capable of utilizing Spiritual combat forms or Negative Heka to counter the attack may spend additional Heka on a 1-for-1 basis to neutralize the damage.

(D) If, after all applicable deductions, the Heka remaining is greater than the defensive total, the attack is successful and the defender is subject to the effect of the Spiritual attack, depending on the aim of the attacker:

Weaken: This inflicts 1 point of Spiritual damage per point of Heka which the persona expends on the second CT. Deduct Spiritual Armor (if any) from total damage, and damage which equals or exceeds EL will cause victim to go catatonic and have to make an Insanity check.

Demoralize: This inflicts damage and attempts to demoralize the defender. If the inflicted damage exceeds defender's SMPow+SPPow, then the defender will flee for a number of ATs equal to the excess amount.

Confound: This does damage and seeks to confound and confuse the target. If the damage exceeds target's S TRAIT, then all the target's Mental and Spiritual abilities are rendered inoperative for 1 CT per excess point.

Subvert: This attack does no damage but seeks to subvert the target. It may be used but once per day, damage in excess of S TRAIT perverts the target (HP to EP, EP to HP). The victim follows the controller's mental commands, but appears normal. Victims cannot be made to directly harm friends or self. Each AT after the first, an SP CATEGORY roll at a DR determined by GM must be made to retain control. The victim may not be attacked Spiritually and ignores damage over EL while so controlled.

HEKA-BASED ATTACKS

Heka-based attacks are the broadest in scope. As opposed to the Mental and Spiritual attack-based Powers and Castings covered in the preceding sections, the remaining sorts of combat-related magickal Operations are aimed primarily at inflicting Physical damage. A summary of the attack process is given on the next page.

Attack Forms

Heka-based attacks come in four basic forms. Each type of attack works in a slightly different manner in terms of the type and number of targets affected and the type of damage done.

Specific Target: These are Castings which affect the Physical condition, strength, or energy of a subject. Magickal armor, warding items, or defensive Castings can be used to minimize the effects of such attacks. A subject with the proper Casting may also attempt to absorb (and re-use) Heka channeled through the attack, but this can be extremely dangerous! Instead of generating damage for the attack using dice, the persona absorbs the full amount of Heka channelled into the Casting. If this amount would cause the persona's available Heka to exceed the normal personal amount, the persona will take 1 point each of Mental, Spiritual and Physical damage for every point above that maximum. Also, if the Heka absorbed is Negative Heka, then it would *subtract* from the persona attempting to absorb it, potentially draining the victim of Heka. Note that the available amount we are referring to excludes any stored in any Heka Reservoirs or acquired by the target through Heka Concentration (qq.v.).

Also included in this attack form are Castings which manipulate existing objects (telekinesis or gravity-modifying Castings) or create damaging missiles (arrows, bolts, rocks) that envelop, are propelled at, or rain down upon a single target. The target may attempt to dodge, parry, or reverse such attacks (as detailed later). Such Physical manifestations cannot be absorbed.

Area Effect: These are Castings which modify conditions in an area or create damaging substances (exploding balls of fire, raining acid, etc.) or manifestations (hail and wind) that envelop, are propelled at, or rain down upon each and every target within a specified area. This type includes manipulation of temperature, weather, or even Heka itself (all the Heka within an area, not a persona's personal Heka). A target with Casting ability such as Magick Resistance will not be able to avoid this type of attack, since it is directed at the area, not a particular persona. Castings and Powers which provide shielding or armor may still reduce damage, however. As with specific target attacks, a persona may attempt to absorb the energy, but is subject to the *full force* of the Heka so absorbed.

Summoned Spirits/Creatures: Castings or Powers which summon either native creatures or other-worldly beings to attack the caster's enemies are quite a useful form of Heka-based attack. Such creatures might be individuals or hordes, might immediately appear or require a length of time to arrive, and can either serve the caster willingly or through force of the Casting. Details are provided in each case in the individual Casting description.

Illusions: Illusions of terrifying creatures, events or the like, such attacks cannot be avoided through normal means, and perceived damage will be felt by the subject. Such damage will even result in death, if the target's CL and P TRAIT are exceeded in the same CTI The only way to resist these illusions is by *dispelling* them, by rendering the illusion's caster Dazed or unconscious, or through an SP roll with a DR of "Very Difficult." Also note that *the last method may only be used if the target knows it is an illusion.*

Heka-Based Attack Methods

Each of the above Heka-based attack forms can be utilized via several methods. Although each method creates similar effects, the difference is in the manner of activation.

Castings: Castings are the most common method of employing a Heka-based attack against an enemy. Depending on the Casting form, such attacks can take from one Critical Turn to many Attack Turns to activate. Any Casting can and may be interrupted before completion, either causing the attack to backfire or fail altogether. Eyebites and Charms are the most difficult to counter, for the

HEKA-BASED COMBAT SUMMARY

One: Activating the Casting

(A) Determine Initiative:

(1) Roll for Initiative with MRSpd deducted from the 1D10 roll. There are no other Speed Factors. Range for most Heka-based attacks is usually sight (or perception), but some attacks need not have the target present for the effect to take place. The range of any specific Casting is given within each description in the **Mythus Magick** book. Initiative matters only for *Instantaneous Heka-Engendered Powers, Eyebiting* and *Charm*, as these are the only attacks which can be utilized within the same CT they are begun.

(2) The attacker announces the Casting to be used and the time required to successfully complete the Casting. The player also calculates the amount of Heka to be spent for activation, and damage (if applicable), as determined by the Casting's base Heka cost plus Heka for the desired amount of damage (see below).

(B) Conduct the Casting:

(1) The attacker expends the calculated amount of Heka for activation and damage. If the Casting form is an *Eyebite* or *Charm*, the effect will begin at the beginning of the following CT. Note that other Casting forms requiring longer activation times can possibly be countered on subsequent CTs before they have taken effect.

Two: Determining Success

(A) Once the required activation time has elapsed, the attacker rolls against the K/S Area in question, applying any applicable Difficulty Ratings (as determined by the gamemaster). Success indicates that the Casting was successful; failure indicates that the Casting did not work and all Heka drained away without effect. A roll equal to or less than 10% of the necessary score is a Special Success, and a result of 96-98 is usually a failure. A roll of 99 or 100 (00 on the dice) usually counts as a Special Failure.

(B) When a Casting is successful, damage inflicted is based on the attack form and its damage type. Certain attacks will require an *Exposure* roll to determine the amount of damage.

(C) If the defender has any armor (magickal or otherwise), a like amount of damage is deducted from the attack, as applicable. Any remaining damage is applied to the defender.

(D) A defender with Physical damage equal to or greater than WL is Dazed.

(E) If the caster willfully interrupts or stops a Casting once begun, it will have failed. The persona must then roll on the Special Failure Table for Heka-based attacks to determine results, using any applicable deductions.

target (or an ally) must have a better Initiative, *and* be able to successfully attack the caster before activation is complete. Castings are covered individually in the **Mythus Magick** book.

Heka Powers: Heka-engendered Powers differ from Castings in that they do not usually require more than one CT to activate, i.e. there is no Casting Time factor. This makes them very powerful, for they can be brought to bear much more quickly than regular Castings. On the down side, they lack the flexibility of Heka Castings with respect to damage, number of targets, range, and area of effect. Those Powers which function as Mental and Spiritual combat likewise require no more than one CT to employ, making these so powerful that the GM is advised to allow only the most fearsome EPs and MPCs to possess them—and even then, such a persona should *never* have more than one such Power.

Magickal Devices: Magickal devices are items which store Heka and/or Castings and are either activated and directed by the possessor, or triggered by an event or a hapless target.

Devices such as wands, staves, rings, and scrolls are used for a multitude of things, and are covered in more detail in the chapter on magickal devices in the **Mythus Magick** book. The primary uses we are concerned with here are:

(1) As activators for offensive Castings which would normally require longer periods of time to unleash.

(2) As tools to activate Castings of summoning or controlling nature.

(3) As Materia to direct Heka used in device-enabled attacks.

Triggered magickal devices most often come in the form of wards, glyphs, runes, and trapped or cursed items. Such devices are used to store Heka Castings or Effects until they are activated. Activation can be brought about by reading, using, or otherwise manipulating the device, whereupon it release its Effects—causing damage to those who triggered them. Damage of this sort could affect an individual or even several personas within a radius of the device.

Certain items will enable Mental or Spiritual control of others by the caster. These should be treated as normal Mental or Spiritual attack forms, and combat handled per the appropriate rules.

Casting Use With Weapons or Shields

Attack Process

And now we come to the process used to resolve Heka-based combat. A set of specific explanations follows the general outline in the sidebar, which summarizes Heka-based combat.

Chance of Success: This is determined by multiplying the persona's STEEP for the applicable Casting's K/S Area by the appropriate Difficulty Rating using the Casting Difficulty table.

As the table explains, the Base DR for Casting Grade assumes Partial Practice casters. Full Practitioners (Mage or Priest) have a bonus of one DR easier for Casting Grade, but only in that K/S Area and their special Sub-Area of the overall Area. Also, Full Practitioners are the only Hekacaster personas able to employ Castings above their Grade limit, up to the italicized DRs on the table. (Partial Practitioners attempting to use higher Grade Castings than their own rating may, at the gamemaster's option, use them at the DRs indicated on the table.)

Full Practitioners normally of Grade I (20 or less STEEP) then are thus enabled: to cast within their School or Ethos as if at one Grade (of STEEP) higher (in this case 21-30). This enables casting of Grade I

Casting Difficulty

Adjusted STEEP	Base DR for Casting Grade* I	II	III	IV	V	VI	VII	VIII	IX
1-20	Hard	*Diff*	*V Diff*	*Extr*	—	—	—	—	—
21-30	Mod	Hard	*Diff*	*V Diff*	*Extr*	—	—	—	—
31-40	Easy	Mod	Hard	*Diff*	*V Diff*	*Extr*	—	—	—
41-50	Easy	Easy	Mod	Hard	*Diff*	*V Diff*	*Extr*	—	—
51-60	Easy	Easy	Easy	Mod	Hard	*Diff*	*V Diff*	*Extr*	—
61-70	Easy	Easy	Easy	Easy	Mod	Hard	*Diff*	*V Diff*	*Extr*
71-80	Easy	Easy	Easy	Easy	Easy	Mod	Hard	*Diff*	*V Diff*
81-90	Easy	Easy	Easy	Easy	Easy	Easy	Mod	Hard	*Diff*
91+	Easy	Easy	Easy	Easy	Easy	Easy	Easy	Mod	Hard

*Note that the Base DR for Casting Grade assumes that the caster is an individual *without* Full Practice. *Full Practitioners (Mage or Priest) have a bonus of one DR easier for Casting Grade*, but only in that K/S Area and their special Sub-Area of the overall Area, not with respect to all Castings of any sort. Thus, it is one DR easier (as if they had the next higher amount of STEEP) for Full Practitioners to use any Casting *of Dweomercræft (General) or Priestcræft (General) and in their School or Ethos*. Note also that *Full Practitioners are also the only Heka-Caster personas always able to employ Castings above their Grade limit*. That is, personas normally able to employ Grade I Castings only would be able to attempt use of Castings all the way up to Grade IV (at DR "Extreme" modified downwards by the bonus of one step easier for Full Practice, so to be "Very Difficult") should they so desire. This bonus does *not* enable the Full Practitioner to utilize any Casting above the Grade for which a Difficulty Rating in italics is shown on the table. Partial Practitioners attempting to use higher Grade Castings than their own rating may, at the gamemaster's option, use them at the DRs indicated on the table.

Castings at DR "Moderate," Grade II at "Hard," Grade III at "Difficult," Grade IV at "Very Difficult" and Grade V at "Extreme." No Grade VI Casting can be attempted. If the same Full Practitioners were using a Casting outside that School or Ethos, there would be no Grade advancement, so Castings would be one step harder in DR, and no Grade V Casting could be attempted. *Partial Practitioners capable of Dweomercræft Castings and/or Priestcræft Castings generally cannot use Castings above their Grade at all.* Thus, DRs shown in italics apply to Full Practitioners only, and no other (Partial Practitioner) personas are able to attempt such higher Grade Castings, being barred from using Castings above their STEEP level, without a special ruling from the gamemaster permitting it.

For example, Alyssa has a *Dweomercræft (Gray School)* STEEP of 43. Thus, her base chance of successfully using a Grade III Dweomercræft Casting *in that School* would be 129% for "Easy." (A Difficulty Rating of "Moderate" would apply to a Casting outside her School, or to a Partial Practitioner, but the DR is "Easy" because of the one DR bonus accruing to Alyssa because the Casting is in her School, the Gray. Again, she would only have an 86% chance of using a Grade IV Casting, since a Base DR of "Hard" would apply, and at Grade V her chance would drop to 43%.

Note that Castings don't require a BAC (Base Attack Chance) to hit like Physical combat does. Nor do they ever allow your attacks to automatically hit a desired location, except for Special Failures whose result is otherwise....

Other modifiers exist and affect the DR, as shown on the Casting DR Modifiers table.

Special Success/Special Failure: When a Casting has scored a Special Success, *it inflicts full rollable damage* (minus deductions for any armor, of course). For example, a Casting that does 4D6 points of damage will automatically do 24. A Casting that does 3D6+3 will automatically do 21. In addition to rolling for Special Successes, Joss Factors can be spent to make a Casting a Special Success, a Special Success a regular one, or either kind of Casting a Minimal Success (see "Joss," page 129 of Chapter 11). A Minimal Success is just the opposite of a Special one—it inflicts the very minimum rollable damage. A Casting listed at 3D6+3 will automatically do only 6 points of damage, for instance. These damage amounts are figured *before* the damage is multiplied by the Exposure roll, if any (see below). Note that when Joss is used to minimize damage from area affect Castings, it is reduced only for the individual spending the Joss.

As with other K/S rolls, Special Failures occur when a caster rolls too high (generally 99 or 100). What this basically means is that not only did the Casting fail, but that something went really wrong, and

Casting DR Modifiers

Situation	DR Modifier
Full Practitioner employing a Casting of a different School	No Grade bonus
Reading Casting text of garbled or incomplete sort	–1
Reading Casting text in an imperfectly understood language (under 31 STEEP)	–1
Reading Casting text which is imperfectly understood	–2
Reading Casting text absolutely not understood*	–3
Attempting a Casting of an opposite Vocation**	–3

*Such as Partial Practitioners attempting a Casting above their usable Grade

**Mages attempting Priestcræft Castings; mystics attempting Witchcræft Castings. Except in the case where an individual is a Full Practitioner in both Vocations, in which case no penalty applies, and the bonus of one DR easier comes into play for Castings of the select School and Ethos of both Vocational areas.

Special Failure, Heka-Based Attacks

Adjusted D% Roll	*Result of Failure*
0 or less	The Casting fails, but nothing else happens.
1-15	The Casting fails and persona may not attempt any further Castings for 1D3 CTs.
16-30	Temporary Heka short. Caster may not use any further Heka-based attacks for the duration of the combat, and takes 1D6 points of Physical damage.
31-45	The caster has accidently struck the wrong target. Roll damage and Exposure (if applicable) normally for the victim.
46-60	A serious Casting failure has occurred. Double the stated amount of Heka is used, and the caster takes 2D6 Physical damage.
65-80	A serious Casting failure has occurred, and also the wrong persona has been hit.
81+	The Casting completely backfired, and the caster suffers full damage/Effect intended for the target.

some other undesired effect might have taken place. Exactly what happened is up to the GM to decide, but the Special Failure, Heka-Based Attacks table will provide a general guideline. Roll D%. Deduct 1 for each K/S STEEP point of the caster, and deduct 20 for every JF the caster spends to ease the situation.

Note that as in Chapter 11 there is a rule for the reduction of both the Automatic Failure and Special Failure chance for personas with high STEEP (51 or more). This reduction is repeated here—in the K/S Failure table—for your benefit.

Damage Types: One important consideration is the *type* of damage inflicted by the attack. The following categories are considered for Physical Heka-based attacks, and each has its own type of armor which works against it:

(1) Piercing
(2) Cutting
(3) Blunt
(4) Fire
(5) Chemical
(6) Stunning
(7) Electrical
(8) Impact
(9) Continuing

This information is also listed in the description of each Casting. Conjured or propelled missiles will either be "Blunt" or "Piercing," depending on the type of missile. "Stunning" damage is usually caused by concussion-type attacks such as thunderclaps or loud sonic blasts. They will generally knock out those affected for one BT per point of damage which exceeds their PNCap in a single attack. Only 20% of the Stun points inflicted, however, are counted against the targets as actual damage. For example, if you did 25 points of Stun damage to an EP with a PNCap of 20, then you would have knocked the persona out for five BTs and inflicted 5 points of actual damage.

The "Impact" form of damage is a special type which ignores all Physical armor and is reserved for only the most devastating of attacks or for use in particularly nasty situations. damage caused by falling from a height, being struck by a large object, or being caught in a magickally caused explosion is usually Impact in nature.

Explosive attacks are assumed to envelope a target's entire body instead of just striking one area. Whenever attacking with such a method, you pick out a "prime target" whom (or which) you intend to be at the center of the blast radius. You make an Exposure roll of 1D6 and multiply the damage to the "Prime Target" by the result. Furthermore, you get to make a 1D3 Exposure roll for everyone else in the blast radius.

For example, Alyssa casts a *Fireburst* Cantrip in the area surrounding three advancing bandits and picks her prime target, the one in the center. She goes on to roll 22 points of damage, and then makes a single 1D6 Exposure roll for the foe in the middle—which comes up a 4—and a 1D3 roll for each on the side who were in the explosion's blast radius—and they come up as a 1 and a 3. Thus the middle figure suffers a gross total of 88 points of damage (which will likely kill that persona outright), and the others take 22 and 66 points respectively. Any armor adjustments necessary would then follow.

Damage from cone-shaped blasts directly emanating from the caster (a pointed finger, a wand, etc.) is handled similarly. You use a 1D6 Exposure roll, but much of the time you only affect one target.

Another special type of attack is the *Continuing damage* form, which persists in injuring the target after the initial strike. Some examples of this are jets of acid, and immolating attacks (continuous fire, not explosions such as a *Fireburst* Cantrip). Reroll damage at the end of each CT after the one in which the victim was struck and multiply it by an Exposure score as usual. This will continue to affect the target until the attack's Duration has expired or the target has somehow escaped further harm, such as by scraping off or otherwise removing a burning substance. You'll want to note if any offensive Casting you use has such a characteristic and, if so, its Duration. This information is listed in the individual Casting descriptions.

Here's an Example: Otto the Man-at-Arms is unlucky enough to be

K/S Failure

K/S STEEP	*Automatic Failure*	*Special Failure*
1-50	96-98	99-00
51-60	97-99	00
61-70	98-99	00
71-80	99	00
81+	*	*

*If a 100 is rolled, then roll 1D6. On a roll of 2-6 the result is Automatic Failure, but if it is a 1 then the result will be the dreaded Special Failure.

in the vicinity of a bursting magickal ball of "Greek fire." After the hit has been determined, the player whose HP cast the spell rolls an 18 on 4D6+4 and multiplies the result by an Exposure roll of 2, thus inflicting a total of 36 points of damage on Otto, less applicable protections, such as armor. At the end of the next CT, the player gets to roll damage and Exposure again, this time scoring another 28 points of damage. At the end of the third CT the player would do so again, and so on until Otto is either dead, or he manages to remove the stuff somehow (unlikely), or jump into water. We'd call for a "Very Difficult" roll against Otto's PN CATEGORY for scraping or some such, luck if there was water nearby. (Into the moat, perhaps? But then there's armor to consider....) A final option is to just wait for the Duration to expire, though at a Duration of one AT, it is doubtful that any normal creature would live long enough to wait it out.

Applying Damage From Heka-Based Attacks: Once a Heka-based attack is determined to be successful and damage has been calculated, all that remains is to apply the damage to one or more defenders. If a target has no armor or protection from the magickal attack, all calculated damage is taken. If however, the victim has some form of protection, such will reduce damage.

Armor is rated according to the total amount of damage to be deducted from one attack against the persona. Thus, if a persona has 10 points of armor versus Piercing damage, a successful Heka Dart that did a gross total of 12 points would really inflict only 2 points of Physical damage.

Normal artificial armor is listed according to the categories given on the Strike Location table (see page 229), as well as the types of damage it protects against. But unlike the way normal armor works versus Physical combat (q.v.), when an attack is Heka-based, no strike location modifier is used; *the target considers the average protection* (see page 256)—*dropping fractions, of course—for all areas with respect to each damage type* (Piercing, Cutting, etc.).

For example, a persona wearing normal artificial armor consisting of a leather jerkin, chain mail, greaves (protective leggings), boots, gauntlets, helmet, and a small kite shield would have the following average armor values (see later in this chapter for explanations of the damage types and strike locations—U/S/V/N):

Type	*Average*	*U/S/V/N*
Piercing	20	(24/17/19/22) = 82, divided by 4
Cutting	35	(44/29/32/37) = 142, divided by 4
Blunt	23	(29/24/19/23) = 95, divided by 4
Fire	13	(16/13/13/13) = 55, divided by 4
Chemical	16	(19/16/15/15) = 66, divided by 4
Stunning	25	(31/24/23/25) = 103, divided by 4
Electrical	–9	(–14/–6/–7/–12) = –39, divided by 4
Impact	0*	
Continuing	0*	

* *Natural armor and non-magickal artificial armor does not offer protection against these damage types. Some creatures may, however, have protection from these kinds of damage as a result of innate Heka-engendered Powers or Quirks.*

All natural armor, artificial armor, and any Heka-based protections are cumulative, and should be totaled to come up with the effective protection value (though some Heka-based attacks negate all defense save Heka armor). It is also important to note here that Heka-based armor (Physical protection created by Castings or Powers) has a flat value in terms of protection. As opposed to the way normal (non-magickal) armor absorbs its stated damage for every single attack, the effective value of Casting-based armor is reduced by the amount of damage it absorbs with each successive attack. So an HP with 50 points of Heka-based armor protection who is hit by an attack of 30 points of Physical damage on one CT will have but 20 points remaining versus any subsequent attacks. In addition, such magickal protection is always taken off the top—that is, *all damage is applied to any Heka-based armor points first*, and then any remaining damage is then subtracted from normal armor.

The method for applying Heka-based damage is fairly simple. Deduct the average amount of all relevant armor, as stated in the Casting description, from the gross damage rolled. (All players should have this average armor numbers on their HP Profile Sheet .

Here's an Example: Let's assume that a bandit wearing the armor shown above was hit with a *Heka Bolt* cast by Alyssa. Since a *Heka Bolt* is basically a directed, arrow-like missile of magickal energy, Alyssa's target would use the average value of his armor versus Piercing damage, or 20 points. Alyssa's player rolls the dice for damage, and comes up with a score of 17 points of Physical damage. Nice try, but unfortunately for the dweomercræfter, the armor absorbed the missile's damage completely. However, had the persona been the one hit earlier by Alyssa's *Fireburst*, he would really be out of luck without Heka-based armor. As the *Fireburst* is a magickally caused explosion, Alyssa's Casting uses the "Impact" damage type, and the unlucky fellow would suffer all 88 points of damage from the attack—since his armor doesn't protect against the "Impact" form of damage!

In any case, whenever Physical damage from a Heka-based attack exceeds a target's applicable armor, that damage is subtracted from the persona's Physical TRAIT score, and the attack comes to an end. When the total Physical damage from Heka-based and/or Physical combat exceeds a persona's Wound Level (WL) or Critical Level (CL), that persona will definitely begin to feel the effects. The descriptions that follow will give you an idea of how serious the persona is injured.

Wound Level: When personas are over their WL, it means that they have been seriously injured. First of all, they are subject to the effects of being Dazed, and will remain in such a state until their accumulated damage has been reduced to their Recovery Level (RL). Furthermore, they will be subject to the effects of Shock, and must be treated for it daily (via the *First Aid* K/S, q.v.) until they have been healed up to their Recovery Level.

Critical Level: This means that a persona has sustained incapacitating damage and is in *very* poor shape indeed. Any persona in such condition will fall immediately unconscious and will remain so for 1D6 hours. Such personas must roll for Permanent damage, and must likewise be treated daily for Shock until they receive bed-rest. They will also be Dazed until they have healed up to their RL.

TRAIT: If a persona takes a total amount of Physical damage which equals or exceeds the Physical TRAIT score, then—to put it simply—the persona is *dead*. Unless the persona is extremely rich, and is the subject of a successful Restoration (q.v), it's curtains for the unfortunate character!

Finally, the meanings of the terms "Shock," "Dazed," and "Permanent damage" are explained in the section "More on Damage," which starts on page 256.

PHYSICAL COMBAT, NON-LETHAL SUMMARY

One: Hitting the Opponent

(A) Determine Initiative with PMSpd deducted from the 1D10 roll. Add the appropriate Speed Factor based on the attack form.

(B) Next determine the Base Attack Chance (BAC) of the attacker, and the Physical Resistance (PR) of the defender.

(1) BAC is the attacker's *Combat, HTH (Non-Lethal)* STEEP plus PMCap and any bonus, unless the attack form used is to overpower. If so, the chance of success equals the attacker's STEEP only.

(2) PR is the defender's PM CATEGORY plus ½ *Combat, HTH (Non-Lethal)* STEEP.

(C) The attacker must successfully match the BAC, or STEEP (if attacking to overpower) against the foe's PR. If the attacker loses, the attack has missed. If the attack succeeds, the attacker may then apply a non-lethal attack form immediately thereafter. The Speed Factor varies with the attack form chosen, and the ranges are all one yard.

(D) Personas with exceptionally high sensory ability, as indicated by *Perception (Physical)* STEEP and PNPow and PNSpd, gain an advantage in any form of Physical attack. This advantage is reflected in a bonus to their BAC or STEEP (if attacking to overpower). To find the *Perception (Physical)* PNPow &PNSpd BAC bonus, consult the following table:

Combined Perception STEEP, PNPow & PNSpd	*Bonus to BAC (%)**
71-75	1
76-80	2
81-85	3
86-90	4
91-95	5
96-100	6
101-110	8
111-120	10
121-130	12
131-150	15
151-175	20
176 & higher	25

*Or STEEP, if attacking to overpower.

For example, an HP with such an attack bonus based on a combined score of 114 would have a BAC bonus of 10. This percentage would be added to the persona's combat, weapon, etc. factors to find the BAC.

Two: Non-Lethal Attack Forms

The following attack forms may be used for non-lethal attacks.

(A) *Overpower:* Speed Factor 5. The attacker must make a successful roll against *Combat, HTH (Non-Lethal)* K/S. The DR will vary with the difference between the attacker's and the target's weight (see the main text for details). Success overpowers target for 2D6 CTs.

(B) *Stun:* Speed Factor 3. This scores 1D6 points of *Stunning damage* per 10 points of the attacker's STEEP or fraction thereof. If Stun damage exceeds the target's PNCap, the target is stunned for a number of CTs equal to the excess. Real Physical damage equal to 10% of rolled Stun points is also scored.

(C) *Disable:* Speed Factor 3 or 5. The attacker must first either Overpower the foe or make a successful Stun attack. A successful K/S roll against a DR of "Hard" disables an arm or leg (attacker's choice), but a failed attack negates previous success to Overpower or Stun. Disabling inflicts Physical damage equal to 1D10 points. The limb affected is disabled for D% hours (days if a Special Success).

PHYSICAL COMBAT, NON-LETHAL

This type of combat utilizes the *Combat, HTH (Non-Lethal)* K/S Area, and involves grappling, wrestling, subduing, and all other combat forms which otherwise deal with a foe without causing serious injury or death (or keep serious injury to a minimum). The Physical Combat, Non-Lethal Summary in the sidebar gives an overview of the process.

As in the lethal type of Physical combat covered later, there is a *Base Attack Chance* (BAC) for each "weapon"—in this case the attack *form*. The BAC is calculated as the attacker's *Combat, HTH (Non-Lethal)* STEEP plus PMCap ATTRIBUTE. The Speed Factor involved, however, varies with the attack form. There is also a *Physical Resistance* (PR) rating, which is calculated as the defender's PM CATEGORY plus ½ of the defender's *Combat, HTH (Non-Lethal)* STEEP. Initiative is calculated normally.

In combat, attackers will try to score a "hit" by matching their BAC against their target's PR in a struggle which is resolved using the K/S vs. K/S method. One or the other combatant *must* win, so roll until there are no "tie" results. Success for attacker results in a hit, but failure means that the attacker couldn't get his or her hands on the target and the defender may act normally that CT.

A hit, however, allows an attacker to use immediately (in the same CT) one of the following three attack forms against the defender. If the attack form fails, then the defender is considered to be freed automatically and may act normally during the rest of that CT. Also keep in mind that *the range for all these attacks is ONE yard.* If the target is further away, then this type of combat cannot be used until the attacker has closed the distance.

In order to make things easier for you, we repeat the K/S vs. K/S Difficulty Ratings table here. Remainder is the positive or negative difference between BAC or (adjusted) STEEP and the defender's Physical Resistance (PR) factor and vice versa (for the defender's DR).

K/S Versus K/S Difficulty Ratings

Remainder	*Base DR*
11 or more	Easy
6 to 10	Moderate
5 to -5	Hard
-6 to -10	Difficult
-11 to -20	Very Difficult
-21 or lower	Extreme

Attack To Overpower

This attack form has a Speed Factor of 5 and succeeds with a successful roll against the attacker's *Combat, HTH (Non-Lethal)* K/S Area (STEEP, *not* BAC). The DR will vary with how the weight of the defender compares with that of the attacker. Deduct the weight of the defender from that of the attacker. (If you don't know one of their weights, then estimate as best you can. Just about anything that's *much* larger than a human is going to be impossible to overpower anyway.) Cross-reference the result on the Attack to Overpower DRs table.

PMPow Physical Damage Bonus and Weight

A successful roll will overpower the target for 2D6 CTs, or double that time if the roll was a Special Success. During that time the defender will be completely immobilized, and unable even to speak if the attacker desires to prevent it. The attacker will likewise be busy holding the target still. At the end of the above period, a new roll will be necessary if the attacker wishes to contain the target longer, but a "hit" is considered to have already been scored.

Furthermore, note that an attacker can't employ a lethal attack—such as a knife—and attack to overpower at the same time (though one persona could hold a victim down while another persona attacked with a weapon). A failure in making a DR roll frees the defender and allows him or her to act normally.

Here's an Example: Dirk Galligher has run up behind an EP that he wishes to catch and tries to grapple and overpower the fellow before he can get away. Dirk gets the higher Initiative score, and, being able thus to attack before his victim can run, tries to score a hit. Dirk has a STEEP of 35 (no addition for PMCap, remember) for an overpower attack. If his STEEP, PNPow, and PNSpd had totaled 71 or more, Dirk would get a *Perception* bonus, but they don't so his chance is only a total of 35%. The EP, however, has a PM CATEGORY of 45 and a STEEP of 39, which provides him with a Physical Resistance of 64 (45 + 19). The Attack to Overpower table is consulted and he is 30 pounds heavier than the EP, so his DR is "Moderate," boosting his effective STEEP to 70. Dirk rolls well in the K/S vs K/S contest and wins, thus allowing him to attack the unfortunate EP.

Attack to Overpower DRs

Weight Difference	*Difficulty Rating*
51 or higher	Easy
26 to 50	Moderate
–25 to 25	Hard
–26 to –50	Difficult
–51 to –100	Very Difficult
–101 to –500	Extreme
–501 or lower	Cannot be overpowered

*Attacker weight minus defender weight, in pounds.

Attack To Stun

This attack has a Speed Factor 3 and involves simply knocking the defender silly. To do so, the attacker will roll for Stun points after scoring a hit. The attacker rolls 1D6 for every 10 points or fraction thereof of STEEP possessed. Note that some individuals may have armor against Stun damage. If that is the case, treat it just like regular armor. If the Stun points scored exceed the target's PNCap, the target will be stunned for a number of CTs equal to the excess figure. If they do not, the attack has failed and the target will be freed. In any case, the defender suffers Physical damage equal to 10% (drop fractions) of the Stun points rolled (less applicable armor). During the time that foes are stunned, treat them exactly as if they were overpowered, but attackers need not sit there and hold them. The attacker will, however, have to score another hit if she or he wishes to increase the time stunned, but that's merely a matter of making an "Easy" roll against the attacker's BAC. (Any Special Success scored to Stun will double the Stun point roll!)

Example: Dirk Galligher decides to stun the EP after scoring a hit. His STEEP of 35 allows him to roll 4D6, this time for a whopping result of 20, which exceeds the EPs PNCap 16 by 4, and thus the target is stunned for four CTs and takes 2 points of damage. Furthermore, Dirk decides that he would like to see the target stunned longer, and so tries an "Easy" roll to hit with his BAC of 55. This yields a K/S Chance of 165, and he rolls a 16 which is a Special Success! He rolls the 4D6 again, for a result of 13, which—due to the Special Success—is doubled to 26. The poor EP takes another 3 points of damage and is stunned for another 10 CTs!

Finally, note that a stunned foe can be slain automatically in one CT by an attacker with a weapon capable of inflicting 18 or more points of damage in a single attack (before Strike Location or Exposure rolls), or in 1D6 CTs otherwise.

Attack To Disable

Disabling is essentially an overpowering or stunning attack meant to dislocate, sprain, or even break an opponent's arm or leg. Attackers must first successfully attack and overpower or Stun their foe (see above). Then they must roll against their K/S again at a DR of "Hard" to successfully Disable. A failed roll will negate the success of either attack—overpower or Stun. A successful one will Disable one arm or leg (attacker's choice) for D% hours time. A Special Success indicates a major dislocation or broken bone. Disability time then is extended to D%+20 *days!* Additionally, disabling inflicts 20% of the scored Stun points on the foe in Physical damage.

Example: Continuing with the situation above, let's assume that Dirk Galligher had decided to Disable the EP instead of merely Stun him. After scoring the hit, Dirk decides to overpower the foe. Dirk weighs about 185 pounds, and his foe somewhere around 155, which is a positive difference of 30, or a "Moderate" roll for Dirk. He makes it successfully, and manages to hold the EP steady. Now he tries another K/S roll at DR "Hard." Dirk has a STEEP of 35 in *Combat, HTH, Non-Lethal*, so he must score a 35 or less—a little better than a 1 in 3 chance. Luckily (or through Joss...), the dice come through for him and he rolls "03." That's a Special Success. Dirk's possibly put a hammer lock or leg take-down, which struck just right! Dirk decides it's the EP's right arm. His opponent will have it in a cast for 21 to 120 days. Furthermore, he takes 1D10+10 PD points. He's now unable to use his right arm and is banged up, too!

Weapons To Enhance Non-Lethal Attacks

Certain weapons will prove handy in a non-lethal combat situation, allowing personas to Stun an opponent more quickly, for a longer period of time, and cause more damage as well. Small hand weapons such as the blackjack (also known as a sap or cosh) and brass knuckles are easily concealed and enable personas to strike quickly, as weapon Speed Factors are not counted in a non-lethal attack. (This is already subsumed within the non-lethal attack

form being used.) damage done by these weapons *is in addition to the Stun points scored* as determined from STEEP. 30% of the Stun points are applied to Physical damage, and of course, Stun Points in excess of a victim's PMCap result in disabling for a like amount of BTs.

Other, larger blunt weapons, such as the bo stick and quarterstaff may also be used in non-lethal combat (provided the gamemaster is informed by the player before the attack is made). However, when the weapon's Speed Factor is greater than 3, the higher Speed Factor should be used.

PHYSICAL COMBAT, LETHAL

And now on to the golden rule of all roleplaying games: When in doubt, whip out your trusty longsword and start swinging! This type of combat is probably the most common, and is certainly the most deadly. Just a few rough battles might very well teach your HP to avoid such confrontations as much as possible! But in any event, here are the rules for resolving regular lethal combat. A summary of the attack process is offered in the sidebar, followed by the detailed steps. Note that while these rules might seem complicated, once you get used to them they're quite easy. They are designed to simulate reality and the actual suspense which exists in combat.

Weapon Information

The very first thing you need to do is to find out some information about your HP's weapon. Write all of it down in the space provided on the HP Profile Sheet. The following are the things that you'll need to know and record:

(1) The Base Attack Chance (BAC) with *Perception (Physical)* bonus (if any) and that of the weapon in question.

(2) The number of attacks possible in a CT with the weapon.

(3) The type and amount of damage the weapon does.

(4) The range or reach of the weapon.

(5) The weapon's Speed Factor.

(6) Whether or not the weapon can parry, and if so, its durability rating.

(7) If a repeating weapon (such as a cho-ko-nu), how many shots your weapon can fire before you need to reload.

Base Attack Chance (BAC): This is determined by adding your HP's STEEP for that weapon to its assigned number of Weapon points, plus bonus for *Perception (Physical)*, if any.

Personas with exceptionally high sensory ability, as indicated by either one or another sort of *Perception* STEEP and Physical Neural Power and Speed gain an advantage in any form of attack. This advantage is reflected in a bonus to their BAC. To find the *Perception (Mental* or *Physical)*/PNPow & PNSpd BAC bonus, consult the BAC Bonuses table on the next page.

For example, an HP with a combined score of 114 would have a BAC bonus of 10%. This percentage would be added to the HP's combat, weapon, etc. factors to find the BAC.

Here's an example of determining BAC: Alyssa has a *Combat, Hand Weapons (Dagger/Knife)* STEEP of 24. Her favorite dagger is a fancy boot dagger with 5 Weapon Points, and she has no *Perception*/PNPow/PNSpd bonus, so she has a BAC of 29. Furthermore,

PHYSICAL COMBAT, LETHAL SUMMARY

One: Hitting An Opponent

(A) Determine Initiative with PMSpd (Hand Weapon) or PNSpd (Missile) deducted from the 1D10 roll. Add Speed Factor for action and/or weapon used.

(B) The attacker specifies the target and modifies the BAC according to range, cover, and the like to find the Final Attack Chance (FAC).

(1) The attacker tries to roll the FAC or less on D%. Success indicates that a hit has been scored; failure indicates that the attack missed. A roll equal to or less than 10% of the FAC is a Special Hit, a roll of 96-98 is almost always a miss, and a roll of either 99 or 100 usually counts as a Special Miss. There are exceptions to the latter two conditions when the FAC exceeds 100, as explained in the main text.

(2) When a hit is scored, a defender may try to parry if she or he has any unused attacks in that CT, a proper weapon, and the skill to do so, and if the hit is from a weapon which can be parried. A successful parry automatically changes the hit to a miss. A Special Hit, however, can be parried only by a Special Success on the parry roll. *If a parry is successful, then both the attacker and defender must make a roll to see if the other's weapon was damaged or broken by the parry.* If a persona's weapon breaks, it becomes unusable immediately, meaning that the persona can make no further attacks or parries during that CT, unless the persona has another weapon in hand. The persona may draw another weapon, if any are possessed.

(3) If a hit remains unparried, the attacker must then roll a *Strike Location* to see where on the target's body the attack landed. Attackers who have the *Weapons, Special Skill (Specific Target)* K/S with the weapon may roll against that K/S to try to choose the Strike Location.

Two: Applying Physical damage

(A) Once a Strike Location has been determined, the attacker may then roll damage and multiply by the Strike Location's damage table. If the attack was a Special Hit, then use the maximum rollable damage.

(B) After figuring that out, deduct from the damage rolled the target's armor rating for the body part struck; and finally, apply any remaining damage to the target. When combatants suffer a total amount of Physical damage equal to or higher than their CL, they are assumed to have been incapacitated by their wounds and will fall unconscious immediately. If such personas suffer damage equal to or greater than their Physical TRAIT, they have been slain, and are immediately removed from combat.

Three: Conducting Additional Attacks

Repeat the sections above for every attack a combatant performs. When a combatant is out of attacks, that persona's turn is finished and the actions of the persona with the next-highest Initiative score are resolved next.

were she to enchant the knife for 15 BAC points, it would boost her BAC to 44! All weapons from swords and maces to pitchforks and knives have Weapon Points, most of which are given in the weapon lists (page 236 and 237). The only exceptions come with martial arts—i.e., the *Combat, HTH (Lethal)* K/S Area. *None* of those weapons, not even nunchakus, have Weapon points. In such cases, your BAC is exactly equal to your STEEP rating.

There is a problem with weapons that personas don't know how to use, either because they don't have the proper K/S Area or merely because they lack a Sub-Area. In the former case (no K/S Area), the BAC is equal to the number of Weapon points for the device, and in the latter (lack of K/S Sub-Area) such personas may add one-half their STEEP to the Weapon point rating. For example, Alyssa has the *Hand Weapons, Missile* (*Knives/Daggers, and Slings*) K/S at a STEEP of 22. If, however, she needed to use a hand crossbow with 7 Weapon points, she would add half of her STEEP to that for a total BAC of 18, since she doesn't have the *Crossbow* Sub-Area. If she needed to use the same crossbow, and didn't have the *Combat, Hand Weapons, Missile* K/S at all, then she would only have its Weapon point rating of 7 for her BAC.

BAC Bonuses

Combined Perception (Physical) STEEP, PMPow & PMSpd	*Bonus to BAC (%)*
71-75	1
76-80	2
81-85	3
86-90	4
91-95	5
96-100	6
101-110	8
111-120	10
121-130	12
131-150	15
151-175	20
176 & higher	25

Number of Attacks: Unless using a propelled (not thrown) missile weapon, this will vary with an HP's STEEP. Consult the description of the individual K/S Area for details. For missile weapons, however, it varies with the weapon being used. See the weapons tables on pages 236 and 237.

One way to increase the number of attacks a persona has available is to take the *Weapons, Special Skill* (*Florentine*) K/S with a one-handed weapon. Doing so allows the persona to fight with one such weapon in each hand, each of which is allowed its full attack rate (except for nunchakus, which each attack at 75% their full rate, or give a total 150% increase in the number of attacks a persona has, as opposed to the normal 200%). See the description of the K/S Area for more details, but keep in mind that the BAC with each weapon may rise no higher than your STEEP with the *Florentine* skill when you are so fighting.

Damage: The amount of damage done likewise varies with the weapon being used, and in the case of martial arts, with the STEEP of the attacker. Additionally, if your persona's BAC with a weapon is higher than 40, that HP gains damage bonus for that BAC with all except martial arts attacks. The High STEEP Damage Bonus table illustrates the total bonus per blow.

High STEEP Damage Bonus

Base Attack Chance	*Damage Bonus*
41-45	1
46-50	2
51-55	3
56-60	4
61-65	5
66-70	6
71-75	8
76-80	10
*	*

* For every 5 points or fraction thereof beyond STEEP 80, add +2.

Likewise, if a persona wields a weapon covered by the *Weapons, Hand* K/S, a thrown weapon (or bow—not crossbow—suited to the persona's strength) covered under the *Weapons, Missile* K/S, or any of the martial arts, that persona will receive a damage bonus if possessing a PMPow higher than 12. Consult the Damage Bonus for High PMPow table for that.

Here's an Example: A longsword has a base damage of 4D6. If your HP had a BAC of 60 and a PMPow of 18, that persona would have a total damage of 4D6+10 (+4 for BAC, +6 for PMPow = +10).

Additionally, there is a damage bonus for projectiles wielded by creatures possessing size and mass much larger than human-size. These include hurled boulders or giant-size weapons. This does not normally apply to personas, but is possible for those who have been magickally enlarged or possess a large *effective* mass due to some magickal device to utilize these weapons. When a hit is scored by such a creature or persona, consult the Weapon Damage Bonus for Great Mass table for the amount of damage bonus *per die* to add to Physical damage.

Damage Bonus for High PMPow

PMPow	*Damage Bonus*
13	1
14	2
15	3
16	4
17	5
18	6
19	7
20	8
21	9
*	*

* Add +1 for every 1 point beyond PMPow 21.

Another matter is the *type* of damage inflicted. The following categories are considered for Physical combat, and each has its own type of armor which works against it:

(1) Piercing
(2) Cutting
(3) Blunt
(4) Fire
(5) Chemical
(6) Stunning
(7) Electrical

This is also listed according to the weapon type. All martial arts will be "Blunt," and, if you're wielding a bow of some sort, chances are good that the damage type will be "Piercing." Stunning damage generally knocks out the target for one BT per point of damage which exceeds its PNCap in a single attack. Only 20% of the Stun points inflicted, however, are counted against the target as actual damage. For example, if in a single blow with a quarterstaff you did 25 points of Stun damage to an EP with a PNCap of 20, then you would have knocked out that persona for five BTs and inflicted 5 points of actual damage.

Note that there are other forms of damage which are not covered under this type of combat, such as "Continuing" and "Impact." These typically fall under Heka-based Combat, but may also be due to non-magickal attacks from such things as catapults employing "Greek-fire" missiles and the like. For game purposes, treat damage from such attacks using the same rules as their Heka-based counterparts.

Range: The reach for all martial arts and natural weapon (claw, bite, etc.) attacks is usually one yard, but some creatures/monsters and hand weapons like greatswords and pole arms may have a reach of two, three, or more yards. Missile weapons are, naturally, the best for striking at a distance, and their ranges are, along with the reaches of hand weapons, listed in the weapons tables.

Speed Factor: If your HP's action in a CT is to attack with a certain weapon, then you will need to know the Speed Factor for that weapon. This is found in the weapon tables. Natural weapons however, such as fists, claws, and the like have a Speed Factor of 3 for making simple attacks such as striking, or a Speed Factor of 5 for more complex attacks such as grappling and constricting. Artificial martial arts weapons, such as nunchakus and sais, likewise are Speed Factor 3.

Parrying: All *artificial* (not hands or fists) martial arts weapons, as well as weapons covered under the *Weapons, Hand* K/S, can be used to parry. A parry is an attack directed at another weapon in an attempt to knock it away and prevent it from hitting. Needless to say, having a weapon that can do so could come in *very* handy.

~~The durability of a weapon has to do with how many parries it can make before breaking, and is indicated by a pair of numbers with a slash, "/," mark between them. Exactly what these numbers mean will be explained later, but for now just find them on the Weapon Durability table and record them for each weapon type of your HP.~~ These ratings, as well as the weapon's price, will vary greatly with the quality of the weapon and its decoration.

On that table, the ratings for "Below Average" and "Poor" quality could also apply to weapons that were well made, but are very old and/or were poorly taken care of. *Price* is the factor to multiply the weapon's price by if it is being bought new. While quality will definitely have some effect on the price of used articles, it will not be the most important factor if the weapon has some historical value and/or is a collector's item. *Shields* stands for shields of both the Medieval type as well as other kinds of large, solid objects which you may use to block a blow. Add the listed figure to the rating for the shield's material. Note that the figure before the slash is deducted from the number before the slash for the material, and a figure after the back-slash is added to the number after the slash for the material. For example, the rating for a combination metal/wood item of "Unsurpassed" quality is 3/40. A shield which fits that description has a bonus of +/40. Thus the total rating for such a shield would be 3/80.

A leather whip would be treated as "wood."

Magazine: If your HP has a repeating missile weapon that holds more than one missile at a time, you'll need to keep track of how much ammunition it holds and how much is being carried around. Also, remember to keep track of the arrows left in a quiver if the HP is using a bow or similar weapon. See the weapons charts for details.

Weapon Damage Bonus for Great Mass*

Type Of Projectile	Mass Of Creature: 3 x Human-Size (450-800 lbs.)	6 x Human-Size (900-1,500 lbs.)	12 x Human-Size (1,600-3,500 lbs.)	24 x Human-Size (3,600 lbs. & up)
Hand-Hurled	+1	+2	+3	+5
Device-Propelled**	+2	+3	+4	+6

*Bonus applied *per die* of damage.
**The wielder must actually be large enough to operate the giant-size device propelling the projectile.

Weapon Durability

Quality	Price	Metal	Wood	Combo	Shield
Poor	1/4	7/10	15/10	10/10	–6/
Below Average	1/2	7/20	10/10	10/20	–4/
Average	1	5/20	10/20	8/20	+/10
Above Average	2	5/30	8/20	6/30	+/20
Exceptional	4	3/40	8/30	5/40	+/30
Unsurpassed	8	1/50	6/30	3/40	+/40

Note: See the "Parrying" section of the main text for an explanation of the various headings.

Final Attack Chance (FAC)

All weapons use the modifiers listed oe next page for converting the BAC rating into the FAC. The modifications are expressed as a certain number of points which are added to or subtracted from the BAC to find the final result, and are listed on the FAC Modifications tables. *All* of these tables apply to missile weapons, whether the implement in question is a throwing knife, crossbow, or whatever. Hand weapons, martial arts, and natural weapons use only the *Attacker's Movement, Target's Movement,* and *Position* tables. Note that, regardless of the situation, BAC may be reduced to no less than 10% of what it was originally. Thus, the attacker will usually have some chance to hit.

Special Misses, Lethal Combat

D% Roll	*Result of Miss*
0 or less	The attack misses, but nothing else happens
1-25	Delay. The weapon or ammunition has been dropped, or something else has happened will prevent any further attacks for 1D5 CTs.
26-45	Weapon damaged. Hilt came loose, bow string broke, etc. Something prevents the weapon from being used further until it has been repaired. In the case of natural weapons (such as fists, claws, etc.) this may or not mean that the implement has been broken.
46-60	Weapon destroyed. As above, but the problem is pretty much permanent in nature.
61-75	Whoops! The attacker has accidently struck (perhaps by ricochet) a friend. Roll damage and Strike Location normally for the victim.
76-90	The weapon has been damaged, and the wrong persona has been hit.
91 or more	The weapon has been destroyed, and the wrong persona has been hit.

It is possible for an unarmored or lightly armored (less than +6 Speed Factor penalty for armor and/or shield) persona (or being) with high Physical Muscular and Neural Speed to move so as to attempt to avoid or lessen the effect of attacks from non-area effect combat forms (i.e., hands, feet, hand weapons, and small missiles). Of course, boulders, explosions, and gaseous-type attacks cannot be dodged. Dodging is a subtraction from the attacker's chance to hit—the percentage gained from so doing becomes a modifier of the attacker's FAC. Note that this is in addition to all other modifiers, including Evasive Movement. To find a persona's Dodging factor, consult the Dodging factor table.

For example, an MPG with a combined PMSpd & PNSpd of 45 would have a Dodging Factor of 14%, and that amount would be subtracted from the FAC of the MPG's attacker *before application of the DR multiplier.*

Here's an FAC Example: Alyssa is attacking a Goblin with her throwing knives, as it is lunges at her from out of the bushes. Her BAC is 25, and as she had a higher Initiative score than the Goblin, she will throw twice before its movement is completed, at a range of five yards. Five yards is Point Blank for a throwing knife, so there is a bonus of +10. The target is running, which is –10. The combat is taking place outdoors at night, but there is a bright moon, so there is no modification for light conditions. The two applicable modifications cancel each other out, so her Final Attack Chance is equal to her BAC of 25. Alyssa must roll a 25 or less on each of her attack rolls in order to hit the Goblin, and a result of 2 or less will indicate a Special Hit. The odds aren't really in her favor, so she decides to spend 1 point of Joss on each throw to better her chance of hitting the beastie. This has the effect of shifting her Difficulty Rating from at least the normal DR of "Hard" to "Moderate." Alyssa now has a FAC of 50 (or maybe 75 or even 100!)—doubling (or better) her chance of success for each throw!

Dodging Factor

PMSpd + PNSpd	*Dodging Factor (%)*
32	1%
33	2
34	3
35	4
36	5
37	6
38	7
39	8
40	9
41 & higher	+1% per point

Special Hits/Special Misses

When a weapon has scored a Special Hit, *it inflicts full rollable damage.* For example, a weapon that does 4D6 points of damage will automatically do 24. A weapon that does 3D6+3 will do automatically 21. In addition to rolling for Special Hits, players may spend Joss Factors to make a regular hit Special, a Special Hit regular, or either kind of hit Minimal (See "Joss," page 129 of Chapter 11). A Minimal Hit is just the opposite of a Special one—it inflicts the very minimum rollable damage. A weapon listed at 3D6+3 will automatically do 6, for instance. These damage amounts are figured *before* the damage is multiplied by the factor for Strike Location (see below).

As with Special Failures, Special Misses occur when an attacker rolls too high (generally 99 or 100). What this basically means is that not only did the attack miss, but that the attacker really messed up and some other unpleasant occurrence might have taken place. Exactly what happens is up to the GM to decide, but the Special Misses table provides general guidelines. Roll D%. Deduct 1 for each *Weapon* K/S STEEP point of the attacker, and deduct 20 for every JF the attacker spends to ease the situation.

Misses are less likely to occur when expertise and power of a weapon exceed a FAC likelihood of over 100%—this is obvious. Just as high STEEP score mitigates against failure, so too does high FAC total reduce missing and Special Miss chance. This is shown on the High FAC Misses table.

FAC MODIFICATIONS

Range Modifications

Range	*Modifier*
Point Blank	+10
Short	+5
Medium	0
Long	–10
Extreme	–20

Target Movement

Movement Type	*Modifier*
Motionless/Crawling	0
Normal/Trotting	–5
Running	–10
Evasive	–15
Tumbling*	–30

Attacker Movement

Movement Type	*Modifier*
Motionless	0
Normal rate	–15
Running	–30
Evasive	***
Tumbling	***

Nature of Shot

Situation	*Modifier*
Normal	0
Braced**	+5/+10
Prone/Kneeling**	+10
Careful**	+15
Snap Shot**	–10

Target's Cover

Cover Type	*Modifier*
Light screening (as with a bush, smoke, etc.)	–10
Poor light conditions	–10
Light concealment (behind small tree, inside a cart, etc.)	–15
Moderate concealment (behind low wall, inside foxhole, etc.)	–30
Heavy concealment (behind arrow-slit or the like)	–50
"Popping Up" (Target stays completely hidden except to briefly "pop up")	–10†

Attacker/Defender Position

Situation	*Modifier*
Attacker elevated above defender (horseback or higher)	+15††
Defender elevated above attacker	–15
Attacker on defender's rear flank	+10
Attacker on defender's rear	+20
Defender on attacker's rear or rear flank	***
Defender stunned or unconscious	†††

* This requires a roll against the defender's *Acrobatics/Gymnastics (Tumbling)* K/S to be performed successfully.

** A *Braced* shot with a propelled missile weapon assumes that the attacker is bracing body and/or weapon against a wall, tree, or other large, stable object. Bracing the body is worth +5, and bracing the weapon is worth +10. *Prone/Kneeling* assumes shooting from a braced prone or kneeling position. A *Careful* shot assumes the attacker has spent one CT doing nothing but aiming the weapon. With a *Snap Shot*, however, the attacker just glances at the target before firing very quickly, perhaps popping up from behind cover to do so. Using this technique, one can increase the value of any concealment one is using by 10 (up to a –30), but suffers a penalty due to poorly aimed shots.

*** Personas cannot use evasive movement of any type and attack at the same time. Likewise, they cannot attack a target to their rear flank or rear. If aware of an enemy in those positions, they may turn to face the enemy that CT—or next CT if unaware (at an added Speed Factor of 3 in either case).

† The target suffers the Snap Shot penalty of –10 on its own attacks.

†† Note that while attackers are mounted, their BAC may not exceed their *Riding (Mounted Combat)* STEEP.

††† An attacker with a missile weapon gains a bonus of +40 against such an opponent. An attacker with a hand or missile weapon that is capable of inflicting 18 or more points of damage can slay the defender automatically in one CT, or in 1D6 CTs otherwise.

Applying Difficulty Rating to FAC

In general, there is no special DR applied to the FAC. That is, the DR is considered as "Hard," so the multiplier of 1 is used. Gamemasters may, however, reduce or increase FAC by use of DRs when they consider the situation warranting such modification. Here are some examples:

A persona attempting to attack under multiple distractions and threats (including incoming attacks) might have a lower FAC because of this; i.e., apply a DR of less than 1 × FAC. Similarly, a persona attempting to strike a target in transition between material and non-material form may also suffer a DR penalty. Other cases for reduction can be considered as they arise.

High FAC Misses

FAC Total	*Automatic Miss*	*Special Miss*
101-125	97-98	99-00
126-150	98-99	00
151-175	99	00
176 or more	00*	00*

*Roll 1D10. A result of 1-7 indicates a hit, 8 and 9 are an Automatic Miss, and 0 is a Special Miss.

Personas with long experience as a sniper and all the equipment they are used to, at rest with a bead on a target, might get a DR of "Moderate" (×2) to FAC. This not only generally assures a hit (most probable indeed!), but increases the likelihood of a Special Hit (also most probable for such individuals). Similarly, a persona thrusting a knife into the throat of an attacking wolf might gain such a bonus in order to reflect the probability of hitting the animal's jugular vein (a Special Hit!).

Parrying

When an attack roll against your HP succeeds, he or she might be able to parry the blow and knock it away. First of all, the HP must either have the *Combat, HTH (Lethal)* or the *Weapons, Hand* K/S Area and must be wielding an artificial weapon covered under it. (Trying to parry a sword with your fist isn't too smart; but fists can parry other fists as well as kicks.) Secondly, the persona must have some unused attacks available. The total number of attacks personas have with a weapon represents the total number of blows they may strike in a CT, whether against a foe or a foe's weapon. For example, a swordsman with two attacks could parry once and attack once, attack two times and not parry, or parry two times and not attack.

A parry can be used against another hand weapon or martial arts weapon, and even against *some* missile weapons. Any thrown device can be parried normally, but arrows, crossbow bolts, sling stones, atlatl-launched javelins, and other rapid, artificially launched projectiles can only be parried by a shield. (A later work dealing with this sort of combat will treat the capacity to dodge and/or parry such projectiles in more detail.)

A parry is resolved by a K/S-style roll against the defender's BAC. The DR depends on the type of attack and is listed on the Parry Tables.

Multiply the BAC by the DR's multiplier, the same way you do with K/S tests, and roll. Note that a Special Success result is required to parry a Special Hit. A Special Failure may have an additional negative result (similar to that of a Special Miss) such as inflicting full rollable damage.

Here's an Example: Jaxom is battling a cutlass-wielding pirate with his long sword. The pirate goes first and lashes out with two blows. The first hits normally and the second scores a Special Hit! Undaunted, Jaxom decides to parry. Jaxom's BAC is 65, and the DR for a non-shield parry vs. a hand weapon is "Hard." Jaxom must roll a 65 or less to parry the first blow and needs a Special Success (a 6), to parry the second because it was a Special Hit. His first roll is a 98, which misses by a mile, but the second is a lucky 02, which succeeds! Jaxom has used his only two attacks, and must wait until the next CT to attack.

But even if a persona has managed successfully to parry an enemy's blow, the persona is not out of trouble yet. When two weapons clash together, there's a chance that one or both of them might break. Look at the durability rating for your weapon, as given in the table on page 225. The number before the slash "/" is the number or less that your enemy must roll on D% to score damage against your weapon. The number behind the slash is the total amount of damage your weapon can stand before breaking. When a parry has been made successfully, both the attacker and the defender make a roll against their opponent's weapon. Success indicates that the combatant may then go on to roll damage normally and apply it to the foe's weapon. Failure means that the weapon was unaffected by the blow. A weapon which takes an accumulated amount of damage equal to or higher than its damage rating is instantly and permanently destroyed.

Metal Vs Wooden or Combination Weapons

PARRY TABLES

Non-Shield Parries

DR	*Attack Type*
Easy	Fist or kick*
Moderate	Large thrown weapon (spear, javelin, axe)
Hard	Hand weapon
Difficult	Medium thrown weapon (dagger, large throwing star)
Very Difficult	Small thrown weapon (dart, small star)

* Fists and kicks parry these at "Moderate." Note that, for game purposes, an attacker does *not* take damage for having a fist/kick attack parried by an artificial weapon, such as a sword.

Shield Parries

DR	*Attack Type*
Easy	Fist/kick or large & medium thrown
Moderate	Hand weapon
Hard	Small thrown
Difficult	Arrows, bolts, sling stones, etc.

Example: Continuing the above example, Jaxom and the pirate proceed to roll against each other's weapons. Jaxom wields a long sword, which is a metal weapon of exceptional quality and forging, and is thus rated at 3/40. The pirate, however, has merely an average cutlass, which (as it is also a metal weapon) is rated at 5/20. The pirate must roll a 3 to damage Jaxom's long sword, but rolls a 45 and doesn't even scratch it. Jaxom, however, rolls a 05 and scores damage on the cutlass! He proceeds to make his damage roll and comes up with a total of 15, which does not break his enemy's weapon but damages it considerably. The pirate's blade is now only rated at 5/5.

Strike Location And Table

Once an unparried blow gets through, the attacker must then roll to see where it landed. The Strike Location table lists general body areas according to how susceptible they are to damage, as opposed to which exact areas have been struck. A "Super-Vital" blow, for example, could mean that the target has been struck in the head or a crucial area in the chest (such as a major artery) The advantage of this is that you don't need an entirely new table for creatures with bodies shaped differently from humans (though an adjustment to the roll might be in order).

The damage modifier represents the factor by which the rolled damage is multiplied. For example, let's say your HP shoots someone in a Super-Vital area with a medium crossbow. You would then proceed to make the crossbow's 3D6 damage roll and multiply the result by the "Super-Vital" factor of 3. Thus if you rolled a 14, you would score a total of 42 points of damage before the armor adjustment, if any, was made!

You might wish to have your Heroic Persona take up the *Weapons, Special Skill* (*Specific Target*) K/S with one or more specific weapons. This skill allows personas to pick a location on the target instead of having to roll randomly, but each weapon requires a Sub-Area slot. The way it works is that you announce the specific area that the HP are aiming for before rolling for the attack, and if you score an unparried hit then you makes a K/S roll to strike the area that you had announced. The DR varies with the specific body area (see the description of the K/S), and success indicates that the attack landed there, with no roll on the Strike Location table being necessary. Failure means that a roll on the Strike Location table must be made at +20, and a result over 100 indicates that the attack missed altogether. A Special Failure on the K/S roll likewise means an automatic miss.

Example: An assassin named Tander is shooting at Dirk with a crossbow and wants to make each shot count. He decides to go for the Super Vital area, and, after rolling a hit, proceeds to roll against his K/S Area. The DR for specifically targeting a Super-Vital area is "Difficult," and as the assassin has a *Weapons, Special Skill* (*Specific Target, Crossbow*) K/S of 40, that gives him a 20% only chance of success. He rolls a 35, which fails, and so he must try his luck on the Strike Location table after all. He rolls an 85, which would normally be a Non-Vital, but, as he had to add 20 to the roll, the final result turns out to be 105, which is over 100 and thus a miss! Dirk hears a twang and feels the bolt whiz by his ear, but that's it.

Applying Physical Damage

Once a gross total of damage has been determined, deduct the target's armor and apply the remaining damage to the target. Armor is rated according to the total amount of damage to be deducted from one attack . For example, if a persona had 10 points of Piercing armor in an area, a bolt from a crossbow that did a gross total of 34 points of damage would really inflict only 24 points on the persona.

Armor is listed according to the vulnerability categories given on the Strike Location table, as well as the type of damage against which it works. For example, a soldier decked out in battle dress may have the following armor list:

Strike Location

D% Roll*	Area	Damage Modifier
01-10	Ultra-Vital	×4
11-25	Super-Vital	×3
26-40	Vital	×2
41-00	Non-Vital	×1

*For fragile or tough creatures (GM's discretion) adjust roll by either −5 or −10, or by +5 or +10, respectively.

Physical Damage and "Impenetrable" Armor

Area/Devices	*Damage Type*	*Armor*
Ultra-Vital:	Piercing	24
Helm, jerkin, chain mail,	Cutting	44
kite shield, small.	Blunt	29
	Fire	16
	Chemical	19
	Stunning	31
	Electrical	–14
Super-Vital:	Piercing	17
Same as above.	Cutting	29
	Blunt	24
	Fire	13
	Chemical	16
	Stunning	24
	Electrical	–6
Vital:	Piercing	19
Jerkin, chain mail,	Cutting	32
kite shield, small.	Blunt	19
	Fire	13
	Chemical	15
	Stunning	23
	Electrical	–7
Non-Vital:	Piercing	22
Chain mail, kite shield, small,	Cutting	37
chausses, boots, gauntlets.	Blunt	23
	Fire	13
	Chemical	16
	Stunning	25
	Electrical	–12

Note the poor rating versus Electrical-based attacks. This is the chief drawback of most otherwise desirable metal armor. Wise personas who don't wish to be fried in combat by a dweomercræfter will seek some means to correct this weakness, through the use of either protective Charms or magickal armor. Also note that while magickal armor (whether these are Castings, powers, or devices) is equally effective versus all damage types, there is no difference in protection for the particular strike location areas. For more information on these, see the **Mythus Magick** book.

You may wish to have a few pieces of paper handy to use as armor sheets for your HP if the persona is using a lot of special equipment as does the soldier above.

Once the final amount of damage has been determined, it is applied to the target and that attack comes to an end. One thing to keep in mind is whether or not the total damage a persona has taken exceeds Wound Level (WL) or Critical Level (CL). See the descriptions below:

Wound Level: When personas are over their WL, it means that they have been seriously injured. First of all, such personas are subject to the effects of being Dazed, and will remain in such a state until their accumulated damage has been reduced to Recovery Level (RL). Furthermore, they will be subject to the effects of Shock, and must be treated for it daily (via the *First Aid* K/S, q.v.) until they receive proper bed-rest (medical care and rest such as hospitalization until they have has been healed up to Recovery Level).

Critical Level: This means that the persona has sustained incapacitating damage and is in *very* poor shape indeed. Personas in such condition will immediately fall unconscious and will remain so for 1D6 hours. Such personas must roll for Permanent damage, and must likewise be treated daily for Shock until they receive bed-rest. They will also be Dazed until they have healed up to their RL.

TRAIT: Personas who take a total amount of Physical damage which equals or exceeds their Physical TRAIT score, then—to put it simply—they are dead. Unless such a persona is extremely rich, and is the subject of a successful Restoration (q.v), it's time to create a new personal

Finally, the meanings of the terms "Shock," "Dazed," and "Permanent damage" are explained in the section "More on damage," which starts on page 256.

Susceptibilities

Certain beings are vulnerable to things which will cause them additional Physical damage. There are non-weapon engendered Susceptibilities too, and these are detailed on pages 271-274. Weapon (or like object) *Susceptibilities* include (but are not limited to) the following things:

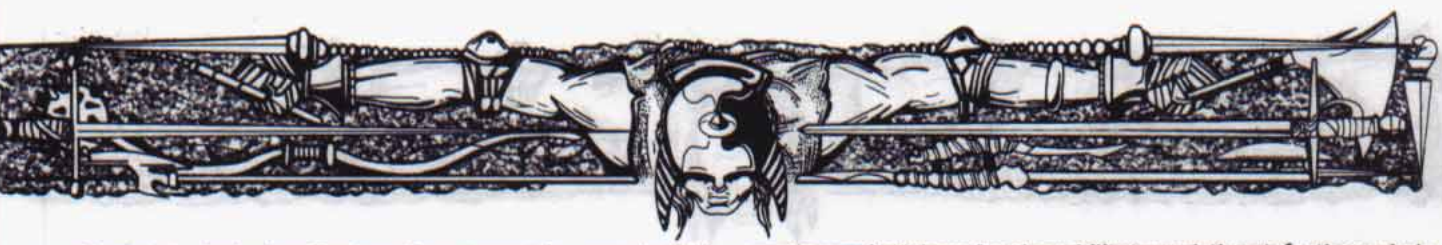
Argent (silver)
Crystal (rock, clear)
Ferrous Metals (all)
Fire
Iron
Iridium
Salt (powdered, rock)
Water (Blessed)
Wood

Physical damage inflicted by *Susceptibility* is considered as Wounding and is generally of two sorts, as explained below:

Contact: The mere touch of the material on the subject will inflict the minimum damage for the weapon in question, or a 1D3 minimum if not a weapon *per se*, regardless of Natural Armor (q.v.) protection, and the weapon then might score other Physical damage as is determined in the combat process.

Exceptions: Salt (any) will typically inflict 1D3 PD points per ounce which comes in Contact with a being subject to its effect. If Contact is successful, then *the subject will normally take from 30% to 80% (10x (1D6+2)) of the salt in the attack process.* Water (Blessed) will inflict some unspecified amount of damage according to the potency of the blessing and the amount in question. For example, one ounce might inflict from 1 to 3 PD points. Thus a quart (32 ounces) could vary from 32 to 96 points PD potential. *However, unless immersed or ingested , the subject will usually take only from 30% to 80% (10x (1D6+2)) of the Water (Blessed) in an attack.*

Insinuation: Actually striking the subject with the weapon to which the subject has Susceptibility so as to exceed Armor (Natural, Heka-engendered, or otherwise) and inflict Physical damage (regard-



less of the type, including Blunt as the gamemaster may decide) causes a multiplier of actual damage so inflicted. The multiplier range is 2 to 10 times base damage.

Example: A Drake is struck by a Ferrous Metal sword which has been so enchanted by Heka as to actually deliver 10 points of PD—whether the damage is Ultra-Vital, Super-Vital, Vital, or Non-Vital is immaterial, for only the actual final damage figure is considered—after subtraction for Armor. Insinuation Susceptibility is a multiplier of 5 for a Drake, so the 10 points of PD is multiplied by 5, and a total of 50 points of Physical damage is inflicted on the creature!

If a being is subject to both Contact and Insinuation damage, the former is not considered in the latter's multiplier, but it is subtracted prior to the calculation for Insinuation.

It is worth mentioning that HPs might pick up minor Susceptibilities, usually due to Counter-Quirks. The HPs might also gain Invulnerabilities of similar power in much the same fashion. (See "Invulnerabilities" below.)

For examples of Susceptibilities see also Chapter15.

Invulnerabilities

No being can be totally Invulnerable in this system. Each and every one must have its "Achilles' Heel." The latter might be beyond the reach of the Heroic Persona, or of any mere mortal, but it will exist in some form, and will serve to pose a potential threat no matter how remote. Thus, in general, Invulnerabilities go hand-in-glove with Susceptibilities. However, there can be minor Susceptibilities with no compensating Invulnerability and *vice versa*. Very powerful beings will have Invulnerabilities which seem total, save that some similar beings will know of and be able to take advantage of Susceptibilities with which they are afflicted.

Just as certain personas will have Susceptibilities, these and others encountered will have literal or virtual Invulnerabilities to certain forms of attack. This applies to effect as well as to actual damage, of course. Heroic Personas might gain some minor Invulnerability due to a Quirk or eventually develop one through the course of play. The most frequent possessors, however, are HPCs, MPCs, and various strange beings (usually of inimical sort) encountered along the way. The gamemaster will *not* announce Invulnerabilities, and it is always up to experience (and K/S abilities to some extent) to determine the nature and extent of Invulnerabilities.

Example: Harkening to one of our staunchest examples, consider the Preternatural vampire. It has Susceptibilities to many things (probably Blessed Symbols, ultra-violet radiation, mirrors, garlic, and wooden stakes), but it is Invulnerable to almost everything else—a fair exchange. The Werewolf too has Susceptibility to silver weapons, Invulnerability to most other sorts of weapons.

The gamemaster is cautioned to employ Invulnerabilities with utmost care and caution.

Exceptional Attacks

There will be attacks which do not fall under the standard rules, and this despite the extensive treatment of the latter. For example, what of the little poisonous snake, a krate, for instance, which inflicts only 1 PD point when it bites, but its massive poison STR will will fell a victim in one or two Critical Turns? A well-armored persona would seemingly have Invulnerability to such threat, for the snake's PD could never get past the protection worn. Wrong! The threat of a swarm of angry hornets is another example of an Exceptional Attack. There are many others which fall into this category.

If the manner in which an Exceptional Attack occurs is not positively stated, then the gamemaster should apply common sense to the situation. For instance, a poisonous attack which delivers very little (possibly *no*) Physical damage when it hits, yet is deadly in effect, is treated in two ways. The unarmored individual is allowed a parry or Avoidance or maybe both. The protected individual (even one so armored as to seem immune) is usually treated thus:

(1) In situations where only a small area is vulnerable to the attack, the attacker must roll Hit Location, and a Super-Vital or better, or an Ultra-Vital (depending on protection) result, in order to score a hit. Parrying might apply, if this is possible. An individual caught by an asp, while crawling flat through a low tunnel with visor raised, would have no Hit Location check mitigating the attack. A strike by the asp would be an Exceptional Attack, bare flesh assumed to be the target, and a hit would deliver damage and poison regardless of armor elsewhere, while a miss would be just that. (No likelihood of a Parry or Avoidance in such a situation either!) If armor is especially strong, and the situation warrants, then the GM might wish also to allow an Avoidance roll to mitigate against a hit delivered by an Exceptional Attack.

(2) In situations where the attack(s) will absolutely get through, such as a swarm of bees attacking an individual in full plate armor, but the number of attacks is in question, a 1D3, 1D6 or similar roll is used to find *how many attacks succeed* and deliver damage. Again, that number is not to find how many are able to, it is to find how many do succeed in delivering their attack, with commensurate damage inflicted.

Thus, we have covered under the Exceptional Attacks rule anything from an attacker employing an otherwise harmless weapon to deliver a contact poison on exposed flesh, to stings and like attacks which don't normally have sufficient PD to negate armor. The gamemaster can apply the principle demonstrated hereunder to manage all situations of this nature.

Tying It All Together

Having read all of this, you're probably under the impression that the **Mythus** FRPG is a rather complex game! Actually, it's not so difficult as might appear at first. Once you've gotten used to the way everything works, it will prove easy to use and remember. As with the K/S Areas, the key to learning the Combat rules is to actually memorize only the ones that you use regularly. The reference sheets, which can be found in the back of the book, summarize the many of the details of Mental, Spiritual, and non-lethal combat, and also have many of the charts for lethal combat and Heka-based combat as well. Thus you need only glance at those if you understand the basics of the rules.

But just in case, here is an example of an encounter that includes the various forms of combat, and it should help to clarify the way that everything works:

It is a bright, sunny day, and our heroes—Dirk Galligher, Alyssa, a

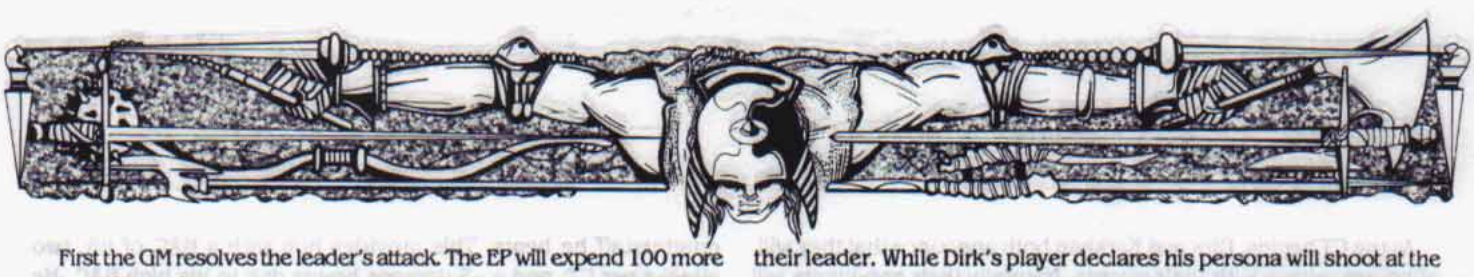
barbarian warrior by the name of Karkhan, a theurgist named Jeddras, and Statz (a seer)—are travelling at a cautious pace along a thickly-wooded path. The trees beside the path have large, leafy limbs which overhang the forest trail, and the sound of wildlife can be heard all around. Suddenly, three figures drop from the branches of a great oak about 30 yards distant. One is a tall figure swathed in a gray cloak and wearing studded leather armor, while the other two are dressed in chain mail and have large shields. A rustle of leaves in the surrounding trees indicates that there are more men hidden in the limbs. The cloaked figure brandishes a wooden staff and shouts, "Stand and deliver!" and the fight is on!

Before combat, the GM defines the environment in which the fighting will take place. Both parties are facing each other and are roughly 30 yards apart. Dirk and Karkhan are riding in the front rank, and the other three HPs are slightly behind them, with Alyssa in the middle. Our heroes all had their weapons drawn when the fight started. (Obviously, they were expecting something like this to happen!) The enemies on the ground have none held at ready, save for the cloaked figure, who is wielding a staff. The two accompanying personas have wooden shields and sheathed swords hanging at their sides, and the bandits hiding in the trees have longbows. Due to the poor condition of the trail, the GM rules that the terrain is "Difficult," and furthermore states that the bandits in the trees have "light" cover from missile attacks because of their nearly hidden positions.

Having established the scene, the GM now calls for Natural Surprise rolls on the part of the conflicting parties. The HPs roll a 43—not great, but it could have been worse. As it turns out, it wasn't good enough. The bandits roll a 37 and gain Natural Surprise! To make matters worse, the GM then announces that the cloaked leader is going for Total Surprise. The mysterious EP successfully makes a "Moderate" roll against his *Criminal Activities, Physical* (*Ambush*) K/S, and is thus awarded a free Critical Turn!

With that out of the way, the first CT begins. Only the bandits' leader may act. The GM announces that he is beginning to activate a Casting. (This doesn't look too good for the HPs!). Although the GM doesn't reveal this, the EP is a dweomercræfter of the Black School, with a *Dweomercræft* STEEP of 56. For his attack, he chooses to use a *Paralysis, Mental* Charm against Alyssa. But first, he must forge successfully a Mental Link with her, and so he spends 40 Heka points to do so (more than enough, but he's playing it safe), and the first CT has come to an end.

Next, the second CT begins and Natural Surprise goes into effect. All of the bandits will go first, and then the HPs will have a chance to retaliate. The GM announces that the cloaked figure will proceed to attack Alyssa, the bandits in the trees will fire their short bows, and the two armored figures will draw their weapons and protect their leader while he is casting. The players enacting the personas of Dirk and Karkhan announce that they will fire their weapons (both have medium composite bows). Jeddras' player announces that his persona will cast a *Heka Bolt* Charm directed against the cloaked figure in order to try to disrupt his Casting—since he doesn't know what the EP is casting, he can't know that they will both take effect simultaneously. The player whose HP is Statz announces that his persona will begin a *Mystic Skill Bonus* Formula (Mysticism Casting) to help the group, and Alyssa—who realizes that the leader has made a successful Link, and knows what might happen—decides to forgo any attack and spend 75 points of Heka to try and neutralize the damage. No Initiative is rolled as the bandits will go first due to Surprise, and it really doesn't matter in what order those personas will attack.



First the GM resolves the leader's attack. The EP will expend 100 more points of Heka for damage against Alyssa. Rolling against the EP's STEEP, the gamemaster determines secretly that the Casting will be successful, and compares the 100 points of damage against the 75 Heka points Alyssa spent to counter the damage. Although 25 points will get through at the beginning of the next CT (provided the EP can finish the Casting unmolested), the damage will not exceed the total of Alyssa's combined MRPow and MRSpd (31). At that time, however, Alyssa will still take the 25 points as Mental damage.

Next, the archers (five in all) fire their arrows. They each have a Base Attack Chance (BAC) of 40, and the HPs are within Medium range. The archers are in the trees (elevated) and thus have a +15 modifier, so the Final Attack Chance (FAC) is 55. The GM rolls for each shot and determines that Dirk, Karkhan and Statz are hit for 14, 19, and 11 points of damage respectively. Consulting the Strike Location table shows the arrows hit Non-Vital areas on Dirk and Statz, and a Vital area on Karkhan. Multiplying the damage by a factor of 2 for Karkhan and subtracting for each persona's armor versus Piercing attacks yields the final damage amounts.

Now it's the HPs' turn. They decide to let Dirk go first, and he announces that he will fire his first shot at the cloaked figure. He has a BAC of 36 with his bow. The modifiers for Dirk are the same that they were for the archers, since he is elevated with respect to the EP. That leaves Dirk with a FAC of 51, and he rolls a 16—a hit! But just as Dirk prepares to roll on the Strike Location table, the GM rolls dice and announces that the shot has been parried by the shield of one of the armored henchmen! Frustrated, Dirk aims and fires his second arrow at the henchman, but misses the mark.

Karkhan fires in a similar manner at the other armored henchman, and hits him twice in a Vital area for 22 and 21 points of damage. The armor, however, provides 12 points of protection for each attack, and so only a total of 19 points are taken by the swordsman.

Now Jeddras, with a *Dweomercræft* STEEP of 86, expends Heka for his *Heka Bolt* and rolls percentile dice. The base DR for the Casting is "Hard," yielding a STEEP multiplier of 1, or a base 86% chance of success with the Grade IV Casting (the one step better bonus applying as Jeddras is a Full Practitioner and using an Archetypical Casting of his own School). The resulting roll is a 21 and the Casting is successful—the damage to the leader will be determined at the beginning of the next CT! Statz also expends Heka for his Casting, even though his dweomer was ruined when he was hit by the archer's Arrow. Alyssa, having used her turn to defend herself, gets no attack. Thus ends the second CT.

As the third CT begins, the damage from the successful Castings is applied. The GM announces to Alyssa's player that her persona took 25 points of Mental damage. Jeddras' player rolls dice for the damage inflicted by the *Heka Bolt*, and gets a gross total of 27 points. The Evil Persona's byrnie is enchanted with an additional 10 points of protection. This causes the gamemaster to deduct 14 points from the gross amount of Piercing damage. Although the Casting harmed the EP, he only suffered 13 points of real damage.

Next the personas announce their actions. His attack on Alyssa countered, the cloaked figure turns to focus his attention on the pesky Jeddras. He plans a particularly savage Mental attack to wound, and begins to forge a Link. The archers will continue to fire their arrows at the HPs. The two swordsmen will continue to stay close to their leader. While Dirk's player declares his persona will shoot at the leader again (Speed Factor 4), Karkhan decides to put a stop to a pair of archers by charging forward and springing onto the branch they are on. Dirk however, decides to delay his attacks in order to get the best shot at the EP leader, and will thus go automatically last. Jeddras realizes that the leader is gazing maliciously in his direction, and guessing the nature of the coming attack, touches a magickal phylactery on his arm and calls upon its power for protection. Alyssa begins a *Heka Bolt* Charm of her own, which she will also direct at the leader. Statz moves slightly in front of her since his Casting was ruined by the arrow. He loads a bullet into his sling, with the intent of hitting an archer.

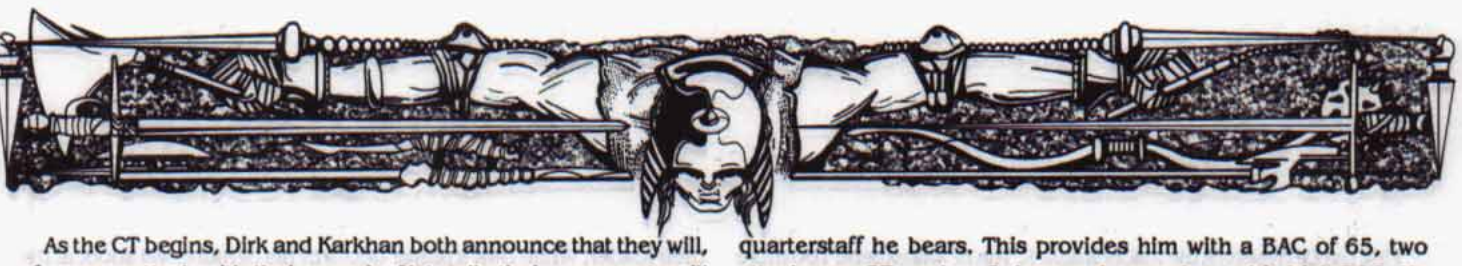
Initiative is rolled. The bandit leader rolls a 6, subtracts his MRSpd of 20, and, with no Speed Factor to add, has a total of –14. Jeddras is the next lowest with a total of –13, followed by Karkhan and Alyssa, who have adjusted rolls of –10. Statz has a total of –7, and the swordsmen come up with a –4 and a –1 respectively. Finally, the archers come in last with a total of only 2. (Note that it's easier for GMs to roll once for a group of similar opponents, but they can roll for the members individually if they want to.)

With that, the fighting begins. The leader, in his attempt to forge a Link with Jeddras, rolls a 00—Special Failure! The dweomercræfter immediately "shorts out," taking 12 points of Mental damage, and is rendered unable to use any more Castings for the next 24 hours.

Meanwhile, Dirk fires twice with his bow. On the first shot he misses again, but on the second he spends two Joss Factors—one to make it harder for the swordsmen to parry his arrow, and another to make his attack a Special Hit. He rolls a 29, and is pleased to have finally scored a hit on the EP. The GM announces that the leader will spend one factor of Joss to minimize the damage. "Oh no you don't!" Dirk's player cries, "I'll spend another point to negate it!" (So much for that.) After rolling for the Strike Location, Dirk multiplies the full rollable damage of 18 by the resulting Super-Vital factor of 3. (Had Dirk possessed a higher BAC with his bow, he would have added that bonus before multiplying the value times 3!) The result is 54 points of damage, which is nearly the EP's WL! If the leader is hit by any further attacks, he will soon be Dazed!

Going next is Karkhan, who rides to a low branch and vaults into the tree. Next, Statz hits one of the archers with his sling bullet. The damage is minimal, but the GM determines that since the archer wasn't holding on to the branch, he is dislodged from his perch and falls to the ground, stunned. As Jeddras concentrates on his phylactery and Alyssa completes her Casting, the remaining archers make an attempt to shoot at the HPs. The modifications remain the same, but they make some poor rolls, and none of the HPs are hit.

By now you get the general idea. Let's jump ahead a couple of CTs and demonstrate hand-to-hand combat with Dirk attacking the leader of the bandits, and Karkhan fighting a swordsman. During the time that we're skipping, one of the swordsmen has been killed and several of the archers have been knocked from the trees by Karkhan and a few well-placed sling bullets from Statz. The leader has taken quite a bit of damage, despite having quaffed a healing potion and making a successful use of Joss to minimize damage caused by the successful *Heka Bolt* from Alyssa. The range is one yard from the leader to Dirk, and two yards from the remaining swordsman to Karkhan.



As the CT begins, Dirk and Karkhan both announce that they will, of course, attack with their swords. Naturally their opponents will defend. Dirk and the henchman both have broadswords (Speed Factor 6); the leader will use his staff (Speed Factor 3); and Karkhan will attack with his bastard sword (Speed Factor 7). The Initiative rolls are made, and Dirk comes out on top with a –3, the henchman comes next with a –2, the EP leader follows with a –1, and Karkhan comes last with a 2.

Dirk has a BAC of 50 with his broadsword, and a total damage bonus of +6 (for his high BAC and PMPow). This gives him 1 1/2 attacks per Critical Turn, each for 3D6+6 points of damage. On this first CT of hand-to-hand combat he has only one attack, but he will get to take two on the next CT. Since Dirk dismounted on his approach, there are no modifications to apply, so his FAC is 50. He rolls a 36—as a hit. There is no parry. The blow has gotten through, and the cavalier rolls a 51 on the Strike Location table, which turns out to be Vital. The leader's studded leather armor and magickal protection gives him 17 points of armor versus Cutting attacks, so he winds up only taking 7 points of Physical damage.

Next, the bandit swordsman takes his attack on Karkhan, with a FAC of 41. The gamemaster rolls a 35, but the player for Karkhan announces that he will attempt to parry the blow, using up one of his attacks for the CT. Karkhan's Difficulty Rating for parrying the henchman's sword (a hand weapon) with his own (a non-shield parry) is "Hard," yielding a 56% chance to successfully block the blow (Karkhan's BAC of 56 x 1). A 13 is rolled, indicating a successful parry, and Karkhan avoids the swordsman's blow! Both personas then roll to damage each other's weapons, but both rolls are too high to count for anything.

Now it's the dweomercræfter's turn. The EP has chosen to specialize in the *Combat, Hand Weapons* K/S Sub-Area of *Spears* and *Pole-Arms* (*Thrusting*), and is quite skilled in using the quarterstaff he bears. This provides him with a BAC of 65, two attacks per CT, and a +5 damage bonus due to his high BAC. He attempts to hit Dirk with his Staff, and rolls 57 and 8, both of which hit the surprised cavalier. Rolling twice for the Strike Location table, the GM determines that he has hit an Super-Vital area and a Non-Vital area! Dirk's player cringes as the damage is rolled up and multiplied by the gleeful gamemaster (after all, the poor spellcaster hasn't been doing very well so far). damage for the two attacks turn out to be 36 and 15 points. Dirk has 24 points of armor versus stunning attacks, and thus takes only 3 points total (since 20% of the amount sustained from stunning is counted as actual damage). It's a very good thing that Dirk's armor absorbed some of the damage, though, because had either of the attacks managed to do over 19 points—Dirk's PNCap—he would have been knocked out for the remainder in BTs!

Finally, Karkhan takes his remaining swing with the massive bastard sword, with the intent of cleaving the bandit in two. With a FAC of 56, he rolls and gets a 54—a hit! The warrior's blade does a whopping 5D6 damage, plus 10 points from adjustments, for a gross total of 28 points of Physical damage. The Strike Location table indicates that it was a hit to an Ultra-Vital area, and multiplying the damage times 4 yields a terrific 112 points of damage! The henchman's armor absorbs almost 40 points, but that's not nearly enough. As his sword slips from his nerveless fingers, the bandit warrior falls to the ground—dead.

It's now time for the next Critical Turn—and critical it is, for all of the other personas involved have stopped, and are intently watching the struggle between Dirk and the faltering EP. The combatants roll for Initiative, with Dirk winning.

Dirk gives the dweomercræfter one final chance to surrender, but the EP will have none of that. As the bandits' leader begins to engage again, Dirk's player announces that he will proceed with both of his available attacks. He rolls for the first blow and hits.

The dweomercræfter tries to parry the first hit with his Staff. The DR for doing so is "Hard" (Non-Shield Parry vs. Hand Weapon), and with a BAC of 65, he has a 65% chance. He rolls a 50 and blocks the blow. As Dirk has one attack remaining, he decides to give it all he's got. His roll is good, and he spends a JF to maximize damage, for 24 points. The blow falls on a Super-Vital area, and thus inflicts a gross total of 72 points—far beyond the persona's remaining score. The dweomercræfter groans and falls beside his henchman.

After that, it appears that the ambush has ended in a total rout, with the remaining bandits running for their lives. Our friends are left to sort through whatever goodies are left by the fleeing bandits.

WEAPONS AND ARMOR INFORMATION AND TABLES

The next few portions contain several reference tables full of statistics for the weapons and armor we have been using in all our previous examples. If the large selection of items seems bewildering at first, take heart. You aren't expected to remember all the statistics, you just need to know about the items your persona has and how they are used.

As far as gamemasters are concerned, even a "Grand Master" needs to consult tables now and again. Concentrate foremost on the mechanics of resolving combat, and you will soon find the numbers will come to you the more you work with them. If you are a bit overwhelmed at first, you may try limiting the selections of the HP group (and your OPs) to a few of the more common sorts of weapons and armor.

Hand Weapons

The hand weapons in the table on pages 236-237 are mostly for use by personas who are rolling against the *Combat, Hand Weapons* K/S Area, although a few of the items may be employed by those using the *Combat Hand-To-Hand, Non-Lethal* K/S. All of these devices can parry, so be sure that you look up their durability rating (page 225).

But first a few notes regarding the table.

Sub-Area is the Sub-Area the weapon requires (see the K/S description). Remember the BAC limitation for using weapons for which you don't have the proper K/S Sub-Area.

WP is the number of Weapon points. For personas who don't have the *Combat, Hand Weapons* K/S, their BAC is equal to the item's Weapon point rating.

C indicates composition of the weapon for purposes of the Durability Rating table—an "M" stands for Metal, a "W" for Wood, and a "C" stands for Combination.

S is the weapon's Speed Factor.

DT is the damage type indicated by one of several different letters—"P" for Piercing, "C" for Cutting, "S" for Stunning, and "B" for Blunt (Shock).

Dam. represents the base damage of the weapon, before BAC and PMPow bonuses, if any.

Reach is the striking distance of the weapon, in yards.

Price is the standard price of weapons of average quality—use the multipliers from the Weapon Durability table on page 295 to determine the actual cost of weapons of any other grade of quality. For further descriptions of the weapons, see "Weapon Descriptions," below.

Missile Weapons

This two-part table is similar to the table above, but covers all devices listed under the *Combat, Hand Weapons, Missile* K/S Area. As with hand weapons, substitutions can be made for similar devices. On the table:

T indicates whether or not it is a thrown weapon. A "Y," or yes response, allows individuals to add their PMPow bonus to the damage rating. An "N," or no, means the weapon is a bow or similar device that does not receive the PMPow bonus (unless specially made to reflect the wielder's strength).

S is the weapon's Speed Factor.

Under *Price*, the number before the slash is the price of the weapon in BUCs, and the number behind it the cost of the ammunition per shot for non-thrown weapons.

ROF means rate of fire, listing how many shots can be made with that weapon per CT.

With respect to quality, the missile weapons are all considered to be average. As with hand weapons, above, use the table on page 225 to calculate the cost of weapons of higher or lower quality. Note that for playability—as well as the GM's sanity—all projectiles (such as arrows and crossbow bolts) are to be treated as *average* when determining cost. For individual missile weapon descriptions, see below.

All "Self" bows include the category of "Built" bows.

All "Composite" bows include both "Backed" and ""Reflex" bows.

The ranges (in yards) of the various weapons are also covered on these tables.

Weapon Descriptions

Aclis: A weapon created by barbarians, the aclis is a thonged club with several spikes driven through it. It may be used in melee or as a missile weapon; and, since it is attached to the owner's wrist by a 20' long cord, it may be retrieved after it has been hurled.

Aklys: This is a metal dart of heavy sort for this type of missile, generally used by light troops to soften up enemy formation (although they are not to be scoffed at in man-to-man actions).

Arrow: The arrow is a missile which is fired from a bow. Most arrows are composed of three parts (sometimes four): the head (pile) which is generally metal, the shaft (stele) which is probably wood, the nock (notch) in which the bow string fits, and finally the feathers (fletching) which steady the projectile during flight and can also do other things, such as causing the arrow to spin or whistle in flight. Mostly the heads of these missiles are like small spearheads, which, when discharged by a powerful bow, can penetrate deep into the target where the barbed point will lodge. Of course, heavy armor of plate or of assorted layers of protection will prevent arrow penetration from all save attacks at close range or from very powerful bows, and heads to do this are small, bullet-shaped ones.

Assegai: This short, broad-bladed spear comes in two sizes: The first is lighter and made for throwing, and is very similar to a javelin. The second is the heavier, hand-to-hand weapon, which can be used to stab one's opponent as if it were a short sword. The minimum strength for a persona to use this weapon is a PMPow of 13.

Axe, Hand: This hatchet-like weapon can be used in either hand-to-hand combat or as a missile weapon. Its cutting surface can also be used to chop through things/obstacles in various roleplaying situations. A PMPow of 13 is the minimum that a character needs to use this weapon.

Axe, Battle: This heavy, generally broad-headed axe takes a persona with strength (PMPow) of at least 16. It is employed both one- and two-handed according to whether a shield is being used and the wielder's desire at the time.

Bagh Nakh: The "Tiger's Claw" is a weapon of the Hindic peoples, particularly those of the lowest sort—thieves, brigands, and especially assassins. These are basically a form of brass knuckles that have four "claws" sticking out from between the fingers when the fist is clenched.

Hand Weapons

Weapon	Sub-Area	WP	C	S	DT	Dam.	Reach	Price
Aclys	Club	5	C	6	B	2D6	1	50
Assegai	Sword	5	C	3	P	3D6	1	50
Axe, Hand	Axe	5	C	4	C	3D6	1	110
Axe Battle*2	2H Axe	8	C	6	C/P	4D6	1	150
Bagh Nakh*5 (Tiger's Claw)	HTH (L)	3	M	2	C	2D6	1	60
Bardiche	2H Axe	3	C	8	C	5D6	2	250
Bec de Corbin*1(x2)	2-H Axe	3	C	9	P	3D6	2	160
Bill-Guisarme*2 (Scorpion)	Pole arm #1	4	W	10	C/P	4D6	4	80
Bill Hook*2	Pole arm #1	6	C	8	C/P	4D6	4	150
Blackjack	Club	2	W	2	S	2D6	1	25
Bludgeon	Club	5	W	3	B	1D6	1	25
Bludgeon	2-H Club	6	W	6	B	2D6	2	40
Bo Stick	Spear	3	W	2	S	3D6	3	20
Brass Knuckles	HTH (M)	2	M	1	S	2D6	1	50
Chain	Whip	4	M	7	B	2D6	2	10
Chopper	Axe	6	M	4	C	3D6	1	60
Dagger*	Dagger	5	M	2	P	2D6	1	90
Fang*2 (Zaghnal)	Axe	4	M	5	C/P	3D6	1	100
Fauchard	Pole arm	6	W	5	C	4D6	4	70
Fauchard-Fork**	Pole arm	5	W	9	C/P	4D6	4	125
Feather Staff**	Sword#3	3	M	3	C/P	2D6	2	350
Flail*1	Whip	5	C	7	B	3D6	2	150
Flail*1	2-H Whip	7	C	8	B	5D6	2	190
Fork*	Spear #2	7	C	4	P	3D6	5	75
Garrote	HTH (L)	—	W	1	@	2D6	1	10
Glaive**	Pole arm	6	W	5	C/P	3D6	4	70
Glaive-Guisarme**	Pole arm #1	5	W	8	C/P	4D6	4	115
Guisarme	Pole arm #1	6	W	7	C	4D6	4	80
Guisarme-Voulge**	Pole arm #1	5	W	10	C/P	4D6	4	100
Halberd*1,**	Axe	8	W	6	C/P	5D6	3	175
Half Moon*4 Demi Lune	Spear#1	8	W	6	P	3D6	4	85
Hammer	Club	4	C	5	B/P	2D6	1	135
Hammer, Maul*6	Club	5	C	6	B	3D6	2	30
Hammer *1	2-H Club	7	C	9	B/P	4D6	2	200
Harpoon*3	Spear	6	C	6	P	3D6	2	125
Hoko*2	Pole arm *	7	W	7	C/P	4D6	4	110
Hook Fauchard	Pole arm #1	4	W	8	C	4D6	4	80
Jo Stick	Spear	2	W	1	S	2D6	2	15
Knife (Small)	Dagger	5	M	1	C	1D6	1	45
Knife (Large)	Dagger	5	M	2	C	2D6	1	85
Lance (Light Horse)	Spear	7	C	4	P	4D6	3	85
Lance (Medium Horse)	Spear	10	C	5	P	5D6	4	105
Lance *1 (Heavy Horse)	Spear	12	C	6	P	6D6	4	140
Lochaber Axe (Jedberg)	Axe#1	3	W	8	C	4D6	3	105
Luzern Hammer*1	Pole arm	5	W	7	P	3D6	3	120
Mace*1	Club	5	C	5	B	3D6	1	140
Mace*1(x2)	2-H Club	9	C	8	B	4D6	1	180
Machete	Sword	5	M	6	C	3D6	1	50
Man-Catcher*4	Spear#1/#3	10	C	10	P	1D6	3	165
Manopele (Bladed Gauntlet)	Sword#3	4	M	3	C/P	3D6	1	95

Weapon	Sub-Area	WF	C	S	DT	Dam.	Reach	Price
Morningstar*1	2-H Club	8	C	7	B/P	4D6	2	220
Naginita	Pole arm	6	W	5	C	4D6	3	110
O-no (pole axe)	Pole axe	7	W	9	C/B	4D6	3	140
Partisan	Pole arm#3	6	C	8	C/P	4D6	4	190
Pick*1(x2) (Martel)	Axe	3	M	7	P	3D6	1	105
Pick(*1)	2-H Axe	5	M	9	P	4D6	2	175
Pigs Feathers*7	Spear	0	C	7	P	2D6	2	90
Pike*1	Spear#4	5	C	10	P	3D6	6	150
Pike, Awl*1(x2)	Spear#4	3	C	10	P	3D6	6	115
Pole Axe*2	Axe	6	C	5	C/P	4D6	3	150
Ransuer (Bohemian Ear-Spoon, Chouves Souris, Runka, etc.)	Spear#1/#3	6	C	7	P	3D6	5	140
Sabre Axe*1	Pole arm	7	W	7	C/P	4D6	3	320
Shield (Adaga)	Shield	5	C	6	T	2D6	1	1000
Shield	Shield	4	M	2	B	1D3	1	200
Shield (Buckler, spiked)	Shield	3	M	4	P	1D6	1	250
Shield (Kite, small)	Shield	0	M	4	B	1D3	1	500
Shield (Kite, large)	Shield	0	C	7	B	1D6	1	300
Shield (Round, small)	Shield	0	M	3	B	1D3	1	250
Shield (Round, large)	Shield	0	C	6	B	1D6	1	350
Shield (Tower, small)	Shield	0	M	4	B	1D3	1	200
Shield (Tower, large)	Shield	0	C	7	B	1D6	1	500
Spear	Spear	5	W	4	P	3D6	varied 2-5	85
Spetum (Chaves Souris, Korseke)	Spear#1/#3	7	W	8	P	4D6	5	145
Spontoon	Spear	6	C	5	P	3D6	3	100
Staff (Quarter)	Spear	5	W	3	S	3D6	3	20
Sword (Hand-and-a-Half, Bastard)	Sword	8	M	7	C	5D6	3	410
Sword (Broad)	Sword	7	M	6	C	4D6	2	325
Sword*5 (Epee, Foil)	Sword	6	M	2	P	3D6	2	275
Sword*1 (Falchion, Cutlass)	Sword	4	M	6	C	4D6	2	360
Sword (Gladius, short)	Sword	6	M	3	P	3D6	1	200
Sword*1(x2) (Great, Claymore)	Sword	3	M	8	C	6D6	3	500
Sword (Katana, Tachi)	Sword	7	M	4	C	4D6	2	900
Sword (Khopesh)	Sword	4	M	7	C	3D6	2	250
Sword*2 (Long)	Sword	5	M	5	C/P	4D6	2	350
Sword (No-Dachi, Hand and a Half, Bastard)	Sword	7	M	6	C	5D6	3	500
Sword*1 (Odachi)	2-H Sword	4	M	7	C	6D6	3	610
Sword*6 (Rapier)	Sword	10	M	4	C/P	4D6	3	400
Sword (Sabre, Yatigan)	Sword	4	M	6	C	4D6	2	330
Sword (Sabre, dueling)	Sword	7	M	4	C/P	3D6	2	360
Sword (Scimitar)	Sword	10	M	4	C	3D6	2	420
Sword (Small, Dress)	Sword	4	M	4	P	3D6	1	300
Sword (Tulwar)	Sword	6	M	7	C	4D6	2	370
Sword*2 (Wakizashi, short)	Sword	4	M	4	C/P	3D6	1	600
Trident	Spear#3	3	M	6	P	3D6	2	105
Voulge	Axe	4	W	5	C	4D6	4	130
Whip	Whip#3	1	W	7	C	1D6	4	40

*DR roll is made to dismount a mounted opponent.

**DR roll is made to hold an opponent at bay.

#1: A Special Hit indicates that the opponent is caught by the hook and thrown down (or dismounted).

#2: On a Special Hit, the weapon catches the opponent's weapon and disarms him or her.

#3: DR roll is made to disarm or destroy an opponent's weapon.

#4: In a head-to-head action, a pike will always get first strike on the initial hand-to-hand CT, no matter what the Speed Factors so involved.

*1: Weapon negates 5 points of normal armor each and every time it successfully strikes the opponent. Weapon points in excess of 5 add to the amount of armor negated. A halberd, for example, with 8, discounts that number of factors of armor when comparing damage to armor protection.

*2: Before figuring the damage done on any attack, the attacker declares whether making a Cutting or a Piercing attack.

*3: DR roll is made to see if the opponent can be pulled down by the rope which is attached to the weapon, thereby causing difficulty in the counterattack.

*4: This weapon specializes in its unusual attack form and thereby needs a simpler DR roll than normal to accomplish its special task.

*5: This weapon does not affect an opponent who is wearing any sort of hard armor, unless a Special Hit was rolled and this then becomes a regular one.

*6: This weapon does so poorly against armor that the armor's defense values are doubled (x2).

*7: These metal rods are placed firmly into the ground and opponents ram themselves upon the points. This assumes a special condition, of course, such as a massed block of charging infantry or cavalry (at trot, canter, or gallop). The damage inflicted by each stake is 3D6+3, 5D6+5 to a mount with a dismount chance of 2 in 6 per stake. Gamemasters may modify this up or down according to their superior knowledge of such probability in a particular situation.

Missile Weapons, A

Weapon	Sub-Area	WP	T	S	DT	Dam.	Price
Aclis	Club	5	Y	6	B	2D6	50
Aklys	Darts	2	Y	3	P	2D6	10
Assegai	Spear	5	Y	3	P	3D6	50
Axe, hand	Axe	5	Y	4	C	3D6	110
Blowgun	Blowguns	0	N	6	P	1D3	50/.25
Bolas	Club	0	Y	9	B	2D6	70
Boomerang	Boomerang	1	Y	5	C	4D3	40
Bow, self (Short)	Bow	3	Y	3	P	2D6	100/3
Bow, self (Medium)	Bow	6	Y	4	P	3D6	150/3.5
Bow, self* (Long)	Bow	9	Y	5	P	4D6	300/4
Bow, self Qulail (Pellet)	Bow	5	Y	6	P	3D6	170/5†
Bow, composite (Short)	Bow	3	Y	3	P	2D6	250/3
Bow, composite (Medium)	Bow	5	Y	4	P	3D6	375/3.5
Bow, composite* (Long)	Bow	7	Y	5	P	4D6	550/4
Bow, foot* (Long)	Footbow	9	Y	9	P	5D6	400/6
Cho-ko-nu Repeating (Bolt)	Crossbow	0	N	3	P	2D6	300/1
Club (Aclis)	Club	2	Y	4	B	2D6	25
Crossbow, hand (Bolt)	Crossbow	7	N	2	P	2D6	100/.5
Crossbow, hand (Pellet)	Crossbow	6	N	2	B	4D3	100/.5†
Crossbow, hand (Stone)	Crossbow	5	N	2	B	3D3	100/.5
Crossbow, small (Bolt)	Crossbow	6	N	4	P	2D6	150/1
Crossbow, small (Pellet)	Crossbow	5	N	4	B	4D3	150/5†
Crossbow, medium (Bolt)	Crossbow	7	N	6	P	3D6	200/1.5
Crossbow, large (Bolt)*	Crossbow	8	N	7	P	4D6	250/2 (Bolt)
Crossbow Repeating (Pellet)	Crossbow	0	N	3	B	4D3	300/.5†
Dagger	Knife	2	Y	2	P	2D6	90
Dart, small	Dart	6	Y	1	P	1D3	1
Hammer	Club	4	Y	4	B	3D6	30
Harpoon	Spear	6	Y	7	P	3D6	125
Javelin	Spear	4	Y	4	P	3D6	60
Javelin (Thonged)	Spear	6	Y	6	P	3D6	65
Javelin (with Atlatl)	Spear	8	Y	8	P	3D6	80
Knife	Knife	3	Y	2	P	2D6	85
Rock	Dart	1	Y	1	B	2D3	—
Sling (Bullet)	Sling	0	N	8	B	4D6	5/6††
Sling (Stone)	Sling	0	N	8	B	3D6	5
Spear	Spear	0	Y	4	P	3D6	85
Staff sling (Stone)	Sling	0	N	6	B	3D6	25
Throwing star (Small)	T. Star	2	Y	1	P	1D3	3
Throwing star (Large)	T. Star	3	Y	2	P	1D6	5

*Negates the first 5 points of armor per attack, with Weapon Point number adding its total above 5 to the amount negated. Thus, for example, a longbow (Bow, Self [Long]) would negate 9 points of armor.

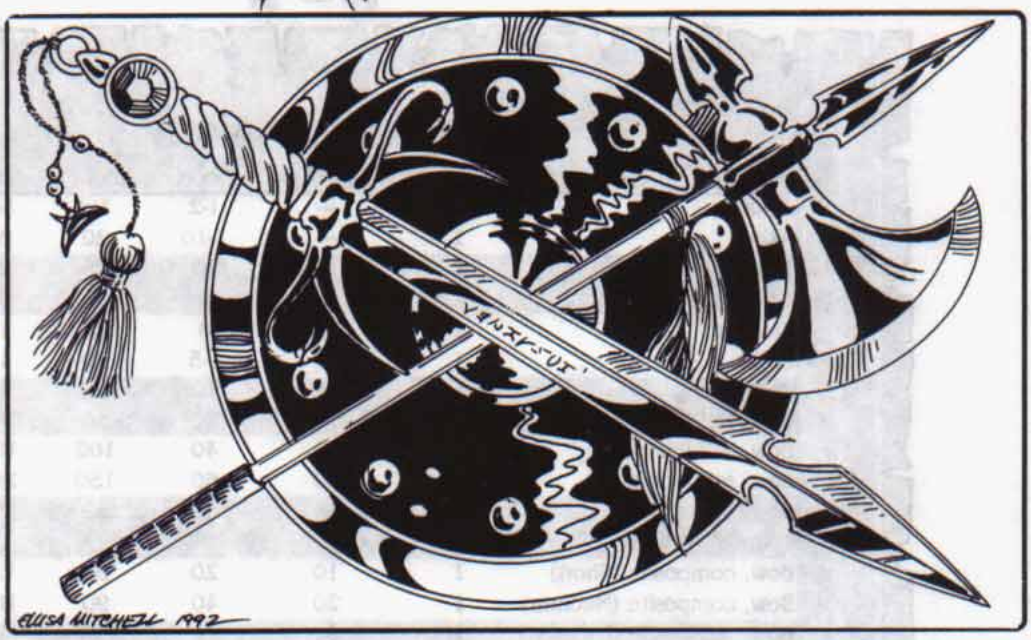
†Cost per 20 pellets

††Cost per 12 lead bullets.

Missile Weapons, B

Weapon	ROF	Point Blank	Short	Medium	Long	Extreme
Aclis	0.5	—	1-2	3-4	5-6	—
Aklys	1	—	1-10	20	30	50
Assegai	1	5	10	15	20	30
Axe, hand	1	4	8	12	16	20
Blowgun	1	4	8	12	16	20
Bolas	1	—	1-5	10	15	25
Boomerang	1	5	10	20	40	60
Bow, self (Short)	1.5	10	20	50	70	110
Bow, self (Medium)	1	20	40	100	160	220
Bow, self (Long)	1	30	60	150	240	330
Bow, self, Gulail (Pellet)	1	15	30	50	80	100
Bow, composite (Short)	1	10	20	50	120	180
Bow, composite (Medium)	1	20	40	90	160	240
Bow, composite (Long)	1	30	60	120	240	360
Bow, foot (Long)	0.5	40	80	160	320	440
Cho-ko-nu Repeating (Bolt)	2	5	10	20	30	50
Club (Aclis)	1	2	4	6 *	10	15
Crossbow, hand (Bolt)	1	3	9	15	21	30
Crossbow, hand (Pellet)	1	3	9	15	18	27
Crossbow, hand (Stone)	1	3	6	12	15	24
Crossbow, small (Bolt)	1	15	30	60	90	120
Crossbow, small (Pellet)	1	15	30	60	80	100
Crossbow, medium (Bolt)	0.5	30	50	100	160	240
Crossbow, large (Bolt)	0.33	40	70	120	240	360
Crossbow Repeating (Pellet)	2	7	15	25	40	80
Dagger	2	2	4	8	12	20
Dart, small	2	2	4	8	12	16
Hammer	1	4	8	12	16	20
Harpoon	1	5	10	15	20	25
Javelin	1	4	8	16	32	64
Javelin (Thonged)	1	5	10	20	40	80
Javelin (with Atlatl)	1	6	12	24	50	120
Knife	2	3	6	9	12	15
Rock	2	4	8	16	32	64
Sling (Bullet)	0.5	—	5-25	75	150	250
Sling (Stone)	0.5	—	5-20	40	80	160
Spear	1	4	8	16	24	32
Staff sling (Stone)	0.3	—	—	10-60	120	180
Throwing star (Small)	2	3	6	9	12	15
Throwing star (Large)	2	4	8	12	16	20

* Is the maximum range for "Thonged" weapons such as an aclis.



Bardiche: This is a heavy and somewhat cumbersome pole-axe which takes a persona of great strength, in this case a PMPow of 17 or more points, to wield in battle. Two hands are needed to strike with a weapon of this sort. The head of the bardiche has a long, axe-like blade which ranges from 2' to 3' + feet length along the 5' to 6' haft. It is similar to a lighter weapon called a *sparth axe.*

Bec de Corbin: This heavy, hammer-like polearm is the weapon of knights and noblemen. It was created to punch through plate armor. The bec de corbin must be swung with both hands to be used properly. It was developed from the axe, considering the back spike of that weapon. Weight, length of haft (5'+) and the small contact surface of the "beak" make this weapon a good "can opener" for the strongest plate armor. Anyone who thinks to wield this killing tool must have a PMPow of at least 15.

Bill-Guisarme: This fairly long (7' or longer) weapon has many features making it a multipurpose instrument. It has several cutting edges, ● back spike for piercing armor and a sharp point for spear-like employment. It can dismount opponents. One of the favorite and most frequently used forms of this polearm is called the scorpion. To use this weapon the persona must have a PMPow of at least 15.

Bill Hook: This weapon is a variation of the peasants' tree-pruning hook, with these few warlike modifications: Add a spike to the tip, give a little more weight to the blade, and sharpen all the edges. This polearm had some minor thrusting value, but primarily it is used to slice into opponents—or if well-armored and mounted, to yank them off their steed through employment of the "hook" portion. This polearm requires the minimum PMPow of 15 to use in combat.

Blackjack: The blackjack (sometimes called a sap) is mostly used by cunning men from surprise/back-attack. It is easily concealed, silent, easily created, cheap, can be concealed very easily and brought out for use quickly, and the damage it does is *Stunning* (q.v.) in nature.

Blowgun: This silent killer is found mostly in the jungles of Amazonia, the isles of the Southeast Titanic Ocean, and in the northern jungles of Magmur. Assorted poisons of insidious nature are used on its dart-like projectiles—which make this a formidable weapon indeed except, save for its very limited range.

Bludgeon: Probably the first (certainly the first or second) weapon/tool ever used by humanity, the bludgeon (or club) can be simply a tree limb or a combination—possibly wood, leather thong, and stone. The wielder of this weapon uses its weight and momentum to bash an opponent.

Bolas: This missile weapon is used by the savages who inhabit the southwestern plains of Amazonia. While mainly used to bring down big game from short distances, bolas may be used to cause harm to humans, and with a Special Success the opponent is not only wounded but entwined and may have to make a K/S roll to avoid an impairing injury. To throw the bolas the persona needs a PMPow of 12 or more and a PNPow of 15.

Bolt: This is the missile fired from the crossbow. It is sometimes called a quarrel. It is a short, often heavy, arrow-like projectile predominantly tipped with a square head, but nearly as many sorts of points are used for these missiles as for arrows. The bigger the crossbow, the larger the bolt. Most of these are fletched at the back with feathers, leather vanes, or wooden ones, to stabilize flight, although several types aren't—with the result of less accuracy/shorter distances (such as the cho-ko-nu).

Boomerang: The boomerang comes in two sizes, of which only the small fowling type can return to its caster upon throwing. The war boomerang does do a decent amount of damage, however. This weapon is be found in Magmur and the Hindic Subcontinent.

Bo Stick: The Oriental answer to the quarterstaff is the bo stick. This long, wooden staff, when in the hands of a master, can maim and destroy any who are not heavily armored.

Brass Knuckles: A weapon of thieves and their ilk, brass knuckles are worn on the hand and used to give an improvement over the normal fist in hand-to-hand combat.

Bows, Self: Bows are found throughout most of Ærth and one of the oldest and still very functional types is the *self* bow. Self bows are made from one piece of wood (or sometimes bone), and if of wood are made from a select part of the tree following the grain of the wood. The best bows are made of yew wood while others may be made from witch-hazel, ash or elm, cane, or bamboo. Bows must be kept carefully, and the bow and its bowstring(s) must be kept dry. If wet, the weapon loses 50% of its range and all power bonuses, if any. The category of self bows in this milieu will also include all the "built" bows since in practicality they had the same effectiveness. To use a bow takes varying amounts of power

and the following is the PMPow necessary for each of them: short bow, 6; medium bow, 12; long bow, 18.

Bow, Composite: These missile weapons come in three sizes as per the self bows, and both sorts are similar, although the composite has a few advantages. These advantages result from the lengthy and complicated creation of the composite bow. Much time, proper materials, and expert skill all go into the creation of the composite bow. While this makes for possibly the finest form of this weapon known to humanity, the composite bow has a major weakness. Not only its strings but the whole bow must be protected from long dampness or (worse) wet conditions or it temporarily loses 75% its range and all power bonuses. A check against a base 60% (average weapon) for surviving wetting must be made at DR "Hard" regardless of whether or not the bow is being discharged. Failure means the composite bow has come unglued! For game terms and within the boundaries of reality, both "backed" and "reflex" bows are included in the composite category. Of course, the fine abilities of this missile weapon are not without some hard work; it takes a strong person to use a powerful composite bow. The minimum statistics for such (PMPow) are as follows: composite short, 10; composite medium, 14; composite long, 18.

Bow, Foot (Long): This is probably the most dangerous of all the hand-employed missile weapons coming from the Hindic lands. This long bow is fired from a sitting position with the user's legs spread about one foot apart, slipped into stirrups near the center of the bow, while both hands are used to pull back on the string until brought to the chin. This takes a long time in relation to other bows, but it is accurate and the arrow travels a *long* distance. To use this missile weapon requires a minimum PMPow of 16 (because the legs are used, the strength needed is not all that great).

Cho-ko-nu: This crossbow fires non-feathered bolts at a high rate of speed because it is a *repeating* crossbow. This weapon is somewhat heavy and bulky because it has a magazine to hold 20 quarrels built into it. When using this weapon it takes two hands—one to hold up the crossbow while the other works the lever, first in one direction to load it and then in the other to shoot the projectile. The cho-ko-nu has a very limited range, relatively speaking, but since it may be used against two opponents a CT and takes only a PMPow of 13 to use, it is a favorite weapon of the Empire of Ch'in.

Crossbow, Hand: These handy miniature crossbows are fine missile weapons for close-in actions. With their good accuracy, quick speed but limited range, they are mostly good for a quick "softening-up" of the foe before hand-to-hand melee commences. Of course, when bolts are being used (rather than pellets or stones) they may be poisoned, making them even that much more effective.

Crossbow: This missile weapon is generally slower than a regular bow, but it takes much less skill and practice to become proficient with any sort of crossbow. In respect to range and power, a crossbow compares equally with their competition, and in some instances may be given *sights* which will make more more accurate to aim than almost any bow. The large crossbow is generally the match of the longbow in all ways, except that the necessary work involved in cranking the thing and reloading it makes it so slow that an archer could easily get off two well-aimed arrows for each and every bolt a crossbowman can hurriedly release. The crossbow was invented in Ch'in. It has spread to all other parts of the world, and is widely used everywhere.

Crossbow, Repeating (Pellet): This missile weapon is very similar to the cho-ko-nu, except that it uses pellets instead of quarrels. As an offshoot of this, both it and its accessories are lighter than its cousin. The repeating pellet crossbow can fire 30 missiles before its magazine needs reloading. This is the Empire of Sung's answer to the cho-ko-nu in their territorial disputes. While this is an effective short range weapon, its bulk and lever action make this (as is the cho-ko-nu) a poor recourse when hand-to-hand action is occurring. This weapon takes a minimum of a 12 PMPow to handle.

Dagger: This knife-like weapon has more of a thrusting use than the knife. While edged, this blade comes to a straight, narrow point that may be used to pierce many sorts of armors—or in some instances used to thrust through small openings in such protection allowing the *coup de grace*. In some instances, this may be used as a missile weapon, i.e., thrown.

Dart: This type of missile weapon, while not too "fearsome" in its own right, can be used to either soften up a foe before melee, or, where applicable, can be used to cause death by the simple addition of poison to the sharpened point. A typical dart used for warlike purposes is 1' long.

Fang: This weapon (called a *zaghnal* in Hindic lands), originating in the Empire of Ch'in, has two primary purposes: It is first a cutting and stabbing weapon with a blade area about the size of a knife. The fang also has a thin piercing spike made to penetrate armor. While this tool is not exemplary in either of its attack modes, it is suitable in both situations. One problem with this multipurpose weapon is its strength requirements—you need a persona with a PMPow of at least 15.

Fauchard: This long weapon is another offshoot of a peasant work tool. It is a scythe with a long handle (pole) and the blade set vertically rather than semi-horizontally. While this weapon does a respectable amount of damage, it has been improved upon in many ways by several other, similar polearms. What can be said about the fauchard is that it is one of if the the best weapon you can buy for about a day or so of wages as a common laborer. As with all polearms, this one takes some considerable strength to handle. The fauchard requires a minimum PMPow of 15 to use.

Fauchard-Fork: Another peasant weapon—an adaptation of and improvement on the fauchard, taking the curved blade of the fauchard and adding one or two forward-pointing spikes, with some extension to the left and right sides, which gives it both a cutting and thrusting ability depending upon the opponent—with a long shaft for use by infantry. It can hold foes at bay. As per most polearms, this weapon takes a minimum PMPow of 15 to use.

Feather Staff: This is the gentlemen's or military officers' "hidden" weapon, allowing them to be well armed without showing outward signs of such. The feather staff appears to a normal, straight-headed walking cane, and can be used as a jo stick, but when real danger arises the end is pulled sharply and out pop three blades. Two are short, about 6" in length, and these angled blades are set at 45° from the 15" long central dirk. This allows the user to either thrust or cut with the weapon. The side blades also serve as guards, and they additionally give an ability to disarm a foe (if a successful roll is made).

Flail: The flail is is a peasant threshing tool adapted to warfare. The warriors appreciated its potential and developed it further from a crude weapon to a more sophisticated one. It comes in one- and two-handed varieties. The lighter, one-handed version is basically a short haft on the end of which is a chain or chains terminating in one- to three-round, metallic, spiked flail-heads. The two-handed variety of the flail can be made similar to the smaller kind, but usually they are not. The typical two-handed weapon has a longish haft (3' or so) and a short-chain linking the upper portion of similar sort around 2' in length. The "business end" is often of metal, with or without a globular head, and set with many spikes—usually of short but thick sort. The momentum of the flail's head is incredible when swung by both arms of a strong person and nearing the end of its arc! Both kinds of this weapon take some considerable strength to use. The smaller requires a PMPow of 15 and the larger one 17.

Fork: This military weapon is another offshoot of a peasant tool, the pitchfork. Two thin but strong blades are set about 1' apart, sometimes angled slightly outward, and occasionally when so spread having with a shorter, middle spike. It ranges in length from 8' to 14'. Against all but the most heavily armored foes, when employed in pole-armed mess formation this is a fearsome weapon indeed, for it might hold an enemy at bay, it pierces non-hard or open armor such as chain mail or similar protection without more than a hard push or the force of the foe's own momentum, and it may be used to dismount an opponent. The fork takes a minimum PMPow of 14 to use.

Garrote: This tool of assassins and thugs is definitely used by those of low repute, and almost always from surprise. This weapon does strangulation damage until halted or the victim has been strangled to death. The most feared sort of garrote is of thin wire, although the *Thugs* of the Hindic Subcontinent employ cloth garrotes (*rumals*). Those who use any such instrument and are caught doing so by a non-allied force can expect swift and final justice. Treat attacks with this sort of weapon as *Combat, Hand-to-Hand, Lethal* for purposes of determining success.

Glaive: This is rather a primitive but cheap polearm which gives its user both the ability to cut and stab at an enemy from a distance. It is a 2' to 3' long (brush or cane) knife set on a pole in its most primitive form. A glaive is typically from 7' to 12' long. While neither its cutting or piercing function is extremely effective, the glaive is serviceable and one of the thriftiest weapons made. Being a polearm, the glaive takes some strength to use. The wielder must have a minimum PMPow of 15.

Glaive-Guisarme: This tool allows its wielder to either cut or pierce an opponent, to attempt to dismount a mounted foe, and all for a very reasonable cost compared to the other similar sorts of weapons. Typical examples of this weapon range from 7' to 10' in length. Being a rather heavy-headed polearm, a glaive-guisarme takes a PMPow of at least 16 to handle.

Guisarme: The guisarme is a peasant tool—a pruning blade with hook—adapted for warfare. This thriftily priced polearm is only a cutting weapon, but as such it does well. It also allows the user to pull back its hooked end to unseat a mounted enemy. Most guisarmes are shortish, being only 6' to 8' in length. As with most polearms this one takes a PMPow of at least 16 to handle.

Guisarme-Voulge: This polearm is a combination of tree-trimming "bill" and cleaver. To these are added a short, spear-like end and a back spike for hooking and armor penetration. It can cut or pierce and also be used to dismount an opponent. It is a polearm of 7' to 10' or so length and takes a 17 PMPow or better to use.

Halberd: This somewhat shortened pole axe reaches about 6' to 8' in length. It has a point for thrusting and a back spike for penetrating armor, but its primary purpose is the cutting edge of its (usually downward) axe head which is positioned nicely for either striking an opponent or to cut off the end of a foe's weapon. This fearsome weapon is favored by the support troops of the Helvetian pikemen and frequently employed elsewhere throughout Æropa. Wielding this weapon in combat takes a persona with a minimum PMPow of 16.

Half Moon Demi Lune: This polearm is a special thrusting tool which has a sickle-shaped blade at right angles from the 8' to 12' long shaft. This allows it to be used to keep opponents at bay or to dismount them more easily than might other polearm. To use this with any effect the wielder must have a PMPow of at least 15.

Hammer: This weapon of war was modified from the work hammer of the Medieval smithy. Hammers come in various sizes and shapes and tend to be of average potential—except against heavily armored foes. This problem has been modified with many of the newer warhammers, where the size of the hammer head has been down-scaled and a back spike has been added. There are two sizes of warhammer, the smaller being one-handed, the other requiring the use of both hands. The PMPow needed for the one-handed hammer is a 15, while that for the two-handed one is PMPow 17.

Hammer, Maul: This heavy-headed, short-handled work tool is sometimes used as a weapon of war by peasants, and while it is fine against poorly armored foes, professional men at arms make short work of maul-using foes. A typical weapon of this sort looks much as the Hammer of Thor. This can be used as a missile weapon although it has a very short range. It takes a PMPow of at least 16 to use this hammer.

Harpoon: A double-barbed, heavy spear of about 6' to 8' length used mostly for throwing (and may be thonged at the head). On a special hit the barbed head of the harpoon stays stuck in the target, and a victim might thereafter be pulled toward the harpooner. To use this it takes a minimum PMPow of 15.

Hoko: The hoko is a form of two-headed spear from the Isles of Nippon. The hoko has its second blade off at a right angle to its forward, or thrusting, blade. This average-length polearm may be used to dismount an enemy or to thrust at or cut the foe. As per the standard polearm, it takes a PMPow of 15 to use this weapon.

Hook Fauchard: When one takes are form of the standard fauchard (which is a sickle blade on a long pole) and sets its blade so as to form a near right angle, the hook fauchard is the resulting weapon. This improves the weapon so as to give it the ability to dismount an opponent, but this can occur only after the polearm's head is *behind* the foe. Furthermore, it can inflict its cutting damage only in the same manner. It is at best a secondary arm for a massed, polearm formation. This weapon requires a PMPow of at least 15 to use.

Javelin: This weapon is much like a small throwing spear, and it is lighter and often shorter. A javelin ranges from about 4' to 7'

length. One may be thrown a fair distance and does appreciable damage. Some javelins have thongs wound around them to increase the force of their hurling, while also imparting a rotation to the weapon which increases accuracy. Shorter forms of this weapon can be propelled by aid of a throwing stick, often called an *atlatl*. The throwing stick imparts much greater velocity to the weapon and increases range considerably. Another, ancient form of this weapon is the *pilum*, which has an upper shaft made of soft metal so that when the javelin hits an opponent's shield it will sink partially in and then bend. Thus the weapon can't be thrown back, and those sunk into shields weigh them down and make them useless.

Jo Stick: This is a small (about 3' long) stick of 0.75' to 1' diameter. Under the name *jo*, it is oriental; but cane fighting is known in virtually all lands. The weapon is fast and most affordable.

Knife: This multipurpose tool may be used in hand-to-hand combat for either cutting or thrusting, and it may also be used as a missile weapon. Only one edge of a knife is sharpened along its entire length. The damage the knife gives is dependant upon the size and weight of its blade. Blade lengths considered here range from 4" to 12" length.

Lance: The lance is the horseman's spear which uses not only the strength of the rider but also the weight and momentum of the steed. These weapons range in length from as short as 9' to the heavy's 14'. It is the deadliness of the lance which has caused such a proliferation of polearms into the makeup of infantry forces throughout civilized Ærth. It takes a PMPow of 10 to use a medium lance, but a PMPow of 15 is needed for the heavy type. Only the aged and infirm may not use the light lance, providing one has the ability to engage in mounted combat.

Lochaber Axe: This long-bladed form of pole axe is a stout weapon, and when fighting against a mounted foe, the wielder can use its back hook to pull a haughty horseman to the ground. The length of a lochaber axe ranges from 7' to 10'. This weapon is the offshoot of the glaive, it is sometimes called a jedberg axe, all are mostly found in northern Caledonia or Skandian countries. But whatever the name, it takes a strong person of at least a PMPow of 16 to use it.

Lucern Hammer: This polearm has an awl-like top spike (about 15" long) with a backset, tapered hammer head with three projections and an opposing, downward curved beak, both designed specially for armor penetration. The lucern hammer takes the minimum PMPow of 15 to use.

Mace: This is the improved club meant to be able to do in the most heavily armored of foes. The modern mace is made of metal and the contact surface area is raised outward (in many varieties of shapes and sizes) so as to allow small striking surfaces for armor penetration, while the sheer weight and momentum of the blow drives in plate armor or delivers massive shock damage to the body so struck. The small mace favored by mounted men is about 15" to 24" long and takes a PMPow of 14 to use. The two-handed version is about twice as long and requires a PMPow of 17. Primitive maces are wooden-shafted and stone-headed.

Machete: This large bush knife makes a fine weapon as long as it is used against poorly armored foes. It is about 2' to 3' in length and resembles the falchion in some respects (see Sword, Falchion). Being a heavy-bladed weapon, it takes a PMPow of 14 or greater to use effectively in combat.

Man-Catcher: A semi-circular-shaped instrument on the end of an 7' to 12' long pole is called a man-catcher, for it literally can be thrust forth and catch an opponent within its circular area. The two curved sides of the head are hooked inwards at the midpoint, so the target can be forced between them, but then the inward points of the metal tines prevent egress in the same fashion. Additionally, the inner surfaces of the two arms are usually barbed or spiked, and the man-

catcher often has a center, spear-like spike to cause bodily harm as the victim is caught. This weapon can be used to keep an entrapped opponent at bay, and to dismount a foe if caught in the weapon. The man-catcher requires a PMPow of 16 or higher to use in combat.

Manopele: This weapon is a short, sword-like blade attached to a metal gauntlet worn on the right arm to the elbow. It also has two short, outward-curved blades set on either side of the main one. This is one of the most deadly arms for close actions such as ship-boarding. It can catch and parry, and sometimes disarm an opponent by using the side blades and a strong twisting motion of arm and wrist. This makes the manopele a very special weapon.

Morningstar: This weighty, spiked, mace-like arm was made to pierce flesh and/or smash small holes through armor and at the same time deliver a crushing blow to that body not protected by material which prevents the morningstar's transmitted shock force. The smaller sorts are sometimes called holy water sprinklers. Typical length varies from 3'+ to 5', with a wooden haft and metal head and spikes. To use this heavy weapon takes a minimum PMPow of 16.

Naginita: A Nipponese polearm very similar to the glaive, although usually somewhat shorter in the length and lighter of shaft. The Naginita is sometimes called the woman's spear, since most the women in the villages are taught to use them for defense of the hamlets against brigands. Since the shaft is made from light woods, it only takes a PMPow of 10 to handle a naginita.

O-no: The o-no is a Nipponese pole axe that has a wide blade on one side and an elaborate peen on the other for its smashing effect. The weapon is extremely heavy and takes a persona with a minimum PMPow of 17.

Partisan: This 7' to 12' long polearm has a tip which is a long-bladed spear with back-set miniature axe heads on either side of the base of its head. Besides stabbing at the opponent, one can swing the weapon up down or from left to right to inflict cutting damage. As a final benefit, the small axe blades can be used to disarm an opponent or break an enemy's weapon (a special parry attempt). The partisan takes a minimum PMPow score of 17 to use.

Pick: This weapon is a modification of the miners' tool, but in this instance it is made for "picking" through armor rather than splitting rocks. It comes in the one- or two-handed varieties, the shorter is about 18' long with a curved pick blade of 6" or more length and a shorter hammer head backing it. The larger is around 3' in length and has a much longer pick and back-hammer head (or second pick), too. Both are somewhat slow, but if the long spike of either size weapon makes clean contact with a surface it will probably penetrate. The small pick takes a minimum PMPow of 14 to use while the larger one takes a 16.

Pigs Feather: This is a 4.5' long metal rod that is sharpened at both ends and has a grasping handle at the center. It is meant to be employed by being stuck into the ground, angled toward the enemy. Thus, this might be useful in breaking cavalry charges or even massed infantry attacks. In an absolutely critical condition, one could be used as a hand weapon, but it would do very poorly. Most who employ these instruments carry a pair of pigs feathers so as to be effective. A group of them must be tightly planted in front of the users so as to make a fence of them, and then some distance should be kept (10' or so) between the defenders and the abatis of rods, if the defenders are armed with missiles or polearms.

Pike: This weapon is basically a spearhead on a 15 to 18-foot-long wooden shaft tipped by a head of from 1' to 3' length, with strips of metal running from it along the shaft so as to prevent the latter being cut through easily. The pike is the longest of all weapons normally employed on the field of battle, and as such it usually allows its wielder the first attack in melee combat. When used in formation with other pikes, the first four ranks are each counted in attack or defense, each rank losing one yard of distance in comparison against the opponents weapon lengths. The awl pike is a variation of the pike that has a long, needlelike spike instead of a normal spearhead. This gives it a wicked penetrating power. Minimum PMPow for this weapon is 15.

Pole Axe: This is quite literally an axe head set atop a long pole, sometimes with a back spike or a second cutting edge. Most of these weapons have a short, spear point-like tip above the bladed head. The pole axe takes great strength to use—at least a PMPow of 17.

Ransuer: This arm is an improved partisan, using a primary spearhead and then two curved blades/spikes, which can strike a foe if the central point misses, stop a hostile weapon's slide down the ranseur's shaft, or be used to catch the enemy's weapon (and with a twist of the pole disarm or destroy the other's tool!). As with many other polearms, this one may be used to dismount a foe or keep a mounted one at bay. There are several versions of and names for the ranseur—bohemian ear-spoon, chouves souris, ransom, rhonca, roncie, and runka amongst them. All of these require a minimum PMPow of 15 to use.

Rock: A smooth or rough, regular- or irregular-shaped, often slightly rounded, hard mineral substance, that can be used as a weapon either by hurling it at an enemy or by holding it in the hand as an inferior form of bludgeon.

Sabre Axe: This is virtually two weapons put together into one head and then placed atop a pole of 5' to 6' length. The top of the sabre axe has the long sabre blade rather than a spike or spear point, and just below that is a wide axe head. Due to the weight and momentum of this heavy polearm, it can hack through armor even with the wide cutting surface area of its blade. It takes a strong persona of at least PMPow 17 to use this implement.

Shield, Adaga: This protective shield is also a powerful offensive weapon. Running up and down through the 18" long shield is a 4.5' long spear with a broad blade at the top and a sharp spike on the end. In the middle, facing outward, is large knife-blade of about 1' length, and set at 45° angles from the shield and the knife blade are a pair of short, splay-tipped spikes meant to catch opponent weapons. The offensive employment of the adaga is mainly of the thrusting sort; and it, as the defensive work of the shield, requires much turning the wrist and moving the arm. The adaga requires a minimum PMPow and PNSpd of 14.

Shield, Buckler: The smallest of shields, made of metal, normally held in the hand, or strapped on the arm and about 1' in diameter. Bucklers are generally round. One variety has a spike placed in the middle of the buckler so as to allow it an attack mode as well.

Shield, Kite: This near-triangular shield is made to protect the user's legs as well as the upper body—often at the same time. The

kite shield comes in a large size for infantry and a small version for horsemen. The large version is about 4' long, 2' wide near the top, offers greater protection, but also weighs proportionately more; and in a long conflict it may induce slowness due to arm weariness. To effectively use the small one takes a PMPow 13 and the large takes a PMPow of 16.

Shield, Round: The round shield can be made from many different substances. Most are of wood with a leather covering and metallic edges and metal studs/bands to hold them together and reinforce them. Smaller ones are often made entirely of metal—brass or steel. A small round shield is about 18" to 24" in diameter, while a large one is typically 30" to 36" in diameter. To use in combat takes a minimum PMPow of 13 for the small one and 16 or 17 (GM's decision, based on material weight) for the large, round shield.

Shield, Tower: These rectangular shields are generally useful in individual combat, although the larger and more useful ones are heavy, but they are excellent protection in massed formation, especially from missile weapons. The tower shield comes in two sizes. The smaller ranges from around 1.5' by 2.5', the larger about 2' by 4'. They can be made of wood or metal, but also such materials as leather or wicker are used to make very large ones. The small tower shield takes a PMPow of 15 while the large takes a 17 if of solid, heavy material.

Sling: The sling is made of flexible material (woven cloth or leather) with a pocket at near the center of its length. It is a missile weapon which hurls a projectile (metal bullet or stone) from the center pocket when the sling is spun rapidly and one end subsequently released. To start, one end is firmly held by a loop around a finger or the wrist while the other is grasped, the missile in the pocket, and the whole spun around several times to generate momentum. Then the grasped end is released, and the missile streaks forth in a straight line (horizontal spin) or arcing trajectory (vertical spin) toward the target.

Spear: This is a staff with a dagger-like blade or spike point set on the end of it. Spears can be used in melee and most can also be hurled as missile weapons. Depending on the length of the spear, it takes more muscle to use one, so a short, 4' long, spear needs only a PMPow of 6, but a 14' long ash spear requires a 14 PMPow. There are four length categories: 4'-6', 7'-9' 10'-12' and 13'-15'.

Spetum: The spetum is a vastly improved melee spear. It has a long, narrow or broad spear point as its central thrusting blade, and two additional projections below it set at an angle of about 30° to either side of the main spike. The latter are used for attacking, holding foes at bay, catching opponent weapons, and disarming. The spetum can also be used to dismount a horsed foe. Weapons in the same class as the spetum are the various corseques or the korsekes. This weapon takes PMPow of 15 or better to use.

Spontoon: The spontoon is supposedly a pike that has been cut down to half size. For all practical purposes, this makes it a spear, and most are of only 6' or so length. The head of the weapon has a heavy, leaf-shaped blade with two to six smaller side projections below it. A spontoon has the ability to catch, disarm, or even break the opponent's tool. The use of the weapon requires a minimum PMPow score of 12.

Staff, Quarter: This is a large, stout length of hardwood used as a walking aid and in combat. One is typically cut from a straight branch. Most meant for more than assistance in walking are bound and shod with brass, bronze, iron, or even steel bands and caps. Length is from 5' to 7'. The quarterstaff can do severe damage to anyone not well armored. The Oriental version of this weapon is called a bo stick.

Staff Sling: This is a sling mounted on a pole of about 3' to 4' length. This gives the user the ability to hurl much heavier and larger projectiles than can be done by a normal sling, and do so in a a high arc so as to pass over vertical obstructions/troops, dropping their missiles down on their target from above. Staff slings can utilize pots of flammable liquids as missiles, thus being a sort of miniature, short-range catapult.

Sword, Hand-and-a-Half (or Bastard): This 3.5' long, straight-bladed double-edged sword is normally a one-handed weapon. Due to its heavy weight and its elongated handle, two or three fingers may be added from the off-hand, placed on the pommel, to give this weapon even more driving power. It requires a minimum strength of 15 PMPow to effectively use a sword of this sort.

Sword, Broad: This straight and wide-bladed double-edged sword is about 3' in length. Most have virtually no point, relying on cutting only. A favorite weapon of the Caledonians, it is also used in other nations by footmen and cavalrymen alike. The hilt is generally quite elaborate, thus providing extra protection for the user's hand. These heavy swords take a minimum PMPow of 15.

Sword, Epee: This thin, square-bladed sword is sometimes called

a foil (although the latter generally has a blade with a triangular cross-section). An epee is about 3' long from tip to pommel. It is one of the fastest swords in combat and relies solely upon the point for the kill, since it has no edge at all. This weapon does very poorly against hard-armored foes, and large and heavy weapons can destroy an epee if they strike its blade in melee. This light sword takes no great strength to use.

Sword, Falchion: The falchion has a slightly curved blade which is widest near the end—just before it tapers to the point. Thus, the weight toward the end of the blade makes it a bit slower to maneuver, but allows for superior armor penetration ability. The cutlass is of similar design, although a bit more curved and also somewhat lighter, and for game purposes is treated as being the same as the falchion. One needs a minimum PMPow of 15 to use a falchion.

Sword, Gladius: This is the short sword. It is a stabbing weapon and is extremely quick, but the 18' to 21" makes it of very limited range. Because of the heavy weight of this short blade, a minimum PMPow of 12 is necessary.

Sword, Great: This is the mighty two-handed sword of legend. The version of the Caledonians is called the claymore. This long, straight, and heavy sword is double-edged, and with it a strong wielder can cut swaths through the enemy lines with its 5' long blade. Overall length of a great sword is from 6' to 7'. To use effectively the great sword, one must have a PMPow of 20 or better.

Sword, Katana: These finely made swords of Nippon have an edge so keen that they rival that of the scimitar and are equally effective as the long sword without the need of as much strength. In fact, a PMPow of 12 only is necessary to use the katana. In this same category is included the *tachi* sword.

Sword, Khopesh: The khopesh has a crescent-shaped upper portion atop a straight base blade, and is a double-edged sword which is used primarily as a chopping/slicing tool. This is one of the oldest sword types in existence. It is a slow and clumsy weapon. It takes a minimum PMPow of 16 to handle a khopesh.

Sword, Long: This is a long, straight double-edged sword which can damage the foe with either the edge or the point. One is typically about 3' or so in length. If a wielder has the strength and knowledge, the long sword is an excellent blade. A minimum PMPow of 15 is needed to use a long sword in combat.

Sword, No-Dachi: This Nipponese version of the hand-and a-half or bastard sword is a wee-bit easier to use than its Western counterpart and just the smallest margin shorter. It takes a minimum PMPow of 15 to use the no-dachi.

Sword, Odachi: The Nipponese version of the great sword, this blade is the equal of the the other, except in its armor-piercing ability—due to its lighter construction. Those who use the odachi are strong personas with a minimum PMPow of 18.

Sword, Rapier: This double-edged, straight sword of 3' to 4' length is made for the thrusting attack. It is light enough and fast enough to be excellent against all but well-armored foes. While the primary attack form is the thrust of the point, the rapier has keen cutting edges, and its ornate basket hilt protects the user's hand. This is a deadly weapon to all who are not clad in metal, yet this relatively light sword can penetrate armor only with the greatest difficulty, and therefore receives a penalty against foes with such protection. This blade needs no great strength to use.

Sword, Sabre: This slightly curved, single-edged blade is used mainly for thrusting—and cutting. In this milieu the *yatigan* is included in sabre category of sword. The *dueling sabre* is a slightly lighter, straighter weapon. Either form takes a minimum PMPow of 13.

Sword, Scimitar: This strongly curved, usually single-edged blade is one of the sharpest weapons on all Ærth. Its length is about the same as a falchion or broadsword. It has been said that silken veils can be thrown into the air, and as they pass over the edge of the scimitar they will be sliced in two. The minimum PMPow for use of this weapon in 14.

Sword, Tulwar: The Hindic peoples' sabre, the tulwar tends to be front-heavy and use mainly a variety of different cuts in attack due to the down-angled hilt. If someone is skilled with the tulwar, that person will have great troubles using swords that have a normal, straight hilt and *vice versa*. The minimum PMPow for this sword is a 15.

Sword, Wakizashi: This is a small Nipponese sword which is the companion of the katana. It is an excellent weapon, all things considered. The wakizashi is carried at all times, even into the homes of friends. They are normally very ornate and are even used in situations of ritual suicide. They take no great amount of strength to use, with only a 10 PMPow required.

Throwing Star: The throwing star comes in several shapes, but basically there are only two sizes—small and large. These missile weapons can be hidden on the body while yet being in easily accessible areas; that means that's what usually done with them. Even the large star is still a diminutive projectile doing near minimal damage, but many of them are envenomed, which makes them a deadly instrument in the Far East. The throwing star is used mainly by thieves and assassins.

Trident: The trident is a spear with three parallel points. They are common throughout the East from the lands of the Hindics to the Nipponese Islands. To use the war trident takes a minimum PMPow of 14.

Voulge: This polearm was created by peasants as an easily made weapon. It might be the weapon from which the halberd was derived, or perhaps the latter was an adaptation of the pole axe. The voulge has a cleaver-head, with a minimal to longish point and no back spike. Length of the shaft is typically around 7' to 9'. The voulge takes a minimum PMPow of 17 for use.

Whip: This is a long, braided leather strip which can stretch to lengths as long as 30 (or more) feet. It can inflict only minimal damage, comparatively speaking. However, one who is a master of this weapon is a "driver," and with the whip the persona can do cutting damage with the flip of the wrist, sending the lash out to slice a foe, or, instead, wrapping the end of it around an object or appendage and yanking it toward him or her. No special strength is necessary to handle the whip, but to pull things or persons with it might require both strength and mass....

Armor Tables And Descriptions

Armor comes in many forms—from the general's shiny suit of

Armor Categories

Category	Areas
1. Jacket, coat	Ultra, Super, Vital
2. Helmet	Ultra, Super
3. Vest, shirt	Ultra, Super, Vital
4. Gloves	Non-Vital
5. Trousers	All
6. Thigh guards	Vital, Non
7. Shin guards (greaves)	Non
8. Shoulder guards	Non
9. Arm guards	Non
10. Groin Cup	Super
11. Gorget	Ultra
12. Camail (coif)	Ultra, Super

enchanted field plate, and the heavy chain barding of the fierce warhorse, to the thick, leathery hide of the rhinoceros.

There are set categories of armor items, each of which covers a particular Strike Location area or group of areas on the wearer's body. The different categories are listed on the Armor Categories table.

Only one item in each *category* can be worn at once. You can't be wearing two helmets at the same time, for example—at least with the sort of armor considered here. (In those cases where two items in a category were used historically, GMs can make allowances as they deem appropriate.) Each item has a certain armor rating versus each type of damage, and this rating is cumulative with all the other armor pieces that cover the same body areas.

For example, say you are wearing a chain mail shirt and a pair of leather trousers. The chain mail covers the Super-Vital, Ultra-Vital, and Vital areas and provides 15 points of armor versus Cutting damage. The trousers cover all the areas (everything from Non-Vital to Super-Vital areas can be found in the area covered by the trousers) and provides 5 points of armor versus Cutting damage. Thus in the Ultra, Super, and Vital areas, you would have a total of 20 points of armor versus Cutting damage, and 5 points everywhere else.

The armor rating for a certain item is figured both on the item's strength as well as how much of the body it covers. A steel gauntlet, for example, does not provide as much protection as does a breast plate, because it covers a much smaller area of the body and is less likely to be in between you and that sword. Some items though, like a groin cup or helmet, provide armor comparable to larger items because it is assumed that the enemy is trying to hit the weakest areas of your body. On pages 248 and 249 is a list of some different articles, both common and uncommon, which could be construed as armor. If your HP is really going to be wearing a lot of stuff, it would be a good idea to create an armor sheet to help you to keep track of it all. Note that magickal armor exists for the all three TRAITS, but that will be covered in the **Mythus Magick** book, in the section on magickal items.

Natural Armor

Fortunately, the system for keeping track of natural armor is a bit simpler than that of artificial and is based on a system of "layers." One "layer" equals 1 point of protection in the Non-Vital Strike Location area and against one damage type. Double that amount applies to Vital, triple that for Super-Vital, and quadruple that for Ultra-Vital. Thus, a beast with 4 Cutting (abbreviated "Cut") layers would have 4 points of armor versus Cut in Non-Vital, 8 points versus Cut in Vital, 12 points versus Cut in Super-Vital, and 16 points versus Cut in Ultra-Vital.

Here are a couple of examples of this, the first for the thick furry hide of a yeti and the second for the magickally treated rock which is the stone golem's flesh:

Yeti

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	8	8	12	—	12	28	—
Super	6	6	9	—	8	21	—
Vital	4	4	6	—	6	14	—
Non	2	2	3	—	3	7	—
Average	5	5	7	—	7	17	—

Stone Golem

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	80	80	20	80	80	80	40
Super	60	60	15	60	60	60	30
Vital	40	40	10	40	40	40	20
Non	20	20	5	20	20	20	10
Average	50	50	12	50	50	50	25

Human(oid) Armor

Human(oid) armor refers to all artificial armor worn by personas, regardless of their race. Thus, the following applies equally for human and non-human alike. Treat such exotic races as giants, titans, and other extremely large humanoids the same, except for the price. Price of armor for larger humanoids will increase by 100% for every additional 3' of height beyond 6'. Using this rule of thumb, boiled leather (cuir bouilli) armor made for a 21' giant would cost 3,000 BUCs (but would absorb basically the same amount of PD points).

The abbreviations used on the Human(oid) Armor table are: *Pierce* for Piercing damage, *Cut* for Cutting damage, *Blunt* for Blunt damage, *Fire* for Fire damage, *Chem.* for Chemical damage, *Stun* for Stunning damage, and *Elec.* for Electrical damage. *AP Cat.* stands for Armor Protection Category. *SF Pen.* stands for Speed Factor Penalty.

The gamemaster should consider penalty of movement for armor as follows:

Running: Each 1 SF addition slows movement by one yard per BT.

Dodging: [illegible] possible in armor with SF of 5 or higher

Walking: Armor slows rate by one yard per AT per factor, so a persona wearing armor with an SF penalty of 8 would cover eight yards less ground each Action Turn than one with no armor.

Human(oid) Armor

Item	Damage Protection Versus									
	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	AP Cat.	SF Pen.	Price
Allettes (Tartschen)	—	5	3	—	–	1	–1	UN	•	50
Armet	15	20	20	10	12	20	–10	US	•	2000
Back-Plate*	10	15	15	15	15	20	–10	USV	1	1500
Baju Emperau	2	4	1	2	2	2	5	USV	1	**
Banded Mail	10	12	15	12	8	15	–5	UVN	3	10,000
Banded Chain Mail	12	18	17	15	8	17	–12	UVN	6	20,000
Bavière	3	8	5	3	1	3	–2	SV	1	200
Bazu Bands	3	6	5	3	3	3	–4	N	•	1500
Boots	1	2	1	3	3	1	5	N	•	500
Brassarts	1	3	3	1	1	1	–2	N	•	500
Breastplate† (Plastron-de-fer)	10	15	15	15	15	20	–10	USV	1	2500
Byrnie (Sark, Hauberk)	3	5	2	5	5	1	5	USV	2	1000
Camail (Coif)	3	5	2	3	1	3	–3	UN	•	1000
Chain Mail	7	15	5	3	3	7	–8	UVN	4	10,000
Chausses (Greaves, Jambart)	2	3	3	1	3	1	–2	N	•	1000
Chukchi	2	3	2	–2	2	2	2	UN	1	250
Coudière	1	2	1	—	–	1	–1	N	•	200
Cuirass (Lorica)	10	15	15	15	15	20	–10	USV	2	3000
Cuissart, Plate	1	3	3	1	1	1	–1	N	•	500
Demi-Brassarts	1	2	1	1	1	1	–1	N	•	500
Demi-Jambarts	—	1	1	—	–	1	–1	N	•	400
Demi-Plate (leg)	14	18	18	18	14	18	–10	VN	1	2500
Demi-Vambraces	1	2	1	1	1	1	–1	N	•	500
Epaulières	4	7	5	3	5	3	–4	N	•	1000
Gambeson (Aketon)	1	2	2	2	2	2	6	USVN	•	50
Gauntlets	2	2	2	1	2	1	–2	N	•	1000
Gorget, Plate	5	8	5	5	8	5	–4	U	•	1000
Helmet (Helm)	5	12	10	3	6	8	–7	US	•	200
Helmet Crested (Combed)	5	14	12	2	4	9	–7	US	•	300
Helmet, Pot	12	16	15	7	6	15	–9	US	•	400
Helmet, Salade	6	16	15	3	3	5	–10	US	•	500
Helmet, (Salade) w/Mentonnière	10	17	18	5	4	8	–12	US	•	750
Hoguine	2	3	5	5	4	—	–12	N	1	250
Jerkin, (Vest) Boiled Leather (Cuir Bouilli)	2	2	2	5	5	1	6	USV	•	500
Koryak*	10	12	12	8	10	10	—	USN	5	500
Leather Armor	2	2	2	5	5	2	15	UVN	1	750
Leather Armor, Studded	4	7	5	5	5	4	12	UVN	2	1000
Plaquet	2	3	4	—	–	4	–10	USV	2	1500
Plastron	5	4	5	—	–	5	–10	USV	3	1250

Human(oid) Armor

Item	Damage Protection Versus: Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	AP Cat.	SP Pen.	Price
Plate, Armor Suit	17	20	20	20	15	30	-25	UVN	2	30,000
Plate Armor Suit W/Pauldrons	18	24	22	20	15	33	-27	UVN	3	55,000
Plate Armor Three-Quarter Suit	13	18	17	12	10	15	-20	UVN	2	25,000
Plate, Mail Suit	15	17	12	15	12	20	-30	UVN	3	15,000
Poleyn (Garde-de-Bras—W/Plate: knee protection)	1	2	2	1	1	1	-1	N	•	500
Ring Mail	6	10	8	7	5	8	-8	UVN	3	2500
Roundels	1	2	1	—	–	1	-1	N	•	300
Sabbatton (foot plate)	2	3	3	3	3	1	-2	N	•	500
Scale Mail Suit	14	16	8	10	8	10	-20	UVN	6	5000
Shield, Adaga††	5	12	5	3	3	15	—	USVN	2	1000
Shield, Buckler††	8	10	8	3	3	10	-3	USVN	•	200
Shield, Kite†† (Small)	10	15	12	5	5	15	-5	USVN	1	500
Shield Kite (Lg)††	12	18	15	8	8	18	-5	USVN	3	300
Shield Round†† (Small)	9	16	14	3	3	16	-5	USVN	1	250
Shield Round†† (Large)	11	20	17	6	6	20	-5	USVN	2	350
Shield Tower†† (Small)	12	15	13	8	8	15	-8	USVN	2	200
Shield Tower†† (Large)	14	17	12	10	10	17	-8	USVN	5	500
Skull-Cap, Bronze	10	15	13	3	3	5	-10	S	•	150
Skull-Cap, Leather	2	3	2	2	2	1	3	S	–	50
Skull-Cap, Iron	12	17	17	3	3	5	-10	S	•	250
Splinted Armor	14	20	18	14	8	20	-20	UVN	5	12,500
Tace (w/Plate)	6	10	8	3	3	3	-3	V	1	1,500
Tuilles	3	5	3	1	1	1	-1	V	•	500
Visor (Only w/ Helmets, Salades & Bascinet)	3	2	3	5	4	4	-1	S	•	100

• Wherever a bullet (•) appears, there is a cumulative penalty of one-third to one-half a Speed Factor. It is up to the GM to judge which, for this depends on which and how many of these items personae are utilizing in their armor protection. The smallest sorts (*allettes* for example) are only one-third, but many fall in between, and their cumulative use pushes them upwards in Speed Factor penalty.

* This defensive piece is effective only if the attack is made from the rear of the wearer. Otherwise, ignore the points in frontal combat.

** No purchase possible; see the text description.

† This defensive piece is effective only when attacked from the front. If the persona is attacked from the rear, ignore the points given.

†† Shields may be used to parry attacks as if they were a weapon (see "Parrying," on page 228). Shields otherwise count as armor, except that defenders must be facing the attack, or the assault must be coming against their off hand (shield-carrying arm side). Otherwise, the points don't count. Every time an attack scores more points—more damage is taken—than the shield alone can negate, the shield loses one step against its general destruction (normally 10 hits just as standard armor pieces).

Armor Descriptions

Allettes: These miniature shields for the head and shoulders are used primarily by nobles but are not unknown even by barbarians. They are also called *tartschen*. They come in assorted shapes, but all are made of metal which provides added protection for a couple of vital areas.

Armet: The lightest of all metal head coverings, the armet is also the most modern of all items of the "helmet" family. Not only is this lighter than all other forms of protection, but it also hinges all of its weight upon the gorget and thus on the shoulders, back, and even the chest of the wearer, so that its weight is more bearable. The table listings for this take into account the fact that the armet does have a visor already and does not get to add one to the face for additional protection.

Back-Plate: This is the obverse of the breastplate, and it is useful only when an enemy is trying to injure the wearer from the rear. Many forms of protection cover only the front of a warrior, and attacks from surprise, in melee, or while the wearer is retreating can often be fatal due to the lack of protective covering. The back-plate is an answer to this.

Baju Emperau: A Dyak (native) war coat made of soft, bast-like material with large fish scales sewn on. On Ærth, they are found only in the isles south and east of Shrijavti and north of Magmur as far as Panay Sulu.

Banded Armor or Mail: This is the progression of invention which goes one step beyond chain mail. Banded mail is laminated armor which is made up of strips of metal layered one row atop the other, each partially overlapping the next to create a melded unit which is proof against all but the heaviest of missile weapons. This form of protection, while still expensive, was and is affordable by professional soldiers, where chain mail was once so cost-prohibitive that only those of the aristocracy could afford it. The lighter encumbrance of this form of armor causes it to penalize the wearers by only 2 Speed Factors per CT. The reader will note that most Nipponese armor of better sort is of banded mail (lamellar) sort.

Banded Chain Mail: This is simply protection layered over chain mail. Banded chain mail is a combination armor which has the protective value of both banded mail and chain mail and does its duty well—except that the weight of it is *very* ponderous, and it therefore slows down the reactions of the user by 6 Speed Factor points CT.

Bavière: This is the lower face plate which is fastened directly to the helmet. This protects your visage and gives you added protection to this vital area. However, a bavière adds even more strain via weight to the wearer's already strained neck muscles, making it an even more uncomfortable protection than armor it's accompanying is already. A finer form of chin/face protection is offered with the *mentonnière* in combination with the salade. Wearing the bavière causes one to have a penalty of 1 SF point each CT.

Bazu Bands: These are additional protections that cover from the elbow to the back of the hand. This form of armor is found throughout the East from the Hindic Empire to the mid regions of Western Azir—including the lands of the Turks, Khazirians, and Parthians. Personas wear these over their other armor instead of brassarts and demi-vambraces.

Boots: This is footwear which covers, and thereby gives protection to, the wearer's feet and may give support up to the thigh if the hip version is worn. Many knights wear boots even when in full armor. Boots provide protection to the bottom of the foot against special forms of trap and defensive attack forms such as caltrops. If used in conjunction with *sabbatton*, they must be specially made and sized—for, of course, double the normal cost.

Brassarts: This category is general and describes several forms of arm and or hand protection—most of which are added features to other protection, giving the pieces in combination a laminated armor effect.

Breastplate: This piece of solid armor covers the wearer from collar to girdle. The breastplate protects only the front of the wearer, although taces and other armor sundries can be added to it to further ward off opponents' attacks. Included in this category is the *plastron-de-fer*.

Byrnie: A byrnie is a long, coat-like garment made of either rough leather or other, softer but padded materials. (On some remote isles in the Titanic Ocean the natives use knotted twine armor which is similar to the padded byrnie, if used alone, but it might also have bark sewn on giving it a value equal to that of a studded byrnie.) Most such coats generally have iron rings sewn to them, horn or metal plates sewn between layers, and so forth for some minor added protection. The byrnie covers the wearer from neck to just above the knee, and has sleeves which extend about half-way down the arms. This protective coat is sometimes referred to as the hauberk or sark, and in the South Sea Isles it is called *baju tilam*.

Camail: A hood-like section of chain mail worn over the head which protects not only a wearer's head, but also the neck and shoulders. Many times this will be worn over shoulder plates or other armor which then is, in turn, covered over in part or whole by a helm or like protective headdress. In some instances, the camail is referred to as the *coif*.

Chain Mail: This metal armor conforms to the body since it is made of thousands of individual riveted wire circles all interlinked (each connected to at least four other links) to prevent cutting or minor piercing attacks from getting though to the wearer. It will be several layers thick in critical areas. While offering good protection, many other (and in some cases cheaper) forms of armor now exist throughout some parts of Ærth. Chain mail used to be worn only by the rich, but now—due to modernization of wire drawing—chain mail may be owned by any working freeman. The weight of chain mail, however, is poorly distributed and tends to slow down, burden, and fatigue the wearer, causing the penalty of 4 SF points when attempting an action.

Chausses: These are protective leggings which are generally added over other armor to protect any or all parts of the legs. Chausses may consist of studded leather or be made of metal. They are sometimes referred to as *greaves* or *jambarts*.

Chukchi: This is another form of neck and shoulder protection, which, being made of wooden hoops and hides, is very cheap. This is a type of armor found mostly amongst the Eastern lands, but might possibly be purchased elsewhere on Ærth. A chukchi can be worn over other armor, even over the gorget or camail. Use of this device slows down the persona by 1 SF point each CT.

Courdière: These are small metal plates of various shape which are added to existing armor to protect the elbow area while still permitting some considerable freedom of motion. Courdière come in two types, one for use with chain mail armors and others for plate.

Cuirass: This is a sleeveless coat or piece of armor covering both the front and the back of the wearer, from neck to belt line. They might be made from studded leather cuir bouilli, brass, bronze, iron, or steel. The cuirass is, effectively a back and breast plate. Sometimes this form of armor is referred to as the *lorica*. Wearing one slows down the reactions of the individual by 2 Speed Factors.

Cuissarts: These pieces of metal are for addition to plate armor, directly protecting the thighs and knees. They generally use rounded caps for the knee area and reinforced lames for the rest of the leg.

Demi-Brassarts: These are additional pieces of plate which protect the back of the upper arms from shoulder to elbow.

Demi-Jambarts: These are additional pieces of plate which protect the shins.

Demi-Plate (Leg): This is plate armor, but only for the legs. Any persona using this added form of protection will suffer a penalty of 1 SF point each CT.

Demi-Vambraces: These are additional pieces of plate which protect the front of the lower arms from the bend of the elbow to the wrist.

Epaulières: These are laminated plates that are added over other armor to protect the shoulders.

Gambeson: Padded and/or quilted coat, with or without sleeves, worn under or atop other armor.

Gauntlets: These are the metal gloves worn to protect the hands. Some cover all the hand, while others cover only the back of the hand, and still others have small spikes added giving the owner a secondary attack form in extreme situations.

Gorget: The gorget is a partial replacement of the camail, using plate armor instead of chain mail. It protects the neck and upper shoulders. Sometimes it uses multiple pieces (vanes), or the gorget may be a single, shaped plate. This change not only offers more protection but also partially relieves the strain and weight from the top of the shoulders while allowing more freedom for the neck.

Hauberk: See byrnie.

Helmet: The most prevalent form of head protection is usually called the helmet, although many other names exist—such as helm, *bascinet*, and *barbute*. A helmet has a hard exterior with internal padding to aid in warding off damage from cutting, smashing, or piercing attacks. Many also have nasal strips or visors to give even a bit more defense. There are leather helmets, helmets of metal strips with leather, and all-metal ones.

Helmet, Crested: This is the standard helmet with some sort of plumage or comb added to the top for a small amount of added protection, and also to aid in the identification of the wearer even in the most chaotic situations. Helmets have been given such cresting since ancient times.

Helmet, Pot: This is the heavy, rounded, semi-flat-topped helmet which first found popularity in the Isles of Avilionia. All pot helms are equipped visors or the equivalent protective qualities of such.

Helmet, Salade: This more "shell-shaped" helmet rests entirely upon the head and is not attached to the armor as are most such devices. This allows complete movement of the head, thus vision in all directions, and is far and away cooler for the wearer. The overall difference which is visible when regarding a salade is that it has a more rounded surface, one which slopes down to the elongated rear portion. This leaves the chin free but exposed.

Helmet, Salade, Mentonnière: This is the salade with the addition of a solid metal piece called the *mentonnière*. This protects the chin, lips, nose, and ears. The mentonnière, however, is not connected to the salade helmet, but is rather attached to the wearer's breastplate or *cuirasse* by up to three screws placed into the latter.

Hoguine: A curving plate of metal affixed to the back-plate to afford protection to the buttocks. This piece prevents mounted

combat and is principally used by heavily armored footmen in melee.

Jerkin: This knee-length vest is made of thick or boiled leather (cuir bouilli). and, while worn as the sole protection by many peasants, is usually associated with and utilized as an undergarment before metal armor is put on.

Koryak: The koryak is a wide, permanently affixed shield which protects the upper back to the middle of the head. It is made of wood with thin steel plating. The use of this device restricts the user in many ways, giving a penalty of 5 SF points each CT and inability to ride a mount unless it has a *houdou* to ride in. (This armor is found in the Azirian lands of Northern Uigars where it is too cold for most types of horses to survive.)

Leather Armor: This is the complete set of clothing made of thick, tough leather, or boiled leather (cuir bouilli) mixed with normally tanned hides which provides full but rudimentary protection for its wearer. Whole armies can be equipped with this protection for a mere fraction of the cost of outfitting them with metal armor. Of course, for even better defense many sets of leather armor have small bits of metal such as metal studs, strips of horn or metal, or metal rings sewn on or within the layered hides, thus giving it finer protection and the term "studded leather."

Plaquet: A demi-breastplate or demi-cuirasse which covers the waist (and the lower back) upwards to the beginning of the rib cage, rising in front to a point. This is sometimes worn as a reinforcement with both plate mail or plate armor.

Plastron: An iron or steel breastplate worn sandwiched between the hauberk and the gambeson.

Plate Armor (Suit): The full suit of plate armor is near the pinnacle of modern defensive protection. While the weight of the whole can be heavier (in extreme cases) than chain mail, banded armor, and previous innovations, the weight of the whole is more evenly distributed about the body, and the hard protection provided can be improved upon only through the addition of accessory plates. Encumbrance and fatigue are thus reduced, and the wearer is more able to move freely on the field of battle. With the style change from body-form shaped armor to the "globose" format (the plates bubbled or bulged outward and away from the body with padding stuffed between the metal and the hauberk or other under-attire) weapons inventors are struggling to create better piercing weapons to try and cope with this the finest form of protection offered to humanity. The price is equal to that of a nobleman's ransom, though! The wearer suffers only a 2-point SF penalty for wearing plate armor.

Plate Armor (Suit) w/Pauldrons: Pauldrons are one of the most valuable additions made to plate armor. This is the natural progression which has happened to all forms of protection. It is the addition of external plates (pauldrons) to the seams and/or joints—or even other areas of the suit likely to be contact surfaces of hostile weapons. Pauldrons cover the epaulières and lames beneath. The wearer suffers a 3-point SF penalty for each CT reaction roll.

Plate Armor (Three-Quarter Suit): When weight and or cost get to be a factor, especially when equipping the elite foot-troops (leaders have always obtained the finest protection possible), the three-quarter suit has come into frequent use. In most situations there will be plate protection interposing between the wearer and the opponent's weapon, and the increased agility allows the wearer to move rapidly into the fray. Fighters so equipped—given that all other factors are equal—live to tell of actions against more poorly defended foes while spending battlefield loot in the taverns of conquered lands. The encumbrance of the armor causes a 1-point SF penalty to be applied when the wearer attempts an action.

Plate Mail (Suit): The combination of some chain mail with armor plates comes just short of plate armor in protective value. The suit uses a high amount of over-plates atop a steel mesh (chain mail) and or lesser protective armors such as leather. This is fine in its protective qualities, but its weight and encumbrance promoted the next advancement, the plate armor suit. In some less-developed or iron starved nations, bronze plate mail suits have been or are being used, and Phæree races are generally constrained from ferrous metals, so they typically utilize bronze-based armors. Note that bronze is at best 30% less protective than steel, so it has 70% of the value of steel (and takes only seven hits to destroy). The encumbrance of a plate mail suit causes the wearer to suffer a 5-point Speed Factor penalty each Critical Turn.

Poleyn: This is the name of the additional plates for the knee area; they are also referred to as the *garde-de-bras*.

Ring Mail: This is a name for the padded protective garment that has studs and rings sewn both inside its layers and upon its leather outer surface. Many people refer to this as *pourpoint*. Ring mail usually includes many added pieces of armor plate (courdières, roundels etc.), and might in large part use as its base cuir bouilli instead of cloth as its base material. The wearer suffers a 3-point Speed Factor penalty when wearing this each CT.

Roundels: Roundels are discs of metal added to the outside of many forms of armor, thus aiding in the protection of the elbows and shoulders. The roundels were first used with chain mail, and they are used with the newest armors even today.

Sabbatton: These are plated footwear which covers the exposed top, rear, and sides of the foot. Underneath the sabbattons, the wearer will probably be wearing chain-mesh.

Sark: See byrnie.

Scale Mail: This longish coat armor (a byrnie-like garment) is made by taking hundreds of little plates, piercing them at the upper end, and sewing them on to leather or heavy, padded canvas. They are thus affixed so that they overlap top to bottom, side to side, and give a bristly effect to the wearer. Every square inch of the wearer so covered is protected by two or three plates due to the overlapping, so that even an awl or pick would have to penetrate the multiple layers. However, an upwards-aimed blow tends to negate the depending plates of scale mail. Plates can be of cuir bouilli, horn, copper, brass, bronze, iron, steel, etc. Due to the movement limitations and weight of this armor, wearers must add 6 points against their reaction Speed Factor when doing an action.

Shield, Adaga: This combination defense and attack weapon is another tool of the Hindics. It does neither function as well as items made for one or the other, although its dagger-blade, spike, and spear portions are effective as interposing obstacles between users and their attackers. This multipurpose item takes much attention and practice to employ effectively. Due to its bulkiness, the adaga causes the user to suffer a 2-point Speed Factor penalty each CT. This shield

may be used only against one attack per CT, but it can also be employed offensively, of course.

Shield, Buckler: The buckler is a diminutive shield that is held in one hand (or strapped on the arm), and due to its small size and weight can be interposed quickly between an attacker's weapon and its target, thereby deflecting such blows. The buckler is good against light armaments, but heavy or two-handed weapons tend to nullify its value and pulverize the defense. Each time a two-handed weapon or polearm gets damage through to the holder of a buckler, the shield takes double the permanent damage of such attack, thereby shortening its usefulness to a potential new minimum of five such blows instead of the normal 10. Bucklers may defend against only one attack per CT. Some few of these little shields have the addition of a spike which basically gives them a minor attack addition at the added cost of 40 BUCs.

Shield, Kite (Small): This small, metal, basically triangular-shaped shield is fast and sturdy in melee, while only mediocre against missiles due to its relatively small size. It gives a 1-point SF penalty. Small shields can defend against up to two attacks per CT.

Shield Kite (Large): The large kite shield is made of wood with metal edgings nailing down the leather covering which strengthens its planks. Its size enables it to provide a fine defense against missiles, while its height and bulk make it just usable for footman. As with all heavy shields, this gives a 3-point SF penalty. If stationary, missile troops with accompanying shield bearers may have the latter plant the shield for defense, while they fire their missiles without the SF penalty. (Some few archers or crossbowmen might actually bear large kite shields, but this is unusual.) Large shields can defend against up to three attacks per CT.

Shield Round (Small): This round, typically metal, defensive device might be the best shield for one-on-one melee actions fought on foot. This takes for granted that it is not made of wood/leather/metal or bronze, for if so the device is weaker and/or heavier. Round shields are the most versatile tool of this category for the typical infantryman. The use of the small round shield causes a 1-point SF penalty to the user. A small shield can defend against up to two attacks per CT.

Shield Round (Large): This is the large, wood-based, metal-studded and edged shield favored so much by the Skands and other large and hardy warriors. Anyone who uses this sort of shield, though, will have a 2-point SF penalty each CT. Large shields can defend against up to three attacks per CT.

Shield Tower (Small): This is the footman's shield typical of the Babylonians and others of Near Azir. The shape is rectangular, but its make-up is usually of some hardened metal is standard throughout most civilized lands of Ærth. While not as maneuverable as the round or kite shield—the wielder loses 2 Speed Factor points per CT—all tower shields get a bonus of 5 extra armor points against missile fire. The small tower shield can defend against up to two attacks per CT.

Shield Tower (Large): This is the large to huge rectangular device which the very strong warriors or the lightly encumbered missile troops often take into combat. The largest are sometimes referred to as mantlets, although properly speaking such protective devices have wheels and a firing slit. A large tower shield is bulky, giving the user a negative of 5 SF points (add 5 to the Initiative die roll), but with its extra 5 points of missile protection and its regular large shield defense, it keeps it users alive longer. It has the advantage of being able to be planted in front of its owner (or another man by the bearer) so that fire from behind its protection by missile weapons is without the reaction Speed penalty. If this is made of anything but iron or steel bands adding to leather reinforcing wood, the GM must make suitable changes to the value of this item. (Some are made of wicker or bronze, for instance, the former being as light as a small shield, the latter stronger but much heavier.). As per all large shields, the large tower shield be used against three separate attacks per CT.

Skull Cap (or Cap): These are an inferior form of helmet covering only the top of the head and not having visors or any form of lower facial protection—some skull caps have a nasal strip or eye guards. These are made of leather, brass bronze, iron, steel, leather and metal, or wood and some combination involving one or two of the aforementioned substances. Many times men-at-arms are equipped with skull caps instead of more complete head protection.

Splinted Armor: This is a near-suit of combination armor using mostly chain mail as the base upon which long, vertical strips of plate metal are overlapped—additionally, splinted armor refers to courdières, jambarts, sollerets and genoulières. While all these parts offer good protection, the weight and encumbrance is trying, forcing the user to suffer a Speed Factor penalty of 5 points for any actions.

Taces: Taces are short, laminated skirts of plate metal, metal strips, or even leather and metal strips which hang from the waist down toward the mid-thigh area. Many are worn go over the other body armor, adding still another layer of protection without adversely affecting the wearer's movement.

Tuilles: These are side plates which are added to taces to further protect the thighs of the wearer.

Visor: This is the addition of a specially shaped plate to helmets, salades, or bascinets. The visor has vision/air slits or holes provided for wearers, so that they can see (in a much poorer state) their enemies and breathe (stale and overheated air) in the heat of battle. The visor can be raised when not in direct action, so that it doesn't interfere with the functions of the wearer. When lowered, though, it offers important protection to the user's face and chin.

Barding For Steeds/Armor For Other Creatures

No intelligent warrior is going to spend 30,000 BUCs or more on a champion warhorse and then ride into the midst of a battlefield without investing in some form of barding for that mount.

Special Note: Horses must be of the war-type to be able to carry a person in armor. These types in, ascending order are: the genet, the courser, the charger, and the destrier. Riding horses and work/common horses are unable to enter combat. In addition, these working/riding horses are unable to wear barding of any sort.

All types of a mount's armor, whether it be on a drake or on an elephant, have the same protective statistics, only the price will be different. Much higher costs are involved, of course, in instances of much larger ones. Also, creatures native to Phæree may not have contact with iron or steel or any ferrous metal-containing alloy, and so bronze (70% value of steel) or other material must be substituted.

Barding, Etc.

Item	Damage Protection Versus: Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	AP Cat.	SF Pen.	Price
Chain Mail	7	12	5	3	3	5	-12	USVN	25%	20,000
Chanfron	12	16	14	2	2	5	-3	US	5%	2,100
Demi-Chanfron	11	14	12	1	1	3	-2	U	—	900
Front Plates*	3	5	5	4	5	5	-5	N	10%	1,200
Leather	2	2	2	5	5	2	12	USVN	10%	2,500
Padded**	2	3	3	5	5	4	15	USVN	—	2,200
Plate Armor	14	16	15	12	25	25	-30	USVN	20%	15,000
Plate Mail	12	14	13	15	20	20	-25	USVN	30%	13,000
Studded Leather	3	6	4	5	5	6	12	USVN	15%	3,500

* Both rider and mount receive the protective bonuses of this piece of equipment.

** If more than 5 points of Fire damage is taken, the padding catches on fire, the mount is likely to panic, the rider must either jump and let it meet its fate or else get the armor off or put out the fire—dealing with the steed in question all the while.

Barding Descriptions

Chain Mail: This considers chain mail draped over most of the steed, hanging down nearly to knee level. This tends to be very heavy and slows down the speed of the mount by 25%.

Chanfron: This is head protection for the horse (or other steed) which in modern times is made of laminated steel plates covering both the horse's head and neck areas. Many times these are used alone, but they may be added to other (full) horse armors. The chanfron slows the mount by 5%.

Demi-Chanfron: This is protection for the top of the mount's head only, leaving all but the Ultra-Vital (U) areas uncovered. This form of barding doesn't slow down the horse at all. The demi-chanfron can be worn alone or in conjunction with other protection.

Front Plates: These plates must be added to chanfrons or other (full) armor if desired and thus give protection to both the horse (or similar steed) and rider. These slow down the mount by an additional 5%.

Leather: Leather protection for mounts is different than that of humans. In the latter case one needs to carefully shape and break up the armor into smaller pieces or little, connected parts to give the whole of it flexibility. In the case of barding, the task is far simpler, so leather is frequently employed for all sorts of battle steeds. The weight of this slows down the mount by 10%.

Padded: Light padded or quilted armor is the most common of all horse protections. This doesn't affect the speed of the mount in any way.

Plate Armor: The finest of all horse armor, this protects extremely well while adversely affecting the speed of the mount less than the other full metal armors. Plate armor slows the mount by 20%.

Plate Mail: The heaviest of all armors, this is a combination of chain mail with the addition of metal plates. While being very effective in its protection, this slows the mount by 30%. In areas where skilled armorers are rare, such as the Hindic lands, Babylonia, etc. this is the best armor you can purchase or have made.

Studded Leather: This is the same as the leather armor described above, except that studs and strips of metal are placed about the surface to aid in its defense. This slows down the mount by 15%.

Cost Of Weapons And Armor

The Weapon/Armor Cost Multipliers table should be used to calculate the price of weapons and armor, based on their general quality of craftsmanship, or how well they have been maintained if they are not new.

Weapon/Armor Cost Multipliers

Quality	Price
Poor	0.25
Below Average	0.5
Average	1
Above Average	2
Exceptional	5
Unsurpassed	10

Damage To And Repair Of Armor

Those familiar with one of the views held by the authors regarding and comments on armor's absorption of damage will understand just how difficult a matter it is to create rules which reflect wear and tear on the stuff. A small weapon or projectile of any sort will not materially damage armor—at least for all intents and purposes. Yet, fire and acid are attack forms which might literally melt the protection away. For the sake of simplicity (and players' sanity), armor will be considered whole, fully intact up to and

including the tenth time it absorbs its maximum amount of damage and transmits remaining Physical damage to the wearer. That is, the persona must have taken only partial damage 10 times. If attacks score insufficient damage to inflict any points on the wearer, the armor having negated all of the attack, ignore such attacks. On a separate sheet, keep a record of attacks which scored full damage on the armor and passed one or more points on to the wearer, and which were not subsequently repaired. After 10 such attacks, on the 11th and succeeding attacks, the wearer is *unprotected*, i.e. the armor is ruined and provides no more protection. The persona will have to find an armorer and pay for costly repairs or else buy new gear!

Purists might wish to divide up various pieces of protection, but the record-keeping involved just isn't worth the effort for most players (including your authors!).

Non-Average Quality Armor

Averaged Armor

For those who find the armor tables in this chapter a bit overwhelming, we offer the following optional method of handling protection versus Physical attacks. This method allows for a more limited, standard range of armor types, and averages the amount of Physical damage protection conferred by the armor. There are six types of averaged armor, as shown below:

(1) Leather and/or padded
(2) Studded or reinforced leather/padded
(3) Metal and leather
(4) Chain mail
(5) Plates mail (chain mail and plates, also banded and splinted armor)
(6) Plate armor

Each type can be sub-classified as *Full*, *3/4*, or *Half* protection, depending on the configuration which is worn. A persona who is dressed in a studded leather byrnie is only partially covered with respect to Physical attacks, and thus the armor is classified as Half protection. By adding leather chausses (greaves or jambarts) and gauntlets, the quality of protection increases, and the wearer qualifies for 3/4 protection. Finally, a subject with these items, and supplemental garments and accessories (a helmet, shield, or brassarts, perhaps) would accrue the maximum protection possible for metal and leather armor, and such would be considered Full protection.

All six classes and three sub-forms (Full, 3/4, and Half) of armor are summarized on the Averaged Armor table on page 256. Notes for each specific type of armor follow.

Studded/Reinforced Leather Armor: This is hard and thick or boiled leather (cuir bouilli) that includes metal rings or studs affixed on the outside or sewn between layers to enhance its level of protection. Some underpadding is assumed in this sort of protection.

Half: A padded byrnie, hauberk, or leather jerkin with metal studs or rings sewn on or inside.

3/4: As above, plus a pair of leather chausses (greaves, jambarts), and gauntlets/gloves.

Full: As above, plus brassarts, a leather buckler, or small wooden shield.

Metal & Leather: This includes protection such as ring mail and scale armor.

Half: A cuir bouilli jerkin and light metal breastplate, or a shirt or coat of ring/scale armor.

3/4: As above, plus leather tasses, chausses, and gauntlets/gloves.

Full: As above, plus a skullcap or small helmet of some sort, brassarts, or a small shield.

Chain Mail: This consists of a multilayered mesh of many interwoven links of metal wire that form a protective armor covering the persona's vital areas. Underpadding is absolutely mandatory, for otherwise the metal would be driven into the wearer's flesh!

Half: A chain mail shirt and small metal helmet.

3/4: As above, plus gloves/gauntlets and chausses, and a helmet or camail (coif) with padded cap underneath.

Full: As above, plus pauldrons and roundels or a shield.

Plate Mail: This armor is basically light chain mail with metal plates and/or strips (lames) added for extra protection. Such things as banded and splinted armor fall into this category. So does the brigandine of "coat of plates" which is a slightly more flexible and less costly form of cuirasse.

Half: Chain mail shirt with metal breastplate and pauldrons or cuirass, and s small metal helmet.

3/4: As above, plus pauldrons or cuissarts or roundels, gauntlets, and a camail and steel cap to protect the head, neck, and shoulders.

Full: As above, plus tasses or chausses or tuilles (legs), and possibly a metal buckler or shield or gambeson.

Plate Armor: This is a complete suit made up of small and large pieces and plates of metal which so fit together as to generally stand away from the wearer's body. Some overlap or are joined together to provide maximum coverage and protection is vulnerable body areas. Such armor needs no underpadding or protection beneath it.

Half: Half-suit of plate (cuirass and arms brassarts), with tasses.

3/4: As above, plus cuissarts, gauntlets and helmet.

Full: As above, plus full leg pieces (various) and one or more extra pieces such as tasses, tuilles, courdière (elbows), epaulières (shoulder), or brassarts, and likely some form of shield unless many extra pieces are worn.

Unified Damage Types: You may wish to further simplify armor protection by ignoring the individual damage types inflicted by weapons, instead applying Physical damage against the overall protection score of the type and class of armor. However, if you choose to do this, apply the scores across the board, i.e., for HPs and OPs alike. The simplified values are listed in the Averaged Armor, Unified Damage Types table on page 256.

Armor and Use of Castings

MORE ON DAMAGE TO PERSONAS

While the immediate effects of damage, as well as the most obvious way of receiving it, have already been discussed, there are other negative effects and ways to be injured as well. Everything from falling damage, to shock, to poison, disease, and insanity will be covered in this section. The basic information on the effects of damage, however, can be found in the following places: Physical Combat, pages 224-225; Mental Combat, page 213, Spiritual Combat, pages 214-215.

AVERAGED ARMOR TABLES

Averaged Armor, Full, 3/4, and Half Ratings

Armor Type		Damage Protection Versus: Pierce	Cut	Blunt	Fire	Chem.	Stun	Pty.
(A) Leather/Padded Armor								
Full	(average = 12)	14	18	16	8	8	13	2
3/4	(average = 9)	10	13	12	6	6	9	1
Half	(average = 6)	7	9	8	4	4	6	—
(B) Studded/Reinforced Leather								
Full	(average = 16)	18	23	20	11	11	16	2
3/4	(average = 12)	13	17	15	8	8	12	2
Half	(average = 8)	9	11	10	5	5	8	1
(C) Metal & Leather								
Full	(average = 20)	20	31	27	12	12	22	4
3/4	(average = 15)	15	23	20	9	9	16	3
Half	(average = 10)	10	15	13	6	6	11	2
(D) Chain Mail								
Full	(average = 24)	24	42	28	12	14	28	6
3/4	(average = 18)	18	31	21	9	10	21	5
Half	(average = 12)	12	21	14	6	7	14	3
(E) Plate Mail								
Full	(average = 32)	29	53	38	18	19	39	6
3/4	(average = 24)	21	39	28	13	14	29	5
Half	(average = 16)	14	26	19	9	9	19	3
(F) Plate Armor								
Full	(average = 40)	36	56	48	28	34	43	4
3/4	(average = 30)	27	42	35	21	25	32	3
Half	(average = 20)	18	28	23	14	17	21	2

Notes:

Leather/Padded Armor is simply some form of padded garment (such as canvas with interior quilting) and/or thick and hard or boiled leather (cuir bouilli) material intended to prevent cutting and piercing and absorb the force of physical blows.

Half—A padded bymie, hauberk, or leather jerkin (long vest).

3/4—As above, plus leather chausses (pants), and gauntlets/gloves.

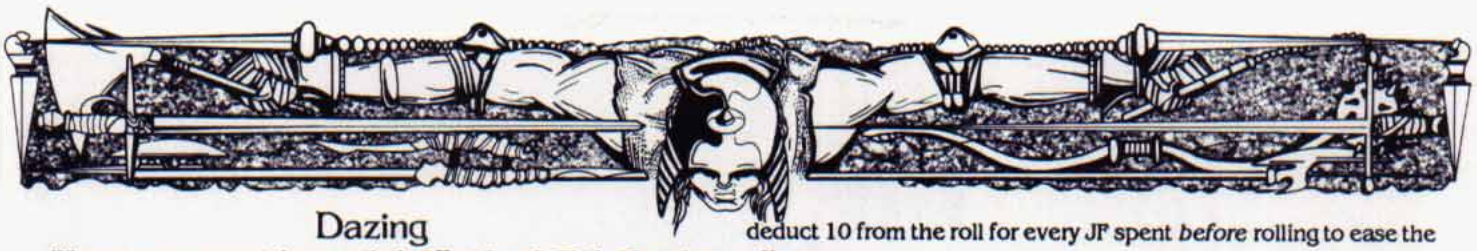
Full—As above, plus a leather buckler, bracers, or small wooden shield, perhaps.

Averaged Armor, Simplified

Armor Type	Damage Protection Versus: Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	Avg.
(A) Leather/Padded	13	18	15	9	9	13	9	12
(B) Std/Rnf Leather	17	23	19	11	11	16	9	16
(C) Metal & Leather	20	31	27	12	12	22	–13	20
(D) Chain Mail	24	42	28	12	14	28	–22	24
(E) Plate & Chain	29	53	38	18	19	39	–28	32
(F) Plate Armor	35	56	47	29	35	43	–24	40

Averaged Armor, Unified Damage Types

Armor Type	Protection Values: Full	3/4	Half
A	12	9	6
B	16	12	8
C	20	15	10
D	24	18	12
E	32	24	16
F	40	30	20



Dazing

Whenever personas take over their *Effect Level* (EL) in Mental or Spiritual damage or their *Wound Level* (WL) in Physical damage, they are considered to be *Dazed*, just as is a controlled or will-less victim. Other things such as disease, dehydration, or any of a number of other occurrences could cause Dazing as well. Dazed individuals suffer the following disadvantages:

1. All their BAC totals are reduced by 50%.
2. Their total Speed Factors in each CT are increased by 5.
3. No magickal Castings of any sort can be employed. (The GM may optionally allow the use of Heka-engendered powers.)
4. All Difficulty Ratings (DRs) are increased by 2.
5. Such personas' movement rates are halved.

Dazing generally lasts until such individuals' total of Mental or Spiritual damage is no longer over their EL, or their Physical damage total has been reduced to below their *Recovery Level* (RL). Controlled personas will, unless they're over their Mental EL, probably no longer be Dazed once free from control. But a will-less or mindless one, of course, is permanently in this state. Note that once you have become Dazed, you can't get any more Dazed than you already are. In other words, the effects of Dazing are not cumulative.

Permanent Damage

Personas who have taken their *Critical Level* (CL) or more in damage have been critically injured and may have had some important body parts destroyed. Regardless of the medical treatment they receive, they must roll on the Permanent Damage table. Remember to roll on this table before making any necessary Shock rolls, for there are modifications on the Shock table which vary with any severings and the like that have been suffered. Roll D%. You may deduct 10 from the roll for every JF spent *before* rolling to ease the effects.

If the Permanent Damage table yields a result of "Scar," roll D% on the Scar Severity table to determine how marked the scar is. Spending 1 JF will automatically yield a "negligible" result.

Note that some lost Physical ATTRIBUTES can be regained once the persona learns to function with the new condition. Restorative Heka is generally available, so there are options if a player doesn't wish to just start over with a new HP. Unless the restorative Castings are performed by a skilled healer, there may still be traces of the wounding. Subtract 10 points from the roll for every 40 STEEP points the healer has in the *Alchemy* K/S. Keep in mind, however, that when the magickal restoration is finished, no further Heka use will affect the persona's wounds/scars, and the remaining scars are *permanent*. In the case of HPs, all the ATTRIBUTES must be at least 6 or the persona will cease to be a Heroic Persona. In any case, whatever sorts of permanent damage remain should be noted somewhere on the HP sheet.

Shock

Individuals who have taken their WL or more in damage and are not treated for Shock successfully within their PMCap in Battle Turns after being wounded must roll on the Shock table. Those who require daily treatment and do not receive it must likewise do so. Roll D%, subtract the persona's PMCap, and apply the modifications from the Shock Modifications table.

Finally, keep in mind that death will also result if any ATTRIBUTE is reduced to 0 or less. Furthermore, a persona must have at least a 6 in all ATTRIBUTES by the time all Physical healing is completed and restorative magick has been performed, or else that persona will be useless as an HP. It is up to the GM to determine how many lost points are regained via what method, as well as how much various method costs and similar details. Otherwise, retirement to status of an Friendly Persona (FP)—a comrade and aide to the HPs—might be in order.

Permanent Damage

D% Roll	*Persona Effects*	*Rules Effects*
0-50	No permanent damage	None
51-75	Scar	(Roll for severity) Possible loss of Attractiveness
76-85	Loss of finger, toe, or ear	–1 to Physical ATTRIBUTES. *
86-90	Loss of hand, foot, or eye	–50% to Physical ATTRIBUTES. *
91+	Loss of arm, leg, sight, or hearing	–75% to Physical ATTRIBUTES. *

* Loss of a finger also costs 1 Attractiveness point. A hand, foot, ear or eye will remove 3 such points, and the loss of an arm or leg will remove 5 points. GMs may add penalties to P ATTRIBUTES at their option. M or S also in severe cases.

Scar Severity

D% Roll	*Severity*	*ATT. Loss*
0-50	Negligible	None
51-70	Slight, concealable or correctable through Alchemical Magick	–1 unless concealed or corrected
71-80	Noticeable body scar	–1
81-90	Noticeable extremity scar	–2
91+	Disfiguring facial scar	–4

Damage From Other Physical Injury

While simple combat is one of the most common ways to get hurt, there are also other nasty things which can contribute to your HP's demise, for combating the forces of Evil is dangerous! Many of the Physical-related ones are covered in this section.

Acids and Alkalies: This section covers various corrosive liquids which inflict Chemical dam-

age to objects they come in contact with. Basically, all acids and alkalies work on a Continuing damage basis which applies as long as the persona or article is exposed to the chemical. Each type of acid or alkaline has a *Damage Rating,* and some will have *Burn Durations,* although there are a few types that will simply continue to go until the target has disintegrated. A typical acid or alkaline liquid will do 4D6 damage and have a Burn Duration of around two ATs or so. The substance can usually be removed by running water or immersion, though some types are even resistant to that. If a persona wishes to throw a vial of acid, treat the vial as a rock for determination of range and the like. Make an Exposure roll for the target when struck, but one vial will usually only affect one target. One could splash an open container of acid across several foes, but at a much shorter range, of course; a few feet at most: Short 2', Medium 4', Long 6'.

Cold and Exposure: This time by "Exposure" we mean exposure to the elements, primarily cold and/or damp conditions. Heka-generated cold-based attacks, naturally cold temperatures, and exposure all have tremendous potential to inflict Physical damage when you get on their wrong side, as the HPs just might. First of all, extreme temperatures are discussed. When dry, a naked or lightly clothed human being can endure temperatures of around 40 to 120 degrees Fahrenheit without significant Physical damage, though probably very significant discomfort at the extreme levels of the scale. The semi-comfortable temperatures seem to be more in the neighborhood of 70 to 90 degrees. These ranges are modified when the persona is wet, immersed in water, or clothed significantly (i.e., pants or leggings, a warm tunic, a cloak, and footwear at the very least). The information is summarized on the Cold and Exposure table.

Note that if wet or immersed and at the lower end of the temperature scale, personas will have a much harder time resisting disease should they be exposed to it (+2 to DR). Also, once outside the "Ideal" temperature range listed, personas will have to make a "Moderate" PM roll or become Dazed. When outside the "Low-High" range, they must make a "Hard" roll. Worse yet, for every 10 degrees, or fraction thereof, that the temperature is outside that listed for the "Low-High" range on the above table, such personas will take 1 point of damage per AT of exposure. The Dazing will not go away, and neither will the damage heal, until they have spent as much time inside a place with an "Ideal" temperature range as they did outside. Note that both excessive heat and cold are capable of inflicting shock, though only cold can inflict permanent damage. Special clothing for cold is available and necessary beyond the ranges shown.

Disease: As do poisons and acids (qq.v.), diseases have a number of highly variable characteristics. Basically, every disease has four main components:

1. A Contagiousness Rating (CON-R)
2. An Incubation Period
3. A STR and a Short Term Effects list
4. A Long Term Effects list

Contagiousness Rating is a number which is matched against the persona's higher Physical CATEGORY in a K/S-versus-K/S-style contest when the persona is exposed to disease. If the disease wins, then the persona has contracted it. A result of a tie indicates that the persona has become a carrier—such people can spread the disease but do not themselves become sick. If the persona wins, however, she or he resists contracting it. The DR for the disease can be modified according to

Shock

D% Roll	*Effects*
01-50	Unconscious for 3D6 hours. (If already unconscious, these hours are additional.)
51-60	Unconscious for 1D6 weeks. The individual will have trouble with starvation and dehydration (q.v.) if not specially cared for.
61-70	As above, but persona loses 1 from all ATTRIBUTES (including Mental and Spiritual).
71-75	As above, but persona loses 2 points from all ATTRIBUTES.
76-80	As above, but persona loses 3 points from all ATTRIBUTES.
81-85	As above, but persona loses 4 points from all ATTRIBUTES.
86-95	Comatose for 1D6 months. Lose 1D6 from each ATTRIBUTE per month, though 50% of the loss is recoverable after another 3D6 months of Physical therapy.
96+	Persona dies.

Shock Modifications

Reason for Shock	*Modifier*
CL equalled or exceeded	+10
Small severing (finger, toe, ear)	+10
Medium severing (hand, eye)	+20
Large severing (arm, leg)	+30
DL exceeded by an exposure-based attack	+5
Special Failure of *First Aid*	+10
Per JP spent prior to rolling to ease effects	–10

Cold and Exposure

State	*Ideal Temp.**	*Tolerable Temp.**
Wet	75-95	50-130
Immersed in water	85-95	60-120
Significantly clothed and dry	60-85	30-120
Significantly clothed and wet	70-90	40-120
As above, but immersed	70-90	50-110
Bundled tightly and dry	0-30	–30-60
As above, but wet	65-85	30-100
As above, but immersed	65-85	40-95

*Degrees Fahrenheit

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just how badly the persona was exposed. A minor contact might increase its Difficulty Rating two or three levels, whereas a close and extended one might make it automatically "Easy." The persona's DR might be modified by current state of health. One thing to keep in mind, however, is that it is only necessary to conduct such contests when a persona is exposed to a very major and dangerous ailment. The "strep throat" or the "flu," for example, do not warrant rolls (gamemasters will simply announce their assault)! However, diseases such as typhus, malaria, hepatitis, anthrax, meningitis, and the Black Plague do.

Since diseases vary so greatly, it's hard to say what an average CON-R would be, though anywhere from 50 to 60 or so is a good guess for a serious affliction which is spread through casual contact. Some diseases have certain restrictions on when they can be spread, but when the criteria is met, the CON-R tends to be very high indeed—80 or so. (A good example of this is AIDS, which cannot be spread through casual contact.)

Once a victim has caught the disease, its *Incubation Period* goes into effect. This is the amount of time (listed as being a certain number of days) it takes the disease to cause symptoms in the victim. When the victim is merely a carrier, the disease will "hang around" in that persona for 10 times the length of the Incubation Period before becoming dormant. A carrier can spread the disease as easily as anything else, perhaps even more so because it is not readily apparent that the carrier is, in fact, a carrier. A successful *Herbalism* roll, however, can identify one without too much difficulty. Note that victims of the disease who are not carriers but are in the incubation stage can spread the disease as well.

Once the Incubation Period has finished, the victim will then suffer the *Short Term Effects*. These are determined by the disease's *Strength Rating (STR)*. An average STR rating for a dangerous disease is around 30, and the number of "points" worth of short-term effects the disease has will be equal to its STR. Some diseases may have one single, huge effect that represents all of its STR points, whereas others may have a lot of small ones. While it is up to the GM to determine exactly what effects a certain amount of STR points is sufficient to cause, some guidelines and examples are given in the Disease Effects table.

Here's an Example: A STR 30 disease causes its victims to spend 10 hours per week in a hallucinogenic delirium (10 points), inflicts 5 points of Mental damage per week (10 points), cuts their movement in half (5 points), and increases all of their DRs by two (5 points).

When a healer or herbalist treats a disease, he or she can make one *Herbalism* roll per week. Success reduces the STR rating by an amount equal to 10% of the physician's STEEP (or double that for a Special Success). When the STR rating is lowered, some of the Short Term Effects may be reduced or eliminated because there are not enough STR points to support them.

Continuing the above example, assume that a healer with STEEP 50 makes a successful roll. The disease would then be reduced from STR 30 to STR 25, and thus loses 5 points of Short Term Effect. In this case, the GM decides that the victim is only affected by 25 STR points of disease effects from the table, instead of 30. Note that all of an effect's points must be removed to eliminate it, even in the case of one that can't be reduced. If a disease rendered its victim blind, for example, the victim would remain blind until all 30 points of the blindness were removed.

Left to its own devices, a disease will tend to eventually pass as the victim's body fights it off. Victims may take the rate at which they recover lost Physical damage points (see "Healing," page 274) and apply it against the STR of the disease instead. This is another area where the healer can help, as a successful *Herbalism* or *Medicine, Oriental* roll will allow such victims to recover at the full rate listed for the duration of the sickness. The only complication that occurs is when the disease itself inflicts Physical damage on a victim, for in that case the recovery points will first be applied to repair the damage instead of to fight the disease. Note that Physical damage caused by disease can inflict Shock and permanent Damage just as would a weapon, but, unlike poison, it can cause scars and lower Attractiveness, too.

In any event, the attack of the disease is over once its STR has been reduced to 0. But *Long Term Effects*, however, may continue to plague the sufferer. The Long Term Effects are usually derived from the problems caused by the short-term ones. Two common examples are the victim going insane and damage inflicted becoming permanent.

Continuing the above example, the 5 points of Mental damage the victim was usually fighting when disease caused Mental TRAIT to be reduced permanently by 5, thus causing the persona to have to pull a total of 5 points from ATTRIBUTES to compensate, which in turn reduces one or both CATEGORIES as well. As a general rule of thumb, the longer the

Disease Effects

Disease STR	*Effect*
1	Causes a strange mutation of the skin (boils, discoloration, etc.) –2 to Attractiveness.
1	Causes the victim to spend 1 hour/week in a hallucinogenic delirium or other such state.
2	Inflicts 1 point of Physical, Mental, or Spiritual Damage on the victim per week.*
5	Causes victim to suffer one of the effects of being Dazed.
10	Victim temporarily suffers a minor insanity.
20	Victim temporarily suffers a major insanity (madness).
30	Causes the victim to suffer the temporary loss of the use of hands, sight, hearing, legs, etc.
50	The victim is rendered comatose and will have trouble with starvation and dehydration unless specially cared for.
60	As above, except victim is a continual state of horrible pain, and will suffer 5D6 points of Mental and Spiritual Damage per week as long as the symptoms continue. The victim may also have to make one or more insanity checks (q.v.).

* Mental and Spiritual Damage is possible due to the effects a disease can have on the mind.

victim was sick, the worse the effects will be. GMs are invited to use their imagination when determining long-term effects. Joss, of course, could play a large role in helping the situation all the way through. But in any case, be sure to note any long-term effects suffered on the HP sheet.

Sample Diseases: Here are a couple of sample diseases for the amusement of the GM (though probably not of the players!):

The Black Plague

CON-T: 50 (Easily spread through almost any sort of contact)
INCUBATION: 3D6 days.
STR: 40
SHORT TERM:
(1) Inflicts 15 points of Physical damage per week (30 points max).
(2)Victim spends 10 hours/week doing the "Dance of Death," i.e., writhing uncontrollably.
LONG TERM:
With such a high damage rate, the victim is likely to die in a week or so.

Typhus

CON-T: 60 (Spread through lice, fleas, etc.)
INCUBATION: 2D3 days.
STR: 30
SHORT TERM:
Fever, headache, and muscular pains. A flat, spotty rash appears on the trunk on the fifth or sixth day of the fever and then spreads to the extremities, face, palms, and soles.
LONG TERM:
Death, if not treated. Typhus can be cured, but it requires *Herbalism* or other treatment to repair.

Electricity And Lightning: Another threat is that of electrical shock, especially to personas wearing metal armor or holding a metal weapon. When you come into contact with a strong electrical source, you will suffer damage until you are no longer in contact with it. Unlike fire, if you grabbed a continuous (direct current) electrified source, you would be unable to release it until the current has been cut off! This is due to the electrical current freezing your muscles in place. (The brain controls the muscles via electric signals, and being electrocuted interferes with that!) Likewise, if someone was holding on to you when you grabbed the electrical conductor, then they would also be stuck! If, however, you merely brushed up against it—or the source is momentary, such as a static charge—then you would be able to get away from it. The damage varies with the strength of the electrical source, and is listed on the Electrical Damage table.

If a continuous source of current is exposed to water, then all in contact with the water within D% yards of the source will be shocked and "frozen" by the current as well. Lightning, however, will simply cause damage and then cease. HPs will usually be able to figure out some way to shut off or disrupt the flow of current with a successful roll versus their MR CATEGORY for other sources of electricity.

Fire And Flame: Fire can also pose a very serious threat. For every CT that you're exposed to flame, you take a certain amount of damage (no Exposure roll) which varies with the size and nature of the flame. There is also a chance (to be rolled for each CT) that you, your clothes, or any equipment carried may catch on fire. See the Fire and Flame Damage table for details.

If you catch on fire, you will continue to be exposed (even after pulling away from the source) until you put it out. Putting out a fire can be accomplished by a "Moderate" PM roll, or perhaps an "Extreme" one for a magickal fire. Note that the *Yoga* K/S can provide protection against these kinds of things as well.

Heka-Engendered (Other): As mentioned earlier, there are numerous types of magickal attack forms. Many will cause damage exactly as the other types listed here—acids, cold, fire, disease, poison, etc. Unless special instructions are given otherwise, calculate damage and effects from the appropriate type.

Motion Damage: Fortunately, this is a much simpler matter than poison or disease. Every time you suffer a rough impact with some large object, be it a runaway wagon, a boulder hurled by a giant, or the bottom of a pit trap, you suffer motion damage. Generally speaking, you take 1D6 points for every 10 feet you fall or every 5 miles per hour the object was traveling, multiplied by an Exposure roll (to see whether or not you landed somewhat gracefully or were struck on your head). For falling objects, use 1D6 per 10 feet fallen. If that sounds too simple, you can vary the base damage slightly according to size of the object. A light object, such as a thrown mug of ale or a small flower pot falling from a second story window, for example, might do 1D3 per 10 feet. A heavy object, such as a wagon or a giant's boulder might do a base of 2D6 per 10 feet—more if the GM feels really sadistic. You can likewise vary falling damage according to whether or not you land on hard ground,

Fire and Flame Damage

Fire Type	*Damage*	*Ignite*
Candle-size	1	10%
Torch-size	1D6	40%
Bonfire or larger	2D6 +2	80%
Hot magickal fire	Add 1D6 +1	+20%

Electrical Damage

Source (Base Damage/CT)	*Grounded*	*Grounding Is Water/Metal*
Minor (1D6)	×2	×4
Metal conductor (2D6)	×3	×5
Major or continuous (2D6)	×4	×6
Lightning bolt* (6D6 to 36D6)	—	—

* A lightning stroke will normally only last one CT, but there may also be burn damage to consider.

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grass, water (which isn't really much better than hard ground if you belly flop from a distance), etc. Note that armor usually provides no protection whatsoever against this type of damage, falling objects sometimes excepted.

Poisons and Antidotes: All poisons have five main characteristics:

Strength rating (STR)
Longevity rating (LONG)
Effect Rate (ER)
Physical Form
Purpose

Strength Rating: This measures how strong the poison is. A weak poison would have a STR of around 1-20, a moderate one around 21-50, a strong one of about 51-60, and a very powerful one anything higher than 60. Stronger poisons inflict more damage and are harder to remove from someone's system. For an antidote to work, it must have a STR equal to or higher than that of the poison it is administered to cure.

Longevity: This tells how long a poison will remain potent after it has been created. A very short-lived one may last no more than a few minutes, whereas a very long one could last for up to a year after it had been smeared on an arrowhead. Magickal poisons could last forever.... Note that the poison will no longer be considered to be on a weapon after a successful blow has been struck. The poisons in animals and monsters regenerate regularly to replace that which has gone bad.

Effect Rate: This measures how quickly a poison will take effect once it has entered its target's system. The fastest of poisons could take effect near-instantaneously, though most will be a bit slower—cobra venom requires about 10 minutes or so to take full effect. Some extremely slow ones could take hours or days before they start their work. While not too great for combat, the slow ones have interesting possibilities for use by assassins.

Physical Form: Various poisons will have various forms, many of which are described in the Poison Form table.

Purpose: A poison will have one of two main purposes—either to injure or to incapacitate. The way each one works is described below:

Injure: This type of poison inflicts a total of 2.5 times its Strength rating in Physical damage over the course of three different stages. The first stage—in which an amount of damage equal to its STR is inflicted—occurs after the poison has entered the target's bloodstream and an amount of time equal to its Effect Rate has passed. The second stage inflicts a similar amount of damage and occurs after the Effect Rate has passed again. The third and final stage occurs after the Effect Rate has passed for a third time, when the final amount of damage—equal to 50% of the poison's Strength—is inflicted. According to the type of poison, victims might feel nothing while under its effect, or they may fall unconscious, suffer incapacitating pain and/or paralysis, or hallucinate in a sweaty delirium during the time period from when the first stage damage has been inflicted to the final stage damage.

Note that the damage for an Instantaneous poison, all 2.5 times its STR, is inflicted at once. A very delayed poison, such as one that works in days, would also inflict the entire amount of its damage once its Effect Rate has passed the first time.

Here's an Example: Someone is shot in the back with a poisoned dart from a blowgun. The poison has a STR of 40 and a two BT Effect Rate. Two Battle Turns after being shot, the persona will suffer 40 points of Physical damage and whatever side effects (unconsciousness, paralysis) go with the poison. Two BTs after that, the persona will suffer another 40 points of damage, and two BTs following that she or he will take the final, 20 points of damage which that poison inflicts (Ouch!). In another example, an important noble drinks a glass of wine spiked with a poison that has a STR of 40 and an Effect Rate of five days. Five days after drinking the wine, he suddenly takes 100 points of damage and falls dead!

Incapacitate: This stuff either causes the victim to fall asleep or to become paralyzed. The effect sets in at the end of the poison's Effect Rate and lasts for one hour per STR point. Continuing an above example, if the blowgun dart had been covered with a sleep poison, then the victim would, two BTs after being shot, have suddenly collapsed and remained comatose for 40 hours.

In order for a poison coating a weapon to reach a victim's bloodstream, it must, of course, penetrate the skin. If you shoot someone with an arrow that doesn't get past any armor then you haven't poisoned that person. It is up to the GM to determine how much contact with contact poison is enough, though it usually doesn't take much. Note that poison damage *can* cause Shock and Permanent damage. A "severed" organ (as determined from the Permanent Damage table) is simply considered to have been so badly damaged that it is no longer usable. Poison doesn't cause scars, however, nor does the loss of Attractiveness points apply...except in the case of slow poisons causing lingering death.

Antidotes have characteristics very similar to those of poison, except that for game purposes their Effect Rate should always be considered "Instantaneous." Their purpose is always to neutralize poison of either the injury or incapacitating variety. As mentioned

Poison Form Table

Form	*Method of Exposure*
Gas	Inhaled or skin-contact.
Paste	Introduced via a sharp (cutting or piercing) weapon; some work on a contact basis as well.
Oil	Mainly a contact poison, and it's hard to see until it's too late!
Liquid	This can be either ingested or injected such as by a needle trap or the fangs of an animal.
Powder	This stuff is mainly ingested. It may be mixed with liquids or solids (food and drink).
Pill	Any of the five forms of poison, even gas, can be neatly stored in the form of a pill or capsule as well by an Alchemist.

above, an antidote is capable of neutralizing any poison with a STR rating that is equal to or lesser than its own. A successful *First Aid* roll (q.v.) is usually capable of lessening the effects of poison by reducing the STR by an amount equal to the user's STEEP. Just figure the remaining damage according to the new STR total for an injury poison that was treated via *First Aid*. Optionally, the GM may allow this only if the type of poison is known (or guessed) by the administrator of the first aid or associates of that persona (a more realistic approach).

Example: Let's say the poor fellow above who was shot with the blowgun dart collapses into a delirium after sustaining the first stage damage and a friend rushes to help. The friend tries *First Aid* for poison damage, but, as it takes one AT to treat poison damage and the poison has an Effect Time of but two BTs, there's not enough time and the unfortunate will die anyway. However, if the Effect Time had been two ATs, then the friend would have been able to make a roll. If he had a *First Aid* STEEP of 30, then a success would reduce the STR to 10 and the victim would take but another 10 and 5 points of damage on the second and third stages, respectively.

Both poisons and antidotes may be mixed (or known) via the use of the *Toxicology* K/S (q.v.), and both *Herbalism*, *Botany*, and *Chemistry* may prove useful. Gamemasters should feel free to allow the creation of strange poisons at a slight increase in DR. Some very complex poisons come in multiple parts and are harmless until they have been "assembled" in someone's system. For example, an assassin may join a victim in eating from a plate of food that has been liberally sprinkled with the first part of a poison, but then not be present when the victim drinks wine from a bottle which contains the second.

Here are two sample poisons:

Belladonna

STR: 21-30
LONG: Medium (1D10 days)
ER: Slow (1D10 ATs)
PURPOSE: Injury
FORM: Either berries or a liquid derived from the same, both of which are ingested.
NOTES: Side effects include hot flashes, extreme thirst, delirium, etc.

Hemlock

STR: 30
LONG: Long (1D10 weeks)
ER: Fast (2D6 CTs)
PURPOSE: Injury
FORM: Either herbal or a liquid brew, ingested.
NOTES: As a fast-acting numbness followed by death.

The gamemaster is to use the following guidelines when dealing with Heka-engendered poisons of any kind:

Poison Strength: Material or Preternatural poison ranges from STR 1 to 99. Supernatural poison runs from STR 100 to 199.

Longevity: The longevity of Heka-engendered poison is subject to the amount of Heka paid for in the Casting. See the **Mythus Magick** book, for details on length and cost.

Effective Rate: There is a special Heka cost for determination of the Effective Rate of a Heka-Engendered poison, and this is shown on the Heka-Engendered Poisons table.

Heka-Engendered Poisons

Effective Rate	*Heka Cost*
1-6 CTs	30
1-6 BTs	15
1-6 ATs	8
1-6 hours	8
1-6 days	15
1-6 weeks	30

Purpose: The purpose is the same as it is for normal poisons, i.e., to *Injure* or *Incapacitate*.

Physical Form: There are several new forms of Heka-Engendered poisons. These new means of delivery are:

1. Gaze
2. Glyph
3. Ray (field)
4. Touch

Note that "breath" of poisonous sort is simply a form of poison gas.

Starvation and Dehydration: Another sure problem Heroic Personas will face is if they are stuck without food or water for a long period of time. Individual personas can go for three days plus their PMCap in hours without eating before becoming Dazed (q.v.). For every day over five that they go without food, they will take 1D6 points of Physical damage which can't be healed until they are able to eat. After satisfying their hunger and taking a brief rest, however, the Dazing will go away and any damage will heal normally.

Water, on the other hand, is something that you can't go quite as long without. If you go for one day plus your PMCap in hours without *anything* to drink, then you become Dazed. Every four hours after that you take 1D6 points of damage until you have something to drink. Both the Dazing and the damage will go away as per starvation once you have quenched your thirst.

Insanity and Madness: Over the course of an adventure in the **Mythus** game, there may be numerous situations wherein personas will suffer some considerable Mental or Spiritual abuse, which could and might cause them to go insane. While it is largely up to the GM to determine when an Insanity check is necessary, it usually occurs on each of the following occasions. (Note that the Difficulty Rating listed here applies to the roll for the check—see below):

(1) If personas have suffered over their Spiritual EL in damage (DR "Hard").

(2) If they have taken over their Mental EL in damage (DR "Moderate").

(3) If they find a loved one brutally murdered or witness that person's death (DR "Moderate").

(4) If they are subjected to prolonged torture. (DR "Difficult" to "Extreme").

(5) When they is confronted by an extremely powerful monster or supernatural being (DR "Hard").*

(6) As part of the effects of a magickal item or Casting.

*This should be only used in the case of a *really* nasty monster

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which is encountered in the game adventure. It isn't fair if the HPs have to make a Insanity check every time they see a walking skeleton—a Demon or Netherling is another matter altogether. DR for the same species also becomes easier with each exposure to them. K/S STEEP in things like *Demonology, Religion, Yoga,* etc., should make the percentage chance climb, too!

An Insanity check is conducted by making a roll against the persona's MR and SM CATEGORIES. Success in both indicates no effect. A failure in one means that the persona suffers an additional 1D3 points of damage in that TRAIT for every level of the DR. Thus a failed roll with a "Moderate" DR, for example, would inflict 2D3 points of damage on the persona. A failed roll with an "Extreme" DR would inflict 6D3! Failure in both rolls, however, both inflicts damage and causes a persona to gain a mental aberration. The GM totals up the amount of damage rolled and selects one or more aberrations for the victim from the Mental Aberrations table, (which GMs should feel free to modify or expand).

Example: Alyssa is caught by an evil sorcerer and tortured for days to find out the HP party's plans. Fortunately, she is rescued before he can do her any permanent damage, but she does have to make an Insanity check for the experience. As the experience wasn't horrific, the GM rules that she only has to overcome a DR of "Moderate" on her two rolls. After multiplying it out, she has a K/S Chance of 76 for her MR roll and a 104 for her SM roll. She rolls a 78 and a 99 and fails both miserably! The GM then goes on to roll 4D3 points of Mental and Spiritual damage against her, coming up with a result of 5 points for the former TRAIT and 4 points for the latter. But not only does she take the damage, she also takes 9 points worth of Insanity. The GM decides to afflict her with Lunacy (8 points) and a 1 point Phobia (so now Alyssa fears water a bit...).

When an insanity or madness has been acquired, players should note it somewhere on their HP sheet. *Also, only the player of the afflicted HP should be told what the disorder is*—let that person roleplay it and have everyone else try to guess....This likewise applies to the damage rolls for failed Insanity checks, the results of which should be revealed to no one but the player whose persona was affected. Furthermore, severe neuroses and psychoses are generally long-term affairs which last until an HP has had treatment by skilled personas, or a Casting such as *Remove Insanity* has been performed.

Some sources of Insanity, however, work on a slightly different basis. Those caused by disease require no Insanity check, but generally only last until the disease is cured or the patient dies. Poisons (lead, for example) can cause permanent Insanity. In some cases, though, such an Insanity could persist as a long-term effect in which case it would have to be cured normally. The Insanity caused by the Mental Attack to Derange is another good example. Again, no check is required—only a successful attack. The Insanity is much shorter in duration as well, see the description of the attack form for details.

Insanity Descriptions: The various types of insanities are explained below.

Phobia: This is a (very) strong, irrational fear of one type of thing. Phobic HPs will be unable to control their fear and will do whatever is necessary to separate themselves from the feared object(s) and/or situation. Generally speaking, the more common the subject of an individual's fear, the more the phobia will cost. Some good examples of low-cost phobias include heights, small, enclosed spaces, spiders, snakes, and the like. Some high-cost phobias include such things as colors, clothes, the opposite sex, animals, darkness, foreigners, etc.

Delusion: The persona will hold some sort of untrue belief about something which will seem obviously false to balanced people. Depending on its nature, the delusion will tend to irritate others and cause various sorts of minor trouble. An HP, for example, may imagine him- or herself to be one of the world's greatest singers though actually unable even to carry a tune. The HP will sing whenever the chance arises, will tell others that she or he is a bard, etc. No matter how much one tried to convince such HPs otherwise, they will continue to believe that they are a fantastic singer until they are cured. Such personas could also believe that animals can really talk, that cows continue to live after being butchered, that eating nothing but roots and berries in large quantities will make you live forever, or some other nonsense.

Mania: This can be described as the opposite of phobia. The persona will be obsessed with one type of item, behavior, or the like. Unlike phobias, though, all manias tend to be more or less equally annoying. Some good examples of manias are obsessions with drinking, stealing (kleptomania), lying, the accomplishment of a goal, or simply being obsessed with yourself (the worst of all!).

Hallucinations: A persona with this disorder will have hallucinations about one or more sorts of things. Such personas might, for example, have an "imaginary friend" which could be anything from a giant white rabbit to a god. Other hallucinations could include: frequently seeing dragons and other monstrous creatures (watch out though, in the **Mythus** game such sights are quite possible); seeing bright, shimmering lights and an occasional melting object; or noticing faeries in the garden (though come to think of it, some of those faeries might be real as well!).

Lunacy: A somewhat odd type of insanity, this disorder takes effect only when there's a full moon out. When it does get started, however, the effect is pretty serious. For the duration of the full moon phase and for 24 hours afterward victims will behave as if they

Mental Aberrations

Aberration	*Type*	*Damage Level*
Phobia	Insanity	1-8
Delusion	Insanity	5
Mania	Insanity	5
Hallucinations	Insanity	5
Lunacy	Insanity	8
Paranoia	Madness	10
Catatonia	Madness	15
Manic-Depression	Madness	10
Split-Personality	Madness	10
Schizophrenia	Madness	12
Melancholia	Madness	10
Homicidal Mania	Madness	15

had one of the types of madness. Roll 1D3 to determine which:

1D3 Roll	*Result*
1	Catatonia
2	Paranoia
3	Schizophrenia

Also, the persona may believe and act as one afflicted by lycanthropy, possibly convincing others in the group. This is always a good way to throw HPs off the track, and scare the bejeebers out of them in the process!

Madness Descriptions: Descriptions of the various madnesses follow.

Paranoia: Personas with this disorder will believe that everyone is out to get them, even their closest friends and family. At first they think that these people might just be ridiculing them and/or laughing at them behind their back, but then they suspect that everyone wishes to discredit them or steal their possessions, and finally they become convinced that everyone wishes to kill them. Needless to say, this disorder can become very dangerous if allowed to progress, as victims will do whatever they think may be necessary to prevent the "plot" from succeeding—including homicidal behavior.

Catatonia: This is a much simpler affliction than paranoia, and merely involves the victim withdrawing from reality in a manner very similar to that of personas who have taken damage over their Spiritual EL. Such unfortunate individuals will spend all of their time sitting, sprawled out, or curled up in a fetal position and will not even eat or drink without assistance.

Manic-Depression: This form of psychosis causes individuals to behave in alternating cycles of the manic and near-catatonic sort. Victims also have intervals of near-normal personality, and each day a "behavior die" (1D10) must be rolled to find the current progression. A result of 5 or 6 indicates normal behavior. Below 5 indicates the approach of a depressive phase, while above 6 indicates that a manic phase is coming. Either behavior then occurs in 1D6 days and lasts for 1D6+6 days. Either depressive or manic behavior then ceases for 1D6 days, but the victim then goes to the opposite (manic or depressive) phase for 1D6 days. Normal behavior then follows for 1D6 days before the 1D10 "behavior die" must be used to find what is occurring in the victim's personality. During manic phase, individuals can be irresponsible, hysterical, deluded, and otherwise exhibit symptoms of active and dangerous sort. Depression will tend toward listless behavior, lack of care for all normal concerns, and even evidence itself in near-catatonic demonstrations if severe (over seven days).

Treatment with herbal concoctions will be of temporary help. Some minor Castings might also prove useful. However, full magickal treatment is generally called for in order to relieve the condition, and permanent medication taken regularly might alleviate, if not cure, the condition.

Split-Personality: This disorder is what most people improperly call schizophrenia (q.v.). It involves the victim developing 1D3 other "identities" and trying to live them out at different times. The persona will have different names, habits, interests, beliefs, styles of dress, etc., in each one. Note that not all of these personalities will necessarily be sympathetic to the HP cause, and some might even side with the EPs in a manner similar to that caused by the Spiritual Attack to Subvert. The personalities tend to shift during stressful situations and after they've been around for awhile—each one will last no more than 4D6 days after being shifted. That includes the true personality. There is a 10% chance of a personality change in any very stressful situation, with the new personality to be chosen by the GM. After a personality emerges, however, it will manifest itself for no less than 3D6 hours before it changes again.

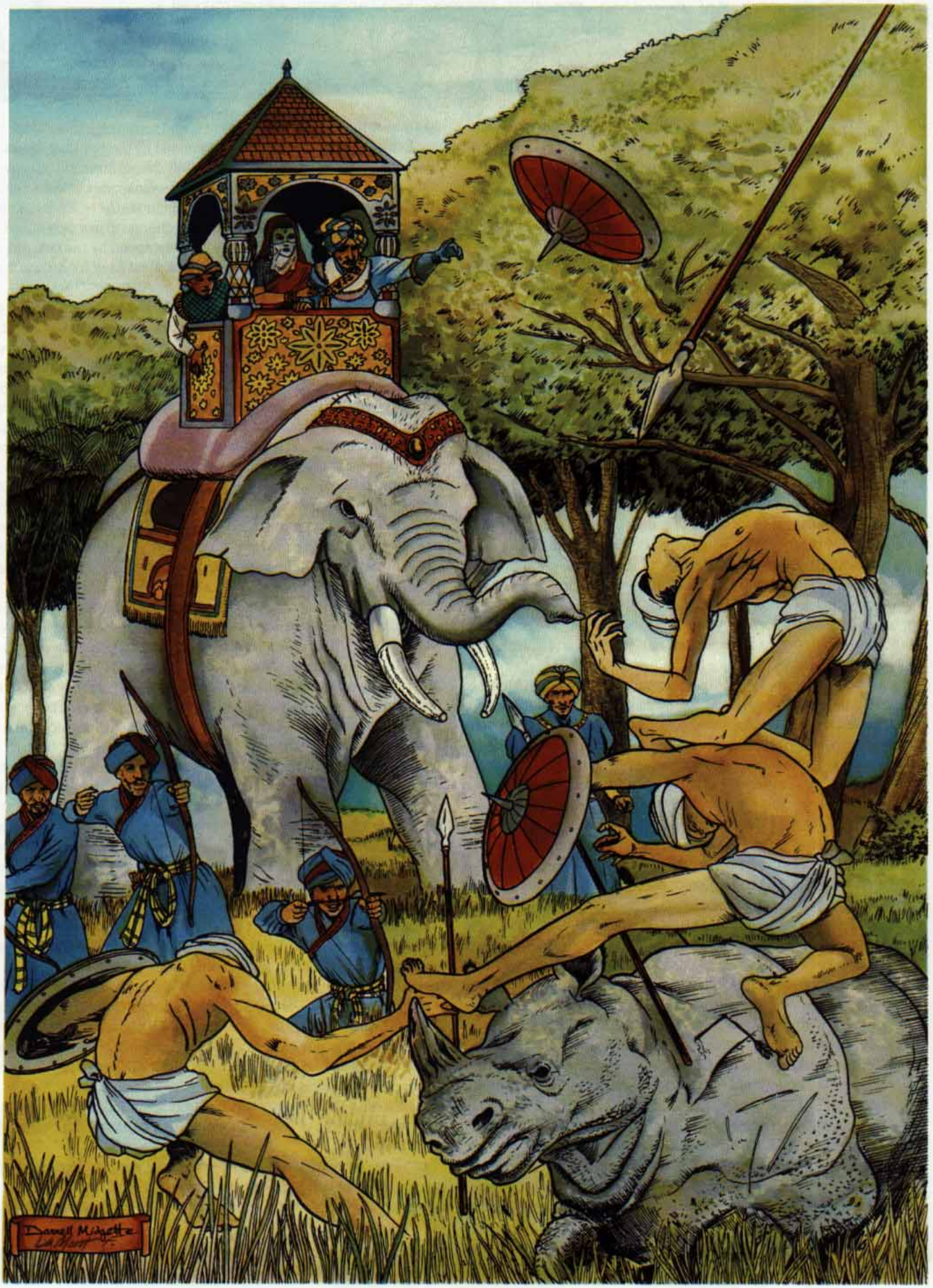
Schizophrenia: Actual schizophrenia is basically a strong inability on the part of a persona to interact with reality. Schizophrenics become more and more wrapped up in their own fantasies, and may talk strangely (such as by using nonsense words and meaningless phrases), laugh or cry at inappropriate times, or just sit and stare blankly for hours on end. Schizophrenics seem to pay little attention to the world around them. One could witness a murder, and, when asked about it, be able to reply nothing more than, "Two men met." General examples of something a schizophrenic might say include: "What's the cook food here?" or "Only the will have peace!" Fortunately, some schizophrenics can behave normally enough to function on their own most of the time, and may still be of some use on adventures, but you never can tell when the problems associated with their condition will break out.

Melancholia: This disorder is perhaps the ultimate condition of apathy. Victims will feel no real desire to take a part in or get involved with anything. They can still force themselves when necessary, but there is no emotional motivation there at all. If an HP has this problem, he or she must succeed in periodic SM rolls in order to stay involved in an adventure, and must succeed in such a roll in order to leave home for any reason. Those afflicted with melancholia are notoriously difficult to treat.

Homicidal Mania: And now for the single nastiest disorder of the bunch—homicidal mania. This one has tremendous potential to cause mischief, and it is thus heartily recommended if the GM wants to make life miserable for the HPs. Basically, the victim behaves completely normally and rationally—if perhaps a bit quietly and sullenly—but is really a bloodthirsty psychotic! Once every 5D6 days the afflicted will be overcome with the desire to kill another person. This urge is so strong that victims might (10% chance) kill themselves if no one else is available. Such personas can delay the deadline (pun intended) for 1D6 days by killing and mutilating a large, domestic animal (such as a cat, cow, dog, etc.) instead, but ultimately only a human will do. If the victim is an HP, she or he should kill only Mundane Personas (MPs) or EPs if at all possible, and will resort to other HPs only if absolutely *no one* else is available. When roleplaying such a troublemaker, a player can make extensive use of secret notes to the GM and the like when plotting the murders.

Caution to GMs: Do not use frequent Insanity/Madness in your campaign, any more than you would use death, for it can easily spoil play.

Other Susceptibilities: Physical, Mental, and/or Spiritual Damage can be inflicted by certain kinds of things being ingested, touched, proximate (near to), or perceived (seen, heard, and/or



smelled). These are another form of Susceptibilities (see page 230) and include (but are not limited to) the following:

Argent (silver)
Bells (ringing)
Chimes (ringing)
Crystal (rock, clear)
Crystals (other mineral kinds)
Drums (beating)
Ferrous Metals (all)
Figures, Blessed (material form, a.k.a. Holy Symbols)
Garlic
Gold
Gongs (beaten)
Herbs (fresh or dried, a specific kind)
Icon (figure, material such as a *Foo* creature, idol, etc.)
Incense
Irridium
Iron
Mirrors
Moonlight (full moon)
Negative Ions (from falling water, wind, etc.)
Perfume
Plants (growing, a specific kind)
Radiation (ultraviolet *et al.*)
Salt (powdered, rock)
Sunlight
Vinegar
Water (Blessed)
Water (falling as rain) (negative ions in some cases)
Wind
Wood

There are generally two kinds of damage occurring from this form of Susceptibility: Contact and Allergic Reaction. Note that damage inflicted can be any one or a combination of Mental, Physical, or Spiritual.

Contact: (See also page 230) When the thing to which the individual in question is subject to comes in Contact with the individual's body (or is ingested, touched, proximate (near to), or perceived (seen, heard, and/or smelled)) that being will suffer immediate damage (of amount and type specified) from the Contact, usually without regard to Natural Armor (q.v.) or Heka protections of any sort.

Example: A vampire has a Susceptibility to a mirror held before it (as it is actually viewing its own Spiritual reflection in that surface, although normal senses can not perceive this). When so exposed, the vampire suffers 1D6+1 points of Spiritual damage per CT of exposure. It has Susceptibility to one or more various sorts of Figures, Blessed, and when it sees such a thing it suffers 1D6+1 points of Mental damage per CT of exposure. It has Susceptibility to Garlic (touch and odor), so that if within one foot of a large bud of the stuff, the vampire suffers 1 point of Physical Damage, and if the vampire actually touches it, the creature suffers 1D3+1 points of PD.

Allergic Reaction: There are two general cases of this:

(A) Severe Reaction: (n turns of Contact = Dazing + 1 point/n turn of exposure.) If a being with Susceptibility is exposed to body contact with the the subject, or it is ingested, touched, proximate, or perceived, then after a period of time the being will be Dazed (suffer the Dazing penalty) and in addition take damage periodically for as long as the exposure to the subject continues. The following considerations are determined:

(1) If contact is not necessary, then the range of the effect must be known. All of the ranges are of relatively limited sort for Severe Reaction.

(2) Time for initiation of the effect of the Severe Reaction is found, with usual periods being after one CT, BT, or AT. Once this time has passed, Dazing begins immediately.

(3) Time periods for infliction of damage (Mental, Physical, and/or Spiritual) after effect from the Severe Reaction is initiated. Again, periods are typically the Action Turn, Battle Turn, or Critical Turn.

(4) Amount of damage inflicted per time unit of exposure is usually no more than 1/CT. Lesser amounts are frequently the case.

(5) Type of damage is usually Physical, but Mental or Spiritual, alone or in conjunction with each other and/or PD is possible. However, if two or three kinds of damage accrue to the being, then the overall total should not exceed 1 point of any given type of damage per CT.

For example, a Netherling of some sort has Severe Reaction to the sound of silver wind chimes ringing, and if it is within 10' of such an object when sounding thus it will suffer Dazing in two CTs, and at that same moment it takes 1 point of Physical damage. Each successive CT of exposure it takes, in repeating order, 1 point of Spiritual, then 1 point of Mental, then back to 1 point of Physical, etc., damage.

(B) Allergy: (n time/turns (prolonged) exposure = 1 point damage/n turn of exposure, with possible side effects coming later.) If a being with Susceptibility of Allergic sort is exposed to body contact with the the subject, or it is ingested, touched, proximate, or perceived, then after a period of time the being will suffer damage of a Mental, Physical, or Spiritual sort. In addition, the being might suffer a lowering of one of its ATTRIBUTES, its movement capacity, or of some other ability such as *Perception* (*Mental* and/or *Physical*), combat (any type), etc.

(1) The shortest time period for an Allergy to begin affecting a being is usually one BT for immediate (damage) effect, and one AT or longer in all cases where there are other, dramatic effects involved.

(2) The proximity of a subject for it to affect the being is always limited to a reasonable range, with a loud sound having a limit of about 150' radius, visual perception effect 30', smoke, 20', and odor 10'.

For example, a spirit of some sort might have an *Allergy* reaction to burning Incense (specific type) if within a 10' radius of the stuff. In one BT the spirit takes 1 point of Spiritual damage, and after one AT of exposure (and 10 SD points being inflicted) it loses the power to form a Partial Manifestation.

Proximity: Allergic Reaction, Severe Reaction or Allergy, as above, might have effect if the being subject to such Susceptibility is ex-

posed to a large quantity of the subject kind. The gamemaster will have to decide in regards to sight, sound, and odor. As a guideline for mass, use the following:

Proximity Susceptibility	*Amount and Proximity*
1	10 pounds within 10 feet
2	100 pounds within 10 feet
3	1,000 pounds within 10 feet
4	10,000 pounds within 10 feet
5	No proximity effect of this sort

Reduce the amount necessary as proximity (distance) decreases, and increase the amount as distance increases. For example, Proximity Susceptibility 1 above would have the following extrapolations:

2.5 pounds within 2.5 feet
5 pounds within 5 feet
20 pounds within 20 feet
100 pounds within 100 feet

In like vein, Susceptibility 4 above would not function effectively beyond about 1,000', for masses of subject material above 1,000,000 pounds (500 tons) are quite unlikely!

HEALING

By now you have a very good idea how damage is inflicted, and now all you really need to know is how it is cured. This section discusses the repair of all three types of damage, including the rate at which points are regained.

Normal Physical Healing

There are two basic rates at which damage points are removed, and the speed of each is dependent on a persona's Physical ATTRIBUTES. The Prime Rate is for when the persona has received proper medical attention. That can be obtained via a successful *Herbalism* or *Medicine, Oriental* K/S roll, or is had automatically when the persona is recuperating in a hospital or similar facility.

The Secondary Rate applies when there is no professional healing attention available, but the persona is taking it easy and keeping the wounds clean and properly bound. *No damage* is removed when injured personas are exerting themselves normally and/or not looking after their wounds. To discover the amount of points such personas heal in a 24-hour period, cross-reference their PM CATEGORY on the Healing Rates table.

Healing Rates*

PM CATEGORY	*Prime Rate*	*Secondary Rate*
18-26	1	0.5
27-38	1.5	1
39-50	2	1.5
51+	2.5	2

*Points regained per 24-hour period.

Personas who have taken over their WL or CL in damage will be Dazed until their remaining damage is equal to or less than their RL, whereupon they will be considered to have recovered. Likewise, after being injured they must be treated daily for Shock until they have had 24 hours of continuous (not cumulative) bed-rest, whereupon their condition will stabilize.

Normal Mental And Spiritual Healing

The best way to recover from damage to rest and take it easy. Fortunately, this sort of damage is recoverable at a slightly quicker rate. When your HP is sufficiently isolated from the cares and concerns of the world, he or she will gradually recover. The same table is used for healing Mental and Spiritual damage as for Physical, but it works in a slightly different way. First of all, the damage is removed every 12 hours instead of every 24, thus allowing HPs to recover some at night when they sleep. Furthermore, you substitute the MR or the SM CATEGORIES for PM, and the Prime Rate is obtained via a *Medicine*, *Oriental* or *Yoga* K/S roll. Dazing ceases to be in effect once your Mental damage is no longer over your EL, as does the Catatonic state that those over their Spiritual EL suffer from.

Finally, it is possible for a persona to simultaneously heal Physical, Mental, and Spiritual damage.

Heka-Assisted Healing

While rest and relaxation are useful tools for recovering from most wounds—Physical or otherwise—Heka-assisted healing may be necessary for the more extreme damage, or personas with more than one type of damage. Heka-assisted healing also speeds the recovery process, healing damage in hours or days that would otherwise take weeks or months.

Many of the Heka-generating K/S Areas, such as *Priestcraft*, *Religion*, *Mysticism*, *Alchemy*, *Herbalism*, and *Yoga* provide some form of healing, whether by Casting, potions or salves, or Mental disciplines. Effects range from simple recovery of small amounts of Physical damage points to treatment for shock, poisons, and debilitating diseases.

Regeneration

The ability to replace damaged or lost skin, organs, or even body parts falls under the power of regeneration. Some K/S Areas allow only for personal regenerative ability, while others provide dweomers which bring about the magickal effect in other personas. Regenerative powers and Castings have varying rates and scope as well, and the reader is directed to the individual descriptions for the appropriate K/S Area or Casting.

Some forms of regeneration will restore lost Physical ATTRIBUTES; others may require additional rejuvenating magick (see below).

Rejuvenation

Rejuvenation is the restoration of vitality and/or youth to a subject through use of magick from the Temporal Plane. When a persona suffers a traumatic Physical wound resulting in a severing or functional loss of a limb or organ, that persona permanently loses a certain amount of Physical ATTRIBUTE points. The only means of fully restoring the lost ATTRIBUTES is through rejuvenating magick.

Another use of rejuvenation is the restoration of youth to a subject. Certain magickal Castings and items cause aging (withering) and infirmity. Generally, the only thing that can reverse these effects are complementary devices and Rejuvenating Castings. Herbal and alchemical concoctions may also function in a like manner, but with variable effect.

Life Restoration by Casting

The most powerful form of magickal healing is that of restoring life to the dead. Although personas may be restored to life many times, restorative magick may only be attempted once when someone is killed. In other words, if the attempt at restoration fails, the persona is truly dead, and may never be restored to life.

As the process of restoring life to the dead draws from the Astral Plane, this is a very difficult and rare procedure. Also, note that if an attempt to restore a persona to life fails, death is permanent and no other attempts of this sort will ever work. The persona is dead, and again, it's time to create a new HP. This is not to say that the corpse cannot be animated and controlled by the GM through necromancy. (GM: See Appendix I.)

HEKA & MAGICK

In this chapter, we provide you with a sample listing of basic Castings, sufficient to get your campaign off the ground. These Castings are excerpted from the **Mythus Magick** book, which: (1) contains a much greater number of Castings per Grade, (2) repeats these and continues the lists to Casting Grade IX (and, in some cases, beyond that), (3) includes Castings of the various dweomercræfting schools and Priestcræfter Ethoi, and (4) details 11 additional types of other Heka casters.

HEKA

Nearly all manner of living things can employ the energy we call Heka (pronounced HEE-ka—from the Ægyptian word for "magickal force"). It is the fifth element and basic, all-pervading energy of the multiverse, although in some places it is impeded and lessened in its power, just as electricity is when its amperage is reduced. Such "impure" Heka is known by many different names: Mana, Orgone, Baraka, and so forth. Regardless of the name used, the important thing to make clear is that virtually any sapient creature is able to store and make a little use of Heka in a milieu where it is not impeded. Even semi-intelligent and a few unintelligent creatures do so (albeit unknowingly) in the multiverse of Æth.

Pure Heka is of three sorts. The Positive is drawn from the higher planes and spheres, Negative from the lower. In the Preternatural spaces, these two energy forms combine to create the most common form, Mixed Heka.

Demographics of Heka Generation & Capacity

About 1 individual in 100 is able to control Heka sufficiently to utilize it in Castings. Of a given sample of 100 such Heka-able individuals, 50 are restrained to Spiritually generated Heka, 25 to Mentally generated, 15 to Physically generated, and 10 are able to generate and employ all forms of personal Heka. On average, 1 in 100 Heka-able individuals is fully capable of channeling the sort of Heka he or she is able to employ—i.e., Full Practitioner potential individuals. Of course, not all such individuals are given the proper training for development of

Heka-Generating K/S Areas

Mental TRAIT Areas	*Base Heka Generation*	*Notes*
Apotropaism	STEEP + (MMCap + MRCap)	
Astronomy	*STEEP + MMCap*	*1*
Demonology	STEEP + MMCap	2
Dweomercræft	STEEP + MM CATEGORY	3
Magick	STEEP + MR CATEGORY	3
Spellsongs	STEEP + (MMCap + MRCap)	4

Physical TRAIT Areas	*Base Heka Generation*	*Notes*
Endurance	STEEP + (PMPow + PNPow)	
Gemsmith/Lapidary	STEEP + PNPow	
Heka Forging	STEEP +PM CATEGORY	5
Music	*STEEP + (PMSpd + PNSpd)*	4

Spiritual TRAIT Areas	*Base Heka Generation*	*Notes*
Alchemy	STEEP + SM CATEGORY	
Astrology	STEEP + SPCap	1
Conjuration	STEEP + (SMPow + SPPow)	
Divination	STEEP + SPCap	
Exorcism	STEEP + SMCap	
Fortune Telling	STEEP + SPPow	
Herbalism	STEEP + SM CATEGORY	
Mediumship	STEEP + SPPow	
Metaphysics	STEEP + SMCap	
Musical Composition	*STEEP + SMPow*	4
Mysticism	STEEP + SP CATEGORY	
Necromancy	STEEP + SMPow	
Occultism	STEEP	
Pantheology	STEEP	
Poetry/Lyrics	*STEEP + (SMSpd + SPSpd)*	4
Priestcræft	STEEP + SM CATEGORY	6
Religion	STEEP + SMPow	6
Sorcery	STEEP + (SMPow + SMSpd)	2
Witchcræft	STEEP + SPSpd	7
Yoga	STEEP x 2	8

Notes: K/S Areas appearing on lines in italic type produce Heka only when used in conjunction with certain K/S Areas, as explained among the notes below.

Note 1: When used in conjunction with *Astrology* and for the workings and purposes thereof, and only when so used, *Astronomy* enables the possessing persona to gain 1 point of Heka per point of *Astronomy* STEEP.

Note 2: Demonology is the "activator" of *Sorcery*, and when a Pact (see hereafter) is agreed to and bound, the sorcerer gains a multiplier of *Sorcery* STEEP of from 2 to 10 plus Spiritual TRAIT in points of Heka.

Note 3: Dweomercraeft and *Magick* are the two K/S Areas necessary for Full Practice. If able to channel full Heka, the persona uses a multiplier of 10 against *Dweomercraeft* (or *Magick* if that score is lower—i.e., the two Areas must always be equal or the lower of the two is used). *Magick* STEEP (or *Dweomercraeft*, if lower) is simply added to the multiplied STEEP's Heka. Furthermore, instead of MM CATEGORY, the Full Practitioner uses Mental TRAIT for additional points of Heka. Finally, remember that the multiplier and all MTRAIT/CATEGORY additions are used for only the initial School of Dweomercraeft of the persona in question. However, STEEP gained in any of the other four Schools will count toward Heka generation on a straight 1 for 1 basis with the addition of MMCap ATTRIBUTE for each such addition.

Note 4: Except for Full Practitioners (Mages and Priests) who are able to use incantation/chanting to accompany their use of Spellsongs Castings, all others must accompany their work of this nature by musical instrument (or sing a cappella) through use of their *Music* K/S. Without the latter ability, Base Heka Cost for all Spellsongs Castings is double the amount indicated, and Specific Castings devised as *Spellsongs* are likewise at twice the normal cost. Individuals with both *Spellsongs* and *Music*, however, who also have ability in both *Musical Composition* and *Poetry/Lyrics*, are able to add their STEEP in both of the latter Areas to any Spellsongs Casting, but this does not apply to other use of such Heka (i.e., the Heka generated from the two Areas can be used only for *Spellsongs*—cf. *Astronomy*).

Note 5: If only other Physical-nature Heka is used for Heka Forging activity, then the individual uses the addition of P TRAIT score rather than the average of PMPow and PNPow as is normal. This includes the *Yoga* K/S even if the persona has sufficient STEEP therein to employ it in Mental or Spiritual uses.

Note 6: Priestcraeft and Religion (with the Vow (q.v.) required) are necessary for the Full Practitioner (Priest). In this case the individual gains a 10 time multiplier on *Priestcraeft* STEEP (or *Religion* STEEP if the latter is lower than the former) plus Spiritual TRAIT score in Heka points. This is very similar to the *Dweomercraeft-Magick* of the Mage (Note 3, above), but there is an important difference. Priests must each always be of one Ethos, and they may never gain STEEP in any of the other four Ethoi of Priestcraeft. Because of this, it is not possible for a persona to gain other STEEP from Sub-Areas (Ethoi) of Priestcraeft (as might a Mage studying other Schools).

Note 7: Witchcraeft in practice is enabled through the completion of a Pact (q.v.). Upon signing a compact, the Witchcraefter gains a multiplier of from 2 to 10 times STEEP and uses the Spiritual Metaphysical CATEGORY on a 1 for 1 basis for additional Heka.

Note 8: Yoga is a unique K/S Area in the respect of the use of the Heka it engenders. Personas with 33 or less STEEP can apply the Heka they gain from *Yoga* to Physical uses only (*Heka-Forging* or *Endurance*). Those of between 34 and 66 are able to use this Area's Heka for either Physical or Mental K/S purposes. Finally, if 67 or more STEEP points are possessed, the Heka may be used for any TRAIT working, P, M, or S.

this ability. Finally, of the 100 Heka-able individuals, only 1 in 10 has a large intrinsic store of personal Heka—that gathered or created by the individual through mind, body, or soul. 1 in 10 of those creates Heka from two TRAITS. And only 1 in 10 of those manages to generate personal heka equal to all three TRAITS.

Types And Sources Of Heka Energy

There are nine Grades of power which emanate from three sources. Power is graded from 1 (least) to 9 (greatest) for each power source. The greater an individual's Heka ability, the higher the grade of power that persona can wield. In fact, Preternatural Castings (the sort used by Heroic Personas) are rated by giving them a Grade from I (least) to IX (highest)—with certain special Castings classed as Grade X, or somewhere approaching Supernatural Grade I power! The source of the Heka, however, determines the actual power involved, each source being further removed from the mundane and consequently being of greater force.

We consider Heka in terms of the Preternatural, for all Heka has the same potential. Supernatural sources are ten times more potent, and Entital ones are 100 times more powerful, but the Heka from any source will otherwise be the same sort of energy. Thus, for example, if some individual of the material plane can generate (or collect) 1,000 "points" of this energy, a similar creature of Supernatural origin might likewise collect 1,000 points of Supernatural Heka; and we, in turn, reckon that as 10,000 points of (Preternatural) Heka. Similarly the same factor of ten is again applied when likening Supernatural to Entital.

These are the principal sources of "free-flowing" Heka:

(1) Mineral substances of mundane sort
(2) Vegetable substances of mundane sort
(3) Knowledge/Skill which enables "collection"
(4) Certain natural phenomena such as rainbows (rare)
(5) Supernatural mineral substances (very rare)
(6) Entital vegetable substances (exceptionally rare)

The most commonly accessible of these is the third type—Heka from K/S Areas—so that is the source detailed in this chapter. For details of the others, see the Heka Sources chapter of the **Mythus Magick** book.

Heka from Knowledge/Skill Areas

Imprimus: In an intensely Heka-active campaign milieu, the gamemaster will certainly provide the Heroic Personas with a base of energy, in order to assure that they can utilize the many magickal abilities furnished through this game. Therefore, personas will each have a basic personal Heka store equal to their Vocational TRAIT total, then augmented by that generated from K/S Area and Sub-Area possession! A further bonus to any Full Practitioner HP in both Dweomercræft and Priestcræft might also be allowed, the gamemaster extending base personal Heka for such individual to include both Mental and Spiritual TRAIT totals. Heroic Personas (and your favorite MPCs too, naturally) who are not Full Practitioners should have a 9 in 10 chance of having TRAIT Heka (Full Practitioners automatically have TRAIT supply). Of those with TRAIT Heka, there is a 1 in 10 chance of gaining personal Heka equal to two TRAITS (Full Practitioners in both Dweomercræft and Priestcræft automatically have this two TRAIT supply). Finally, any with double TRAIT ability have a 1 in 10 chance of getting all three as a personal pool, but that should be rare!

Heka "collected" through knowledge and skill within a persona's Vocation is temporary (that is, when used, it takes some time to regenerate—see below), but it usually exceeds that found in other mundane sources. Such magickal energy is generated through the application of the individual's knowledge and belief, enhanced through ritual and schooling, and stored in the persona's body for release during magickal operations such as Castings. The Heka-Generating K/S Area table lists the K/S Areas which generate Heka, and the formula for determining the amounts available to a persona with the corresponding Knowledge/Skills.

Limit Of K/S Area-Engendered Heka: No personas can have STEEP in any Area which exceeds their TRAIT applicable to the Area. That is, a Mental TRAIT of 110 means than no Mental K/S Area STEEP can exceed 110. This applies to Physical TRAIT and Physical K/S Areas, and to those of Spiritual sort too, of course. Thus, the limiting factor is the TRAIT score in question. This limitation does not affect multipliers or additions to STEEP, except by its limiting the STEEP possible to use in conjunction with either or both of those considerations. For example, a Mage with a Mental TRAIT of 140 can have *Dweomercræft* STEEP of 140, thus 1,400 Heka points maximum from that source. To that can be added all manner of other Heka, but no Mental sort from STEEP greater than 140.

K/S Area Heka Regeneration

Method of Restoration	*Heka Restored/Hour*
Resting quietly, but with some distractions/anxieties	Up to 6 STEEP points* in as many as 3 K/S Areas
Resting without disturbance	Up to 12 STEEP points* in as many as 3 K/S Areas
Prayer (Vow-holding personas only)	Up to 18 STEEP points* in as many as 2 K/S Areas
Meditation	Up to 18 STEEP points* in as many as 3 K/S Areas
Prayer and Meditation (Vow-holding personas only)	Up to 24 STEEP points* in as many as 4 K/S Areas
Sleeping	Up to 12 STEEP points* in as many as 6 K/S Areas
Trance (No Vow-holding personas)	Up to 12 STEEP points* in all K/S Areas held

*Note that this means Heka gained through a multiplier applied to STEEP is regained at the same rate as less powerful Heka.

ACT Heka Regeneration

Heka Source	*Means of Restoration*	*Time*
ATTRIBUTE	Prayer or meditation	1 hour
CATEGORY	Sleep	3 hours
	Trance	2 hours
TRAIT	Sleep	6 hours
	Trance	3 hours

Regenerating Personal Heka

Heka Generated from K/S Areas: Heka obtained through the possession of K/S Area STEEP is, of course, expended in various ways by the persona. This energy is regained in time through rest, prayer, meditation (study), sleep, and/or trance. The minimum amount of time for Heka restoration is one hour of uninterrupted engagement of the individual in one of the five methods of regaining Heka, as summarized on the K/S Area Heka Regeneration table.

The amount of Heka restored is per K/S Area. This means that more than the number of points indicated can be regained, because two or more Areas can be having their energy restored at once.

Obviously, a trance is the most effective means of restoring Heka expended, for it enables individuals to recharge the whole of their K/S Area Heka generation abilities. However, those personas with only a few such Areas will not need to develop trance conditions, for they will not need to restore Heka from many sources. Sleep, for example, being able to replenish up to six K/S Areas at once, is the means used most commonly by average individuals. Even mages should be able to employ normal sleep to regain most of their energy in eight or fewer hours time (8 × 12 = 96 STEEP in up to six separate K/S Areas).

Heka Generated Through ACT: Heka added to that generated through K/S ability, due to ATTRIBUTE, CATEGORY, or TRAIT, must be regained separately from other Heka and is restored as shown on the ACT Heka Regeneration table.

Concentrating Heka: It is also possible for a persona who possesses both the *Dweomercræft* and *Magick* K/S Areas to recharge Heka from these faster, and to temporarily "concentrate" higher amounts of Heka through meditation and ritual. See the **Mythus Magick** book for details..

Castings & Use of Armor

SAMPLE DWEOMERCRÆFT CASTINGS

Sample Dweomercræft Castings common to all Dweomercræft Schools are listed alphabetically below, by Grade, with Base Heka Cost (BHC here, for short) for each indicated; and those with Resistance/Damage Component addition or "Other" Heka costs associated with their use will have appropriate indicators in the right hand *Other Heka Costs* column.

Casting Grade I, BHC: 20

Armor, Physical Cantrip:

Time: 10 ATs or until destroyed — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Armor at 1:1

E/F/M: This Casting allows the Heka-using persona to bring into being a Heka force which surrounds one subject, providing protection similar to Physical armor. No persona can be the subject of more than one such Casting at the same time. (Exception: See *Elemental Armor* in Elemental School Castings.) The maximum applicable Heka armor thus possible is an amount equal to the caster's M TRAIT (MR CATEGORY if a Partial Practitioner). This armor is effective versus any and all of the various forms of attack that produce Physical damage. For every point of Heka used beyond that required for activation, the subject will be equipped with 1 point of protection. It is destroyed on a 1-for-1 basis as it absorbs damage, and when it is gone a new *Armor, Physical* can be cast upon the subject again.

Detect Heka Spell:

Time: 1 AT — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Spell enables the caster to detect the presence and general nature (type, source, strength, etc.) of Heka within an object or area. Note that this ability is very limited in precise definition of the Heka's purpose, but it is effective in identifying objects of magickal nature, or Castings linked to an area, although not the kind nor reason for the Casting.

This Spell is otherwise the same as the Grade I Astrology Casting *Heka Sense* (q.v.).

Reflections Ritual:

Time: 1 AT/10 STEEP, or Special — *Other Heka Costs:*
Area: 1 subject object, Special — *R&D:* Nil
Distance: Touch, Special — *Other:* Nil

E/F/M: The *Reflections* Ritual requires one Action Turn of casting for each degree of dweomer it is to effect. That is, in 1 AT it will affect some pool of liquid, reflective surface, or similar object to serve as a scrying device lasting for as many AT's Time duration as the caster has tens of STEEP in this Sub-Area. When used in conjunction with the creation of a Magick Mirror (see the magickal devices section of the **Mythus Magick** book), however, the Casting requires considerably more time.

Once the dweomer has been cast, scrying is then possible, the subject of the attempt being known to the practitioner either personally, by likeness and repute, by name and locale, etc. Distance to the subject or locale is not meaningful except with regard to the DR of the attempt, as summarized below:

Distance to Subject	*Difficulty Rating*
Under 1 mile	Easy
Under 1 league	Moderate
Under 100 miles	Hard
Under 1,000 miles	Difficult
Under 10,000 miles	Very Difficult
Over 10,000 miles	Extreme

If the scrying individual is intimately familiar with the subject, allow one step easier in the DR. If, on the other hand, the subject is little known or virtually unfamiliar to the scrying persona, adjust by one or two steps worse to make it harder or impossible!

Note that various dweomers, thick stone, and metal sheathing of various sort prevent, distort, or otherwise interfere with or hinder scrying. Compare with *Crystal Gaze* under *Fortune Telling*.

Trigger Effect Formula:

Time: Permanent or Instantaneous — *Other Heka Costs:*
Area: 1 Casting — *R&D:* Nil
Distance: 1 foot/STEEP point — *Other:* Nil

E/F/M: This Casting has two, quite different, employments. In the first, it allows the caster to set another Casting so that it has a specific triggering event to activate its Effect. In the second application, the Formula sends forth its dweomer into a radius equal to the Distance possible for the practitioner, thus triggering the held Effect of a Casting previously laid within that area.

Wickaflame Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 wick-sized area/10 STEEP points — *R&D:* Nil
Distance: 1 rod per 10 STEEP points — *Other:* Nil

E/F/M: This handy dweomer causes a small area of easily combustible material (such as a candle or lamp wick, a bit of dry old paper, small wood shavings, etc.) to ignite instantly. For every 10 points of STEEP in this K/S Area, the caster may opt to affect another subject area. For example, a persona with 40 STEEP could ignite four areas thus.

The resulting fire is not magickal: it can be extinguished by normal means. However, any mass of flammable material subsequently ignited by the effects of this Casting will become engulfed in flames within moments, so action to put out the fire will have to be taken within 1D3 +1 CTs, or there is a risk of the material burning out of control.

Casting Grade II, BHC: 35

Armor, Mental Cantrip:

Time: 10 ATs or Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Armor 1:1

E/F/M: Personas using this Casting are granted magickally enabled protection versus damage from any Mental attack form on a 1-for-1 basis to the Heka spent. The maximum protection, in points, is equal to the caster's M TRAIT if that persona is a Full Practitioner, MR CAPACITY if a Partial Practitioner. While *Mental Armor* will reduce damage directed at the persona, it will not shield the persona from the forging of Mental Links by opponents.

Only one Casting providing this kind of protection can be in place on one individual at one time. *Mental Armor* is not regenerative and is reduced on a 1-for-1 by damage from each and every successful attack that strikes the subject. At such time as armor is reduced to zero, another protective Casting of this type can be placed upon the individual.

Forcedart Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 chain/10 STEEP points — *Other:* Nil

E/F/M: This Charm creates a thin dart-sized missile of golden energy that springs from the caster's fingers and flies as fast as an arrow to its target. The Physical damage inflicted by the *Forcedart* is equal to 2D6 points of "IMP" (Impact damage), plus 1 additional PD point per 10 points of the caster's STEEP; and as it is a magickally generated missile, it is not affected by normal armor.

Heka Trap Spell:

Time: Permanent (until triggered) — *Other Heka Costs:*
Area: 1 object of 1 cubic yard — *R&D:* D = 1:1 to MRCap
Distance: Touch — *Other:* Nil

E/F/M: Through application of this Spell, the caster enchants an object or container and stores a Heka-engendered trap within it. It can be applied to a door, shutters, window, rug, etc.—just as long as the object has a volume of one cubic yard or less. Such a trap will be activated upon opening the object, tampering with it, or passing through or over it without first speaking a predetermined (by the caster) Word of Deactivation. The damage done by such traps is 3D6 points of any non-continuing type (Physical, Mental or Spiritual, at the caster's option), plus additional damage up to a maximum equal to the caster's MRCap in points. Additional damage can be designed into the Casting at a 1 Heka point per 1 damage point cost to the caster. The addition of 15 or 20 Heka points Cost, however, makes the *Heka Trap* far more dangerous.

Ritual of the Heart Ritual:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Special — *Other:* 2 x S TRAIT

E/F/M: This special, week-long Casting seeks to bind a "mascot" (see the "Items of Magick" chapter in the **Mythus Magick** book) or object to the caster. First, the dweomercræfter must select the item or mascot and begin an entreaty of the subject by expending an amount of Heka equal to his or her Spiritual TRAIT, offering praise, deeds, reasons for its proposed loyalty, and other convincing reasons or rewards. Then, over the course of the next week, it (the mascot or object) must remain always close to the caster, a distance in feet equal to the caster's Spiritual Psychic Power, (note that an animal mascot it will not willingly leave this distance). If during that week the mascot or object ever does get beyond that distance from the caster, then the whole Ritual is ruined and must be started over again. Finally, at the next full moon, the practitioner must succeed in a "Hard" roll against *Dweomercræft* K/S and again expend Heka equal to Spiritual TRAIT, in order to bring the ritual to closure.

Once bound by *The Ritual of the Heart*, a mascot will be absolutely loyal and faithful unto death, as long as it is treated well and properly cared for. The mascot will have an innate Heka Resistance to any Mental or Spiritual Casting, Power, or attack which seeks to alter, pervert, subvert, lessen, weaken, or otherwise change its loyalty and faithfulness. Heka Resistance gained by the mascot will be equal to the caster's SP CATEGORY.

Casting Grade III, BHC: 50

Armor, Spiritual Cantrip:

Time: 10 ATs or Special — *Other Heka Costs:*
Area: 1 persona — *R&D:* Nil
Distance: Touch — *Other:* 1:1 Armor

E/F/M: Used to ward against attacks of Spiritual nature, this Casting protects one subject from the damage of such an attack. Only one Casting of this nature can be in effect upon an individual at one time. The maximum amount of armor possible to this Casting is equal to the caster's M TRAIT if a Full Practitioner, MR CATEGORY if a Partial Practitioner. Spiritual damage points will be reduced on a one point per point of Heka expended by the caster (beyond that required for activation, of course). Note that *Spiritual Armor* provides no protection against initial attempts to forge Spiritual Links, nor do the armor points replenish themselves after each attack—the effective value of the armor is reduced by each point of damage made from successful attacks.

At such time as the protection reaches zero, the Casting can again be placed on the same subject.

Avoid Heka Attack Ritual:

Time: 10 ATs/10 STEEP points — *Other Heka Costs:*
Area: 1 creature — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Avoid Heka Attack* Ritual allows the recipient to make an Avoidance roll for any Heka attack or Heka-related attack directed at her or him. The Effect can be of Mental, Physical, or Spiritual affect to the persona. Such cases include attack by Casting, Power, Heka-engendered Power, device, object, trap, etc. It is not necessary for it to be a directly life-threatening attack.

Such personas are enabled to apply Avoidance to *any* such attack directed at them or the area in which they are in. The Casting's Effect enables the subject to make an Avoidance roll *after* the attack in question takes place. The base chance to avoid is the average of Physical Speed scores ([PMSpd + PNSpd] x 0.5). Also, if the subject has STEEP in the K/S Area of the Casting being used in the attack, or STEEP in a K/S Area which is related to a Power, device, or object making the attack, 10% of that STEEP may be applied as a bonus to the Avoidance value. For example, a persona with an average PM & PN Speed of 16 with 40 STEEP in *Dweomercræft* would have a base chance of 20% (16 + 4) on Avoidance of any *Dweomercræft* or related Power, device, or object attack.

The Difficulty Ratings which apply are "Easy," "Moderate," "Hard," and "Difficult." The attacker's ability of attack and the defender's ability to defend against it will decide the DR. For example, an individual standing in an area that is being attacked by a *Scorpionfire* (see the **Mythus Magick** book) will generally be subject to a "Moderate" DR if near the area's edge, "Hard" if near its center, and "Difficult" if within the very center of the target area.

Heka Darts Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 yard/STEEP point — *Other:* 10/dart

E/F/M: This magickal Casting creates and directs magickal missiles which spring from the caster's fingers and unerringly fly as fast as arrows to their target. The caster can create *Heka Darts* at a cost of 10 Heka points per dart (to a maximum of 1 dart for every 10 points or fraction thereof of STEEP possessed). Each missile does 1D6 + 2 points of Physical Piercing damage, and is not affected by normal, natural or artificial, armor. Only magickal Heka protection—such as Castings or enchanted armor—can negate the potential damage of *Heka Darts*.

Implant Spell:

Time: 1 day — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Through this spell, the subject can memorize information (including Castings) from scrolls, books, maps, charts, tables, or other written/printed/drawn material. Such information need not be wholly understandable to the subject, but Castings must be of a K/S Area normally usable to the subject. The subject can, during the Time of the Casting, duplicate in written/drawn form whatever has been memorized through the *Implant* Casting.

Casting Grade IV, BHC: 75

Armor, Heka Cantrip:

Time: 10 ATs or Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 Armor

E/F/M: This form of magickal protection is useful in reducing damage from any Heka-based attack, regardless of whether the form was Mental, Physical, or Spiritual. Up to the caster's M TRAIT in armor—MR CATEGORY

only if the caster is a Partial Practitioner—can be conveyed through this Casting. Only one Casting of this type can be active on a person at one time. For every point of Heka beyond the base activation cost which the caster expends, one point of Heka Armor is created for the subject. The protection created will absorb one point of damage per point of Armor. When Armor is reduced to zero, another Casting of this nature can be activated upon the subject.

Barrier Formula:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1-foot radius/STEEP point — *R&D:* Nil
Distance: Touch — *Other:* 1 per AT added Time

E/F/M: The *Barrier* Casting creates an invisible sphere centered on the caster or some point that individual selects as central. If any creature or being—including a spirit or other being with a Partial Physical or Non-Physical Manifestation—touches or attempts to pass into or out of the sphere created by the Casting, an instant Heka jolt of 1D3 +1 points of Physical damage (or Spiritual or Mental, depending on the creature's principal makeup) is delivered to that subject. Then and there, at initial contact, the subject must make a K/S check against its PNPow (or SSPow or MRPow, as appropriate) at DR "Hard." Any success means it may pass through the *Barrier*. Any failure means that the subject *recoils* from the sphere. And a Special Failure indicates double damage from initial contact. A non-recoiling subject must immediately pass on through the *Barrier* sphere, accepting an additional 1D6+1 points of (appropriate type) damage. Recoiling subjects, or those who hesitate about passing through the sphere immediately, must again contact the initial effect of 1D3 +1 damage, then accept the additional 1D6+1 damage points, if they succeed in a K/S check for recoil at DR "Moderate" for the second attempt, "Easy" for the third and subsequent attempts. Contact with the *Barrier* sphere causes a low, "snap-crackle-zap" sound which is audible to normal human hearing of an alert and listening persona up to 30 feet.

Mask Heka Spell:

Time: Permanent until dispelled — *Other Heka Costs:*
Area: 1 object or area — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer's Effect is used to mask the presence of Heka in an item so that it is not detectable by virtually any means. This will effectively hide the item's enchantment from discovery through divinatory Castings or a persona's ability to see Heka (cf. *Detect Heka Sources* in the **Mythus Magick** book). An Area of up to 1 rod diameter per 10 STEEP points of the caster can be masked by this Casting. If Supernatural or Entital Heka are concerned, though, each type will need a separate Casting to mask them. For each separate power or different function of the item to be masked, this Casting must be repeated. A Special Failure at later time means that all previous masking is undone.

Casting Grade V, BHC: 100

Cloud of Magick Spell:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 foot diameter/STEEP point — *R&D:* Nil
Distance: 1 chain — *Other:* Nil

E/F/M: A broad diffused area of Preternatural Heka is created via this Spell, emanating equally from everywhere within the area of effect. This Casting is useful to casters who wish to ruin magickal readings designed to pinpoint the source of Heka within an area, for the latter is quite impossible within the Area of the *Cloud of Magick*. The Spell will also disrupt attempts to identify items which may possess magickal properties, unless the Heka concerned is of Supernatural or Entital sort.

Heka Bolt Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1-foot-wide path — *R&D:* 10/additional 1D6 damage
Distance: Sight to 1 furlong — *Other:* Nil

E/F/M: This attack Casting creates a powerful bolt of Mixed Heka energy and unerringly directs it along a straight path of flight at any target within the range of 660' and in the caster's sight or perception. The *Heka Bolt* springs from the caster's fingers and speeds along its path towards the selected target faster than a sped arrow. Such a magickal attack inflicts 5D6 points of Piercing Physical damage on each and every target in its path, out to the Distance selected by the caster, or until the bolt of energy strikes a very solid object such as a tree, wall, etc. Even though stopped by such a solid object, the *Heka Bolt* will inflict its damage, as applicable, to that object. Heka Bolts are not affected by non-magickal armor. Note that the caster may opt to expend additional damage-causing Heka energy by investing 10 additional Heka points for each additional 1D6 Physical damage to be inflicted by the Casting. The maximum amount of damage potential for this Casting is 10D6, so the caster may invest no more than an additional 50 Heka points in the damage component.

Invisible Alert Formula:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: Caster's STEEP in feet diameter — *R&D:* Nil
Distance: Touch — *Other:* 1 per AT added T

E/F/M: This highly useful Casting creates an invisible sphere centered on the caster or some point that individual selects as the central one. If any material body, including gaseous liquid (but excluding harmless and common gasses such as air) or a spirit or other being with a Partial Physical Manifestation, passes into or out of the sphere created by the *Invisible Alert* Casting, an alarm is triggered instantaneously in the caster's mind (awakening a sleeping caster immediately). It intelligences the caster as to direction of passage, point of breach, and who or what passed into or out of the sphere. Note that beings of the spirit sort or of Non-Physical Manifestation will not trigger this Effect. Time for the duration of this Casting may be extended by spending 1 Heka point for each additional AT desired.

SAMPLE PRIESTCRÆFT CASTINGS

Basic Tutelary Castings common to all Ethoi of Priestcræft are listed below, alphabetically by Grade, with Base Heka Cost for each indicated. Prior to the "Basic Castings" are those which are of *General Nature*, in that each ethos has one of the sort, but each is specific to that ethos, and to the corresponding deities within a pantheon. For example, all ethoi have Commune, Excommunication, etc., but each applies only to or affects only those of a specific ethos and its Pantheon deities and those who serve them. The other, absolutely general, Castings have common components throughout.

General Nature Castings, Grade I, BHC: 20

Rites Ritual:

Time: Variable Special — *Other Heka Costs:*
Area: 1 subject/object Special — *R&D:* Nil
Distance: Touch to Special — *Other:* Nil

E/F/M: There are seven Rites covered under this Ritual, and the time of casting depends on the particular form of Rite:

Birth: 1 AT; 1 child or children; Touch.
Death: 1 AT; 1 or more subjects; 1 rod.
Marriage: 3 ATs; 2 subjects; 1 rod.
Separation/Divorce: 2 ATs; 2 subjects; Touch.
Acceptance of Ethos, Pantheon, & Deity: 3 to 9 ATs, 1 or more subjects; 1 chain and touch.

Service (and Prayer): 3 to 20 ATs; Multiple subjects; Sight and hearing to 1 yard/STEEP point. Heka for *Blessing*, both *Minor* and *Major*, is generated through this Rite, the ecclesiastic performing the *Service* gaining 1 Heka point per person in attendance per AT of Ritual performance time, with all such gain dissipated as many hours time afterwards as the *Service* lasted, if not otherwise used in *Blessing*.

Penitence: 1 to 10 ATs and/or Special; 1 subject, Touch.

It is self-evident with what each Rite is concerned, and personas of a particular persuasion must have these ceremonial services in order to properly adhere to their creed. Some are performed on singular occasions, the latter two Rites frequently throughout a year according to the tenets of the faith in question. Those individuals under Vow will be particularly concerned with adhering carefully to whatever strictures are placed upon them by their creed, and whenever straying from the tenets will perform or have performed upon them the *Rite of Penitence*. The latter Rite could require a *Guidance* Casting (see below) to determine the extent of what needs to be done to atone for wrongdoing through omission or of committed sort.

Note: All Rites must be performed by those in good standing, and most by only those of Full Practitioner status, in order to be meaningful.

General Nature Castings, Grade II, BHC: 35

Blessing, Minor, Spell:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1 subject, Special — *R&D:* Nil
Distance: 1 rod — *Other:* 5:1 additional subject

E/F/M: This Spell is always cast under the aegis of a pantheon, and only those individuals who serve that pantheon gain benefit from its being laid upon them. While the Casting is used for many other things, its principal purpose in regards to HPs is to confer both additional forgiveness and to bestow a modicum of special aid upon those receiving the Effect. A minor blessing allows a bonus to the subject, whether in the form of rolling for Initiative, against K/S STEEP, improved BAC, or the like. Such recipients gain a +/–5 bonus, as applicable, to the next die roll they so request. Note that two or more of this Casting placed upon the same subject will not function, and only the latest one will have Effect. Individual casters are not able to lay this Effect upon themselves, of course! See the *Rites* Ritual, above.

The obverse of this Casting is *Cursing, Minor*, and it has the reverse Effect.

General Nature Castings, Grade III, BHC: 50

Consecration Formula:

Time: Permanent — *Other Heka Costs:*
Area: 1 subject/object/area — *R&D:* Nil
Distance: Touch or 1 foot radius/STEEP point — *Other:* Nil

E/F/M: *Consecration* remains active until it is profaned or desecrated. The dweomer cannot be dispelled. This Casting is mandatory for one accepting/making a Vow and when being ordinated or elevated. It is always performed under the aegis of a pantheon or possibly that of a specific deity within that larger group. Any altar, altar service object, container, light, garment worn in performance of ceremony, Rite, or Ritual, and areas where such are performed regularly too (such as burial sites) must be subjected to this Formula. When an area is being considered, the radius in feet indicated applies.

The *Consecration* Formula places a special dweomer which will inflict 1D3 points of Spiritual damage to all not of the ethos who touch the object or area with intent to harm, pilfer, damage, or destroy, or by trespass. Note that, for instance, one entering a sanctum, extinguishing a candle with blown breath while touching the altar, in order to pick up a gold service bowl, would be likely to suffer 4D3 points of Spiritual damage. The act would result in desecration of the things concerned. No further damage would be inflicted, however, in all likelihood, unless special measures had been taken. Note that non-sanctuary/sanctified areas will not be desecrated by mere trespass, and purposeful acts to do so must be taken in order to accomplish this.

General Nature Castings, Grade IV, BHC: 75

Blessing, Major, Ritual:

Time: 1 day/STEEP point — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: 1 chain radius/10 STEEP points — *Other:* 5:1 add. subject

E/F/M: This Spell is always cast under the aegis of a pantheon, and only those individuals who serve that pantheon gain major benefit from its being laid upon them. Others of the same ethos as the caster will benefit, however, for to such personas it is equal to a *Blessing, Minor*. The Casting is used to dispel minor opposing Castings (Grade I or II only), to assure the fertility of fields, the health of livestock, the soundness and safety of a building (such as to slow fires or prevent lightning striking, happiness and safety in a home, and for many other similar purposes and things as well. This Casting is frequently renewed too, of course, for once its beneficial dweomer is employed, its Effect dissipates.

Its principal purpose in regards to Heroic Personas, not otherwise needful of the removal of some small dweomer which is plaguing them, is to confer a bonus in the form of an adjustment to one or two important die rolls—whether related to Initiative, Avoidance, check against statistics, K/S STEEP, Basic Attack Chance, or the like. The exact application is determined by the recipient and equals +/–10 points toward one desired D% roll, +/– 5 if two applications are determined to be desirable. If laid when a *Blessing, Minor* is also active, then both will function, but in no case will additional dweomers of this sort, including double *Blessing, Major* function.

While non-intelligent animals and the like do not require additional Heka expenditure to receive the Effect, each extra human subject does require added points of Heka at a 5:1 cost. Individual casters cannot lay this Effect upon themselves. See also the *Rites* Ritual, above.

The obverse of this Casting is *Cursing, Major*, and it has the reverse Effect.

General Nature Castings, Grade V, BHC: 100

Guidance Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This Casting allows the caster to give good counselling to others for mundane and personal matters. It also enables ecclesiastics to seek a direct channel to their own deity, so as to be able to pray especially and ask a single question regarding a contemplated course or action with few variables and a known mission, goal, etc. Naturally, if such course or action is in conflict with the ethos, pantheon, or deital concerns, the response will be set accordingly and in no uncertain terms! A caster who complies with the Guidance given is likely to receive a *Blessing, Minor*, at the discretion of the gamemaster. To seek *Guidance* and then ignore or do the opposite of it is to place the individual in disfavor at the very least....

Basic Castings, Grade I, BHC: 20

Lightsee Charm:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1 square foot/10 STEEP points — *R&D:* Nil
Distance: 1 foot/STEEP point — *Other:* Nil

E/F/M: This dweomer casts an illumination on one or more objects at the caster's option. No more separate objects can be subject to a *Lightsee* Charm than the caster has 10s of STEEP in this K/S, and each object must receive no more nor no less than the Effect of 1 square foot Area. The Casting Effect causes the subject object(s) to be illuminated as if bathed in the light of a candle. Thus, for example, a book would be readable. However, as the radiance is as if received from another source, it does not have any considerable light spreading from it; and an object under this Effect has but a one foot, dimly seen, radius of illumination. However, the

glow of a subject is equal to around one-half candle power—about 100 yards in total. General employment is for reading, illumination of dark or dangerous areas, etc.

Prayer Cantrip:
Time: 1 BT/10 STEEP points
Area: Caster
Distance: Caster
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting provides a 10 point increase in the STEEP of any K/S Area possessed by the caster, predetermined by that persona prior to activation of Effect. Casters who desire may apply the bonus towards their own *Priestcræft* STEEP. The resulting bonus to Casting-enabled K/S Areas enables the ability to perform all Castings at the next higher Casting Grade, of course. There is a danger in employing this Casting, however, in that if the intended purpose of the resulting increase in capability is to perform something contrary to the ethos of the caster, against the general purposes of mores of the pantheon, or in conflict with the interests of the deity proclaimed by that individual, the *opposite* Effect might instead be had. (Gamemasters take note!)

Produce Meal Ritual:
Time: Permanent until eaten
Area: Special
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Ritual of one AT length produces one complete meal per 10 points of STEEP possessed by the Priestcræfter. Each such meal will be typical of that eaten by ecclesiastics of the caster's persuasion, but it will otherwise be sufficient for sustaining an average individual (human) for eight hours activity. Along with the food will be sufficient drink to do likewise.

Pronouncement Spell:
Time: 1 pronouncement
Area: 1 chain radius
Distance: Caster
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: When this dweomer is activated, the ecclesiastic is enabled to declare with authority some minor "fact." The caster must spend 1 full Battle Turn in making the *Pronouncement* and stating specifically what it concerns, i.e. the player must carefully do this. The Effect is similar to invoking a sort of (weak) Joss, in that the result can be either favorable to the caster's interests or contrary to those of the foe. A bonus or penalty will then result in a dice roll for the stated, some action will possibly be affected, or so forth. The exact words of the *Pronouncement* will be adhered to in adjudication of this Casting by the gamemaster. No Effect granted should be quite as potent as the use of an actual Joss Factor, so, for example, instead of adjusting a DR by one step, the Effect would instead adjust the die roll by about half the number otherwise gained by a DR step adjustment.

Example: DR of "Hard" down to "Difficult" cuts probability by 50%, so adjustment of probability by from 10% to 30% is in order through this Casting; and if the base die roll were 36 (at Hard) an addition to the roll of 2 to 5 would then reflect the Effect (18 equals a 50% cut of DR "Difficult," so 10% of 18 equals (roughly) 2; 30% equals 5).

This Casting has considerable potency nonetheless, but the time involved to activate and then employ it mitigates against its potency, so it is properly of this Grade and yet highly useful to the less powerful caster.

Otherwise, the *Pronouncement* Casting will affect those of the same faith (pantheon, ethos, deity) as the caster, who possess less STEEP in the appropriate Sub-Area than does the caster, so as to make them comply with any ecclesiastical instructions given by the caster for a duration equal to one AT per point his or her STEEP.

Smokecloud Formula:
Time: 1 AT/10 STEEP points
Area: 1 foot radius/STEEP point
Distance: 1 chain
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer produces a stable, non-moving area of actual smoke. The mass of vapors and particles therein will be typical of those produced in a service to the deity of the caster. Thus, they might be of wood smoke, incense, etc., and have an odor which is pleasant, irritating, noisome, or of neutral sort. The Effect, however, has only one of obscuring vision, in that the cloud will reduce light and cut visual range to six feet. The distance determined by the caster at activation is the central point of the radius of the *Smokecloud.*

Basic Castings, Grade II, BHC: 35

Healing, Minor Formula:
Time: Instantaneous
Area: 1 subject
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Formula restores lost points due to Physical damage to the selected subject (which may be the caster) at the rate of 2D5 points of damage per 10 STEEP points of the caster.

Heal Mental Damage Ritual:
Time: Instantaneous
Area: 1 subject
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The activation of this Casting heals 1D6 points of Mental damage for every 10 STEEP points possessed by the caster. Note that this dweomer may not be used by individual casters to affect themselves—it can be applied only to another.

Meditate Spell:
Time: 1 AT/10 STEEP points
Area: 1 square rod/10 STEEP points
Distance: 1 foot/STEEP point
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer enables casters to gain the benefits of 1 hour of Meditation for each AT of Casting Effect. During this Time, however, such casters must be resting, with eyes closed, not speaking, and with mind and spirit serenely set on the tenets of their own deity and ethos.

Rightcourse Cantrip:
Time: 1 AT/10 STEEP points
Area: 1 square rod/10 STEEP points
Distance: 1 foot/STEEP point
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The *Rightcourse* Cantrip is a divinatory sort of Casting which applies to the caster. It enables such personas to get from "on high" a strong indication of whether or not some specified action or course will be likely to result in the violating of any tenet of their ethos or contradicting any purpose interest of their particular deity. (In short, if such players are in doubt, they can fully explain an area of concern and ask the GM if what they are about to do will get their personas into trouble with respect to their particular priestcræft role!)

Basic Castings, Grade III, BHC: 50

Bounds of Action Charm:
Time: 1 AT/10 STEEP points
Area: 1 subject and Special
Distance: 1 foot/STEEP point
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting restricts the movement of a single subject, persona, creature, or being to a one-rod diameter Area centered on that subject, for the

duration of the Charm. A subject whose Physical Muscular Power is 30 or greater can attempt to break the *Bounds or Action* Effect by rolling PMPow or less at DR "Hard" on D%. Failure allows further attempts, and on each successive CT of such attempts, the roll result is reduced by 1 so as to favor eventual breaking of the Effect. A Special Success indicates the Casting has been negated at that instant. Success means that it will be negated in the next CT, enabling freedom of action as of then, according to the subject's Initiative. However, any Special Failure indicates that the subject cannot manage to negate the dweomer in this manner, and if unable to otherwise obviate its Effect, must await the expiration of its Time.

Note that Partial and Non-Physical Manifestations are *not* affected by this Casting.

Enhance Spiritual Power Formula:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting boosts temporarily the subject's Spiritual Metaphysical Power (SMPow) and Spiritual Psychic Power (SPPow) to the maximum Capacity for each ATTRIBUTE. If no increase is otherwise possible, then both Capacities (SMCap and SPCap) will be increased by 1 each, so a gain of 1 each to the two Power ratings concerned. The gain also results in a "false" S TRAIT total, and any Spiritual damage thereafter incurred will be removed first from such false points, before affecting the subject's actual Spiritual potential.

Enlightenment Ritual:

Time: Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Casting provides the caster with a single "yes" or "no" answer to a simple question as delivered from "on high." It is a Ritual of one AT in length, and the question must be posed immediately thereafter or else the Effect is lost, as is the Heka. (The player has up to about one minute real time to pose a question to the GM!) The query can be so phrased as to apply to past or contemplated actions or plan components, subject to the discretion (and direction) of the gamemaster).

Heka Defenses Cantrip:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer brings into being a screening Force of Heka around the person of the subject. The relative amount of Heka protection is but that which equals the caster's SMCap +1D6 in points points (SMPow only if a Partial Practitioner). However, it serves to protect from all damage aimed at or incurring to the subject, including that of Mental, Physical, and Spiritual sort. While only one Casting of this nature can be affect on one subject at one time, when Heka Defenses have been reduced to zero, another can be laid on.

Basic Castings, Grade IV, BHC: 75

Protection From Lightnings Spell:

Time: 1 AT/10 STEEP points Special — *Other Heka Costs:*
Area: 1 yard diameter/10 STEEP points — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The Effect of this dweomer is to create a sphere which serves as a ground for electricity. The greater the ability of the caster, the larger the sphere of grounding. The Effect persists for the stated Time duration or until it has grounded (protected from Electrical PD) as many *dice* (D3, D6, or even D10) of potential damage as the caster has points of STEEP in this Area (one half that total if the caster is a Partial Practitioner).

Sanctification Ritual:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch Special — *Other:* Nil

E/F/M: The *Sanctification* Ritual requires 5 ATs time to complete. It can either simply reinforce a *Consecration* Formula (see above) so as to double Spiritual damage to 2D3 and prevent profaning by mere presence or touch, or else it is employed to make a consecrated object typifying the practitioner's deity into a Holy Symbol. By expending extra Heka at the time of activation of the Formula the caster may imbue with Heka the Holy Symbol. For 100 points of Heka so expended, the object will deliver 1D3 Mental and Spiritual damage each upon sight, 2D3 Physical damage upon touch, to each and every human, creature, or being who is within a 1 rod radius and has an ethos and deity opposed to that of the Holy Symbol. (Note that the Ethos of Gloomy Darkness generally opposes all others save some portions of Shadowy Darkness and of Balance. Sunlight generally opposes all others save Moonlight. Ethoi are not otherwise generally opposed.)

Wound, Spiritual Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight within 1 yard/STEEP point — *Other:* 10:1 1D6 additional SD

E/F/M: A dweomer which inflicts Spiritual damage upon the subject, *Wound* does a base 1D6 points of such damage. The target reduces SD by any amount of Spiritual armor it has in effect at the time of attack. For each additional 10 points of Heka expended at the time of Casting activation, up to a maximum of the one-tenth the caster's STEEP in this Area, one extra 1D6 of Spiritual damage is added to the Effect. (Compare to the Dweomercræft, Black School, *Wound Spiritual* Casting.)

Basic Castings, Grade V, BHC: 100

Heal The Soul Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting heals Spiritual damage at the rate of 1D6 (1D3 if the caster is a Partial Practitioner) points per 10 STEEP points the caster has in this Area. The subject must be of the same ethos as the caster. The caster must lay hands upon the subject during the entire time of casting of the Spell.

Thunderbolt Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 yard diameter/10 STEEP points — *R&D:* Nil
Distance: 1 yard/STEEP point — *Other:* Nil

E/F/M: When invoked by the persona, this Casting calls down a jagged bolt of lightning to strike one central target. The electrical damage from the bolt does 5D3 points times a 1D6 Exposure roll of Electrical Physical damage to the target subject, and 3D3 times a 1D3 Exposure roll to all subjects within a 1 rod radius of that subject. There is also a larger Effect in the whole of the Area indicated, and that is that of thunder. The booming clap of thunder which follows immediately after the striking of the bolt will cause animals and personas with a Mental Reasoning Power (MRPow) of 10 or less to be *startled*. Startled subjects drop what they are holding and run in confusion for 1D3 Critical Turnss—in stampede if merely animals.

Note that there need be no clouds present for the activation, so the *Thunderbolt* can literally be a "bolt from the blue."

Word of Command Charm:

Time: 1 CT Special — *Other Heka Costs:*
Area: 1 subject Special — *R&D:* Nil
Distance: 1 foot/STEEP point — *Other:* Nil

E/F/M: When activated, this very powerful dweomer enables the caster to direct a single word of command at the subject(s) selected within the Distance indicated. For every 10 points of STEEP possessed by the caster in this K/S Area, one subject can be added, so that a practitioner with 51 STEEP, for example, could affect six subjects. Any single word uttered will be obeyed, but only to the extent possible for the subject(s) and for the duration of that portion of the current CT and the next one following it. Thus, "Drop!" would elicit a response of dropping down. "Run!" would cause the subjects to go as fast as locomotive means permit in the direction they were facing at the time of the utterance of the *Word of Command*. "Die!" would cause them to collapse and not breathe for the time period of the Effect (but then they would otherwise be alive and well, of course!). "Look!" would fix attention upon the immediate area of the caster. "Surrender!" would cause a dropping of arms and shields. "Jump!" when called forth to defending troops on a parapet will be highly effective.... These examples should serve to give a complete understanding of the limits to the power of this Casting.

SAMPLE APOTROPAISM CASTINGS

The following Castings are representative of apotropaism. Many more are included in the **Mythus Magick** book.

Casting Grade I, BHC: 20

Abram's Safekeep Formula:

Time: 1 week/10 STEEP points — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: An object protected by this Casting is safe from usual hazards: will not normally catch fire, be eaten by animal pests, rot, or decay, etc. The item also will be so guarded as to be passed over by thieves or vandals under normal circumstances, unless it is the specific object they are seeking. Even if the latter case is so, such an object will still be somewhat protected, requiring a successful roll against the searchers' Spiritual Metaphysical CATEGORY at DR "Hard" for them to find the dweomered item. As indicated by this description, the object which is the subject of this Casting must be relatively small, and anything larger than the apotropaist's STEEP in cubic inches is too large for this dweomer to be laid upon.

Iron Nails Charm:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1 nail/10 STEEP points — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This dweomer causes ordinary iron nails to take on special protective properties against those of the Netherrealms, malign nature, and Evil. A pair placed together on the ground, the floor, or upon a door (or similar vertical surface) in "X" fashion create a 10-foot diameter circle which requires an S TRAIT roll at DR "Hard" to cross and inflicts 1D6 +1 Physical damage (Spiritual if the subject is of Partial Physical Manifestation or Non-Physical Manifestation in nature) to any Evil or malign nature beings who cross its boundary. Anything fastened down or shut by such a nail can only be opened by a successful roll against Spiritual TRAIT at DR "Hard," with each additional nail making the DR one step harder, all the way to "Extreme." If one of these nails contacts the flesh of a Physical subject of the sort warded against, the nail inflicts 1D6 +1 PD to that individual. Contact with an unwilling and active subject requires a combat (any sort) hit to succeed, and the success must be such that no armor interposes between target and nail. Finally, if used in conjunction with an *Evil tracks Agony* Casting (q.v.), the effectiveness of these dweomered iron nails is increased.

No Surprise Spell:

Time: 1 AT — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This warding Spell prevents the subject from being Surprised while it is active. The subject need not even concentrate on such matters after the Casting has been activated, for the dweomer will alert the persona moments before an event capable of causing Surprise occurs. When such is the case, the subject will feel uneasy and get a vague sense that something is about to happen, alerted perhaps by a slight tingling of the skin, or the rising hair on the nape of the neck.

Protection From Fire Cantrip:

Time: 1 day/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell protects the subject individual from being caught unawares by any fire which occurs during the duration of the Time of Effect. But once activated, the dweomer is expended and ends. If any uncontrolled or baneful fire occurs within one chain of the subject, that persona will be alerted immediately, even if asleep, and will be thus able to escape from possible harm. If fire of any kind is directed at the subject, this dweomer will enable an Avoidance roll at a 10 point bonus.

Safe Passage Ritual:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1+1 additional subject/10 STEEP — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual of but one Action Turn performance allows the caster and associates numbering up to one per 10 STEEP the caster possesses in this K/S Area to pass natural dangers in safety by skewing Probability in the caster's favor. Thus, precarious pathways are made more easily passable, aggressive animals less likely to attack, and so forth. In fact, all rolls necessitated by physical actions taken by the subjects, save those relating to combat, are made at one DR easier for the duration of the Casting.

Casting Grade II, BHC: 35

Harn's Hidden Passage Spell:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 rod diameter and moving — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: While its Effect is active, this Spell allows the apotropaist, and possibly a few associates as well, to pass through the immediate locale silently and invisibly. Unless the caster speaks, makes noise, attacks, or otherwise acts in a fashion to attract attention, that persona will be undetectable to normal vision. Note however, that the caster may be detected through various means such as through a *True Sight* Casting, an ability to detect unseen presences, other dweomers, or simply through the olfactory powers of guard animals such as dogs. However, Netherrealm, malign nature, and Evil creatures and beings have a penalty of 1 DR step harder whenever they attempt to locate, see, or direct Castings or Powers at an apotropaist who is protected by this dweomer.

Protection From Deception Cantrip:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: Subjects under the protection of this Casting are able to avoid being duped or tricked by another dealing and speaking to them directly as individuals. The Cantrip's Effect enables such subjects to know when another per-

sona is, for purposes of trickery or deception or prevarication (though not otherwise), utilizing the *Criminal Activities, Mental* and/or *Deception* K/S Area abilities—or else is downright lying without benefit of any K/S whatsoever. The actions involved will be plain and obvious: The lying words have a harsh, grating tone in the ears of the protected individual. Note that slight-of-hand deceptions, such as switching objects or manipulating cards or dice are not detected by this Effect.

Protection From Paralysis Charm:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting confers a Resistance upon the persona to all forms of paralysis, whether such is caused by Castings, Powers, Beasts, or natural substances such as toxins and Poison. The dweomer's protection affords the subject a base Resistance of 20% plus 10% of the caster's STEEP, and for each additional point of Heka invested by the apotropaist at the time of Charm activation, this Resistance will be increased by 1%. Most rolls to resist paralysis are made at DR "Moderate," but the gamemaster will decide each particular situation—very potent paralytic agents might require a "Hard" DR, for instance. For example, a practitioner with 35 STEEP confers a 23% Resistance to paralysis to the subject. If another 27 points of Heka is added to the Casting by the apotropaist upon activation, then the subject has a 50% chance of not being affected by any form of paralysis for the Time duration indicated. At "Moderate" DR, only Automatic and Special Failure can then indicate paralysis.

Warning Alert Formula:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP points — *R&D:* Nil
Distance: Centered Special — *Other:* Nil

E/F/M: The Effect of this Casting is a silvery tinkling sound in the ears of—or a pale glow seen by the eyes of—all within the Area, as determined by the apotropaist at the time of laying this Formula. Casters may center the Effect on themselves or any other point, subject, object, or feature they choose. The warning is triggered when any Netherrealm, malign nature, or Evil being(s) or creature(s) pose imminent danger by contacting the sphere of the Effect Area or are present within it. Note that this dweomer will only detect the presence of Full Physical Manifestations, so there will be no warning of encroaching spirits and other non-corporeal entrants. Compare the Casting, *No Surprise*.

Casting Grade III, BHC: 50

Alchindus' Sigil Formula:

Time: Permanent — *Other Heka Costs:*
Area: 1 foot diameter/10 STEEP points — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting creates a permanent warding symbol fixed to a place or object. The warding mark can be so inscribed as to protect a single object—from a door to a little item—or be done on a point (such as the center of a floor in a room) so as to form a circle of protection. The Sigil created will cause 2D6+2 points of Spiritual damage to any Netherrealm, malign nature, or Evil being(s) who attempts to enter the Area with wicked intent or to harm, or to touch the warded object with intent to damage, destroy, pervert, poison, desecrate, steal, purloin, or remove it. Once activated, however, the Sigil vanishes, and the Effect is negated thereafter.

Eviltrack Agony Charm:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP points — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: This dweomer enables the Apotropaist to deliver Physical damage to any Netherrealm, malign nature, or Evil being(s) or creature(s) who has left its footprints, handprints, or similar mark from its presence. The surface upon which the impression is made must be such that a small blade or a nail can be sunk into it (i.e., it must be dirt, sand, mud, etc.). The apotropaist is then able to jab a silver or iron blade into the track mark, or else drive an iron nail into that place, and by so doing inflict 2D6+2 points of Physical damage (no Strike Location roll, but no armor protects against this harm either) upon the one who left the track. Each separate track impression can be used thus but once. Note that if nails dweomered by the *Iron Nails* (q.v.) Casting are used, each adds 1D6+1 to the Effect. If a spike enchanted by the *Ironspike* (q.v.) dweomer is employed, the subject suffers 4D6+ 4 points of Physical damage and is held fast to whatever place it happens to be for as many Critical Turns time as the apotropaist has STEEP points, unless that one is willing to accept double damage and thus be freed. If a blade dweomered by the *Silveriron* (q.v.) Casting is used in a thrust, it delivers a total of 3D6+3 Physical damage points each time, with added Effect if the subject has Susceptibility to iron, silver, or both.

Full Consecration Ritual:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1 subject/object/area — *R&D:* Nil
Distance: Touch and 1 rod radius — *Other:* Nil

E/F/M: When this Casting is laid, the Apotropaist sets up a circle of aversion which spirits of Netherrealm origination, malign nature, or Evil whose STRAIT is less than the practitioner's STEEP in this K/S Area will shun. The Casting is centered on a subject, object, or natural feature which is of beneficent or clean, natural sort. The *Full Consecration* Formula also places a special dweomer which will inflict 2D6+2 points of Spiritual damage, once, to all wicked creatures or beings who touch the object or enter the Area with intent to harm, pilfer, damage, or destroy, or by trespass. No more than one such Casting can be active in or on the same area at the same time. This dweomer is generally utilized to protect until a priest or other dedicated ecclesiastic can be called upon to set in place greater and longer lasting measures of protection.

Unseen Sentinel Spell:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 chain/10 STEEP points — *Other:* Nil

E/F/M: This Casting enlists the aid of a minor spirit creature of benign nature to serve as a guardian for the caster, another persona, or an object. The dweomer evokes the spirit, and it will then serve as a sentinel in the Area indicated. If someone or something with Full Physical Manifestation enters the warded Area, the spirit will give warning but will not attack or defend. The apotropaist receives a mental alarm signal from the spirit guarding the Area, upon violation of the place warded.

Casting Grade IV, BHC: 75

Invisibility To Undead Cantrip:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Cantrip causes the subject to become totally invisible and undetectable to all forms of Undead for the Time duration of the Casting. The subject so affected may literally walk among a group of such things without notice, as long as the persona does not in any way Physically attack them. Unliving creatures and beings are affected to a lesser extent, being able to detect the subject at 100% probability, less the STEEP of the apotropaist, at DR "Hard."

Protection From Drowning Charm:

Time: 1 day/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Charm protects the subject individual from being drowned by any liquid, including in mire, mud, or quicksand during the Time of Effect. The protected individual will float like a cork as long as the Effect is active. Even if held under the liquid by some means, thus normally causing the subject's lungs to fill with liquid, this dweomer will enable the individual to survive the ordeal by causing the cessation of breathing and the onset of a state of stasis until a breath of air can be drawn.

Protection From Fear Spell:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell negates the Effect any and all Castings and Powers directed at the subject or laid upon an Area the subject is in with respect to that individual only. No dweomered unease, mistrust, suspicion, apprehension, nervousness, anxiety, fear, terror, panic, or horror-reaction will affect the protected individual. Even viewing some monstrous Beast from the Netherrealms will not engender adverse reaction in the mind or heart of the subject of this Casting's bolstering Effect.

Casting Grade V, BHC: 100

Abjure Spell:

Time: Instantaneous Special — *Other Heka Costs:*
Area: 1 foot diameter/STEEP point — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: All creatures and beings within the Area of this Spell are warned to pledge themselves to be of beneficent and non-Evil nature. With this forewarning, the apotropaist activates the dweomer, and if any creature or being within the Effect Area has not announced its malign nature, then it suffers 5D3 each of Mental, Physical, and Spiritual damage, this occurring to the accompaniment of flashing golden light surrounding the malign subject(s) and inflicting the damage indicated.

Chant of Guarding Cantrip:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 yard radius/10 STEEP points — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This Casting serves to protect the Apotropaist and any others within the Effect Area against Control or Influence and similar assaults stemming from Casting or Power use. While it is still possible to influence the actions of the protected subject(s) by *Deception* or through use of the *Influence* K/S Area, all forms of Heka-based Control (domination, suggestion, etc.) are negated. Note that the dweomer is activated as a Cantrip, the apotropaist chanting the brief litany prescribed for that period only, and the Effect then remains for the Time duration indicated, with no further chanting required.

Protection From Curses Spell:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: While warded by the Effect of this Spell, the subject is graced with a protective aura that negates any and all Curses directed at him or her by another creature or being who is of Netherrealm origination, malign nature, or Evil. All Evil and malign nature Hexes, maledictions, and pronouncements are considered to be Curses with respect to this dweomer. For every 10 points of STEEP possessed by the caster, the subject is immune to any Curse from the corresponding Casting Grades. Thus, a caster with a STEEP of 61 will engender protection versus any single Curse of Casting Grade VI or lower. Note that the protection Effect is active for the neutralization of but one Curse, and any subsequent Curses directed at the subject have normal operation.

SAMPLE ASTROLOGY CASTINGS

Sample Castings for the Astrologer appear in the following alphabetical listing, by Casting Grade. See the **Mythus Magick** book for many others.

Casting Grade I, BHC: 20

Astromancy Spell:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The *Astromancy* Spell seeks to divine the wisdom of the Astrologer's or another subject's intended course of action by drawing on the present and projected orientation of the heavenly bodies which relate to the field of endeavor. Thus, for example, if a subject were planning to seek a specific Monster and do *battle* with it, the Spell would observe the position of Mars, and its relation to the others which may affect the outcome. In short, a plan must be stated. All of the components of the plan need be known (to the gamemaster).

The more complex the planned actions, the more useful this Spell will be in providing an accurate divination with respect to some single part of the plan; otherwise, the Casting will be less helpful, because the number of variables will be too great to gain more than a general idea of the outcome. It is recommended that this dweomer provide a general answer from the GM (who knows the "unknown" half of the equation) as follows: "Very Favorable" = a probable success; "Favorable" = likely to succeed in whole or part after some opposition; "Uncertain" = too many variables and some strong opposition likely; "Unfavorable" = moderate success potential with losses likely in the process; and "Very Unfavorable" = opposition too strong and possibly ready for the subject's actions too.

Time relates to the distance in the future the Casting seeks to penetrate. A K/S roll for success must be made. If the Time is 1 or less hour in the future, DR is "Easy"; if 2-6 hours, "Moderate"; 7-24 hours = "Hard"; 1-7 days = "Difficult"; 2-4 weeks = "Very Difficult"; and 1 Month + = "Extreme." If the query pertains to a single, salient action/course with few variables, then adjust the DR by a step or two to favor success.

Influence of Scorpio Spell

Time: 1 AT — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP points — *R&D:* Nil
Distance: Caster — *Other:* Nil

E/F/M: This Spell enables the Astrologer to locate hidden treasure by divining its general distance (very close, nearby, removed, distant) and direction (up, down left, right, ahead, behind) within the Distance range of the Casting's Effect. Note that this Casting is based upon the position of the persona, and will move with the caster. Various dweomers can conceal precious things, of course, and this Casting is not discriminatory in that it does not operate on mass or value, but only on precious material. Thus, in a room where there were 100 bronze coins scattered about out of sight, and a chest filled with gold ingots and jewels, the coins would be as attractive as the treasure chest, with whichever was the nearest drawing the caster's attention first.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Know Disposition Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Cantrip gives the caster knowledge of a single creature's or being's ethos, as well as its current disposition toward the caster and her or his associates. Counter-Castings or powers may effectively mask or alter the subject's ethos, but unless the creature or persona is able to block mental probes (cf. *Mindmask*), its basic disposition as of the moment of the Effect will be subject to detection.

Minor Horoscope Formula:

Time: 1 week Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The astrologer employs this Casting to provide guidance for a single persona. Through the Formula's Effect, the caster gains information regarding general influences surrounding the persona. These influences will be manifested as vague impressions of things such as activities, creatures and types of places which may be of significance to the subject. The plans of the subject must be known, or else gamemaster will base the response on *their own* plans for the persona! Unlike many of the divinatory dweomers, Gamemasters should enjoy this one, for it is great for setting the stage for "things to come"!

Note that a *Minor Horoscope* is castable but once per game week for any subject—possibly for all individuals in an associated group.

Star Chart Place Formula:

Time: 1 AT — *Other Heka Costs:*
Area: 1 chain dia./10 STEEP Special — *R&D:* Nil
Distance: Special — *Other:* Nil

E/F/M: Through this divinatory Casting, the astrologer is able to detect various things influencing a particular place or locale. It usually pertains to a singular construction or defined place, or else to an open locale with mysterious constructions surrounding it. The information gained from the dweomer is in the form of general impressions. These feelings and vague mental pictures may be of the prior dwellers, or current ones, their activities, and the purpose the location was or is used for, if applicable. If the practitioner is not actually in the place when this Formula is laid, much data will be needed by the astrologer in order to be able to cast the Star Chart. The caster will need the longitude and latitude of the desired location. Some depiction of the place is also necessary—a painting, sketch, model, etc. Additional information, such as the approximate date of construction for any significant edifices, who owned them, will help to obtain a clearer divination. Details of any current usage, ownership, ones frequenting the locale, etc., will also be of considerable benefit.

Casting Grade II, BHC: 35

Best Time Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Formula empowers the astrologer to determine the optimal time of day to begin an undertaking. Questions such as when to enter a place, when to start a battle, when to search for an item, etc. are generally answered thus. The specifics of the action must be known, of course, for the gamemaster to be able to provide the data of this "dweomer." Note that when this Casting is used with respect to some specific test of ability, such as use of a Knowledge/Skill Area, the information provided, if followed, could result in a bonus of from –1 on the dice roll to the raising of the Difficulty Rating to a step easier because the action occurred at the *Best Time*.

Influence of Venus Cantrip:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP point — *Other:* Nil

E/F/M: The target subject of this Casting becomes temporarily enamored of the astrologer or of another of the opposite sex the practitioner has preciously touched as the Cantrip is activated. Thus, the subject will come to the other individual's side, attend, be receptive to suggestions; but all the while, the target subject will also be trying to make a liaison, get the other one alone, etc. The Effect of this dweomer is in most ways the same as the *Magnetism* K/S Area, only the duration differs. Once the Time duration of the

Casting has expired, the Effects will be gone, whether the subject of the former amorous interest is there or not. However, the target subject will only vaguely recall the *Influence of Venus* Effect, and what transpired while it was active.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Virgo Ritual:

Time: 2 hours +1 hour/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 rod — *Other:* Nil

E/F/M: This Ritual of one AT's casting performance increases on a temporary basis the STEEP of the subject in a single, previously selected Mental Knowledge/Skill Area or Sub-Area that persona possesses, other than *Astrology* itself. The STEEP is boosted by 20 points through the magickal absorption Effect. While the Ritual is being performed by the astrologer, the subject must be in contact with informative material related to the K/S Area, or another persona possessing at least 20 more STEEP points than that of the subject's own point total in the Area/Sub-Area must be present. If a Special Success is scored, then the Time duration of the Effect will be doubled, and the subject individual will actually retain 1D3 points of the magickally added STEEP at expiration of the Casting.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Star Chart Item Spell:

Time: Special — *Other Heka Costs:*
Area: 1 object — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Star Chart Item* Spell empowers the Astrologer to discover influences surrounding a specific item. Things such as the creator's ethos, the Quality of its construction, by whom the object was used (in a general and vague sensing only, unless specific's are demanded and a harder DR used), and if the item caused harm or was beneficial, are some of the facts that may be known. For every 10 points of *Astrology* STEEP possessed by the persona, one fact of this nature can be determined, although each fact requires a STEEP roll at a base DR of "Moderate" to determine if it can be gained. A Special Success gives greater detail and enables another, extra, influence discovery.

Note that a Failure indicates that no further information can be learned for that object—although the Casting may be attempted anytime after a 24 hour period has elapsed. A Special Failure means that no further information about the item will *ever* be divined through this dweomer.

Casting Grade III, BHC: 50

Ascendant Cantrip:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Ascendant* Cantrip enables the recipient subject to have two of the *Influence of* Castings Effects operative at the same time. This is not otherwise possible, as the dweomer of the second, upon activation, would dispel the first and be negated in the process. The single drawback to this Casting is that when its Effect acts to conjoin the two others, the Time duration of both is then that of the one which is shortest.

Influence of Cancer Formula:

Time: 1 day/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Formula's dweomer creates a peaceful aura which surrounds the subject and doubles the healing rate for all Mental, Physical and Spiritual damage. This Casting is also a very helpful form of treatment for personas suffering from severe Physical trauma, and it counters Shock so as to remove its danger. The Effect's Mental and Spiritual soothing removes fear and terror. Violent action is also repressed, so personas suffering from an Insanity will not attempt harm to themselves or another while under this Effect.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Mars Spell:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting provides a temporary 10 point bonus to the subject's Physical TRAIT (to be applied as desired in ATTRIBUTES, but never so as to cause a Power or Speed to surpass Capacity). In addition, any one *Combat* K/S Area STEEP is awarded a bonus of 10 points, at the choice of the astrologer at time of activation of the Spell. If a Special Success is gained, the subject will retain either 1 extra P TRAIT point (and the resulting gain in CATEGORY and ATTRIBUTE) or 1 point of STEEP in the Combat K/S Area. Roll D%, with 01 - 20 only indicating a TRAIT gain.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Know Truth Charm:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP points — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Know Truth* Casting Effect enables all present within the Area to know if the truth is being spoken by those also within the bounds of the dweomer's diameter. The Charm causes the Effect Area to become illuminated by a soft blue glow. Each creature and being therein will show visually on a faint, silvery blue aura which will remain steady while it is truthfully speaking. If the persona speaks an untruth, or even the truth which is knowingly twisted with the intent of deception, their aura turns black.

Casting Grade IV, BHC: 75

Influence of Mercury Spell:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Spell's dweomer strengthens temporarily the subject's Mental Mnemonic Capacity sufficiently to enable Mental Mnemonic Power to be increased temporarily by 10 points. However, neither ATTRIBUTE can be increased beyond the human maximum of 40 in any event. The total point increase gained through this Effect also creates a false M TRAIT total, so that Mental damage suffered by the subject individual while this Effect is active will come first from the false total, until that amount is "used up," the subject will not incur actual Mental damage.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of the Moon Cantrip:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP points — *R&D:* Nil
Distance: Centered Special — *Other:* Nil

E/F/M: When this Casting is activated, it brings forth thick, fog-like mists which

rise from the ground and emanate in a circle from the astrologer or some central point he has designated by touch . The dweomered mist causes enemies of the astrologer, as well as those meaning him bodily harm or or other ill, failing to make a roll against their Spiritual Psychic Capacity ATTRIBUTE to fall into a deep slumber, full of dreams which suit their heart and mind. Each potential subject must roll D%, Difficulty Rating "Easy," and score equal to or lower than their SPCap score or else sleep heavily for the Time duration of the Spell

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Kayyam's Wisdom Ritual:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: Caster and Special — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Ritual is of four steps, each requiring one AT's time, and thus its casting duration varies according to an Astrologer's needs. Note that certain benefits of this Casting do not necessarily last for the whole of the Time duration indicated.

In the initial step of one AT's performance, the practitioner fortifies him- or herself against all drugs which would impair any Mental, Physical, or Spiritual facility. Thus, no such substance will affect the caster, regardless of the quantity ingested, inhaled, or otherwise meant to influence the individual.

If a second AT of time is spent in ritual performance, the dweomer enables the subject to determine the veracity of anything that she or he hears.

A third Action Turn of performance empowers the Astrologer to assume a Partial Material Manifestation at will in but one CT of time—a barely visible form which can move through material things and travel as fast in miles per hour as the caster has STEEP points. Full Physical Manifestation can be resumed in but one CT as well. This changing of form does not end the Time duration of the dweomer, but each change of form shortens the duration by 10 AT's Time.

If a full four ATs are spent in casting the Ritual, the practitioner gains a Spiritual TRAIT increase of most unusual sort. This dweomer enables the Astrologer to pass along a temporary increase to a number of other personas equal to one-tenth the caster's STEEP. Thus, each such individual, who hears the practitioner gains a false S TRAIT total equal to 10% of the caster's own, and this false total serves as Spiritual armor until eliminated by attack. Conversely, the astrologer gains a Reservoir of personal Heka which equals twice the amount of Spiritual armor she or he bestows.

Casting Grade V, BHC: 75

Ætherscan Cantrip:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: This Cantrip enables the Astrologer to view creatures or beings present Æthereally, and to detect influences such as Heka forces and Castings which draw power from the Æthereal Plane or a Sphere thereof, which are at work in the caster's normal field of vision. As the individual empowered by the dweomer's Effect is actually seeing the Æthereal interface with the Mundane, that persona is also often able to detect illusions, things of an energy opposed to, and thus darker than, Æthereal force. The astrologer must succeed in a roll against STEEP at DR "Difficult" to detect an Illusion dweomer.

Arago's Influence of the Sun Cantrip:

Time: 1 CT/10 STEEP points — *Other Heka Costs:*
Area: 1 rod diameter/10 STEEP points — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: This protective Cantrip causes its casters to radiate a bright light in the full spectrum of sunlight, while small coruscations of intense illumination which resemble stars and planets whirl and revolve around them at a distance of 1 rod. The dweomer of this Casting keeps light-sensitive/hating creatures at bay. It inflicts a base 5D3 points of Physical damage per CT upon all Undead and creatures and beings otherwise having a Susceptibility to direct sunlight/ultra-violet radiation, who are caught within the Area of Effect of this Casting. Creatures and beings of subterranean habitat, as well as others who are not used to sunlight, will be blinded for 1D3+5 CTs after exposure to the light ends.

Influence of Gemini Spell:

Time: 1 BT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 league/STEEP point — *Other:* Nil

E/F/M: The *Influence of Gemini* Casting enables the subject to communicate with another over a great distance. (The gamemaster should use actual time to keep track of the duration of Effect in regards to this Casting.) Such communication is one-way only, unless the recipient individual is capable of Heka-based communication. Even if this is not the case, the Astrologer can sense the recipient's awareness, and the presence and nature of any strong emotions engendered by the communication. It is important to note that the mental messages can be intercepted by others actively seeking to do so, through use of various Castings or Powers which enable *Telepathy* Effect.

No other *Influence of* Effect can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

SAMPLE HERBALISM CASTINGS

The following Castings are representative of those available to the Herbalist. The **Mythus Magick** book, of course, contains many more such, and the reader is directed there for more information.

Special Note regarding Herbalism Castings: The duration of Formulas that are used to create Heka-imbued substances such as Potions, Oils, and the like is listed as "Special." This is because such substances will typically last for an indefinite period of time if stored properly in sealed containers. However, once the seal is broken, the Reagents will begin to break down and their power will fade with time. Typically, for every day after the substance becomes exposed to air, there is a 1% cumulative chance that the substance will lose all magickal properties.

Casting Grade I, BHC: 20

Auraread Spell:

Time: 1 CT — *Other Heka Costs:*
Area: 1 living subject — *R&D:* Nil
Distance: Sight to 1 foot/STEEP point — *Other:* Nil
Materia Cost: Nil

E/F/M: This dweomer's Effect enables the Herbalist to discern the outstanding aural qualities of any living thing, but only in respect to general nature. This Casting enables the practitioner to do any one of the following through its Effect:

(1) Scan the aura of the subject for Heka, determining thereby if there is none, a small amount, a moderate amount, or a large amount.

(2) Look at the subject and see if it is basically well and sound or sick and/or injured.

(3) Examine the aura of the subject so as to have some idea as to whether it is beneficial, neutral, or baneful.

Botanomancy Spell:

Time: 1 BT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: 1 foot — *Other:* Nil
Materia Cost: Nil

E/F/M: This Spell divines the true identity of a single Mundane or Preter-

natural herbal substance, either in natural or processed form. Such a positive identification allows the caster to verify its suitability for use as possible Reagents. It requires one BT to subject the herbal substance to the scrutiny of this dweomer, and mixed substances will require one BT each, so the Time duration might disallow the examination of many specimens even for an herbalist with considerable STEEP.

Detect Poison Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: This Casting enables the Herbalist to determine the presence of any Mundane, Preternatural, or Supernatural poison or similar toxic substance within a subject. The dweomer will reveal how the poison was administered or came to be in the subject. The caster is otherwise unable to determine the identity of the poison, its STR rating, but in many cases this Spell will be adequate as a positive diagnosis.

Note that this dweomer will work to discover Poison on or within a non-living subject.

Healing Poultice Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 120 BUCs

E/F/M: Through this Spell, the herbalist enchants a prepared poultice (from such healing herbal substances as the must Herbalist have on hand), which will heal immediately minor Physical damage, and allow any remaining damage to heal at twice the normal rate. The practitioner rolls 2D6 to determine the point amount of PD thus healed. Note that the healing from this Casting does not affect Poison or Disease of any sort. Subjects who have been poisoned or exposed to a Disease as a result of their wounds will still suffer any effects of these.

Love Potion Spell:

Time: 1 day/STEEP point — *Other Heka Costs:*
Area: 1 Potion of 1 dose — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 100 BUCs

E/F/M: The *Love Potion* Spell enchants a simple Potion using the Magickal Law of Sympathy. The Potion will affect the creature who consumes it by causing it to become enamored of, or attached by filial or brotherly love, to the first living thing seen after the potion is ingested. The extent of the Effect is similar to the power of the *Magnetism* K/S Area, and will begin to fade slowly in intensity after a a period in days equaling the herbalist's STEEP in this K/S Area.

Casting Grade II, BHC: 35

Detect Disease Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: This Casting will allow the persona to determine the presence of any Mundane, Preternatural or Supernatural disease within a subject. The caster can determine the identity of the disease, know its effects and contagiousness (STR/CON-R) and whether or not it is Heka-induced (though it will be unlikely that the exact source will be known, especially if the disease was acquired through normal contagion). This will enable treatment of appropriate sort.

Note that this dweomer will work to discover Disease vectors of a non-living sort, so that contagion potential from objects or places can be determined.

Identify Disorder Spell:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: Through this Spell, the Herbalist is able to positively identify the presence and type of any Mundane or Preternatural Mental disease or disorder, whether Heka-induced or not. Such knowledge will enable the caster to determine the correct method of treatment. This Casting will not identify Supernatural disorders of the mind.

Identify Poison Cantrip:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: Through this Cantrip, the practitioner is able to positively identify the presence and type of any Mundane, Preternatural, or Supernatural poison, its likely method of entering the subject's system, and its Strength (STR) rating. Such knowledge will enable the herbalist to determine the correct antidote and method of treatment. This Casting will also identify Entital poisons, but cannot provide the caster with sufficient knowledge to determine the required cure.

Sleep Potion Formula:

Time: 1 hour/10 STEEP points Special — *Other Heka Costs:*
Area: 1 dose of 1 ounce — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 20 BUCs

E/F/M: The Potion created through this Formula will cause one subject, with up to as many Physical TRAIT points total as the Herbalist has STEEP points, to become drowsy within 2D6 CT's time, and instantly thereafter fall into a deep sleep. Of course, the Potion must be ingested, but because it is almost odorless and nearly tasteless, and a single dose is only about one ounce in volume, it is easy to add to another liquid. The Effect will last for one hour for every 10 STEEP points of the herbalist, plus one AT additional period for each factor of the Potion in excess of the subject's M TRAIT.

Multiple doses of this liquid can be combined so as to affect more powerful subjects or to keep one asleep for an extended period.

Casting Grade III, BHC: 50

Adjust Chi Ritual:

Time: Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 30 BUCs

E/F/M: The completion of this Ritual requires three Action Turns of performance with the subject a central part of the Casting. This dweomer enables the practitioner through external and internal application of herbs to aid the whole of the individual's systems. The resulting Effect is to add 1D3 to each TRAIT, restoring damage sustained and balancing losses between Mental, Physical, and Spiritual damage to a like extent (1D3 from stronger to weaker), or else otherwise adding a false total to a TRAIT or TRAITS, and lending 3D3 points of personal Heka as well, for as many ATs duration as the herbalist has STEEP points.

Herbal Poison Formula:

Time: 1 day/10 STEEP points
Area: 1 dose of 1 ounce
Distance: Touch
Materia Cost: 30 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Using this Formula, the Herbalist can create a lethal poison whose deadly form can be either powder or liquid. The liquid is colorless, nearly odorless, and almost tasteless. It can, for example, be introduced to a subject by being mixed with a drink or falsely labeled as another, beneficial Potion. The rust-colored powder, also almost tasteless and nearly odorless, can be stirred into drinks or broth, for example. Either form has a Strength Rating (STR) equal to the caster's STEEP in points. The time Effect Rating of either form is as short as 1 AT minus the Herbalist's STEEP point total in CTs—with a one CT minimum—or a period up to as long as the practitioner's STEEP in ATs. For more information regarding the STR and effects of poisons, please refer to Chapter 12.

Resist Poison Formula:

Time: 1 AT/STEEP point
Area: 1 dose vs. 1 specific Poison
Distance: Touch
Materia Cost: 30 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Formula magickally charges an Infusion, providing the subject who drinks it with the ability to withstand all effects from a specific type of Poison named by the Herbalist as the dweomer was activated, for a period indicated by the Time duration noted above. Note that the poison itself is not neutralized, and the individual utilizing this Infusion can be subject to the full effects of the Poison if its Strength is not diminished over time or some other means, or if it is a time-delayed Poison.

Resist Disease Formula:

Time: 1 hour/STEEP point
Area: 1 dose
Distance: Touch
Materia Cost: 30 BUCs

Other Heka Costs:
R&D: Nil
Other: 1:1 Disease STR

E/F/M: The prepared Infusion which is enchanted by this Formula enables the subject to resist contraction of most forms of Disease. The dweomer's Effect will protect against diseases of 50 STR or less, and the Herbalist can increase the level of Resistance by channelling additional Heka at the time of activation of the Formula. For every additional point of Heka that the caster expends when activating the Casting, an additional point of STR will be countered. Note, however, that while not itself subject to the Resisted Disease, a creature might be a vector, carrying a Contagious Disease.

Casting Grade IV, BHC: 75

Identify Potion Charm:

Time: Instantaneous
Area: 1 subject Potion
Distance: Touch
Materia Cost: Nil

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Through this Charm's dweomer, herbalists are able to instantly identify, with such assurance as is commensurate with their STEEP in this K/S Area, tested at a Difficulty Rating of "Easy," the type of a Mundane Potion, or at a DR of "Moderate" for a Preternatural Potion, and at a DR of "Routine" (× 1.5) for a Supernatural Potion. Note that until a successful dweomer is laid upon the subject Potion, the type and Heka utilized in the liquid....

Minimize Poison Spell:

Time: Instantaneous
Area: 1 dose of 1 ounce
Distance: Touch
Materia Cost: 40 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The magickal draught engendered as a result of this Casting's Effect will serve to reduce to the minimum amount damage caused by any single poison, slowing the effects until proper treatment can be found. This includes poisons which are of a time-delay nature, and those of staged damage, although the latter type will cause their minimum damage in each and every stage. In regards to Poisons with a fixed Strength (STR) rating, the dweomer of the draught will cut the damage to one-tenth, but the time will be extended by a factor of 10 likewise, and there will be that many more stages of damage

too. Such toxins must be countered by antidote or some more powerful Heka-related neutralization agent.

Additional doses of this liquid do not further aid the subject or reduce Poison effects.

Painkiller Formula:

Time: 1 hour/10 STEEP points — *Other Heka Costs:*
Area: 1 dose of 12 ounces — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 40 BUCs

E/F/M: This enchanted concoction will render a general anaesthetic Effect upon the subject who ingests it. The individual will gain a false P TRAIT addition of 4D3 points, which will be removed in calculating PD sustained before any actual harm comes to the subject. The subject will feel no pain from actual Physical damage of any sort, and so will not be aware of actual bodily well-being, but will suffer a 25% penalty to all rolls based on Mental Reasoning and Mental Mnemonic CATEGORIES. No more than one application of this drink will be effective at a time.

Casting Grade V, BHC: 100

Flying Potion Formula:

Time: 1D10 ATs + 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 dose — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 500 BUCs

E/F/M: Through this Casting's dweomer, the Herbalist is able to concoct a Potion which confers the magickal power of flight upon the subject who imbibes the liquid. The duration of such a Potion's effects is always variable, so the subject consuming the Potion will never be certain of the exact period of the Time duration.

Healing Infusion Formula:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 dose — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: 250 BUCs

E/F/M: The Heka-bearing Infusion created through this Formula restores immediately 5D6 (5 - 30) points of Physical damage to the subject who drinks it.

Hekaberry Spell:

Time: 1 day/10 STEEP points — *Other Heka Costs:*
Area: Special — *R&D:* Nil
Distance: Touch — *Other:* Nil
Materia Cost: Nil

E/F/M: The *Hekaberry* Spell imbues a quantity of edible berries with magickal energy, enabling the herbalist to store Heka for later use. The caster stores 1 point of Heka in each berry via casting this dweomer, and so infuses as many berries as she or he possesses points of *Herbalism* STEEP. These energy-charged berries can be used in creating herbal concoctions or drawn upon as a general purpose Reservoir.

SAMPLE MYSTICISM CASTINGS

In addition to those Castings which draw upon the powers of nature, balance, and Good (the mix known as "Wicca" in the West), the *Mysticism* Knowledge/Skill Area also provides Castings that help the mystic interpret dreams and visions, sense unseen presences and "links," divine the source and flow of Heka, assist in bettering the capacities and abilities of individuals, and directing helpful influences of Eastern sort to the subject. Also germane to this K/S Area are those Castings which are crystal and gem-related, either with regards to the properties and powers of such, or in the actual charging of these items with minor amounts of Heka. The following Castings, arranged in alphabetical order by Casting Grade, provide a sampling of the mystic's abilities.

Casting Grade I, BHC: 20

Clairaudience Formula:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 rod radius — *R&D:* Nil
Distance: 1 chain/STEEP point — *Other:* Nil

E/F/M: This Casting enables the mystic to hear distant conversations and the sounds of events clearly even though not physically present at their point of origin.

If the area in which sounds are desired to be heard is not in sight, the practitioner needs merely think of the location desired, concentrate, and the dweomer's Effect enables the caster to hear in that location, up to the Distance indicated. Sounds and the audial information can even be heard through barriers. However, for every 1 foot in thickness of solid substances such as wood, brick, stone, etc., the Distance range is reduced by one chain. One inch of metal cuts the Distance range by one furlong (10 chains). Note that barriers can thus effectively place an area out of range of *Clairaudience* Effect. Of course, things such as lead or gold lining or Heka barriers bar this dweomer entirely.

Clairvoyance Formula:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 chain diameter — *R&D:* Nil
Distance: 1 furlong/STEEP point — *Other:* Nil

E/F/M: The *Clairvoyance* Formula enables mystics to see what is taking place in a different location, as if they were physically present. If the target area in which sight is desired is not in actual view, the practitioner needs merely think of where he or she wishes to see, concentrate, and the dweomer's Effect enables this to occur up to the Distance indicated. Sights and other visual information can even be observed through barriers. However, for every one foot in thickness of solid substances such as wood, brick, stone, etc. the Distance range is reduced by one furlong. One inch of metal cuts the Distance range by one mile (eight furlongs). Note that barriers can thus effectively place an area out of range of *Clairvoyance* Effect. Of course, things such as lead or gold lining or Heka barriers bar this dweomer entirely.

Crystalomancy Spell:

Time: 1 hour + 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 Crystal — *R&D:* Nil
Distance: Touch + Special — *Other:* Nil

E/F/M: The dweomer allows the mystic to enchant temporarily a single crystal, thus imbuing it with the Powers and properties of the next higher class. As detailed in the description for the *Mysticism* K/S Area, there are six different grades of magickal crystals, enabling various different sorts of abilities. The reader is directed to that location for specifics.

Faith Healing Ritual:

Time: 1 day/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Ritual of two AT's performance time enables the caster to heal 2D10 +2 points of either Mental, Physical, or Spiritual damage in one subject. Note that this form of healing is based upon the subject individual's faith in the mystic, and thus the amount of damage points restored can never exceed the subject's Spiritual Psychic Capacity ATTRIBUTE score. Also, this is a temporary method of healing, and half of the damage removed will return in the Time duration indicated, so the subject must seek a more permanent form of healing (such as rest or other Castings).

Fakir Cantrip:

Time: 1 AT+1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 STEEP

E/F/M: This dweomer's Effect gives the mystic or another individual temporary Knowledge/Skill in either the *Endurance* or *Yoga* Area at the practitioner's option. STEEP is conferred through the expenditure of additional Heka at the time of Casting activation, each 1 point thus channeled giving 1 STEEP point to a maximum of the caster's STEEP in this K/S Area. Note that neither the mystic nor another subject individual need have either ability conferred to utilize this Casting. Recipients of this dweomer who already have the K/S Area conferred by the Effect simply have their STEEP built up accordingly for a temporary period.

Casting Grade II, BHC: 35

Discern Presences SPELL:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 chain/10 STEEP — *Other:* Nil

E/F/M: This Casting enhances the K/S Area ability of *Perception, Mental,* and enables the mystic to actually see Non-Physical Manifestations, whether spirits or otherwise, who would otherwise be invisible. The spirits, Æthereally projected, Astral form, or NPM creatures or beings will appear to the practitioner as misty, shapes, only vaguely discernable as auras. The coloration of such spirits, however, can serve to provide a general indication of their ethos.

Hemisphere of Yang Cantrip:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1 rod radius/10 STEEP points — *R&D:* Nil
Distance: Centered on caster — *Other:* Nil

E/F/M: The *Hemisphere of Yang* Casting creates a dweomer which is purely offensive. It is a radiance which radiates fierce rays of the whole ultraviolet spectrum of light as well as increases the potency of Castings sent forth from it. Any creatures or beings with Susceptibility or sensitivity to full daylight/ultra-violet light will be subjected to a base 2D3 points of Physical damage when within the Area of Effect. At the same time, this Effect energizes further Heka force cast from its confines, so that the practitioner's Distance range begins at the verge of the Area, if applicable and desired, and Castings are at 90% of normal Heka cost. However, when as much Heka as the mystic has STEEP in this K/S Area has thus been conserved, the dweomer is negated.

Penetrate Disguise Formula:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight up to 1 foot/STEEP point — *Other:* Nil

E/F/M: This Spell enables the mystic to see beyond Mundane disguises, personal Illusion magick changing appearance, and possibly Supernatural masking dweomers too. It will reveal the true features of subjects so altered by Heka, if they approach within range of the Casting. If Supernatural disguise is involved, however, the practitioner must roll against S TRAIT at DR "Difficult" in order to discern the masking. Therianthropes, for instance, will be revealed if the mystic succeeds in such a roll while this dweomer is active.

Sending Ritual:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 recipient subject — *R&D:* Nil
Distance: 1 mile/STEEP point — *Other:* 1:1 Distance

E/F/M: This Ritual of one AT's performance Time enables the practitioner to send a one-way message to another, known individual. Note that the mystic must mentally form the message in the native language of the subject who is to receive it, or else the communication will be received as unintelligible gibberish. The practitioner can extend the range by expending Heka on a 1 point per one mile extra Distance basis by investing the appropriate amount to do so at the moment of the Ritual's activation.

Casting Grade III, BHC: 50

Mystic Skill Bonus Formula:

Time: 1 Hour/10 STEEP points — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: This Casting allows the mystic to confer a temporary K/S STEEP bonus upon another persona. The practitioner need not have any ability in a K/S Area to confer the benefit of this dweomer. For each 10 points of STEEP of the caster in *Mysticism* K/S the subject of this Effect gains 1 STEEP point in the Area or Sub-Area selected by the recipient. Individual mystics cannot confer a *Mystic Skill Bonus* on themselves. No more than one such dweomer can be active on the same individual at the same time.

Mystic Visions Spell:

Time: Special — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: N/A — *Other:* Nil

E/F/M: The mystic utilizing this Spell is granted a prophetic vision of some event that is destined to occur. Once the Casting has been activated, the persona must meditate in a serene and totally undisturbed environment, and will soon slip into a trance-like state for one AT's Time. The visions which the practitioner then experiences will relate in some way to the mystic, or an associate as regards the event destined to happen. A Special Success is similar in nature to the Divination Casting *Prevision* (q.v.). As a side benefit to this dweomer, practitioners, while meditating, heal up to 1D3 damage in each and every TRAIT area where they have suffered loss.

Power of Wood Charm:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/F/M: The *Power of Wood* Casting creates a dweomer which relates not only to wood, lumber, and trees, but to all flora as well. The principal Effect is that the mystic, or another subject, can employ any wooden instrument or tool at a STEEP bonus equal to 1 for each 10 STEEP the practitioner possesses in Mysticism. Similarly, the subject has renewing Heka armor of equal value against Physical damage inflicted by wooden weapons such as clubs, staves, bo sticks, etc. (but not from metal-tipped wood). Secondarily, various dweomers which cause vegetation to hinder, trip, bind, snare, pierce, etc. will not operate in respect to the individual upon whom the *Power of Wood Casting* has been laid.

True Sight Cantrip:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 rod/10 STEEP points — *Other:* Nil

E/F/M: This Casting confers enhanced visual perception upon its casters, enabling them to penetrate Preternatural disguises and maskings affected by illusions and shadows. In addition, such personas will be able to detect the alteration of any material, object, creature, being, or aura (although the Casting does not enable a practitioner to determine the aural colors). Invisible or hidden things or spirit and the like are not revealed by this Effect.

Casting Grade IV, BHC: 75

Heka Sight Spell:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: Caster — *R&D:* Nil
Distance: Sight to 1 rod /10 STEEP points — *Other:* Nil

E/P/M: This Spell enables the mystic to actually see the source and flow of Heka in the affected area. The nature of Heka—Preternatural, Supernatural, or Entital, Mixed, Negative, or Positive—will be noted. The Casting will reveal items and devices of a magickal nature, and its Effect will also uncover areas influenced by Castings which might otherwise go undetected until an unwary subject entered. In addition, the persona will be able to make a general estimate (+/– 20%) of the amount of Heka present.

Mass Hypnosis Cantrip:

Time: 1 AT/10 STEEP points — *Other Heka Costs:*
Area: 1 subject/SP CATEGORY point — *R&D:* Nil
Distance: 1 foot/STEEP point — *Other:* Nil

E/P/M: When this Cantrip is used, all animals, creatures, and/or beings facing and paying attention to the mystic must succeed in a roll against their Spiritual Psychic CATEGORY score total at DR "Extreme" or become hypnotized by the practitioner for a number of BTs equal to the difference between the number they rolled and that which would have succeeded. Thus, for example, one needing an 11 and rolling a 61 would be under hypnotic influence for 50 Battle Turns (five Action Turns) time. Subjects under this dweomer's Effect will stand and do nothing except watch the mystic with rapt attention. Those free of the Effect will act as they choose, of course.

Mystic Bullets Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 or more target subjects — *R&D:* Nil
Distance: Sight to 1 yard/10 STEEP — *Other:* 20/4D3 Special

E/P/M: Somewhat similar in nature to the Dweomercræft, General Casting *Heka Darts* (q.v.), this Charm directs one or more pebble-sized spheres of positive Heka energy aimed at inflicting Spiritual, rather than Physical, damage upon an Evil, malign, Nether Plane, or negative nature foe. Such a missile flies faster than the eye can see to unerringly strike its target. The practitioner generates 1 such missile through activation of this Casting and can create additional *Mystic Bullets* at a cost of 10 Heka points per missile, to a maximum of 1 extra for every 20 points of *Mysticism* STEEP possessed. Each one does 4D3 points of Spiritual damage and is not affected by any type of armor save that of Spiritual sort. Thus, only magickal protection—such as provided by Castings or enchanted armor—can negate this kind of damage. A mystic who desires to do so can direct these missiles at multiple targets, dividing the number of *Mystic Bullets* sent to strike subjects to up to as many targets as there are missiles, or otherwise in any combination desired.

Casting Grade V, BHC: 100

Baraka Ritual:

Time: Permanent Special — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* 1:1 Heka Reserve

E/P/M: Performance of this Ritual requires 5 weeks of time. Once each week, for a period of five Action Turns, the mystic must cast the dweomer of the *Baraka* Ritual upon the chosen subject—an animal or tree, some other thing, or special place (such as a pool, unusual rock, etc.). The Effect creates a secret, personal General Heka Reservoir for the practitioner. No mystic can ever have more Baraka Reservoirs than one-tenth of *Mysticism* STEEP. If two such Reservoirs are within five furlongs or closer to each other, only one will function.

When the Ritual is completed, the *Baraka* Reservoir holds a number of Heka points equal to one-tenth the practitioner's STEEP, and can be further charged at a rate of 1 point for each extra Heka point channeled into it, up to a maximum of the mystic's Spiritual TRAIT in such energy.

Whenever the Heka charge contained in a *Baraka* Reservoir is below this maximum, the Reservoir will generate 1 point of Heka each day, until the maximum level has been reached. Additionally, each month the *maximum* rises by 1 point, so that after one full year a Heka Reservoir can contain the mystic's S TRAIT total plus 12 points of Heka energy. There are natural limits, however, based on the Reservoir type, as follows:

Reservoir Type	*Maximum Heka Points*
Small body of still water	700
Tree	600
Small waterfall or other flowing water	500
Rock or other mineral	400
Horse	300
All others	200

But note that if a *Baraka* Reservoir is ever drained of *all* Heka, the dweomer is destroyed, and the Ritual must be recast to effectuate its power once again. Of course, destroying the subject of the dweomer will disperse the Heka stored and the possibility of relaying the Casting as regards that subject.

The *Baraka* Reservoir will show as only a dim and weak source of energy to one able to detect Heka, unless such an individual scrutinizes the source with especial care. Such scrutiny will reveal the true nature of the Reservoir, but another Mystic only will be able to utilize the power.

Mystic Missile Charm:

Time: Instantaneous — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Sight to 1 chain/10 STEEP — *Other:* Nil

E/P/M: Similar in nature to the Dweomercræft *Heka Bolt* (q.v.), this Casting directs energy which inflicts Spiritual damage upon an Evil, malign, Nether Plane, or negative nature foe. Such a missile flies faster than the eye can see to unerringly strike its target. The damage done by the Mystic Bolt is 5D6+5 points to the Spiritual TRAIT (subtracting any applicable armor). As usual, a Special Success for activation indicates that the dweomer scores full potential SD of 35 points.

Power of Ærth Charm:

Time: 1 AT/STEEP point — *Other Heka Costs:*
Area: 1 subject — *R&D:* Nil
Distance: Touch — *Other:* Nil

E/P/M: The *Power of Ærth* Casting creates a dweomer which relates not only to dirt, sand, and clay, but to all things formed from them as well. The principal Effect is that the mystic, or another subject, can travel tirelessly at double normal movement rate over such surfaces for the Time duration indicated. The individual can also actually sink into dirt *et al.*, and move therein at normal walking movement rate likewise, breathing easily and having no restriction of action. Secondarily, various dweomers which cause damage, slowing or movement, and similar Effects through the Element of Ærth will not operate in respect to the individual upon this dweomer has been laid. Lastly, anything contained within something of Ærth—brick, ceramic, glass, pottery, porcelain, etc.—which is touched will be observable and generally known to the individual. Thus, a Potion will be detected, but its exact type will not be revealed through this dweomer.

THE CAMPAIGN & GAMEMASTERING

ONE GENRE OR MANY?

This is a question that the gamemaster must resolve immediately—or else resort to a sly trick which we'll reveal just a little later on. First, let's consider why it is necessary to determine whether or not the campaign is of limited magnitude, i.e., fantasy only. This bears on the presence of non-human personas, of course. How so? Well, first take a look at the premise of this game again. It's simply based. Where humans are, not much else will be allowed in the way of competition or predation. Thus, we have Ærth where humanity is dominant. We have Subterranean Ærth where all manner of other things lurk, and the inner world where great beasts rule. We also have the counter-world of Phæree. There, near-humans, once-humans, and strange and terrible races can dwell side-by-side in happy opposition and fierce combat without fear from the hordes of humanity who would battle them to extinction (one side or the other) should they happen to inhabit the same planet.

If every race were allowed free reign, superior sorts would triumph, wiping humanity out—or worse, enslaving and breeding humans for mental degeneracy, docility, etc. Of course, the term "superior" is vague. Just because individuals excel does not mean their race would prove superior. A deadly weaknes, low fertility, etc. would probably spell doom for a species opposing Homo sapiens. Susceptibility to ferrous metals—say a reaction which included mild toxic reaction from contact, severe reaction if entering the blood (or ichor or whatever) stream—would classify as a deadly weakness, but only if it prevented the creatures in question from properly protecting themselves in combat. After all, poison weapons don't assure victory in battle. Virtually every fantasy milieu allows non-humans the use of metals or other forms of material comparable in defensive qualities to iron and steel. That leaves low fertility as a weakness, and that's usually assigned to non-humans equal to or better than the typical human. The **Mythus** game, then, assumes both of these factors as limiters on the superiority of non-human races. It also places the non-humans *et al.* well-removed from humanity's turf. Inferior or superior, there's enough distance to keep both sorts, and humanity, coexistant.

What of near-humans? That is, those races who are so nearly like us as to be somehow non-threatening. (If you believe that, then I'm sure you think all of Earth's racial, national, political, and sectarian difficulties are lies made up by aliens seeking to conquer the world....On second thought, maybe you're right, but that's the stuff of another game entirely!) Anything noticeably different is "strange," and strangers are feared. What we fear we tend to destroy, segregate, etc.

Now we come to the game at hand. Non-humans can't be too different from us, or humanity would certainly attack them. Thus, we have the near- or once-human types—little, human-like Alfen and Gnomes, the stout Dwarf sorts, and the slender Elf kinds. They are a bit different from us, but they aren't unhuman. The nations of Ærth, for example, allow human interaction with Gnomes and their ilk because they aren't threatening, and they assist trade and cash flow. Dwarfs are less common, but they too are involved in commerce with the Subterranean realms, as are elves, so they are accepted. Elves, too, are good looking, so....

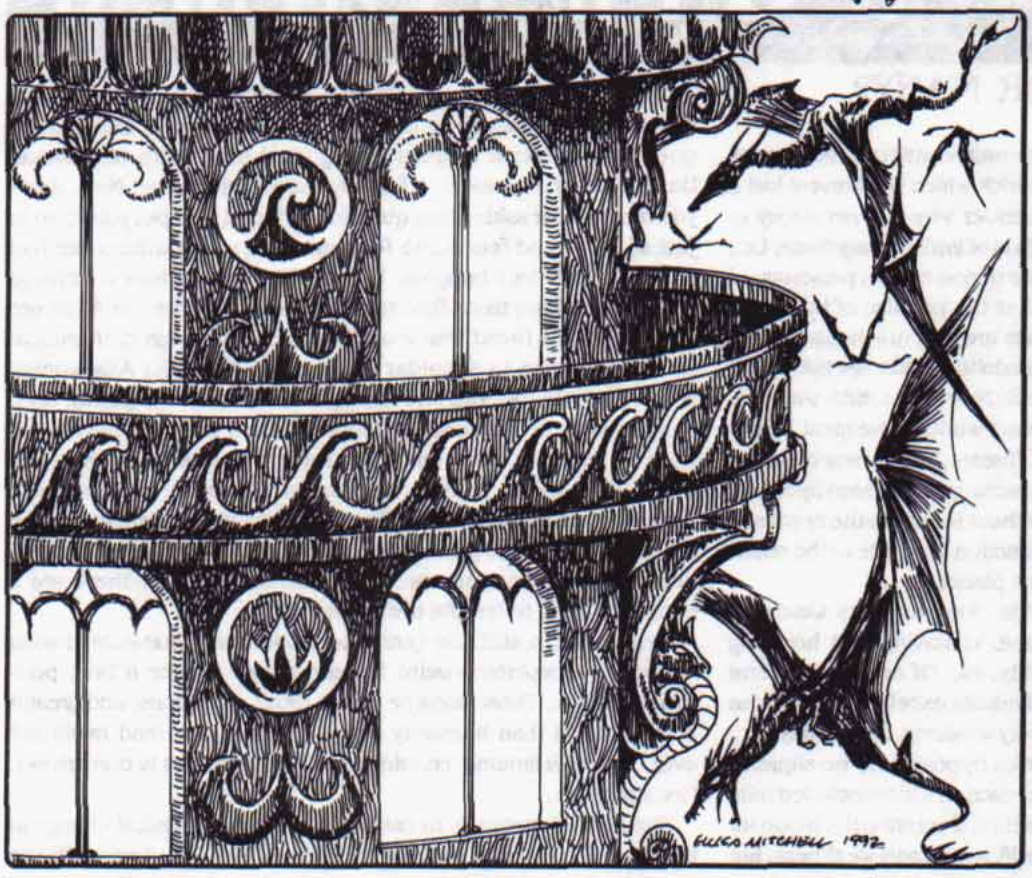
So what's all this got to do with deciding whether or not the campaign is to be strictly fantasy or else a broader, multigenred one? It's important in determining what to do with non-human Heroic Personas outside a fantasy milieu, of course! Now, don't you feel silly for asking that question? (Forget who put you up to it; just sit there and feel dumb for a moment so we writers can feel superior. Thanks.) Imagine, if you will, walking into a Chicago restaurant with a three-foot tall, red-brown Gnome, an Alfen not much bigger, a Dwarf who looks like a four-foot high professional football lineman in shoulder pads, and a beautiful Alfarwoman who's over six-foot tall and has lilac-hued eyes and pointy ears. That's a fairly conspicuous group with which to fight supernatural horrors, solve murders, and fight foreign agents, or even to just take out to a local saloon. The long and short of it is that non-humans aren't viable HPs on Earth—or any planet very much like it. If you plan a multi-genred campaign, then players with only non-human Heroic Personas won't be too happy. Still, there are a couple of ways to handle the problem.

First, you can limit the genres to those where non-human sorts would be acceptable—weird fantasy, super science fiction, post-holocaust, etc. Those assume exotic races, mutations, and greater sophistication than humanity seems to have now (and might not ever...). That's limiting, certainly, but it nonetheless is one answer. Not a bad one.

The second means is to assume a moderate physical change in travelling to universes where there is little Heka, i.e., Earth's. Height is adjusted upwards or downwards, pointed ears become less so, and so on. Thus, a three-foot tall Alfen is now just a little guy not quite five-foot tall, a Gnome is an older, dark-complected chap about the same size, a Dwarf is a short, burly fellow, and an Elf is a slender and handsome human when transference from the fantasy milieu to this world takes place.

Now, what real differences do they retain? They have their psychogenic powers, first of all, so that makes them amongst a small minority of humans. Alfen HPs will be whizzes at hard sciences, for they don't do too well with Heka and related powers. Gnomes and their ilk will be great with business and finance. Dwarfs will be top-notch at engineering and mechanics—as long as no fancy designing is needed. Elves have great creative and artistic capacity, but scientific things will be totally foreign to them. The upshot is that, after such conversion to a non-fantasy milieu, such HPs will be workable and not unrealistic, while retaining some important differences from the personas around them.

That might not please players with non-human Heroic Personas though. One of the reasons for selecting such racial types is certainly a desire to get away from the norm and test the unusual. On Earth, their HPs won't be all that unusual—and we know the reasons for that! Make a point of discussing this with your group before deciding what route you will take with your campaign. We urge a mutligenred one, or at worst one which leaves a means of access to other universes. The modes are there and the alterations aren't so radical as to virtually destroy Heroic Personas who have been long and lovingly developed.



Fantasy And Swords & Sorcery

Fantasy gaming is a unique way to spend your time that blends strategy and tactics with fantastic creatures and places. Much of the appeal of fantasy lies in the way players can step out of the "real world" via their Heroic Personas and do things that are otherwise impossible. And yet, as in the world in which we live, the Heroic Personas' actions are governed mostly by need, honor, and curiosity. In the normal, everyday life, we are seldom given a chance to do something brave and heroic; but in a fantasy roleplaying game, such actions are sometimes almost commonplace.

Fantasy gaming gives participants a chance to step back and say "What if...?" Encounters with exotic creatures and faraway places give players a chance to be heroic, to see what it would be like to be in the same situations as the fictional characters in their favorite books. They can simulate fictional encounters, much as the wargamer simulates the recreation of famous battles.

Fantasy RPG participants, like those in other roleplaying games, can expect to learn new ways of thinking of how things are done. Part of the power of roleplaying, as psychologists know, is gaining the ability to work through difficult situations without endangering our own personal emotions. The observation and creativity skills that can be drawn out through gaming are amazing, and these skills are directly translatable into our own lives.

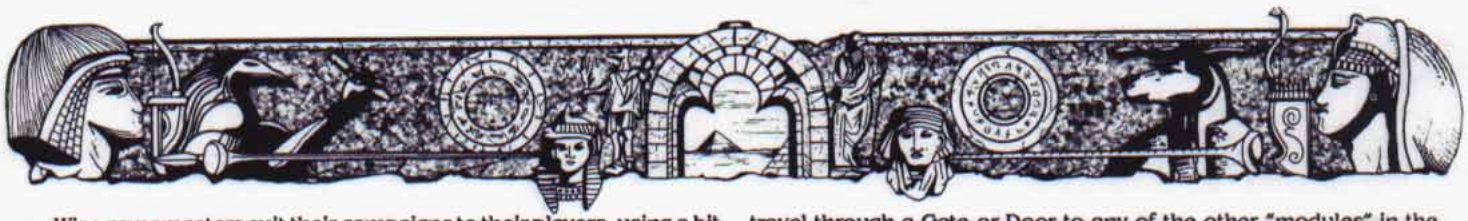
Games based on fantasy and swords & sorcery genres differ from other RPG systems mostly in the settings in which adventures take place. Typical fantasy campaigns don't allow for technology or technological weapons (guns, phasers, grenades, etc). Magick, however, might substitute for the loss. If not, then there are no "quick and dirty" solutions of this sort, and players must often reason and use acquired game knowledge to deal with opponents. Whether such opponents are monstrous beasts or magick-wielding Evil Personas doesn't matter: personas must use their wits and act fast to avoid a nasty demise. Facing down an angry monster is a lot more exciting when your Heroic Persona is armed with a sword than with a blaster or a bazooka—believe us!

The knowledgeable reader will be aware that there is a difference between fantasy (even "heroic fantasy") and swords & sorcery. We draw your attention to this distinction because it might assist the participants in creating/interacting with the campaign. Let's break the genre down into several portions—fantasy, heroic fantasy, and swords & sorcery.

Fantasy tends to limit the powers of magick, monsters, beasts, and humans alike. That is, there aren't likely to be world-shaking spells in this sub-genre, nor will there be terrible dragons, hordes of ferocious beasts, nor fighters able to take all of the foregoing on for breakfast. Fantasy tends to read/play much like a variation of our own world, using its themes with some "dressing" of the Medieval and magickal...or possibly simply something just unearthly. It can be dull and tedious when done by someone who evidently wishes the genre was not that of whimsy at all, or it can be truly wonderful in skilled hands. In truth, fantasy as a sub-genre allows us to deal with politics, intrigues, and most of what is interesting in our own world, but in a different setting and with twists on the expected.

Heroic fantasy is much like the above, but it allows for more magick, one or more pretty potent monsters, places where the fearsome things of nightmare roam—amongst humanity or in remote lands, and one or more heroes who are well above the norm and able to use magick and/or cope with it and the other creatures and forces. There is a mix of plotting, intrigue, and action in this sub-genre, and it is the favorite of many.

Swords & sorcery is the action-packed sub-genre which is the home of Conan...once the realm of Fafhrd and the Grey Mouser too. It seldom deals with the mundane (or actual/real). Instead it takes larger-than-life protagonists and antagonists, mighty magick, strange realms, deadly perils, wild places, and horrific beasts. By stirring action and asking few questions, it enthralls those desirous of non-stop adventure, with an emphasis on action, blood, and the incredible.



Wise gamemasters suit their campaigns to their players, using a bit of each of the three sub-genres to make it the perfect blend for all tastes.

The Multi-Milieux Of Ærth

Ærth is in many respects the equivalent of Earth in the late Renaissance. In game terms, the two worlds are inextricably linked to each other through Magickal Portals—Gates and Doors. Though science and technology on Earth are replaced by Magick and Heka on Ærth, the two alternate worlds are joined by probability and similar historical events. Thus, a fair knowledge of Earth's history on the part of gamemaster and players can make the major events of Ærth's history more plausible, and make the overall flow of the milieux more realistic. Consequently, politics, warfare, intrigue, exploration, and a host of surprises come to life on Ærth.

Even more possibilities for adventure exist in the underground caves, grottoes, and endless passages which lie in abundance beneath the surface of Ærth. If a group of players finds ancient, huge reptiles and prehistoric settings appealing, Heroic Personas may also journey to Interior Ærth, the hollow core of the planet where endless daylight shines upon the primordial environment. Perhaps, too, the ruins of lost, pre-human civilizations are hidden therein.

Also linked to Ærth is the mirror world of Phæree, a world of strange creatures and wild magick. Phæree, like Ærth, has not only an exterior world, but an underground and interior portion as well. Unlike Ærth's, however, are the races of humans, humanoids, and monsters which make up the population of the three areas. All of those legendary creatures which are the stuff of mythology on Earth are from Phæree. Unicorns, dragons, pegasi, goblins, and more are all commonplace on the world of wild magick. Each of the three geographical sections is distinct in general ethos and behavior of the creatures to be found there. The Seelie Court consists of mostly benign and beneficent creatures such as Elves, Fairies and the like. The dwellers on the exterior, interior and in the underground, known as Borderers, are hobgoblins (basically neutral, but sometimes siding with the fair folk, and other times casting their lot with the evil creatures of the interior, the goblins).

As dissimilar as it may seem, Ærth is actually a "universal" world. Ærth is similar enough to Earth that existing knowledge of this world can often be translated to the game milieu. Ærth's history, while different from that of Earth, has definite parallels. Geography is nearly the same, with such interesting exceptions as Hy Brazeal, Avilonnia, Atlanti, and Lemuria, new seas and more. Politics are similar in many respects (and unfortunately, cunning politicians are the same no matter which world you're on) to those of late Renaissance Earth. Economics, trade, and money are also universal factors—but as mentioned in the beginning of this book, they are much more important to personas here than in other gaming systems.

The existence of Gates and Doors to other worlds also allows Heroic Personas to travel to alternate worlds and other planes. Gamemasters who are interested in running multigenre campaigns may therefore do so with relative ease.

The concept of a "multiverse" furthers this approach, in which all things imaginable are indeed possible. Using the core rules from the **Dangerous Journeys** game system, HPs could begin on Ærth and travel through a Gate or Door to any of the other "modules" in the system without losing their basic skills or abilities. Of course, Conan might not have the skill to pilot a deep space frigate, but there would definitely be some interesting gaming in such a situation....

GROUP CREATION OF HEROIC PERSONAS

Because the process of HP creation is a rather lengthy and complex one if it is done so as to maximize the background, status, and relationship between players and their personas, it is beneficial to have the player *group* meet to begin the process. Allow plenty of time, especially for players who don't have their own copies of this work. After explaining TRAITS, CATEGORIES, and ATTRIBUTES, supervise the generation of scores. When each player has determined SEC and decided upon a Vocation, assist the group with the distribution of scores among the ATTRIBUTES, have them total these for CATEGORIES, and then add all to find the TRAIT totals. This sounds fairly easy and straightforward. It is, but it is also very time-consuming. That's why the point method is offered as an option; but if possible, the creation of HPs by dice rolling is urged, for it is both fun and personalized. It creates more of a sense of "being" the HP in the long term.

Now oversee determination of each HP's Joss, Attractiveness, Birth Rank, K/S Areas, and then Special Connections and Quirks. After that, help get them started on their background information. With that done, you are now ready to send the players packing! They may still need to finish the details of their HP's background/personality or smooth over other rough edges, but that they can handle on their own. Ideally, a couple of the players will have their own copies of the **Mythus** game. Those players without copies should be teamed up with those individuals that have them, and these sub-groups can then spend the next few days finishing the work of filling out their HP sheets and "getting to know" who their HP is. Meanwhile, you're busy preparing...

INTRODUCTORY ADVENTURE EPISODES FOR INDIVIDUAL HPS

Just as the the players need to familiarize themselves with the game and their HPs, you, as gamemaster, need some introduction as well. This process will make you a better GM and the players more involved. To build anticipation and the deep sense of magickal wonder which needs to pervade the campaign, each HP should, ideally, experience a brush with the fantastic, and this should be done on an individual basis. It might sound difficult, but running a half-hour adventure for each player in your group is only a little more demanding than preparing a scenario for several hours of group play.

Because you're conducting a long-term campaign, the little episodes which each HP experiences needn't (and shouldn't) be connected directly to the first group adventure. This is true regardless of whether you use the scenario provided herein or one of your own devising. Each HP will witness something which seems very odd, find something which points toward an inexplicable evil, or discover some bit of secret or ancient information hinting at a chance for

adventure somewhere. Furthermore, each experience should be seemingly unrelated to the others. With care you can provide clues to a whole series of upcoming adventures, and not one of those episodes will be an obvious step toward the next except in the vaguest sense.

Here's an example which assumes a player group numbering six individuals: You decide to string together six scenarios which will lead to a seventh one far more complex and dangerous than those that preceded it. The initial scenario will *not* be related to the latter (except as an introductory fantasy scenario to the campaign whole), however, so the six mini-episodes will be drawn from the plots you prepare for the second through seventh adventures. For sake of this example, we'll assume that each of the six players has a different Vocation, so that some of those given in this work are used as examples.

The Mercenary

After finding temporary employment as a guard for a merchant caravan, the mercenary is given an assignment which ends in failure, as the strongbox persona guards is stolen. Undisturbed, the merchant happily pays the mercenary anyway, and continues on to another town. Shortly afterward, the silver coins from the merchant turn to lead, and the mercenary is unable to locate the cheating merchant.

The Dweomercræfter

While browsing through a tome, a dweomercræfter finds a reference to a lost Casting which calls forth the duplicate of any living thing from wherever it may exist. The HP takes the book to a local mage to ask about it, but the wizard is unimpressed. He agrees to help the HP, however, and borrows the book to study it. Later that night, the house where the wizard lives is engulfed in flames and burns to the ground. Strangely enough, when the ashes are searched, no body is found.

The Priest

The priest travels to a nearby hamlet to perform a routine wedding. The young couple is very much in love, but there is much grief because the bride's father had been killed by bandits only two days before. All goes well with the ceremony until, as it is nearly finished, a mad dog comes from nowhere and attacks the bride-to-be, mortally wounding her. The distraught groom shouts something about a curse and rushes out, only to be found later, dead—but without a mark on his body.

The Thief

One of the thief's contacts informs the HP of a wealthy travelling merchant who is staying at the local inn. The merchant is a dealer of jewelry, antiques, and curios, and he is rumored to have several items of exceptional value for sale. Knowing that the items may be hard to fence in the region, the thief plans on stealing only the coin from the sale. Oddly enough, the burglary goes off without a hitch, but the thief winds up with a strange pendant in addition to the money. The next day the HP learns not only that the merchant was murdered, but also that there is no way to be rid of the pendant. Now, not only is the persona wanted for the murder, she or he has acquired a cursed item which draws bad luck.

The Explorer

Hired by a local noble to map the area surrounding the site of a planned castle, the explorer quickly begins to get a strange feeling of being watched. The most notable feature of the site is a small mountain, and the HP finds the entrance to an abandoned mine. A hermit has taken up residence there and tells the explorer before going to sleep that the mines are haunted. Before being able to find out more, the HP wakes to find the hermit dead—frightened to death. Further investigation of the mines becomes progressively more dangerous, and a series of near-fatal accidents begin to plague the explorer when he or she tries to venture deeper into the old mine. The persona finally decides to leave after beginning to hear periodically a faint and faraway wail, which sounds as if it originates in the heart of the mountain...or was it just the moaning of the wind through the long-deserted tunnels?

The Mystic

While meditating, the mystic has a clear, detailed vision of a wild valley in the midst of a dense jungle. In this vision, the mystic is travelling with an expedition through the brackish undergrowth toward the center of the valley, seeking some unknown goal. As the party presses along in the jungle heat, they suddenly reach a great clearing, oddly bare of any vegetation save a thick carpet of lush grass. In the center of the clearing stands a huge, solitary obelisk of smooth, black stone. As the adventurers draw closer, they begin to see detailed carvings upon the surface, depicting obscene rites and arcane runes of utmost evil.

The terrible vision ends as the mystic notices the patterns on the obelisk have begun to move and coalesce, and a horrible scream escapes the HP's lips, jolting her or him back to reality.

First Group Meeting In A New Campaign

Now the HPs each have some strange or unsolved experience under their belt. In game terms it is the weekend, and it just so happens that each of them is at the same place. It can be a tavern, inn, local event, stall in the marketplace, or just about anything similar which would reasonably and logically throw all of them together. Of course, they are drawn into conversation, learn about their shared interest in adventure, and get to "know" each other. It is here that they will learn about something very odd indeed. It is the time of introduction to their first adventure scenario, and there the action begins!

The Initial Group Adventure: When the players are so gathered, some outside agency will put the HPs on the track of an adventure which they must undertake. Here is where the anticipation and fantasy really come into play. What they think they are seeking and what they actually encounter should be quite different. The fantastic settings and magickal things are much of the appeal of this game form. The players collaborate to get to the location of the scenario and then piece together the solution. Whatever the scenario, start slowly and build carefully to the climax. There is danger aplenty, but the magick, mystery, and growing sense of excitement make the discovery and confrontations all the more enjoyable. Then, even if no HP is lost in the scenario, the strange encounters and unique story will still be intriguing and interesting.

The Ongoing Saga: Developing seven adventure scenarios, each leading to the next, will take considerable creative effort, but with the mini-episodes to build on it shouldn't prove to be a daunting task for the GM. In the example given, when the party of HPs returns from its first adventure, the mercenary naturally would try to find out what had happened to the cheating merchant. He's missing, so the *first* of the parts of the saga might be a search for that OP. Then the trail might lead to the charred ruins of the wizard's home, and the party could find hidden chambers under the house. From there the action might move to the hamlet, and the mysterious death of the couple and the bride's father. Some hint might then bring the thief's cursed amulet into play, and the group would next have to head for the forbidding mountain, to investigate the abandoned mines there. Only after that would they understand the need to journey on to the lost valley on the other side of the mountain, and face a clan of humanoids, perhaps. Lastly, the seventh and final portion of the saga would emerge.

Entering The Enlightened Realm: The culminating scenario must be one which is difficult and deadly. As the HPs succeed progressively against the forces which cross their path, they will be tempted or tricked into turning back or giving up, unless they are brave and resourceful. If they triumph, though, the survivors will gain treasure and acclaim. Naturally, they will never quite completely solve every mystery or be able to keep all of the treasure (there are taxes to be paid even in fantasy RPGs), but those devices will then enable you to introduce easily new scenarios without having to go to elaborate lengths to connect each to the preceding and future ones. It is far simpler to develop a rationale afterwards, so linkage can be made and not seem the least bit implausible.

From this point onwards in the campaign you will have more freedom in what adventures you use and the scope of action which can be considered. All places and perils can be brought into play. Sorcery in a vile nethercræfter's tower, bandits harassing fearful townsfolk, some fearful monster terrorizing an area, or whatever else you think exciting. Included can be forays into other areas—the subterranean and Phæree—and genres—science fiction, horror, mystery, and so forth. A sprinkling of different worlds helps to keep the whole roleplaying game experience fresh and full of vitality.

GAME REALISM

The tenor of the game system and its campaign expression—the creative efforts of the gamemaster—will truly determine if the whole has a realistic feel or if the game is just that—a game. The foregoing should aid you in your presentation of an exciting and suspenseful campaign which makes the players feel that the weird and evil things their HPs face could be real. The reality and logic of the campaign builds upon the foundation mentioned. It must be known and maintained throughout play, or else everyone will be jarred out of the excitement of play-acting into the truly mundane world of quibbling with the GM. If, for instance, you decide that vampires can't be stopped by the usual, legendary things—garlic, mirrors, crosses, etc.—then do two things. First, over the course of several play episodes, reveal this fact, the whys and wherefores, and what will be effective against such blood-sucking monsters. Don't spring it on the group when they're facing a gang of Draculas! Create "facts" in your milieu and make them logical and realistic. Your campaign doesn't match the "reality" of folklore, but it has internal logic which can be as realistic as legend. Second, and just as important, make the campaign logic *consistent*. If it ever varies, be sure it happens because it is supposed to happen, and that somewhere there is an explanation which will restore "reality."

In fact, it is a good idea to throw in such breaks even in campaigns based on legends. After all, who says that all folklore is correct? Throw the players a curve that way, and when it is concluded and the seeming inconsistency explained, the players will feel especially involved with the milieu. The unexpected must be able to occur in the make-believe world as well as the real one, for otherwise that is a break from realism.

The final analysis is this: How to satisfy the need for realism in the campaign is a matter of taste. The gamemaster and the players will determine how it is done, and if the game vehicle suits all as a motive force for entertainment, the rest will generally flow from the creative force of the GM in particular and with the enthusiastic cooperation of the players in general.

Realism Versus Playability

Naturally, this game can at best help the participant group build a sense of realism. Nothing is real if it isn't real. That is, the most complex simulation—one with full audible and visual components—is still not real. Kendo is dueling with wooden swords, and although it is as close to real Japanese samurai sword-fighting as is possible, it

isn't sword-fighting with katanas. That fact is inescapable. It follows that no game can be real. What must be maintained in an RPG is the *feeling* of reality.

Some particular rule or procedure in the **Mythus** game might seem unrealistic to you. Don't make any snap judgment. Play as detailed, and, if after a fair trial it still seems to be a glaring obstacle to the vista of fantasy, replace it with something that the group feels is more appropriate. Many assumptions have been made in this game in order to accommodate the multigenre nature of the whole system, to develop roleplaying, to reduce bookkeeping, and to control the number of lengthy procedures needed for combat. If a game isn't playable, all of the realism in the world can't rescue it from banishment to the dusty recesses of the closet shElf. Conversely, the most playable game imaginable palls into drab undesirability if it seems fatuous or lacks excitement. The GM is the judge. Remember playability when you consider realism and vice versa, and when you feel expert in the systems, do what is necessary to bring both into the right balance for you and your players. This game is structured to enable play with broad parameters and few rules used, die rolls made, or to use part or all the rules and checks, but still be essentially the same game!

Interpretation Of Rules

No matter how carefully drafted, or how exhaustive in its cases and examples, no RPG can completely avoid the problem of ambiguity and vagueness. The greater the quantification, the more likely that some "game lawyer" will pick at tiny loopholes. Furthermore, a huge mass of rules will weigh down the game and erode both realism and playability. What does that mean? Gamemasters are expected—nay, required—to interpret the rules as seems logical, reasonable, and suitable to their own thinking and the temper of their player group. Consistency is again important, and so too are the feelings of the players. If a decision is balked at by the majority, or if the GM feels uncomfortable with an interpretation, hold a council with the group. Find some suitable way to handle it and move on. How can that be done?

Reality is a good check. Could an actual individual do the thing being represented by the proposed rule? Would that individual have to have some qualifications not possessed by the HP—or any person, for that matter? Are there actual examples of the occurrence? Do facts or legends support one side or the other? These sorts of questions can be asked about anything. If a member of the group has more knowledge than the rest, more weight should be given to that one's opinion. Then consider the long-term effects of the decision. Will it make the HP in question or all HPs too powerful? Is there some opposite thing which will come into play? Is there now an indispensable K/S which everyone will take? Ongoing effects and ramifications must be considered. Even if something might really happen in a way not possible in the game, is there also within the game something which couldn't happen but is allowed to balance the seeming error? Let's take a look at an example of the latter.

A particular fantasy RPG has a rule which says that mages cannot employ swords. Pow! Obviously wrong!!! The sword is one of the wizard's principal items of power in spellcasting according to myth, legend, and those works of arcana purporting to tell nothing but the facts. But wait a moment—the game has two mitigating factors which make that seemingly wrongful prohibition right for the whole of the game. First, for the sake of game balance, and because there are some very potent swords, the mage is proscribed from the use of those weapons, and so a clear distinction is drawn between the warrior and the spell-worker. Supporting this seeming dichotomy is the logical fact that bookish wizards might employ a sword in magickal rituals, but their physical condition and training wouldn't be such that it could be truly wielded as would an expert fighter. What time for training and practice would a mage have? Furthermore, a soldier can do well enough with a missing finger, for instance, but what about a wizard? Second, the overall game system supplies the spell-worker with a plethora of very potent magicks and spells which can be cast in short order without lots of fancy preparations. While that isn't "historically" accurate, it suits the game reality, balance, and tenor. We thus see that game reality is established, is logical, and engenders belief.

Interpret cases with the same judiciousness used in amending rules for realism and playability. The two factors often go hand in hand. What seems simply an arbitrary rule, one not well considered perhaps, might actually be there to make the game both more realistic and playable overall. The GM with such wisdom can only be a successful one.

Gamemaster Only Versus Group Adjudication Of Questions

In a roleplaying game, the gamemaster is the final arbiter, or judge of what goes on in the campaign milieu. Yet every gaming group does not work the same way when questions arise. Often when a situation develops that isn't covered by the existing rules, gamemasters must determine the outcome based on certain factors, and their superior knowledge of their own milieu. After all, the gamemaster did design it, and is therefore more intimately familiar with it than are any of the players. Most questions or problems can be addressed by applying common sense.

However, when a general decision must be made—one that is unrelated to the campaign itself—it is perfectly acceptable for the GM to discuss it with the player group. Besides, their HPs will be the ones who are affected directly by such rulings. Sometimes it is a good idea to get them involved, for they may have insights which can help solve a problem.

Many rules aren't questioned by players until after they are enforced. If they weren't objectionable before, why now? Is it because the players may have sour grapes because they are adversely affecting thier characters? In such situations, the decision should ultimately be the GM's.

If a rule is obviously disagreeable to you and your group, use the guidelines given below to try to fix it, or ignore it entirely. But remember to be careful, for there might be other related rules that depend on it.

Creating Specific Case "House Rules"

Many GMs will create certain rules which are unique to their

milieux. Perhaps the gamemaster prefers to handle hand-to-hand combat differently, or has a special way of dealing with certain types of magickal devices. No matter what the specifics are, these house rules are perfectly acceptable as long as there is an understanding between the gamemaster and players about how the rules differ from those presented in this work. Also, it is a good idea to discuss any house rules with new players before they create Heroic Personas, if such rules will influence the type of personas that would be chosen by the player.

Players must understand when they play in other groups that the house rules they may be familiar with will probably no longer apply. In any case, house rules must always be applied with consistency by the GM, or else they are not rules at all. And without rules there can be no game.

Changing Rules and Systems

Regardless of the authors' intention in creating systems for this game, we recognize the varied desire for realism and/or playability. We also know that experienced GMs and players will understand that any RPG is purely a system of *guidelines*. Many of the rules included are as much an aid to playing the game and having fun—after all, the main reason anyone plays games is for the fun of it! Participants in any roleplaying game should be able to modify the rules to suit their style and preference for detail, or the lack thereof. As a matter of fact, roleplaying games are one of the only game forms which allow you to modify the rules as you play! As stated above, the only definite rule we give you as an absolute is *consistency*. If a rule is changed, be consistent when applying the new rule.

There are two ways that rules are changed: (1) by altering or dropping existing rules to suit an individual campaign's flavor, or (2) by creating new rules to supplement the system. Gamemasters may do either, both, or neither, depending on their taste of play.

Altering Existing Rules: Most gamemasters will alter an existing set of rules, changing or dropping those parts which do not fit the individual milieu, or those which are too complex for their (or the players') taste.

Ease of play will often take precedence whenever a stated rule is altered or ignored. If an existing rule tends to bog down play, or is difficult to understand, that rule may be changed or dropped, provided that:

(1) It does not undermine or otherwise critically affect other rules in the system, and, (2) It does not seriously change the game system's balance, either by unduly favoring or penalizing the players' HPs or the Other Personas in the campaign.

Some realism will usually be sacrificed for playability when rules are simplified or dropped. That's all right only so long as such a sacrifice is acceptable to all concerned. Remember that there are many gamemasters and players who prefer a high degree of realism in their game. If this work seems overly complex at times, it is because your authors fell it is better to include more detailed rules for this type of gamer, rather than forcing them to develop them on their own. It is easier to cut out rules than it is to create them.

Creating New Rules: As we said, for some, realism is most important. Those gamers will create tables or rules to cover any and all situations. Campaigns run by this type of GM will tend to be slower and more meticulous, but roleplaying, realism, and detail, will be of paramount importance.

A good balance in any fantasy RPG system will incorporate both realism and ease of play, yet not deviate much from the core rules. This is one area where we feel the **Dangerous Journeys** game system most excels. Working from the core system, a gamemaster can be flexible, yet still provide detailed information for realistic play.

If an area seems to be lacking, gamemasters (and players, too!) are encouraged to supplement it with whatever is deemed necessary in order to fill in the blanks. (As a matter of fact, we would be interested in hearing any ideas that you have regarding such useful additions. Who knows? Perhaps your suggestions will be worthy of a supplemental article or gaming aid.)

ROLEPLAYING

Good roleplaying is an art, not a science. That's why it doesn't take a brain surgeon to be a good gamer, just someone with a good imagination. Still, every RPG system has a set of guidelines to keep it flowing smoothly and lend a consistent (there's that word again!) structure. The perfect roleplaying game system will have enough structure to account for any action taken on the players' part, but not so many rules as to make the game drag while they are looked up.

Campaign Accommodation

Scenarios and campaigns are artforms, too. It takes a lot of creativity (not to mention hard work!) to not only make them function within the rule system, but to breathe life into them, and give them a "soul." Put too much structure into one, and it may be overly restricting to players and their Heroic Personas. Every campaign milieu becomes, as it is played, a collaboration of the gamemaster and players. That's why, over time, a campaign tends to adapt to the HPs within it.

As explained in the previous section, each group will have a general preference as to the relationship between ease of play and realism, so it is impossible to write the game system to accommodate perfectly every particular taste (though we hope we are very close!). As a result, gamemasters should always strive to accommodate the players and their gaming preferences.

As Heroic Personas are created and continue to develop, they will have many of the same wants and needs as real people. A masterful GM always considers the factors which make up a group of Heroic Personas: Who are the personas? What are they trying to accomplish? Where are they going? Why do they act the way they do? In short, what motivates them? (Gamemasters take note—this is also what makes an OP interesting.)

Care In Complete Development Of Each Heroic Persona

Although it might seem silly to say that a player has spent more time initially developing his or her Heroic Persona than the GM has with a well-designed campaign, it would be closer to the truth than one might first imagine. That's because personas don't come complete, but are generated from scratch when the milieu starts (unless they are converted from another system; see Appendix Q for information on how this is done).

Over the course of play, an HP takes a great deal of effort to develop fully. In time, a Heroic Persona can evolve into much more than a series of statistics on a page. With the gamemaster's help and guidance, HPs learn valuable lessons, become adept at their craft, acquire items and status, and take on many "real" characteristics. Such character growth requires much love and care on the part of the player—and the GM, too.

While it is fun to play the occasional "ultimate" Heroic Persona with incredibly high ATTRIBUTE scores, and many K/S Areas with high STEEP, most HPs merely start out with above-average scores and work their way up from there through experience and the accumulation of Accomplishment Points. Actually, playing a persona with low and average ATTRIBUTE scores in one TRAIT can prove useful in helping to create an interesting personality for the HP. Such personas can even be more fun to play, as the player gains a real sense of accomplishment in developing the persona.

In time, alternate Heroic Personas too will be needed for many players. The actual development will remain an ongoing process in the campaign.

Gamemaster Encouragement Of Players

A good gamemaster should always encourage players, whether they are novices or more experienced gamers. Through constructive criticism, all players can learn something about themselves or their HPs, furthering their enjoyment of the game. We are not saying that the GM needs to prompt every action, or to tell players how a scenario may be solved. That would be giving away the plot and ruining the players' chances of figuring it out for themselves.

Instead, a masterful GM has many ways to promote good roleplaying *techniques*. These techniques will assist the players and their Heroic Personas throughout every gaming session, not just the current one.

Through Example When Playing OPs: One of the best methods a gamemaster can use to encourage and inspire players is through example. When roleplaying Other Personas, GMs can emphasize expert playing procedures by following them themselves. This is a good method, because the players will pick up on the roleplaying just by watching and participating. A gamemaster can also use this method to give the HPs ideas about the campaign or scenario.

Assisting Roleplaying of the Heroic Persona: Players learn much about how to play their own personas by how the GM plays Other Personas, it's true. They also learn a lot about the *tone* of a campaign. The gamemaster can assist roleplay by creating extra situations in the campaign which call for negotiation and discussion between HPs and OPs, rather than confrontation and combat.

Game-Play Reminders: A GM can often help a group stay in character by doing the same during the gaming session. When this fails, a tactful and brief reminder to the wayward player(s) may be necessary. It is not the gamemaster's responsibility to continually keep the players in character. If a player is being particularly troublesome, more direct means should be helpful. Extra random encounters with beasts (or even a bolt from the blue) will soon encourage such players to mend thier ways.

Personal Advice & Counsel: When an individual player is having trouble with his or her Heroic Persona, the GM can help resolve a problem through advice between game sessions. Once again, the gamemaster must be careful not to give away information about the campaign or scenario that the persona wouldn't know.

Perhaps it is only a slight misunderstanding of the rules which needs to be clarified. Or in another case, there may be a minor question regarding something related directly to the persona. In any event, the gamemaster should handle such problems outside the game, so as not to disrupt the enjoyment of the other players in the group.

Rewarding Excellence: In addition to awarding bonus Accomplishments for exceptional play, the gamemaster should remember to reward good play through other means, such as treasure, items, and even the recognition of powerful personages. By rewarding those who play well, the GM provides the players with a very good reason to continue striving toward such excellence in play.

An occasional minor magickal device of slight value or limited use lets the players know they are doing well, and keeps them motivated toward even greater rewards.

More on Personas

Most of the time spent by the GM over the course of an adventure session will be dealing with personas of one kind or another. The HPs will most frequently be the subjects of the GM's concern during the game, but the preparation of Mundane Personas (MPs), Friendly Personas (FPs), Evil Personas (EPs), and their resources and strategies will require a lot of time *before* the game. This chapter both ties up some of the loose ends regarding Heroic Personas and describes in detail the process for creating unique, exciting, and challenging Other Personas for the HPs to deal with!

HEROIC PERSONAS

Listed in this section are guidelines to help the GM interact with the HPs. Topics discussed include the awarding of Accomplishment Points, and the moving of personas up (or down) the SEC ladder.

Awarding General Accomplishment Points

As discussed in Chapter 11, AP/Gs are typically awarded at the end of each adventure scenario. In a mini-campaign, or very long adventure with several distinct phases, you would award some of the AP/Gs at the end of each phase, rather than at the conclusion of the entire thing! While you are of course free to hand them out any way that you wish, the system described here is the recommended method.

Basically, with a standard 4-5 points as a floor for the group, you give a range of from 0 to 6 points additional to each person, determined according to how well the player performed. Then you add a bonus which varies with the party's overall success and finally multiply according to a modifier for the length and difficulty of the scenario (as always, drop fractions). These are summarized on the AP/G Award tables.

AP/G Awards

Participation	*Base*
Marginal	0
Moderate	2
Active	5
Exceptional	8

Success	*Bonus*
Failure	0
Marginal Victory	2
Victory	5
Total Victory	8

Length	*Modifier*
Short	x0.5
Medium	x1
Long	x2
Stretch	x3

Marginal participation means that the player was at few of the game sessions and/or contributed nothing when actually present. Very silly or argumentive players also exhibit marginal behavior.

Moderate participation means that the player either missed a lot but played actively or was present often but did slight useful participation in the game.

Active participation is characteristic of one who is regularly at the game sessions and contributes a great deal when there, roleplaying and offering sound suggestions, as well as playing well in general.

Exceptional participation indicates that the player was not only active, but went above and beyond the call of duty with roleplaying, and greatly aided the HP mission with keen insight and clever ideas. Such players make the game more fun for all concerned and are deserving of this special award.

Failure indicates the the HPs accomplished none of their goals during the adventure, i.e., the EPs or other factors defeated the personas.

Marginal Victory indicates that the HPs completed most of their goals, but missed some important ones and/or suffered heavy casualties (deaths, incapacitating injuries, major insanity) in the course of so doing.

Victory means that the mission was completed and no heavy casualties were suffered, although light casualties (damage and/or Effect Levels exceeded, lost property, etc.) were sustained.

Total Victory is awarded when the monsters and EPs were thoroughly trounced and no serious damage and losses were suffered by the party.

Short scenarios and/or ones that the GM feels were only moderately challenging for the party warrant a 0.5 multiplier. The introductory scenarios provided in this book are good examples of "short" scenarios.

Medium length and/or rather challenging ones allow for full value.

Long category adventures and/or extra-tough ones deserve to pay higher awards than do others and receive a modifier of 1.5.

Stretch scenarios are complex, fearsome affairs which require tremendous amounts of thought and a great deal of luck on the part of the party to complete successfully. HPs completing these deserve double the base FP/G award.

Here's An Example: Alyssa's player has been sure to attend every session of the game that she could and has projected her lively personality at every opportunity. The GM decides that she deserves to be classified as an "active" player for that adventure. The actual mission itself, however, didn't go quite so well, as two of the other HPs were killed by foes, and the remainder of the party had to be rescued by Other Personas, having nothing left of their expedition gear save the clothes and equipment on their persons. They did, however, succeed in destroying the altar of the EPs' deity (albeit by the skin of their teeth), and their adventure is thus classified as a "marginal victory" by the GM. Furthermore, the GM decided that this particular scenario counted as "long." As the base for "active" is 5, the bonus for "marginal victory" is 2, and the modifier for "long" adventures is 2, Alyssa would, at most, receive an additional 14 AP/Gs ((5 + 2) × 2 = 14) for that adventure. Note that had her player missed a session or two, her rating for participation might only have been "moderate." For information on spending AP/Gs, see page 134 of Chapter 11.

Awarding Specific STEEP Accomplishment Points

These are given during the course of the adventure, and are either awarded for a really great dice roll or the clever use of a K/S Area. Whether or not to hand these out is entirely up to the GM. We would tend to be more generous with clever actions, but *really conservative* with great rolls. The award for clever actions is usually in the 1-4 range. As far as rolls go, only when a roll is of critical importance and/or is a Special Success should it be followed with a gift of AP/S. The AP/S Awards table, however, lists some awards for great rolls. Just cross-reference the result with the DR of the roll.

For information on the use of AP/S, see page 136 of Chapter 11.

AP/S AWARDS

DR	Success	Special Success
Difficult	—	1
Very Difficult	1	2
Extreme	2	3
Great Shot *	1	2
Awesome Shot **	2	3

*A *Great Shot* occurs when an attacker's FAC was reduced to half the BAC but the persona hit anyway. It is recommended that this award only be given to those with a BAC of 50 or less.

**An *Awesome Shot* is just like a Great Shot except that the hit killed the target as well. Someone with a BAC higher than 50 would receive the award for "Great Shot" if she or he made one of these.

Awarding Exceptional Accomplishment Points

The best, but rarest, kind of Accomplishment Points are given for exceptionally clever playing. The award could be 1 point added on to an ATTRIBUTE, a new K/S Area or Sub-Area, 1-3 more JFs, or 1-3 free Special Connections. See page ** of Chapter 11 for notes regarding these.

Changes of Socio-Economic Class

Over the course of a game, the SEC of personas can either increase or decrease depending on their perceived Vocation, what kind of financial condition their adventures leave them in, or their acknowledgement by governing figures. Generally speaking, the main consideration for this is a persona's performance or Net Worth (see "Office, Position, or Vocational Change, Gain Or Loss" and "Knighthood or Title, Gain Or Loss," below.) Once a persona's Net Worth, adjusted for age, has risen or fallen to a level appropriate for a new SEC (See the SEC table on page 59, and the age modifications tables on page 104, both in Chapter 10), then the persona will have moved to the next SEC level. Personas should not normally move more than one SEC level at a time due to adventuring, but it may be possible for Lower Class individuals.

Financial Change, Gain Or Loss: Increases in income or pocket money do *not* necessarily mean that an HP's SEC will change—not unless the HP uses the additional money to increase Net Worth. The main idea is that of permanency, or at least of very long-lasting effect. Say, for example, that an aristocrat adopts a street urchin, but before he can do so legally, the child must live with him for one year. The street urchin's SEC would *not* be increased during that one year, even though the child would be living in luxury. Only after becoming an official heir would the child receive a boost in SEC.

To determine when to change to a new SEC, simply calculate the minimum and maximum values for your HP's current SEC's Net Worth category. If Net Worth drops below the minimum, or increases above the maximum, then the HP will move to the next SEC if his or her Vocation (or work, office, etc.) merits this. Once your Net Worth has reached a different level, your Disposable Monthly Income will also change to fit the level for the new SEC. To accomplish this, simply re-roll for your HP's new Disposable Monthly Income using the dice for your new SEC level. Note that you should ignore any rolls that are less than the current amount if the HP is going to a higher SEC, or values greater than the current DMI if the HP is moving to a lower one. In addition to the monetary impact, a move across one SEC is also frequently accompanied by the gaining of one Special Connection and, sometimes, the loss of another.

Here's An Example: After recovering an extremely valuable artifact during an adventure, Alyssa is able to sell it for 50,000 BUCs (net), which she immediately invests, increasing her Net Worth. As she now has a total Net Worth of 132,000 BUCs, and as she needed only exceed 110,000 BUCs (the maximum amount that can be generated by rolling 10D10+10 ×1,000) to be promoted to Lower Upper Class, and as mages can be of that class, she now goes up to the new level. Correspondingly, her DMI also rises from 550 (the result of rolling 3D6 × 50) to 900 BUCs (determined by rolling 1D20 × 100 until the result is greater than 550). Also, as her newfound wealth takes her into a new crowd of people, she gains a Special Connection. The GM rules that she has not changed so much that she alienates any of her old friends. (But she'd better be careful...)

Office, Position, or Vocational Change, Gain Or Loss: Heroic Personas are often treated somewhat outside the mainstream of their SEC, especially if they are travelling outside their home region and their true SEC is not easily determined by the local OPs. As on Earth, travellers have a certain mystique that sometimes awes (or revolts!) locals who have not travelled outside their place of origin.

An HP's social status is in many cases affected by their good (or bad) deeds, or success on a special mission. One way this can become somewhat fixed is when they are rewarded for service to a community or region by the granting of official position by those able to bestow such status. Social standing gained through these means may or may not include certain duties of the office. (How else to realistically adjust the HP's Disposable Monthly Income?)

Also, since part of the reason for adventure is to acquire riches and treasure, a persona who comes into a large sum of money can find themselves changing SEC levels as in the above example with Alyssa

(as long as it is invested in Net Worth, of course). This is, by the way, the most common way for HPs to advance in SEC.

Then there is the other condition: loss of office or finances, or an adverse change of Vocation, resulting in downward SEC movement. Changes in Vocation are usually not too financially helpful for personas. The reason for this is evident: The personas often need to start at the bottom and work their way up. (Profession or work might be another matter.) Easy come, easy go....Rags to riches can just as easily become the reverse.

Knighthood or Title, Gain Or Loss: A persona who performs well and pledges fealty to nobility or royalty may gain a title and land, possibly even becoming a member of the nobility, if not already of that status. Such titles and lands are granted only rarely, to heroes who greatly aid the cause of the state or its rulers.

Unless hereditary, no title is permanent. A revolution could come about, with the HP losing even hereditary title (and possibly more) to a persona more favored by the new ruling government.

Heroic Personas who disgrace their liege or their title will not lose only their title, they will also be reduced one or more SEC levels, depending on the reasons surrounding their loss of favor. In the most severe instances, such HPs may be branded traitors and forfeit their freeman status (becoming convicted criminals and being imprisoned, or being exiled from the country, unable to return save as an outlaw).

Attitudes Of Lessers, Peers, and Betters Toward the Socially Mobile Persona: There is perhaps need to encourage the gamemaster to roleplay the social interaction of Other Personas with the Heroic Personas' in regard to class distinctions. This, in turn, will encourage, possibly teach, the players to do likewise. The game will be more interesting for it! What follows assumes a rising in SEC level. However, a little interpolation will enable the GM to manage splendidly when dealing with those unfortunates who find themselves sinking into the morass of the underclass. Similarly, the treatment subsumes the three general classes (peasant/Lower, freeman/Middle, and aristocrat/Upper) when it refers to lessers, peers, and betters; but in fact the general attitudes apply regardless of what position one assumes as medial, although some adjustment for attitude expression and response modes might be necessary.

The basic motivators of lessers in general are want and need—real and perceived. If there are real and great wants and needs, then the desire of lessers to attain something more is not only understandable but also reasonable, if not necessarily attainable or possible for the ones immediately above to assist with or grant. Frequently, however, materialism and the desire for greater recognition prompt social-economic climbing. While striving to better or change one's lot isn't condemned, the manner in which this striving is accomplished often present us with another picture entirely...

Lessers are of three sorts, two of them particularly interesting. The non-exciting sort is that average group which pays proper respect due the personas, neither more nor less, politely serve, interact normally, and gets on with things. If these sort have motivation toward higher attainment, they channel it into doing their best in the framework of their position. Excelling there will bring rewards, and they know that.

The other two, those of interest to the GM, are the *toady* and the *resenter*.

Toadies are unctuous, fawning, and sycophantic. They attend, flatter, stoop and bow, serve, agree with, ape, and otherwise try to ingratiate themselves with their betters. This is done in order to get largess, to gain more business, or to be noticed, or in hopes of gaining from the association with the socially superior. They secretly envy the position of their betters and wish to climb to that level (and above if possible). Of course they will use any means to do so, not just toadying. They will commit acts which are questionable or downright immoral, betray, deny, and so forth. Once advanced, these individuals usually forget those they once toadied to, because they are busy trying to go higher still. They have no time for their equals, let along those beneath their station!

Toadies come in many levels. There are aristocratic ones of 7th, 8th and even 9th SEC level (the latter found around the royal family), freeman level

toadies sucking up to those immediately above them, and, yes, peasant toadies, too. 3rd level peasants can aspire to having freeman status, while in the lowest ranks the toadying occurs more in the outlaw circles (with their complex sub-culture SEC) than elsewhere.

Resenters may be filled with envy, jealousy, and hatred; but they aren't seeking to climb as are the toadies. They are as acutely aware of SEC ranks as are the toadies, but their answer is different. Resenters typically feel that they can't rise, so they want to pull those above down to *beneath* their own level. Thus, they are slow to comply with orders, surly, rude, coarse, insulting, and sometimes downright dangerous. Many resenters turn to outlawry. They are otherwise troublemakers and often outspoken rabble-rousers. They may intensely dislike those of higher social position, but they tend particularly to hate rabidly those who have *advanced* to a station above theirs. It demonstrates that there is mobility in the system, and resenters hate to be confronted with that fact, for it means they are failing in two ways: not doing so themselves and not bringing others down.

Peers, the equals of the individual(s) in question, have a large segment which is indifferent to others in, or rising to, their level. Some are pleased to see that mobility is possible. These latter types might actually encourage others to feel likewise, or go so far as to promote yet higher advancement by those obviously able, seeing a greater benefit to all thereby. Social-economic peers likewise come in *toady* and *resenter* varieties, but they will be fewer in number. These toadies will not be so blatant in what they do, but will instead be *users*, seeking to find gain of some sort from using the personas for their wealth or knowledge or position. Resenters will typically mask their envy in pretended contempt for "jumped up" individuals.

There is, however, a block which will be stalwart champions of the *status quo*. They are *exclusivists*. Such folk simply see things as fixed, and they dislike change, so anyone rising doesn't *belong*, and that is especially true if they are *different*. Speech, manners, race, religion, nationality, education, habits, interests, work, or just about anything else can serve the exclusivists to shut out the newcomer(s). Thus, they shun, ignore, speak down to, denigrate, and isolate the mobile persona(s). In this exclusion they will be bolstered by the resenters.

Betters tend to fall into two broad groups outside those who have a benign view of the SEC structure, its members, and the mobility thereof. The *haughty* group simply has no interest in those beneath them (or newcomers to their level), so in effect they are much the same as the excluders, only worse, for they are convinced they are truly superior by birthright, station, etc. Arrogance, flippancy, and demeaning attitude are added to the exclusionary repertoire.

There are also the fearful, those worried that those beneath their level will rise and supplant them, sending them down in level; so they become *suppressors*. Similar to resenters, suppressors do their best to keep all beneath their SEC rank immobile. They are sneering, insulting, demanding, exacting, and brutal. They will drive back those that would advance, flog those who are below, and thus allay their own fears of inadequacy and inferiority.

Yet one other group, albeit a smallish one, remains. That is the *manipulators*. Betters, just as peers, can be users. They can present a hale front which seems to accept lessers in their company, and meanwhile be motivated by nothing more noble than expediency. By seeming to offer acceptance on equal terms, possible advancement, aid, encouragement, and so forth, all the manipulators really give is the opportunity for the lesser to pay dearly in some way for nothing. Manipulators exact their price from a lesser and then discard him or her, for they care nothing at all for those of lower station, of course.

Of those lesser persons the Heroic Personas meet, about half should be the unremarkable sort, the remainder equally divided into toadies and resenters.

In their new peer group there will be more reactionary sorts, so about three-quarters should be difficult in one way or another. Above, particularly in the aristocratic ranks, the GM should make life hell for a rising HP!

On Ærth, states with the same pantheon tend to have peer societies. Thus, a noble of one nation is not generally lowered in status when in another of the same pantheon. Equal allies tend to share status, but the weaker is accorded a one-rank drop. So too, conquerors have at least one level higher status than the conquered, the rich state one greater than the poor, the able one level higher than the unable. Enemies are always one level lower in status, perhaps two. (When Alexander the Great tried for equality between his Macedonian-Grecian subjects and his Persian ones, the former were greatly upset.... This is a historic example of long-standing rivals and foes, and of the victors and the vanquished.) Given time, this might disappear, but then again it might worsen.

Also, generally famous, long-ruling nations with power have considerable status with regard to their upper classes, regardless of other considerations. For example, a freeman of Ærth's Ægypt is generally given that level throughout the whole of Æropa, Afrik, and some of Azir, too—where the Ægyptians aren't the hated foe! Naturally, the same applies for the aristocrats too, and in some cases it pertains even when enemy states are concerned, but the peasant class is not so accorded status.

Mutually able states often give cross-acknowledgement of ability, despite differences of race, language, pantheon, and so forth. Lyonnesse is respected for its fighting ability in many lands, and likewise for its magickal prowess. Thus, in Ægypt, bards of that state, or of any of the Avillonian Kingdoms for that matter, would be treated at a rank equal to their station in their own land and vice versa. In short, gamemasters must decide, based on the campaign each devises, just who is a "better," "peer," and "lesser" as the multitude of situations play out through the adventures of the HP group.

CREATING OTHER PERSONAS

And now, with that information out of the way, we present the section that you have been waiting for—the guidelines for OP creation. Basically, there are four kinds of Other Personas in the **Mythus** game, each of which is described below:

(1) Evil Persona (EP): This kind you're already familiar with. These are the bad guys with whom the HPs are in opposition. One could be an assassin, a bandit chief, a powerful evil sorcerer, a nasty official, or a petty lord who has it in for the HPs.

(2) Heroic Personage (HPG): This is a powerful persona who supports the cause of the HPs and may occasionally aid them, serve as a patron, etc. An HP who goes into retirement after a long and successful career, but who may still appear in the game every now and then, makes for a good HPG.

(3) Monstrous Personage (MPG): This is a powerful entity who will usually, though not necessarily, be aligned with the EPs. The

main difference between MPCs and EPs is that MPCs are very powerful, not human (or no longer human) and do not normally appear in the campaign as a recognized part of society.

(4) Mundane Persona (MP): If a persona is not of one of the types mentioned above, then he or she is probably an MP. Sometimes such a character will be a Friendly Persona (FP)—a "sidekick," helper, etc. to the Heroic Personas. Mundane Personas are basically the teeming throng of average humanity that the HPs interact with on a daily basis, but who may or may not help the HPs in achieving their goals. The biggest thing to keep in mind with MPs is that they are not always what they appear to be. The friendly bartender might really be the leader of a gang of assassins (an EP), or the old merchant might be a demon in human form (an MPC). Exactly who is what is a matter for the GM to know and the HPs to find out! FPs, of course, are generally another matter...

The following is a short summary of the process for creating an OP. Each point will be explained in more detail afterwards.

(1) First determine the type and power of the persona as outlined below, as well as the persona's role in the game, and perhaps personality, background, motivation, physical description, etc. If the persona is an MP, this is probably all the information that you'll need unless you plan for him or her to get into a fight with the HPs. Encourage players to assist you with FP details.

(2) Next, assign the persona's ATTRIBUTES, CATEGORIES, and TRAIT totals. Also figure out WL, CL, and any ELs the persona might have.

(3) Then proceed to assign the persona a Joss level, Vocation, and SEC if any of those things are relevant. Make sure the SEC fits the range for the OP's Vocation and work/standing.

(4) Next come a few basic K/S Areas and STEEP ratings. Note that you will not figure out *all* of the persona's K/S Areas, but only a few of the most important at first. Also, remember to choose Sub-Areas and assign a Movement Type (walking, swimming, flying) and Movement Rates. (Is trotting equal to double the OP's Physical TRAIT in yards per BT, like for humans? Or one-and-a-half times P, like for horses? Is it higher perhaps? Or lower? Is trotting even possible for the OP?).

(5) Then include any possessions or other resources that are important to the game. Does the monster have treasure? Does the thug have a bottle of poison with which to coat the blade of a knife?

(6) Next you should assign any interesting Quirks and Counter-Quirks the persona might have. These could be Quirks like those of the HPs—such as ambidextrousness or insanity—or even more remarkable things such as Extreme Attractiveness, the ability to cause disease by touch, a poisonous bite, a petrifying gaze, immunity to normal weapons, or merely excellent *Perception* of both Mental and Physical sorts, perhaps.

(7) Finally, assign whatever weapons and armor (including natural armor and attacks) you would like the persona to have.

The Power of the Persona

The nature of an Other Persona in your game all depends on what you need at the moment, and you probably already have a good idea what you want the OP to be like. The most complex thing to decide is how powerful you want to make the Other Persona. To simplify this decision, we have developed four main classifications of OPs, as revealed in the OP Power Class table, below. At this point you can choose the best power classification and see how it works out. The nature of the classification will, of course, strongly influence what other resources the OP has farther down the road.

Other Persona Statistics & Movement

The statistics you assign an OP will have a great deal to do with your original conception of that persona. For the most part, you will take the average numbers for the type of creature and modify from there. The average human ATTRIBUTE, for example, ranges from about 9 to 12, though just about everyone, even Class I OPs, will have a couple that are below or above average. The average for non-human monsters and animals could very well be a lot higher or lower. A grizzly bear would have an average PMPow of 40 but only an average MRPow of 2. A list of the average ATTRIBUTES for any given type of creature is called a *Base Scheme*. Most Base Schemes will be accompanied by a die roll that can be added to (or deducted from) an ATTRIBUTE to personalize it for an individual persona. As an example, the following is a base scheme for a human followed by one for a bear. Also note that no die roll can reduce an ATTRIBUTE below 1:

OP Power Class

Class	*Description*
I	Minor Ability Persona. This is an OP such as a child or a weak, elderly man who can accomplish very little on his own. Such a persona will generally have only below-average to average ATTRIBUTES, few K/S Areas, little money, etc.
II	Standard Ability OP. Your typical guardsman, EP thug, guard dog, or other persona who can put up a good fight but doesn't pose an extremely difficult threat to the HPs would come under this heading. A few FPs are Class II as well.
III	Important OP. This individual is typically a leader of a group of Category II OPs, and will prove to be a tough foe if challenged. Such OPs will often have ATTRIBUTES which are above average and possess lots of resources and K/S Areas—not to mention Joss Factors—as well. Some FPs might fall into Class III.
IV	Climactic Persona. These, the most powerful type of OPs, will only appear in the game rarely—but when they do, the HPs had better watch out! Such personas include Greater Demons, vampires, and other real nasty monsters, as well as very rich and influential EPs—not to mention accomplished dweomercræfters. HPCs often are Class IV.

Human

Base Scheme (+/– 1D6 per ATTRIBUTE)

M: 56, EL: 44		P: 58, WL: 43, CL: 52		S: 52, EL: 41	
MR: 28	MM: 28	PM: 30	PN: 28	SM: 28	SP: 24
MRCap: 10	MMCap: 10	PMCap: 11	PNCap: 10	SMCap: 11	SPCap: 12
MRPow: 9	MMPow: 9	PMPow: 10	PNPow: 9	SMPow: 9	SPPow: 8
MRSpd: 9	MMSpd: 9	PMSpd: 9	PNSpd: 9	SMSpd: 8	SPSpd: 6

Grizzly Bear

Base Scheme (+/– 1D6 per ATTRIBUTE)

M (Cunning): 16		P: 260, WL 234*, CL 260*	
MR: 6	MM: 10	PM: 160	PN: 100
MRCap: 2	MMCap: 4	PMCap: 60	PNCap: 36
MRPow: 2	MMPow: 4	PMPow: 40	PNPow: 28
MRSpd: 2	MMSpd: 2	PMSpd: 60†	PNSpd: 36†

*WL percentage for a grizzly is the same as that for a human's (or most other animal's) CL. Its CL is the full P TRAIT, and the bear can continue activity with up to a –10% of P TRAIT in Physical damage for as long as one AT, but then death occurs.

†Divide by 6, as the bear is 6 × human-sized, to find actual (comparative) Speeds—in this case a PMSpd of 10 and a PNSpd of 6.

As you can see from the above, the bear is no great thinker (but has cunning), and you certainly wouldn't want to make it angry! Note also that as an animal it has no Spiritual TRAIT. Likewise, keep in mind that *the maximum scores for human ATTRIBUTES is 30 for Physical and 40 for those of Mental or Spiritual nature.* If you wanted an Evil Persona (or anybody else) to have higher scores, however, you could just say that the persona wasn't human or was magickally enhanced! Such OPs would certainly qualify as Class III or much more probably Class IV.

When creating an individual OP for whose race you already have a base scheme, you could merely take the Base Scheme and use it, or you could roll for changes, add or subtract points arbitrarily above or below the suggested amount, or completely make up the stats on your own using the Base Scheme merely as a guideline. The latter technique will be most frequently used when you are making a Class III or Class IV persona who should be exceptionally tough, or even just a little Class I chap who is very important to your story. Note that many creatures, such as dragons, ogres, and vampires, are so tough that even with average ATTRIBUTES they start out as Class III creatures. But otherwise, those of Class I and II will have average to below average ATTRIBUTES for their race, species, kind, etc., and those who are higher will have average to above-average scores. This is by no means a hard and fast rule. A Class I OP who is a young but very bright peasant boy, for example, could have an MRCap, MRPow, and MRSpd of 23 each, but the rest of his non-Mental ATTRIBUTES could be merely from 8-10. Likewise, a very powerful persona could have a few low ATTRIBUTES. This serves to provide weaknesses that the HPs can capitalize on, if they become aware of them.

Comparative Speeds: Some OPs, particularly MPCs, have ATTRIBUTES far beyond the human norm. For purposes of determining such creatures' Speed modifier for Initiative rolls, it may be necessary to divide their Physical Speed ratings by their size modifier (how much larger they are than human) to obtain a Comparative Speed. If such is the case, it will be noted in the creature statistics. By the same token, some very small creatures have ATTRIBUTE ratings that are only a fraction of human norm, and for purposes of determining Initiative, their Physical Speed ratings are multiplied to obtain a Comparative Speed, as indicated in the creatures' statistics.

OP Vocation, K/S Areas, And STEEP

A Vocation is mainly useful for Heroic Personages and Friendly Personas, though the Knowledge/Skill Areas and their accompanying STEEP scores will prove important for any OP with which the personas will have more than a passing encounter.

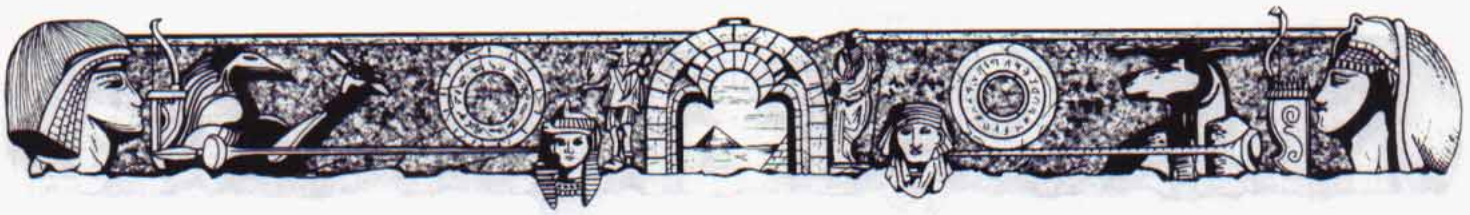
Even OPs will occasionally need to make K/S rolls during the course of the game, and so you should have some idea as to what abilities they have before you turn them loose in the campaign. Fortunately, it will not be necessary to determine *all* of their skills beforehand, just try to get a few of the more important ones first and then assign the others as you need them during the course of the game. A system for doing this is provided in this section.

The way it works is this: Any K/S possessed by an OP will be either a *Primary, Secondary,* or *Tertiary* skill. Primary skills are the ones that you think they will most likely need and that you should figure out in advance. Secondary skills are those that they need to use over the course of the game and that you think that they would be relatively good at. Tertiary skills are like Secondary skills, but are ones with which they have a lesser chance of succeeding. The OP STEEP Levels table lists common STEEP scores for each type of skill and the number of Prime Areas held by each Power Class.

Continuing the example of the peasant boy, let's assume that, before play, we choose to go by the table and give him one Prime K/S Area—that of *Criminal Activities, Physical*—and furthermore give him a STEEP of 40 for it. After the game begins, he meets an HP at the wharf and offers to carry the man's baggage for a few coins. The HP is suspicious but is not beyond convincing, so we decide that the boy can succeed in persuading the HP (if we, as GMs, somehow fail to convince the player) if he makes a successful *Influence (Persuasion)* roll. We didn't assign him this K/S before, but decide that it isn't too unlikely that the charming little fellow would have it, and so we rule that it is a Secondary skill which the youngster possesses at a STEEP of 25. We then make a note of that (in case the boy needs to roll against it again) and continue the game.

OP STEEP Levels

OP Class	*Primary* K/S Areas	*Secondary* K/S Areas	*Tertiary* K/S Areas	# Prime
I	30-40	11-26	6-10	1
II	36-45	26-35	11-25	2
III	41-60	31-40	11-30	4
IV	61-80	41-60	31-40	8



Note that if you don't think an OP would have a certain K/S, you certainly don't have to assign it to him even as a Tertiary skill. If the peasant boy needed to make an *Alchemy* roll, for example, he would just be out of luck. Remember to assign whatever Sub-Areas are necessary, although OPs don't have to gain them at the exact same rate that the HPs do. We would just tend to hand out whatever Sub-Areas are needed and leave it at that. Feel free to Specialize OP Sub-Areas as well. You may also, if you wish, record a few Secondary and Tertiary skills beforehand. (In some instances, it might be a very good idea to do so.) Note that you can modify the table as you desire. A Class IV persona might have only two Prime K/S at STEEP 20, or a Class I might have 10 Prime K/S at STEEP 60!

Next, what you need are some suggestions for what K/S Areas to assign. For human OPs, *E/S Graces, Native Tongue, Perception* (*Mental* and/or *Physical*), *Riding,* and *Trade Phonecian* are necessary, and *Influence, Sports, Criminal Activities* (both types), and a few *Weapons* skills are all good ones. For animals or monsters, the following are very appropriate: *Perception* (*Physical*); *Criminal Activities, Physical; Sports; Swimming/Diving; Mountain Climbing; Survival;* and perhaps *Deception*. Note that Animals will have *no* Spiritual TRAIT (although Beasts might) and very few—or no—Mental K/S Areas. Finally, *Dweomercræft, Priestcræft,* and the other Heka K/S Areas are interesting to add if you really want the creature to be *tough*.

OP Joss

Joss is a much more critical matter. We suggest assigning Joss according to the OP's Power Class, and a short table providing guidelines for that is given in the sidebar.

Keep EP Joss low; but give HPCs more than shown on the table if you wish.

We generally recommend that you be conservative in assigning Joss to OPs. There may, of course, be exceptional circumstances when even a Class I persona would have Joss. If you feared that the HPs might try to harm the peasant boy mentioned above, for instance, you could assign him as many as 14 JFs to make it harder for them to do so! This is actually quite a good way to help low-power personas defend themselves.

OP Joss Factors

Class	Joss Factors
I	None
II	1-2
III	3-8 (1D6+2)
IV	9-14 (1D6+8)

Outstanding Resources and Possessions for OPs

What we mean by "outstanding" is anything important enough to be brought out in the game, but not necessarily better than what the HPs have. Such things as money, magickal devices, weapons, equipment, Heka Reservoirs, Special Connections, and other things that the OP could use for or against the HPs could be listed as such. *IMPORTANT! Note that any such possessions which are in the hands of an EP or MPC could be seized by the HPs sooner or later, so if you assign something to an OP that you really don't want the HPs to get their hands on, you must take safeguards to prevent them from so doing!* However, it is good for the HPs to obtain interesting and useful items by defeating their foes, and you should often make some effort to only reward them in such a manner.

OP Quirks & Counter-Quirks

Quirks for OPs can be a little different than those for HPs. The special powers and abilities which are held by powerful OPs, such as the werewolf's resistance to normal weapons and the vampire's ability to change into a bat, are all considered to be Quirks—as are specific weaknesses, such as the werewolf's vulnerability to silver (actually a Counter-Quirk). Quirks can be a little less extreme, as well—the keen smell and hearing of a dog are common though superhuman abilities. Not all, or even most, Quirks need be superhuman either—only such things as are appropriate for the persona in question should be used.

But when assigning Quirks to OPs, keep in mind that advantageous and disadvantageous Quirks don't necessarily have to balance out. Likewise, it is not a good idea to utilize Quirks that "monkey around" with the game mechanics. (The "Rules Police" might come for you in the night...or—worse yet—your OPs might grow too complicated to be utilized easily!) As you have to keep up with a lot of EPs, MPs, and the like, having them with characteristics which lay outside the game rules could get at least slightly confusing. Another piece of advice has to do with keeping track of OPs in combat. *When the HPs are doing battle with a horde of like EPs, it is usually a great deal easier to just use the same information (ATTRIBUTES, Wound Levels, K/S Areas, Quirks, weapons, etc.) for each one.*

When assigning Quirks for humans, use the lists provided in Chapter 10. There are also many examples of Heka-engendered natural powers for non-humans in the **Mythus Magick** book. Or feel free to add your own, taking care to maintain game balance.

OP Weapons And Armor

Finally, it will be necessary to assign the OP whatever weapons or armor you desire it to have. This, of course, will greatly influence how tough it is and will be determined by how much of a challenge you want to pose to the HPs. Artificial weapons are covered in the chapter on combat (Chapter 12), though it may be interesting to occasionally invent new implements of destruction for the more powerful foes to wield against the HPs. Likewise, the natural weapons used by Animals and Beasts are covered in more detail on pages 310 and 311. You should have the same kind of information for these as you do for other lethal, Physical combat weapons.

As far as armor goes, you can equip your OP with the same artificial armor which is available to the HPs, make up some new types, or try natural armor when it is appropriate. Information on armor is covered in much more detail in Chapter 12.

CREATING MONSTROUS THINGS

Creating subjects of this sort is similar to generating Other Personas. Monstrous creatures and beings are usually much simpler to create, however, especially when the subject will not possess measurable intelligence—although it might well replace that with cunning. In many other cases, though, only Physical scores, natural weapons and armor, and a basic description needs to be generated. There are many different types of monstrous things, and their origins will tell a lot about certain characteristics they may or may not have.

When creating an animal or monstrous thing, the size of the creature or being will probably have a considerable influence on its Physical scores. The Comparative Sizes and Physical Ratings table has been created to serve as a very general aid for such construction. The numbers represent a range for a certain ATTRIBUTE or the Physical TRAIT.

Keep in mind that neither the PMPow nor the PMSpd would have to be as high as the PMCap. The main use for the PMCap in monstrous thing creation is to pad the beasties' Physical TRAIT so that the creature can take a lot of damage before dying. Beware of very high PMPows, however, as a really high damage bonus could make your OP an invincible foe if it is applicable to Physical damage inflicted. Remember that you only want to challenge the HPs, not wipe them out. Also, it often follows that a very large, bulky subject will probably not have as good a PMSpd or PNCap rating due to its slowness and/or clumsiness. This is not the case all of the time though—a tiger's scores in these areas will far exceed those of an average, fast human.

It is recommended that you follow the practice of adjusting Physical Speeds according to size compared to that of a human. Thus, there are divisors or multipliers based on this comparative:

12 x human sized = a divisor of 12
2 x human-sized = a divisor of 2
0.5 x human-sized equals a multiplier of 2

You get the idea!

In any event, have fun and try to keep it balanced. Don't forget to figure out Effect Levels. Wound Level, and Critical Level if applicable. You'll probably need all of them except for the Recovery Level, which is mainly something that only HPs need to worry about. Wound Level might not apply to savage creatures, either.

As far as movement goes, the first thing to keep in mind is that not all subjects will have the same basic movement rate as humans. As you recall, humans are P x 1 in yards per BT. Although some swift-footed animals have a base of P x 2, a very slow, bulky creature might be only P x 0.5, and a fast, flying subject could be P x 5 or more. It all depends on how quick you want the OP to be and how high its Physical TRAIT already is. Remember that HPs ought at least to have some chance of outrunning a Demon who is too powerful to fight!

Comparative Sizes and Physical Ratings

Size	PMCap	PMSpd	PNCap	P
Small (cat, gremlin)	5-25	10-25	10-25	20-40
Medium (human, guard dog)	12-18	9-12	10-15	50-100
Large (tiger, bear)	25-75	9-20	9-20	150-250
Huge (Drake-Wyrm)	60-150	9-11	5-8	350-800
Gigantic (mountain)	75-250	5-8	3-5	750+

SHORT LIST OF BESTIAL POWERS

The main thing that separates Bestial creatures from the mundane animal world is the enhanced abilities or innate magickal powers they have. The following sections should give you a good idea of the kinds of special abilities a beast might possess.

Natural Weapons List

Many of the weapon characteristics for such creatures, things such as BAC and Range, can simply be pulled out of thin air. The attack rate, however, will have a lot to do with what combination of weapons you give the creature. A werewolf, for example, can attack with each of its two claws and bite all in the same CT. The werewolf can likewise parry with its claws, although it would have to forego an attack to do so. Since its claws are long and as hard as steel, however, they would count as artificial "hand" weapons for parrying purposes. Also—just for the sake of simplicity—you can assume that such natural weapons are never subject to being damaged or broken when parrying. Furthermore, feel free to adjust the level of BAC listed for the sample OPs (beginning on page 321) given below. A decrease of around 2D6 or so is good for weakening such a creature, and an increase of from 1D6 to 5D6 can toughen it considerably. Remember to boost (or lower) its Physical damage bonus if necessary.

Suggestions for the type and base amount of Physical damage inflicted by certain natural weapons are given on the Natural Weapon Damages table. In all of the cases, the creature's BAC and PMPow damage bonuses (see Chapter 12) can be added to the Physical damage ratings listed, although that might not be true for all natural weapons (such as the medusa's snakes).

Natural Weapons Speed Factor Table

Heka And Heka-Like Powers List

Here is a list of sample Powers for various creatures and beings of unusual sort , just to give you an idea of what can be done. Also, feel free to utilize human-style Quirks, such as ambidextrousness and STEEP bonuses (if applicable), as well:

Cause Disease: The subject can expose its victims (i.e., force them to make a Contagiousness roll) to some sort of disease by touching them, breathing on them, etc. A disease which is harder for the creature to spread, however, should be more powerful—and vice versa.

Cause Insanity: This is similar to Cause Disease, but requires that the victims make an Insanity check. This will usually be at a fairly low DR (say "Easy" or "Moderate") and will require that the victims look into the creature's eyes, touch its oozing, slime-covered skin, or perform some other such action. A Class IV creature/being, however, could perhaps Cause Insanity in anyone who came within 10 yards of it. Extreme Attractiveness (see below) is also conductive to Insanity.

Duplicate Self: This is one we almost hate to list here where the players can read it. It simply involves the beastie causing another creature like itself to come into existence. The method is highly variable, and could include anything from the way a Preternatural vampire (q.v.) can make more vampires by biting people, to the doppleganger which can conjure its fellows by killing its

Natural Weapon Damages

Weapon	Type	Size	Base Damage*
Claw**	Cutting	Small	1 point
		Medium	1D3, +
		Large	1D6, 2D3, +
		Huge	2D6, 3D3 +, 4D3, 5D3, 3D6, +
		Gigantic	4D6, etc.
Bite	Piercing	Small	1D3
		Medium	1D6
		Large	2D6
		Huge	4D6
		Gigantic	8D6
Smash	Blunt	Small	1 point
	Blunt	Medium	1D3
	Blunt	Large	2D3
	Impact†	Huge	3D6
	Impact†	Gigantic	5D6
Horn/Tusk**	Piercing	Small	1D3
		Medium	1D6
		Large	2D6
		Huge	4D6
		Gigantic	8D6
Constricting††	Small	1 point	
		Medium	1D3
		Large	2D3
		Huge	3D6
		Gigantic	5D6

*The "+" indicates an optional progressive modifier decided upon by the GM; e.g., 3D3, 3D3+1, 3D3+2, 4D3, etc.

**Indicates that the weapon may be used for parrying, if the creature is Large to Gigantic. Horns/tusks used in charging attack do double damage, additional being Impact PD.

†Impact Physical damage cannot be absorbed by any type of armor other than that provided by Heka.

††A constricting weapon will, in addition to inflicting normal Physical damage, seize a victim on the initial strike and continue automatically to damage that victim each CT after that until the victim dies, the attacker takes over CL in Physical damage, or the attacker decides to release the victim. The PD type inflicted initially is determined by the attacker's general size, the same as for Smash attacks, but subsequent Physical damage will always be Impact.

victims through draining their S TRAIT so as to become them. This is great for both threat and intrigue situations, as it allows you to start with but a single creature when things are in the slow, "build-up" stage, and then have lots of them running around toward the climax. Play conservatively with it, however, lest the HPs be completely overwhelmed!

Extreme Attractiveness: This is simply a creature who has either a very high or very low Attractiveness rating. The fun of it is, if the rating is extremely high or low, the HPs could be Dazed, sent fleeing in terror, or driven insane by the sight. The Extreme Attractiveness Effects table lists some levels and possible effects.

The DR for *Dazing* is what a persona must beat with an MR roll to avoid being Dazed for the next 1D10 BTs. The DR for Insanity, of course, applies to an Insanity check which must be made. *Adoration* is slavish commitment and service to the one in question. The DR for *Fleeing* must be matched against the victim's SM CATEGORY. If their rolls for Fleeing fail, victims will flee in terror for 1D10 BTs, retreating at full running movement rate and doing everything they can to get as far away as possible from the object of their terror and as close as possible to a place of safety (or one thought to be safe...).

Generally speaking, only one of each type of roll need be made per day per sighting of that creature type. If, for example, Alyssa met up with a *netherfiend* (which would have an Attractiveness of –8, or a "Blasphemous" rating), she would immediately have to make a "Hard" MR roll to avoid becoming Dazed, a "Difficult" SM roll to avoid fleeing, and a "Hard" Insanity check. If she met up with another *netherfiend* or saw the same one again (an unlucky lady to be sure) less than 24 hours later, however, she would *not* have to make another set of rolls. Later, she would check at one step easier DR for the same sort of being. If she bumped into a *barghest*, however (talk about a *really* unlucky lady!), she would then have to make another set of rolls appropriate to its Attractiveness. Don't forget bonuses for STEEP in various K/S Areas too, such as *Demonology*, *Mysticism*, and *Yoga* for example.

Hyperæsthesia: This includes a wide variety of things, including Keen Senses (which allow a –1 or so modifier to the DR of *Perception* (*Physical*) rolls that they can be used for), Dark Vision (which allows the beast to see equally well in darkness or daylight, although at the GM's option it might see *better* in darkness), and Mystic Vision (which allows it to see spirits with no Physical Manifestation as well as into areas on the Æthereal Plane). Coming up with some interesting variations on this theme is but a simple exercise for the imagination. Note that a beastie with Dark Vision suffers no broken or difficult terrain modifiers due to darkness! For more information on hyperæsthesia, consult the description in the **Mythus Magick** book.

Heka-Engendered Castings: Now here's something nasty. Such a critter possesses Heka, and can use one or more innate Castings. The subject simply wills the Casting Effect to happen and it does, although a Link will probably still be necessary for Castings utilizing Mental or Spiritual attack forms. Also, its a good idea to limit the use of such Powers in some way, such as by giving a maximum number of times per day or week that the Power can be used, for example. How

Extreme Attractiveness Effects

Rating	Description	Effects
0 to –3	Horrid	Dazing, "Easy"; Fleeing, "Easy"
–4 to –6	Nightmarish	Dazing, "Moderate"; Fleeing, "Hard"; Insanity, "Moderate"
–7 to –9	Blasphemous	Dazing, "Hard"; Fleeing, "Difficult"; Insanity, "Hard"
–10 or less	Ineffable	Dazing, "Difficult"; Fleeing, "Very Difficult"; Insanity, "Difficult"
21 to 25	Incredible	Dazing, "Easy"
26 to 27	Obsessive	Dazing, "Moderate"; Insanity or Adoration, "Moderate"
28 to 29	Unearthly	Dazing, "Hard"; Insanity or Adoration, "Hard"
30 or more	Mind-Warping	Dazing, "Difficult"; Insanity or Adoration, "Difficult"

much time the Casting requires to take effect, what type of Materia (if any) the creature has or needs to have, and how much Heka the creature possesses, are also issues to consider. One subject, for example, might be able to bite an HP and then be considered to have made an automatic Link on the next CT for a Casting that will take effect on the one after that. (This creature could be *very* nasty!)

Natural Weapons/Armor: This is a fairly obvious Quirk for critters to have, and includes such things as claws, tentacles, rows of razor-edged fangs, barbed tails, scaly hides, and even snakes which are attached to its body (such as with medusas). See the previous section for information regarding these.

Phase Shifting: A subject with this ability can adjust the size of its atomic structure and disappear into the another Sphere or Plane or appear suddenly in Full Physical Form right beside its terrified victim. It may require a few Critical Turns, or even a full Battle Turn or so, to adjust its form, and it may only be capable of doing so a couple of times per day.

Plane Shifting: This power allows an OP to instantaneously travel from one physical universe, such as Ærth's, to another one, such as Earth's. Such personas may or may not have a great deal of control over where they wind up in the new Sphere/Plane, and might be limited in those to which they have access. Likewise, OPs of this type will probably be limited as to how often they can perform such travel. (We recommend no more than once per day even for a very fast mover.)

Poison: The beastie can use poison against its enemies. The methods by which it may wield the poison are as numerous as the different types of poisons that it may have. An obvious way is poison fangs or claws, although it might be able to spit venom, breathe out a cloud of gas, cause all water and/or food it looks at to become poisonous, or even sweat a poisonous liquid that effects all who touch its skin. Have fun with this one!

Resistances: The creature is either wholly invulnerable or partially immune to a certain type of attack—such as poison, disease, fire, certain weapons (i.e., the Cutting, Piercing, and/or Blunt damage types), or even Mental or Spiritual combat. A partial immunity might mean that it only takes half damage (either before or after armor), or is only immune to the attack in some forms. A subject might be immune to poisonous gas, for instance, because it does not breathe, but would be perfectly susceptible to poison administered by an arrowhead. Likewise, the werewolf is immune to all weapon attacks save for these weapons that are made of silver or enchanted by Heka.

Shape Change: The OP can alter its physical form either slightly (such as a young boy who can turn into an old man) or greatly (such as a young man who can turn into a falcon or a common bucket). The time required for the transformation and the frequency with which it can be done are also issues to consider.

Summoning: The creature can somehow summon other creatures to its aid. A vampire, for example, could call forth a swarm of rodents or a pack of wolves if any happened to be in the area. The frequency of such conjurings, the forms of things which can be called, the time required for arrival, the summoning's chance of success, and what measure of control—if any—the conjurer has over the conjured are all aspects of this Quirk that will need figuring out.

Teleportation: This allows a creature to travel instantaneously from one point in a Physical Plane to another. (See the **Mythus Magick** book for a description of Teleportation Castings.) As with Phase Shifting and Plane Shifting, how often it can be done is a prime consideration. Distance, as well as how much additional stuff it can carry with it, may also be a factor.

SAMPLE MONSTROUS CREATURES

Now let's take a look at some sample monstrous creatures. These will give you a good idea about how to design creatures of your own, and of course you can also use these things in your adventures as they stand. See the bestiaries and sourcebooks of the **Mythus** game for more creatures and beasties.

Things Once Human

Monstrous things in this category were once normal humans or humanoids but have become monstrous creatures, and most retain only the form. This includes Unalive, Undead, Unliving, Therianthrope, and the like. A few examples are given on pages 313 and 314.

Spirits From Other Spheres and Planes

At some point during their careers, the Heroic Personas are bound to encounter some form of spirit beings from elsewhere in the multiverse. These Partial- and Non-Physical Manifestations might be one commanded or otherwise summoned forth by those with Conjuration or Mediumship Castings or similar Heka-engendered Powers. Otherwise, these encounters will be Undead Spirits lingering in some place. Hostile spirits will likely attack those Heroic Personas who foolishly challenge them to a battle of Mental or Spiritual combat. One such hostile form of spirit is the Lemure, as shown on page 315.

Material Subjects From Other Spheres

It is safe to assume that many creatures and personas from other Planes and Spheres will not willingly venture through a Portal under normal circumstances. But there is also always the chance that some physical creature will have an idea of what a Gate/Door is, where it leads, etc. Mages and Priests have some limited control over these junctures, and have been known to use them for travelling to specific destinations. Another possibility is that one or more unsuspecting creatures will be accidentally "swallowed up" by a suddenly appearing Gate or Door. Whether through design or by accident, then, creatures and personas *do indeed* travel through these magickal links between Planes and Spheres. This makes a plausible explanation both for the strange disappearance of a persona and sightings of fantastic, mythical beasts. The gamemaster should refer to the section beginning on page 327 for engineering human and humanoid encounters of this type. A trio of mythical beasts is described on pages 318 and 319, to serve as examples of the creation of other such creatures for insertion in the campaign.

Elemental And Other-Planar Subjects

Preternatural and Supernatural creatures and beings such as Elementals, Shadow creatures, and even Netherlings can be summoned to the Material Plane for service to Heka users, or come through use of their own innate Heka-engendered Powers or Casting ability. See page 320 for a pair of examples.

SAMPLE THINGS ONCE HUMAN

Skeleton

Identifier: Unalive
Habitat: N/A
Size: Human-sized
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Human standard: 120 yds/BT
Joss (Anti-Joss) Factors: 0
Attractiveness: 4
Quirks: Nil
Dodging Factor/Avoidance: 10 (less applicable armor SF penalty)/Base: —, 36

Invulnerabilities:
Cold
Disease
Poison
Susceptibilities:
Nil

Attacks	BAC	Damage Type	Base
Hands × 2	30	P	3D3

Weapons: By weapon type, at BAC 30 plus Weapon points of weapon
Statistical Detail:

M (Cunning): 40 P: 60*, CL: 0

MR: 20	MM: 20	PM: 30	PN: 30
MRCap: 8	MMCap: 8	PMCap: **	PNCap: **
MRPow: 7	MMPow: 7	PMPow: 12	PNPow: 12
MRSpd: 5	MMSpd: 5	PMSpd: 18	PNSpd: 18

*At 0 (zero) P TRAIT, a skeleton is destroyed.
**Being Unalive, this thing need not and does not have Physical Capacity.
Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Non	*	4	2	8	4	16	16

*Maximum possible Physical damage for Piercing weapons is 1 point/die.

Commentary & Description: Skeletons are animated, Unalive things operating under a Heka-programmed action plan which they cannot break. These are long-dead remains which usually serve a necromancer. They may be placed to guard an object or location, or they may be commanded to accompany their master. Skeletons have no intelligence of their own and are not subject to Mental or Spiritual attacks. However, they have a magickally imbued cunning which enables them some small latitude of choice and ability to select and attack targets. Thus, the means of their creation and binding provides them with a basic, reactive form of pseudo-intelligence enabling them to fight.

Damage inflicted by an attacking skeleton is either that of their boney and claw-like hands or based on the type of weapon used. Skeletons can attack once per CT, either using their two hands or a single weapon. Skeletons have some natural armor, but are often clad in artificial armor to augment their protection.

Note that attacks upon a creature of this sort can not inflict any damage other than Non-Vital. Also note that weapons inflicting Piercing PD inflict only 1 point of damage per die, as modified by any artificial armor in which the thing is clad.

Zombie

Identifier: Unalive
Habitat: N/A
Size: Human-sized
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Human standard: 80 yds/BT
Joss (Anti-Joss) Factors: 0
Attractiveness: 4
Quirks: Nil
Dodging Factor/Avoidance: Nil/Base: —, 12
Invulnerabilities:
Cold
Disease
Poison
Susceptibilities:
Insinuation: Salt: 6D6 PD/1 ounce
Contact: Salt: 1D3 PD/1 ounce

Attacks	BAC	Damage Type	Base
Fist × 2	30	B	2D6+2

Weapons: By weapon type, +2 damage bonus, BAC 30 plus Weapon points.
Statistical Detail:

M (Cunning): 40 P: 80*, CL: 0

MR: 20	MM: 20	PM: 40	PN: 40
MRCap: 8	MMCap: 8	PMCap: 20	PNCap: 20
MRPow: 7	MMPow: 7	PMPow: 14	PNPow: 14
MRSpd: 5	MMSpd: 5	PMSpd: 6	PNSpd: 6

*At 0 (zero) P TRAIT, a zombie is destroyed.
Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Non	*	4	4	8	8	16	16

*Maximum possible Physical damage for Piercing weapons is 1 point/die.

Commentary & Description: Like skeletons, zombies are also animated, Unalive things operating under a Heka-programmed action plan which they cannot break. These are corpses which usually serve a necromancer. They may be placed to guard an object or location, or they may be commanded to accompany their master. Zombies have no intelligence of their own and are not subject to Mental or Spiritual attack. However, they have a magickally imbued cunning which enables them some small latitude of choice and ability to select and attack targets. Thus, the means of their creation and binding provides them with a basic, reactive form of pseudo-intelligence enabling them to fight.

Damage inflicted by attacking zombies is either that of their fists or based on the type of weapon used. Zombies can attack once per CT, either using their two hands or a single weapon. Zombies have natural armor, and are often clad in artificial armor to augment their protection, although this slows them even more.

Attacks upon a creature of this sort can not inflict any damage other than Non-Vital. Also note that weapons inflicting Piercing PD inflict only 1 point of damage per die, as modified by any artificial armor in which the zombie is clad.

Gaunt

Identifier: Undead
Habitat: Ærth, and other like Spheres
Size: Human-sized
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Human Standard: 120 yds/BT.
Joss (Anti-Joss) Factors: Nil (typically)
Attractiveness: 5
Invulnerabilities: (See also below)
All non-enchanted weapons
Chemicals
Cold
Disease
Electricity
Poison
Susceptibilities:
Insinuation: Silver (× 2)
Exposure: Allergic Reaction, Severe: Direct Sunlight, 1 point PD/CT, Dazed in 1 BT
Quirks: None usually
Dodging Factor/Avoidance: 14/Base: —, 40, 25

Attacks	BAC	Damage Type	Base
Claw × 2	40	C	5D3
Bite	35	P	2D3

Powers:
Gaze, Terrifying (Single Subject): Subjects who fail Avoidance of this Gaze must check against Spiritual TRAIT at DR "Extreme" or else be vampirically drained of 6D6 points of S TRAIT, suffering SD thus, while the Gaunt gains these points as a false total to its own S TRAIT.
Shadow Cloaking: Invisible in moderate or thicker shadows.
Silent Movement: Able to move with 90% silence even over dry leaves.
Statistical Detail: Base Scheme (+/– 1D6)

M(Cunning): 120		P: 120, CL: 0		S: 120, EL: 96	
MR: 55	MM: 55	PM: 60	PN: 60	SM: 40	SP: 80
MRCap: 25	MMCap: 25	PMCap: 29	PNCap: 29	SMCap: 30	SPCap: 40
MRPow: 20	MMPow: 20	PMPow: 11	PNPow: 11	SMPow: 5	SPPow: 20
MRSpd: 15	MMSpd: 15	PMSpd: 20	PNSpd: 20	SMSpd: 5	SPSpd: 20

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire**	*Chem.*	*Stun*	*Elec.*
Ultra	8	8	8	8	**	8	**
Super	6	6	6	6	**	6	**
Vital	4	4	4	4	**	4	**
Non	2	2	2	2	**	2	**
Average	5	5	5	5	**	5	**

*Only magickal fire will harm the Gaunt.
**Invulnerable

Note: In very rare cases only, Gaunts may have Heka-engendered armor.

Commentary & Description: A Gaunt, or Nightgaunt as they are sometimes called, is an Undead creature motivated by its Evil Spiritual portion refusing to desert its Physical body. It must continually bolster its Spiritual energy in order to retain its Physical form and its pseudo-intellect, its high cunning. This is accomplished through nighttime forays to hunt for and devour prey—hapless humans.

The Gaunt seeks out a victim to drain of Spiritual energy. When such an individual is at or below Effective Level in that TRAIT, the Gaunt then assails it physically in order to devour its brain.

Note that a Gaunt must feed vampirically on Spiritual energy not less than once per week, and must thereby gain 24 or more points of such energy or else lose that amount from its own TRAIT, vanishing as a creature when at EL. (This is also true in case of suffering SD which brings the Gaunt to that point.) With respect to its cunning, each week without feeding on a fresh human brain reduces its cunning by 20%, and at 0 total it likewise ceases to exist as a Gaunt.

The Gaunt must hide its physical body in daytime, and at sunrise its physical form falls into the state it would normally be in save for the Negative Heka force of the individual—whether a rotting corpse, a mummified husk, skeletal remains, or whatever. As sunset, the form transforms slowly back, to assume the shape of the Gaunt one hour thereafter. Any disturbance of these remains is useless, unless such is an attack to which the Gaunt is Susceptible; for otherwise as darkness grows, the parts magickally regather, meld, and form into the vehicle for the terrible creature once again.

A Gaunt appears as a humanoid of thin and lean sort, hairless and sexless. Its skin is leathery and of deep gray coloration. Sinewy muscles enable its rapid movement and power its attacks—thick, claw-like nails and fanged bite. The skeletal head of the Gaunt is enlarged, the teeth set at an outward angle, and the canines and incisors are enlarged and sharp. Its eyes burn with a faint, gray phosphorescence, and this feral gleaming sometimes reveals the lurking thing's deadly presence.

Lemure

Identifier: Undead Spirit
Habitat: Varied
Size: Human-sized and variable
Initiative Modifiers: Human standard
Modes & Rates of Movement:
20 yds/BT or by Power (see below)
Joss (Anti-Joss) Factors: 0 (see below)
Attractiveness: 0*
*Viewers must pass a check twice vs. SMCap at DR "Easy," or else flee at fastest movement rate away from Lemure for 1D3 BT's time and/or be "Dazed" for a like period.
Invulnerabilities:
All non-enchanted weapons and attack forms such as cold, fire, etc.
Disease
Poison
Susceptibilities:
Allergic Reaction: Proximity to bells ringing, 1D6+1 SD/BT
Quirks: As assigned by the gamemaster.

Attacks	BAC (See below)	Damage Type	Base
Strangulation	40	B	PMPow

Dodging Factor/Avoidance: Nil/Base: 40, 20*, 50
*Uses total Physical, so depending on P TRAIT at the time, could be higher.
Powers (Employable during night hours only):
Æthereality: Full Physical Manifestation to Partial Physical Manifestation to No Physical Manifestation, 1 CT's time to change from form to form.
Close and Bar by Gaze Door/Window: 1 chain distance, Heka-barring of opening.
Displacement: Up to 1 furlong distance, any direction.
Illusion: 1 chain distance, 1 yard radius, 1 BT's duration.
Mental Combat: All forms by Link.
Shadow Walk: Move from shadow to shadow in sight, 1 CT's time.
Spiritual Combat: All forms by Link.
Telempathy: Sight to 1 rod, 3/day.
Telepathy: Reading surface thoughts, sight to 1 rod, 3/day.

Weakness: Victims of a Lemure's touch temporarily suffer a reduction of PMPow and PNPow by 1D6 points each, and like amounts are added to those ATTRIBUTES of the Lemure. At such time as the spirit gains a P TRAIT total in excess of 48, it can and will attack physically. Weakened subjects take no PD, but will suffer the weakness for 1 AT following touch.

Statistical Detail: Base Scheme (+/– 1 to 3D10/1D10)

M: 130, EL: 104		P: 20, CL: 0*		S: 180, EL: 144	
MR: 65	MM: 65	PM: 10	PN: 10	SM: 80	SP: 80
MRCap: 25	MMCap: 25	PMCap: 8	PNCap: 8	SMCap: 30	SPCap: 30
MRPow: 20	MMPow: 20	PMPow: 1	PNPow: 1	SMPow: 25	SPPow: 25
MRSpd: 20	MMSpd: 20	PMSpd: 1	PNSpd: 1	SMSpd: 25	SPSpd: 25

*At this level, the Lemure is forced into NPM form and off the Material and onto the Æthereal or some similar Plane or a Sphere thereof.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire**	*Chem.*	*Stun*	*Elec.*
Ultra	8	8	8	8	*	8	*
Super	6	6	6	6	*	6	*
Vital	4	4	4	4	*	4	*
Non	2	2	2	2	*	2	*
Average	5	5	5	5	**	5	**

*Only magickal fire will affect a Lemure.

**Invulnerable.

Note: Some Lemures may have Heka-engendered armor.

Commentary & Description: The lone and wandering spirits of the Evil dead are known as Lemures. They remain attached to the Material Plane because of their wickedness and refusal to leave their malign activities of mundane sort. Thus they roam the world from sunset until dawn, seeking likely victims.

If a Lemure manages to kill a victim, it gains 1 point in each of its TRAITS.

The hideous and Evil nature of the Lemure is evident when its physical form, whether in Partial or Full Manifestation is seen. Thus, the Attractiveness factor of this spirit and the reaction check necessary.

Vampire, Unalive

Habitat: Material Planes/Spheres
Modes & Rates of Movement: Human standard at 120 yards/BT
Identifier: Unalive
Size: Human-sized
Initiative Modifiers: Human standard.

Outstanding K/S Areas/Sub-Areas & STEEP:

Personas generally lose all K/S upon becoming a vampire, save that usual to basic skills, and *Combat, Hand-to-Hand, Lethal* at a STEEP which can be increased gradually over time with success...

Combat, HTH, Lethal 41

Joss (Anti-Joss) Factors: Nil
Invulnerabilities:
Cold
Disease
Fire/Heat
Electricity
Poison

Attractiveness: Special
Susceptibilities:
Insinuation:
Wood (× 2)
Contact:
Blessed Symbol: 7D3 PD
Blessed Water: 1D6+1 PD & SD per 1 ounce
Exposure:
Blessed Symbol*: Sight inflicts SD—see below.
Garlic: Within 1 yard, 1 point PD/bud of garlic.
Mirror: Sight of own reflection inflicts 1D6 +1 MD & SD.
Sunlight (direct, or its equal): 1D6+1 PD/CT exposure.
Immersion in running water: 1D6+1 PD/CT exposure.

*Blessed Symbol Spiritual damage is equal to the faithful wielder's SMPow minus 10% of the vampire's SMPow, and also minus 1 point per foot distance between the wielder and the subject. SD being inflicted upon the vampire thus each CT of exposure.

Average Armor Protection: 5
Quirks: Nil
Dodging/Avoidance: 5/Base: 20, 20, 20

Attacks	**BAC** (See also below)	**Damage Type**	**Base**
Talons × 2	41 (HTH Non-Lethal)	—	—
Bite	41*	P	1D3, + 1D3 blood/CT +*

*Only attempted if a success in *Combat, HTH, Non-Lethal* is scored by the vampire, and victim is filled with lethargy, unable to resist further unless able to make a roll vs. SMCap at DR "Hard."

Powers:

Climb as Spider: 6 yards/CT on normal surface.

Darkseeing: Seeing as if moonlight.

Heal Self: 1D3 points of Physical damage per Battle Turn.

Regenerate All Damage: Through PPM form and return to casket/soil.

Statistical Detail:

M: 80; EL: 64*		P: 140; CL: 126*		S: 90; EL: 72*	
MR: 40	MM: 40	PM: 70	PN: 70	SM: 45	SP: 45
MRCap: 20	MMCap: 20	PMCap: 40	PNCap: 40	SMCap: 20	SPCap: 20
MRPow: 10	MMPow: 10	PMPow: 20	PNPow: 20	SMPow: 15	SPPow: 15
MRSpd: 10	MMSpd: 10	PMSpd: 10	PNSpd: 10	SMSpd: 10	SPSpd: 10

*At Effective Level or Critical Level the vampire is forced into PMP (mist or smoke) and must flee to the place in which are its burial container and native soil.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt†*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	12	12	12	*	*	12	*
Super	9	9	9	*	*	9	*
Vital	6	6	6	*	*	6	*
Non	3	3	3	*	*	3	*
Average	7	7	7	*	*	7	*

*Invulnerable.

†Applies to Impact damage as well.

Note: Attacks with weapons are limited to Non-Vital and Vital damage regardless of Strike Location (treat Super and Ultra damage as Vital).

Commentary & Description: The vampire must spend at least eight hours' time each day resting upon the soil of the place where it was born. Failure to do this is the same as missing feeding on blood for one week. Thus, these creatures typically rise from their graves, tombs, or like places at night, after hiding safely there away from the sun, resting during the day.

Unalive vampires are typically zomboid slaves of other (usually Preternatural) vampires, and must follow the command of their master without question. However, if the master of an Unalive vampire is destroyed, the bond is broken and the vampire will regain free will. Vampires of Unalive sort continue to decay as a normal corpse unless they are able to drink blood to halt the process, feeding a minimum of once per week or losing 10% of their TRAIT each week lost without so gaining energy. If a full 10 weeks pass without blood, the creature is destroyed.

Anyone drained of blood by an Unalive vampire becomes either a corpse or another Unalive vampire, according to the desire of the vampire.

The only (generally known) two ways to destroy a vampire of this kind are to either: (1) drive a wooden stake through its heart, cut off its head, and then burn all parts to ashes; or (2) expose it to the rays of the sun for a period of CTs equal to the monster's PMCap.

Continued on page 316.

Vampire, Preternatural

Habitat: Material Planes/Spheres
Identifier: Undead
Size: Human-sized
Modes & Rates of Movement: Human standard at 120 yards/BT.
Initiative Modifiers: Human standard.
Outstanding K/S Areas/Sub-Areas & STEEP:

All K/S is generally lost, save those usual to everyday actions and social intercourse, save *Combat, Hand-to-Hand, Lethal* at a STEEP which can be increased gradually over time with success... Thus:

Combat, HTH, Lethal 41

Joss (Anti-Joss) Factors: 1
Attractiveness: Special

Invulnerabilities:	**Susceptibilities:**
All non-enchanted weapons	Insinuation:
Chemicals	Wood (×2)
Cold	Contact:
Disease	Blessed Symbol: 7D3 PD
Fire/Heat	Blessed Water: 1D6+1 PD & SD per 1 ounce
Electricity	Exposure:
Poison	Blessed Symbol*: Sight inflicts SD—see below.
	Garlic: Within 1 yard, 1 point PD/bud of garlic.
	Mirror: Sight of own reflection inflicts 1D6 +1 MD & SD.
	Sunlight (direct or its equal): 1D6+1 PD/CT exposure.
	Immersion in running water: 1D6+1 PD/CT exposure.

*Blessed Symbol Spiritual damage is equal to the faithful wielder's SMPow minus 10% of the vampire's SMPow and also minus 1 point per foot distance between the wielder and the subject, SD being inflicted upon the vampire thus each CT of exposure.

Average Armor Protection: 10
Quirks: Nil
Dodging/Avoidance: 10/Base: 30, 40, 30

Attacks	**BAC** (See also below)	**Damage Type**	**Base:**
Talons × 2	61 (HTH Combat)	C/P	1D3 +6
Bite	61*	P	1D3, + 1D3 blood/CT +*

*Only attempted if a success in *Combat, HTH, Lethal* is scored by the vampire, and victim is filled with lethargy, unable to resist further unless able to pass a roll vs. SMCap at DR "Hard."

Powers:

Assume Partial Physical Manifestation Form: 6/day

Climb as Spider: 6 yards/CT on normal surface.

Darksceing: Seeing as if moonlight.

Gaze: Mental Paralysis (paralysis for as long as Gaze maintained + CT's time).

Heal Self: 1D6 points of Physical damage per Battle Turn.

Hypnosis: Subject must roll vs. SMCap at DR "Hard" or be under Hypnotic command of vampire.

Regenerate All Damage: Through PPM form and return to casket/soil.

Resistance to Heka: Heka attack must overcome 9-point R factor to affect this Preternatural vampire with Casting or Power.

Shape Shift (to and from bat, rat, or wolf form 3/day).

Summoning (of 2D10 + 20 bats or rats or 3D3 wolves, as available in area, one kind only, 1/day).

Statistical Detail:

M: 110 ; EL: 88*		P: 120 ; CL: 108*		S: 125 ; EL: 100*	
MR: 55	MM: 55	PM: 60	PN: 60	SM: 50	SP: 75
MRCap: 25	MMCap: 25	PMCap: 22	PNCap: 22	SMCap: 20	SPCap: 30
MRPow: 15	MMPow: 15	PMPow: 18	PNPow: 18	SMPow: 15	SPPow: 30
MRSpd: 15	MMSpd: 15	PMSpd: 20	PNSpd: 20	SMSpd: 15	SPSpd: 15

*At Effective Level or Critical Level the vampire is forced into Partial Physical Manifestation (mist or smoke) and must flee to the place in which are its burial container and native soil.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt†*	*Fire*	*Chem*	*Stun*	*Elec*
Ultra	16	16	16	*	*	16	*
Super	12	12	12	*	*	12	*
Vital	8	8	8	*	*	8	*
Non	4	4	4	*	*	4	*
Average	10	10	10	*	*	10	*

*Invulnerable.

†Applies to Impact damage as well.

Commentary & Description: The Preternatural vampire must spend at least eight hours time each day resting upon the soil of the place where it was born. Failure to do this is the same as missing feeding on blood for one week. Thus, these creatures typically rise from their graves, tombs, or like places at night, after hiding safely there away from the sun, resting during the day.

As a member of the Undead, vampires of this sort need have blood to sustain themselves in activity, feeding a minimum of once per week or losing 10% of their TRAIT each week lost without so gaining energy. If a full 10 weeks pass without blood, the creature is destroyed.

Anyone drained of blood by a vampire of this sort becomes one of the three things, according to the desire of the vampire:

(1) A corpse,

(2) A zomboid (Unalive) vampire under complete domination, or

(3) A Preternatural vampire.

The only (generally known) two ways to destroy a vampire of this kind are to either: (1) drive a wooden stake through its heart, cut off its head, and then burn all parts to ashes; or (2) expose it to the rays of the sun for a period of CTs equal to the monster's PMCap.

Vampire, Supernatural

Habitat: Nether Plane
Modes & Rates of Movement:
Human standard at 170 yards/BT.
Fly at 170 yards/BT.
Identifier: Unliving
Size: Human-sized
Initiative Modifiers:
Human standard.

Outstanding K/S Areas/Sub-Areas & STEEP:
Dweomercraeft, Black School, Vocation, with *Dweomercraeft* at 101 STEEP, plus

Alchemy 61
Astrology 61
Combat, HTH, Lethal 61
Conjuration 91
Criminal Activities, Mental 61
Deception 61
Demonology 91
Influence 61
Sorcery 91

Joss (Anti-Joss) Factors: 6
Attractiveness: Special
Invulnerabilities:
All non-enchanted weapons
Chemicals
Cold
Disease
Fire/Heat
ounce
Electricity
Poison
Susceptibilities:
Insinuation:
Wood (× 2)
Contact:
Blessed Symbol: 7D3 PD
Blessed Water: 1D6+1 PD & SD per 1
Exposure:
Blessed Symbol*:
Sight Inflicts SD—see below.
Mirror: Sight of own reflection inflicts 1D6 +1 Mental & Spiritual damage

*Blessed Symbol Spiritual damage is equal to the faithful wielder's SMPow minus 10% of the vampire's SMPow and also minus 1 point per foot distance between the wielder and the subject, SD being inflicted upon the vampire thus each CT of exposure.

Average Armor Protection: 20
Quirks: Nil
Dodging/Avoidance: 14/Base: 40, 46, 50

Attacks	BAC (See also below)	Damage Type	Base
Horns	50*	P	4D3
Tail sting	45*	P	2D6 + "Fatal" Poison
Talons x 2	61 (HTH Combat)	C/P	1D3 +20
Bite	61**	P	1D3, + 1D6 blood/CT +**

*Illusory attacks, effective only if the persona believes them to be actual.

**Only attempted if a success in *Combat, HTH, Lethal* is scored by the vampire, and victim is paralyzed, unable to move unless able to pass a roll vs. PMCap at DR "Difficult."

Powers:

Command Obedience: (no Avoidance) Only in one whose *Truename* the vampire knows; but in combat, such control extends only to halting the subject from acting, not to forcing actions.

Darkseeing: Seeing as if normal daylight.

Detect Spoken Deceptions & Lies: Whenever concentrated upon.

Gaze: Mental Paralysis or Spiritual Paralysis (paralysis for as long as Gaze maintained + CT's time).

Heka Drain: Sight to 1 rod, S TRAIT maximum, 3/day.

Illusory Form: Remains in effect up to 6 hours, 3/day.

Illusion: Up to 1 square chain area, 1 hour duration, 3/day.

Lock/Bar Exit: By Heka-force closure, 3/day.

Produce Flame: Equals lamp's flame, can be thrown up to 1 rod distance, 3/day.

Regenerate Body Parts: Through PPM form and return to Soul Object.

Resistance to Heka: Heka attack must overcome 16 point R factor to affect this Supernatural vampire with Casting or Power.

Shadow Cloaking, Self: Becomes invisible in moderate or greater shadows.

Slow Natural Processes (3/day).

Shape Shift (to bat, rat, spider, or wolf form 4/day).

Summoning (of 10D10 + 100 bats, rats, or spiders or 6D3 wolves, as available in area, one kind only, 1/day).

Heka Nebula: A 1 chain diameter cloud in which no Heka can be read for 9 BT's time.

Living Garments: 1 rod radius, all loose/free clothing swoops upwards or entangles so as to obscure vision and impede movement of all within the Area for 9 CT's Time duration.

Stun: All within 1 chain radius must check vs. SMPow at DR "Hard" or be immobilized for 3D3 CTs' time, Dazed for a like number of CTs thereafter.

Vampiric Link: Sight range, but if channel remaining, Distance limit is S TRAIT of vampire in chains regardless of sight. Spiritual attack with Link draining 3D6 points of Spiritual TRAIT from subject victim and restoring lost/adding them to S TRAIT of vampire, (inflicting SD); Link must be made, but thereafter no Heka cost is involved.

Statistical Detail:

M: 160 ; EL: 32*		P: 170 ; CL: 17*		S: 170 ; EL: 34*	
MR: 80	MM: 80	PM: 90	PN: 80	SM: 110	SP: 60
MRCap: 30	MMCap: 30	PMCap: 35	PNCap: 30	SMCap: 40	SPCap: 20
MRPow: 30	MMPow: 30	PMPow: 32	PNPow: 27	SMPow: 40	SPPow: 20
MRSpd: 20	MMSpd: 20	PMSpd: 23	PNSpd: 23	SMSpd: 30	SPSpd: 20

*At Effective Level or Critical Level, the vampire is forced into PMP (mist or smoke) and must flee to the place its Soul Object is kept.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt†*	*Fire*	*Chem*	*Stun*	*Elec*
Ultra	60	32	32	*	*	32	*
Super	45	24	24	*	*	24	*
Vital	30	16	16	*	*	18	*
Non	15	8	8	*	*	8	*
Average	37	20	20	*	*	20	*

*Invulnerable.

†Applies to Impact damage as well.

Commentary & Description: Supernatural vampires each have a Soul Object, and thus their form can never be slain or permanently harmed—Mentally, Physically, or Spiritually. However, if a Soul Object is found and destroyed, then the individual is utterly and irrevocably annihilated.

Unliving vampires need not have blood to sustain themselves, as they are able to feed on Negative Heka, Mental, and Spiritual energy, too; but blood conveys the requisite sustenance as well. In any case, a Supernatural vampire must feed on one of the aforementioned types at least once per week; failure to do so causes a loss of 10% of its TRAIT each week until the vile creature's hunger has been sated. If a full 10 weeks pass without some form of sustenance, the creature is destroyed.

SAMPLE MYTHICAL CREATURES

Griffon (Gryphon)

These Phæree creatures have a lion's body and hind legs, with the head, forelegs, and wings of an eagle. They are larger than the largest lion—and are every bit as ferocious. Griffons have only animal intellect and instinct. They prefer to hunt and live in rocky, mountainous regions.

They have massive talons on their forefeet, for use in diving/flying attacks. In other combat, they fight with one or both of these and their beak.

Identifier: Monster
Habitat: Phæree, *et al.*
Size: 6 x human-sized.
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Fly: 144 yds/BT
Dive: 288 yds/BT
Walk: 60 yds/BT
Joss (Anti-Joss) Factors: Nil
Attractiveness: Nil
Invulnerabilities: None
Susceptibilities: None
Quirks: None

Attacks	BAC	Damage Type	Base
Talon x 2	40	P	2D6
and Beak	35	C	4D3
or Diving	40	P	4D6

Dodging Factor/Avoidance: Nil/Standard
Statistical Detail: Base Scheme
(+/– 1D3 per Physical ATTRIBUTE)

M (Cunning) 30 — P: 310, WL: 232, CL: 279

MR: 15	MM: 15	PM: 155	PN: 155
MRCap: 6	MMCap: 6	PMCap: 60	PNCap: 60
MRPow: 4	MMPow: 5	PMPow: 35	PNPow: 35
MRSpd: 5	MMSpd: 4	PMSpd: 60*	PNSpd: 60*

*Divide by 6 for comparative Speed (i.e., 10).

Armor Scheme: Natural armor protects griffons from most physical attack forms, but as with most feathered creatures, the wings of a griffon are vulnerable to fire, as shown below.

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	8	8	16	—	4	16	4
Super	6	6	12	—	3	12	3
Vital	4	4	8	—	2	8	2
Non	2	2	4	—	1	4	1
Average	5	5	10	—	2	10	2

Pegasus

Pegasi are winged horses, a native animal form of Phæree—and possibly other worlds, too. They possess exceptional intelligence for an animal and are able to bear a load equal to one-quarter their own weight. Pegasi typically gather in small herds wherever there are mountains located near plains, steppes, or grasslands. The size of a pegasus ranges from that of a small genet to a massive, flying destrier. They can be tamed and ridden, but their intelligence and willpower are factors when dealing with would-be trainers and riders, requiring any unfavorable personas to succeed in a roll versus their *Animal Handling* K/S STEEP at a DR of "Difficult."

They can employ a bite, both forehooves or a double-hindhooves kick in defense or attack.

Identifier: Animal
Habitat: Phæree, *et al.*
Size: 6 x human-sized
Initiative Modifiers: None
Modes & Rates of Movement:
Fly: 144 yds/BT
Walk: Based on exact size (see the Mount Movement Rates table on page 132 of Chapter 11).
Joss (Anti-Joss) Factors: 0
Attractiveness: Nil
Invulnerabilities: None
Susceptibilities: None
Quirks: Natural Heka producer (see below).

Attacks	BAC	Damage Type	Base
Hooves x 2	*	B	*
Bite	*	P	*
Kick	*	B	*

*Dependent on size (see the Mounts table on page 121 of Chapter 11).
Dodging Factor/Avoidance: Nil/Standard
Statistical Detail: Base Scheme
(+/– 1D6 per Physical ATTRIBUTE)

M: 38, EL: 30 — P: 200, WL: 150, CL: 180

MR: 18	MM: 20	PM: 100	PN: 100
MRCap: 7	MMCap: 8	PMCap: 20	PNCap: 20
MRPow: 6	MMPow: 7	PMPow: 38	PNPow: 38
MRSpd: 5	MMSpd: 5	PMSpd: 42*	PNSpd: 42*

*Divide by 6 for comparative Speed (i.e., 7).

Note: The Capacity of a creature of this sort need not be equal to Power or Speed.

Armor Scheme: In addition to the natural armor listed below, all pegasi produce *Baraka*, a natural form of Heka, equal to each individual's M TRAIT. (For more information on *Baraka*, please see the **Mythus Magick** book.)

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	4	4	8	—	4	8	4
Super	3	3	6	—	3	6	3
Vital	2	2	4	—	2	4	2
Non	1	1	2	—	1	2	1
Average	2	2	5	—	2	5	2

SAMPLE MYTHICAL CREATURES (Cont.)

Unicorn

The unicorn is native to Phæree. Unicorns possess human-norm intellect and Heka capacity, as well as Weretherion (q.v.) ability. In addition, there are some (20%) who also have *Shape Shifting* ability of other sort. Some use Castings as well as Powers.

These magickal creatures are typically non-aggressive, but at times they will attack. If approached suddenly, or themselves attacked, unicorns will typically attack an opponent they deem defeatable by using its magick and natural weapons rather than fleeing. A unicorn can inflict deadly damage with its horn in charging, gore with that weapon, and strike with its forehooves, too, and bite in melee, or deliver a hindlegs-hooves kick to the rear or when retreating.

Identifier: Animal
Habitat: Phæree, *et al.*
Size: 6 × human-sized
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Based on exact size (see the Mount Movement Rates table on page 132 of Chapter 11).
Joss (Anti-Joss) Factors: 7
Attractiveness: Nil
Invulnerabilities:
Disease
Poison
Susceptibilities: None

Attacks	BAC	Damage Type	Base
Hooves × 2	*	B	*
and Bite	*	P	*
and Gore,	50	P	5D3
or Kick,	*	B	*
or Charge	50	P	10D3

*Dependent on size (see the Mounts table on page 132 of Chapter 11).
Quirks: An enraged unicorn can be calmed by a virgin.
Dodging Factor/Avoidance: Nil/Standard
Powers: The gamemaster may wish to choose a particular innate Heka-engendered Power for all unicorns, or allow for different creatures to possess unique abilities, or both. We recommend the latter.
Statistical Detail: Base Scheme (+/– 2D10 per TRAIT)

M: 80, EL: 64		P: 210, WL: 157, CL: 189		S: 80, EL: 64	
MR: 40	MM: 40	PM: 105	PN: 105	SM: 20	SP: 60
MRCap: 20	MMCap: 20	PMCap: 20	PNCap: 20	SMCap: 8	SPCap: 30
MRPow: 10	MMPow: 10	PMPow: 25	PNPow: 25	SMPow: 6	SPPow: 20
MRSpd: 10	MMSpd: 10	PMSpd: 60*	PNSpd: 60*	SMSpd: 6	SPSpd: 10

*Divide by 6 for comparative Speed (i.e., 10).
Armor Scheme: All creatures of this type have magickally endowed natural armor (from their horn, for instance), as shown below.

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	24	24	40	12	12	40	12
Super	18	18	30	9	9	30	9
Vital	12	12	20	6	6	20	6
Non	6	6	10	3	3	10	3
Average	15	15	25	7	7	25	7

SAMPLE OTHER-PLANAR CREATURES

Devil, Horned

Identifier: Pandemonian, Devil, Minor
Habitat: Pandemonium
Size: 2 × Human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Human standard: 120 yds/BT.
Fly: 240 yds/BT.
Invulnerabilities:
All non-enchanted weapons
Chemicals
Cold
Disease
Fire/Heat
Poison
Susceptibilities:
Insinuation: Gold (× 1)
Iridium (× 2)
Rock crystal (× 3)
Exposure: Very loud noises, as well as continual ones, such as bells, gongs, etc., inflict 1D3 points PD/BT
Quirks: Nil
Dodging Factor/Avoidance: 14/Base: 40, 40, 40

Attacks	BAC (See below)	Damage Type	Base
Horns	50	P	2D10
Claws x 2	50	C	3D6
Bite	50	P	2D6

Weapons: Per weapon type, BAC 50 plus weapon points, +13 damage bonus.
Powers: *Amplify Emotion* (sight to 1 chain, 1/day)
Darkseeing (as if daylight)
Smoke Cloud Generation (1 chain radius, 3/day)
Heal Self (1D3 points of each sort of damage each BT)
Fire Missile (1/CT, 1 chain range at Short, 99 BAC, 6D6 Fire PD, 3 times/day)
Produce Fire: (1 chain range, 1 square rod area, 1 AT duration, 3/day)
Produce Flame: (1 rod distance, equal to lamp, 1 AT duration, 3/day)
Resistance to Heka (must overcome 9 point R factor to affect Monster with Casting or Power)
Shape Shift (to/from any form, 1 CT transformation time, 3/day)
Undetectable Lie (3/day).
Other: *Extreme Attractiveness:* –6 = Nightmarish. Viewers check vs. SM CATEGORY at: Dazing, "Moderate"; Fleeing, "Hard"; Insanity, "Moderate".
Statistical Detail:

M: 140, EL: 112		P: 240, WL: 180, CL: 216		S: 120, EL: 96	
MR: 70	MM: 70	PM: 120	PN: 120	SM: 60	SP: 60
MRCap: 30	MMCap: 30	PMCap: 55	PNCap: 55	SMCap: 20	SPCap: 20
MRPow: 20	MMPow: 20	PMPow: 25	PNPow: 25	SMPow: 20	SPPow: 20
MRSpd: 20	MMSpd: 20	PMSpd: 40*	PNSpd: 40*	SMSpd: 20	SPSpd: 20

*Divide by 2 for comparable Speed (i.e., 20).

Armor Scheme: All creatures of this type have magickally endowed natural armor (from their horn, for instance), as shown below.

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	28	28	40	*	*	40	28
Super	21	21	30	*	*	30	21
Vital	14	14	20	*	*	20	14
Non	7	7	10	*	*	10	7
Average	17	17	25	*	*	25	17

*Invulnerable.

Note: Some devils have Heka-engendered armor protection as well.
Commentary & Description: Devils are closely related to and commonly found in association with Fiends.

Devils in general, including Horned Devils, typically employ a polearm such as a man-catcher in conjunction with a huge chopper, a military fork, a sabre-axe, etc. or else some large and deadly weapon as suits their nature.

This kind of Devil is a bipedal, humanoid-like creature some 7 or 8 feet tall. Its maroon body is lanky and muscular, with dark purple horns, teeth, claws, and tail. The latter is prehensile and can be used to pick up, hold, and employ small items. The leering visage of a Horned Devil is, as noted above, so ghastly as to cause a human to recoil and react, even to the point of madness, in order to escape such sight. Huge eyes with irises of a nauseating pea-green, pierced by pupils which appear as slits of glowing orange, are the first but hardly the worst of the facial features and ineffable form which combine to cause such revulsion.

Netherling

Netherlings are Minor Demon, Devil, and Fiend life-forms from the Netherrealms, and about a dozen in total will fit this general mold. The Base Scheme below assumes the least sort, just as does the Armor Protection listed. Note, however, that there is an Invulnerability to normal, non-enchanted/non-Heka-based attacks always protecting even the least of netherlings.

Netherlings have some K/S Area use, limited Casting ability, and they all possess 1D3 or more minor Powers.

Identifier: Demon, Devil, or Fiend
Habitat: Netherrealms
Size: Variable
Initiative Modifiers: Human standard
Modes & Rates of Movement: Human standard
Invulnerabilities:
Non-enchanted weapons
Chemicals
Disease
Fire/Heat
Poison
Electricity
Susceptibilities:
Insinuation: Cold-wrought Iron (×1)
Gold (×2)
Argent (×1)
Exposure: Extreme Cold (×2)
Quirks: None

Attacks	BAC	Damage Type	Base
Claws x 2	50	C	3D3
Bite	40	P	2D3

Dodging Factor/Avoidance: Nil/Base: 20, 30, 35
Statistical Detail: Base Scheme (+/– 1D6+1D3 per TRAIT)

M: 120, EL: 96		P: 100, WL: 75*		S: 120, EL: 96	
MR: 60	MM: 60	PM: 50	PN: 50	SM: 50	SP: 70
MRCap: 25	MMCap: 25	PMCap: 20	PNCap: 20	SMCap: 20	SPCap: 30
MRPow: 25	MMPow: 25	PMPow: 15	PNPow: 15	SMPow: 15	SPPow: 20
MRSpd: 10	MMSpd: 10	PMSpd: 15	PNSpd: 15	SMSpd: 15	SPSpd: 20

*At this point the Netherling is forced to abandon its Physical form and return to its own Plane/Sphere, unless there at the time, in which case it is in trouble....

Armor Scheme: All creatures of this type have magickally endowed natural armor (from their horn, for instance), as shown below.

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	12	12	12	*	*	12	*
Super	9	9	9	*	*	9	*
Vital	6	6	6	*	*	6	*
Non	3	3	3	*	*	3	*
Average	7	7	7	*	*	7	*

*Invulnerable.

SAMPLE OTHER PERSONAS

This section provides some ready-made examples of humans, monsters, and animals for your use in adventures and as an aid in designing OPs of your own. While a few of the OPs listed in the sections below will likely pop-up in scenarios for the **Mythus** game, it is a good idea to make up some new ones for your scenarios (or adapt them from other game systems) so that the HPs won't be quite so sure what they're up against. You may also wish to refer to the **Epic of Ærth** companion volume for a more complete list of the creatures of Ærth and Phæree, although you will still be faced with creating information on their stats. (Also, a future reference work will provide a cyclopedia of additional creatures, monsters, Beasts, etc.) Try to preserve the elements of surprise and wonder for your own players. If you can convince them not to read this section at all, then so much the better! (Although we don't *really* believe they won't...)

TYPICAL MP

Lintelmore the Innkeeper (age 48)

M: 60, EL: 48		P: 50, WL: 37, CL: 45		S: 51, EL: 40	
MR: 30	MM: 30	PM: 25	PN: 25	SM: 30	SP: 21
MRCap: 11	MMCap: 10	PMCap: 10	PNCap: 10	SMCap: 10	SPCap: 8
MRPow: 10	MMPow: 10	PMPow: 9	PNPow: 9	SMPow: 10	SPPow: 7
MRSpd: 9	MMSpd: 10	PMSpd: 6	PNSpd: 6	SMSpd: 10	SPSpd: 6

Notes: Lintelmore is the proprietor of the local inn where the HPs will surely stay during their travels. He is jovial and good-natured, and happily provides room and board. Lintelmore is curious and anxious to hear of news or gossip from distant lands. If the personas share a bit of news with him, he will prove to be a good source of local information.

Physical Description: As with many others of this profession, Lintelmore is overweight—the food at the inn being readily available and hearty fare. The innkeeper stands 5'10" and weighs 210 pounds. He has dark brown hair with some graying, brown eyes and a round face framed by a curly beard.

Joss Factors: 1

SEC: 5

Prime K/S Areas: 2	STEEP
Domestic Arts & Sciences	45
Business Administration	45

Move: 50 yards per BT

Possessions/Resources: Inn, cash box containing 4,000 BUCs. (28,000 BUCs in gold and silver hidden in cellar)

Quirks: None

Weapons & Armor: None

TYPICAL FP

Max the Street Urchin (age 10)

M: 60, EL: 48		P: 54, WL: 40, CL: 48		S: 50, EL: 40	
MR: 30	MM: 30	PM: 27	PN: 27	SM: 20	SP: 30
MRCap: 12	MMCap: 11	PMCap: 12	PNCap: 12	SMCap: 8	SPCap: 10
MRPow: 9	MMPow: 10	PMPow: 5	PNPow: 5	SMPow: 7	SPPow: 10
MRSpd: 9	MMSpd: 9	PMSpd: 12	PNSpd: 12	SMSpd: 5	SPSpd: 10

Notes: Max is a minor annoyance to the HP party; he will try to pick-pocket one of the personas. He may give some information that is useful to them, though, if they are nice to him.

Physical Description: Max is a scrawny little waif, 5'1" tall and weighing 94 pounds. He has black hair and green eyes.

Joss Factors: 1

SEC: 2

Prime K/S Areas: 1	STEEP
Criminal Activities, Physical	50

Move: 54 yards per BT

Possessions/Resources: None worth noting

Quirks: None

Weapons & Armor: Knife (small), no armor

TYPICAL EP

Grygg, Assassins' Guild Master (age 33)

M: 71, EL: 56		P: 96, WL: 72, EL: 86		S: 70, EL: 56	
MR: 36	MM: 35	PM: 45	PN: 51	SM: 25	SP: 45
MRCap: 14	MMCap: 12	PMCap: 15	PNCap: 17	SMCap: 10	SPCap: 17
MRPow: 10	MMPow: 11	PMPow: 15	PNPow: 17	SMPow: 8	SPPow: 15
MRSpd: 12	MMSpd: 12	PMSpd: 15	PNSpd: 17	SMSpd: 7	SPSpd: 13

Notes: Grygg is the leader of a local group of assassins. He is extremely cunning and tricky. Grygg will try to get the personas to help him through guile and treachery. If they don't realize what he is up to, it could get them in deep trouble with the local lawmakers.

Physical Description: Tall and lanky, Grygg is 6'1" and weighs 155 pounds. He has sandy hair and gray eyes.

Joss Factors: 6

SEC: 6

Prime K/S Areas: 10	STEEP
Criminal Activities, Mental	55
Criminal Activities, Physical	50
Deception	45
Espionage	44
Combat, Hand Weapons	42
Combat, HTH Lethal	40
Combat, Missile Weapons	40
Influence	40
Acrobatic/Gymnastics	37
Toxicology	34

Move: 96 yards per BT

Possession/Resources: Grygg has the following magickal gear:

Cloak of Invisibility: Confers the Heka-engendered power of invisibility upon the wearer while remaining still or moving at a normal rate (not while running or fighting!)

Amulet of Psychic Protection: Continuously confers 20 points versus all Mental and Spiritual attacks against the bearer.

Quirks: None

Weapons & Armor: Leather jerkin and tunic; fine steel chain shirt (worn under tunic so as to equal Average Armor of 3/4 Chain Mail [18 points] at SF penalty of only 3); one pair of throwing daggers; magickal short sword, +10 BAC, +1/die PD; stiletto with STR 55 insinuative poison.

TYPICAL HPG

Zarak the Scholar (age 42)

M: 140, EL: 112		P: 70, WL: 52, CL: 63		S: 130, EL: 104	
MR: 80	MM: 60	PM: 28	PN: 42	SM: 80	SP: 50
MRCap: 32	MMCap: 22	PMCap: 12	PNCap: 15	SMCap: 35	SPCap: 20
MRPow: 30	MMPow: 22	PMPow: 6	PNPow: 13	SMPow: 25	SPPow: 15
MRSpd: 18	MMSpd: 16	PMSpd: 10	PNSpd: 14	SMSpd: 20	SPSpd: 15

Notes: Has knowledge of what the HP group is after. May be a Special Connection of one of the personas. He is well-known and respected in the community.

Physical Description: Zarak is a small man, with black hair that is going gray at the temples. He is 5'9" and weighs 140 pounds. His eyes are black.

Joss Factors: 3

SEC: 7

Prime K/S Areas: 6	STEEP
Education	54
Geography/Foreign Lands	50
History	50
Multiversal Planes & Spheres	42
Subterranean Ærth	42
Alchemy	25

Move: 70 yards per BT

Possessions/Resources: Home, library of precious tomes

Quirks: None

Weapons & Armor: None

TYPICAL HUMANOID EP

Orc

Base Scheme (+/– 2D6+3):

M: 46, EL: 36		P: 72, WL: 54, CL: 64		S: 30, EL: 24	
MR: 20	MM: 26	PM: 42	PN: 30	SM: 10	SP: 20
MRCap: 8	MMCap: 10	PMCap: 16	PNCap: 10	SMCap: 4	SPCap: 8
MRPow: 6	MMPow: 10	PMPow: 16	PNPow: 10	SMPow: 3	SPPow: 6
MRSpd: 6	MMSpd: 6	PMSpd: 10	PNSpd: 10	SMSpd: 3	SPSpd: 6

Notes: Orcs are long-armed tribal humanoids somewhat akin to goblins, originating from the world of Phæree. Although rarely encountered on Ærth, they are usually encountered near some Subterranean opening from whence they have issued to raid the outer world.

Large groups often (60% chance) include shamans or witch doctors with limited Heka use and powers, similar to humans.

Physical Description The thick, pocked and warted skin of an orc is bristled in hair which ranges from gray to medium brown, and is frequently mottled in patches of other colors of hair. Orcs have greasy black hair, narrow, beady eyes, and a baboon-like nose above a mouth full of sharp and tusked canines. They wear human-style armor and clothing when they can, but are perfectly comfortable in skins and rough woolen garments.

Joss Factors: 0

SEC: N/A

Prime K/S Areas: 3	STEEP
Combat, Hand Weapons	35
Combat, Hand Weapons, Missile	30
Endurance	30

Move: 72 yards/BT

Possessions/Resources: None

Quirks: Excellent night vision in outdoor environments (ultraviolet spectrum).

Weapons & Armor: Club, spear, or sword; natural armor (see below). In addition, orcs typically wear artificial armor, so their natural armor base is added to this, and no Speed Factor penalty for the latter accrues.

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	8	8	8	—	—	8	—
Super	6	6	6	—	—	6	—
Vital	4	4	4	—	—	4	—
Non	2	2	2	—	—	2	—
Average	5	5	5	—	—	5	—

Susceptibilities:

Contact: Ferrous metal

Allergy: 11 ATs' time exposure to ferrous metals (100 lbs. in 10 feet) inflicts 1 point PD/BT thereafter

ANIMALS & LIKE CREATURES

Animals like creatures often play important roles in a campaign milieu and serve as pets, companions, mascots, familiars, and the like. In a world such as Ærth, magickal creatures are not uncommon, and it is even possible (through Castings, curses, or whatever) for personas to take on Animal or Beast form. Listed below are some examples of the typical animals and beasts to be found during the course of play. For more information on creating Beasts, see earlier in this chapter.

Most of the mundane animals listed below could just about be found anywhere on Ærth, and some—such as the cat and dog—could even be domesticated. Animals in a fantasy gaming system don't typically pose much of a threat to a determined group of adventurers, but they should be included now and then to add a touch of realistic variety. A good GM will always seek to insert little touches here and there to help make the campaign more believable, and Heroic Personas won't always be faced with monsters and human enemies.

Cat

Identifier: Animal, Mammal, Feline

Habitat: Ærth *et al.*

Size: 0.1 × human-size

Initiative Modifiers: Human standard

Modes & Rates of Movement

Walk: 70 yards/BT

Run & Dodge:* 140 yards/BT

*Run 280 yards/BT (1 BT only)

Dodging Factor: 20

Joss Factors: 9

Attacks	**BAC**	**Damage Type**	**Base**
Claw × 2	35	C	1
Bite	30	P	1-2
Rake	*	C	1

*Automatic, but only if both claw attacks succeed.

Statistical Detail:

M (Cunning): 22		P: 14, WL: 10, CL: 12	
MR: 12	MM: 10	PM: 7	PN: 7
MRCap: 4	MMCap: 4	PMCap: 3	PNCap: 3
MRPow: 4	MMPow: 3	PMPow: 1.5	PNPow: 1.5
MRSpd: 4	MMSpd: 3	PMSpd: 2.5*	PNSpd: 2.5*

*Multiply by 10 to find actual PMSpd and PNSpd, i.e., 25.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	4	4	4	—	—	4	—
Super	3	3	3	—	—	3	—
Vital	2	2	2	—	—	2	—
Non	1	1	1	—	—	1	—
Average	2	2	2	—	—	2	—

Commentary & Description: A typical cat ranges in size and temperament from a scrawny alley cat of 7 pounds to a fat, lazy house tom of 15 pounds. Although not typically life-threatening, cats can bite and scratch their targets, with varying degrees of effectiveness. A Special Success with claw might mean damage to the opponent's eyes, but that's at GM's option, of course.

All cats are born with 9 Joss Factors, representing their nine lives. Each Joss Factor can be used only once, and is not replaceable.

Dog

Identifier: Animal, Mammal, Canine
Habitat: Ærth, *et al.*
Size: 0.25 x human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Walk: 128 yards/BT
Trot: 256 yards/BT
Dodging Factor: 10
Joss Factors: 0

Attacks	BAC	Damage Type	Base
Bite	40	P	1D6

Statistical Detail:

M (Cunning): 22 P: 32, WL: 24, CL: 28

MR: 10	MM: 12	PM: 16	PN: 16
MRCap: 4	MMCap: 4	PMCap: 6	PNCap: 6
MRPow: 3	MMPow: 4	PMPow: 5	PNPow: 5
MRSpd: 3	MMSpd: 4	PMSpd: 5*	PNSpd: 5*

*Multiply by 4 to find actual PMSpd and PNSpd, i.e., 20.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	4	4	4	—	—	4	—
Super	3	3	3	—	—	3	—
Vital	2	2	2	—	—	2	—
Non	1	1	1	—	—	1	—
Average	2	2	2	—	—	2	—

Commentary & Description: As with cats, dogs come in many different forms. The scheme above is for an average one. The most common sorts encountered by adventuring personas will be either guard dogs or wild dogs found in packs, and such animals will be a little or a lot tougher. Any dog is able to attack once per CT with a bite, which does as little as 1-2 points PD in miniature specimens, and 3D3 or better in the case big ones. Note that war dogs are usually clad in Full Leather Armor.

Wolf

Identifier: Animal, Mammal, Canine
Habitat: Ærth, *et al.*
Size: 0.5 x human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Walk: 136 yards/BT
Trot: 204 yards/BT
Run: 272 yards/BT
Dodging Factor: 10
Joss Factors: 0

Attacks	BAC	Damage Type	Base
Bite	50	P	3D3+3

Statistical Detail:

M (Cunning): 26 P: 68, WL: 51, CL: 61

MR: 12	MM: 14	PM: 34	PN: 34
MRCap: 4	MMCap: 5	PMCap: 12	PNCap: 12
MRPow: 4	MMPow: 5	PMPow: 11	PNPow: 11
MRSpd: 4	MMSpd: 4	PMSpd: 11*	PNSpd: 11*

*Multiply by 2 to find actual PMSpd and PNSpd, i.e., 22.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	4	4	8	—	—	8	—
Super	3	3	6	—	—	6	—
Vital	2	2	4	—	—	4	—
Non	1	1	2	—	—	2	—
Average	2	2	5	—	—	5	—

Commentary & Description: Wolves are similar to dogs, but they are typically larger, more able in attack, and have a higher killer instinct.

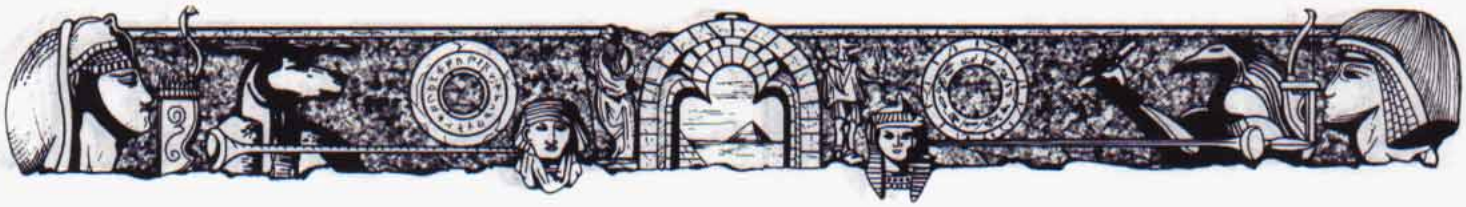
Wolves often roam the wild in packs numbering 3-8 (1D6+2), and lair in caves located in hilly or forested regions. They will join in multi-pack groups (1D6 packs) under rare circumstances.

Tiger

Identifier: Animal, Mammal, Feline
Habitat: Azir, Ærth
Size: 3x human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Creep: 22 yards/BT
Stalk: 110 yards/BT
Run: 220 yards/BT
Charge: 330 yards/BT (1 BT only)
Dodging Factor: 10
Joss Factors: 0

Attacks	BAC	Damage Type	Base
Foreclaws x 2	40	C	2D6
Bite	35	P	3D6+3
Hindclaws rake*	50	C	4D6

*Applicable only when opponent has been hit by both forepaws, indicating hold, and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.



Statistical Detail:

M (Cunning): 30 P: 220, WL: 165, CL: 198

MR: 12	MM: 18	PM: 110	PN: 110
MRCap: 4	MMCap: 6	PMCap: 20	PNCap: 20
MRPow: 4	MMPow: 6	PMPow: 30	PNPow: 30
MRSpd: 4	MMSpd: 6	PMSpd: 60	PNSpd: 60

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	6	6	8	—	—	8	—
Super	4	4	6	—	—	6	—
Vital	3	3	4	—	—	4	—
Non	1	1	2	—	—	2	—
Average	3	3	5	—	—	5	—

Commentary & Description: The natural habitat for tigers is all Azir, and they are rarely encountered in other regions. They are silent, fast, and deadly, preferring to strike when their prey's back is turned.

Snake, Coral

Identifier: Animal, Reptile
Habitat: Ærth, *et al.*
Size: 0.1 × human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Slither: 30 yards/BT
Rush: 60 yards/BT (1 BT only)
Dodging Factor: 10
Joss Factors: 0

Attacks	BAC	Damage Type	Base
Bite	40	P	1 point + poison, STR 30 (30-30-15) in 1 BT delays

Statistical Detail:

M (Cunning): 8 P: 12, WL: 9, CL: 10

MR: 4	MM: 4	PM: 6	PN: 6
MRCap: 2	MMCap: 3	PMCap: 2	PNCap: 2
MRPow: 1	MMPow: 1	PMPow: 2	PNPow: 2
MRSpd: 1	MMSpd: 1	PMSpd: 2*	PNSpd: 2*

*Multiply by 10 to find actual PMSpd and PNSpd, i.e., 20.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	4	4	4	—	—	4	—
Super	3	3	3	—	—	3	—
Vital	2	2	2	—	—	2	—
Non	1	1	1	—	—	1	—
Average	2	2	2	—	—	2	—

Commentary & Description: Poisonous snakes are found all over the world. If this were a krate rather than a coral snake, the poison would be a stronger and act in but one CT's time. The venom of this snake is sufficient for a maximum of one successful biting attack in any one-hour time period.

Hart

Identifier: Animal, Mammal, Ungulate
Habitat: Ærth, *et al.*
Size: 2 × human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Human Standard: 200 yards/BT
Rush: 60 yards/BT (1 BT only)
Dodging Factor: 10
Joss Factors: 0

Attacks	BAC	Damage Type	Base
Horns (antlers)	40	P	2D3*
Forehooves × 2	40	C/B	1D6

*Double PD if charging and striking

Statistical Detail:

M (Cunning): 22 P: 200 WL: 150, CL: 180

MR: 10	MM: 12	PM: 100	PN: 100
MRCap: 4	MMCap: 4	PMCap: 40	PNCap: 40
MRPow: 3	MMPow: 4	PMPow: 20	PNPow: 20
MRSpd: 3	MMSpd: 4	PMSpd: 40*	PNSpd: 40*

*Divide by 2 to find actual PMSpd and PNSpd, i.e., 20.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	4	4	4	—	—	4	—
Super	3	3	3	—	—	3	—
Vital	2	2	2	—	—	2	—
Non	1	1	1	—	—	1	—
Average	2	2	2	—	—	2	—

Commentary & Description: A hart is a fully grown male deer. In Avillonia, the hart of pure white is believed to be a magickal omen, as these animals possess *Baraka*, natural Heka. Though rarely aggressive, save at mating time, the hart is able to attack with its rack of antlers (when grown out in autumn and winter) and/or hooves once per CT.

Eagle

Identifier: Animal, Avies
Habitat: Ærth, *et al.*
Size: 0.25 × human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Fly: 144 yards/BT
Dive: 288 yards/BT
Plummet: 576 yards/BT
Dodging Factor: 6
Joss Factors: 0

Attacks	BAC	Damage Type	Base
Talons × 2	40	P	1D3
Bite (beak)	35	C	1D2

Statistical Detail:

P: 36, WL: 27, CL: 32

PM: 18	PN: 18
PMCap: 8	PNCap: 8
PMPow: 6	PNPow: 6
PMSpd: 4*	PNSpd: 4*

*Multiply by 4 to find actual PMSpd and PNSpd, i.e., 16.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	4	4	4	—	—	4	—
Super	3	3	3	—	—	3	—
Vital	2	2	2	—	—	2	—
Non	1	1	1	—	—	1	—
Average	2	2	2	—	—	2	—

Commentary & Description: Eagles are found mostly in wild jungles or mountainous regions, where they make their nests high atop some huge tree or rocky crag. A typical encounter will be with a solitary eagle in flight, unless the HPs venture to the aerie, in which case there will be a mated pair and 1D3 eggs.

SAMPLE MONSTROUS THINGS

Monstrous things are weird or magickal creatures that will provide more of a challenge for the personas than animals, for they often have some form of Heka-engendered Power or are otherwise superior to mundane animals. Such creatures may be assigned TRAITS and Heka use in a manner relative to the human base scheme, as detailed above. Variations from that base are usually noted. We have used the following terminology to generalize variance:

Low means near the bottom of the human-norm scale (3 to 7 per ATTRIBUTE).

High means near the top of that scale (14 to 19 per ATTRIBUTE).

Superior means at or above normal maximums for humans (above 30 per ATTRIBUTE).

Limited refers to Heka use and indicates power which is roughly commensurate with an average, non-Full Practitioner human or of innate sort restricted to certain areas (such as is Psychogenic Power when converted to magick/Heka—see the **Mythus Magick** book).

Moderate also refers to Heka, indicating usage of typical human, Full Practitioner sort.

Considerable indicates Heka power nearing human maximum.

Great indicates Heka use of from the best human practitioner to well beyond that.

Utmost is used to denote Heka power in the Supernatural range and in some cases verging on the Entital (i.e., wielding Heka or powers equaling thousands of Preternatural factors in effect, possibly even tens of thousands in extreme cases).

Ogre

Identifier: Humanoid
Habitat: Phæree
Size: 12× human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Human Standard: 210 yards/BT
Joss Factors: 0
Invulnerabilities:
Cold
Poison
Susceptibilities:
Insinuation: Iron (×3)
Contact: Iron (×2)
Exposure: Sunlight petrifies in 1D3 BT's time.
Allergy: 1 BT exposure to ferrous metal (100 lbs. in 10 feet) inflicts 1 point PD/CT thereafter

Attacks	**BAC** (see Powers)	**Damage Type**	**Base**
Fist ×2	35	I	4D6+4*
and Bite	25	P	3D10
or Bludgeon (huge!)	30	I	4D6+28

*Plus damage bonus for mass (see Chapter 12).

Powers:
Darkseeing (as if daylight)
Resistance to Heka (must overcome 9 point R factor to affect ogre with Casting or Power)
Sonic Bellow (causes –10 Initiative for that CT to all within 1 chain radius unless they succeed in a roll against MR CATEGORY at DR "Hard")

Statistical Detail:

M: 50, EL: 40 P: 420, WL: 315, CL: 378 S: 40, EL: 32

MR: 25	MM: 25	PM: 210	PN: 210	SM: 10	SP: 30
MRCap: 15	MMCap: 15	PMCap: 86	PNCap: 86	SMCap: 4	SPCap: 10
MRPow: 5	MMPow: 5	PMPow: 40	PNPow: 40	SMPow: 3	SPPow: 10
MRSpd: 5	MMSpd: 5	PMSpd: 84*	PNSpd: 84*	SMSpd: 3	SPSpd: 10

*Divide by 12 to find actual PMSpd and PNSpd, i.e., 7.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	40	40	60	12	12	28	—
Super	30	30	45	9	8	21	—
Vital	20	20	30	6	6	14	—
Non	10	10	15	3	3	7	—
Average	25	25	17	7	7	17	—

Commentary & Description: Ogres are huge humanoid creatures of massive size and strength and dubious intellect indigenous to Phæree. Despite their Low intelligence, they have Moderate innate Heka powers. They typically lair in remote areas and prey on the surrounding wildlife, but find HPs to be a delicious treat.

From 12 to 14 feet tall, very broad, and weighing roughly 2,800-3,300 pounds, ogres have a fearful appearance. They are heavily built, hairy, and warty, with dirty complexions and fangs or tusks that protrude from the corners of their mouths. They frequently wear skins and hides, and might thus in effect gain additional armor protection (equal to Half to Full Leather, or Reinforced Leather, Armor).

Ogres are solitary creatures and are usually encountered alone or in small bands of two or three (20% chance of more than one ogre). They are nocturnal, for certain high-frequency radiations (such as sunlight) have the effect of calcifying their tissues—in effect, petrifying them (a Susceptibility) after 1D3 BTs of exposure.

Werewolf

Identifier: Human, Therianthrope
Habitat: Material Planes/Spheres
Size: Human-sized
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Human standard at * yards/BT, or wolf standard.
*See Statistical Detail explanation below.
Invulnerabilities:
Non-enchanted weapons
Susceptibilities:
Insinuation: Silver (×2)
Exposure: Allergic reaction to wolfsbane—1 sprig in 3 feet inflicts 1D3 PD/CT
Dodging Factor: Human standard; double in wolf form!

Attacks	BAC (see Powers)	Damage Type	Base
Claws ×2*	**	C	2D3†
Bite	**	P	3D3†

*Usable only in humanoid, bipedal mode.
**Per the persona's human Combat, HTH, Lethal STEEP, plus 15%.
†Plus PMPow bonus

Powers:
Darkseeing (as if in daylight)
Hyperæsthesia, audial and olfactory (as wolf modified as noted below)
Resistance to Heka (which causes Spiritual damage, R equal to persona's SM CATEGORY)

Statistical Detail:
M: * P: ** S: †
*All M stats of persona but as Cunning, not Mental TRAIT, so no Mental attacks/damage possible
**All P stats of persona increase by 50%, rounded up in this case. When transforming back to human, however, PD accrued counts as 100%, so that there is no "false" P total, absorbing (and thus precluding) Physical harm.
†All SM CATEGORY stats are zero (0), but those of SP CATEGORY remain, so the creature is subject to Spiritual damage as modified by its *Resistance* as noted above under Powers.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	4	4	4	*	*	8	*
Super	3	3	3	*	*	6	*
Vital	2	2	2	*	*	4	*
Non	1	1	1	*	*	2	*
Average	2	2	2	*	*	4	*

*PD only if magickal

Commentary & Description: Werewolves are humans transformed to a semi-animal or full animal form because of magickal effect of purposeful intent or curse sort. Those wishing transformation can change to and from animal form at will, usually once each per day. Those under curse typically have an involuntary change pattern triggered by the near-full/full moon's rising and setting (a 3-5 day period).

Sometimes werewolves are known as *lycanthropes*. They are incredibly strong and fast, with wicked, murderous natures. These creatures are harmed only by silver or magickal weapons, and can infect with therianthropy those they bite who fail a check against their Physical TRAIT at a DR of "Difficult."

Remember that armor applies only to those attack forms which can actually affect the creature!

In semi-animal form, the werewolf walks upright and can move and climb as a human—it having clawed hands rather than paws—but it has only about half the olfactory capacity of a wolf. In wolf-like form the werewolf has the movement and senses of a true wolf.

Yeti

Identifier: Humanoid
Habitat: Phæree
Size: 6 × Human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Walk: 120 yards/BT
Run: 240 yards/BT
Charge: 360 yards/BT (1 BT only)
Invulnerabilities:
Cold
Poison
Susceptibilities:
Insinuation: Iron (×2)
Contact: Iron (×1)
Allergy: 1 BT's time exposure to ferrous metal (100 lbs. in 10 feet) inflicts 1 point PD/CT thereafter

Attacks	BAC (see Powers)	Damage Type	Base
Fist × 2*	30	B	4D3
and Bite	25	P	2D6
or Weapon	20	*	+13

*Per weapon type

Powers:
Ambush (as if Criminal Activities, Physical with 40 STEEP)
Darkseeing (as if moonlight)
Invisibility (in natural terrain, distance beyond 1 chain and moving only at crawling speed)
Paralyzing Gaze (1 rod range, 1 subject, check vs. MR CATEGORY at DR "Hard" or be unable to do anything that CT).

Statistical Detail:
M: 40, EL: 32 P: 240, WL: 180, CL: 216 S: 40, EL: 32

MR: 20	MM: 20	PM: 120	PN: 120	SM: 10	SP: 30
MRCap: 15	MMCap: 10	PMCap: 45	PNCap: 45	SMCap: 4	SPCap: 10
MRPow: 5	MMPow: 5	PMPow: 25	PNPow: 25	SMPow: 3	SPPow: 10
MRSpd: 5	MMSpd: 5	PMSpd: 45*	PNSpd: 45*	SMSpd: 3	SPSpd: 10

*Divide by 3 to find actual PMSpd and PNSpd, i.e., 15.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	8	8	12	—	12	28	—
Super	6	6	9	—	8	21	—
Vital	4	4	6	—	6	14	—
Non	2	2	3	—	3	7	—
Average	5	5	7	7	7	17	—

Commentary & Description: The Phæree species of Yeti (sometimes known as Sasquatch or "Abominable Snowmen") are humanoid creatures averaging about 8 feet in height and 600 pounds weight. They typically live in very cold, remote regions and have thick, white hair covering their entire bodies. Those in warmer regions have mottled brown coloration. These creatures resemble a gorilla with a more upright posture and large yellow fangs protruding starkly from an undershot jaw. They sometimes have and employ crude weapons (such as spears and bludgeons) but usually attack with two massive fists and a bite once per Critical Turn.

PERSONAS & LIFE-FORMS FOUND ON ÆRTH & PHÆREE

As mentioned earlier in this work, Ærth is a parallel world to Earth and is similar in many ways to our own world during Medieval and Renaissance times. There is one exception, of course—the roles of magick and technology are basically reversed.

Ærth also has an inextricable link to the shadow world of Phæree—itself as different from Ærth as Ærth is from Earth. Geographically, Phæree is a mirror-image of Ærth, with east and west reversed. But this is not the chief difference between the two, for Phæree is a world of wild magick, as chaotic as Ærth is ordered.

In addition, both worlds have extensive underground environments and hollow cores (all of which are capable of sustaining life). That said, you now have a general idea of the large number of places the HP group may choose to pursue their search for adventure. But what of the inhabitants of these areas? Surely they differ as greatly as the regions themselves. This section deals with the kinds of people and critters likely to be found in a fantasy milieu set in the world of Ærth or Phæree.

Exterior Ærth

The exterior of Ærth is home to the most Earth-like inhabitants, and humans make up the majority of what a party of Heroic Personas will likely meet (at least in any civilized areas), as in the sample encounter descriptions on page 328.

Subterranean Ærth

The subterranean regions of Ærth are home to many bizarre life forms (humanoid and otherwise). One of the most likely to be encountered will be the Albies, as described on page 328.

Interior Ærth

The interior of Ærth is made up of three distinct ecological bands, ranging in climate from sub-arctic conditions at the north and south polar openings, to tropical in the innermost equatorial region. Life-forms vary from the normal species of animals found on Ærth's surface to great saurian beasts such as have been extinct elsewhere for millions of years. Personas who brave this primeval world in the center of Ærth will even be able to find sentient creatures living in the equatorial band. These creatures are primarily made up of races similar to Cro-Magnon and Neanderthal humans, but perhaps the most dangerous of the smaller carnisaurs and one of the largest of the Pleistocene will serve us as prime examples of what can be found there. See the Deinonychus Antirrhopus and Imperial Mammoth on page 329.

Phæree

As we said earlier, the world of Phæree is one of wild magick, where nearly everything is in a constant state of change—even reality itself. A few fixed points exist, but most of the conditions of the world, such as land, sea, sky, and even time are subject to random change due to the fluctuating laws of nature.

The inhabitants of the world of Phæree fall into one of three basic categories:

(1) The members of the Seelie Court, whose realm is the outer world, and who are known collectively as *Faeries*.

(2) The "Borderers" who live everywhere—on the outer and inner surfaces of the world, and in the great underground mazes between those two realms. Often referred to as *Hobgoblins*, these creatures are a mixture of benign and malign.

(3) The denizens of the interior region of Phæree, known collectively as *Goblins*. These beings of evil nature make up the population of the Unseelie Court.

Note that there are distinct races of beings which go by the names Faeries, Hobgoblins, and Goblins, and these epitomize the nature of the three categories. Since this is the case, each will be discussed in the appropriate section.

Almost all inhabitants of Phæree suffer from Susceptibilities (Ferrous Metal, principally).

Exterior Phæree

The outer world of Phæree is the the home of the Seelie Court, and it is populated with creatures of mostly benign nature. This is not to say that the exterior is a peaceful place—for wars and strife are present—and an occasional raid from the Borderer and Goblin realms is likely. Also, while the creatures of this realm of wild magick are typically benign to their own kind, this is not always true for strangers! Some of the most dangerous inhabitants of exterior Phæree may be those with a particularly warped sense of humor. See pages 330-333 for examples of creatures belonging to the Seelie Court.

Subterranean Phæree

Borderers live both on exterior and in interior Phæree, or else inhabit the world's underground. The subterranean world of Phæree is much like that of Ærth in terms of size and complexity. Many of its inhabitants dwell mostly in twisted, lightless caverns and tunnels, though this is not always the case. Phosphorescent mold and fungi grow abundantly in many areas, and the eerie light shed by these organisms is both illuminating and colorful.

The beings of Phæree known as Hobgoblins, or Borderers, form the middle range of temper and are generally Neutral, Agathocacological, and Intermediate. As noted, some manage everywhere, some dwell above, some live in the interior, and some inhabit the subterranean realms. Of these latter, not a few stay below during set periods of time only, venturing to the interior or exterior of Phæree at other times. These may associate with the Seelie or Unseelie Court—or both on different occasions. See page 334 for a few examples.

Interior Phæree

The "Goblinrealm" of interior Phæree is awesome in its dark vistas, in many ways as beautiful as its exterior counterpart. Illuminated by a plum-hued orb which hangs in the center of the interior sky, the Goblinrealm is bathed in an odd and disquieting light that ranges from pitch dark to sickly hues of palest violet. The sidebar on page 335 lists a few types of creatures commonly encountered there.

SAMPLE ENCOUNTERS, EXTERIOR ÆRTH

Farmers/Herders

Typically peasant or lower freeman class and numbering between 2-20, these OPs will often be found working the fields in cultivated areas or tending animals. If more than 15 are encountered, there is a 75% chance that they will be accompanied by 1D3 personas of freeman class.

Farmers typically wear no armor, but they usually have an assortment of tools which can be used as makeshift weapons (BAC of around 20). They possess average human TRAIT scores.

Base Scheme (+/– 1D3 per ATTRIBUTE)

M: 55, EL: 44		P: 70, WL: 52, CL: 63		S: 55, EL: 44	
MR: 27	MM: 28	PM: 40	PN: 30	SM: 30	SP: 25
MRCap: 10	MMCap: 12	PMCap: 18	PNCap: 12	SMCap: 14	SPCap: 10
MRPow: 9	MMPow: 9	PMPow: 12	PNPow: 9	SMPow: 8	SPPow: 8
MRSpd: 8	MMSpd: 7	PMSpd: 10	PNSpd: 9	SMSpd: 8	SPSpd: 7

Hunters

Usually numbering between 1-6, this type of persona will be trappers, fishermen or true hunters of peasant or freeman class. They may be mounted in plains regions, but are most often found travelling afoot in wooded areas.

Hunters will always be armed, and often wear some type of light armor.

Leaders generally get the positive modifiers to ATTRIBUTES, followers the negative adjustments.

Base Scheme (+/– 1D3 per ATTRIBUTE, +1 bonus to PM)

M: 60, EL: 48		P: 40, WL: 30, CL: 36		S: 60, EL: 48	
MR: 30	MM: 30	PM: 40	PN: 40	SM: 30	SP: 30
MRCap: 12	MMCap: 11	PMCap: 14	PNCap: 14	SMCap: 12	SPCap: 12
MRPow: 9	MMPow: 10	PMPow: 14	PNPow: 14	SMPow: 9	SPPow: 9
MRSpd: 9	MMSpd: 9	PMSpd: 12	PNSpd: 12	SMSpd: 9	SPSpd: 9

Military Company, or Warrior Band

Use the hunters model above, but reduce M and S TRAITS by 1D3 and 1D6 respectively.

Depending on the area, this group could be mercenaries or soldiers of peasant or freeman class, mercenaries lead by sergeants, or a band of sergeants only. The average size of a group is between 51-100, but could range from 10-30 for a small group to 200-2,000 for a large contingent. It is very possible that any such group will contain Heka-using personas.

All members of a military contingent will possess weapons and armor of some sort, of course.

Nomads

Treat as military company, but include peasant and hunter types.

A tribe of people consisting of men, women, and children, these could be barbaric people looking for a new homeland, or just a caravan of wandering Gypsies. (In the case of Gypsies, reduce the number of warriors and add fortune tellers, thieves and mountebanks!) The average group size is 51-100, but those encountered could be a group as small as 5-30 or as larger as 50-500. Average and large groups will contain one or more Heka users, usually shamans, medicine men and wisewomen. Nomad warriors will own and use weapons and armor.

SAMPLE ENCOUNTER, SUBTERRANEAN ÆRTH

Albies (also known as "Subterraneans")

Albies are humans who live in the underground caves and tunnels near the surface (the *Shallowshadow* region) and organize into small groups for the purpose of trading between the surface and the deeper realms of Subterranean Ærth. Their K/S Areas are those of Primitive Vocation sort. Some are, of course, Heka users. All Albies possess heightened senses of hearing, smell, taste, and touch. Albies also have the Power to sense auras of living creatures.

Leaders generally get the positive modifiers to ATTRIBUTES, followers the negative adjustments.

Base Scheme (+/– 1 1D6 per ATTRIBUTE, +2 PN bonus)

M: 60, EL: 48		P: 74, WL: 55, CL: 66		S: 80, EL: 64	
MR: 30	MM: 30	PM: 32	PN: 42	SM: 26	SP: 54
MRCap: 12	MMCap: 11	PMCap: 12	PNCap: 16	SMCap: 10	SPCap: 20
MRPow: 9	MMPow: 10	PMPow: 8	PNPow: 10	SMPow: 8	SPPow: 18
MRSpd: 9	MMSpd: 9	PMSpd: 12	PNSpd: 16	SMSpd: 8	SPSpd: 16

SAMPLE ENCOUNTERS, INTERIOR ÆRTH

Deinonychus Antirrhopus

Identifier: Dinosaur, Theropod
Habitat: Interior Ærth
Size: Human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Walk: 100 yards/BT
Track: 200 yards/BT
Run/Attack: 300 yards/BT
Dodging Factor: 30

Attacks	BAC	Damage Type	Base
Claw kick* ×2	50	C	3D6+6
Biting	50	P	4D3

*Creature can leap through the air, 5-foot height, 20-foot spring, to attack-kick with clawed feet.

Base Scheme (+/– 1D6)

M(Cunning): 50		P: 200, WL: 150, CL: 180	
MR: 18	MM: 12	PM: 100	PN: 100
MRCap: 6	MMCap: 4	PMCap: 40	PNCap: 40
MRPow: 6	MMPow: 4	PMPow: 30	PNPow: 30
MRSpd: 6	MMSpd: 4	PMSpd: 30	PNSpd: 30

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	12	12	12	12	12	12	12
Super	9	9	9	9	9	9	9
Vital	6	6	6	6	6	6	6
Non	3	3	3	3	3	3	3
Average	7	7	7	7	7	7	7

Commentary & Description: Although about 5 feet tall and 10 long, these creatures are lightly built and weigh only about 160-180 pounds. Because of this, they have a Wound Level, something atypical of saurians.

These dinosaurs will be found singly or in packs up to six strong. They run to attack, kick-slash, then retreat as quickly, aiming to bleed their prey to death.

Mammoth Imperial

Identifier: Animal, Mammal, Elephas
Habitat: Interior Ærth
Size: 12 × human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Walk: yards/BT
Run: yards/BT
Charge: yards/BT (1 BT only)
Dodging Factor: Nil

Attacks	BAC	Damage Type	Base
Tusk ×2	40	P*	2D6*
Trunk	35	B	2D6**
Trample†	50	I	10D10

*6D6 type I damage if charging.

**Constriction PD lasting only 1 CT. An opponent up to 3 × human-sized will be caught fast and unable to act effectively, then hurled away to suffer 2D10 Impact Physical damage or thrown to the mammoth's feet for trampling!

†Applicable only when an opponent is at the mammoth's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

Statistical Detail:

M (Cunning): 56		P: 380, WL: 95, CL: 38	
MR: 12	MM: 24	PM: 210	PN: 170
MRCap: 4	MMCap: 8	PMCap: 80	PNCap: 70
MRPow: 4	MMPow: 8	PMPow: 70	PNPow: 40
MRSpd: 4	MMSpd: 8	PMSpd: 60*	PNSpd: 60*

*Divide by 12 for actual Speed, i.e., PMSpd and PNSpd of 5.

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	12	12	24	8	8	24	8
Super	9	9	18	6	6	18	6
Vital	6	6	12	4	4	12	4
Non	3	3	6	2	2	6	2
Average	7	7	15	5	5	15	5

Commentary & Description: These huge pachyderms are protected by both thick hair and heavy hide. They are found singly only in the case of a bull, and even then it is more likely that 1-6 such will be encountered. Herds of cows and calves number 4-12 adults and 2-6 sub-adults.

When the herd is threatened, the lead members will charge; sometimes the whole herd will in a panic situation. If charging is not useful because of an opponent's threat or capacity for evasion, the herd will form a defensive ring.

SAMPLE ENCOUNTERS, EXTERIOR PHÆREE

Djinni

Identifier: Humanoid
Habitat: Phæree *et al.*
Size: 3 × human-sized
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Human standard: 200 yards/BT
Fly: 400 yards/BT
Outstanding K/S Areas/Sub-Areas & STEEP: As human Vocations.
Joss (Anti-Joss) Factors: 3
Attractiveness: Male 6-8, Female 10-15
Invulnerabilities:
Chemicals
Susceptibilities:
Insinuation: Iron (×2)
Contact: Iron (×1)
Allergy: 1 BT's time exposure to ferrous metal (100 lbs. in 10 feet) inflicts 1 point PD/CT thereafter
Quirks: Possible by individual
Dodging Factor/Avoidance: Human standard.
Weapons: by type, +18 FD (PMPow bonus)
Powers:
Bestow Power (of usual Minor sort, 1/year)
Dark Seeing (as if moonlight)
Detect Non-corporeal, Invisible, Secret, and/or Hidden (beings or things, 1/day)
Diminution (to 1/100th size, 3/day)
Earth Walking (no limit, along with ones carried)
Flight (as above), *Float in Air* (1 hour maximum)
Petrifaction (by touch, 1/day), *Plane Shift* (1/day)
Reverse Petrifaction (by touch, 1/day)
Shape Shift (to/from any form, 4/day)
Stone Passage (no limit, along with ones carried)
Teleport Self (1/day).

Statistical Detail: Base Scheme (+/– M: 1D6, P: 1D10, S: 1D6)

M: 80, EL: 16		P: 200, WL: 50, CL: 20		S: 80, EL: 16	
MR: 40	MM: 40	PM: 100	PN: 100	SM: 20	SP: 60
MRCap: 15	MMCap: 15	PMCap: 40	PNCap: 40	SMCap: 9	SPCap: 20
MRPow: 15	MMPow: 15	PMPow: 30	PNPow: 30	SMPow: 6	SPPow: 20
MRSpd: 10	MMSpd: 10	PMSpd: 30*	PNSpd: 30*	SMSpd: 5	SPSpd: 20

*Divide by 3 for comparative Speed (10).

Armor Scheme: Base Scheme (+/– 1D20/1D3)

Area	*Pierce*	*Cut*	*Blunt* **	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	8	8	28	28	*	28	28
Super-	6	6	21	21	*	21	21
Vital	4	4	14	14	*	14	14
Non	2	2	7	7	*	7	7
Average	5	5	17	17	*	50	17

*Invulnerable.
**Applies to Impact damage as well.

Commentary & Description: Djinn live in the mid-orient regions of Phæree. These large humanoids stand 9 feet in height. Djinn possess Average to High intelligence, and can wield Heka as do humans, albeit not of elements other than Æarth and as restricted by TRAIT capacities.

Djinn are more closely related to Elemental Æarth than to the Mundane, and thus they have the Powers and natural armor indicated. They typically employ armor and use weapons.

Dragon
(Common, not Noble or Imperial)

Identifier: Draco
Habitat: Phæree & Elemental Planes/Spheres
Size: 12 × human-size
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Walk/Trot/Run: 70/140/280 yards/BT
Fly: 700 yards/BT
Outstanding K/S Areas/Sub-Areas & STEEP:
Alchemist at STEEP
Sage at 75 +/–1D10 STEEP
2D3 other K/S Areas
Joss (Anti-Joss) Factors: 4
Attractiveness: See below
Invulnerabilities: (See also below)
All non-enchanted weapons
Susceptibilities:
Insinuation: Disease, Iron (×2)*, Poison
Contact: Iron (×1)*
Allergy: 1 BT's time exposure to ferrous metal* (100 lbs. in 10 feet) inflicts 1 point PD/CT thereafter

*With respect to Æarth Dragons only. Susceptibility is to Steel, not Iron or ferrous metals of any other sort.

Quirks: Nil

Attacks	**BAC** (See Powers)	**Damage Type**	**Base**
Talon × 2	60	C/P	3D10+3
Bite	70	P	6D6
Tail	50	I	6D3

Powers:
Converse with Animals (4/day)
Darkseeing (as if daylight)
Flight (no limitation)
Heal Self (1D6 points of PD each Battle Turn)
Hyperæsthetic senses
Intuition (Avoidance of area effect Casting or Power certain if the dragon gains Initiative that CT, 4/day)
Plane Shift (2/day)
Resistance to Heka (Heka caster must overcome 28 point R factor to affect a Common Dragon with Casting or Power).
Shape Shift (to/from any form 2/day).
Other: Awe reaction at appearance: Viewers must check MR TRAIT at DR "Difficult" or be Dazed for 1D6 CT's time.

Castings: As appropriate to K/S Areas, base 1,500 Heka points, plus the following:
Air: *Air Like Stone* (1 square furlong area, 1 yard thick, any shape, equal to stone, 1/day)
Confer Walk on Air (1 hour, 4/day)
Exhaust Air (1 AT duration, 1 cubic furlong, 1/day)
Fog Cloud (1 furlong radius, 2/day)
Solid Air (1 hour, support up to 1 ton weight/square yard, 1 square furlong in any shape, 4/day)
Storm Generation (full storm with high wind, thunder & lightning, clouds & darkness, and precipitation)

Continued on page 331.

EXTERIOR PHÆREE (Cont.)

Breath: 3/day. CLOUD = *Lightning* (bolt 1 furlong in length, 1 rod width, 6D6 Electrical PD). SKY = *Cold & Ice* (1 cu. chain, 6D6 Exposure (cold) + 6D6 Piercing PD). WIND = *Wind* (160 mph, cone 1 furlong x 1 chain width, 3D10 Piercing and 3D10 Impact PD).

Water: *Airy Water* (1 cubic chain, 1 hour, 4/day)

Bestow Water Breathing (1 subject, 3D3 hours, 4/day)

Burning Water (1 AT, indistinguishable from normal water but contact causes PD as if in magickal fire. 1 rod diameter sphere, 1/day)

Evaporate Water (6D6 cubic rods, 1/day)

Ice Coating (1 square chain area, 6 inches thick, 1/day)

Opaque Water (1 furlong diameter, 1 hour, 1/day)

Purify Water (1 chain radius, 1/day)

Water Wall (1 square furlong area, 1 yard thick, any shape, equal to stone, 1/day).

Breath: 3/day. FRESH = *Flood Stream* (1 chain length, 1 chain width, 1 rod depth (or 7,986 cubic yards of water). 10D3 Exposure (cold) PD...and watch out for drowning!). MARINE = *Brine Jet* (2 chains length by 1 rod width, 6D6 Impact plus 6D6 Chemical (including salt) PD to all in area). RAIN = *Hail Downburst* (1 cubic chain, 10D6 Blunt PD).

Ærth: *Airy Ærth* (1 cubic chain, 1 hour, 4/day)

Dust Cloud (1 AT, 1 chain radius, 4/day)

Extinguish Fire (1 chain radius, 14/day)

Stone Passage (1 AT, 1 rod radius, 4/day)

Transparent Ground (1 AT, 1 rod radius by 1 furlong length or depth, 1/day)

Ærthquake, Minor (1 CT duration, 1 furlong distance, 1 chain radius area, 1/day).

Ærth Walking & Stone Passage (no limit, bestowal 1 hour duration, 4/day).

Breath: 3/day. CLAY = *Acid* (range 1 chain, diameter at terminus 1 rod, 6D10 Chemical (acid) PD to central target, 3D10 PD likewise to all in area). METAL = *Fire* (sheet 1 chain long by 1 in width, 1 yard depth, or cone 4 chains long by 1 rod diameter at terminus). STONE = Poison Heat (cloud 1 cubic chain, 300° F. temperature, 1 BT persistence, STR 10 Poison PD/CT of exposure).

Statistical Detail: (Base Scheme +/– M: 1D10, P: 4D10, S: 1D10)

M: 180, PL: 144		P: 700, WL: 525, CL: 630		S: 150, EL: 120	
MR: 90	MPL: 90	PM: 350	PPL: 350	SM: 75	SP: 75
MRCap: 30	MMCap: 30	PMCap: 144	PPCap: 144	SMCap: 25	SPCap: 25
MRPow: 30	MMPow: 30	PMPow: 62	PPPow: 62	SMPow: 25	SPPow: 25
MRSpd: 30	MMSpd: 30	PMSpd: 144*	PPSpd: 144*	SMSpd: 25	SPSpd: 25

*Divide by 12 to find comparative Speed, i.e., PMSpd and PPSpd 12

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	100	80	80	100	100	80	100
Super	75	60	60	75	75	60	75
Vital	50	40	40	50	50	40	50
Non	25	20	20	25	25	20	25
Average	67	50	50	67*	67*	50	67*

*Dragons of the Ærth are immune to Fire and Chemicals; Dragons of the Air are immune to Electricity, weather, and Exposure (ice, cold, heat); Dragons of the Water are immune to Chemicals and cold/ice).

Commentary & Description: First, note that Dragons of Faerie sort range from Common, to Noble, to Imperial. But not all Common and Noble Dragons are Seelie; some few are to be found dwelling with and of the same temper as the Hobgoblin Borderer Dragons.

In order to understand the Common Dragon, it is necessary to discuss, at least briefly, all of Seelie Dragonkind, the Imperial, Noble, and Common.

Serpentine-bodied with massive scaling, the Seelie Dragons of Phaeree live almost exclusively in the exterior Oriental regions of that world or in their related Elemental Planes and Spheres: Air, Water, and Ærth. All possess five legs, the fifth being centered under the belly. Those of Common sort have but three talons on a leg, those of Noble kind four, and Imperial Dragons possess five talons.

As noted under Powers, these dragons are capable of flight, though they do not have wings. There are three great races of Seelie (Faerie) Dragons each of which has three species (also indicating their habitat):

Air: Cloud, Sky, and Wind

Water: Fresh, Marine, and Rain

Ærth: Clay, Metal, and Stone

It must be kept in mind that all true dragons are of either Faerie or Hobgoblin sort, i.e., Seelie or Borderers. This is stated so as to avoid possible confusion between dragons and the various Goblin species which resemble them (most notably Drakes, a related but separate family of Dracos). Dragons are, as stated above, mostly of Oriental habitat; the latter, Goblin (Unseelie), races are of Occidental range and dwelling principally in the exterior of the world of Phaeree. That established, let us turn back to dragons.

Dragons can be of nearly any color, shade, hue, or metallic tint.

The greatest and most powerful sort (Imperial), however, have but six basic hues, and each one of these colors will alert the informed observer to the nature, station, and charge of the individual in question. Following are the six colors and their determinants:

Black is the color of guardianship. It betokens mysterious things, hidden places, and clandestine affairs, so the Black Dragon is a guardian, scholar, and agent.

Blue is the color of duty. It indicates service, wardship, and care, so the Blue Dragon is an official, counsellor, or governor.

Green is the color of positive change. It is active and shows good Joss, so the Green Dragon is a messenger, general, or special representative.

Purple is the color of the heavens. It betokens the astral and celestial as well as major affairs. Thus, the Purple Dragon is an emissary or viceroy, one in charge of great matters.

Red betokens power. It is the hue indicative of wealth, prosperity, health and vigor. However, the Red Dragon is one who serves with power, in peace or war, so the observer will know that it is a mighty servant bringing justice, peace, or the ravages of fighting in untiring manner.

White is the color of virtue. It betokens obedience, purity, and trustfulness. The White Dragon is likely to be serving in any capacity because of this.

Naturally, the greater dragons command the lesser ones of Hobgoblin nature (detailed above). All are, in turn, subject to the mightiest—that of the seventh and highest color. That is *Yellow* (or golden). Yellow designates wisdom, intelligence, and magickal force. A dragon of this hue is a lord of its race: the Dragon King, Queen, Prince, Princess and like royalty.

Continued on page 332.

EXTERIOR PHÆREE (Cont.)

Elf

Elves are related somewhat distantly to the Færies and more distantly still to the Fays. This humanoid race can only be treated as distinct individuals because of the wide variations from individual to individual. However, there are some generalities which apply, as described in the following paragraphs.

Elven communities are found in temperate woodlands where these folk dwell in cottages which are virtually a part of the landscape, or in Færie-like arboreal houses built into great trees and among their branches. Each group is similar to a human hamlet or village in numbers and relationships. These communities are most frequently found in the occidental realms of exterior Phæree.

A typical Elf is about 6 feet tall and slender. Movement for Elves is at human standard rate. They have Joss of 2-7 Factors (1D6+1) and an average Attractiveness of 14.

As regards abilities, this race has K/S—with Full Practitioner ability, if applicable—in one of the following Vocations at 50+5D6 STEEP for main K/S Areas, 40+4D6 for secondary ones, and 30+3D6 for tertiary ones:

Dweomercræft (Green School) with 1D3 *Combat* K/S Areas, rarely, or

Poet/Musician with Spellsongs and 1D3 *Combat* K/S Areas, or

Explorer and Primitive Hunter with *Mysticism*, or

Priestcræft (Balance) and Primitive Seer.

Heka available is Full Practitioner human norm.

Average Armor protection is typically Half-rated Leather, Reinforced Leather, or Metal & Leather. Castings can provide magickal defenses, as well. In addition, their warriors have armor and arms forged by their weaponsmiths from alloyed, non-ferrous metals, and then enchanted by Heka forgers.

Elves, as typical of Phæree denizens, are Susceptible to ferrous metals, such doing double normal damage if insinuated or brought into physical contact. They have Allergy of Contact sort, the touch of ferrous metal inflicting 1 point of Physical damage each BT it continues, and if 100 pounds of this sort of metal is within 10 feet, the same occurs after 1 AT of such exposure.

A typical adult Elf has a Power of minor sort.

As regards their TRAITS, here is a standard example:

Base Scheme (+/– 1D6 per ATTRIBUTE)

M: 90, EL: 72		P: 100, WL: 75, CL: 90		S: 120, EL: 96	
MR: 45	MM: 45	PM: 50	PN: 50	SM: 50	SP: 70
MRCap: 15	MMCap: 15	PMCap: 20	PNCap: 20	SMCap: 20	SPCap: 30
MRPow: 15	MMPow: 15	PMPow: 15	PNPow: 15	SMPow: 15	SPPow: 20
MRSpd: 15	MMSpd: 15	PMSpd: 15	PNSpd: 15	SMSpd: 15	SPSpd: 20

See also the text of Chapter 10 regarding optional Elven HPs. The above is not the basis for such personas!

Fay

This humanoid race must also be treated as one would a Heroic Persona. That is, each is individual. Generalities which apply, however, are as follow:

Fay in small groups dwell in palaces and sylvan manors in the occidental realms of exterior Phæree. A typical individual is about 5 feet tall and very slender. Fay have dragonfly-like wings, so in addition to movement at human standard rate they can fly. They have Joss of 7-14 Factors (1D6+8) and are most beautiful and powerful of all the fair folk of the Seelie Court, having an average Attractiveness of 18.

As regards abilities, this race has K/S of Full Practitioner kind in one of the following Vocational combinations at 60+8D10 STEEP for main K/S Areas, 40+6D10 for secondary ones, and 20+4D10 for tertiary ones:

Dweomercræft (Green School), Diviner, Wisewoman/man, or

Priestcræft (Balance), Astrologer, Healer, or Alchemist, Explorer, Sage

Heka available is the total of all three TRAITS plus double Full Practitioner human norm for K/S Areas.

Their Physical Speeds enable them to avoid much. Average clothing of the Fays, stuff spun of Phæree spider's silk, conveys Average Armor protection equal to the amount of clothing they wear, i.e., Half to Full. Castings can also provide magickal defenses. In addition, their warriors have armor and arms forged by their weapon smiths from alloyed, non-ferrous metals, and then enchanted by Heka forgers.

The Fay are Susceptible to ferrous metals, such doing double normal damage if insinuated or brought into physical contact. They have Allergy of Contact sort, the touch of ferrous metal inflicting 1 point of Physical damage each BT it continues, and if 100 pounds of this sort of metal is within 10 feet, the same occurs after one AT of such exposure.

A typical adult Fay has 1D3 Powers of minor sort, and one of Moderate or Major kind.

The Fay are the mortal enemies of the Unseelie race of the Slaugh (see page 335).

As regards their TRAITS, here is a standard example:

Base Scheme (+/–M: 1D10, P: 1D6, S: 1D10 per ATTRIBUTE)

M: 210 , EL: 168		P: 120, WL: 90, CL: 108		S: 225, EL: 180	
MR: 105	MM: 105	PM: 60	PN: 60	SM: 75	SP: 150
MRCap: 35	MMCap: 35	PMCap: 25	PNCap: 25	SMCap: 25	SPCap: 50
MRPow: 35	MMPow: 35	PMPow: 10	PNPow: 10	SMPow: 25	SPPow: 50
MRSpd: 55	MMSpd: 35	PMSpd: 25	PNSpd: 25	SMSpd: 25	SPSpd: 50

Færie

The Færies are related to both the Fay and the Elves, being more as first cousins to the former, second cousins to the latter. This humanoid race is another be treated as one would a Heroic Persona. That is, each is individual. But a few generalities which apply are as follows:

Færie communities are found in warm temperate woodlands where these folk dwell in arboreal houses built into great trees and among their branches. From a dozen houses surrounding a little meadow, to several score ringing a forest glen, such communities are most frequently found in the Occidental realms of exterior Phæree. A typical individual is about 5.5 feet tall and slender. Færie movement is at human standard rate. They have Joss of 5-10 Factors (1D6 +4) and an average Attractiveness of 16.

As regards abilities, this race has K/S, with Full Practitioner ability (if applicable) in one of the following Vocational combinations at 60+6D10 STEEP for main K/S Areas, 40+4D10 for secondary ones, and 20+2D10 for tertiary ones:

Dweomercræft (Green School) and Sage, or
Priestcræft (Balance) and Soothsayer, or
Poet/Musician with *Spellsongs*

Heka available is double Full Practitioner human norm.

As with Fay, the average clothing of the Færies is also stuff spun of Phæree spider's silk, and this conveys Average Armor protection equal to the amount of clothing they wear, i.e., Half to Full. Castings can provide magickal defenses. In addition, their warriors have armor and arms forged by their weapon smiths from alloyed, non-ferrous metals, and then enchanted by Heka forgers.

The Færies are Susceptible to ferrous metals, such doing double normal damage if insinuated or brought into physical contact. They have Allergy of Contact sort, the touch of ferrous metal inflicting 1 point of Physical damage each BT it continues; and if 100 pounds of this sort of metal is within 10 feet, the same occurs after one AT of such exposure.

A typical adult Færie has 1D3 Powers of minor sort.

As regards their TRAITS, here is a standard example:

Base Scheme (+/– M: 1D10, P: 1D6, S: 1D10 per ATTRIBUTE)

M: 120, EL: 96		P: 140, WL: 105, EL: 126		S: 150, EL: 120	
MR: 60	MM: 60	PM: 70	PN: 70	SM: 45	SP: 105
MRCap: 20	MMCap: 20	PMCap: 30	PNCap: 30	SMCap: 15	SPCap: 35
MRPow: 20	MMPow: 20	PMPow: 20	PNPow: 20	SMPow: 15	SPPow: 35
MRSpd: 20	MMSpd: 20	PMSpd: 20	PNSpd: 20	SMSpd: 15	SPSpd: 35

Sprite

Identifier: Humanoid
Habitat: Phæree *et al.*
Size: 0.1 × human-sized
Initiative Modifiers: Human standard
Modes & Rates of Movement:
Human standard: 8 yards/BT
Fly: 14 yards/BT

Outstanding K/S Areas/Sub-Areas & STEEP: Generally as human Primitive Vocations.
Joss (Anti-Joss) Factors: 0 (usually)
Attractiveness: 12-17
Invulnerabilities:
Electricity
Susceptibilities:
Insinuation: Iron (×2)
Contact: Iron (×1)
Allergy: 1 BT's time exposure to ferrous metal (100 lbs. in 10 feet) inflicts 1 point PD/CT thereafter
Average Armor Protection: Nil
Quirks: Possible by individual
Dodging Factor/Avoidance: Human standard.
Weapons*: by type, –3 die (PMPow penalty)
*Because of small size, these are generally not highly dangerous, but Sprites with *Toxicology* ability provide poisons which cause damage or induce sleep, so a wound from one of their weapons can be far more than it seems...
Powers:
Affect Sensory Organs (1 rod range, 1 subject, cause double vision, ringing in ears or deafness, sneezing or runny nose, no tasting ability or bad taste, tingling or itching—each type 1/day)
Amplify Existing Emotion (1 rod range, 1 subject, 1/day)
Chameleon Power (3/day)
Dark Seeing (as if moonlight)
Diminution (1/10th normal size, 2D3 hours time, touch range, 1 subject, 1/day)
Forgetfulness (touch range, 1 subject, check vs. MMCap at DR "Hard" or not remember anything to do with Sprites and what they did)
Invisibility (1/day)
Ventriloquism & Sound/Voice Mimicry (1 chain range, 3/day).

Statistical Detail: Base Scheme (+/– 1D3 per ATTRIBUTE, except Physical))

M: 64, EL: 51		P: 40, WL: 30, CL: 36		S: 80, EL: 64	
MR: 32	MM: 32	PM: 20	PN: 20	SM: 20	SP: 60
MRCap: 12	MMCap: 12	PMCap: 12	PNCap: 12	SMCap: 10	SPCap: 20
MRPow: 10	MMPow: 10	PMPow: 5	PNPow: 5	SMPow: 6	SPPow: 20
MRSpd: 10	MMSpd: 10	PMSpd: 3*	PNSpd: 3*	SMSpd: 4	SPSpd: 20

*Multiply by 10 for comparative Speed (i.e., 30).

Commentary & Description: Sprites are only about 8 inches high. These mischievous creatures are small, winged folk of exterior Phæree. Sprites love open woodlands near meadows and fields, so they typically find a nearby great old tree into which to build their community dwelling, and thus have all they desire. Although they love to cause trouble, these clever little creatures also appreciate beauty.

SAMPLE ENCOUNTERS, SUBTERRANEAN PHÆREE

Centaur

Centaurs are a Hobgoblin race of part horse and part human sort. They typically gather in herds and alternately stay on the upper world's plains by day and find shelter below ground at night. Their Vocational K/S Areas are similar to Primitive human ones. They possess only Moderate Heka powers at best, but this is offset by their Physical strength and battle prowess.

Base Scheme (+/– 1D3 per ATTRIBUTE)

M: 44, EL: 35 P: 220, WL: 165, CL: 198 S: 62, EL: 49
MR: 22 MM: 22 PM: 110 PN: 110 SM: 22 SP: 40
MRCap: 9 MMCap: 9 PMCap: 48 PNCap: 48 SMCap: 9 SPCap: 16
MRPow: 7 MMPow: 7 PMPow: 24 PNPow: 24 SMPow: 7 SPPow: 14
MRSpd: 6 MMSpd: 6 PMSpd: 48* PNSpd: 48* SMSpd: 6 SPSpd: 10
*Divide by 6 for comparative Spd (i.e., 8).

Susceptibilities: P/M/W

Contact & Insinuation: Ferrous Metals ×1

Dragon, Borderer

Borderer Dragons are serpentine of body, winged, and have four legs with six-clawed paws. Though the three types of Nature dragons are of Neutral temper, they must serve, usually willingly, the more powerful Seelie Dragons and are found in the same Oriental habitat. The three races and their distinguishing features are as follows:

Cold: Silvery scale sheen and frills
Fire: Scaly points and ridges of scarlet and orange
Shadow: Smoky hues in scale edges

Susceptibilities:

Contact & Insinuation: Iron ×2
Allergy: Severe. 1 ST's exposure to Iron inflicts 1 point PD/CT thereafter

Attacks	BAC	Damage Type	Base
Claw	60	C/P	6D6
Bite	50	P	10D6

Powers: Various Powers and breath weapons as appropriate.

Statistical Detail: Base Scheme (+/– 2D10+3)

M: 105, EL: 84 P: 520, WL: 390, CL: 468 S: 110, EL: 88
MR: 60 MM: 45 PM: 260 PN: 260 SM: 40 SP: 70
MRCap: 20 MMCap: 15 PMCap: 100 PNCap: 100 SMCap: 20 SPCap: 30
MRPow: 20 MMPow: 15 PMPow: 64 PNPow: 64 SMPow: 10 SPPow: 20
MRSpd: 20 MMSpd: 15 PMSpd: 96* PNSpd: 96* SMSpd: 10 SPSpd: 20
*Divide by 12 for comparative Speed (i.e., 8).

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	100	100	100	100	100	100	100
Super	75	75	75	75	75	75	75
Vital	50	50	50	50	50	50	50
Non	25	25	25	25	25	25	25
Average	62	62	62	62	62	62	62

Giant

There are four races of Borderer Giants, all of which are humanoid in derivation and in appearance. They are:

Chenoo: Standing 15 or more feet in height, these Western giants live primarily in the farthest northern and western reaches of Vargaard. They are very strong, but are quite stupid and gullible as well. Their xenophobic behavior makes them somewhat dangerous to other races when an encounter is unavoidable.

TRAITS: M = 24-36; P = 360 (+/– 4D10); S = 30-48.
These giants are 6 × human-sized.

Firbolg: Possessing Superior strength, the 9-foot tall race of reclusive giants may seem evil due to their misshapen appearance, but they are really neutral. They have Great Heka power, and Considerable Heka use, in addition to some shape-shifting ability.

TRAITS: M = 72-144; P = 240 (+/– 6D6); S = 72-120.
These Giants are 5 × human-sized.

Sea: Marine Giants are 24 feet tall or larger and have blue-green or green skin and deep green to purple-green hair. They are otherwise similar to Firbolgs.

TRAITS: M = 66-120; P = 420 (+/– 10D10); S = 90-132.
These giants are 12 × human-sized.

Stone: Broad and muscular, these subterranean giants resemble massive and exaggerated Dwarves of 9-11 feet height. They dislike the exotic, but love minerals and stonework. Though they possess only Limited to Moderate Heka powers, and Average or below Intellect, Stone Giants are fine craftsmen and have Superior strength. They suffer an Allergic Reaction from sunlight.

TRAITS: M = 36-66 ; P = 300 (+/– 6D6); S = 42-72.
These giants are 6 × human-sized.

Susceptibilities:

Contact: Ferrous metals ×1
Proximity: Exposure to ferrous metals (100 lbs. in 10 feet) inflicts 1 point PD/CT

Hobgoblin

Hobgoblins resemble ugly Gnomes with round heads and frightening visages, which makes their overall Attractiveness somewhere between 3 and 5. They love scaring other folk and tend to bully weaker creatures, but are not terribly fierce if confronted. They have Low to Average abilities, and possess little Heka and Powers.

Statistical Detail: Base Scheme (+/– 1D6+1D3)

M: 52, EL: 41 P: 60, WL: 45, CL: 54 S: 50, EL: 40
MR: 26 MM: 26 PM: 30 PN: 30 SM: 15 SP: 35
MRCap: 10 MMCap: 10 PMCap: 11 PNCap: 11 SMCap: 6 SPCap: 15
MRPow: 8 MMPow: 8 PMPow: 9 PNPow: 9 SMPow: 5 SPPow: 11
MRSpd: 8 MMSpd: 8 PMSpd: 10* PNSpd: 10* SMSpd: 4 SPSpd: 9
*Multiply by 0.5 for comparable Speed (i.e., 5).

Susceptibilities: *Contact:* Ferrous metals ×1

SAMPLE ENCOUNTERS, INTERIOR PHÆREE

Deevs

Among the most powerful and feared of all the Unseelie are the Mid-oriental race of dusky humanoids known as Deevs. They are extremely evil and have Superior abilities. Deevs possess Great Heka use and are able to wield powers of the Utmost sort (albeit in restricted amounts). Use Faeries as a comparative.

Susceptibilities:

Contact and Insinuation: Ferrous metals ×2

Allergy: 1 AT's exposure to ferrous metals inflicts 1 point of PD/CT

Proximity: 1 AT's exposure to ferrous metals (1000 lbs. in 10 feet) inflicts 1 point of PD/BT thereafter

Statistical Detail: Base Scheme (+/– 1D6 per ATTRIBUTE)

M: 140, EL: 112		P: 180, WL: 135, CL: 162		S: 150, EL: 104	
MR: 70	MM: 70	PM: 90	PN: 90	SM: 40	SP: 90
MRCap: 25	MMCap: 25	PMCap: 40	PNCap: 40	SMCap: 20	SPCap: 40
MRPow: 25	MMPow: 25	PMPow: 30	PNPow: 30	SMPow: 10	SPPow: 30
MRSpd: 22	MMSpd: 22	PMSpd: 20	PNSpd: 20	SMSpd: 10	SPSpd: 20

Drakes

Though these counterparts to the Faerie and Hobgoblin Dragons are vicious and evil, they are neither as intelligent nor as magickally powerful as their relatives. All Drakes are four-legged and winged, and all possess breath weapons. The relative strength and range of these breath weapons is determined by each individual's size. Range is equal to the individual Drake's length, and damage is 1D6 per 10'. In other words, a Drake of 150 feet length would have a breath weapon capable of 15D6 damage with a range of 150 feet. Drakes possess Heka Casting/use of Limited to Considerable, with powers varying from Moderate to Great. There are six races, whose coloration, size, and typical habitats are as follows:

Cold-Breathing Drakes: White to pale hues of violet or blue. 110' to 200' long. Inhabiting northern and cold areas.

Fire-Breathing Drakes: Maroon to orange in hue. 130' to 220' long, preferring cold to temperate habitat.

Gas-Belching Drakes: Ochre-yellow to olive green. 70' to 160' long. Inhabiting sub-tropical and warm regions.

Grit-Blasting Drakes: Brown, gray-brown, through terra cotta. 160' to 250' long, preferring cool to cold desert habitat.

Lightning-Breathing Drakes: Deep blue, indigo, or dark purple. 120' to 210' long. Inhabiting mountains.

Web-Gushing Drakes: Black with possible undertones of red to violet. 90' to 180' long. Inhabiting jungles and forests.

Susceptibilities:

Contact and Insinuation: Ferrous metals ×3

Allergy: 1 BT's exposure to ferrous metals inflicts 1 point PD/CT

Statistical Detail: Base Scheme (+/– 2D6+3 per ATTRIBUTE)

M: 100, EL: 80		P: 300, WL: 225, CL: 270		S: 90, EL: 72	
MR: 35	MM: 35	PM: 320	PN: 320	SM: 20	SP: 40
MRCap: 20	MMCap: 20	PMCap: 144	PNCap: 144	SMCap: 10	SPCap: 20
MRPow: 15	MMPow: 15	PMPow: 52	PNPow: 52	SMPow: 5	SPPow: 10
MRSpd: 15	MMSpd: 15	PMSpd: 144*	PNSpd: 144*	SMSpd: 5	SPSpd: 10

*Divide by 12 to determine comparable Speed (i.e., 12).

Armor Scheme:

Area	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem.*	*Stun*	*Elec.*
Ultra	80	100	100	100	100	100	100
Super	60	75	75	75	75	75	75
Vital	40	50	50	50	50	50	50
Non	20	25	25	25	25	25	25
Average	50	62	62	62	62	62	62

Drow

The legendary Unseelie race of dark-skinned Elves known as Drow are of evil bent, but are otherwise little different from their Seelie cousins. The race actually ranges over the entire world of Phæree, from the interior through the subterranean, and out to the exterior. Base Drow on the Elf detail found above.

Goblin

The specific race of Goblins are wicked humanoids with an average height of 4.5 feet and a weight of 150 pounds. They have round, bloated bodies with long, gangly limbs and claw-tipped, gnarled fingers. Their oversized heads have long and sharply pointed ears, flattened noses and small, close-set eyes. Their large mouths contain pointed tongues, oversized canines, and many small, sharp teeth.

Goblins have human-norm abilities (or nearly so), and possess Considerable Heka power and use. Consider their Vocations to be of Primitive sort. They are often found in large groups of 300-500 or more, which only partly accounts for their fearsomeness.

Susceptibilities:

Contact and Insinuation: Ferrous metals ×3

Allergy: 1 AT's exposure to ferrous metal inflicts 1 point of PD/BT thereafter

Proximity: 1 AT's exposure to ferrous metal (1000 lbs. in 10 feet) inflicts 1 point of PD/BT thereafter

Statistical Detail: Base Scheme (+/– 1D10/–1D3 per ATTRIBUTE)

M: 60, EL: 48		P: 60, WL: 45, CL: 54		S: 60, EL: 48	
MR: 30	MM: 30	PM: 30	PN: 30	SM: 18	SP: 42
MRCap: 11	MMCap: 11	PMCap: 11	PNCap: 11	SMCap: 7	SPCap: 15
MRPow: 10	MMPow: 10	PMPow: 10	PNPow: 10	SMPow: 6	SPPow: 14
MRSpd: 9	MMSpd: 9	PMSpd: 9	PNSpd: 9	SMSpd: 5	SPSpd: 13

Slaugh

The Slaugh are a magick-using race of evil humans who are thought to have migrated to Phæree long ago. Devoted to the various black arts of the arcane, the slaugh have Moderate innate Heka powers, and they possess the normal human range of Heka use and magick. Base their Vocational choices on those of the vilest humans. They are of Superior strength and intelligence, and average spirituality.

For a general comparative, see the Fay detail above.

Note Slaugh can use steel, but the touch of pure iron causes Allergic Reaction (see below).

Susceptibilities:

Contact: Rock Crystal ×1

Allergy: 1 AT's exposure to pure iron inflicts 1 point of PD/BT thereafter.

Statistical Detail: Base Scheme (+/– 1D3 per ATTRIBUTE)

M: 150, EL: 120		P: 130, WL: 97, CL: 117		S: 90, EL: 72	
MR: 75	MM: 75	PM: 65	PN: 65	SM: 30	SP: 60
MRCap: 30	MMCap: 30	PMCap: 25	PNCap: 25	SMCap: 10	SPCap: 20
MRPow: 25	MMPow: 25	PMPow: 20	PNPow: 20	SMPow: 5	SPPow: 20
MRSpd: 20	MMSpd: 20	PMSpd: 20	PNSpd: 20	SMSpd: 5	SPSpd: 20

MAGICKAL ITEMS

This chapter contains some sample magickal items that can be encountered in the **Mythus** game. Note, however, that this listing here gives only the barest taste of what is possible. For more such items (including Heka-infused substances and items particular to specific Vocations), see the **Mythus Magick** book, which contains more than 10 times as much information concerning magickal items!

DETECTION AND/OR LOCATION OBJECTS

It is often neccessary for HPs to detect the presence of some Effect or object, or to locate people or things while adventuring. Magickal detection or location devices can come in literally any form—a ring, a wand, a sword, or even something as obscure as a feather quill which points toward any magickal writings within range.

Arrow of Direction: Such a device has a symbol of a compass engraved upon the shaft near the head, with the north compass point following the direction of the arrow. When the arrow is placed on a flat, relatively smooth surface, it will orient itself so that the head points north.

Gem of Truth: This small, unpolished gray stone is slightly flat and smooth, but otherwise unremarkable. When picked up by a persona, it is slightly warm to the touch. If the one holding the stone asks another person a question, the Gem of Truth will respond to the answer in one of three ways. If the answer is true, the gem will give off a faint blue glow. However, if the respondent answers with a lie, the stone will turn dark. If the lie is a real whopper, the gem will become black, and turn slightly cold. Finally, if the answer is not easily classified as a truth or falsehood, the stone simply remains unchanged. This last condition is often the case with complex answers, or those with a bit of both truth and lie. The easiest answers to judge, of course, are those which can only be answered "yes" or "no."

Wand of Heka Detection: This wand is able to sense and orient upon any source of Heka within 10 feet. If multiple sources are present, the wand will always indicate the strongest in the group.

ORACULAR AND PROGNOSTICATION OBJECTS

Another useful type of device, the oracular item allows a persona to have some general information on events which *might* take place.

Font of Wisdom: This polished silver basin is enchanted so as to affect any liquid placed within it. Personas who wash their face in water from the font will gain a temporary bonus of 20 points to their Spiritual Psychic Power ATTRIBUTE. If the water from the font is drunk, it will confer 10 points to Spiritual TRAIT. Either of these powers has a duration of one hour. Each is usable once per day.

Gem of Twenty Questions: A most useful item, the Gem of Twenty Questions stores 20 answers to questions phrased in such a way that the answers are either "yes" or "no." If the possessor of the gem holds it in a hand and concentrates on the power while asking the question, the gem will pulse once for "yes," twice for an answer of "no." It will answer its 20 questions but once a month.

Rune Stones: Rune Stones are a collection of smooth semi-flat stones, each bearing a runic symbol. A persona with the *Divination* and/or *Fortune Telling* Knowledge/Skill Areas can use these stones to determine influences affecting another persona, and what the future holds for that person. This knowledge may suggest possible courses of action to remedy unwanted influences or avoid situations.

SCRYING DEVICES

This is a fairly large, general class of magickal devices which enables their users to see the events occurring in a remote location, a person, or an item—usually located on the same Plane as the users. While normally useful in observing such, they do not otherwise indicate exactly *where*. Also note that scrying devices may be unable to view certain personas, objects, or locations, if precautions have been taken to shield such from scrying attempts. Such can be accomplished through the use of Castings, or when large quantities of certain substances (such as lead) exist in the target area.

Basins With Fluid: The most common form of scrying device is a magickal basin. When filled with fluid, the practitioner is able to concentrate on the object of the scrying attempt and bring forth its image. The drawback to scrying basins is that they are also the least powerful, for their range is limited to the practitioner's Plane and Sphere, and they generally have a finite distance limitation in miles, typically 1D%.

While the normal application for basins is scrying, they can also be used to aid divination-based Castings. This is true for any scrying device, for that matter. This application reduces the DR of the Casting by one factor, by the caster focusing concentration upon the device.

Optionally, the GM may allow the persona to use any of the four elements—Ærth, Air, Fire, Water—as Materia for scrying, depending on the type of container. Thus, it is possible to have a brazier of scrying, which would use flame instead of water.

Mirrors: Enchanted mirrors can be used for many purposes in addition to scrying, but when used for viewing other locations they are far superior to the other devices of this type. Not only do they provide a larger image, they are far more accurate and provide a greater degree of clarity. The power of such devices is harder to thwart, but they are also easier to detect by the subject of the scrying.

Mirrors are often capable of enabling communication with another persona. Such communication might be verbal or telepathic (if either the possessor or the subject of the scrying possesses that ability). Note that these types of mirrors provide for Mental Links to be made in either direction. (Let's hope that demon didn't notice you watching him...)

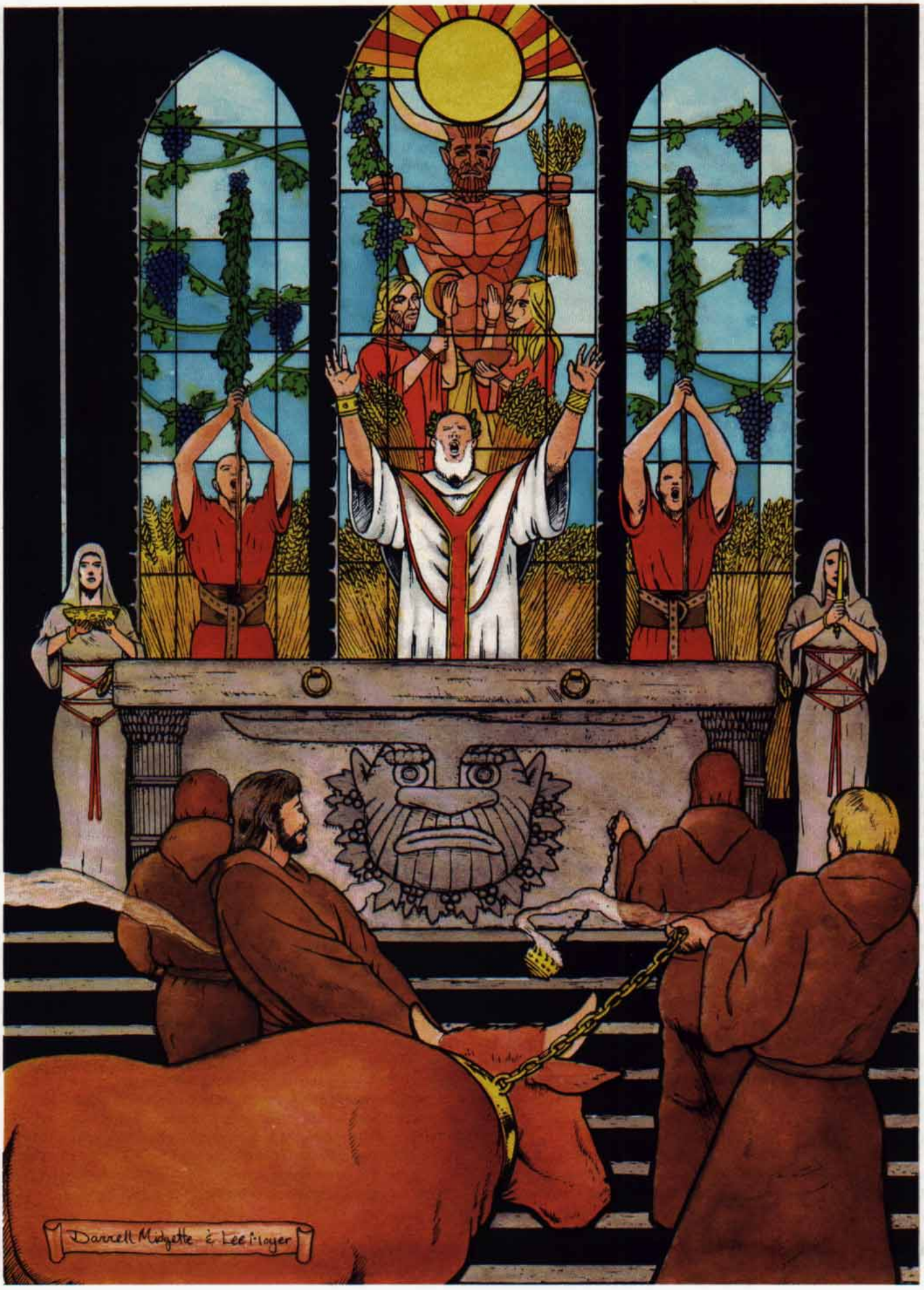
The most powerful magick mirrors not only provide the capability of scrying and communication between other Planes and Spheres, they may also (rarely) serve as a Teleportational bridge—a Door—between these places (provided the possessor knows how to activate this power). These latter sort are very rare, and only a few are rumoured to exist on Ærth.

MARTIAL ACCOUTERMENTS

Magickal weapons and armor are one of the more useful and utilitarian types of magickal devices. Although expensive, these types of items can be acquired and used by most personas.

Weapons

The subject of magickal weapons is so broad as to fill a large reference work by itself. But a few examples are provided here for your use.


Darrell Midgette & Lee Moyer

All-Purpose Axe: This wooden-handled axe contains extra-dimensional "pockets" along its haft. These contain rope, spikes, grapples, caltrops, flasks of oil and water, tinder, etc. The blade is interchangeable with others (also contained in the haft) that serve as pick, shovel, cutters, saw, pry bar, etc...

Darts of Darkness: These darts are silver with black feathers and are approximately seven inches long. The sharp points are slightly discolored on the very tip as if they have been held in a fire. In addition to the normal Physical damage caused by a dart, when a subject is hit with one of these, it experiences a magickal blinding effect. Blindness caused by these darts is permanent until removed by a Heka-user who can counteract the dweomer.

Ghost Bolt: This slender, nearly transparent shaft is made from an unknown, incredibly hard substance, but otherwise appears as a normal light crossbow bolt. It functions as a normal bolt, but has a special Power which becomes evident in the presence of Partial and Non-Physical Manifestations. When such spirits are within range of the bolt, the item begins to glow brightly, and increases its light emissions when pointed in the direction of the spirit. If fired from a crossbow, it will seek unerringly the spirit, and inflict Spiritual damage as if the target were a Full Physical Manifestation.

Mace of Magnetism: This two-headed mace has a handle of iron covered with a braided leather grip. At the business end of the weapon is a six-inch, polished steel head with seven rows of small, slightly protruding knobs. When struck by the device, the hapless victim will drop all defenses and come to complete attention. On the following Critical Turn, the wielder can command the subject to perform one task, which the victim will obey exactly as if under the effect of the *Magnetism* K/S Area.

Body Armor

Magickal armor, in all its myriad forms, is one of the most important types of magickal devices, for such is the stuff which enables a persona to do battle with the powerful foes and dreaded creatures typically found in a fantasy game system—and survive!

Armlet of Surrphkhat: This magical circlet is adjustable, and when placed on the wearer's bicep cannot be removed by any except the wearer as long as that person lives. The protection conferred by this armlet is effective versus all damage types, providing a flat 20 points in all cases.

Boots of Agility: The wearer of these boots will be able to tread lightly and easily over the most difficult terrain conditions. This includes everything from wet, slippery, or icy stone to muddy, clinging marshland. The boots also enable the wearer to jump nimbly from one spot to another, hurdling small obstacles and landing precisely, with cat-like grace.

Featherweight Chain Mail: This is magickally enchanted armor that is virtually weightless. It is otherwise the same as normal armor, both with respect to the amount of damage protection it can provide, and the effects of attacks (such as electrical or magnetic) versus metal armor.

Gauntlets of Dextrous Attack: The material of these long gauntlets is as soft and supple as doeskin, yet incredibly strong. The wearer of these enchanted gloves will notice that there is very little loss of tactile sense while they are on. Weapons held with gauntleted hands feel almost like they are a natural extension of the persona, and BAC with any weapon will be subject to a 25-point bonus.

Interposing Buckler: This small device is dweomered such that any hurled or projectile missile will draw it, if possible, into position between the missile and the persona. It provides 1D3 additional chances to parry per CT, and adds 10% to the persona's chance of success on the appropriate table.

Wristband of Chameleon Power: This small metal armlet is encrusted with many small gems of every imaginable hue. If the proper command is spoken, the wearer's skin, garments, and possessions will take on the appearance and coloration of the surroundings. This makes such wearers nearly invisible while motionless, and even when moving the persona will be hard to see clearly.

OTHER MAGICKAL DEVICES

Items which are not combat-related run the gamut of Heka-engendered Powers, from attack and damage, protection, and warding, to practically any conceivably useful function. And of course, where there is useful, beneficient magick, there are also curses...

Antidote Cup: This cup is Heka-forged with the power of an assortment of magickal anti-toxins. It is imbued with the power to absorb a wide variety of dangerous poisons. In fact, it will always negate the toxic effects of natural or herbal poisons, though some of the more potent poisons of magickal sort will still have a chance to work. Determine success for these at two DRs harder.

Belt of Flying: An otherwise normal-looking belt, this item allows its wearer to fly per the General Dweomercræft Casting for a period of up to 1D6+4 ATs. The power is usable once per day and rquires one CT to activate via command word.

Chalice of Faith: This large, bejewelled golden cup is obviously worth a great deal of money. In addition, any persona drinking from this chalice will be granted an increase in faith and willpower—all Spiritual ATTRIBUTES will be increased by 5 points for a period of 1D6+4 hours.

Clasp of Gasping: Appearing as a highly valuable cloak clasp of gold and jewels, this item is actually possessed of a most deadly curse. When placed into position upon a cloak or cape, the clasp immediately extends several strong tendrils of steel around the neck of the wearer. The tendrils then proceed to constrict, literally choking the life out of the pesona, working exactly like a garrotte. Only the immediate application of a Casting or Power able to disrupt magick will save the persona from certain death.

Cloak of Manymorph: This cloak is able to temporarily transform its wearer into another physical form. The wearer and all possessions will assume the alternate form in but one Critical Turn. Any Physical abilities germane to the new form will be available to the persona, but any unusual Mental and Spiritual powers of attack and defense—as well as Heka-engendered Castings and Powers—will not be, unless they were possessed in the persona's natural state.

Hands of Healing: These soft leather gloves are permanently charged with a dweomer that enables the wearer to heal 1D6 points of Physical damage. This power is usable three times per day upon command.

Hat of Disguise: This magickal headwear contains a Heka-engendered power that disguises the wearer's face, allowing the persona to create a mental picture of the desired visage others will see. The face, hair color, and eye color of the illusionary disguise may be completely different from that of the wearer, even resembling that of another race.

Ring of Danger Prediction: This engraved ring holds a single sunstone. Its power allows it to warn the wearer of impending danger. When a potentially perilous creature or situation is at hand, the gem will darken perceptibly. The relative amount of danger will be indicated by the shade of the stone. Thus, if the danger is minor or far away, the gem will only darken slightly. But if the danger is near or life-threatening, it will turn black.

CONDEMNED AS GALLEY SLAVES

GAMEMASTER'S INTRODUCTION

The material which follows is a short, introductory scenario for the **Mythus** game. It's a bit simpler than what most adventures in this game should be, and oriented more toward combat and roleplaying than anything else, as it is designed primarily to help introduce you and your players to the *Advanced Mythus* system. In most fantasy scenarios there will be more magick, monsters, and riddles or puzzles than combat—just so that the HPs will live longer, if nothing else. This sample adventure, however, concentrates mostly on observation, planning, and timing of action, in order to give the Heroic Personas a chance to hone their skills at combat and practice the other various Knowledge/Skill Areas that they possess!

First of all, let us say this:

This Chapter is for the GAMEMASTER'S EYES ONLY!
PLAYERS: Do Not Read!!!

For those of you who are new to gaming, it is a long-standing practice for only the GM to read the adventure—the principal reason being that the players will not enjoy it as much if they know everything that's going to happen and all of the things that their HPs wouldn't (or couldn't) know. Reading is cheating, dear player! Before actually getting a group together and gaming, however, the GM *must* read this scenario thoroughly and become completely familiar with it. The GM should be reasonably comfortable with the game rules as well. But don't be too worried if you get some of the game rules wrong or mess up something in the adventure. You'll probably make a few mistakes in the process of learning, and we're not going to come knock down your door in the middle of the night and drag you off to a dungeon for doing it wrong. Furthermore, remember that the gamemaster's judgment supersedes the written word of *any* RPG work, and if something seems wrong, unreasonable, or unfair, the GM should feel free—after careful thought—to make those modifications that are necessary at that time for the gaming group.

Before detailing the adventure, let us mention a few things that you'll need to be aware of for this particular scenario. As the action is aboard a seagoing vessel, the terms used in the scenario are nautical. You and the players (not to mention their HPs) will want to be as *salty* as possible after this 'ere cruise, matey!

Aft: The stern of the ship.
Bulkhead: A wall.
Companionway: A hall.
Deck: The floor(ing).
Foreward: The bow of the ship.
Hatch: An opening in the deck or a bulkhead.
Hatchway: A doorway.
Helm: The vessel's steering apparatus, in this case a wheel.
Ladder: A stairway or ladder.
Larboard: Loo'ard or port, (to) the left of the vessel.
Overhead: The ceiling.
Port: An opening in the side of the vessel, such as a window.
Starboard: (to) the right of the vessel.

When your group gets together to play, make sure that everyone's HPs are in order and that all the players have enough munchies and drinks. You might allow the players to share some basic information about their Heroic Personas. Since this scenario will require teamwork, it will be helpful for the personas to know something about their allies and their abilities.

Having done that, start out by reading aloud to the participants the "Player's Introduction" and the "Players' Background Information" sections, followed by the section titled "Starting Action." After that, ask the players what their HPs are going to do, and the game will have begun! Notice, please, that these sections, as well as all others you should likewise read aloud at the appropriate time, are in bold type face and also are contained in quotation marks.

The adventure takes place in the region of the Western Mare Librum, beginning off the southern coast of Aragon and moving along to the east and south as the vessel makes its cruise. How the personas arrived in Aragon is not terribly important—perhaps as members of an Æropan trading ship. Suffice to say that during their stay in a seaside town, they became embroiled in this wicked scheme. No need for them to do anything! They are "picked up" and "deposited" during the preamble, as you'll soon see.

If the players participated in the Introductory Scenario "High Time at the Winged Pig," you may assume that the personas were on a mission in the employ of Thelindelar, if you wish. If so, set the stage accordingly with a bit of your own creative genius.

The general area where this adventure is based is a prosperous section of coastline in Southern Æropa, where land and sea trade has flourished for many years. The kingdoms of Castile, Aragon, Francia, Arles, Savoy, Milano, and the Italic States (peninsular and island) derive important revenues from this trade, and therefore maintain adequate naval forces to assure the safe passage of merchant ships. But over the last several years, the pirates in the region have become more sophisticated in their methods of acquiring booty. Realizing that any blatant attacks on waterborne craft would likely bring the king's justice swiftly, the free booters and other criminals formed an alliance of sorts. This group became known as the *Starfire Guild.*

Though legitimate on the surface, the guild is covertly involved in many illegal activities—most recently the kidnapping of innocent travellers for use as slave laborers. And so to our story....

PLAYERS' INTRODUCTION (READ ALOUD)

"You are about to take part in an adventure scenario for the *Mythus* fantasy roleplaying game. During the course of play, the gamemaster will provide you with information and allow your Heroic Personas to react to it and perform any other actions as you think your HPs would do in such a situation. This is what happens during adventures in this game, and your careful planning and clever actions—as well as your luck with the dice—will determine how successful your Heroic Personas are in tackling the scenario.

"To gather information that will help your HPs, listen attentively to the descriptions given by the gamemaster, then either communicate with those in your group or the Other Personas that are a part of the scenario (whenever such is possible, of course). You might also choose the more direct approach at times, by actively having your HPs search nearby areas for clues. This is done by

DALY

informing the gamemaster of your Heroic Persona's actions and asking questions about the results.

"Many important actions are required during an adventure besides combat and magickal Casting, but when necessary, these two are quite important, as well. Don't be afraid to have your HPs stand and fight when they must, but remember that unless your team of Heroic Personas are evenly matched compared to the foe, they might quickly find themselves in deep trouble. Remember to project your Heroic Personas' personality when playing—put yourself in the HPs' position and do things as the HPs would. Try to think like your personas, and talk like them, as if you were an actor in a play! If your group begins to feel as if they are, through their cleverness and roleplaying, creating an exciting story as the adventure unfolds, then the session is a success. Don't get discouraged, though, if your own HP dies. No hero is absolutely invincible or immortal, and even the most powerful Heroic Persona can be killed. Chalk it up to experience, and try again!"

PLAYERS' HP BACKGROUND INFORMATION (READ ALOUD)

"There was a foreboding during the last night that should have given you a clue that something was wrong. Perhaps it was the fog, strangely thick for this time of year, as it clung close to the ground and muffled the sounds of the guardsmen who came out of nowhere. Or maybe it was the gibbous moon, providing barely sufficient light to see your way, not enough for you to detect your captors as they lay in waiting for you and your friends.

"The lot of you were on the way back to your lodgings at a nearby inn after an evening's entertainment at a tavern locally renowned for its fine wine and entertainments, when suddenly you were surrounded by dozen or more members of the city guard. You really didn't have a chance—their ambush caught you by complete surprise. Their weapons were out, poised at your hearts. As your group stood stunned, jaws agape, the guardsmen quickly snapped manacles on you and relieved you of all of your weapons.

"Despite your avid protests, you were taken to jail and placed in separate cells. Those of you who tried soon found the cells were proof against all mundane and magickal attempts to escape. Oddly enough, your captors refused to even tell you the charges against you."

NOTES FOR THE GAMEMASTER

The neophyte adventurers are mistaken as likely prospects by a pair of corrupt local law officials, a bailiff and the town's watch commander, named Jacques LeMond, and the magistrate, François Marcelos. They are part of a powerful group of criminals involved in smuggling, piracy, and slavery, a group known as the *Starfire Guild*. The scheme they use enables them to capture unsuspecting strangers, take their possessions, and then, on trumped-up charges, condemn them to slavery in the mines or else bondage as rowers in one of the guild's fast galleys. Even after paying shares to the watch and the jailers there is plenty to keep both the bailiff and the magistrate happy indeed. Their contact in the criminal guild is a Phonecian merchant named Sklomo. He is the mastermind behind the whole scheme, and pays a nice price for prime slaves to labor on the docks and row his galleys.

Though the merchant, Sklomo, will not be encountered at any time in this scenario, you might wish to allow the personas to learn of him, and utilize this shadowy foe as a member of the *Accursed* enemies, one who will actively oppose the party in the future.

Of course, the group of Heroic Personas is "green," but still far more able than the usual victims of the foul plot. The "arrest and trial" should outrage them, but there will be powerful guards to discourage any attempt at violence and/or escape then and there. Even though they are stripped of their clothing and equipment, they have other abilities....

The trick will be for them to combine forces and strike at the right time, perhaps leading the other slaves who were shanghaied in much the same way as the personas. There will be little hope for the HPs should they fail in taking the ship.

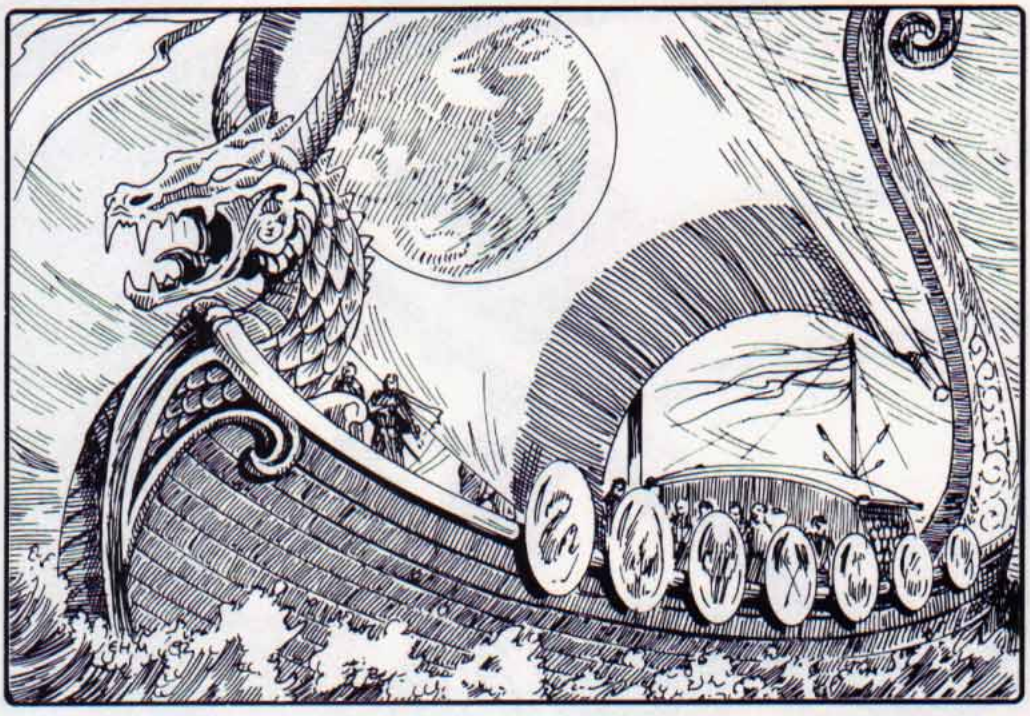
By using their heads, working as a team, and with some decent planning, the personas will find the galleass to be a fine reward for their troubles. Finally, if they report back to the state sovereign authorities, there might be another adventure in store, or simply a payoff in status and official okay for their expropriations—less taxes and the king's share, of course! You choose which state is the "correct" one in this regard. It could be any of those nearby, and perhaps the officials of another are part and parcel of the scheme, too. That will make the HP team think carefully!

Although the bailiff, LeMond, and the magistrate, Marcelos, are acting secretly on the behalf of the criminal guild, there is a possibility that others might have suspicions about the two—or that someone witnessed the Heroic Personas being captured or shanghaied. While those of low Socio-Economic Class and other ordinary OPs would be too frightened to speak out against the local officials, word might get back to the sovereign authorities. If all else fails, this might be one way to resolve the scenario. For example, a street urchin or peasant laborer might have seen the arrest, and passed the information along to the innkeeper where the personas were staying. If the personas were on a mission for someone (Thelindelar, perhaps), inquiries by the employer—or a Special Connection—would turn up some clues regarding the fate of the HPs. Such a one might alert the authorities to the personas' abduction, setting the wheels in motion for their eventual rescue. Of course, you must not make this known to the group, and it should be a possibility only when there is *no other hope*. Let them think that they must fend for themselves (as indeed they should!) to escape their predicament.

STARTING ACTION (READ ALOUD)

"Having been unable to convince your captors of their mistake, each of you wake up in a dank jail cell, rumpled, dirty and sore. 'Breakfast' is cold and slimy—it is difficult to determine which is worse, the taste or the smell—but it fills the yawning pit of your stomach. Any personas who had the forethought to have hidden small items such as lock-picks or other easily concealed devices on their person before being captured will still have them, although they will have been of little use here. The group of you is then gathered up, one by one until you are all together again, and then taken off to trial in manacles and leg-irons. Those of you who were wearing or otherwise possessed valuables, even good clothing, have been relieved of such things, and appear as commoners before the judge.

"You are led into a small, poorly ventilated room with whitewashed walls. Behind a large table sits a tall, lean, and unnaturally pale man, who is apparently deep in thought as he pours over a small pile of official-looking documents. He alternately sighs, groans, and grimaces to himself as he examines each sheet in turn.



This is certainly the magistrate, the one who is to 'judge' your 'crimes.' As you are brought shuffling and clanking to the front of the room by the chief jailer, the magistrate slowly focuses his attention on your group, his visage contorting into an exaggerated scowl.

"Clearing his corded throat, he picks up a small gavel and slams it upon the bench, as the official proceedings begin. With a deep and hollow voice that seems oddly matched to his narrow chest, he addresses those present. Though his phrasing is carefully formed to sound plain and use the patois of the region, it is clear that his origin is cosmopolitan, city-bred, and his polished speech makes it painfully obvious that he is no rustic judge. He berates the group assembled before him for necessitating his coming forth from the comfort of his country estate at so early an hour, and calls the newly-arrived bailiff forward to present the charges.

"The bailiff, Jacques, as you have heard him called, is tall and muscular but beginning to thicken with the fat of good living. He has good looks combined with a haughty bearing—and obvious contempt for the HPs. As you are brought forward, he whispers something to the magistrate, then addresses the court. 'This group of cowardly brigands who stand here before you, my lord, are the same ones who have been looting the domiciles of our merchants and shop keepers as they slept. They were seen riding away from the scene of the last burglary, with their saddlebags full. I traced them to a nearby tavern, where they were spending their ill-gotten booty. I had my guardsmen carefully lay a trap, and as they left the place, we were able to take them. The saddlebags with the stolen goods are there, your lordship,' the fellow says with a casual gesture to a corner table on which is piled most of your worldly possessions."

No matter what the HPs might say in their defense, their fate is sealed, for the trial is rigged against them. The bailiff will bring in the supposed 'victims' to testify against the personas, and though the HPs have never seen them before, they will positively identify each persona in turn. These Other Personas will appear slightly nervous, and they will keep their eyes averted as they hastily recount their stories. If any of the players state that their personas are paying close attention to what is said, allow them to roll against the HP's Mental Reasoning CATEGORY at Difficulty Rating "Hard" (score times a multiplier of 1), with a result of equal to or less than the CATEGORY total indicating that they have noticed a flaw in the 'evidence' given. If such is pointed out by the persona, the magistrate judging them will rebuke the HP, informing them impatiently that the witness has made a simple mistake in the testimony—prompting the witness for the proper answer until that is accomplished. Heroic Personas who make a successful "Easy" DR roll versus their *Law* K/S Area STEEP (if possessed) will begin to understand that this trial is anything but fair, realizing that the group is being framed by the magistrate and the bailiff.

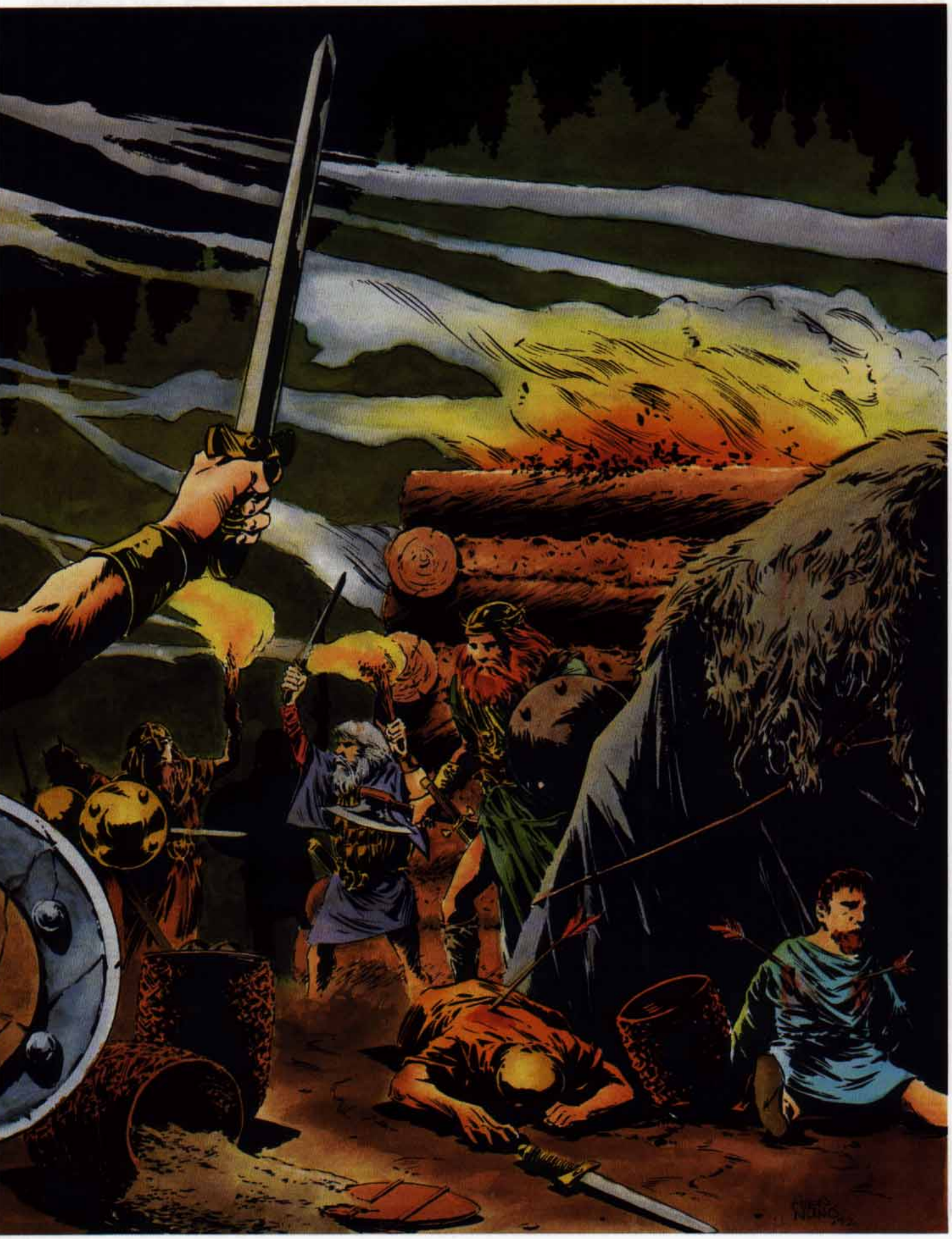
Once testimony is finished, the magistrate will waste no time in finding the party *guilty*. As he glares at the shackled Heroic Personas with an evil gleam in his eye, he passes judgment:

"'I hereby sentence you on this, the 20th day of Sepdec in the an 992 AAF, to labor in bondage for the rest of your natural lives. You are therefore assigned to the good bailiff, who will transport you to the galleass *Marduk*. There you will serve in whatever manual role is required, as determined by the captain of that vessel.'

"He turns to address the bailiff, thanking him for his exceptional performance in the line of duty; then with a sharp motion of his hand, he says to the guards, 'Now get this filthy lot of thieving jackanapes out of here!'

"Having thus been sentenced, your manacles too are chained together, just as your leg irons have been, and you are all led from the court. The bailiff and his men hustle you off to the harbor and lead you aboard a large oared and triple-masted ship, a galley of the galleass type, with the name '*Marduk*' painted boldly on her prow. Once roughly brought aboard the vessel, each of you is eventually separated from the rest of your group, assigned a place, and chained behind 'your' oar, with no items except for whatever small tokens you may have managed to hide in what remains of your clothes. Unfortunately, none of you are close enough to the others to carry on a normal conversation.

"A drum beat soon begins to thud rhythmically, as a massive, bare-chested brute who can only be the oarmaster strides among the slaves, whipping them into action. The great galley surges slowly forward at first, and begins to head out to sea. As you strain at your oars, each of you manages now and then to peer through the small openings around the oarlocks, and you see the shore—and any chance for rescue—falling rapidly away. Soon the flapping



sails fill with wind; your labor is over for the moment, but land has disappeared with your hopes.

As GM, you need to read all that follows, but when finished, the adventure is in progress and the above has relayed to the players, *go immediately ahead to key 25 of the following section*, for that is where the poor HPs are....

MAP KEY, COMMENTARY, OP DATA, ETC.

The galleass, *Marduk*, is what is commonly known as a Great Galley, an Æropan fast transport vessel of very large size. As with most vessels of any size on Ærth, it has a wheel for steering the rudder and considerable other improvements over Earth's Renaissance galleys of this general design. It is over 150 feet in length on its upper decks, 30 feet wide, but has only about 50,000 cubic feet of cargo space in the hold, for it is not a "roundship." Though it possesses three lateen-rigged masts, much of the power that drives the galleass is supplied by the rowing of the slaves, especially when making port or when winds are lacking. These ships are not designed to serve as either large general transports or as ocean-going vessels; they are used to carry small and very valuable cargo quickly, or for warfare, within the confines of the central seas only—the Mare Librum, Mare Phonecium, and to a lesser extent the Mare Ostrum.

Ship's Complement

The *Marduk* is manned by a complement of 265: officers (9), petty officers (12), men (60), ship's boys (4) and slaves (180). Besides the captain and his first mate and 2nd lieutenant, the galleass has the following on board: a sailing master (officer) and master's mate (petty officer), lieutenant of marines (who commands 34 marines), chaplain (monk and officer), healer (officer) and healer's assistant, a purser (officer), four bosuns (carpenter [and cooper], sailmaker [and hold master], armorer [and arms master], artillerist [and captain of the forecastle]) to supervise 24 crew member sailors, two cooks (ship's and officer's), three stewards (two crew's, one officer's), four ship's boys (and drummers), and 180 slaves serving as oarsmen under the malevolent oarmaster and two drivers (assistant oarmasters and petty officers).

The *Marduk* and its captain, along with much of the crew, too, hail from the isles of Mago. It is currently headed southeast along the Italic coast toward the Kingdom of Naples, and thereafter it will sail on to Achæa, Crete, Cyprus, and Ægypt where much of the cargo is bound. There will be frequent stops along the way, as the galleass takes on or drops off some of its more questionable but highly valuable cargoes, booty, smuggled goods, and illegal stuff being factored through the *Starfire Guild*. Some of the stolen material is jewelry and gems, gold and silver. There are also such things as furs, perfumes, and various objects d'art—sculptures, paintings, and more. Armor and arms too form a part of the illicit trade. The readily observable portion of the cargo carried in the hold of the vessel consists of normal goods, such as brandy, wine, olive oil, cloth, fine hardwood lumber, and other merchandise of this sort. Casual inspection will not discover the other stuff, and a bribe or two assures casual inspection!

Naval Combat

Should naval combat be necessary, the galleass is equipped with sufficient artillery. There are two small catapults and a scorpion mounted on the bow forecastle deck, and two small catapults in the stern (aft) section on the highest portion of the poop (quarter) deck, each requiring crews of four men and a commander to operate. There are six ready missiles racked beside each machine forward, and additional ones are stored below. There are 15 stones of one-foot diameter in racks along the rail to starboard and larboard on the aft deck for the stern "chasers," but extras will have to be brought up all the way from ballast in the bilge, and that's something not likely to happen in this scenario!

There are also four extra large, heavy crossbows (range as heavy crossbow but 6D6 points PD) which are brought up from below and mounted on the side rails whenever action is impending. Each requires two men to wind and discharge. The 34 marines are commanded by their lieutenant, and have two sergeants (petty officers), four corporals, and 28 privates. Each of these marines functions as both bowman and artillerist as the need might be, plying medium composite bows when not operating war engines. All other hands not engaged in managing the ship (generally most of the sailors, as the sails will be furled in battle) will man the extra-heavy crossbows or regular ones, and have boarding pikes and cutlasses or axes ready too.

Random Shipboard Encounters

Assuming the party of Heroic Personas gains their freedom and begin exploring the galleass, they will have a chance of one or more random encounters with others aboard. The gamemaster should check for such encounters each Action Turn that the HPs are free, in every location on the galleass except the hold. There is a 20% chance per AT of a random encounter during the day, but a 10% chance at night. If an encounter is indicated, roll 1D6 and refer to the table below to determine whom the personas have met:

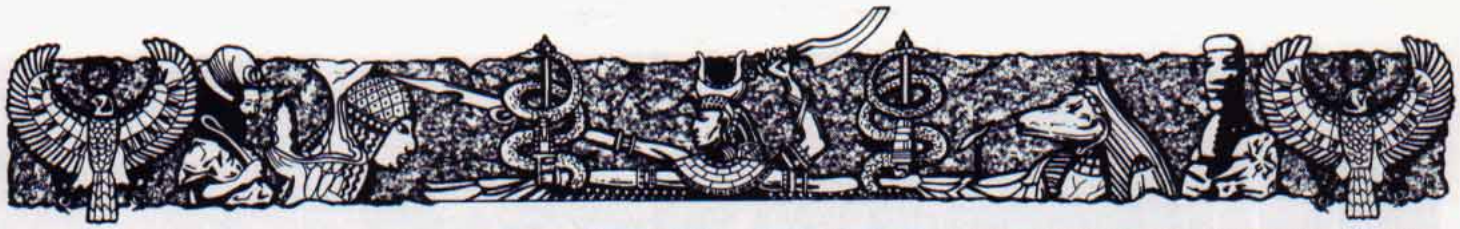
1D6	*Encounter Result*
1	1D3 crew members
2	1 marine sentry
3	Bosun or driver
4	Pedro (Maldonado's spider monkey)
5	Sailing master
6	Captain Diaz-Barca or Maldonado

Weapons Note: Unless stated otherwise, assume any weapon is of Average Quality.

Deck Level A: Aft Section

1. Captain's Quarters (Don Fernando Diaz-Barca): There is considerable tension between the captain (and his associates and the marines) and the sailing master (and his comrades and the sailors) as you will read as you go along. The navigational materials that Diaz-Barca has are evidence of this. He plans to handle navigation by himself and do away with the sailing master—an "accident" later, for he suspects that Paolo knows of his illegal activities and is trying to get evidence so as to bring charges against the captain. (He's right!)

"This large cabin is richly appointed with fine furniture of mahogany and teak, and all manner of nautical memorabilia evident. The space can be illuminated by unmasking a pair of Heka-energized light globes, but there are also the usual ship's lanterns swinging from the beams overhead, and prickets too on desk and table to hold fat candles. A full bed covered with pelts and furs is opposite the entrance to the cabin. A tall armoire stands against the starboard side of the bulkhead, a large chest to leeward. Also



to the right when one enters this place is a small table and chair where the captain dines alone or reads. Opposite that is another chair and his desk. A low, padded bench-like construction runs beneath the ports, glazed windows with interior shutters, which pierce the vessel's upper sterncastle and provide light and air for its commander. The ledge serves to hold various nautical instruments, books, and so forth."

The armoire contains Don Fernando's three-quarter plate armor suit, leather half armor (for everyday) and weapons (long sword, small sword, a matched pair of hand crossbows, and a belt pouch which holds 12 little quarrels and 10 lead shot for these weapons). He also has a long dagger, but the captain sleeps with this hidden under the covers, ready for use at a moment's need. The chest contains the captain's finer wardrobe (two sets of second-best clothing, a suit of very fine garments, and an array of resplendent sort for state occasions). The table has a ship's decanter of excellent brandy on it, but there is nothing else thereon. The desk has the ship's log (a false one), charts, maps, manifests, bills of lading, etc. in compartments and drawers. Pens, ink pots of several colors, sand-shaker, drawing compass, parallels, and a ruler too complete the materials therein and thereon. Small paintings are hung around the place—a countryside, one of the shore, another of a pretty girl, another of a noble-looking man. All are of Magos, of course.

The charts and maps are of the seas and the not-too-distant Lantian Ocean. They show the coastlines of Æropa, Afrik, and Azir as they surround the three great central seas. Beyond the Pillars of Herakles is the big island Atlanti and its smaller attendant ones. There is a chart of the Western Mare Librum, another of the Eastern part, and one of the Mare Phonecium too. Resting upon the desk are four large, green, smooth objects of glass—weights to keep the charts unrolled while in use. If the supposed log is examined, it will appear to be ordinary indeed, containing information regarding the *Marduk*'s destination ports, daily progress, and a list of the mundane cargo carried by her.

The two-score volumes atop the ledge are works on sailing, navigation, accounts of exploration, poetry, histories, and some dramas too. There is a telescope, sextant, astrolabe, and a compass there as well. Souvenirs include a narwhal horn, an Atlantian helmet, a huge conch shell, a Grecian bust, a piece of greenish coral, a Philistine axe, and a ship's bell. They are fastened down or held in racks because of the vessel's movement. There are spaces under the ledge which surrounds the cabin, each accessed by removing the pad atop and lifting up the hinged cover. There are nine of these coffer-like areas. One holds the captain's linens and hose. Another contains his everyday ship's dress of other and outer sort. The next has more writing supplies (pens, inks, sheets of paper, wax sticks, etc.), a blank book, and extra candles. The trio to the larboard hold the captain's personal special provisions: Whiskey, brandy, several kinds of wine, spices, condiments, coffee, tea, chocolate, sugar, honey, preserves and jams, and so forth. The bottles are carefully stored in crates, the rest boxed or otherwise packed so as to avoid breakage from storm.

The three at the stern have pillows, bedding such as sheets and blankets (for winter use), and bolts of brocaded cloth—Don Fernando's "own personal cargo" he shows to demonstrate to any inspector to help assure such an official that the Marduk is a typical vessel with a typical captain doing a bit of trading on the side. Hidden under these three are nine small sacks of coins, three per area, each little poke holding 250 BUCs (copper) in it as bribery money (or emergency cash).

Hidden in a secret space in the hull behind the bed are Diaz-Barca's personal treasure. A leather purse contains 10 Atlantian oricalcum pieces, 20 gold, and 20 silver too—50,500 BUCs in all! The little compartment also contains the actual ship's log, a diary with an account of all stolen material transported for the *Starfire Guild*, and a jeweled neck chain and several smaller pieces of jewelry with a quick-market value of 5D10 × 1,000 BUCs. This diary is terribly incriminating for it has detailed entries that, while they do not identify the criminal guild members by name, provide enough evidence to condemn Captain Diaz-Barca and clear the personas. These are nothing, however, to what is at key 33, the stern hold. Of course Don Fernando knows all about the latter, but unless near doom, and a persona succeeds in a "Hard" roll against *Influence* K/S STEEP, the captain will not reveal the secret. He knows the command phrase, *"Atlanti's Empire Again!"* which will open the "safe," and so does the first mate—see key 15, below.

Deck Level B: Fore

2. Bow Galley: "This area of the ship contains the galley and ready food storage for the crew of the *Marduk*. A scarred, stained serving table of oak occupies the front center portion of the cabin. All manner of cooking utensils can be seen." Behind this board the cook and his stewards stand and ladle out ship's fare to crewmen and marines three times per day. The men file in (petty officers having preference), get their food, and then retire to eat it in the messroom (3) aft. Behind the serving table is the ship's galley.

"The galley contains a narrow, curved preparation table, over which hang numerous pots, pans, and utensils. To either side of this work bench are bricked spaces with iron arms for kettles to be suspended to cook over braziers full of coals."

One always has a big pot simmering over it unless there is storm or battle. Dweomers are not always available, so food preparation remains quite prosaic. Tubs, boxes, and sacks are scattered on the floor while food is being prepared. Bins under the galley work table hold such things as are used regularly, charcoal, herbs and some few spices, sugar, and the small utensils of the cook.

The following cooking implements will serve as weapons of below average quality:

3 cleavers = chopper
6 butcher knives = knife, large
9 utility knives = knife, small
2 rolling pins = bludgeon

3. Seamen's Mess: "This sparsely furnished cabin is the room in which the crew and marines take their turns eating."

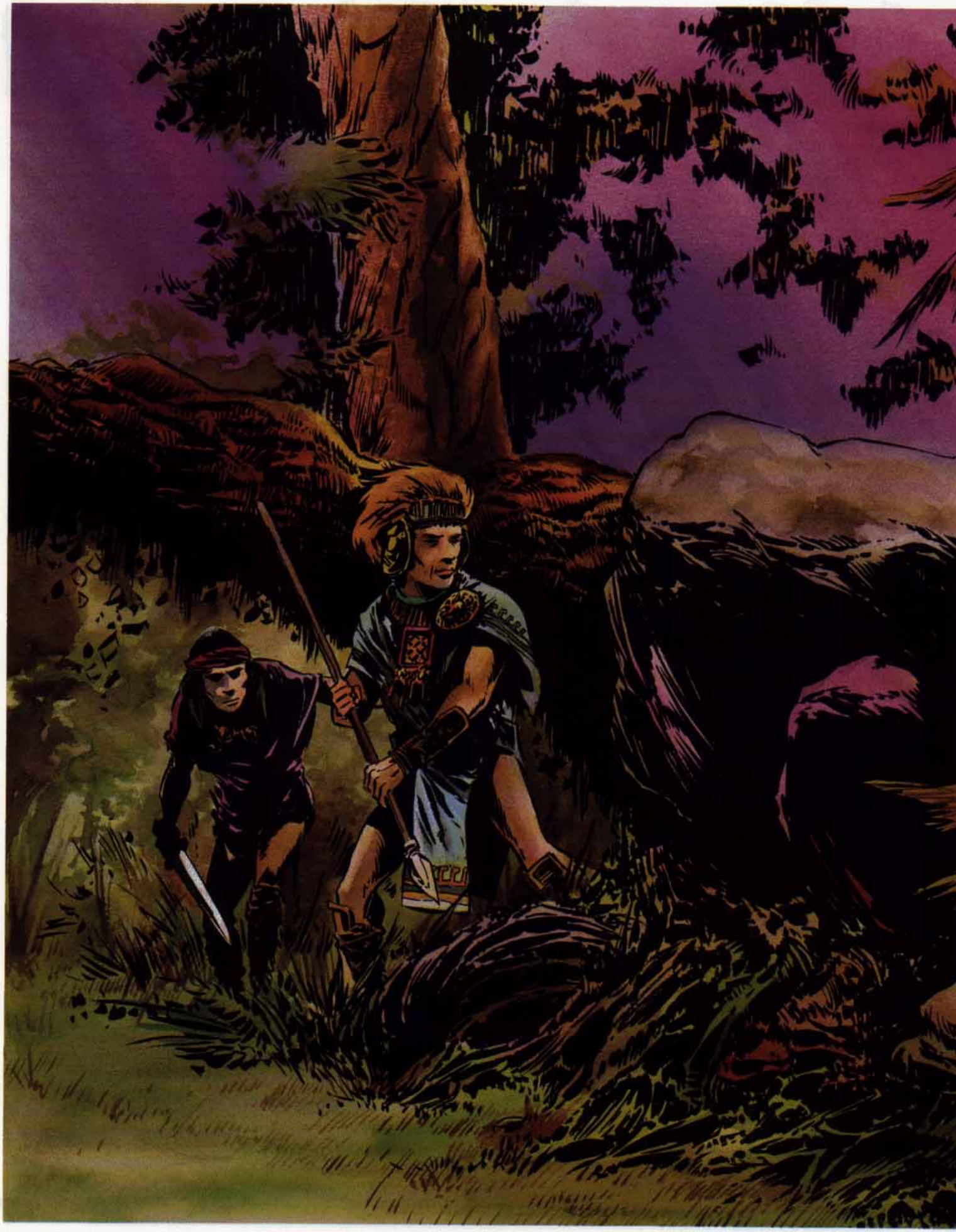
Petty officers typically take their food below to their own area, although they can stay here. It has a pair of narrow boards to either side, with fixed benches along their length, so that 20 men are accommodated at a sitting. Hatches to either hand allow entry into the lockers for wine and spirits and special food stores.

Each man gets a plate, bowl, and cup. The rations are given out, coffee, water, or wine in the cup, and then the meal is eaten. The cook's helpers afterwards wash the gear in seawater and store it in the mess gear locker there in the galley.

Breakfast: Ship's biscuit, olive oil, boiled grain (gruel), fresh or dried fruit (if and when available), coffee.

Noon Meal: Ship's biscuit, salt fish or meat, boiled dried legumes or lentils, fresh vegetables (if and when available), water.

Evening Meal: Ship's biscuit, cheese, boiled dried legumes or



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lentils, olives, water, wine ration (or like—beer when coming back from Ægypt) after eating.

Now wait until you see the galley slaves' fare....

4. Food Locker: "Locked door."

This hatch has a normal lock, and it it is kept closed and latched at all times. Olives, olive oil, sugar, herbs, and spices are kept here.

5. Spirits Locker: "Locked door."

This room is locked. The cook and first mate have keys, and so do probably a half-dozen others who have surreptitiously made a copy.... In addition to a dozen small kegs of harsh brandy, it also contains three larger barrels of the sour wine for the crew.

6. Food Locker: "Locked door."

This hatch has a normal lock, and it it is kept closed and latched at all times. Cheese, onions, and whatever fresh vegetables and/or fruit are kept in this place. The cook and first mate have keys, and so do probably a half-dozen others who have surreptitiously made a copy....

7. Wine Locker: "Locked door."

The door to this room is also locked, as is that of 5, above. Inside are the barrels of poor wine which is allotted to the crewmen once per day. The cook and first mate have keys, and so do probably a half-dozen others who have surreptitiously made a copy....

Deck Level B: Amidships

8. Open Deck: "There are four small boats (15-19 feet long by 5-7 feet wide beam) hanging from davits set in the deck. There are two foreward to port and starboard, and two more just abaft the main mast opposite the aft cargo hatch. Also along the rails and near the main mast and cargo holds hatches (both of which are covered with open gratings for ventilation—solid covers plus tarpaulins secure them from water when need arises) are miscellaneous gear and supplies used by the crew, such as rolled canvas, coils of rope, and belaying pins, marlin spikes and grapnels used for boarding other ships. There are two capstans foreward of the main mast, and two more aft of it."

There are always 3D3+3 crewmen and 1D3 petty officers here during the day, going about their normal duties. A petty officer or sailor assigned to the helm will be on the lower quarterdeck of the sterncastle, and an officer will be there too. If the captain is not elsewhere, he will be on the upper quarterdeck surveying all that occurs on deck.

At night, two pairs of marines stand before the forecastle and the sterncastle or when sails are set and/or rowers are at work. If the vessel is at anchor, they patrol the deck, each carrying a smaller version of the light globes which are used to light several areas on the ship. They are armed with short sword and dagger, and wear half studded leather armor. The globes will illuminate brightly a 5-foot radius area, and there is a 60% chance that anyone trying to hide on the deck will be spotted unless each makes a successful roll versus *Criminal Activities, Physical* with a Difficulty Rating of "Hard." If a sentry actually moves so as to bring such a persona within the illuminated area, there is no chance of avoiding detection. There is a watch in the forecastle at the bow. There is a helmsman and an officer on the lower quarterdeck.

8a. Ladderways: By day, a marine guard is stationed as a sentry at each of the ladderways leading down. Each wears half studded leather armor, and is armed with a spontoon, a short sword, and a dagger. See also 25, hereafter.

9. Crow's Nest: High above the deck of the *Marduk*, a sailor is posted in the crow's nest atop the main mast during the day. This worthy constantly scans the surrounding waters with a spyglass, searching for evidence of other vessels.

Deck Level B: Aft

10. Officers Mess (and Dayroom): (First mate, sailing master, 2nd mate, oarmaster, chaplain, healer, purser, lieutenant of marines.)

"A dim, magickally radiant globe hanging in the center of the cabin illuminates the place" (both night and day). When there are officers present other such globes will be placed around, and perhaps even lanterns will be lit. **"This room has a 10-foot long table with chairs for a dozen people. There are cabinets fore and aft of the table (and in these are the service pieces for meals and various entertainment items). Decanters of liquor and wine and glasses are atop them."**

This is where the captain has meetings with all officers when such is necessary. All ship's officers eat here, save for the captain who usually has his meals served in his own cabin. A steward is on hand during mess times. Off-duty hours are spent here, playing cards, dominoes, chess, etc. The officer's mess is allowed one quart of brandy and four of wine each day, with one officer being in charge of its distribution, each rotating this assignment. As access to the officers' cabins is through this area, there is never activity in here after eight bells of the first night watch (10 PM). The steward leaves then too, not returning until second morning watch (6 AM).

Meals are a fair step above those of the crew, with fruit juice, fruit, fresh vegetables, milk, cream, butter, eggs, fresh or potted meat, poultry, and/or fish, meat pies, stew, soup, and so forth served as the provisions allow.

In the evening there will be 2D3 officers here. At night, after the time indicated, there will be only a 10% chance per AT that someone will enter.

11. Officers' Mess Stores: "Locked Door."

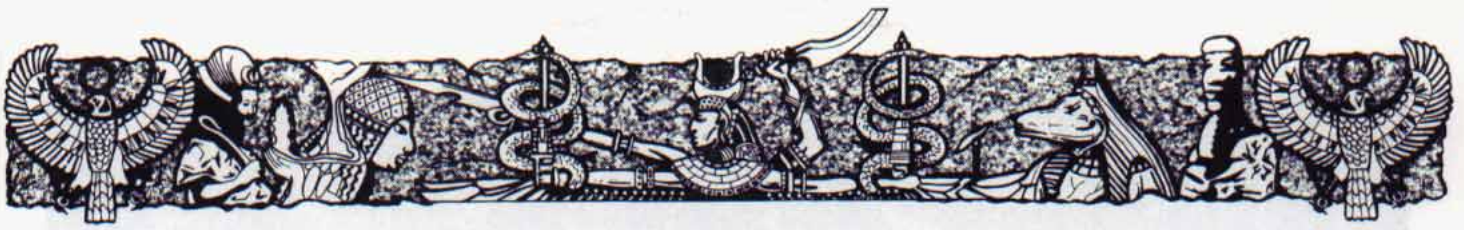
This secured locker contains the wine, spirits, and costly spices, herbs, etc. used for the officers. In addition, the plates, glasses, cutlery, and the linens for their table are here. The first mate, purser, the officer in charge of the mess, and the steward on duty have keys.

12. Purser's Cabin (Pablo Ricardo): "This small cabin is lit by a magickal light globe. In it is a bunk, a seachest, a little table, and one small chair. On the table is a thick book, a pot of ink and a quill." This is the sleeping quarters for the ship's purser, who keeps track of the ship's day-to-day supplies and expenses. The book has entries for all of the ship's mundane equipment, food stores and other standard materials.

Pablo normally wears a leather jerkin, and carries a broadsword and dagger. When the purser is here asleep, he hangs his armor and weapons on a rack by the hatchway entrance to the cabin. In the seachest are kept several sets of clothes, a cloak, an extra pair of boots, a shaving kit, and other miscellaneous personal effects, including a pouch containing 178 BUCs in coin. For a description of Pablo, see page 368.

13. Chaplain's Cabin (Tilgaroth Hakaaru, Priest [Atlantian Pantheon]): "This small cabin is lit by a magickal light globe. In it is a bunk, a seachest, a little table, and one small chair." There is nothing out of the ordinary in here, as the chaplain is very spartan. If the seachest is searched, a leather-bound tome will be found. Unless one of the personas can read Atlantian, however, it will be unreadable. It is the holy works of the priest's order. Also within the chest are the chaplain's clothes and personal effects, along with 375 BUCs in coin.

14. 2nd Lieutenant's Cabin (Salvador El Segundo): "This small cabin is lit by a magickal light globe. In it is a bunk, a seachest, a little table, and one small chair." Salvador normally wears a suit of full studded leather armor, and has a long sword and dagger. When he is here asleep, he hangs these effects on a rack by the entrance hatchway. Within the seachest are his personal belongings, including a cloak, several sets



of clothes, an extra pair of boots, a shaving kit, and a total of 283 BUCs in coin.

15. First Mate's Cabin. (Maldonado, Ship's Wizard [Black School]): This large cabin has a bunk, a little table and chair, and a long shelf upon which are a collection of books, jars, and small coffers. Attached to the wall above the wide shelf is a small, sconce-like device with a wire mesh that contains a round globe of light. A tall, narrow armoire is located in the forward section of the cabin.

The first mate has a particularly hideous little statuette of an Atlantian netherdeity whose name is unknown. This vile figurine radiates both a dark Heka and a disgusting aura. (It should be destroyed!) See the epilogue for the consequences of breaking it to pieces or tossing it overboard.

The first mate knows of the special hiding place, the dweomered space keyed to the plaque in the stern hold (key 36). If the galleass is taken by mutiny/slave revolt, he will contact through Casting the Starfire Guild to warn them to save their valuables! If about to be slain, Maldonado will tell his vanquishers of the great treasure if he is able, and likewise confess the command phrase, "Atlantl's Empire Again!" These words will cause the dweomer to activate and reveal a considerable booty!

16. Sailing Master's Cabin (Paolo Moha): This large cabin has a bunk, a little table and chair, and a long shelf upon which are all of the books, maps, and charts which belong to him. Attached to the wall above the wide shelf is a small, sconce-like device with a wire mesh that contains a round globe of light. A tall, narrow armoire is located in the forward section of the cabin. (It contains a beautiful steel cuirasse and a short cloak of velvet at all times, save dress occasions, and a leather jerkin, rapier, a main gauche dagger, and three well-balanced throwing knives when the sailing master is sleeping). **"There is a small chest at the foot of the bunk."** (It is not locked, and contains only clothes, a blanket, cloak, etc.)

"On the table is a round, flat device with a rotating plate and arm affixed to an outer shell that is affixed to a thin cord." (This item is an astrolabe, used to determine the position and heading of the ship in relation to the sun and stars. **"There are other instruments and materials on the workshelf."** (These are the same as those found in the captain's cabin.)

This is the cabin of the *Marduk*'s navigator, Paolo Moha, a man of Berber-Atlantian-Iberian heritage. Although in difficult conditions, including bad weather, Moha is in command of the vessel, his status aboard the *Marduk* is effectively that of 3rd lieutenant. He is also aware that the captain dislikes him—because Paolo is basically a fair and honest man. He is trying to get sufficient evidence to prove Diaz-Barca is a criminal, trafficking in stolen goods and with pirates too. Recently the sailing master has come to believe that the captain knows about this, so Paolo fears for his life.... A description of Paolo Moha is located on page 367.

17. Officers' Mess Stores: "Locked Door."

This secured locker contains the fresh, preserved, and special foodstuffs used for the officers' mess. The purser, the officer in charge of the mess, and the steward on duty have keys.

18. Healer's Cabin (Francisco Antigua): "This small cabin is lit by a magickal light globe. In it is a bunk, a seachest, a little table, and one small chair." Also inside are a couple of small chests, and an assortment of jars and other small containers. The interior of the chests are padded, and they hold 20 of the small light globes. The jars and containers are filled with various medicinal herbs and balms.

19. Marine Lieutenant's Cabin (Rinaldo Figueroa): "This small cabin is lit by a magickal light globe. In it is a bunk, a seachest, a little table, and one small chair." The officer who commands the marines (who are the artillerists and bowmen of the galleass) has this little cubicle. He wears full studded leather armor and long sword and dagger. When the marine officer is here asleep, he hangs his armor, swordbelt and sword in a rack beside the hatchway entrance to his cabin. His seachest has several sets of clothes, a cloak, an extra pair of boots, shaving kit (soap, razor, comb, needle, thread, etc.), and miscellaneous personal effects. In addition, there is a pouch containing 297 BUCs in coins and a big gold ring worth 150 BUCs

Note that the marine lieutenant answers only to the captain, and the men serving under him are very loyal to their lieutenant. Therefore, these marines will defend the captain, ship and its cargo to the bitter end, as long as their commander lives. For descriptions of Esteban, Sorcha, and the other marines, see page 367.

20. Oarmaster's Cabin (Gora): "This dirty cabin can only be the quarters of the oarmaster, Gora. It is sparsely furnished, with a scarred bunk, a worn desk, and a stool that appears on the verge of collapse." Because of who he is, the oarmaster always has plenty to drink. **"Atop his table is a big pewter mug and a jug of wine with about a quart left in it. A battered chest stands at the end of the bunk, and it has a large lock on it."** Inside it are several sets of worn clothes, a new and viciously tipped whip, a pouch containing 635 BUCs in coin, a silver necklace worth 120 BUCs, and a small, smooth stone that is worn through in the center. This latter item is a *Holed Stone* that brings luck to the possessor when carried or worn on his person. Its magickal effect confers 1 Joss Factor per day. Gora does not know what it is, only that he likes the way it looks and feels. However, being suspicious to the point of paranoia, the oarmaster seldom carries the thing for he fears another will covet it and steal the stone from him.

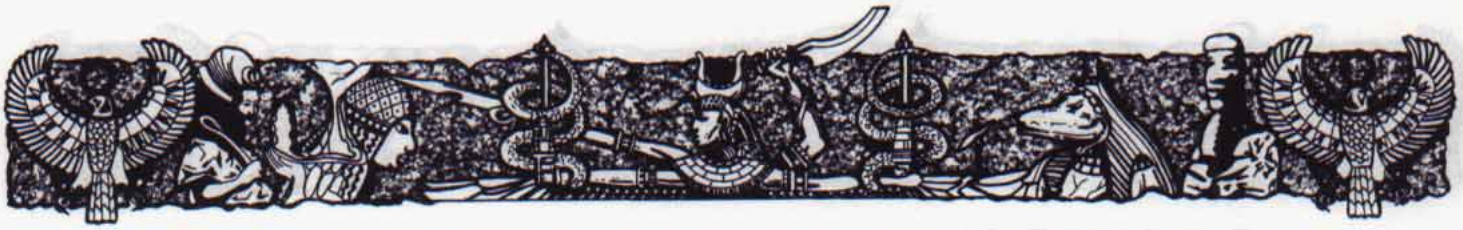
Gora is disliked by most of the sailors and petty officers—and many of the officers too, save Don Fernando Diaz-Barca who considers him a splendid task master! Of course his drivers respect him.

Deck Level C: Fore

21 Anchor Chain & Ammunition Locker: "This large room has a huge twin windings of thick chain wrapped on spools. Each is attached to a winch on one end and an anchor (suspended outside the ship) on the other, these devices operated from capstan windlasses on the top main deck. There are also racks of (60 total) round stones of about 1-foot diameter used by the catapults and (60) of the heavy, vaned spear-like missiles for the scorpion stored here."

22. Petty Officers' Cabin: Shared by the master's mate, healer's mate, crew cook, and two of the bosuns—five total. **"This cabin has three double bunks with matching chests, a table, and four chairs. The cabin is lit by a light globe like those elsewhere on the ship."** There is a 30% chance that there will be someone here at any given time of the day, increasing to 90% at night. If there is a gambling game in progress in area 23, as detailed there, that chance decreases to a mere 10%. Each chest holds an extra set of clothes, a pair of boots, and one item from the following table:

1D3	*Item*
1	10-100 (1D10 x 10) BUCs in coin
2	1 knife, dagger, or sling and 2D3 lead bullets
3	a ship's key (lock location determined by the GM)



The inhabitants of this cabin are named Sancho, Miguel, Jorge, Carlos, and José, and are described on pages 369-370.

23. Petty Officers' Dayroom: "This area is secured by doors at the base of the ladderway leading up to the main deck. To either hand of these are narrow ladders leading farther belowdecks—probably to the crews' quarters, for the steps are worn and the doors secured open are very much battered as if by many hands. It is about 10 feet wide and 16 feet long. The foremast's thick column stands at the forward portion of the place almost obscuring the view of the hatchway there. There are also doors to both larboard and starboard."

The petty officers will sometimes eat and drink here, and this is where they spend whatever off-duty leisure time they have. During the day there is a 50% chance someone will be here. In the evening and early night there is a 90% probability of the cabin having 2D3 personas. After 10 PM, there is only a 10% chance per AT of an encounter herein.

24. Petty Officers' Cabin: Shared by the two drivers, the officers' cook and two of the bosuns— five total. **"This cabin also has three double bunks with matching chests, a table, and four chairs. The cabin is lit by a light globe like those elsewhere on the ship."** There is a 30% chance that there will be someone here at any given time of the day, increasing to 90% at night. If there is a gambling game in progress in area 23, as detailed there, that chance decreases to a mere 10%. Each chest holds an extra set of clothes, a pair of boots, and one item from the following table:

1D3	*Item*
1	10-100 (1D10 × 10) BUCs in coin
2	1 knife, dagger, or whip
3	a ship's key (lock location determined by the GM)

The inhabitants of this cabin are named Manuel, Ramon, Martin del Campo, Hector, and Raúl, and are described on pages 371-372.

Deck Level C: Amidships

25. Rowing Benches, Oars, Slaves & Oarlocks: This large area belowdecks is the rowing deck, the place where the personas actually begin play, as nothing they can have said or done can alter the beginning of the scenario.

"You relive the past hour or two—being dragged to a place beneath the upper deck, the 'Oar Deck' you heard it called. Then in but a handful of minutes each of you chained by leg iron to a staple sunk deep in the hull nearby, hands chained too, but to the thick oar you must now work. Told to hold fast to the oar and do or say nothing unless so commanded, you hesitated, ready to rebel. Then men with black whips came, yelling, striking out at everyone who didn't move quickly, so you moved.

"There are three rowers to each oar, you and the other two slaves sitting in tiered rows to thus man the triple rowing bank on each side of the vessel. The other slaves—at least the few who brave the lash to respond—speak various foreign languages, though you manage to hear a word or two of Trade Phonecian before a driver stalks past, and all fall silent.

"Then you heard a voice from before you, an ugly, gross fellow shouted at you all to work, as he picked up a pair of mallets, and began a slow thumping on a drum there before his seat.

"'Row! You scabby sons of sows, row! Miss a stroke and I'll have you lashed. Do it twice, and I'll personally flay your lousy back!'

"And the *Marduk* is at sea with you as its slaves....

"Your group isn't assigned to adjoining places, of course, but half of you are sent to larboard, half to starboard. Although split in two, each separated group is within the same general area. You glance at those of your comrades nearby, wondering about those on the other side of the galley....

"The dim illumination that exists here comes from sunlight by day, from Heka globes fore and aft and a pair ship's (oil) lanterns suspended between the deck hatchways (see below). There is continual traffic here during the day and when the galley is being rowed. At other times there are few passersby. At night, a typically sleepy and bored marine stands guard at the aft ladderway leading to the upper deck."

See also 8a, above, regarding the sentry there.

You should go to 27, below, and read that text to the players now.

A questioning of their new companions will reveal that several of the other unfortunates have been shanghaied in a manner similar to the personas.

There are three rowers to each oar, the slaves sitting in tiered rows to thus man the triple-oar bank on each side of the vessel as noted above. Each trio is secured by a chain running through leg irons which is padlocked to a bigger chain running fore and aft along the deck. This main one is secured by a huge padlock to a ring held fast by a monstrous staple set in the deck timbers. Each is also chained by manacles to their oar, the cuffs locked by key.

The other slaves—at least the few who brave the lash to respond—speak various foreign languages, and the personas can always manage to communicate well enough by using Trade Phonecian. A questioning of their new companions will reveal that several of the other unfortunates have been shanghaied in a manner similar to the personas.

Not a one seems willing to discuss escape, but that's because there are several "toadies" ready to report what they hear for extra food, favors, and no lashing too! These rotten few are discussed a bit later.

Now go directly to 13. 4, Adventure Log for that material which will provide the "Day-by-Day" action in the scenario.

25b. Ladderway Belowdecks (to Hold): "When the hinged deck hatch is raised it reveals a three-foot wide ladder with broad steps leads to the lower cargo deck below."

25c. Swab Lockers (Under Ladderways): "There are storage lockers under the steps leading to the upper deck. Inside are wooden buckets, stiff scrub brushes, swabs (mops) on long handles and those held by hand alone, rough holly stones for cleaning deck planking, sacks of fine sand to scour with, rags, and so forth. You become familiar with these implements all too soon!"

The handles for the swabs are equal to jo sticks (2D6) of below average quality.

26. Hold Accessways: "Hatch opening covered by a wooden grillwork frame."

Each of these large openings is covered with stout wooden latticework grills as are the hatches directly above. If the *Marduk* is unloading or taking on cargo, all will be removed, of course. If one peers through the grate, the contents of the hold are faintly visible, and a persona can even jump down the short distance (5'-10') to the top of a stack below if the grating is moved.

Deck Level C: Aft

27. Oarmaster's Seat: "This tall chair always has the vile oarmaster, or one of his drivers, ensconced in it, whip nearby, as time is beaten on the big kettle drum before the seat by that occupant.

"The oarmaster, a muscular, mongrel hunchback named Gora, as you know all too well by now, mercilessly wields his whip, ensuring that all you slaves row steadily on all occasions that such power is demanded. His two assistants, 'Drivers' as they are titled, are no better. Any slave caught talking by Gora or his stand-ins is beaten severely."

The subject suffers 10D6 points of Physical damage (–1 per die if a driver is lashing the victim, but a minimum 1 point of PD per die indicated) This shouldn't give the Heroic Personas much chance for open, easy conversation, and all communications will have to be done at odd times in a cautious, whispered exchange with the nearest slave, save at night.

"When rowing is not in progress, of course, no one sits here. If there is expectation of need for oar power, of course, one of the three, hated men will lounge in the chair, sneer at you, fondling his whip, etc."

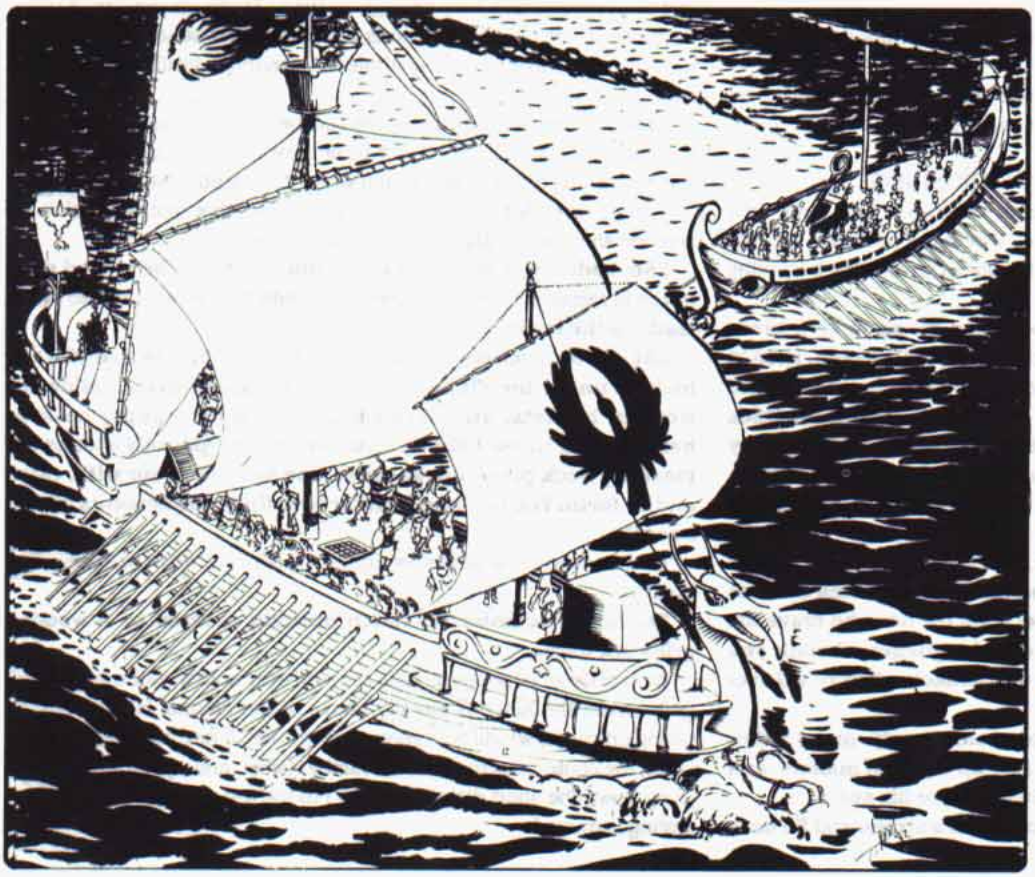
28. Marine NCOs' Cabin: "This long and narrow cabin has a double bunk built into the hull and space for a number of hammocks to be strung. Some sort of secured hatch in the hull is by the foreward bulkhead. There are a pair of chests at the head and foot of the bunks, and four more against the bulkhead astern. There is an unlit ship's lantern swinging from a beam overhead."

The two sergeants (petty officers) and four corporals share the cabin. They consider it "luxurious," for there are two bunks for the sergeants, and the space allotted for the corporal's hammocks is much greater than for ordinary marines. There are a total of six seachest lockers in the place, the two belonging to the sergeants at head and foot of the double bunk, the four of the corporals' lined neatly along the steerward bulkhead. The two lockers belonging to the sergeants have a dress cloak in each as well, 1D3 pieces of jewelry worth 100 to 600 BUCs each, and twice the amount of coin found in the corporals' seachests. Each chest holds an extra uniform, a set of civilian clothes, a pair of boots, and one item from the following table:

1D3	*Item*
1	20-200 (2D10 × 10) BUCs in coin
2	1 blackjack, brass knuckles, knife, or dagger
3	1 pint of brandy or rum in a bottle or flask

There is also a hatch area in the hull here designed to provide access for passengers and crew while the *Marduk* is in port. A small landing deck on the starboard exterior of the vessel is attached to a retractable walkway that can be lowered when the vessel is beside a dock or another ship. This hatch is closed and latched from the inside, and there is a marine sentry stationed in front of it whenever there is boarding activity. The guard wears half-studded leather armor and bears a spontoon, short sword, and dagger.

29. Officers' Galley and Stores: "The ladder to the upper deck leads forward up from this 10 foot by 20 foot long cabin. The mizzenmast's butt end is only five feet from the doors which close off that ladder to above. It is a galley. A ship's lantern swings from its ring on an overhead beam, but illumination comes from a pair of dimly glowing Heka globes towards the stern. By their light, you see work tables on either outer bulkhead, a cooking area to sternward. A big pot with a spout is evidently that in which coffee is made, so this is certainly the place where the officers' fare is prepared! There are numerous pots and pans in sight above the side tables. Beneath these benches are cupboards."



This is where the captain's and the officers' food is prepared by the better of the two ship's cooks, Martin del Campo. There are considerable stores of miscellaneous food items of good quality here, as well as things set ready for the next meal to be cooked. If the team entering needs food and/or drink, there is enough here to supply 50 hungry appetites with all they can eat and drink. The activity begins here at 4 AM and ends at 7, then again at 11 through 1 PM, and finally the cook and the steward, with two boys make (and serve) the evening fare between 4 and 7 PM. At all other times this place is empty.

The following cooking implements will serve as weapons of below average quality:

1 cleaver = chopper
2 butcher knives = knife, large
3 utility knives = knife, small
1 rolling pin = bludgeon

30. Marine Privates' Cabin: "This long and narrow cabin has at least two dozen hammocks rolled up and secured to the bulkheads and hull. Some sort of secured hatch in the hull is by the foreward bulkhead. There are as many small seachests and footlockers against the hull and bulkheads, each beneath one of the stowed hammocks. A rack with boarding pikes (spontoons) stands next to the door. Another weapons rack with bows is visible on the stern bulkhead. There is an unlit ship's lantern swinging from a beam overhead."

The near rack has two rows of 10 spontoons each. There are 14 medium composite bows and an equal number of quivers, each holding 12 arrows, at the far end of the cabin. When off-duty, each marine private, 28 total, swings his hammock here just as do the sailors (see 33). They are no more crowded here than are most seafarers, and in fact they think the quarters are quite special. The footlockers are lined along the hull and bulkheads, serving as seats, tables, etc. There is only a 10% chance that this place will *not* be occupied by 4D3 marines during any time of the the day or 8D3 by night. Each locker contains a blanket, a cloak, toiletry articles, and various other possessions, determined randomly. Roll 1D10 three times, referring each time to the table below for the result:

1D10	*Item*
1	Uniform boots or civilian shoes
2	Uniform belt or civilian sash
3	1D3 articles of civilian clothing
4	1D3 articles of uniform clothing
5	Pint flask of wine or spirits
6	Knife, dagger, or garotte
7	15-40 (5D6+10) BUCs in coin
8	Dice, cards, or some game (checkers, dominoes, etc.)
9	1D3 little gems worth 1D10 × 20 BUCs each
10	1 piece of jewelry worth D% + 10 BUCs

The marines are all formerly Aragon military personnel that were hired by the *Starfire Guild*. They serve to guard and protect captain Diaz-Barca, thus helping assure the safe passage of the stolen merchandise aboard the vessel. Since most of the regular crew are from Mago, there is quite a bit of friction between the two groups, not only because the two states are hostile toward each other, but for various other reasons. The usual friction between sailor and marine is one. The marines' better treatment is another. Finally, the attitudes of the petty officers and officers doesn't escape them either.

There is also a hatch area in the hull here designed to provide access for passengers and crew while the *Marduk* is in port. A small landing deck on the larboard exterior of the vessel is attached to a retractable walkway that can be lowered when the vessel is beside a dock or another ship. This hatch is closed and latched from the inside, and there is a marine sentry stationed in front of it whenever there is boarding activity. The guard wears half studded leather armor and bears a spontoon, short sword, and dagger.

31. Arms Locker: "The narrow, 20-foot long passage sternwards ends in a locked door of iron-bound oak secured by a huge padlock and a regular lock as well."

Inside is the place where the small arms of the *Marduk* are kept for use in time of battle. This is the trove the HPs really want! It includes:

4 extra-large heavy crossbows (6D6 PD)
200 extra-heavy bolts
12 hand crossbows
12 little cases with 12 small bolts each, 144 bolts total
15 heavy crossbows
15 cases containing 30 bolts each, 450 bolts total
20 medium composite bows in cases (1 extra bowstring/case)
50 quivers containing 24 arrows each, 1,200 arrows total
30 pikes
30 spontoons
30 battle axes
30 swords (cutlasses)
15 (sets) half leather armor
15 bucklers (brass)
15 small tower shields

32. Infirmary: "The narrow, 20-foot long passage sternwards ends in a closed door shut fast by a regular lock."

This is where the sick or wounded crewmen, sailors or marines, are tended to by the healer's mate, Miguel, or the healer, Francisco. A long, enclosed cabinet runs around the length of the bulkhead, and three hard cots are attached to the larboard hull. The cabinet contains a collection of all manner of things for treatment and recovery of patients including bandages, splints, a few surgical instruments, crystals, healing herbs, poultices, bottles and jars of ointments and Materia, empty containers of all sorts, crutches, canes, and so forth.

Careful examination by one with *Herbalism* K/S will allow a "Hard" roll against STEEP to discover ingredients suitable for causing drowsiness followed by a "Dazed" state for 3D3 CTs after being rudely awakened for all who consume it. There is enough to affect the contents of the coffee pot in the officers' galley.

Note that slaves rarely see this area, as it is for the crew and guards. Sick slaves are administered healing broth only on rare occasions, and those adjudged too sick by the oarmaster are simply tossed overboard and replaced in the next port. This is very much against the healer's wishes, but he cannot influence the captain to disallow the practice.

Level D: Cargo Hold

33: Crews Quarters: "The narrow ladderway leads to a modest-sized, open area in the bow quarter of the galleass. This is certainly the crew's quarters, for there are many rolled-up hammocks secured to timber uprights, hull, and bulkhead. Likewise, a profusion of seachests and dufflebags can be seen."

The regular crewmen must perforce be under the command of whichever naval officer or petty officer happens to be nearby and on duty, but they have come to hate the captain and his lackeys. They are fiercely loyal to the sailing master, though, but so far none have dared to approach him about a possible change in command of the *Marduk*, though there are many whispers of mutiny amongst them....

The sailors are all below SEC 4, but vulgar as they are, they are mostly hard-working and honest. They become increasingly unhappy with the captain daily, as he pays and feeds them poorly and never rewards them for their work at the end of a cruise. The marines on board are not only treated as being better than the crew, these landsmen also show disre-

spect to the naval petty officers and the sailing master, and this causes great resentment amongst the men and even the ship's boys. They know that Don Fernando profits greatly through the work he does for the criminal guild, although they are supposed to be ignorant of the matter. They likewise suspect that some of the galley slaves were falsely condemned, and they have a natural fear of the same fate, as well as a sympathy for such unfortunates. However, they know how close the circle of officers around the captain is, how loyal the marines are to him, and have so far done nothing because of the latter's hated presence. The sailors do not fear the marines, they are merely unable to act, since they are without armor and weapons other than their daggers and knives and such few other weapons as they have access to.

But if they did take the ship in a mutiny, where would they go? In truth, they believe that they would have to turn pirate, for no honest port would have them...unless they could prove that Diaz-Barca was himself a criminal, and they acted justly. However, if the sailing master asked them and armed them, the crew would do their best to take command of the galleass.

Each and every sailor carries a sheath with knife or dagger at his waist. Statistics for the crew are given later, on page 372.

Seachests or duffles contain 1D3 small items of light clothing, a cloak (and blanket substitute), and 1D3 other things individually determined by rolling 1D10 and consulting the following table:

1D10	*Item*
1	Boots or shoes
2	Belt or sash
3	1D3 articles of religious nature (10% chance of being a Pantheon of an HP)
4	1D3 articles of warm clothing
5	Pint flask of cheap brandy or watered rum
6	Dice, cards, a game, etc.
7	5-15 (2D6+3) BUCs in coin
8	1D3 pieces of carved ivory or bone (scrimshaw)
9	A musical instrument (flute, pipes, etc.)
10	1 small piece of jewelry (ring, trinket, etc.) worth D% BUCs

34. Forward Hold for Ship's Stores and Provisions: "This is the hold for the stuff needed to keep the galley going, a place filled with all manner of things in odd assortment, from toolboxes to tuns of fresh water."

Stores: Here are spare oars, spars, timbers, planks, tar, pitch, cordage, rope, cable, chain, canvas, a bellows, forge, iron bars, hoops, wire, rivets, several crates of carefully packed glass panes, leather hides and bends, and so forth. Here also are the necessary tools for doing such construction and repair as are needed. There are a pair of big two-man crosscut saws, a dozen each of hand saws, adzes, hand axes, planes, wood knives, hammers, wooden mallets, big wood chisels, and bits and braces. There are several very big augers and 12 wood axes too (battle axe –1 WP, +1 SP). There are also a half-dozen each steel pry bars, picks, mauls, pointed steel rods (for hand drilling) shovels and spades in a long box. Smaller tools include sewing items for cloth and leather, as well as finer woodwork hand implements.

Provisions: Provision make-up changes after some eight weeks, with a resupply from Avaris in Ægypt. If the hold is being examined and inventoried thereafter, adjust the contents according to the *Adventure Log*, below.

There are huge casks of fresh water lined along each side of the hull, and also a profusion of barrels of salted meat and fish, bins of dried vegetables, crates with ship's biscuit, sacks of dried peas, beans, and lentils, and others with grain (wheat and barley). There are also casks and coffers of olives, olive oil, wine, vinegar, and hard cheese. The contents of this room are protected by magick from decay and pests...but would you believe in Heka-resistant weevils and rats? Why not!

35. Main Cargo Hold: Again, this is the general nature of the goods carried to Avaris, Ægypt. There, all of this is unloaded, and a new cargo taken aboard. See the *Adventure Log*, hereafter, Days 54 to 55, for a fair inventory to read off if the goods are examined then.

"This is certainly the main hold. There are big crates piled and secured by ropes against the bulkhead sternwards, but you recall seeing that partition, and you know that behind those objects are a pair of locked doors closing a hatchway to a smaller hold beyond."

All the common trade goods which are the "principal cargo" of the *Marduk* are contained in this hold. There are crates of merchandise, bolts of cloth in water-resistant canvas containers, and other miscellaneous, labeled containers here. The cargo carried in the hold of the vessel consists of 20 casks each of Iberian and Francian (Cognac) brandy and Avillonian whiskey, 100 barrels of Iberian and Italic wine, 20 hogsheads of the finest extra-virgin olive oil, crates of pots full of preserved fruits in honey, sugar, or butter, hogsheads full of dark, bitter chocolate, velvet cloth and brocades from Francia in bolts sewn into oilcloth coverings, fine pieces lumber (cherry, walnut, ash, and yew), carefully packed containers of blown glass, fine pottery, and merchandise of this sort. Odd spaces are filled with small, open racks of lead and tin in ingots—the stuff needed in the East to make alloys such as bronze, brass, etc. or for many other uses. Valuable goods assuredly, but none of it likely to bring such profit as to justify the expense of the galleass and its marines.

36. Special Freight Hold: "Big doors held fast by two large padlocks."

It is assumed that the HPs will be here before these items are offloaded in Alexandria and a new batch of things stored herein. See the *Adventure Log*, Days 60 to 63 for the listing of new goods and their values.

This is where the ordinary *Starfire Guild* merchandise of stolen or illegal sort is kept during transport. The items within are more valuable, of course.

There are four bales of furs and pelts (sable, ermine, mink, fox, lynx, etc.) worth 250,000 BUCs each, 12 big boxes full of sawdust surrounding vials and jars holding perfumes and scents worth 50,000 BUCs each box, eight smaller boxes of Materia, incense, and drugs valued at 80,000 each, six crated antique sculptures with a value of 5D10 × 10,000 BUCs each, 15 crated stolen paintings worth 2D10 × 50,000 BUCs each, silverware and silver service pieces in three big crates have a value of 235,000 per container, 100 bolts of lacework with a 6,000 BUC value per bolt, 10 tapestries in long casks worth 1D6 × 10,000 each, and several score of small casks and boxes containing the finest liquors, cordials, brandies, rare wines, etc. which are stolen and smuggled without paying tax or duty with a worth of 100,000 BUCs. Armor and arms form a part of the illicit cargo, too. There are 10 boxes containing one suit of exceptional quality full plate armor each. Larger crates hold 1,000 above-average quality sabres, 100 round shields (small) of fine steel, and 200 heavy crossbows with 100 bolts for each, all of Aragonese manufacture.

When HPs are in here be sure to read the following: **"The goods are**

well secured, so there is a clear space around the butt of the mizzenmast—it is just five feet inside the hatchway." *Perception, Physical* rolls must be made at DR "Hard," "Easy" if anyone asks to look at the mast. A success reveals a bronze plaque affixed to the mast's butt end at five feet above the deck, but on the stern side so as to not be readily seen. The writing is in Phonecian and says: "Success to the *Marduk* and its wise captain for all times. The *Starfire Guild.* " Heka detection will reveal that a powerful sort of magick radiates from the plaque. If the personas know the command word (by forcing it from captain or first mate) or are otherwise able through Castings, they will open the thing and find what it hides....

The plaque is dweomered, of course, and the Casting laid upon it is one which allows a pocket of extra-dimensional sort to be opened. Into this cubic yard or so of space go the truly valuable items. Inside it are:

5 copies of state papers communicating things Francia, Naples, Achæa, Hasur, and Ægypt respectively do not want other nation's leaders to know about.

Forged papers with blanks sufficient to identify 12 persons as being of Ægyptian nationality and acting under orders of the Pharaoh.

Stolen jewelry and gems worth 5D10 × 100,000 BUCs,.

1,000 Atlantian oricalcum coins worth 3,000 BUCs each.

200 little platinum ingots weighing 10 ounces each without mint mark.

300 little gold bars ditto.

2D3 magickal objects of the gamemaster's choosing.

This can remain the same even after the exchange in Alexandria occurs, although the documents might include things from Milano and Savoy (instead of Hasur and Ægypt) and the identification papers should be read as those of Francia.

Note that in 2D3 hours after the first mate notifies the guild that the ship has been taken, these items will disappear, as the dweomer is activated from the headquarters of the organization, and the contents returned safely to their hands!

ADVENTURE LOG

Once the HPs are chained behind their oars and bemoaning their fate, it is time to get into the adventure as the narrator of pertinent events which occur outside the routine described above. Most such changes will have a window of opportunity for one or another of the Heroic Personas, and some are key times for general action aimed at escape, attack, or fomenting of mutiny and attack to take over the *Marduk*. Of course, there are a couple of ringers thrown in too. Read the appropriate portions, and then encourage the players to think out the situation. Note there is a lot of general gamemaster information following the daily data for players.

Log

This section gives the day-by-day happenings aboard the galley, and also serves as a means for you to be a gamemaster in the truest sense, for with this tool you can direct and alter actions as you like. Before using the material as text for reading to the players, however, here are some things we think will assist you in managing the action:

What the Players and Heroic Personas Should be Doing: Of utmost importance is organization and planning. Thus, the players should first be seeking opportunities to gather together their HPs in order to do so. Their planning should then follow lines something like this:

1. Our MISSION: Regain freedom, and secondarily to clear names of all false charges.

2. Our GOALS: Escape the galley or take the vessel to gain freedom. Bring to justice, or exact vengeance upon, those of the ship responsible for such crimes as have been committed upon us. Further, to gain recompense in the form of money and goods for our slavery and suffering.

3. Our OBJECTIVES: Free ourselves; (and) escape the *Marduk;* (or) free our fellow slaves; (possibly) gain the assistance of disaffected, honest officers and crewmen. Take the galleass by force of arms. Sail the vessel to a port where freedom is guaranteed, or back to the point of origination in order to prove our innocence. Gain our just recompense. Report the culprits to the proper authorities.

The STRATEGY followed will depend on whether the Heroic Personas are settling for mere flight or are bent upon capture of the galleass.

The TACTICS will be the same initially, for the HPs must somehow manage to pick the locks, break free, or otherwise escape their bonds. When they are successful in this, there is the matter of weapons and a means of escaping from the ship or managing to take it over. Because the HPs don't really know where they are geographically most of the time, survival in an open boat, let alone swimming, would be a problem, there is uncertainty about their reception in any port, and they will have little in the way of clothing, possessions or funds in such case, a design which involves the taking of the vessel rather than mere flight is preferable. Thus, good players will think of their HPs capturing the galley rather than leaving it.

But new, cautious, and possibly timid players will have their HPs think of flight, perhaps, before fight! If for some reason they fail in their bid for escape, they will be severely beaten, and watched very carefully from that point on. You, as gamemaster, may decide that the eventual actions of one of the persona's Special Connections lead to an investigation and the subsequent rescue of the HPs. In any case, this outcome will result in marginal award for the personas, as they have failed to manage the scenario on their own.

After successfully freeing themselves, the HPs should be stealthy and explore their surroundings a bit, acquire weapons and knowledge thus. They will become more powerful (and less vulnerable) as they progress in their exploration of the *Marduk*. So will their relations with their fellow-slaves—and of utmost importance, the crew! A premature or ill-planned attack on the captain and marines will mean a near-certain defeat and return to the oars, or a dance from a rope's end! However, the HPs may cautiously free their fellow slaves and mount a serious offensive—if they take the time to plan, include the crew, and equip themselves first. Naturally, some provision for better weapons than manacle chains for the freed slaves must be made; and in this regard there are the arms locker and the stern hold. This is how the scenario's chief problem, captivity, is best resolved.

If the personas pay attention to the crew's feelings of discontent, they should attempt to lead, not just join, the sailors in mutiny against the captain and his marines, and take the ship by force of arms.

A good way to begin is to provide the slaves with a means of getting free, perhaps one HP standing by to assist and to lead the OPs to weapons while the others move to begin picking off the marines. It is, of course, of utmost importance to neutralize or slay the leaders first, so the captain, the first mate, the lieutenant of marines, and the marine sergeants and corporals, in about that order, are the initial targets

No matter how the personas resolve their dilemma or slavery, they must then decide what to do and where to go. For all these matters, see the epilogue beginning on page 377.

The Events

Day 1: Departing Nice for Pisa, Republic of Genoa. **"After rowing about two hours, you are allowed to rest. The sails are set, and wind now pushes the galley on its course. You have a chance to look around. Along the sides of the galleass some 180 slaves, yourselves included, are seated in groups of three—chained as you are, forced to endure the chilling cold in winter and the sweltering heat in summer. You are grateful for the relative coolness of this early autumn night."**

Days 2-3: Periods of rowing followed by routine matters. *The guards are all very alert, as there are many new slaves aboard, and the possibility of attempted escape is suspected.* From this experience the HPs learn the following:

"At 4 AM you are awakened from a miserable sleep draped over your shipped (indrawn) oar. A stream of sea water is hosed over all of you as sailors work a pair of pumps, cursing the effort so early in the morning. The cold water makes your teeth chatter, but it washes away the sweat and accumulated filth. Moments after the last jets of water spray the slaves, a driver clambers into the oarmaster's seat, commands rowing, and begins a brisk cadence on the drum. In a quarter hour you are warm and dry.

"In answer to your query about the mess of stuff fed to you for breakfast about 7 AM, a nearby slave hisses that its a mixture of everything left from the crew's plates and pots. 'Cook it in a pot what's always simmerin'—grain, water, parin's, tops, gristle an' bone, and all the scrapin's what'd be garbage otherwise.' You are too hungry not to eat, but your stomach turns despite that. When the second meal is slopped to you around seven o'clock that evening, you no longer care what it contains.

"After your morning meal, two squads of marines march onto the oar deck. With them are the two drivers and a few sailors too. Thirty slaves from each side are unchained and led off, a different group each day. The 60 are a work group divided into four parties or 15 men each. With each party are a driver or another petty officer, a marine corporal, and four armed marine guards (spontoon, short sword, dagger, and half studded leather armor). Each fatigue party might have as duty cleaning the crew galley and mess, doing the same sort of cleaning chores aft in the officers area, swabbing down and hollystoning the upper decks, doing the same on the oar deck, pumping the bilge, and otherwise laboring, as the hands are generally engaged in managing the *Marduk*'s sails. This rotating labor is a welcome change, even if the drivers ply their lashes freely. Of course, during calm periods all slaves row rather than do such ship's chores.

"When you have been at the oars for a long and hard row, the ship's boys come by and give each of you a pint of water laced with vinegar when there is a break in the labor. 'Don't taste so good,' the lad serving you your ration says, 'but it keeps you from guzzling and slakes the thirst fine!' He grins, and then a driver cuffs him on the back of the head. 'quit yer jabberin' ta the slaves, else I'll hide ya too!' The boy makes a face so *you* can see it but the petty officer can't...."

Anyone asking about what they see or notice is allowed a Perception (either or both sorts) roll ar DR "Hard" to see how they are kept chained, noting the main chain's lock and the fact that one key opens all manacles and locks save the main chain's padlock.

Day 4: The galleass slips past the city of Genoa and makes anchor in Pisa about midnight. *Again, the guards are on special alert, this being the first port call with the new slave contingent.*

"You are roused from sleep to row, and after half an hour's moderate effort, the order comes to cease. The anchors are dropped. You have made port! You hear the ship's bell strike once, so you guess it must be 12:30 AM. In a few minutes you are unchained. The usual four work parties of 15 slaves are assembled, but this time two gangs go up, and two, your's included, go into the main hold. Nets are lowered, you move a half dozen heavy crates into them, and they are swayed up and out of sight. Then you see a big hatch which is doubly padlocked. The first mate opens the locks, and into the smaller hold thus revealed, your party carries a dozen smallish but weighty boxes and some rolls of stuff, probably cloth bolts. You see bars of tin and a lot of other goods, but who knows what they could be. After sailors secure the cargo, you see the first mate relock the hatch, and you then have to shift barrels and containers around to where the locked door is hidden by that stuff.

"You're all soon chained back at your oars again, but you have learned a lot. 'Is 'ere's Pisa,' you overhear another slave murmur to someone."

This is a good opportunity for any of the HPs to make friends with another OP slave. If this is attempted, roll 1D10. A 1-5 indicates that contact is made with another planning escape/revolt, 6-8 a willing listener, 9 one not interested and not friendly, 0 one of the "stoolies" is contacted.

Anyone alert to finding something useful can get a bit of wire or like metal if they say the HP is looking and manage both a *Perception, Physical* and a roll against either *Criminal Activities, Physical, Legerdemain*, or PNSpd at DR "Hard."

Days 5 to 11: The *Marduk* slips along the Italic coast to Leghorn, Kingdom of Tuscany, across the water to Bastia on the island kingdom of Corsica, then back eastwards again to Viviltavecchia in the Kingdom of Rome. The marines and the captain's men are still very watchful and nervous, for this is a dangerous route much patrolled by coastal guard craft looking for smugglers and pirates. Toadies are active too, seeing if they can spy out trouble-makers amongst the new captives, so they can get some favor for their treachery.

"Three more late-night anchorings, weighing anchor and departing before first light each time too, after heavy laboring with cargo and/or oars. It is obvious that this vessel is sneaking into ports, dropping off and receiving illicit goods, and then slipping out of harbor before being seen. Not even a fortnight as a slave, and you have the number of Don Fernando and his pack of jackals.

"During these past days you've had opportunity to exchange a few whispered words with your other comrades, and it is clear that you all wish to escape—but do you somehow get free and slip overboard when near shore? Or do you attempt taking the galleass with a force of freed slaves?"

Perception, either, K/S roll at DR "Hard" will reveal one port name of the three stopped at.

Any HP attempting to make friends with a ship's boy will manage this on a successful *Influence* K/S roll at DR "Easy" or else a roll against MRCap at "Moderate."

Day 12: A storm hits just after the galley is out of sight of the Roman coast.

"For the first time you are ordered to be ready to draw in your oars! It is dark outside, the water is choppy, and a rising wind

indicates a squall is likely. The oarmaster is raving and shouting as his drivers, a couple of petty officers, and a half-dozen marines move along the rows of slaves to either side of the *Marduk*. They unlock all manacles, free the big oars, and you then use your hands to shift your own so that the tip of the blade is inside the hull. Then, every third group of three rowers is unchained and set to work moving the shipped oars into racks along the mid-portion of the deck, where the seamen check to see that they are securely tied down. Then the covers to the oar ports are swung down and fastened shut.

"'Big blow's a'comin,' a sailor says to you in a hushed voice. 'Pray to your deity that we don't founder, 'cause you poor devils ain't goin' to be unchained no matter what.' He shakes his head sadly as he re-chains your legirons. At least your hands are free, as the manacles are fastened to the stacked oars!

"A few minutes later the storm hits the *Marduk*, and the vessel rolls and pitches, yawing uncontrollably. Oarmaster, drivers, marines, and seamen too have disappeared. Outside the dim light from the magickal globes fore and aft, the deck is gloomy, for the hatches overhead are closed tight, battened against the blow.

Now is the time for some "slipping off and exploring." There is a 10% chance that leg irons won't be securely locked to the main chain, so if any HPs try, allow them a roll in this regard. Otherwise, the padlocks can be picked. Breaking a link is not wise at this point, for it will be discovered. Going overboard now is suicide! Allow anyone about to do so a "Easy" roll against their MRCap to think of that! The HPs (and any OP associates won't be noticed by toadies during this time, and they will have 1D6+10 ATs time to prowl around below decks. Even if they are seasick ("Extreme" roll against P TRAIT for any non-seafarer Vocation, failure = +5 Initiative, –1 on all P TRAITS, –2 on M TRAITS, so +1/+2 on those K/S Area rolls) they can manage to creep around and try to find something. If a sailor, bosun, or the sailing master meets them on a chance encounter (see the map key, above), they will be taken back and secured, but the seamen will not otherwise report them.

If exploring and not otherwise finding anything the HP will get one of the following:

2-4 (1D3+1) feet of thin cord (for a garotte, etc.)

lump of wax (for making a key impression)

metal spoon (for sharpening to be a small knife)

In any case an HP hereafter attempting to make friends with a sailor of one of the bosuns will be able to do so on a successful *Influence* K/S roll at DR "Moderate" or else a roll against MRCap at "Hard."

Day 13: The storm is over, and the *Marduk* has taken only a bit of minor damage to rigging and hull. The ever-suspicious captain has the first mate hold a ceremony, while his loyal officers and marines inspect the oar deck, thus:

"Your stomach is still queasy and you feel nasty, for the water is very choppy and the galleass is tossing. Nonetheless, there is no howling wind and towering wave to threaten, so you are glad. Happy too, for in such a sea as this, no rowing is possible. Oars still shipped, you are all led under the full marine guard above to the main deck.

"'Hurry up there, you stinking dogs! The captain wants you on deck to give thanks to the Goddess Tiokhala, who in her mercy guided us through the storm,' shouts Gora as he uses his lash indiscriminately on the files of passing slaves.

"Facing the poop in a packed square, kept close by 34 armed marines and a dozen sailors with naked sabres, all of you slaves observe the captain and officers on the lower quarterdeck where first the healer offers a prayer which makes the first mate scowl, and then Maldonado calls loud thanks to Tiokhala, 'Lady of Vengeance and Destruction.' He kills a black rabbit before all, sprinkling gore on deck and tossing the carcass to the sea, with an ewer of wine poured in libation immediately after.

"Finally, the 2nd mate, Salvador El Segundo, recites to the assemblage the laws which govern the galleass, taking care to especially articulate penalties to slaves for escape, attempted escape, striking an officer, petty officer, or crewman, stealing, insubordination, and so on. Most infractions bring death, although some a mere 20 lashes—insubordination, striking a crewman, or killing another slave.

"After about an hour of this, you are separated into starboard and larboard rowing groups, each body going foreward in single file down the bow ladderway (8a) and back to the benches. Oars are unsecured, run out, and you are again manacled."

The HPs "looking around" will get a good view of area 23 while leaving and returning to the oar deck, even a peek at the other ladders leading to the lower deck crews quarters and hold, and plenty of the topside area too.

While they were on deck, the oarmaster and his two drivers, along with three bosuns inspected the whole of the slave bench area. There is a 75% chance any hidden item larger than a key will be found thus, a 20%

chance that a small thing such as a key or weak chain link will be noticed. If a bosun who is friendly with an HP happens to discover any of these things, he will *not* remove or report the find. In any event a bosun will not tell the oarmaster but say nothing and instead see the sailing master later and report the discovery to him.

Any slave hiding "contraband," including food, will be given 10 (× 1D6 for points of PD) lashes with the whip by the oarmaster.

Days 14 to 16: Naples is the next port where a few items will be landed, and more illegal, smuggled, and/or stolen goods taken aboard. During this time there is no opportunity to escape. Alert HPs will notice that there is a slackness in the marines, for they are favored and "pampered" as it were, so their attitude is elitist. Why should they have to do routine things when the second-class sailors and the no-account slaves are available for such plebeian chores? Of course the seamen resent this attitude. If any players inquire or say their HPs "watch" interaction of marine and sailor, allow them a roll against *Perception, Mental* at DR "Easy" (a MR CATEGORY at "Hard" if the persona lacks the K/S Area noted) to discern the bad feelings.

"The routine is crushing, for almost as soon as the water of the sea smoothed a few hours after the storm, a calm settled in, and the *Marduk* was put to oars to make way. Although the stroke is slow, rowing continues for long periods, broken only by brief rests. Finally, late the next night you get some rest, now able to sleep despite having to hunch over the oar.

"Another midnight call, this time at a harbor which you think might be that of a big city, for you can see lights and the black outline shapes of other vessels at anchor. Everyone seems tense, and no slave is freed from the oars. Evidently the marines are pressed into stevedore duty, for you see some cargo being hauled up in the nets, a greater amount swayed down into the hold. Because you will be called upon to row soon, the ship's boys come and give you each a biscuit and ladle out plain water."

If any HPs speak with a boy with whom they are friendly, they will learn that the galley is in Naples harbor, and their next call will be on the island of Sicily. Again, by asking, a boy will bring a piece of wire, a spoon, or a length of cord. After all Gora and his cronies treat these lads as badly as they do the slaves!

Harking back to the bad relations between crew components, discerning HPs will notice that both marines and sailors tend to be lax because of this. It is a severe morale problem.

The marines will be lazy in their inspections of slaves, will be idle when supposed to be on duty, and will doze or sleep on watch whenever possible.

The oarmaster and drivers will not be as alert as they should be, for they view sailors—even the "out" officers and petty officers—with contempt barely greater than that they have for the rowers!

Days 17 to 19: During this period, the vessel makes calls at Palermo and Messina, both in the Kingdom of Naple's island holding of Sicily. It then rows at fast speed through the Straits of Messina into the open Mare Librum. Note the visit by the healer's mate....

"It is the 17th day of your bondage. You remark on it because of the continued efforts you are all put to. Gentle breezes mean a lot of rowing, and it seems the galleass is working along a coast.

"The healer's mate comes to make a round, checking each slave rower, the oarmaster and the drivers scowling and japing all the while."

If an HP has made a friend of a ship's boy, sailor, or a bosun, the healer's mate knows of this will take special care to see that persona is all right. He will, in the process, whisper to that one: "I know you're an honest man convicted by a charade. The captain and all his cronies are worse than pirates—many know this. Have hope, stranger. Perhaps there will be a change soon." He must move along, however, for the oarmaster comes shuffling near to watch and listen suspiciously, so nothing more can be said.

Days 20 to 21: From Messina to Reggio and on. There is little chance for the HPs to do anything about their condition now.

"You learn that the galleass was at Sicilian ports last, and your exertions were to get the *Marduk* through the Straits of Messina and out into the open sea without detection by coastal patrol vessels or marauders. Because you had to row so much, no slave working details were used. You prefer the fatigue parties to labor at the oars....

"As is now routine to you, a rude awakening occurs in the middle of the night. Time to ply the galley's oars. It is a small harbor, all right. There are several barges waiting, and their cargo is evidently small enough to get aboard by hand. Oars aren't drawn in, and the sailors uncover the stern cargo hatch and manage all the loading in an hour or so. You are all kept busy during that time too, for the ship weighs anchor and moves by propulsion of its oars to stand off land so far as to be out of sight before the sky in the east pales."

Days 22 to 24: A short sail from Reggio to Taranto, a port safe enough for the *Marduk* to spend a full day. On the night of the 24th, they slip out of the harbor and put to sea with a fair wind driving the galleass on.

While in Taranto, bumboats bring harlots aboard, for the ship is still too close to home to trust the crew not to desert. This is a great opportunity for escape or exploration and preparation for a takeover by freed slaves and crew. Fatigue parties of slaves are brought forth and bosuns and sailors do most of the guard work as the marines, due to their favored status, get more "off duty" time.

"Open water all day, then rest disturbed as usual. This time the routine of late-night anchoring is different. You are commanded to inboard your oars, and as a special treat you can all sleep sprawled anywhere your legirons allow thereafter, for the manacles stay on the racked rowing tools.

"After the morning hosing down, you are taken out in working parties while the remaining rowers dry off as best they can. Many little boats are around the *Marduk*, bringing fish, poultry, fresh fruit, and vegetables too. You overhear a sailor comment on being glad the ship has made it from Reggio to Taranto—something about a half-way point and having more fun. Cargo is being brought aboard too, and some smaller amount taken off into a bog lugger tied to the *Marduk's* starboard side.

"Your fatigue group is eventually brought to clean up the galley and mess cabin for the crew. The men guarding you are sailors under Carlos, the bosun. You hear them grumbling about the marines and the 'lot who kiss the captain's arse.' Then something else is said, and you understand all. These seamen are stuck here seeing to you while the others are desporting themselves with trulls brought aboard by bumboats.

"One of you dares a comment: 'Why no shore leave, sir?'

"Bloody first mate's orders—doesn't trust us not to desert—as if its any o' yer business, stick-shover,' he adds, using the derisive name for the galley slaves. Then he grins and says, "An' don't call me *sir*, neither; I ain't nothin' but a damned petty officer aboard a—well, never you mind, you per barstid, nevermind...'

"The cook and his stewards are good to you too, giving you pots and pans with a fair amount of food in them to 'clean out,' and all actually enjoy this duty."

Now is the time for the HPs to use Influence again to get really close to these crewmen. If successful, they'll get slipped a small something of your choice, and a Special Success will mean that one of the crew is *willing to meet with the HPs if they escape their chains.*

This opportunity comes on the night of the 23rd day, as with revelry going on during the whole time, nobody pays much attention to the slaves or the lower deck. The probability of encounter during this period is 10% per hour. Most marines and sailors are above deck, too, while the officers stay to the wardroom or cabins. A stray foe done in this night and somehow gotten to where someone other than the HPs could be responsible, will cause trouble, but it isn't likely the slaves will be suspect. The GM must decide this matter if it occurs. See *Killing Anyone*, below, in the *Special Item Notes*.

Escaping here by swimming is possible, stealing a boat is difficult now, but with the aid of a Casting or two, it could be accomplished. Do not urge any such attempt, and it is wise to discourage the players as much as possible in this regard.

Day 25: Korfu, a lawless island in dispute between Epirus and Achæa, situated at the narrow mouth of the Adriatic, a place teeming with pirates. From Taranto to here, and then from Korfu to the Achæan Peninsula, the *Marduk* sails through the Ionian Sea.

"You departed Taranto in the late morning yesterday, and only a little oar work was required, for a good breeze blows you east. Early this morning you were again at work, rowing into another harbor. An official-looking barge with several well-dressed men in it make it apparent that the *Marduk* is receiving a grand welcome from somebody in high position.

"'I'm a pig's father if this be not filthy Korfu,' another slave mutters in Trade Phonecian so that all nearby can understand. 'A gods-blighted nest of pirates, this place!'

***"A ship's boy is near you. He hears the comment and you see him* nod, 'At's so,' he allows. 'Cap'n's right nervous too, bein' 'ere at the mouf of the Adriatic an' all. 'Ardly et the grub I bring 'im fer break'st. Take a 'hole squadron o' raiders to dare 'is here vessel, but.... Sit tight, hardies. Yer to be rowin' a lot soon.'"**

This is a poor place to escape, as the officials on Korfu will arrest the HPs as criminals, for they are in league with the *Starfire Guild*.

Days 26 to 27: The galley ventures into the Ionian Sea as fast as it can travel, and drops anchor in the harbor at Filiatra, Achæa. It stays but a bit, then sails on into the Sea of Crete.

"At least rowing in the daylight is better than at night. There is eagerness to get through these waters, and the oarmaster is particularly brutal as he works you so as to get the galleass further south where the wind is stronger. It works, though, for by evening the sails are full, and you rest for the whole night.

"In the early morning you see land, a lot of it. It must be somewhere in Achæa. The harbor is small, and the galley doesn't stay there long at all. A few barrels off, some crates and boxes into the hold, and then it's back to sea on a southerly tack from what you can make of it."

Again, this is a fair opportunity for minor actions, but not escape or a major revolt.

Days 28 to 31: From the Ionian, the *Marduk* sails into the Sea of Crete, moving slowly under light winds. At least one small vessel is shadowing the galleass. The captain is uneasy, but he requires that the rowers be saved in case of real danger. Canea, Kingdom of Crete is the destination *this time, and then the ship goes into Eastern Mare Librum.*

Bum boats bring harlots aboard again, as the text for the players' reveals....

"Someone says you're approaching a *big* island. Another suggests Cyprus, but the time isn't right—too short a voyage. This must be Crete. In any case it doesn't make much difference. Once the oars are inboard again it is much as if the scene in Taranto is being replayed. Fresh food purveyed, harlots aboard, and work parties as marines, and eventually the other crew too, will have some 'free time.' You get a good night's rest for a change!

"The next day you remain anchored, and a lot of cargo is taken off, and then a bit more than that shipped. Another relatively easy day for you slaves though, and another night without being manacled to the hated oar!"

Each HP not below Physical TRAIT Recovery Level will gain strength from the exercise they have all been undergoing. See *Strength* in the *Special Item Notes*, below. This occurs now, so give the players the first happy news they've had in the whole scenario!

"Another day, and you're feeling whole, sound, and strong. The oarmaster and his lickspittle drivers being conspicuous by their absence, you have plenty of time to converse in whispers after completing your working detail time. There are guards with their eyes peeled for anyone trying to jump ship, but nobody pays much mind to those who are out of sight below."

You've got the general idea by now, so make up some exchanges between the HPs and crew, and if a friendly petty officer is around have him give the *"word" that the time for "setting things right" will come in a week or two.*

Days 34 to 36: Because pirates are following the galleass, the vessel moves first southwards into open waters where the smaller, felucca-like boats aren't prone to venture. The *Marduk* is then headed on a course southeast, east, and then hooking northeast under oars and sails *sometimes too. It is making for the Isle of Rhodes, this belonging to the Ionian* kingdom, and as close to Hasur as it dares go. Note that the healer's mate again checks out the slaves.

"After the idle time Gora seems bent on working you all to death! When he left and a driver took his place, the sailing master came below to tell him to cease rowing, as the sails were being set. 'Blow it out yer bum!' the swine snarled in reply. 'first mate an' oarmaster bof tol' me ta' have these turds row so's to shake off the pinkys follerin' us. I'll take no countermanding from the likes o' you.'

"That was insubordination, but all the officer did was turn on his heel and stalk away, and the driver grinned at his back! Finally, though the exertion ceases as a stiff southeasterly wind moves the ship at a speed at which oars are a hindrance. You get some rest that night.

"The healer's mate comes to make another round, checking again each slave rower. The oarmaster is elsewhere this time, and the lone driver scowls as usual but dares no interference."

As before, if an HP has made a friend of a ship's boy, sailor, or a bosun, the healer's mate knows of this will take special care to see that persona is all right. He will, in the process, whisper to that one: *"'We must have your help, the aid of all you slaves, when the time comes. It is to be in a week or so.... I trust you—can we trust the rest? And can you rally them?'"*

A word or two in positive response, and the officer will nod and then move on, leaving the unspoken assurance that the HP will be getting more word soon.

"You finally make port, someone says it's Rhodes, off the Kingdom of Ionia. In the harbor, cargo is exchanged as usual, you are whipped into a fast pace to clear the anchorage by going south, and then the galley is headed into the dark while the sun sets behind. You are rowing east into places unknown, but with all you've managed to learn so far the next call is likely to be either someplace in the Levant or maybe the island of Cyprus."

There's little opportunity nor reason to try escape or revolt now. Some minor prowling can be attempted, or a few words exchanged with other HPs or crew in the night to plot and plan....

Days 37 to 40: The galley makes its way through the sea to drop anchor at its second most important port, Paphos, Kingdom of Cyprus.

"You've evidently shaken off the pursuing pirate vessels, but variable winds and choppy seas make sailing slow—and rowing thankfully nigh to impossible.

"The typical shipboard routine of hosing down, light rowing, food, working parties, and then the second 'meal' and sleep. Too bad the oars are merely raised, for that means the greater discomfort of sleeping over yours, but you manage that easily enough these days, for it's well past a month of slavery you've endured now.

"You make port just before nightfall. Marine guards appear and walk around the deck all night. What could be up?"

Nothing is up. It is just that the first mate has heard something, cast an augury dweomer, and he read it that tonight would be a dangerous time, with the problem coming from the oar deck. Fortunately, his sentinels scare off the bosun who was coming to speak to the HPs about arming the slaves to help in taking the ship from Captain Diaz-Barca and his men.

Days 45 to 48: At anchor in the harbor of Paphos. Half of the marines and a few sailors get shore leave, one day on a rotating basis, so there are always about 23 marines aboard. Mutiny is postponed because the continued divinations of first mate Maldonado make him nervous. He remains aboard, roving constantly all over the ship, and with him go a squad of marines kept very alert by his constant watchfulness.

"If it wasn't for the galley slaves labor, the *Marduk* would be a slovenly vessel indeed. You are in port, anchored off the quay of Paphos, Cyprus. You can see the place, and it looks wonderful. The island is green, and there are great trees everywhere. If only you were free....

"Some of the men are given leave to visit the town, but the marines left aboard are surly. They guard with watchful eye and use weapon shafts freely upon any slave they think is moving too slowly or not working hard enough. The marines have their bows now, not spontoons, and two squads are always on duty. The first mate is everywhere, day and night, and he seems suspicious and ready. So too his lackeys—the oarmaster and his two drivers. Even Captain Diaz-Barca and the purser return to the *Marduk* at night rather than staying ashore.

The HPs should know to lay low and seem thoroughly cowed and submissive, resigned to their lot. Any attempt to do much now will be most dangerous, for Maldonado is especially ready with his Castings....

Day 49: Sailing southwards, the *Marduk* soon leaves Cyprus behind. The next port of call is the second to the last, and an expectant air aboard the vessel is noticeable by any observer with keen perception.

"Four days at anchor, and you thought the galleass was not going to depart for yet another night. However, the slaves are made to 'out oars' as soon as it is dark. The captain is a very cautious fellow, evidently. He wants no one ashore to know when his vessel sails. The oarmaster barely thumps the drum, and you row out of the harbor of Paphos with a slow, quiet stroke. After a quarter-hour, the beat gets louder and faster, and soon you are perspiring as the *Marduk* is knifed through the sea by the force of the efforts of 180 slaves straining at their oars.

"There isn't much wind, so eventually the drivers come and watch each bank. One-third of the rowers only work for an hour to keep the galleass moving as the others rest, awaiting their turns. This goes on through the night, and by dawn all of you are near exhaustion. Finally the 2nd mate shouts that a wind has sprung up, and you raise your oars. Thankfully, you are allowed to sleep a few hours after being hosed off and getting the disgusting gruel you are almost becoming used to.

"In the late afternoon as the wind drops, two-thirds of the slaves resume a slow rowing, doing so by turns of half an hour, as the luckier one-third are taken off their oars for work details. Luck holds too, for a fresh breeze springs up at sundown, and there is a much-needed night of sleep for all of you poor captives on the oar deck."

If any players inquire if their HP can learn anything from one of the friendly crew, a bosun tells that HP the captain and his "stinking, devil-kissing first mate" are suspicious of the crew. "Word is that we wait a few more nights before striking."

Days 50 to 53: At sea heading south toward Ægypt with light and contrary winds making the progress a bit slower than usual.

"There has been a lot of labor for you as the galleass makes its way southwards. The weather is hotter now too, and all of you are near exhaustion by the end of the day. This continues for a seemingly endless period, but in retrospect you count off only four days. It is hard to reckon, but it seems that your slavery has lasted some seven weeks plus a few odd days now.

"The ship's boys gives you all hope, though, for as they make their rounds with food or water each whispers some encouragement: 'A bit now, an' we makes port in Pharaoh's land,' or 'The water's half fresh—the mouf o' the Nylle's near so as to dilute 'is 'ere seal'"

Although the watchfulness of their captors has decreased, there is yet a greater state of alertness than before. The slaves are all tired, and the crew still vacillates too. The time isn't quite right for the big one, but it is near! The HPs should rest, regain their strength, and finalize their plans.

Days 54 to 55: In port at Avaris, Ægypt.

"You make this lowland port early in the morning, entering the harbor boldly enough to let you know that here the *Marduk*'s guise as a normal merchant is accepted. However, while the authorities board the ship, they don't stay long enough to do a proper inspection. Either they are in league with the criminals who put you here or else a fair sum of money changed hands. A fellow slave tells you this is the city of Avaris, claiming to have been here many times when he was a free seaman.

"As the hours roll by and you have opportunity to look around, you guess that the latter is the case. *Marduk* is well away from other vessels, and even the little craft hoping to sell their goods to the crew are kept well away. Then a passing sailor says for all to hear, 'Tomorrow we discharge the cargo at the wharf, so save your strength.'

"As he foretold, you have to row the galley into a docking space early the next morning. Then it is work detail getting the stuff in the main hold into nets, or else laboring on deck to haul the laden nets up and out of the hold, around and onto the wharf. After the cargo

space is empty, more work for you all. Great bolts of Ægyptian cotton and linen, bales of hides, rolls of rugs and carpets from northern Afrik and Azir, crates of carved wood and hammered brass objects, jars of date wine, barrels of beer, dried fruit, casks of tobacco, sacks of sugar, pots of exotic dyestuffs, boxes of alum, gum arabic, and papyrus sheets.

"A fellow worker, but one of the ones who toadied to the oarmaster, is crushed beneath a poorly secured crate being swayed up out of the hold. Gora sees it and rushes over to the place. What is this? He cares about a slave? No, he is seeing if the goods were harmed!

"The foreward hold is restocked with the fruits, grains, and vegetables from Ægypt, and so too the food and drink lockers get new beer, wine, potted meat, sun-dried river fish, and the like. The whole process consumed the daylight, and you finish your labors by the glow of Heka globe and lantern.

"Tired, you return to your benches to find it is time to row away from the pier, and there is more still, for once away, the *Marduk* proceeds on out of the harbor. Near midnight, the lateen sails belly out with a strong wind, and the helmsman tacks and veers as he works the vessel towards its next destination."

No more hints now. The time is at hand. If any of the players ask, their HPs can manage a few words with a sailor or bosun. That worthy will report that there is one last port to be made, and then is the best time to strike, for the captain and first mate relax their vigilance.

Days 56 to 59: Sailing westwards past the Nyile's mouths and along the Ægyptian coast toward Alexandria.

"Only the routine you are used to punctuates the next four days as the galleass makes its voyage, now going west just barely in sight of the land to the larboard at dawn, out of sight of it until dusk. The experienced rowers say this is because of the rapacious nature of the native fishermen and their piratical activities."

Nighttime roaming and meeting with crew is certainly in order. Weapons being found and cached is a good idea. The marines are slothful once again, and even Maldonado is staying in his cabin all night now. If there are solid relations established, and the HPs have shown their abilities, the sailing master will be reporting to them as if their leader were his captain. In this case, the timing will be up to the players, but the seafarers will certainly advise the HPs that the best time is just a couple of days hence.

Days 60 to 63: At anchor in Alexandria, Kingdom of Ægypt (LAST CHANCE!).

Be generous and give out the second strength increase (see *Special Item Notes* below) on the evening of the 60th day.

"The big city of Alexandria is now your port. This seems to be known to every one of the slaves. The oarmaster and his drivers are laughing and joking, and the marines too share in the levity. They all seem to be expecting a payday and fun. You are left chained to your oars, but the noise of boats being lowered tells you that there are shore parties heading for the dives which line the waterfront of this place.

"There is no question that the *Marduk*'s arrival is open—and a big event. Many officials came out to greet Captain Diaz-Barca's arrival, and he was escorted ashore by those officials and their armed retinue in a fancy barge."

HPs able to converse in comradely fashion with petty officers or officers desirous of mutiny will learn what they need to know. The word will be out: "Tomorrow night, everyone not ashore will be drunk or sleeping off their hangovers from the day before! That will be the time!"

Now the team is in its second day at anchor in Alexandria. If they have the cooperation of the non-criminal members of the crew, those worthies will see that the Heroic Persona's have weapons available to them, ones which do at least 3D6 points damage, greater if possible. For this purpose roll 1D6, and any result of 1 or 2 means that the HP gets a sabre from *somewhere*, unless that individual already has a comparable arm.

"After a seemingly normal day—your 61st aboard the *Marduk*, you are left alone to sleep another night manacled to your upped oars."

In the harbor of Alexandria, Ægypt on the night of the 60th day and all day the 61st is the time for the HPs to act. A mutiny of the sailing master, bosuns, and all crewmen, sailors and boys will absolutely occur on the night of the 61st day. If the Heroic Persona's don't instigate and lead the mutiny, and free their fellow enslaved oarsmen, then the crew will be slaughtered by the captain and those they oppose.

Here, all that is in the special hold, along with that in the Heka-created extra-dimensional space, will be disposed of to the regional head of the *Starfire Guild*. He is late and doesn't show up until the 63rd day. This is one day late—we're giving the players all the time they could hope for! He has a train of pack animals loaded with slaves for transportation, uncut gems, coral, spices, saffron, myrrh, unguents, silk, ivory, furs and hides (leopard, lion, zebra, etc.), peacock and ostrich feathers and plumes, rare tropical woods, and other stuff of Afrik and the East. His goods will be loaded, and then off goes the *Marduk* to drop off the human cargo of slaves on Cyprus, then the galleass heads directly for Nice. Their worth, not counting the slaves *to be sold, is 10% greater than the stuff to be unloaded, if this cargo* is disposed of in the West.

And that, dear gamemaster, is that. We've provided all the help we could, and with your careful management, this should prove to be an experience which is educational, beneficial, and highly rewarding indeed *to the new Heroic Personas.* Hereafter, they will stride with greater boldness and more assurance as they adventure throughout the lands of Ærth and the exotic realms of Phæree.

Special Item Notes

Boats: The smallest of these craft will hold a half-dozen or so men and a week's provisions with ease. It is noisy launching a small boat, and unless there is some form of Heka cloaking the act, or a major diversion, this is likely to end in disaster for the HPs. The galleass can turn and row to catch them, or the artillery or Castings used to destroy the boat. Otherwise, if they get away safely into the open sea, then there is no reason that they can't make land—if someone knows anything about *Boating* and *Navigation*—and *Survival* wouldn't hurt either. Near land it is a simple matter altogether.

Crew Attitudes: As the personas row, they will begin to notice a distinct difference in the free men aboard the *Marduk*. All this knowledge will grow over the days, but be alert to the players queries, and, as needed, make notes of what they have their personas do.

Sailors (including the boys and most petty officers too) who pass by show little respect for the oarmaster, and generally ignore the slaves. Alert HPs will overhear snatches of conversation from the crew as they *pass by on their way to the decks above. If the personas pay attention,* they will learn of the sailors' growing dissatisfaction with the captain, as well as their dislike of the marines.

Marines, however, are another matter. The slaves which row the

Marduk are regularly mistreated by Gora, his mates, and the marines. The oarmaster is very cruel and uncaring. He is an ugly sight, a fat but hugely muscled hunchback with wild, merciless eyes and a harsh, guttural voice. He relies upon fear of the lash to get what he wants—backbreaking labor that could (and does) kill his "worthless slavies." It is not unusual for "difficult" slaves to be beaten horribly—sometimes to death—for a minor reason, or merely for sadistic fun.

Naval officers show a variation, as well you know. Those of the captain's circle (Maldonado, Gora, Rinaldo, and Pablo) are located on pages 365, 366, 367, and 368, respectively.

Hiding Places: Obviously this refers to objects the HPs need to keep out of sight. The guards will give each member of a fatigue party a casual "patting down" before returning the slave to the rowing benches. This will discover any gross item tucked under clothing, but anything smaller than a knife can be gotten past this search with ease. Thus, small knives, garottes, keys, wire, etc. can be concealed on the person without trouble. Regular daggers, knives, etc.—things of moderate size in general—can be concealed around the rowing benches with a 95% certainty of not being discovered unless there is a shakedown as was conducted on day 13. This isn't called for, but stupidity on the HP team's part might necessitate a second search as determined by the GM.

It takes real guts to think of hiding things away from their area, but that's what should be done! After all, there are work parties, so an HP concerned can get back to the spot every third or sixth day. If the contraband is found, nobody will know who to blame either, and a slave is the least likely suspect. Allow any likely place a safety factor of between 80% and 95%, with a daily check. Some possible places: the ship's boats, the foredeck ammunition storage area, amongst any gear in any locker area where the persona must go while in a fatigue party, suspended from a cord attached to a cargo hatch grill, but only so long as there is no loading and unloading activity, anywhere in lateral ship's timbers where there is little traffic and plenty of shadows.

Keys: The following seven keys can be acquired:

(1) Key to the manacles and legirons locks
(2) Key to the main slave chain padlock
(3) Key to the foreward stores areas
(4) Key to the aft stores areas
(5) Key to the main cargo hold
(6) Key to the infirmary
(7) Key to the arms locker

Killing Anyone: Generally speaking, until the time the HPs mean to escape or free the slaves and lead a mutiny, it is a bad ides to slay anyone. If a toady meets with an "accident," nobody will really care. If any regular sailor is killed by the HPs, they lose their opportunity to rally the crew, unless that one was allied to the captain or the oarmaster. If a marine or petty officer is slain, there will be a big stink unless the body is gotten rid of and no clues are left behind. Killing an officer, even if he is merely "missing" as far as the captain can tell, brings a Heka-based investigation!

Leg Irons, Manacles and Chains: All but one set of leg chains holding the Heroic Personas will require a combined Physical Muscular Power of 60 to pull free; 65 to break. The remaining set has a weak link and only requires a 45 to pull out of their anchoring staple. Manacles can be picked by anyone without such ability at a D% roll of 01 to 04, one try per day. An able persona can do so against STEEP at DR "Moderate," for the locks are simple ones. Manacle chains have a 10% chance each of a weak link, that requiring 18 PMPow to bend open. A link can be weakened by many means, that's up to the GM, but filing, continual straining upon, etc. will work...eventually.

Picking Locks: No locks save that on the stern cargo hold ("Difficult" DR) will require a DR above "Hard" (or 2% chance for non-skilled), and most are "Moderate" (or 4% chance for non-skilled).

Rations and Water: The food provided on the slaves is disgusting, but it is highly nutritious. Every late morning and late evening a ship's boy ladles out a full pint of slop into the dirty bowl kept at each rower's feet. Into it is tossed a biscuit. A second round by the boys gains each slave a pint of water, this ladled into the bowl to both clean it and provide the liquid necessary to keep the rower active and able. The discerning persona will notice that the water ration in the evening bears a slightly strange taste. A successful roll versus the *Herbalism* K/S Area at DR "Hard" will identify the taste as that of a drug used to pacify troublesome animals (and slaves). The Heroic Personas should realize that they must escape fairly soon. If they remain captives long enough, they will be too worn down by the drug and the crack of the whip to think clearly enough to plan.

Slave Comrades and Revolt: After they have been on board for a while, the Heroic Personas should become friends with slaves actively seeking escape. These fellows will inform them of the situation as they know it. The two most prone to attempt anything are named Lucas and Arpegatus. In fact, these two might be the only slaves willing to attempt escape at first. If and when the HPs gather up materials and weapons successfully, each will make a circle of 2D3 others who will be ringleaders too.

Determine which two of the Heroic Personas will be seated near them, and let this pair of slaves speak with them. Remember to keep the personas nervous by punctuating every other sentence with some statement about the crack of Gora's whip

With each slave ringleader will come 2D10 slaves willing to fight if freed. Only if there are no foes on the oar deck will all of the rowers take up arms. All but the toadies, that is....they'll be dead!

Strength Increase: Each 30 days time spent rowing will build the Physical Muscular CATEGORY of the HPs. If an individual is at or above Wound Level at the end of 1 month of time, and has a PMCap or PMPow under 20, roll 1D6. a result of 1-3 means that a PMCap point is gained, 4 and 5 mean PMPow, unless it is equal to PMCap, in which case Capacity must be raised, of course. A 6 means that that HP gains gets 1 point each of PMCap and PMPow.

Weapons Improvisation: If the manacles are unlocked from the oars and the wrists too, each cuffed length of chain is equal to a chain weapon, with a +1 per die (2D6+2) for damage because of the manacle. It can also be used as a garotte. A cord equals a garrotte. Sharpened spoons are equivalent to small knives. Belaying pins equal blackjacks.

WHO IS WITH WHOM

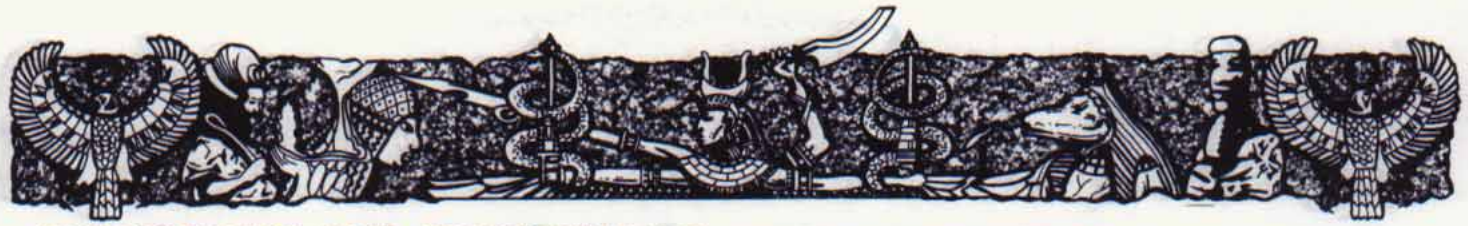
Captain's Circle: First mate, oarmaster, marine lieutenant, purser.

Sailing Master and His Friends: 2nd mate, healer, healer's mate, bosuns.

The Oarmaster and Cronies: (More loyal to the first mate than Don Fernando) marine lieutenant, drivers, sergeants of marines.

Petty Officers (Sailor, not Marine) and Sailors: All are mutinous, although the cooks are uncommitted, as are the stewards and about a half-dozen other crewmen.

The Slave Conspiracy: The Heroic Personas, Lucas, Arpegatus, plus 2D10 others for each leader (these slaves will join in the revolt if provided with weapons and/or armor, and it looks like there will be a reasonable chance of success).



DESCRIPTIONS AND STATISTICS OF OPS & SPECIAL ITEMS

Don Fernando Xreis Carlos Diaz-Barca, Captain of the Galleass *Marduk*

Vocation: Explorer **Alliance:** Captain's Circle
SEC: 8 **Joss:** 4 **Move (yds/BT):** 103 **Heka:** Nil

M: 97, EL: 77		P: 103, WL: 77, CL: 92		S: 87, EL: 69	
MM: 50	MR: 47	PM: 52	PN: 51	SM: 46	SP: 41
MMCap: 18	MRCap: 17	PMCap: 19	PNCap: 19	SMCap: 17	SPCap: 17
MMPow: 16	MRPow: 15	PMPow: 17	PNPow: 16	SMPow: 15	SPPow: 12
MMSpd: 16	MRSpd: 15	PMSpd: 16	PNSpd: 16	SMSpd: 14	SPSpd: 12

K/S Areas	*STEEP*
E/S Graces	45
Native Tongue (Iberian)	53
Perception, Mental	28
Perception, Physical	38
Riding/Boating	18/35
Trade Phonecian	33
Biography/Genealogy	47
Combat, HTH, Non-Lethal	41
Combat, Hand Weapons	46
Combat, Missile Weapons	31
Cultured Palate	27
Endurance	20
Foreign Language, Atlantian	31
Foreign Language, French Dialect	31
Foreign Language, Grecian	16
Foreign Language, Latin	24
Games, Mental	26
Geography/Foreign Lands	48
History	35
Influence	40
Leadership	42
Mountain Climbing	40
Navigation	35
Philosophy	43
Seamanship	34
Survival	21
Swimming/Diving	38
Tolerance	53

					Damage				
Weapons	WP	SP	ATK	Type	Amt	Bonus	BAC	Con	Dur
Long sword	5	5	2	C/P	4D6	+7	52	M	5/20
Dagger	5	2	2	P	2D6	+7	52	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SPP*
Full studded leather	16	18	23	20	11	11	16	2
3/4 plate armor	30	27	42	35	21	25	32	3

Bracers of parrying (see below)

Physical Description and Notes: At 38 years old, Don Fernando is a literal giant, who stands 6'4," and weighs 267 pounds. He has jet-black hair and eyes, and a deep, booming voice. The captain of the galleass is an agent of the merchant, Sklomo. Although he is fully aware of where the slaves come from, he thinks such matters are unimportant.

The captain has a pair of magickal bracers that enable him to parry blows from physical combat attacks at one DR easier than normal. In addition to his normal combat attacks, these Bracers confer two extra attempts to parry blows per Critical Turn.

Maldonado, First Mate and Ship's "Wizard"

Vocation: Dweomercræfter (Black, Partial) **Alliance:** Captain's Circle
SEC: 6 **Joss:** 2 **Move (yds/BT):** 72 **Heka:** 877

M: 104, EL: 83		P: 72, WL: 54, CL: 64		S: 94, EL: 75	
MM: 53	MR: 51	PM: 34	PN: 38	SM: 48	SP: 46
MMCap: 20	MRCap: 20	PMCap: 12	PNCap: 15	SMCap: 18	SPCap: 18
MMPow: 17	MRPow: 16	PMPow: 11	PNPow: 12	SMPow: 15	SPPow: 14
MMSpd: 16	MRSpd: 15	PMSpd: 11	PNSpd: 11	SMSpd: 15	SPSpd: 14

K/S Areas	*STEEP*	*Heka*	*Max CQ*
E/S Graces	34		
Native Tongue (Iberian)	35		
Perception, Mental	38		
Perception, Physical	25		
Riding/Boating	20/15		
Trade Phonecian	19		
Alchemy*	32	50	III
Biography/Genealogy	24		
Combat, HTH, Lethal	23		
Combat, Hand Weapons	28		
Cultured Palate	19		
Demonology*	35	55	
Divination*	32	50	III
Dweomercræft, Black*	54	74	V
Exorcism*	35	53	III
Foreign Language, Arachnidian Script	32		
Foreign Language, Greek	32		
Foreign Language, Hiero-/Egyptian	27		
Foreign Language, Y'dragi Runic	20		
Games, Mental	34		
Influence	60		
Magick*	34	74	V
Occultism*	35	35	

					Damage				
Weapons	*WP*	*SP*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Dagger	5	2	1	P	2D6	Nil	33	M	5/20
Wand of Anguish (see below)									

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SPP*
Phylactery of Protection 15 (see below)								

Physical Description and Notes: Maldonado is 35 years old, 5'11" tall, and weighs 154 lbs. He has a ruddy complexion, sandy hair, and gray eyes. He is solitary, aloof, arrogant by nature, and looks down upon most of his peers. He pretends that he is the scion of a family of Dons, but in fact his father was a merchant. Though Captain Diaz-Barca has placed him in command of the crew, Maldonado rarely gives them orders, letting the sailingmaster and his mates direct all mundane tasks.

The mage can summon Wind Elementaries, and commands them to fill the sails when conditions require a burst of speed. He possesses a magickal phylactery which provides him with 15 points of armor versus all forms of attack.

He also has a Wand of Anguish, which has the ability to inflict excruciating pain in an individual target subject. Anyone so affected will be wracked with pain and disabled for 1D3 Critical Turns. Any item held will have a 50% chance of being released by targets as they writhe in agony. Each use of the wand requires an expenditure of 50 Heka points by the mage, and requires but 1 CT to activate.

Maldonado has a foul-tempered spider monkey serving as his mascot. He calls the vicious little beastie Pedro, and uses it to spy on the officers and others aboard. Pedro is very quick and agile, and is able to escape most attempts by others to attack him (treat as a *Criminal Activities*, Physical STEEP of 75).

Salvador El Segundo, 2nd Lieutenant

Vocation: Seafarer **Alliance:** Sailing Master
SEC: 5 **Joss:** 1 **Move (yds/BT):** 88 **Heka:** Nil

M: 78, EL: 62		P: 88, WL: 66, CL: 79		S: 65, EL: 52	
MM: 38	MR: 40	PM: 43	PN: 45	SM: 34	SP: 31
MMCap: 15	MRCap: 16	PMCap: 16	PNCap: 16	SMCap: 12	SPCap: 11
MMPow: 12	MRPow: 13	PMPow: 12	PNPow: 15	SMPow: 12	SPPow: 10
MMSpd: 11	MRSpd: 11	PMSpd: 15	PNSpd: 14	SMSpd: 10	SPSpd: 10

K/S Areas	*STEEP*
E/S Graces	25
Native Tongue (Iberian)	42
Perception, Mental	25
Perception, Physical	33
Riding/Boating	14/26
Trade Phonecian	23
Combat, HTH, Non-Lethal	29
Combat, Hand Weapons	45
Combat, Missile Weapons	32
Criminal Activities, Mental	29
Criminal Activities, Physical	34
Deception	18
Endurance	22
Foreign Language, French Dialect	25
Gambling	34
Geography/Foreign Lands	27
Leadership	20
Military Science	29
Navigation	29
Seamanship	37
Survival	33
Tolerance	24
Weapons, Military, All Others	43

				Damage				
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Long sword	5	5	1.5	C/P	4D6	+1	50	M	5/20
Dagger	5	2	1.5	P	2D6	+1	50	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
Full studded leather	16	18	23	20	11	11	16	2

Physical Description and Notes: Salvador is 32 years old and has brown hair and green eyes. He is 6'1" tall and weighs 186 pounds. Though he is diplomatic with the captain and other officers of the galleass, he is very firm when dealing with the petty officers and the rest of the crew. He tends to be hostile toward strangers, and has a cruel streak if he is crossed. Salvador is a friend of the sailing master, and would support a mutiny led by Paolo, even though he technically outranks him.

Rinaldo Figueroa, Lieutenant of Marines

Vocation: Soldier **Alliance:** First Mate
SEC: 7 **Joss:** 1 **Move (yds/BT):** 92 **Heka:** Nil

M: 76, EL: 68		P: 92, WL: 69, CL: 82		S: 67, EL: 53	
MM: 38	MR: 38	PM: 49	PN: 43	SM: 34	SP: 33
MMCap: 15	MRCap: 16	PMCap: 17	PNCap: 15	SMCap: 14	SPCap: 13
MMPow: 10	MRPow: 10	PMPow: 16	PNPow: 13	SMPow: 10	SPPow: 10
MMSpd: 13	MRSpd: 12	PMSpd: 16	PNSpd: 15	SMSpd: 10	SPSpd: 10

K/S Areas	*STEEP*
E/S Graces	25
Native Tongue (Iberian)	43
Perception, Mental	25
Perception, Physical	36
Riding/Boating	25/20
Trade Phonecian	24
Biography/Genealogy	16
Combat, HTH, Lethal	25
Combat, HTH, Non-Lethal	20
Combat, Hand Weapons	41
Combat, Missile Weapons	38
Criminal Activities, Mental	24
Criminal Activities, Physical	35
Deception	22
Endurance	18
Foreign Language, French Dialect	26
Gambling	29
Games, Physical	30
Military Science	35
Tolerance	47
Weapons, Military, All Others	41

				Damage				
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Long sword	5	5	1.5	C/P	4D6	+5	47	M	5/20
Dagger	5	2	1.5	P	2D6	+5	47	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
Full studded leather	16	18	23	20	11	11	16	2

Physical Description and Notes: Rinaldo, the ne'er-do-well younger son of an aristocratic family, is very confident of his abilities, and demands that any who serve under him be capable and well-trained. He is 29 years old, stands 6' tall, and weights 192 pounds. His face is usually set in a stern mask that belies his otherwise capricious nature when among friends, such as Salvador. He is demanding, harsh, irascible, and lazy. He has dark brown hair and brown eyes, and is a tough man when he is dealing from an advantage.

Marines: Sergeants (2)/ Corporals (4)/Privates (28)

Vocation: Soldiers **Alliance:** First Mate (see below)
SEC: 1-4 **Joss:** 0 **Move (yds/BT):** 86 **Heka:** Nil

Base Scheme (+/–1D3)

M: 59, EL: 47		P: 86, WL: 65 CL: 77		S: 58, EL: 46	
MM: 29	MR: 30	PM: 45	PN: 41	SM: 28	SP: 30
MMCap: 12	MRCap: 11	PMCap: 16	PNCap: 14	SMCap: 12	SPCap: 13
MMPow: 9	MRPow: 10	PMPow: 15	PNPow: 14	SMPow: 8	SPPow: 9
MMSpd: 8	MRSpd: 9	PMSpd: 14	PNSpd: 13	SMSpd: 8	SPSpd: 8

K/S Areas	*STEEP*
E/S Graces	20/15/10
Native Tongue (Iberian)	36
Perception, Mental	22
Perception, Physical	35
Riding/Boating	20/20
Trade Phonecian	20
Combat, HTH, Lethal	20
Combat, HTH, Non-Lethal	15
Combat, Hand Weapons	36/34/30
Combat, Missile Weapons	34/32/28
Criminal Activities, Physical	33
Deception	20
Endurance	15
Foreign Language, French Dialect	24
Gambling	33
Handicrafts/Handiwork	33
Survival	32
Tolerance	36/30/24

				Damage				
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Short sword	6	3	1.5	P	3D6	+3	42/40/36	M	5/20
Dagger	5	2	1.5	P	2D6	+3	41/39/35	M	5/20
Spontoon	6	5	1.5	C	3D6	+3	42/40/36	C	5/20
Med. comp. bow	5	4	2/2/1	P	3D6	+3	40/38/34	W	10/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
Half studded leather	8	9	11	10	5	5	8	1

Physical Description and Notes: These men are well-trained soldiers who will always fight to the best of their ability when ordered to do so. Their loyalty is very high to Rinaldo, and they will serve him well, if possible. Esteban and Sorcha—the sergeants—are well-liked among the marines, but their callous treatment of the other petty officers and the regular crewmen have earned them a special hatred among these two groups. There are five marine privates who would be willing to join a mutiny against the captain, if the ship's wizard were removed first, but their fear of Maldonado and the *Starfire Guild* will keep them in line as long as he's living.

Paolo Moha, Sailing Master of the *Marduk*

Vocation: Seafarer **Alliance:** Sailing Master
SEC: 7 **Joss:** 2 **Move (yds/BT):** 102 **Heka:** Nil

M: 90, EL: 72		P: 102, WL: 76, CL: 91		S: 83, EL: 66	
MM: 45	MR: 45	PM: 52	PN: 50	SM: 44	SP: 39
MMCap: 17	MRCap: 17	PMCap: 19	PNCap: 18	SMCap: 17	SPCap: 16
MMPow: 14	MRPow: 14	PMPow: 16	PNPow: 15	SMPow: 14	SPPow: 12
MMSpd: 14	MRSpd: 14	PMSpd: 17	PNSpd: 17	SMSpd: 13	SPSpd: 11

K/S Areas	*STEEP*
E/S Graces	40
Native Tongue (Berber)	45
Perception, Mental	38
Perception, Physical	50
Riding/Boating	11/59
Trade Phonecian	29
Acrobatics/Gymnastics	46
Combat, HTH, Non-Lethal	52
Combat, Hand Weapons	46
Combat, Missile Weapons	61
Construction, Naval	34
Endurance	35
Engineering	20
Escape	26
Foreign Language, Iberian	25
Foreign Language, Atlantian	24
First Aid	32
Gambling	32
Games, Mental	29
Geography/Foreign Lands	40
Jack-of-all-Trades	28
Navigation	78
Philosophy	22
Seamanship	72
Survival	26
Tolerance	40
Weapons, Special Skills (Florentine)	33

				Damage				
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Rapier	10	4	2	C/P	4D6	+6	59	M	5/20
Dagger	5	2	1	P	2D6	+6	54	M	5/20
Throwing knives	3	2	4	P	2D6	+6	67	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
Half leather armor	6	7	9	8	4	4	6	—

Physical Description and Notes: The sailing master of the galleass *Marduk* is taciturn and seems to be dour, but it is more the present company than his personality! He is very capable at what he does. He is 33 years old, 5'11" tall, and weighs 167 pounds. Paolo has black hair and eyes, and a dark, swarthy complexion. His duties are carried out in a precise, thoughtful manner, and the crewmen respect his skill.

He has three throwing knives, which he uses with great skill, and he is also capable of two-handed (*Florentine*) fighting with his rapier and main gauche dagger.

Gora, the Oarmaster

Vocation: Thief (Physical) **Alliance:** First Mate (see below)
SEC: 3 **Joss:** 2 **Move (yds/BT):** 92 **Heka:** Nil

M: 66, EL: 52		P: 92, WL: 69, CL: 82		S: 56, EL: 44	
MM: 36	MR: 30	PM: 52	PN: 40	SM: 26	SP: 30
MMCap: 14	MRCap: 11	PMCap: 20	PNCap: 15	SMCap: 10	SPCap: 12
MMPow: 14	MRPow: 10	PMPow: 18	PNPow: 10	SMPow: 9	SPPow: 9
MMSpd: 8	MRSpd: 9	PMSpd: 14	PNSpd: 15	SMSpd: 7	SPSpd: 9

K/S Areas	STEEP
E/S Graces	15
Native Tongue (Iberian)	32
Perception, Mental	15
Perception, Physical	31
Trade Phonecian	17
Boating	15
Combat, HTH, Lethal	28
Combat, Hand Weapons	44
Criminal Activities, Physical	41
Deception	29
Foreign Language, Atlantian	25
Foreign Language, Achæan	21
Gambling	34
Seamanship	18
Survival	25
Tolerance	32

				Damage					
Weapons	WP	SF	ATK	Type	Amt	Bonus	BAC	Con	Dur
Whip*	1	7	3	C	1D6	+6	68	W	10/20
Dagger*	5	2	1.5	P	2D6	+6	50	M	5/20

*Specialized

Armor	Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	SFP
Half leather jerkin	6	7	9	8	4	4	6	—

Physical Description and Notes: The hunchback slave master is 49 years old, stands 5'6" tall, and weighs 180 pounds. He has dark brown hair, brown eyes, and a swarthy complexion.

Qora is a quick-tempered and cruel man, who whips the slaves as much for fun as he does for duty. He answers only to Captain Fernando, though he greatly fears and mistrusts Maldonado.

Pablo Ricardo, Ship's Purser

Vocation: Merchant **Alliance:** Captain's Circle
SEC: 4 **Joss:** 0 **Move (yds/BT):** 78 **Heka:** Nil

M: 75, EL: 60		P: 78, WL: 58, CL: 70		S: 58, EL: 46		
MM: 35	MR: 40	PM: 38	PN: 40	SM: 26	SP: 32	
MMCap: 13	MRCap: 16	PMCap: 14	PNCap: 15	SMCap: 10	SPCap: 12	
MMPow: 12	MRPow: 12	PMPow: 13	PNPow: 10	SMPow: 9	SPPow: 10	
MMSpd: 10	MRSpd: 12	PMSpd: 11	PNSpd: 15	SMSpd: 7	SPSpd: 10	

K/S Areas	STEEP
E/S Graces	20
Native Tongue (Iberian)	39
Perception, Mental	32
Perception, Physical	31
Trade Phonecian	46
Boating	46
Appraisal	49
Business Administration	44
Combat, HTH, Lethal	24
Combat, Hand Weapons	36
Criminal Activities, Mental	25
Criminal Activities, Physical	15
Deception	20
Economics/Finance/Investing	34
Endurance	17
Gambling	42
Rarities	31
Influence	26
Tolerance	38

				Damage					
Weapons	WP	SF	ATK	Type	Amt	Bonus	BAC	Con	Dur
Broad sword	7	6	1	C	4D6	+1	43	M	5/20
Dagger	5	2	1	P	2D6	+1	41	M	5/20

Armor	Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	SFP
Half Leather Jerkin	6	7	9	8	4	4	6	—

Physical Description and Notes: The ship's purser has brown hair and dark brown eyes that belie the above-average intelligence possessed by the thrifty, diminutive officer. Pablo is 34 years old, stands 5'8," and weighs 157 pounds. His small stature is always an issue when dealing with others (or at least Pablo thinks it is), and this is reflected by his self-conscious and defensive nature.

Tilgaroth Hakaaru, Chaplain

Vocation: Priest (Balance, Partial) **Alliance:** Sailing Master
SEC: 5 **Joss:** 3 **Move (yds/BT):** 69 **Heka:** 883

M: 81, EL: 64		P: 69, WL: 51, CL: 62		S: 99, EL: 79	
MM: 39	MR: 42	PM: 30	PN: 39	SM: 52	SP: 47
MMCap: 15	MRCap: 16	PMCap: 12	PNCap: 16	SMCap: 20	SPCap: 17
MMPow: 12	MRPow: 14	PMPow: 10	PNPow: 12	SMPow: 16	SPPow: 15
MMSpd: 12	MRSpd: 12	PMSpd: 8	PNSpd: 11	SMSpd: 16	SPSpd: 15

K/S Areas	STEEP	Heka	Max CO
E/S Graces	25		
Native Tongue (Atlantian)	42		
Perception, Mental	36		
Perception, Physical	35		
Riding/Boating	25		
Trade Phonecian	25		
Combat, HTH, NL	39		
Deception	33		
Demonology*	29	43	
Divination*	29	46	II
Exorcism*	32	52	III
Foreign Language, Iberian	29		
Foreign Language, French Dialect	28		
Games, Mental	19		
Games, Physical	17		
Influence	29		
Metaphysics*	33	33	
Music	28		
Pantheology*	36	36	
Priestcraft*	46	66	IV
Religion*	46	46	

				Damage					
Weapons	WP	SF	ATK	Type	Amt	Bonus	BAC	Con	Dur
None	—	—	—		—	—	—	—	—

Armor	Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	SFP
None	—	—	—	—	—	—	—	—

Physical Description and Notes: This black-haired, green-eyed priest from

Atlanti is modest and secretive, and has a keen insight into the character and motivation of others. Being of a different nationality than the other officers and crew, Tilgaroth keeps to himself for the most part. When his services are needed, however, he is helpful and friendly. He is liked because he has a fine singing voice, and he can also play several instruments fairly well.

Tilgaroth is tall and thin, standing 6'4" and weighing 162 pounds. Though he is 48 years old, he appears to be at least 10 years younger than that.

Francisco Antigua, Healer

Vocation: Healer (Moonlight, Partial) **Alliance:** Sailing Master
SEC: 4 **Joss:** 1 **Move (yds/BT):** 73 **Heka:** 384

M: 82, EL: 66		P: 73, WL: 54, CL: 65		S: 87, EL: 70	
MM: 40	MR: 42	PM: 35	PN: 38	SM: 45	SP: 42
MMCap: 14	MRCap: 15	PMCap: 14	PNCap: 14	SMCap: 16	SPCap: 15
MMPow: 13	MRPow: 14	PMPow: 10	PNPow: 10	SMPow: 15	SPPow: 14
MMSpd: 13	MRSpd: 13	PMSpd: 11	PNSpd: 14	SMSpd: 14	SPSpd: 13

K/S Areas	*STEEP*	*Heka*	*Max CO*
E/S Graces	20		
Native Tongue (Iberian)	37		
Perception, Mental	39		
Perception, Physical	28		
Trade Phonecian	25		
Boating	20		
Alchemy*	29	45	II
Biology	29		
Botany	29		
Combat, HTH, NL	47		
Exorcism*	32	48	III
Divination*	31	46	III
First Aid	31		
Foreign Language (choice)	29		
Herbalism*	42	58	IV
Medicine, Oriental	31		
Medicine, Veterinary	29		
Mysticism*	20	35	
Pantheology*	25	25	
Priestcraft*	33	49	III
Religion*	33	33	
Survival	27		
Tolerance	19		
Toxicology	31		

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
None	—	—	—	—	—	—	—	—	—

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: Francisco is 30 years old, 5'11" tall, and weighs 173 pounds. Unlike most others of Iberian heritage, he has sandy hair and blue eyes, but his complexion is still rather dark. The *Marduk*'s healer is a very honorable man, who very much dislikes the way the slaves are treated by the oarmaster and his cronies. Although Francisco is quite fearless, he is also cautious not to cause trouble aboard the galleass, preferring to help the slaves without too much of a stir. He supports the sailing master, and would willingly join in a mutiny led by his friend.

Sancho Villarica, Master's Mate

Vocation: Seafarer **Alliance:** Sailing Master
SEC: 4 **Joss:** 1 **Move (yds/BT):** 85 **Heka:** Nil

M: 80, EL: 64		P: 85, WL: 63, CL: 76		S: 65, EL: 52	
MM: 46	MR: 34	PM: 43	PN: 42	SM: 29	SP: 36
MMCap: 18	MRCap: 14	PMCap: 16	PNCap: 15	SMCap: 12	SPCap: 14
MMPow: 14	MRPow: 10	PMPow: 13	PNPow: 13	SMPow: 9	SPPow: 11
MMSpd: 14	MRSpd: 10	PMSpd: 14	PNSpd: 14	SMSpd: 8	SPSpd: 11

K/S Areas	*STEEP*
E/S Graces	20
Native Tongue (Iberian)	34
Perception, Mental	27
Perception, Physical	34
Trade Phonecian	30
Boating	85
Clothwork	35
Combat, Hand Weapons	41
Combat, HTH, Non-Lethal	32
Endurance	31
Foreign Language, French Dialect	27
Foreign Language, Latin	26
Gambling	31
Handicrafts/Handiwork	31
Jack-of-all-Trades	30
Jury-Rigging	25
Navigation	39
Seamanship	39
Survival	25
Tolerance	35

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Dagger	5	2	1.5	P	2D6	+1	46	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: Sancho is 34 years old and has sandy hair and green eyes. He is slightly overweight—standing only 5'10" tall and weighing 192 pounds—but the men like and respect him. He is honorable, but tends to be lusty and hot-tempered.

Miguel, Healer's Mate

Vocation: Seafarer **Alliance:** Sailing Master
SEC: 4 **Joss:** 1 **Move (yds/BT):** 85 **Heka:** 127

M: 85, EL: 68		P: 85, WL: 63, CL: 76		S: 84, EL: 67	
MM: 44	MR: 41	PM: 40	PN: 45	SM: 42	SP: 42
MMCap: 16	MRCap: 15	PMCap: 14	PNCap: 16	SMCap: 17	SPCap: 17
MMPow: 15	MRPow: 13	PMPow: 12	PNPow: 14	SMPow: 13	SPPow: 13
MMSpd: 13	MRSpd: 13	PMSpd: 14	PNSpd: 15	SMSpd: 12	SPSpd: 12

K/S Areas	*STEEP*	*Heka*	*Max CO*
E/S Graces	27		
Native Tongue (Iberian)	37		
Perception, Mental	27		
Perception, Physical	33		
Trade Phonecian	22		

Boating	69		
Biology	12		
Botany	12		
Clothwork	34		
Combat, HTH, Non-Lethal	32		
Combat, Hand Weapons	28		
Endurance*	30	30	
First Aid	35		
Foreign Language, French Dialect	25		
Foreign Language, Latin	25		
Handicrafts/Handiwork	31		
Herbalism*	26	43	II
Legerdemain	39		
Medicine, Oriental	15		
Mysticism*	12	12	
Toxicology	18		

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Dagger	5	2	1	P	2D6	—	33	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: This mate took up a sea-going life a number of years back, but always enjoys it when the ship is at port, as he is a bit more cultured than his peers. Miguel is 38 years old, 5'11" tall, and weighs 164 pounds. He has brown hair and hazel eyes that often have a dreamy, faraway look when he stares out to sea. He can be quite vengeful, though, and there are rumors about a fateful encounter over a woman which prompted him to take up his present Vocation.

Carlos, Bosun (and Carpenter)

Vocation: Seafarer **Alliance:** Sailing Master
SEC: 3 **Joss:** 1 **Move (yds/BT):** 88 **Heka:** Nil

M: 76, EL: 60		P: 88, WL: 66, CL: 79		S: 66, EL: 52	
MM: 39	MR: 37	PM: 46	PN: 42	SM: 32	SP: 34
MMCap: 14	MRCap: 14	PMCap: 17	PNCap: 15	SMCap: 13	SPCap: 14
MMPow: 13	MRPow: 12	PMPow: 15	PNPow: 12	SMPow: 10	SPPow: 10
MMSpd: 12	MRSpd: 11	PMSpd: 14	PNSpd: 15	SMSpd: 9	SPSpd: 10

K/S Areas	*STEEP*
E/S Graces	15
Native Tongue (Iberian)	32
Perception, Mental	21
Perception, Physical	29
Trade Phonecian	28
Boating	27
Clothwork	21
Construction	43
Construction, Naval	30
Combat, HTH, Non-Lethal	47
Combat, Hand Weapons	42
Endurance	33
Foreign Language, French Dialect	25
Gambling	32
Handicrafts/Handiwork	32
Jack-Of-All-Trades	30
Jury-Rigging	23
Navigation	40
Seamanship	45
Survival	26
Tolerance	24

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Dagger	5	2	1.5	P	2D6	+4	47	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
Half Leather Jerkin	6	7	9	8	4	4	6	—

Physical Description and Notes: At 24 years old, Carlos is the youngest of the mates on the *Marduk*. He is cheerful and happy, and enjoys the company of the crew whenever the ship is in port. Carlos is 6' tall and weighs 180 pounds. He has dark brown, curly hair and beard, and brown eyes. Carlos is often scolded by the other petty officers for being too rash, and he is sometimes haphazard in his duties. His skill and charisma, however, make up for his sometimes careless attitude, and the sailors willingly follow his orders without question.

Jose, Bosun (and Sailmaker)

Vocation: Seafarer **Alliance:** Sailing Master
SEC: 3 **Joss:** 1 **Move (yds/BT):** 82 **Heka:** Nil

M: 69, EL: 55		P: 82, WL: 61, CL: 73		S: 96, EL: 76	
MM: 36	MR: 33	PM: 42	PN: 40	SM: 49	SP: 47
MMCap: 15	MRCap: 14	PMCap: 16	PNCap: 15	SMCap: 18	SPCap: 18
MMPow: 11	MRPow: 10	PMPow: 13	PNPow: 11	SMPow: 16	SPPow: 15
MMSpd: 10	MRSpd: 9	PMSpd: 13	PNSpd: 14	SMSpd: 15	SPSpd: 14

K/S Areas	*STEEP*
E/S Graces	15
Native Tongue (Iberian)	32
Perception, Mental	29
Perception, Physical	35
Trade Phonecian	18
Boating	66
Clothwork	51
Combat, HTH, Non-Lethal	47
Combat, Hand Weapons	35
Endurance	31
Gambling	31
Handicrafts/Handiwork	40
Jack-Of-All-Trades	30
Navigation	39
Seamanship	39
Tolerance	33

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Dagger	5	2	1.5	P	2D6	+1	40	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
Half leather jerkin	6	7	9	8	4	4	6	—

Physical Description and Notes: José is quite skilled at making sails and other cloth items. He is 34 years old, stands 6' tall, and weighs 178 pounds. Normally easy-going and friendly, José hates the oarmaster and his underlings, the drivers Manuel and Ramon. He is a close friend of Carlos, with whom he shares a cabin. He has brown hair and green eyes.

Hector, Bosun (and Armorer)

Vocation: Seafarer **Alliance:** Sailing Master
SEC: 3 **Joss:** 1 **Move (yds/BT):** 94 **Heka:** Nil

M: 81, EL: 64		P: 94, WL: 70, CL: 84		S: 71, EL: 56	
MM: 42	MR: 39	PM: 50	PN: 44	SM: 39	SP: 32
MMCap: 16	MRCap: 16	PMCap: 17	PNCap: 16	SMCap: 15	SPCap: 12
MMPow: 13	MRPow: 12	PMPow: 17	PNPow: 15	SMPow: 13	SPPow: 10
MMSpd: 13	MRSpd: 11	PMSpd: 16	PNSpd: 13	SMSpd: 11	SPSpd: 10

K/S Areas	*STEEP*
E/S Graces	22
Native Tongue (Iberian)	31
Perception, Mental	27
Perception, Physical	38
Boating	60
Trade Phonecian	17
Arms and Armor	47
Combat, HTH, Non-Lethal	39
Combat, Hand Weapons	49
Combat, Missile Weapons	33
Endurance	29
Escape	24
Foreign Language (choice)	14
Gambling	39
Handicrafts/Handiwork	32
Jack-Of-All-Trades	29
Seamanship	18
Smithing/Welding	35
Tolerance	36

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Dagger	5	2	2	P	2D6	+7	55	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
Half leather jerkin	6	7	9	8	4	4	6	—

Physical Description and Notes: 31-year-old Hector has dark brown hair and hazel eyes, is 6'1" tall, and weighs 190 pounds. He is introverted, preferring the tools of his trade to human company. He can be very diplomatic when necessary, but when pressed, he can be very unforgiving.

Raul Bosun (and Artillerist)

Vocation: Seafarer **Alliance:** Sailing Master
SEC: 3 **Joss:** 1 **Move (yds/BT):** 92 **Heka:** Nil

M: 80, EL: 64		P: 92, WL: 69, CL: 88		S: 64, EL: 51	
MM: 40	MR: 40	PM: 46	PN: 46	SM: 32	SP: 32
MMCap: 14	MRCap: 14	PMCap: 16	PNCap: 17	SMCap: 12	SPCap: 12
MMPow: 12	MRPow: 13	PMPow: 15	PNPow: 13	SMPow: 10	SPPow: 10
MMSpd: 14	MRSpd: 13	PMSpd: 15	PNSpd: 16	SMSpd: 10	SPSpd: 10

K/S Areas	*STEEP*
E/S Graces	18
Native Tongue (Iberian)	32
Perception, Mental	27
Perception, Physical	48
Boating	64
Trade Phonecian	18
Arms and Armor	47
Combat, HTH, Non-Lethal	39
Combat, Hand Weapons	30
Combat, Missile Weapons	48
Construction	28
Endurance	31
Foreign Language, Atlantian	25
Gambling	30
Handicrafts/Handiwork	31
Jack-of-all-Trades	29
Seamanship	21
Tolerance	47
Weapons, Military, All Others	41

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Dagger	5	2	1.5	P	2D6	+3	40	M	5/20
Dagger (Thrown)	5	2	2	P	2D6	+5	52		

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
Half leather jerkin	6	7	9	8	4	4	6	—

Physical Description and Notes: Raul is modest and undemanding, with an amiable nature and a keen eye for detail. While the 36 year old bosun is quite perceptive, he rarely shares his observations with others unless it directly affects them. He has dark brown hair and brown eyes, is 5'10" tall, and weighs 183 pounds.

Manuel and Ramon, Drivers

Vocation: Seafarers **Alliance:** Oarmaster
SEC: 3 **Joss:** 0 **Move (yds/BT):** 96 **Heka:** Nil

M: 63, EL: 50		P: 96, WL: 72, CL: 86		S: 54, EL: 43	
MM: 32	MR: 31	PM: 48	PN: 48	SM: 24	SP: 30
MMCap: 12	MRCap: 12	PMCap: 18	PNCap: 18	SMCap: 10	SPCap: 12
MMPow: 11	MRPow: 10	PMPow: 16	PNPow: 15	SMPow: 8	SPPow: 10
MMSpd: 9	MRSpd: 9	PMSpd: 14	PNSpd: 15	SMSpd: 6	SPSpd: 8

K/S Areas	*STEEP (+/- 1D3)*
E/S Graces	15
Native Tongue (Iberian)	32
Perception, Mental	21
Perception, Physical	27
Boating	22
Trade Phonecian	18
Combat, HTH, Lethal	27
Combat, HTH, Non-Lethal	20
Combat, Hand Weapons	32
Endurance	32
Foreign Language (choice)	20
Gambling	32
Jack-Of-All-Trades	29
Seamanship	24

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Whip	1	7	1.5	C	1D6	+4	33	W	10/20
Dagger	5	2	1.5	P	2D6	+4	37	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
Half leather jerkin	6	7	9	8	4	4	6	—

Physical Description and Notes: Manuel and Ramon are the ship's drivers, who work for the cruel oarmaster. Like Gora, they oversee the slaves when rowing is necessary, whipping the poor oarsmen into action and serving as guards for the slaves who are not taken out in working parties.

Manuel is 28 years old, 5'10" tall, 168 pounds, with black hair and dark brown eyes. Ramon is 27, with brown hair and eyes, standing 6'0" tall, and weighing 185 pounds. They are both mean and sadistic men, who thoroughly enjoy their work.

Martin del Campo and Jorge, Cooks

Vocation: Seafarers **Alliance:** Uncommitted
SEC: 6 & 3 **Joss:** 0 **Move (yds/BT):** 72 **Heka:** Nil

Base Scheme (+/–1D3)

M: 66, EL: 52		P: 72, WL: 54, CL: 64		S: 60, EL: 48	
MM: 33	MR: 33	PM: 36	PN: 36	SM: 30	SP: 30
MMCap: 13	MRCap: 13	PMCap: 14	PNCap: 15	SMCap: 12	SPCap: 12
MMPow: 10	MRPow: 10	PMPow: 12	PNPow: 10	SMPow: 10	SPPow: 10
MMSpd: 10	MRSpd: 10	PMSpd: 10	PNSpd: 11	SMSpd: 8	SPSpd: 8

K/S Areas	*STEEP*
E/S Graces	27/15
Native Tongue (Iberian)	36/27
Perception, Mental	29/31
Perception, Physical	26/32
Boating	15/30
Trade Phonecian	18/28
Combat, HTH, Non-Lethal	30/40
Combat, Hand Weapons	31/35
Combat, Missile Weapons	25/15
Criminal Activities, Mental	20/10
Criminal Activities, Physical	10/20
Domestic Arts & Services	42/34
Endurance	20/30
Foreign Language (choice)	26/16
Handicrafts/Handiwork	34/40
Jack-of-all-Trades	21/29
Tolerance	52/51

				Damage				
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Dagger	5	2	1.5	P	2D6	—	36/40	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: Martin and Jorge are the cooks for the officers and crew, respectively. While the skills they possess are the same, they are quite different in nature and appearance. Martin, who is the eldest of the two at 49 years old, has dark brown hair and eyes, stands 6'1," and weighs 176 pounds. He is truthful, courteous, and quiet. Martin often overhears snatches of conversation between the officers during the meals, but he has learned to look busy, and keeps it to himself.

Jorge is 31 years old, has sandy hair and green eyes. He is 5'10" tall and weighs 164 poun–ds. He is brash, opinionated, and hot-tempered, often venting his frustrations upon the crewmen he serves. He dislikes the marines, but luckily for him, those on board ignore most of what he has to say.

Crewmembers

Vocation: Seafarers **Alliance:** Uncommitted
SEC: 2-3 **Joss:** 0 **Move (yds/BT):** 84 **Heka:** Nil

Base Scheme (+/–1D3 per CATEGORY)

M: 70, EL: 64		P: 86, WL: 65, CL: 77		S: 62, EL: 49	
MM: 36	MR: 34	PM: 44	PN: 42	SM: 32	SP: 30
MMCap: 14	MRCap: 13	PMCap: 16	PNCap: 16	SMCap: 12	SPCap: 10
MMPow: 12	MRPow: 11	PMPow: 15	PNPow: 13	SMPow: 10	SPPow: 10
MMSpd: 10	MRSpd: 10	PMSpd: 13	PNSpd: 13	SMSpd: 10	SPSpd: 10

K/S Areas	*STEEP (+/–2D3)*
E/S Graces	10
Native Tongue (Iberian)	30
Perception, Mental	20
Perception, Physical	31
Trade Phonecian	19
Boating	25
Clothwork	23
Combat, HTH, Non-Lethal	36
Combat, Hand Weapons	31
Combat, Missile Weapons	20
Construction	24
Construction, Naval	12
Foreign Language (choice)	28
Gambling	31
Handicrafts/Handiwork	34
Jury-Rigging	29
Navigation	36
Seamanship	46
Street-Wise	29
Tolerance	44

				Damage				
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Dagger	5	2	1.5	P	2D6	+3	36	M	5/20
Bludgeon	5	3	1.5	B	1D6	+3	36	W	10/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: This rowdy bunch may not be very sophisticated, but they are able and hard-working, and they enjoy the adventure of a seafaring life. As mentioned earlier, they have lately been filled with feelings of unrest, and they resent their unfair treatment by the captain and the marines. They have not yet become bold enough to start a mutiny on their own, but they might be persuaded to join one if the right situation were to present itself.

Chico, Luis, Pepe, and Tomas, Ship's Boys

Vocation: Seafarers **Alliance:** Uncommitted
SEC: 1-3 **Joss:** 0 **Move (yds/BT):** 65 **Heka:** Nil

M: 64, EL: 51		P: 65, WL: 49, CL: 59		S: 48, EL: 38	
MM: 34	MR: 30	PM: 30	PN: 35	SM: 22	SP: 26
MMCap: 13	MRCap: 13	PMCap: 13	PNCap: 15	SMCap: 9	SPCap: 10
MMPow: 10	MRPow: 9	PMPow: 7	PNPow: 10	SMPow: 7	SPPow: 8
MMSpd: 11	MRSpd: 8	PMSpd: 10	PNSpd: 10	SMSpd: 6	SPSpd: 8

K/S Areas	*STEEP (+/- 1D3)*
E/S Graces	9
Native Tongue (Iberian)	23
Perception, Mental	18
Perception, Physical	20
Trade Phonecian	15
Boating	15
Combat, HTH, Non-Lethal	14
Combat, Hand Weapons	7
Criminal Activities, Physical	26
Endurance	10
Escape	36
Games, Physical	35
Navigation	6
Seamanship	12

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
None	—	—	—	—	—	—	—	—	—

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: These four boys range in age between 10 and 14 years old, and have the dark hair and eyes, and swarthy complexion typical of those of Iberian descent. Like most boys their age, they are playful, energetic, and dreaming. They all dislike the oarmaster and his drivers, and feel a certain amount of sympathy for the slaves. Though they have no official alliance with any of the groups on the galleass, they admire the sailing master and healer, and the bosuns treat them with kindness.

As they are small and deemed unimportant, they overhear many things which could be useful to those seeking to overthrow the captain and his men. They also know the ship's layout well, and may pass such information along to personas who have slipped their bonds. In the event of a mutiny, they would probably attempt to stay out of the way, thus avoiding injury.

Lucas, Slave

Vocation: Explorer **Alliance:** Slave Conspiracy
SEC: 6 **Joss:** 5 **Move (yds/BT):** 96 **Heka:** Nil

M: 89, EL: 71		P: 96, WL: 72, CL: 86		S: 81, EL: 64	
MM: 45	MR: 44	PM: 49	PN: 47	SM: 43	SP: 38
MMCap: 17	MRCap: 16	PMCap: 18	PNCap: 17	SMCap: 16	SPCap: 16
MMPow: 14	MRPow: 14	PMPow: 16	PNPow: 15	SMPow: 14	SPPow: 11
MMSpd: 14	MRSpd: 14	PMSpd: 15	PNSpd: 15	SMSpd: 13	SPSpd: 11

K/S Areas	STEEP
E/S Graces	30
Native Tongue (Brytho-Kelitic)	47
Perception, Mental	36
Perception, Physical	45
Riding	49
Trade Phonecian	28
Boating	30
Combat, HTH, Non-Lethal	42
Combat, Hand Weapons	46
Combat, Missile Weapons	38
Deception	26
Ecology/Nature Science	52
Endurance	40
Escape	30
First Aid	29
Geography/Foreign Lands	33
Linguistics	35
Mountain Climbing	27
Seamanship	18
Survival	34
Swimming/Diving	25

				Damage				
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
None	—	—	—	—	—	(+6)	(+3)	—	—

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: A landowner from southern Albion, Lucas was in Navarre on an adventure when he was captured under circumstances similar to that of the HP party. He is 37 years old, stands 5'10" tall, and weighs 150 lbs. Lucas has black hair and blue eyes, and a rather sallow complexion. He has a Special Connection named Terral Bellus (see page 376) who is aware of his disappearance and has agents actively searching for his whereabouts.

Arpegatus, Slave

Vocation: Priestcræfter (Moonlight, Full) **Alliance:** Slave Conspiracy
SEC: 5 **Joss:** 4 **Move (yds/BT):** 81 **Heka:** 433

M: 98, EL: 78		P: 81, WL: 60, CL: 72		S: 105, EL: 84	
MM: 51	MR: 47	PM: 43	PN: 38	SM: 54	SP: 51
MMCap: 19	MRCap: 18	PMCap: 18	PNCap: 17	SMCap: 20	SPCap: 19
MMPow: 16	MRPow: 15	PMPow: 13	PNPow: 11	SMPow: 17	SPPow: 16
MMSpd: 16	MRSpd: 14	PMSpd: 12	PNSpd: 10	SMSpd: 17	SPSpd: 16

K/S Areas	*STEEP*	*Heka*	*Max CQ*
E/S Graces	38		
Native Tongue (Latin)	34		
Perception, Mental	29		
Perception, Physical	20		
Riding	15		

Trade Phonecian	18		
Combat, HTH, Lethal	23		
Demonology*	31	50	
Divination*	31	50	III
Endurance	24		
Exorcism*	33	53	III
Foreign Language, French	31		
Foreign Language, Grecian	29		
Handicrafts/Handiwork	30		
Influence	30		
Metaphysics*	35	35	
Pantheology*	37	37	
Priestcraft*	41	61	IV
Religion*	41	41	
Survival	25		

			Damage					
Weapons	WP	SP	ATK	Type	Amt	Bonus	BAC	Con	Dur
None	—	—	—	—	—	—	—	—	—

Armor	Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	SPP
None	—	—	—	—	—	—	—	—

Physical Description and Notes: Arpegatus is 23 years old, stands 5'11" tall, weighs 170 lbs., and has brown hair and eyes. Captured in a coastal village near his homeland of Savoy, Arpegatus has been transformed by bondage from a slightly overweight lad to a fit young man whose faith and courage have sustained him throughout his ordeal. His prayers have guarded him, and despite everything, he remains optimistic that he will someday be freed.

Raymond del Cabo, Slave

Vocation: Thief (Mental) **Alliance:** Slave "Toady"
SEC: 7 **Joss:** 0 **Move (yds/BT):** 74 **Heka:** Nil

M: 102, EL: 81		P: 74, WL: 55, CL: 66		S: 81, EL: 64	
MM: 52	MR: 50	PM: 38	PN: 36	SM: 41	SP: 40
MMCap: 20	MRCap: 18	PMCap: 14	PNCap: 13	SMCap: 17	SPCap: 17
MMPow: 16	MRPow: 16	PMPow: 12	PNPow: 12	SMPow: 12	SPPow: 12
MMSpd: 16	MRSpd: 16	PMSpd: 12	PNSpd: 11	SMSpd: 12	SPSpd: 11

K/S Areas	STEEP
E/S Graces	35
Native Tongue (Iberian)	35
Perception, Mental	34
Perception, Physical	29
Riding/Boating	15/15
Trade Phonecian	19
Appraisal	30
Combat, Hand Weapons	24
Criminal Activities, Mental	42
Criminal Activities, Physical	30
Deception	33
Disguise	32
Endurance	14
Escape	12
Foreign Language, Atlantian	25
Impersonation	32
Jack-Of-All-Trades	28

			Damage					
Weapons	WP	SP	ATK	Type	Amt	Bonus	BAC	Con	Dur
None	—	—	—	—	—	—	—	—	—

Armor	Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	SPP
None	—	—	—	—	—	—	—	—

Physical Description and Notes: This despicable coward seeks to better his lot with Gora and his men, and will reveal any information which he thinks may do so, as long as he thinks there is no danger of the other slaves finding out. Raymond is 43 years old, has black hair and green eyes, is 6'0" tall, and weighs 160 pounds. If placed in the same working party with the HPs, he will be of little help to them, but will instead attempt to listen in on any covert conversations.

Juan Ramirez, Slave

Vocation: Mercenary **Alliance:** Slave "Toady"
SEC: 3 **Joss:** 0 **Move (yds/BT):** 100 **Heka:** Nil

M: 76, EL: 60		P: 100, WL: 75, CL: 90		S: 89, EL: 71	
MM: 39	MR: 37	PM: 51	PN: 49	SM: 46	SP: 43
MMCap: 17	MRCap: 17	PMCap: 19	PNCap: 18	SMCap: 18	SPCap: 17
MMPow: 12	MRPow: 10	PMPow: 16	PNPow: 16	SMPow: 14	SPPow: 13
MMSpd: 10	MRSpd: 10	PMSpd: 16	PNSpd: 15	SMSpd: 14	SPSpd: 13

K/S Areas	STEEP
E/S Graces	15
Native Tongue (Iberian)	32
Perception, Mental	28
Perception, Physical	39
Riding/Boating	34/20
Trade Phonecian	18
Combat, HTH, Non-Lethal	27
Combat, Hand Weapons	38
Combat, Missile Weapons	34
Criminal Activities, Physical	38
Deception	30
Endurance	23
Escape	35
First Aid	29
Foreign Language, French Dialect	25
Survival	33

			Damage					
Weapons	WP	SP	ATK	Type	Amt	Bonus	BAC	Con	Dur
None	—	—	—	—	—	(+4)	(+2)	—	—

Armor	Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	SPP
None	—	—	—	—	—	—	—	—

Physical Description and Notes: Juan is 34 years old, 5'10" tall, and weighs 145 pounds. He has dark brown hair and brown eyes, and a long horizontal scar across his forehead. He is a solitary man, who will nonetheless join in any conversation carried on by the personas in hopes of learning information that will be useful to the oarmaster or the drivers. This unfeeling toady is cautious and precise, but these same traits could very well make the personas suspicious of him.

Oarsmen (Slaves)

Vocation: (Varies) **Alliance:** Slave Conspiracy
SEC: 1-6 **Joss:** 0 **Move (yds/BT):** 81 **Heka:** Nil

Base Scheme (+/– 1D3)

M: 60, EL: 48		P: 81, WL: 60, CL: 72		S: 54, EL: 43	
MM: 30	MR: 30	PM: 42	PN: 39	SM: 28	SP: 26
MMCap: 11	MRCap: 11	PMCap: 15	PNCap: 15	SMCap: 11	SPCap: 10
MMPow: 10	MRPow: 10	PMPow: 14	PNPow: 13	SMPow: 9	SPPow: 8
MMSpd: 9	MRSpd: 9	PMSpd: 13	PNSpd: 11	SMSpd: 8	SPSpd: 8

K/S Areas	*STEEP (+/– 1D3 or 3D3)*
E/S Graces	16
Native Tongue (choice)	27
Perception, Mental	15
Perception, Physical	20
Trade Phonecian	26
Boating	35
Combat, HTH, Non-Lethal	30
Combat, Hand Weapons	25
Combat, Missile Weapons	20
Criminal Activities, Physical	35
Deception	20
Endurance	20
Escape	35
First Aid	15
Geography/Foreign Lands	30
Seamanship	12
Survival	32

				Damage				
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
None	—	—	—	—	—	(+2)	—	—	—

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Francois Marcelos, Magistrate

Vocation: Philosopher **Alliance:** Starfire Guild
SEC: 7 **Joss:** 1 **Move (yds/BT):** 80 **Heka:** Nil

M: 99, EL: 79		P: 80, WL: 60, CL: 72		S: 88, EL: 70	
MM: 52	MR: 47	PM: 41	PN: 39	SM: 45	SP: 43
MMCap: 20	MRCap: 17	PMCap: 16	PNCap: 16	SMCap: 17	SPCap: 17
MMPow: 16	MRPow: 15	PMPow: 13	PNPow: 12	SMPow: 14	SPPow: 13
MMSpd: 16	MRSpd: 15	PMSpd: 12	PNSpd: 11	SMSpd: 14	SPSpd: 13

K/S Areas	*STEEP*
E/S Graces	35
Native Tongue (French)	55
Perception, Mental	25
Perception, Physical	25
Riding	35
Trade Phonecian	56
Charismaticism	32
Combat, Hand Weapons	15
Combat, Hand Weapons, Missile	15
Deception	37
Influence	26
Leadership	32

				Damage				
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
None	—	—	—	—	—	—	—	—	—

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: The magistrate is 35 years old, 6'3," and weighs 194 lbs. He has black hair (with a thin streak of silver at the left forehead) and yellow eyes. He is cagey, belligerent and cruel. Marcelos' Special Connection is Sklomo, a merchant within the *Starfire Guild* (see below).

Jacques LeMond, Bailiff

Vocation: Soldier **Alliance:** Starfire Guild
SEC: 5 **Joss:** 2 **Move (yds/BT):** 100 **Heka:** Nil

M: 88, EL: 70		P: 100, WL: 75, CL: 90		S: 82, EL: 65	
MM: 45	MR: 43	PM: 52	PN: 48	SM: 41	SP: 41
MMCap: 17	MRCap: 17	PMCap: 19	PNCap: 18	SMCap: 17	SPCap: 17
MMPow: 15	MRPow: 13	PMPow: 17	PNPow: 15	SMPow: 12	SPPow: 12
MMSpd: 13	MRSpd: 13	PMSpd: 16	PNSpd: 15	SMSpd: 12	SPSpd: 12

K/S Areas	*STEEP*
E/S Graces	25
Native Tongue (French)	42
Perception, Mental	34
Perception, Physical	36
Riding	44
Trade Phonecian	28
Combat, Hand Weapons	39
Criminal Activities, Physical	34
Combat, HTH, Non-Lethal	19
Combat, Hand Weapons	34
Combat, Missile Weapons	29
Criminal Activities, Mental	39
Foreign Language, Latin	25
Foreign Language, Iberian	20

				Damage					
Weapons	*WP*	*SF*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
Broad sword	7	6	1.5	C	4D6	+5	46	M	5/20
Long knife	5	2	1.5	C	2D6	+5	44	M	5/20

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
3/4 chain mail suit	18	18	31	21	9	10	21	5

Physical Description and Notes: Jacques is 29 years old, has dark brown hair and brown eyes. He is 5'11" tall and weighs 203 lbs. He dislikes foreigners, and deals with them in a haughty, overbearing manner.

Terral Belius, Justiciar

Vocation: Sage (Partial) **Alliance:** Francia
SEC: 8 **Joss:** 10 **Move (yds/BT):** 82 **Heka:** 348

M: 100, EL: 80		P: 82, WL: 61, CL: 73		S: 90, EL: 72	
MM: 51	MR: 49	PM: 43	PN: 39	SM: 45	SP: 45
MMCap: 20	MRCap: 20	PMCap: 16	PNCap: 16	SMCap: 17	SPCap: 17
MMPow: 16	MRPow: 15	PMPow: 14	PNPow: 12	SMPow: 14	SPPow: 14
MMSpd: 15	MRSpd: 14	PMSpd: 13	PNSpd: 11	SMSpd: 14	SPSpd: 14

K/S Areas	*STEEP*	*Heka*	*Max CO*
E/S Graces	40		
Native Tongue (French)	60		
Perception, Mental	36		
Perception, Physical	35		
Riding	40		
Trade Phonecian	34		
Combat, HTH, Lethal	33		
Alchemy*	42	59	IV
Astrology*	42	59	IV
Dweomercræft, Elemental*	31	51	III
Foreign Language, Brytho-Kelitic	32		
Foreign Language, Iberian	32		
History	36		
Influence	48		
Magick*	31	51	
Metaphysics*	28	28	
Philosophy	44		

				Damage					
Weapons	*WP*	*SP*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
None	—	—	—	—	—	—	—	—	—

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: Terral Belius is 53 years old, tall and thin, with refined features and graying hair. His has several minor nobles throughout Æropa as Special Connections, and may exert no small amount of influence, provided he has sufficient cause. His physical statistics are as follows: height 6'1"; weight 150 pounds; Hair color dark brown shot with gray; Eye color blue.

Sklomo, Councillor Member of the *Starfire Guild*

Vocation: Merchant (Partial) **Alliance:** Starfire Guild
SEC: 6 **Joss:** 5 **Move (yds/BT):** 82 **Heka:** 181

M: 104, EL: 83		P: 82, WL: 61, CL: 73		S: 94, EL: 75	
MM: 53	MR: 51	PM: 42	PN: 40	SM: 48	SP: 46
MMCap: 20	MRCap: 20	PMCap: 17	PNCap: 17	SMCap: 18	SPCap: 18
MMPow: 17	MRPow: 16	PMPow: 13	PNPow: 12	SMPow: 15	SPPow: 14
MMSpd: 16	MRSpd: 15	PMSpd: 12	PNSpd: 11	SMSpd: 15	SPSpd: 14

K/S Areas	*STEEP*	*Heka*	*Max CO*
E/S Graces	55		
Native Tongue (Phoenician)	55		
Perception, Mental	54		
Perception, Physical	27		
Riding/Boating	25/12		
Trade Phonecian	83		
Alchemy*	19	37	II
Appraisal	40		
Business Administration	63		
Charismaticism	52		
Combat, HTH, Lethal	20		
Combat, Hand Weapons	30		
Combat, Missile Weapons	25		
Criminal Activities, Mental	61		
Deception	50		
Economics/Finance/Investing	33		
Fortune Telling*	33	51	IV
Geography/Foreign Lands	32		
Herbalism*	28	46	III
Influence	57		
Leadership	52		
Rarities	32		
Toxicology	26		

				Damage					
Weapons	*WP*	*SP*	*ATK*	*Type*	*Amt*	*Bonus*	*BAC*	*Con*	*Dur*
None	—	—	—	—	—	—	—	—	—

Armor	*Avg*	*Pierce*	*Cut*	*Blunt*	*Fire*	*Chem*	*Stun*	*SFP*
None	—	—	—	—	—	—	—	—

Physical Description and Notes: Although never encountered by the HPs, Sklomo is the force behind this scenario. His base of operations is rumored to be on one of the Baleric Islands, but this is impossible to verify with the information available. Sklomo usually has one of his men arrange contact with a potential ally or mercenary in search of employment in the guild.

ADVENTURE EPILOGUE

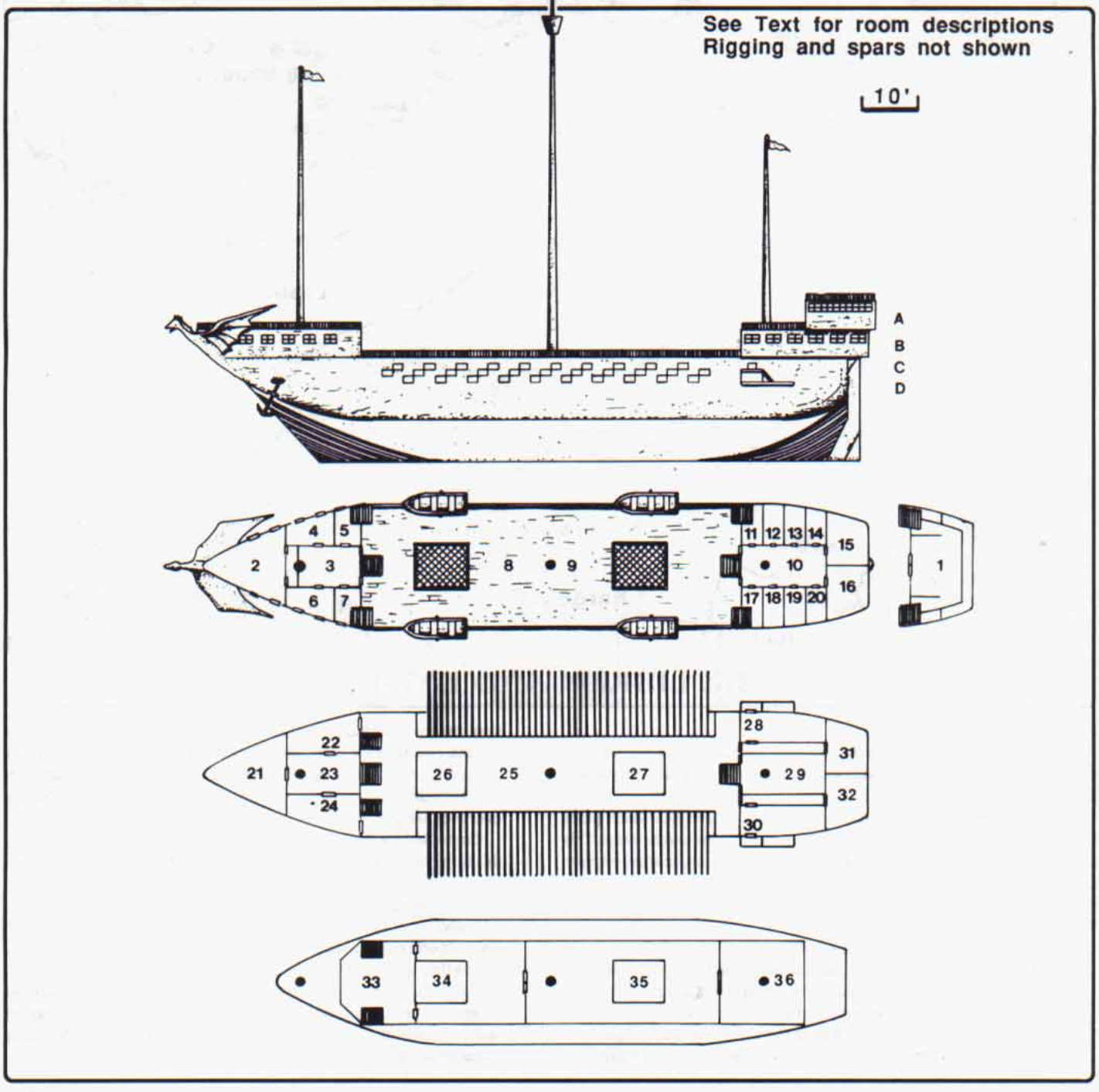
There are several ways in which this adventure can be resolved. These are:

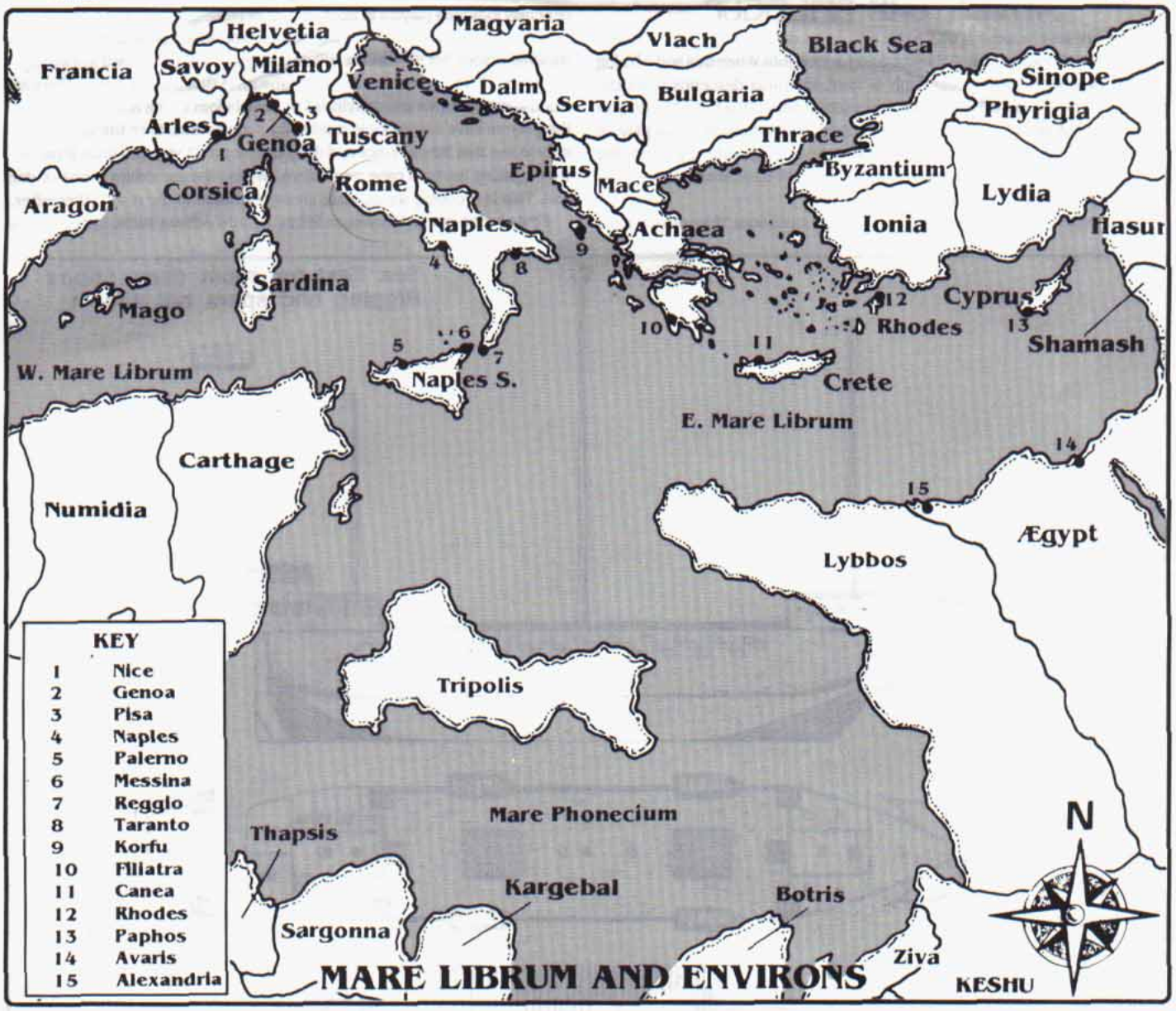
(1) Every HP is killed. The GM is not doing a good job! When this sort of thing occurs, even with players seemingly at fault, the onus descends upon the gamemaster as a bad odor surrounds a midden heap. It is the GM's duty to assist ignorant or poor roleplaying game participants towards better play. In 99 out of 100 cases, such a result is absolutely unacceptable. If you saw the players heading for such an end, you should have directed them otherwise—and none too gently, if need be!

(2) The team escaped by swimming or stealing a small boat. This sort of a result generally indicates players in need of a lot of gaming experience...or else a GM with either too stern a hand or a great sub-plot he wants to develop. This is a minimal victory, but at least the HPs got away and maybe learned something.

(3) The HPs become pirates. This subsumes that the surviving sailors and freed slave oarsmen are convinced of the wisdom of the act. (we are not.) If the players have some noble motive for such course, then the GM will have only to see that Ethos, Vows and deity nature aren't violated thus. If so, well, we're getting towards case one above, or else the campaign is one of dark sort. This is probably a moderate victory because of the results thereafter.

Pirate bases can be located on the islands off Achæa, Ionia, Lybbos, Sicily,





MARE LIBRUM AND ENVIRONS

Numidia, and Mauretania.

(4) The team manages to take over the *Marduk*, sails for the nearest port, and there everyone makes off with whatever plunder they can carry along. This is a moderate victory.

(5) The HPs manage to take over the *Marduk*, determines which place would be best, and then sails there to sell off the galleass and its cargo. This is a major victory *provided they don't try this anywhere in the Western Mare Librum*, for that attempt will end in disaster. The *Starfire Guild* will see them seized as pirates, get its property back, and the team, if lucky, will escape with their skins and a minimal victory.

Likely places to dispose of the galley are:

Achæa: Reduce final shares (see below) for each HP by 50%. Word of what happened will reach the *Starfire Guild* in detail within 2D6 days time, so the HPs had better not linger in the port of sale!

Ægypt: Full shares. If the HPs go to the authorities and can prove to the officials that there was criminal activity involved (and remember that slavery is perfectly legal in Pharaoh's land!), there will be extra reward. First they will be detained while this is investigated, then they will receive their shares, be offered some employment by the kingdom as anti-pirate/guild seafarers, and allowed passage into the land whenever they like.

Crete: Reduce final shares (see below) for each HP by 50%. Again, this won't be a place to linger, as the *Starfire Guild* will know and seek revenge.

Cyprus: Reduce final shares (see below) for each HP by 40%. It will take a while for the *Starfire Guild* to learn that the *Marduk* was taken and sold off here, but the HPs won't find much for them on this island, unless they want to get into intrigues of the area.

Hasur: Full shares plus 10% paid here because of the enmity between this state and the West, including the *Starfire Guild*. The king will see that each HP is marked for a royal favor for bringing the highly valuable warship to him!

Ionia: Reduce final shares (see below) for each HP by 30%. See Cyprus for the other details.

Lydia: Reduce final shares (see below) for each HP by 20%. The state will offer the HPs commissions as naval/marine officers aboard their warships (and if they accept that they're pretty green!).

Lybbos: Reduce final shares (see below) for each HP by 30%. This state will be grateful enough, but the Ægyptian government will resent it when they find out that a great galley has been placed in the hands of their foes. The team will have their freedom in the state, but that might change on a whim after a few weeks time—especially if all the money is spent!

Shamash: Reduce final shares (see below) for each HP by 40% because of the sharp bargaining of these folk. Those HPs not of the Babylonian Pantheon will be looked on as inferiors. Convert or get out!

(6) Determined on revenge, or real do-gooders, the HPs take the *Marduk* all the way back to the West in order to report what has occurred to the honest authorities. This might work, if they manage to discover which government is most likely to be opposed to the *Starfire Guild*. Nowhere in *Iberia, Mago*, or the peninsular *Italic* states will do. The *Starfire Guild* has too many agents and associates in these places. *Nice* and *Arles* are obviously out! Trying to bring the matter to justice in these places will result in the loss of all treasure, and unless they manage to flee quickly, it's prison for the whole group! This is a loss, not a victory.

So, that leaves *Milano* (crafty and ambitious), *Savoy* (clever, proud, and haughty), and *Francia*. A major victory occurs, regardless of the final results, if they select one of these places.

Francia is the best choice. There is dislike of Arles, and the king would love to flaunt a seized galleass too. This will gain the HPs a 1 SEC rise, citizenship in Francia for all (slaves, crew, etc.) who desire to have it, some possible employment—and lots of enemies in Arles, Mago, *et al.*, and the *Starfire Guild*'s hatred. However, the state will see that the treasure share in final analysis is about 20% of the norm.

Milano is a gamble. Roll 1D6: a 1 or 2 means that they pay off the HPs with gifts of clothing, armor, weapons, horses, etc., 30% of the final share potential, and send them packing; 3 or 4 means that they give them the gifts noted, a purse of 1,000 BUCs each, and tell them they can stay until the courts decide the final disposition of the matter—something taking like 2D3 years time, perhaps; on a 5 or 6 the Milanese authorities toss the lot into prison awaiting trial and execution for piracy, and it's now time for them to attempt another escape!

Savoy... another gamble! If any of the HPs are a Savoyard, or one of their parents were, then the group has a chance. In such case, the reward of Francia (along with enmities) and the gifts of Milano will apply here, and the treasure share will be 50%. If not, then resort to the 1D6 as with Milano, but on a 3 or 4 the lot is booted out of the country with nothing, and told to stay out, being lucky not to be executed as pirates!

Treasure Share

Everybody who is aligned with the HPs gets into this act. Whoever buys the stuff discounts value heavily. Authorities must get bribes or the state's share too. Forget about the big numbers above, and use a base of 250,000 BUCs if the special place for the really valuable stuff is found and that wealth taken, otherwise 100,000 BUCs for each Heroic Persona. (Note that this doesn't include such arms, armor, and magickal items as they might have picked up along the way. Any small and valuable things secreted and kept out of sight from those outside the team can also be added to the take, as it were, provided no standards are violated by this sort of behavior.) Add 10% if the division is after the goods from Alexandria are picked up. Then adjust by whatever percentage is applicable to the state in which the stuff is disposed of.

Awarding Accomplishment Points, Joss Factors, Etc.

First, if you didn't think about it, remember that exceptional acts earn AP/XPs—and if anyone did something really creative and amazing, have the HP concerned get a point or two for the performance.

Second, think of APs for special things involving ability and K/S Area use. Did that occur? Did you reward the HP accordingly on the spot? If not, do so now.

Finally, there are the General Accomplishment Points (AP/Gs) to pass around to the eagerly awaiting players for the battening of their personas. Here's the way to do it in this scenario:

(1) Survived and is in prison: 2 points per HP
(2) Survived and is free: 4 points per HP
(3) Minimal victory: 3-7 points per HP
(3) Moderate victory: 6-10 points per HP
(3) Major victory: 9-13 points per HP

The actions of the group and each player therein will determine the amount of Accomplishment Points that are awarded by you at the scenario's conclusion. If a persona's performance would have led the HPs to a lesser success, reward that individual accordingly. Stay away from the high end of the point spread unless the group did astonishingly well. There will be plenty of new adventures to earn APs, so don't overdo it here, but avoid being stingy too.

Joss Factors should be given to the HPs as follows:

(1) For freeing the slave rowers: 1 JF each.
(2) For any deed which saved a life: 1JF per life saved, to a maximum of 3.
(3) For reporting the *Marduk*'s actions, captain, and *Starfire Guild* to any authority: 1 JF each.
(4) For turning over the ship's log in Arles or Francia: 1 JF each.
(5) For destroying the demoniac statuette in Maldonado's cabin:
  (a) To the HP smashing or hurling into the sea: 4 JFs
  (b) To those who urged the HP to so do: 2 JFs each
  (c) To all who didn't protest this and are present at the destruction: 1 JF each.

Special Connections! Depending on how things go, the HPs should each have one nautical one added, the best of those they befriend counting as that new Special Connection. Others, too, can be allowed for reporting to authorities and the like. Those HPs who are friendly and outgoing and/or are most heroic and successful will deserve two new and potent Special Connections thus, the other HPs one or two of average sort.

All in all, if the players did even moderately well, they should be delighted with the outcome of this adventure, for it not only teaches a lot but provides many potential rewards for the HPs, offering improvements in virtually all aspects of interest.

Final Note

The Heroic Personas will still need to clear their names, if those were actually given, by reporting to the authorities in Arles and presenting evidence such as the captain's logbook. With solid evidence of their innocence, the *Starfire Guild* can do nothing about them; they will be cleared, but it will go on as before (denying all connection with a rogue commander such as the "wicked" Don Fernando Diaz-Barca). Otherwise, they will be considered as criminals in the Kingdom Arles, and they had better stay away. However, in Francia they might well be favorites of the king....

You may decide to base other adventures around this one, depending on how the HPs fare in the end—will they return to deal with Jacques and the Magistrate? Will they pursue the elusive Sklomo? Will they perhaps try to infiltrate the *Starfire Guild* and find out who is involved?

APPENDIX A: Random Events Tables

Whether you are using your own adventure scenario or a commercially prepared one, it is useful to have an element of chance operating in the background. While the players will certainly bring a random factor to the event, part of the sense of wonder and uncertainty for all (GM included) is the totally unexpected. Whether that results in more and very impromptu roleplaying, or the desperate thrills of a surprise struggle to the death, this random element in any story-line is much of what separates this sort of game from a play or novel.

Chance meetings aren't the only thing provided for here. Changes in weather, natural occurrences such as fires, and even a chart for random operation of some unknown device are given below. Of course we can't think of everything you'll need while GMing an adventure, so feel free to devise whatever other tables you think will be useful for events in your campaign.

Meanwhile, use these random events tables irregularly and secretly. That way the players won't know if what is happening is part of the scenario or something altogether different. After all, real life is a lot like that!

The same goes for malfunctions and failures. Complex equipment and weapons can temporarily fail or just plain break down and be useless. There is no hard and fast rule regarding the use of the malfunctions table, but the GM should apply it now and again to liven things up and add realism to adventures.

Notes for Fixed-Location Encounters Table

It must be reiterated that all random events of this sort are there to enhance interest and excitement as well as to confuse players as to the nature of planned encounters and events. Use these tables judiciously and sparingly. Be sure to make them appear as non-random happenings if at all possible—something which practice will enable you to accomplish. Do *not* use random events to bog down the action or to irritate players.

If you think that it would be useful, assume that during each half-hour to an hour of real time a random event will occur if the HPs are in a locale allowing exposure. Don't use results which are obviously incongruous, and as usual, feel free to modify or expand the table as you desire.

Bullies: These can be male or female, out for fun, looking for trouble, or whatever. They will be threatening, noisy, annoying, or merely a distraction as the GM determines, typically from the HP party's size and actions.

Bandits: These are usually small groups (2D6 members) of thieves, brigands and cut-throats interested in physically relieving their victims of worldly possessions, using any means necessary.

Break-In/Petty Crime: Such an event can be in progress or just have happened, in which case the HPs might be regarded suspiciously. By assisting, gawking, or whatever they decide on, the group might become heroes or get into trouble.

Fire: Fires can be just starting, raging, or in the process of being dealt with. There will be confusion as local officials, equipment, and spectators arrive. Arson and irresponsible magick use, as well as other crimes, could be involved.

Drunkard(s): These can be anything from a single staggering fellow or a group of revelers falling down, bellicose, or noisily happy. Amongst the many things which can happen with them are brawls and unwanted attention from the local constable.

Idiot/Bothersome Children: An event of this type can apply to just about any off-beat individual or small group living in or near the community in question. The unpredictable and often embarrassing actions of village idiots make a good example of this type of encounter. They can be curious, adoring, mischievous, or whatever you like. From the eccentric and odd to downright wacky, these sorts of personas are fun to gamemaster! Of course, the same sort of people are sometimes more than just comic relief. Some may have vital clues or be there to aid either the group or perhaps the *Accursed* enemies...

Thieves/Muggers: An attack by thieves or muggers applies to the group of HPs or someone around them. It might be a purse-cutting, sneak thievery/grab-and-run, or a strong-arm attempt. Obviously, the loss of something critical or involvement of another sort can happen then.

Guardsman: This is some form of watchman or military sort usually, although it can be a mercenary hired by a transportation operation, an adventurer, etc. Again, this sort of persona might be used to make the HPs sweat, particularly if they have illegal weapons or items, for example, on or about their person.

Robber/Robbery: This is similar to mugging, but there will be weapons and a lot more fuss. It might be a small-time hold-up, a caravan heist, or even a more dangerous crime in progress with magick, powerful weapons, and so forth. Of course, it might just have happened, etc.

Brawl: A brawl may be handled any way the gamemaster wishes. Remember however, that any personas within the general area of the brawl have a good chance of being swept up in the action (especially if the fight starts in a tavern). It is quite possible that encounters of this sort will be followed by one with a guardsman, above.

Peddlers/Beggars: These personas may be trying to sell services or wares, may just seeking something (money or items), may be crazy, or may have the intent to try a little pick-pocketing, or the like.

Shady Characters: Such characters can be anything from personas who just appear out of place, to someone who is actively watching or following the HPs. You might wish to include Gypsies in this general heading, for then all manner of other interesting things can occur.

Strange Noises/Lights: Such things are particularly useful to sidetrack the HP group or lull them into a false sense of security in cases where later sounds of such sort are indicators of some foe nearby. Animals, wind, marsh gas, a falling tree, or whatever seems right to you at the time will explain the noises heard or illumination seen if the party of HPs investigates. Be sure and have some explanation ready!

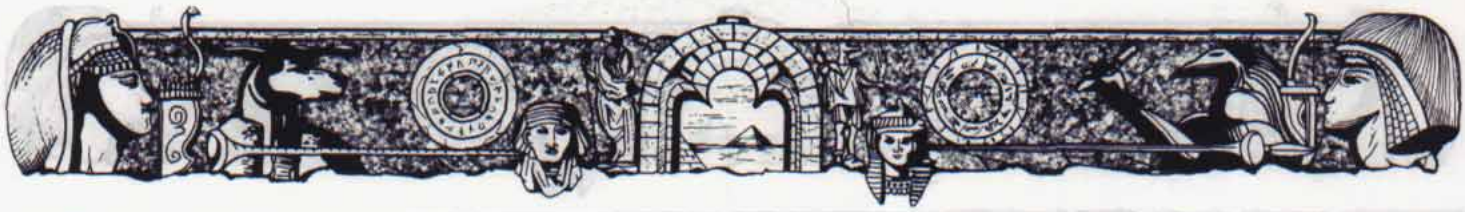
Dangerous Animals: These can range from a vicious or rabid dog to an angry bull to water buffalo, tigers, wolves, boars, or the like if the locale allows for such animals. Snakes, scorpions, and large/poisonous spiders in annoying places also make for good dangerous animal encounters.

Hidden Entrance: This refers to covered or concealed entryways providing access to some type of

Fixed-Location Encounters

Roll 1D6 and cross-reference the result with the HP party's current location to obtain the random event.

1D6	Village	City/Town	Ruins	Wilderness
1	Bullies	Thieves/muggers	Strange noises/lights	Difficult terrain
2	Bandits	Guardsman	Dangerous animals	Strange noises
3	Break-in/petty crime	Robbers/robbery	Hidden entrance	Unexpected obstacle
4	Fire	Brawl	Cave-in/collapse	Dangerous animals
5	Drunkard(s)	Peddlers/beggar	Others nearby	Others nearby
6	Idiot/bothersome children	Shady characters/ beggars	Undead/monsters	Deserted ruins



building, other complex, or subterranean place.

Cave-In: Cave-ins occur when personas are exploring areas that are structurally unsound for some reason. This is most dangerous when the personas are inside a building or underground, for the way out might be blocked, or the HPs may become trapped under the collapse! If the HPs are outdoors when this is indicated, the ground may simply open up under the weight of one or more personas.

Others Nearby: This indicates a sighting of one or more people in the area. It might be a hermit, a farmer, locals out hunting or doing anything from smuggling to taking a walk. Other examples include scouting parties, patrols, a couple out on a picnic, or an outlaw band of cutthroats. If seen from a distance and appearing suspicious, the HPs might react adversely to the strangers. For instance, a group of well-armed bounty hunters could indeed panic the players into having their HPs become very aggressive indeed!

Undead/Monsters: This indicates an encounter with the evil denizens of a place, possibly minions of the *Accursed* enemies! The gamemaster should have a good idea of the kinds of monsters in the area, and be prepared with their statistics.

Difficult Terrain: Exactly what type of terrain is encountered depends on where the HP group is, but marshy ground, thick and/or thorny undergrowth, jagged rocks, soft sand, mud, or just about anything like that will do. Time and/or equipment can be lost, items damaged, or HPs can be tired out by the work of getting past the area.

Unexpected Obstacle: This is a blockage of the direct, maybe the only, route the group is able to follow. It could be a downed tree, a very steep gully, a high wall, or the like. Perhaps a creek which is normally only a few feet deep is swollen by rains to a torrent of seven- or eight-foot depth.

Deserted Ruins: These are, again, either time wasters or possible tools which you can reintroduce in another adventure. Depending on where the action happens to be taking place, the ruins might be dwellings, mines, burial sites, monolithic circles, or defensive outposts. You can add to the fun by tossing in the lair of some animal, beast, or human inhabitant such as a hermit or runaway.

Notes for Travelling Encounters Table

A few events should be limited to once or twice in any journey—mounts and vehicles don't break down every half-hour, nor would wild animals be encountered very frequently in most places. Whether the HPs are pursued, pursuing, or just going from point A to point B, the random events table can be most useful to you.

Patrols will react to suspicious or potentially dangerous HPs. Other Personas encountered might be anything, of course. Have some reward or penalty in mind when using any of these events. These are realistic things, and if the GM makes the event seem a part of the scenario, the players will respond realistically in game terms. That is, they will react as would actual persons confronted with said circumstances. This brings the play to greater heights and often requires skillful roleplaying too.

As GM you will typically be using maps—whether provided with the scenario or those that you prepare for the players. Through Random Events, the mounted journey from place to place need not be a mere, "You ride for awhile and get there," matter.

Notes for the Random Weather Change Table

With walking and mounted/waterborne encounters treated, we now have only two main areas left. The first is that of weather change, which may or may not be useful depending on the scenario. The Random Weather Change table provided is just a rough guide to assist you. It can throw a monkey wrench into the HP's plans or simply add some "color" to the adventure, depending on the situation and your application. Think of good storytelling. Poe's description of the weather in the opening of *The Fall of the House of Usher* is a good example.

Obviously, this table doesn't take into account all forms of weather, the general climate of an area, or such things as tornadoes, downpours, snowbursts, blizzards, hurricanes, and other really severe weather. The gamemaster must use judgment and suit results to the area. For instance, it is impossible to have snow in a tropical desert, although the nights can be very cold and rain might fall. Just modify the general temperature and conditions according to the zone. "Hot" in the arctic is altogether different from "hot" in the tropics; rain that is heavy for Ærope is merely average for equatorial rain forests, and so on.

If you don't like the random result (or find what you think is an obvious flaw in it), then adjust the random change by selecting another or make up one of your own.

Weather should be checked twice a day at most—say at morning and night. One random change per day is more often appropriate. While it is possible to base prevailing weather in the game on actual climatic conditions—and this is recommended as appropriate—the weather outside one's own country or region might be difficult to determine. In that case, use the general climate as a base, and then randomly select general temperature and sky conditions from the General Weather Conditions table by rolling a 1D3 for each, applying the results as desired.

Travelling Encounters

Roll 1D10 and cross-reference the result with the HP party's current location to obtain the random event.

1D10	*Main Street*	*Country Road*	*Waterborne*
1	Patrol	Patrol	Merchant ship(s)
2	Adventurer(s)	Adventurer(s)	Explorers
3	Broken-down vehicle	Storm	Distressed craft
4	Accident	Broken-down vehicle	Fog
5	Procession	Caravan	Storm
6	Trouble with HP's mount/vehicle	Trouble with HP's mount/vehicle	Trouble with HP's craft
7	Blocked path	Blocked path	No wind
8	Courier/messenger	Persona flagging down HPs	Warship(s)
9	Street repairs in progress	Wild animal	Sea creature
10	Hostile persona(s)	Bandits/brigands	Pirate vessel (s)

Random Weather Change

Determine current weather condition on the left side of table, then roll 1D6 as desired to determine weather change.

Prevailing Weather	*1D6 ROLL: 1*	2	3	4	5	6
WARM & CLEAR	cooler & windy	pt. cldy. & windy	warmer	humid & still	hot & humid	hot & hazy
WARM & PT. CLDY.	cooler & cloudy	cooler	warmer	warmer & cloudy	rain showers	gusty winds
WARM & CLOUDY	cooler & lt. rain	cooler & foggy	hvy. rain & winds	heavy thndrstms	warmer & pt. cldy.	hot & clear
COOL & CLEAR	cooler	still & bright	breezy & pt. cldy.	windy	warmer	warmer & pt. cldy.
COOL & PT. CLDY.	cooler & showers	cooler & cloudy	heavy clouds	windy & clearing	warmer & damp	warmer & clear
COOL & CLOUDY	cooler & sleet/hail	cooler & pt. cldy.	rain stops	windy & hvy. rain	warmer & showers	warmer & misty
COLD & CLEAR	colder	colder & pt. cldy.	windy & pt. cldy.	dry & crisp	warmer	warmer & pt. cldy.
COLD & PT. CLDY.	colder	colder & cloudy	strong winds	warmer	warmer & gusty	warmer & clearing
COLD & SNOWY	colder & hvy. snow	snow showers	snow stops	windy & hvy. clouds	warmer & sleet/ice	warmer & pt. cldy.

Notes for the Equipment/ Device Malfunction Table

Automatic Weapons such as cho-ko-nu tend to jam more frequently than other sorts, with checks possibly being made as often as once per hour or per 50 rounds fired during extensive use. After such a result has been determined, the weapon will jam on the second to 12th shot fired thereafter (roll 2D6) and will take 2D3 CTs to clear. Additionally, such a jammed weapon has a 10% chance of being seriously damaged and rendered unusable until repaired. This latter roll is likewise preventable by the expenditure of 1 JF.

Strung or Mechanical Weapons include bows of all sorts, and are less likely to have problems than are automatic ones. These should only be checked about half as often for trouble (once every 100 or so rounds of continuous or near-continuous firing). If one fails, however, roll again for the usual (10%) chance that the weapon was seriously damaged (the bowstring broke, etc.).

Other Missile Weapons such as slings and atlatl are very unlikely to have problems, so they need to be checked at the same point that stringed ones are (this actually means less frequently, as they don't have as high a rate of fire).

Wooden Tool/Weapon is one all of wood or employing a wooden portion in a critical role such as the haft of an axe, the handle of a pitchfork, etc. Quality is especially important here: A "poor" item might be tested each time it is strenuously used, or an "excellent" one only once after four such usages. Furthermore, if the item has taken previous damage from being parried or used to parry (see page 228 of Chapter 12), you might double the number of damage points it has so far sustained and add that to the chance of the item breaking. For example, if an "average" quality pole-arm had taken 5 points of damage from a parry, it might break on a roll of 85-100 on a malfunction check.

Metal Tool/Weapon means one which is principally of steel or very hard metal of other sort such as a sword, mace, etc. Check a little less often than for wooden items, but retain the condition standard. For metal objects which have suffered parry damage, just increase the failure chance by the amount of damage taken, as opposed to twice the damage taken.

Other Equipment includes such things as grapnels, nets, harnesses, rigging, and thieves' tools. Such devices should need checking only after abuse and at such critical times as the GM believes will add tension and increase enjoyment of the situation's danger.

Notes for the Unknown Device Operation Flow Chart

Last, but by no means least, we offer the Unknown Device Operation flow chart for use when the group of HPs discovers some item of unknown manufacture which they wish to examine and operate. It might be a mechanism, a Heka-powered device with physical means of activation (levers, switches, buttons, etc.), or just about anything else. The flow chart employs 1D10, and the gamemaster should provide the players with a sketch or detailed drawing of the device for examination. The Heroic Personas will then position themselves accordingly and begin experimenting.

Note that this chart is not to be used when you have exact details of how the device will operate, if the working parts can be seen, detailed, and systematically tried by the group. In such cases the random flow is unnecessary, of course. In all other cases, however, you will find that this is a very useful and amusing chart, especially when dealing with erstwhile thieves trying to deactivate a mechanical trap. Traps run the gamut of complexity, and Difficulty Ratings for such may be incredibly simple (DR = "Easy"), maddeningly complicated (DR = "Extreme"), or anything in between.

General Weather Conditions

Roll once for each category.

1D3	*Temperature*	*Sky*
1	Warm	Clear
2	Cool	Partly cloudy
3	Cold*	Cloudy

*For the time of year.

Equipment/Device Malfunction

Roll D% and cross-reference with the type and quality (poor, fair, average, good, or excellent) of the equipment in question. Only very occasionally should checks of this sort should be made, mainly during hard usage and critical periods in an adventure. Such rolls for malfunctions should usually be negatable by the expenditure of 1 Joss Factor. Keep in mind that weapons can also malfunction when Special Misses are rolled with them in combat. Also note that poorly made items should be checked more frequently than better ones.

Equipment Type	*Poor*	*Fair*	*Average*	*Good*	*Excellent*
Automatic missile weapon	95-100	96-100	97-100	98-100	99-100
Strung or mechanical weapon	96-100	97-100	98-100	99-100	100
Other missile weapon	97-100	98-100	99-100	100	100
Wooden tool/weapon	91-100	93-100	95-100	97-100	99-100
Metal tool/weapon	93-100	95-100	97-100	99-100	100
Other equipment	96-100	97-100	98-100	99-100	100

With respect to the Difficulty Rating judgments for other devices, assume the following:

Easy = levers, pulleys, raft tillers
Moderate = tents
Hard = average mechanical trap
Difficult = small sailboat rigging
Very Difficult = puzzle box
Extreme = alchemical apparatus

You may think of even better examples, but the idea is that not only must the number of things necessary to do to make the device work be kept in mind, but also the number of wrong things possible and their consequences as well.

How to Operate the Flow Chart

The player whose HP is attempting to operate the device will roll 1D10 and add the listed factor for the Difficulty Rating. Place a marker on the "Start" position, but do not allow the players to see the flow chart. Instruct the player to roll the die when the HP begins attempting operation of the device. Note that the lettering in the squares and circles of the flowchart indicate which direction the HP is headed in. The "D2" square, for example, means that the HP is getting very close to a "Damage" result. "W2m" puts the HP one step away from making it work, but two from having a malfunction, and so on.

To add color to the mundane dice rolling which follows, be sure and describe something happening when each change of position on the chart occurs. The following list gives some possible "sensory input" for the Heroic Personas:

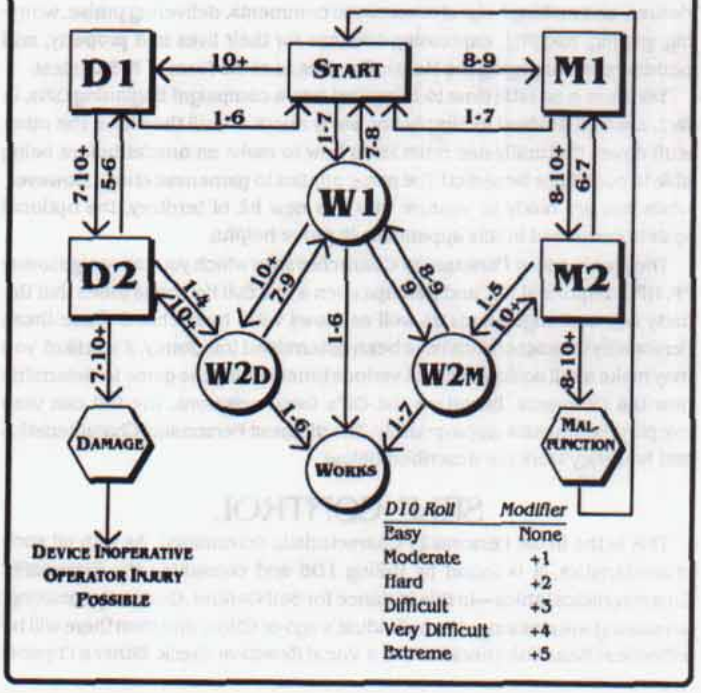
Clicking	Rattling	Static
Whirring	Color Changes	Humming
Hissing	Dial Movement	Glowing
Snapping	Part Moves	Grinding
Smoking	Multiple Parts Move	Squeaking

The best method to make this truly exciting, and possibly misleading, is to envision something dissimilar in use but similar in operation to the device as you proceed. Assume an HP is trying to operate a sorcerous device which the group has discovered during its adventure (and none concerned knows it brings in subjects from a Nether sphere). It has a coffin-like shape (but twice human sized), entirely covered inside with incised runic markings, sigils, and signs. There is an operation section at the foot, an agglomeration of crystals, dials which show magickal symbols, and sliding metal bars with mineral tips and inscribed hieroglyphs to which they point. The small power sources are the crystals, and an array of wooden and metal rods surround the device. These rods are connected and geared so that the figurines and shapes (sun, moon, etc.) at their top face various ways when levers in the control panel are operated.

Possible results of fooling around with it are trapping and Gating in an unconscious Netherbeing ("Works"...a success of sorts...), broadcasting your activities to the Netherrealms, or (worse) bringing in a conscious Netherbeing ("Malfunctions"), and taking from 6D6 to 13D6 of Mental, Physical, and/or Spiritual damage by overpowering the device and/or getting Nether feedback ("Damage"). The latter is only one of five methods of breaking it, though, so if a "Damage" result is obtained, only a 9-10 roll on 1D10 indicates that the HP doing the damage has been seriously injured or killed.

Now what happens in sensory terms when the thing is tinkered with? Let's liken it to a horrid grating when being activated, and the more sensitive personas there might feel a cold chill run down their spines, too. Then comes a nerve-wrenching moaning sound as the inscribed interior runes *et al.* begin to glow with Heka power. One shriek is a "W1" position, two growls means a "D1" or "M1" position (the second alerting a Netherbeing). From that point on the sounds increase, the howling of wind might be heard, and some crystals might glow with inner lights. The rods may also change position if you wish. "Works" would indicate that the HP operator has actually brought a in an unconscious subject, held by the forces of the device. "Malfunctions" means that either nobody knows what happened, except the Netherbeing alerted, or that a Netherbeing is caught in the Heka-net but brought in conscious. In the latter case there is likely to be some explaining to do...!

Unknown Device Operation Flow Chart



D10 Roll	*Modifier*
Easy	None
Moderate	+1
Hard	+2
Difficult	+3
Very Difficult	+4
Extreme	+5

APPENDIX B:
OP Personality Characteristics

One problem that many gamemasters have is roleplaying Other Personas effectively. Between answering players' questions, describing the action, keeping records of just about everything, and looking up information, the harried gamemaster has little time to create and inject personality into every OP that comes along. While a veteran GM can often ad-lib just about anything, including three-dimensional personas when necessary, most people find such a task to be difficult. Practice, of course, is the key to mastery. One thing which will prove helpful with most OPs that you have to deal with is to have in mind a set of *stereotypes* which you may then pull out and apply. Such stereotypes include grumpy, old men; eccentric scholars in cluttered rooms; greasy, slack-jawed yokels; snobbish, petty, money-conscious merchants; drunken, obnoxious, and aggressive tavern patrons; unctuous, untrustworthy proprietors; punctilious, bribe-seeking minor officials; shy and pretty young maidens; wild-eyed, intolerant, bigoted, and narrow-minded religious fanatics; etc. A large number of these can just be kept on file in one's mind—or physically kept on file if necessary—and used when needed.

For more important personas however, more detail is required if one wishes to have a truly colorful campaign, and this is where the young-gamemasters-in-training begin to feel like screaming and pulling their hair out (if indeed this point hasn't been reached earlier...)! Frequently there will be at least one or two OPs—usually Friendly Personas (FPs), though occasionally Heroic Personages (HPCs) as well—who will accompany the HP party for a certain length of time. An example is an explorer hired to guide the party through the mazes of the subterranean *Shallowshadow*.

An FP could, of course, also be someone's trusted secretary or faithful man-servant, but the presence of any one of them will place the neophyte GM in a sort of predicament when it comes to roleplaying. All too often gamemasters play such personas as mere puppets that speak only when spoken to and take action only when commanded by an HP. (Often times, in fact, GMs will forget that the OP is even present! We've all done that before...) That is not, however, how such personas should be treated! They should be played so as to be almost as "real" as the HPs, voicing their own opinions, thoughts, or desires, and making helpful or sarcastic comments, delivering praise, worrying, griping, nagging, expressing concern for their lives and property, and perhaps even engaging the Heroic Persona in some form of K/S contest.

Yet there is so little time to bring that into a campaign! Beginning GMs, in fact, are well advised to simply not worry about it until they have the other stuff down. (Naturally one must learn how to make an omelet before being able to cook Eggs Benedict! The same applies to gamemastering.) However, when you are ready to venture into this new bit of territory, the optional system contained in this appendix will prove helpful.

The idea is one of *Personality Characteristics* which you can assign to any FP, HPC, important MP, and perhaps even a few Evil Personas (ones that the party will exchange words as well as blows with) beforehand. Once these Personality Characteristics have been determined (randomly, if you like), you may make a roll against them at various times during the game to determine how the OP reacts. Based on the OP's listed reactions, the GM can then roleplay the situation appropriately. The different Personality Characteristics and how they work are described below.

SELF CONTROL

This is the initial Personality Characteristic determined. As with all such characteristics, it is found by rolling 1D6 and consulting the Personality Characteristics tables—in this instance for Self Control. Generally speaking, something will challenge the individual's ego or libido, and then there will be a *Physical Reaction* check and/or a *Vocal Reaction* check. Either a Physical or Vocal Reaction, or both, might then occur if the persona rolls a number higher than the Self Control rating using 1D10. For example, let's assume that Periwinkle the Sage has a Self Control characteristic of *Restrained*, so that his level is 6. When any Reaction check is called for, the sage must make a die roll using 1D10 and, if the result is *above* 6, he will react in some manner which is possibly beyond his ability to prevent.

Physical provocation will generally bring a Physical Reaction, and vocal provocation will usually bring a Vocal Response, though cross-overs are certainly possible. Also, the reaction will usually be of a similar intensity to that of the provocation, though it could be greater or lesser. For example, if Dirk Galligher splashed mud from a puddle on the sage as he rode through town and Periwinkle fails a Self Control roll, he will probably shake his fist at Dirk, although he might also make an obscene gesture at the cavalier—both examples of Physical Reactions. If the GM desired a Vocal Reaction as well, then the sage might also shout insults at the fleeting figures of Dirk and his steed. But these reactions are merely ones of similar intensity. A reaction of lesser intensity might mean that Periwinkle counters Dirk's inconsiderate riding only with a sigh, but a reaction of greater intensity might mean that an HPC whips out his magickal wand and launches a volley of Heka Darts!

Tables for varying the intensity of reactions are given later in this appendix. Note that Dirk might also be likely to respond to the sage's response, but such a reaction is the responsibility of Dirk's player.

The OP Self Control table lists the different levels of Self Control and the corresponding scores for each, as well as the machinery for generating them randomly.

IDENTITY & MOTIVATION

The basic provokability of an individual, from the easily provoked "Spontaneous" personality to the unflappable "Iron-Willed" persona, is modified by a number of other factors. These Personality Characteristics are found in the same manner as the Self Control factor. *Ego*, *Temperament*, and *Beliefs* can either be selected or chosen randomly by using 1D6 to discover a factor for each. In certain instances either two or all three these are combined into one number which can be added to or subtracted from the Self-Control rating. Similarly, *Libido*, *Sensuality*, and *Apprehension* are each determined and combined to adjust the Provocation score. Ego and its related characteristics are used for provocation which is basically *intellectual* in nature, or those which relate to one's curiosity, drive, ambition, and vanity. The Libido adjustments are used for provocation of the more *emotional* sort, or those of covetousness, desire, envy, or jealousy.

Harkening back to the sage with his "Restrained" Self-Control Provocation score of 6, let's assume that his intellectual modifiers are as follows:

Ego: –2 Temperament: +1 Beliefs: –3

Should he need to make a check in a situation which affects his ego and his temperament, such as a clerk short-changing him, he would do so at a score of 5 (–2 + 1 + 6 = 5). In a situation where his ego and his beliefs where involved, such as dealing with an apprentice whom he knows doesn't study, he would do so with a score of only 1! A situation which involves all three, such as confronting peasants with views radically

OP Self Control

1D6	Self Control	Numerical Rating
1	Spontaneous	3
2	Limited	4
3	Moderate	5
4	Restrained	6
5	Disciplined	7
6	Iron-Willed	8

opposed to his, would force him to make a Vocal and/or Physical Response if his Self-Control roll exceeded 2. Note that at least two of the above characteristics will always apply to any intellectual-related Self Control roll, and one of them will always be Ego. Similarly, in an emotional situation, at least his Libido and one other emotional Personality Characteristic will modify the control roll.

Sometimes a check will call for the involvement of both intellectual and emotional qualities. For example, should a beautiful EP offer him certain "favors" in exchange for helping the forces of Darkness, his entire collection—ego, temperament, beliefs, libido, sensuality, and apprehension—would be used to modify his Self-Control score. Let's assume that he has the following emotional characteristics:

Libido: –1 Sensuality: 0 Apprehension: 0

In that case, his Self-Control rating would be 1 (–4 + –1 + 6 = 1)—any roll of 2 or more on 1D10 would mean that he has a reaction of some sort. The nature of the reaction is up to the gamemaster, but, knowing the old sage, it would not be positive (or so we should hope!). If he didn't react (rolled a 1) for example, then he might just refuse the offer quietly and politely. If he does react, however, then he could do anything from flee, to shout at her angrily, to attack. Tables to help you decide how intense to make his response are provided.

The OP Intellectual and Emotional Characteristics tables list the different types of intellectual and emotional qualities and their corresponding modifiers. If you wish to roll randomly, use 1D6, checking once for each heading.

REACTIONS TO PROVOCATION

Once it has been determined that a reaction has occurred, the first thing the GM must do is decide whether it is a *positive* (approving) or *negative* (disapproving) reaction. In most cases this will not be difficult. No sane person enjoys being splashed with mud and nearly run down, and a moral man like Periwinkle the Sage is not about to join the forces of Darkness just to enjoy some female EP. However, if the OP being seduced were one which you didn't know as much about (such as a city guard protecting the HPs), you might roll randomly. A 1D6 would do the job: 1-3 negative, 4-6 positive.

Once you know that, it will be time to determine the *intensity* of the reaction. Again, this will usually not be difficult. How would the OP logically react? The sage might be very quick to speak sharply to a rude horseman but would hardly dream of using magick on one. A tyrannical lord able to do so, however, might have no such compunction....

But if random generation of the reaction intensity is desired, the following method may be employed: Take either the OP's Ego, Libido, or both (whatever was employed in the check), subtract the total from 3, and add the result to the amount by which the Self-Control check failed. Having done that, take the result and cross-reference on the OP Reaction Intensities table. For example, when the lovely female EP tempted the sage, he rolled an 8 for his Self-Control check. As he had but a Self-Control rating of 1 for that situation, it failed by 7. Furthermore, the total of his Ego and Libido scores (both of which were used in the check) is –3. When subtracted from 3, we come up with a factor of 6 (3 – (–3) = 6), add that to 7 for a total of 10, and cross-reference on the tables to discover that he has an "Aggressive/Deadly" Physical Reaction and/or an "Outspoken/Verbose" Vocal one. The sage shouts his outrage at the EP wench's proposition and throws the trollop bodily from his lodgings. Foiled, the woman beats a hasty retreat!

OP Reaction Intensities

Score*	Physical Response Intensity	Vocal Response Intensity
1-2	Passive/Peaceful	Taciturn/Laconic
3-4	Limited/Non-Violent	Quiet/Terse
5-6	Restrained/Moderate	Subdued/Concise
7-8	Threatening/Strong	Vocal/Talkative
9-10	Aggressive/Deadly	Outspoken/Verbose
11	Violent/Brutal	Vociferous/Garrulous

*Failure margin of Self-Control Check, plus 3, minus Ego and/or Libido.

OP INTELLECTUAL AND EMOTIONAL CHARACTERISTICS TABLES

Ego Characteristics (Superego Considered)

1D6	Ego	Temperament	Beliefs
1	+1, Weak & Self Effacing	+3 ,Cold	+2, Mutable
2	0, Deficient & Retiring	+2, Unemotional	+1, Uncertain
3	–1, Centered & Firm	+1, Tolerant	0, Amenable
4	–2, Confident & Positive	0, Emotional	–1, Sure
5	–3, Assured & Assertive	–1, Excitable	–2, Opinionated
6	–4, Egoist & Assertive	–2, Fiery	–3, Dogmatic

Libido Characteristics (Id Considered)

1D6	Libido	Sensuality	Apprehension
1	+1, Low & Unresponsive	+2, Aesthetic	+2, Suspicious
2	0, Slight & Languid	+1, Austere	+1, Distrustful
3	–1, Moderate & Affectionate	0, Restrictive	0, Cautious
4	–2, Strong & Ardent	–1, Sensationalistic	–1 Unconcerned
5	–3, Powerful & Passionate	–2, Libertine	–2, Trusting
6	–4, Libidinous & Fervid	–3, Hedonistic	–3, Gullible

APPENDIX C: Secret Societies

In the fantasy milieu there is no great need to clutter the campaign with a multitude of organizations which pretend to, or actually do, know something about the so-called occult. Unlike many other genres, this one already has such things all around, for magick is the operable principle herein.

There are, however, secret societies operating in the milieu. There are organizations promoting various ends—Good, Balance, Evil, and all manner of social, political, and other things too. These groups operate locally, regionally, nationally, and even worldwide. The chief amongst the Evil is the *Accursed*, of course. (See Appendix D hereafter for details.). There should be several others which are probability-travelling/time-travelling in nature, so as to enable cross-genre insertion of personas. Whatever others you wish to include as a campaign device for intrigue and adventuring is up to you as gamemaster. There are the following pos-

sible sorts of associations suggested, and the GM can augment and alter as desired:

(1) Crackpot clubs filled with the gullible, unstable, and odd. For for instance, an organization which seeks to prove science as the governing principle and will not believe anything which counters their precepts, no matter how strong the evidence.

(2) Single-interest groups who *almost* have a handle on the scope of the multiverse.

(3) Dilettante groups using the society for an excuse to have fun.

(4) Societies which are neo-religious and serious in their pursuit of a new, highly improbable pantheology or theology and resent any who question their illogical dogmas.

(5) Organizations which are masterminded by greedy and cynical individuals who simply use members for financial gain.

(6) Sincere and motivated individuals seeking knowledge of one or more kinds through the group.

(7) Gatherings of very evil people who use the front of the organization for nefarious purposes and to ferret out those who are alert to them.

(8) Evil leagues able to travel in space, time, and/or probability recruiting and operating behind the cover of the group.

(9) Neutrally aligned and beneficent guilds also able to use space, time, and/or probability travel to combat the machinations of Darkness.

(10) Underground political organizations dedicated to bringing about changes in society through violent revolution or other such means.

(11) Criminal organizations seeking to make profit through the making of illegal goods, smuggling, extortion, kidnapping and ransom, and other such things.

Because your campaign is singular, it is up to you to decide how many of these secret groups will exist at the onset of play, what the nature of each is, and if and when others will be discovered. They can be used for many sorts of purposes in your milieu, including Special Connections, gateways to new genres, and just about anything else. Again, we have not directed you in this matter. Which groups are which, and the nature of any group (who says that any need to be more than off-beat or misguided?) is up to you. Obviously, players will read this, too, and we will not be party to undue assistance of their ability. Clues they can discover here, but only the gamemaster has certain knowledge.

Here is a starting list of names for secret societies (some of which are/were actually real. You guess which. If you don't know, however, some research might be in order...):

Transcendent Darkness
Sisterhood of the Golden Glyph
Fraternal Association of Pure Spheres
Ancient Eternal Order of Nebulae
Paranormal Research Foundation
Order of Elder Thinkers
The Order of the Illuminati
Lemurian League
Union of Timelessness
Cosmic Adepts
Alliance of Spiritual Masters
Ancient Guild of Al-Kemia
Society of ESP
The Omni Veritas Society
Sisters of the Sign
Wisdom of the Himalayas
Pearls of Shadow Club
The Enlightened Minds
Scientific Law Guild
Brotherhood of the Silver Sigil
Extra-Planar Society
Lost Wisdom Society
Congress of Righteousness
Confraternal Seekers of the Arcane
Those Beyond the Veil
The Starry Wisdom Society
Alliance of the Nine Jewels
The Knowing Hand
Elementalists Guild
Crystal Enlightenment
Ruby Symbol & Association
Lorists of the Orient
Dragon's Ken Order
Astral Sphere Society
Eternal Vigilance Union
Prehistoric Memorists
Probers of the Æther
Technological Brotherhood

APPENDIX D: The *Accursed* in the Fantasy Milieu

Several times within the other chapters, you have heard us refer to "the *Accursed*" enemies of humanity. To maintain an interesting and cohesive campaign milieu, it is often useful for the gamemaster to introduce Evil Personas and forces that will serve as ongoing foes of the Heroic Persona party. The idea of an organized group of Evil beings determined to overthrow, enslave, or destroy the forces of Good can work well as a tool for bringing the HPs together to face a difficult and dangerous quest.

In actively opposing a nameless, faceless enemy whose ultimate goal is to conquer all the personas hold dear, the Heroic Personas have an important reason to sally forth. And while a very powerful, singular nemesis can often be a great challenge to the players' skill, they will soon tire of the game if such Evil Personas survive all attempts by the party to stop them. By linking such a foe to the *Accursed* forces of Evil, the GM can tap a nearly limitless potential of dangerous adversaries.

Are the *Accursed* enemies a secret brotherhood of sorcerers, mages, and priests dedicated to some Evil cause, or are they merely pawns of some greater Evil? Are they fantastic, mythical beasts, intent on destroying the frail human population of Ærth, or are they powerful Supernatural beings from another plane, who seek to bend humanity to their will? Will the milieu consist of other modules from the **Dangerous Journeys** multigenre roleplaying game system? If so, then perhaps the *Accursed* are scouts and emissaries of some decadent alien race with designs on the rich resources of the planet. Perhaps even a great race of spacefaring voyagers or time lords who seek to gain an important galactic foothold by subjugating the masses of humanity.

Regardless of what you, the gamemaster, decide the possibilities of some vast and deadly organization out to get the personas can provide many hours of stimulating and challenging roleplaying for the group.

The sense of the cohesive foe in a multi-milieu system, as well as probability-travel interplay is conveyed especially well in Roger Zelazny's *A Dark Traveling*. (Avon paperback, 1989.) Of course there is no *Accursed* organization therein, albeit there might be such a thing inferred. The bad guys are organized, and the author never says that greater-than-human powers aren't (or are) involved. The point is, the gamemaster should read this short novel so as to have a better sense of the whole concept. Zelazny's book gives a fair picture of one important facet of the whole conspiracy of the *Accursed* foes.

In the multigenred campaign, the device of the *Accursed* as an organization is nearly a must, and astute gamemasters will appreciate its continuity within their milieux and beyond that, too.

APPENDIX E: Creating New Vocations

At some point the GM may wish to devise new Vocations with different ranges of skills and abilities for the players to use. Doing so is actually a fairly simple matter, with the following decisions being necessary on the part of the GM:

(1) The name of the Vocation, the theme (what it mainly does or concerns), and its primary TRAIT.

(2) The Vocation's SEC range.

(3) The Vocational K/S Area bundle and base STEEP for each K/S.

VOCATION NAME

The first set of information originates directly from your idea. What will such a persona likely do, and is it more Mental, Physical, or Spiritual in nature? As an example, let's create a new Vocation, the "Artisan." Unlike some of the the other Vocations, what this type of persona does for a living is going to be the same as what he or she does on adventures 99% of the time. (An explorer, for example, might be a shopkeeper or landlord in the working world, but an artisan will most likely be a skilled creator of some form of merchandise.) Following the general motivation of money and creative skill, artisans will

take up adventuring in order to gain wealth and learn more regarding their chosen art. Their skills are obviously Physical in nature; even the strongly creative aspects have a good dose of the Physical as well. Thus, the obvious TRAIT with which artisans are associated is that of the Physical. An artisan of any sort, however, is also likely to be familiar and comfortable with a little magick—possibly even able to harness Heka to create more beautiful and significant works.

VOCATION SEC RANGE

With that decided, the next step is that of figuring out the SEC range. As skilled artisans are found in most places and have to work with their hands, they shouldn't be extremely rich or of aristocratic class, although they aren't the poorest people around, either. It follows that something less than a noble but better than a peasant would be appropriate. Thus, we decide that the Vocation's SEC range would be 3-7.

VOCATIONAL K/S AREAS

Next comes the Vocational Knowledge/Skill Area bundle. This list can be easily derived by sitting down with the master K/S lists (see pages 99-100) and pulling out Areas that seem to be particularly fitting with the Vocation's overall theme. From examining the other Vocational K/S bundles, you will notice that not all Vocations have the same number of base K/S Areas, but the majority of them have the same number of base STEEP points—a total of either 248 or 252. The K/S Areas at the top of each bundle are generally the strongest, with a base STEEP of 20 to 24 or so. Following that are a number of Areas with base ratings in the upper teens, followed by ones in the mid or lower teens, to finally those with but 4 or 8 base STEEP points. A similar method should be used in the creation of your new profession, but it doesn't really matter as long as all of the base STEEP ratings add up to around 250 or so.

The following is a Vocational K/S bundle created for an Artisan whom we decide to make a weaponsmith and sculptor:

K/S Area	*Base STEEP*	*ATTRIBUTE*
Arms & Armor	24	(PMCap + PMCap) × 0.5 s
Geology/Mineralogy	20	MMCap
Mechanics	20	PMCap
Appraisal	16	MMCap
Heka-Forging*	16	(PMPow + PNPow) × 0.5 •
Rarities	16	MMCap
Sculpture	16	(SMCap + SPPow) × 0.5
Smithing & Welding	16	PMCap
Architecture	12	MMCap
Construction	12	PMCap
Endurance*	12	(PMPow + PNPow) × 0.5 •
Masonry	12	PMPow
Business Administration	8	MMCap
Clothwork	8	PNCap
Drawing	8	PNCap
Engineering	8	(MMCap + MRCap) × 0.5 s
Foreign Language	8	MMCap
Jack-Of-All-Trades	8	PMCap • s
Leatherwork	8	PNCap
Weapons, Military, All Others	4	(MMCap + MRCap) × 0.5 s

OTHER POSSIBLE VOCATIONS FOR HUMANS

Now that you've seen an example of how to create a Vocation, here are a few other possibilities you might want to try your hand at:

Forester (Physical)
Courtier (Mental)
Friar (Spiritual)
Miner/Prospector (Physical)
Monk, Martial, Oriental (Physical)
Monk, Mendicant (Spiritual)
Nobleman (Mental)
Spy (Mental)

POSSIBLE NON-HUMANS

And, of course, for GMs who desire, there are other HP races possible than the ones we've detailed in Chapter 10. A "Vocation" can be designed to reflect these races as well. Some example races that immediately come to mind include the following:

Derrick
Drow
Duegar
Grogach
Trow

See the appropriate creature descriptions in the **Epic of Ærth** companion volume for details on these races, and then have at it!

APPENDIX F: Modifications for Time and Planar Travel

FANTASY IN RELATION TO OTHER MILIEUX

When Heroic Personas come from another milieu to this one, probably Ærth, they are moving to a "parallel Earth" where the laws of science do not apply. Ærth, and perforce this game, assumes a technology level which is roughly equivalent to that of Earth's 16th-17th centuries, i.e., late Medieval through Renaissance. Despite many vestiges of the Middle Ages, and even a number of hang-overs from the Ancient, in culture, government, etc., the force of Heka and the passing of centuries of its employment in humanity's affairs have made the fantasy world unique in many ways, even as it is familiar in many others.

The gamemaster may liken Ærth to Earth in the 1500s and 1600s, remembering that it is a place without gunpowder and firearms but with Heka! There were still Ancient and Medieval societies, government forms, and constructions on Earth then, and they are more persistent on Ærth because of the lack of gunpowder and presence of working magick. The setting is diverse because of this, and it also then lends itself well to the Subterranean Realms, the hollow interior, and the counter-Ærth, Phæree—which itself is complete with subterranean and interior portions!

Thus, the milieu offers more than swords & sorcery. The campaign should have much political and social intrigue, military actions, exploration, and adventures of a nature quite similar in many ways to Earth of the era in consideration. Of course, players will expect their "visiting" HPs to experience the swordplay typical of standard milieux, and that's well provided for as fantastic places and dire creatures abound elsewhere...and that *elsewhere* is just below or just a step beyond through Portal or Gate.

K/S PENALTIES FOR OTHERWORLDERS

Assuming that the Heroic Personas transfer from a world which is comparable to Earth's second half of the 20th century, the Knowledge/Skill penalty for temporal consideration is 50%; then there is an additional 10% penalty for transfer to a parallel world.

Thus, arriving HPs will have only 40% effectiveness of most operable K/S

Area STEEP. Typical languages won't work at all, of course, although Classic Greek and Latin will have the 40% of STEEP operability level. (As a reminder, don't forget that newcomers to Phæree also suffer a parallel world shift penalty of 10% of K/S Areas STEEP.)

Management of the re-acquisition of inoperable STEEP is a routine matter which gamemasters have no trouble handling, but a word about Psychogenics (Powers from other **Dangerous Journeys** milieux) is needed. When HPs with this ability come to the fantasy milieu they will be stunned to find their Psychogenics are inoperable and that they seem to have no such powers at all! (Even if players are aware as to the real facts, make sure they roleplay their HPs correctly, for most won't have such information available to them.) Simply put, Heroic Personas will believe that they've lost their Psychogenic abilities in the shift of worlds, and it will require some period of time on Ærth before they become aware how to operate the Heka-engendered Powers they possess in this milieu. The HP must think of the appropriate Effect/Force/Material connected to the power, then consciously channel the Heka to attain the desired result. That's how these powers operate. (The separate **Mythus Magick** book contains exact details of how to convert Psychogenics Powers to Heka-engendered ones.)

If by chance the newcomers associate with any persona who has experienced this change—and this applies to Psychogenically endowed personas from "elsewhere," Phæree races, and non-endowed but Heka-using personas alike—the HPs will certainly have an easier time of it. Such association will enable them to regain STEEP (Vril to Heka and the ability to direct it into Casting-like results) at a rate of 4% of lost ability per day of association. Thus, in 15 days' time all of the lost 60% will be restored.

Without such association, there is a seven-day recovery period (from the shock of apparent loss), then a slow re-learning. Such HPs will regain lost ability at a rate of 1% per day from the eighth day onward, so on the 68th day in the new milieu they will have 100% of their Psychogenics—as Heka-enabled Powers, of course, with Vril points now equalling Heka at a 1:5 ratio (see "Powers Transferred from Alien Psychogenics," in the Heka Powers chapter of the **Mythus Magick** book).

In order to use their new Powers before 100% recovery, HPs must make an "Operational" K/S roll against their current STEEP percentage. That is, the base amount of 40% plus whatever percentage they have recovered through time and experience (associative included). Thus the check might be made at 41%, 44%, etc. Failure means such personas are unable to use their Power(s) yet, but success means they are able to utilize the Power(s) at whatever percentage of Vril/Heka then available to them and thereafter at the accruing re-acquisition total for the day.

Finally, be sure to remember that this is a one-time penalty. It represents adjustment to a new environment. Because of this, it can apply only to personas unfamiliar with the conversion of Psychogenics and Vril energy into Heka enablement, Heka, and the resultant Powers. When, for example, such HPs move to Phæree, they will suffer a 10% loss of all STEEP (unless oriented to Phæree, of course, such as *Phæree Folk & Culture*) until they are "acculturated" by the process detailed above for the re-acquisition of STEEP. But they will not have to suffer loss of Psychogenically engendered Heka-enabled Powers again. Whatever is operable in a milieu is operable (unless that milieu has special rules also, as concerning Psychogenics in this fantasy milieu).

When reversing the process (moving Heroic Personas to an Earth-centered milieu), Heka Powers being usable as Psychogenic ones will not be a problem. This is not to say that there won't be an "orientation" drop in K/S Areas, including such Heka-engendered Psychogenics. The problems of the fantasy-milieu mage and priest, and all of the other "hedge" practitioners, will be manifold, for the multipliers to Heka—Full Practice, Vows, Pacts, and any others—just won't mean a thing. Have fun all you relentless GMs!

KNOWLEDGE/SKILL ADJUSTMENTS

Knowledge and skills which apply to the here and now of any FRPG are timely and unique. That is, the same information in the past, in the future, or on some other world is not as applicable as in this time and place. For instance, how useful is knowledge of computers in 1940? What about current computer skill in 2040? Perhaps you can operate a motor vehicle, but how about a team of horses?

In fact, while some K/S Areas are generally useful over long periods and on many worlds, others are of limited value in time and space, so to speak. This game system has rules concerning the adaptability of K/S Areas as well as a genre-to-genre enumeration of which are usable in each milieu. Rules governing the K/S Area value of any ability usable both in the Ærth universe and "elsewhere" follow.

Adjustment for Non-Earth Milieu

This adjustment applies both to campaign settings and to worlds visited as well. The percentile multiplier listed on the K/S Penalty for Non-Earth milieu table is used to determine the percentage of existing K/S Area STEEP points which are effective in the alternate milieu.

Naturally, this adjustment applies to K/S Areas which are operative and interactive in the milieu. For instance, a persona's *Native Tongue* K/S would not suffer penalty (though who would there be to speak to in it?), but any useful engineering ability would probably be reduced.

Note that by changing the base milieu assumed, the table can be used for movement from any world to another. If Ærth were assumed to be the base, for instance, then modern Earth would be considered a "Parallel Ærth," yielding the 10% K/S reduction detailed above.

K/S Penalty for Non-Earth Milieu

Milieu "Frame"	*STEEP Multiplier*
Parallel Earth	90%
Earth-like World	70%
Somewhat Earth-like	50%
Dissimilar to Earth	30%
Alien World	20%
Completely Alien World	10%

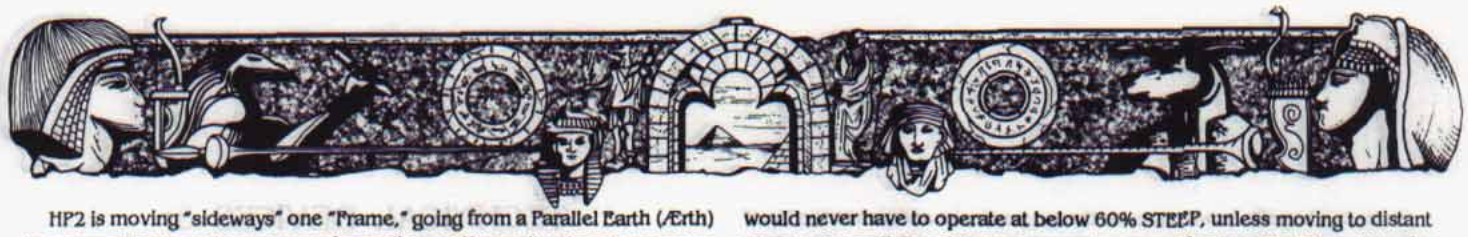
Adjustments for Variant Time/Technology Level

In addition to the non-Earth milieu adjustment, another consideration is that of *when*, literally or effectively, the persona is active. This is relative to the individual's Base Time/Technology, of course, and is shown on the K/S penalty for Variant Time/Technology Level table on the following page.

By shifting the Base Time/Technology "Stage" assumed, this table can be applied to virtually any milieu. Note that backwards movement always allows a 5% per "Stage" multiplier, while upwards movement drops from 10% to 0% useful STEEP. In any such case, the persona must learn the affected K/S Area anew, but in other areas a "Learning Adjustment Process," discussed hereafter, applies.

But first, let's consider a Time/Technology adjustment example: Heroic Persona One (HP1) originates in the 26th century milieu of Earth. Heroic Persona Two (HP2) comes from the Earth-like, Renaissance-like Time/Technology of Ærth. Let's assume that both HPs are now in the Earth milieu of the 19th century.

HP1 drops in effective STEEP in increments of 10 percent for each of these Time/Technology "Stages" backward: 25th century, 24th century, 23rd century, 22nd century, 21st century, second half 20th century, 1st half 20th century, and finally to the 19th century. That's a total of eight steps, or 80%. Therefore, HP1 has an effective STEEP of only 20% the original amount when using an operative K/S Area in the 19th century!



HP2 is moving "sideways" one "frame," going from a Parallel Earth (Ærth) to our own Earth, and so takes an immediate 10% penalty. Now the persona must move ahead in Time/Technology to arrive in the 19th century, so to speak. Note that the "forward" steps are a different pattern, i.e., –10%, –20%, –20%, –20%, –10%, –10%, and –10% (when 0% STEEP is reached). So HP2 takes a 10% penalty for moving upwards to 17th century, 20% to move on to the 18th century, and another 20% to arrive in the 19th century milieu. That movement ahead totals 50%, plus the 10% "sideways" penalty, for a total STEEP reduction of 60%. This HP has more effective ability than does the "advanced" HP1 from the future! However, one "Stage" upwards would give HP1 a slight edge, so you can see the overall effects of Time/Technology movement clearly.

Now for other considerations regarding the mobile Heroic Persona.

Learning Adjustment Process

Re-learning, adjusting, or unlearning can likely be accomplished merely by the Heroic Persona's exposure to the new milieu. For each month of game time an HP spends in the different milieu, the STEEP multiplier moves up 5% in the HP's favor, or double that (10%) if the HP is associating with a "native" that has K/S Areas of the same sort—provided that the "native's" STEEP is greater than that of the HP making the learning adjustment. This regaining of STEEP applies across the board to all of the K/S Areas of the HP, and it is possible that the association with a "native" might bring the double increase to more than one K/S Area.

If Accomplishment Points are actually spent on re-acquiring lost K/S Area STEEP, Heroic Personas regain the "lost" STEEP points at half the usual cost until their old total is regained.

Effective STEEP in Other Milieux

It is obvious that a player's Heroic Persona might have fully operative K/S Area STEEP in more than one Time/Technology milieu. For instance, one with fully operative (100% of K/S Area STEEP Point score) ability in the 25th century, the 2nd half 20th century, the 17th century, and the Ancient periods would never have to operate at below 60% STEEP, unless moving to distant planets or parallel worlds. In any event, re-acquiring lost STEEP would be far easier for that HP.

Note that as players move from milieu to milieu in the game, they are obliged to keep accurate records of their HP's STEEP scores in each.

K/S Penalty for Variant Time/Technology Level*

Time/Technology "Stage"	*STEEP Multiplier*
27th Century	0%
26th Century	10%
25th Century	20%
24th Century	30%
23rd Century	50%
22nd Century	70%
21st Century	90%
2nd Half 20th Century	100%
1st Half 20th Century	90%
19th Century	80%
18th Century	70%
17th Century	60%
Renaissance	50%
Medieval	40%
Classic Ancient	30%
Ancient	20%
Bronze Age	10%
Neolithic	5%
Paleolithic	5%

*Base assumed is the 2nd half 20th century.

New K/S Areas

Each milieu presented in the **Dangerous Journeys** line will have new and different K/S Areas for Heroic Personas to learn. Gamemasters too might decide to add some of these skills to their other campaigns. When HPs enter a new world, they may learn a new Knowledge/Skill as is normally done, even if that K/S is totally exotic and unusable in their own "home" milieu. No mobility penalty applies to learning new K/S Areas while in the milieu in which they are learned.

Obvious Adjustments: An HP learning Greek in the Classic Ancient period is obviously not going to be penalized in any Earth-based time line as far as *Classic* Greek is concerned. Reading it will always be at STEEP proficiency applicable from the appropriate time. However, for such a persona, speaking modern Greek is another matter...

Use of combat techniques for hand-to-hand fighting and primitive weapons remains effective regardless of the time. Small arms use is not so easily managed, however, although re-learning with a muzzle-loader or blaster is certainly not going to be as long a process as most other K/S Areas will require. Gamemasters can manage this, and other obviously different Areas as well, using their own sagacity and best judgment. It would take Daniel Boone about three days to adapt to modern firearms, perhaps a week to manage lasers and the like. Common sense serves all participants well in this regard.

Inoperative Knowledge/Skill Areas

A few K/S Areas will simply not operate in other milieux—or at least in one or more. Magick, for instance, might not function at all on an alien world (though this condition is very rare). On another, Psychogenics might be totally impotent (this condition is almost as rare as with magick). In many places, the technology or other circumstances might preclude the effective use of a K/S. Of what use is American English (or any form of English for that matter) on an exotic planet? Perhaps the HPs can use it to communicate with one another, but otherwise this K/S Area will prove totally useless. In the Ærth milieu, Chemistry doesn't work (thus gunpowder is ineffective), but Alchemy is fully operative. On Earth the reverse is basically true. Again, this is obviously a gamemaster decision area, but common sense is the operative principle.

OBEAH & VOODOO IN THE FANTASY MILIEU

It's hard to believe, but the fact that the *Obeah/Voodoo* K/S Area is missing from the lists in this game module most probably has struck you already. Frankly, in this genre, one which presupposes many pantheons, deities, unseen spirits, and powerful forces of magickal sort, the beliefs which are found under the blanket heading of Obeah/Voodoo are no longer applicable to such a specific Area. They are, in fact, spread out over many others herein.

The practices of Obeah/Voodoo are covered by other Knowledge/Skill Areas. *Priestcræft* and *Religion* apply to those personas active in that particular aspect. *Herbalism*, *Necromancy*, or *Sorcery* might be K/S Areas possessed by an individual steeped in Obeah/Voodoo. General knowledge of the Area is also applicable to the *Pantheology* Sub-Area, *Vodoun*.

Thus, Heroic Personas (or transferred OPs) with the *Obeah/Voodoo* K/S Area are in this milieu going to find they know a little bit about a lot of things—or be a shaman or witch doctor or the like if a transferred OP. The particular knowledge and ideologies of Obeah/Voodoo are subsumed in many other K/S Areas herein, as we have pointed out.

There is a benefit, however, even though particular addition to the "lost" K/S Area isn't possible here. Personas coming to this particular milieu from another in which they had acquired STEEP in *Obeah/Voodoo* have two options with respect to the following K/S Areas:

Apotropaism	Magick	Priestcræft
Astrology	Mediumship	Religion
Exorcism	Necromancy	Sorcery
Herbalism	Pantheology	Witchcræft

Players of such personas can choose one *or* the other of the following two options:

Option One: 25% of the HP's total STEEP in *Obeah/Voodoo* may be applied to any one of the above K/S Areas, providing that the Heroic Persona actually has the Area upon entering this milieu.

Option Two: 5% of STEEP in *Obeah/Voodoo* may be applied to up to nine of the 12 listed K/S Areas, but the HP must have the K/S Area in question upon entering this milieu to gain the 5% addition to it.

OFFWORLD MAGES & EXPATRIATE PRIESTS

How are those personas with *Dweomercræft* and *Religion* K/S Areas from milieux with less-active Heka to manage in this one? Because the system for handling Heka and Castings in the **Mythus** fantasy roleplaying game is quite different from its treatment elsewhere in the multigenre whole, it must be considered as unique, so there is a question regarding the adaptability of such Areas to the new cosmos. What this means is that just because a persona is able to employ *Dweomercræft* or is a priest and has the *Religion* K/S Area elsewhere does not mean that persona is going to be able to channel full Heka in this milieu. Here is how this question is resolved:

Dweomercræft: Such Heroic Personas must first acquire the K/S Area *Magick* and earn as much STEEP therein as they have in *Dweomercræft*, or 50 points, whichever is the lesser. Once that is accomplished, a "Hard" K/S check must be made against the persona's *Magick* K/S STEEP (as defined above). Success means that the individual is a Full Practitioner. Special Success means that the individual is particularly insightful and adds 1D3 points to *Magick* STEEP then and there. Failure indicates the individual is only a Partial Practitioner. Special Failure means that the persona finds the matter so irrational that he or she is incapable of using Heka in this milieu, save any special Heka-enabled Casting or Power from Psychogenics or conferred somehow.

The School of Dweomercræft is another matter. Personas must decide upon a specific School and then seek a mage from which to learn the Castings, otherwise all they will know are those Specific Castings they themselves devise!

Either Full or Partial Practitioner can gain STEEP as is normal, adding Heka from the *Dweomercræft*, *Magick*, and other Heka-producing Areas as would a "local" persona.

Religion: Just as the aspiring Mage, so too the would-be Priest in the fantasy milieu. First such personas must acquire *Priestcræft* and earn STEEP therein equal to their STEEP in *Religion* or 50, whichever is the lesser. Then a "Hard" K/S roll must be made against *Priestcræft* STEEP. Success means the persona is a Full Practitioner, a Priest. Special Success also adds 1D3 STEEP points to *Priestcræft* K/S. Failure means that the persona is only a Partial Practitioner. Special Failure means that the individual is unable to add any STEEP to either *Priestcræft* or *Religion* in this (or any similar) milieu.

Ethos for the Priest is decided upon by the persona's player. Then a pantheon and deity therein will determine the Tutelary Castings known to the persona. Naturally, personas must become active in their Vocation to be in a position to gain full Heka and use Tutelary Castings.

Both Full and Partial Practitioners of Priestcræft gain STEEP as do other personas in the milieu.

TECHNICAL DEVICES & OTHER SPECIAL CONSIDERATIONS

The following special considerations for the general milieu are covered hereunder:

Androtics: Android becomes living human.

Computers: Non-functional or special (on Phæree special because they may develop into living, sentient beings of mineral nature).

Cybernetics: Non-functional or special (on Phæree the whole might meld into a new sort of being of mineral (or specifically metallic) nature).

Diseases: These are functional, and besides the normal ones we know, there are ones created through the employment of Heka and Castings, Supernatural and Entital agencies, and whatever else might apply.

Dweomercræft/Magick: Unique system which on Phæree has 50% additional Heka power.

Electric Circuitry/Batteries: Non-functional or special (on Phæree, electric circuits might generate Heka entities (invisible spirits), while electric batteries might become Heka Reservoirs).

Electronics/Power Armor: Non-functional or special (on Phæree, electronic equipment and powered armor as well might develop unique life of their own as semi-intelligent or intelligent beings).

Genetic Engineering: Function special (the GM must decide how to make the altered genes fit into the milieu, and how that will affect the persona, i.e., some will not function, some will as expected, and some might be superior).

Gunpowder/Explosives: Non-functional.

"High Tech" Weapons: Non-functional or special (on Phæree all sorts of unusual and dangerous to the user things might occur).

Mutations: Functional in most cases (GM's decision).

Probability Travel: "Hard" DR on Ærth; "Moderate" DR on Phæree.

Psychogenics: Heka functional special, double Heka when individual is on the world of Phæree.

Robotics: Non-functional or special (robots might become sentient mineral life form on Phæree).

Time Travel: "Very Difficult" DR on Ærth; "Extreme" DR on Phæree.

Anti-Heka Belief: (From other modular game portions of this system.) This ability will function at one-half of its normal efficacy only, because this is the milieu of magick! The gamemaster may rule that on Phæree it will not work at all, work on a declining base, or function at 50% of its normal level. We strongly urge the first ruling, i.e., Anti-Heka Belief is totally useless on Phæree, just as most "technology" is.

Diseases: It is also necessary to make a "technical" note for time/probability travel regarding diseases. In general, they are of lower strength (and lower maximum strength) when moving ahead in time, higher strength (and higher maximum strength) when moving back in time or parallel by probability travel, thus:

Each "Stage" in the Future: –10 STR
Each "Frame" in Parallel Probability: +5 STR
Each "Stage" in the Past: +5 STR

APPENDIX G: Converting from Other Systems to Heroic Personas

Many players may have favorite personas in other games which they wish to bring into the **Mythus** FRPG. Doing so will require a process of conversion which can be somewhat tricky, but shouldn't prove too difficult. All such conversions, however, need to be done with the permission—and under the supervision—of the gamemaster, who has the final say on all such matters. While a completely precise system to handle all conversions is impossible to create, the following general guidelines should get things well on their way. The GM should always feel free to make arbitrary decisions when converting personas, as the ultimate goal is to make a *balanced* HP—not necessarily one that's completely true to its version in the other game.

CLASS

For personas from those games which are "Class" and/or "Level" based, just try to match their abilities with a good set of K/S Areas. Beginning HPs in the **Mythus** game have about 250 base STEEP points in their Vocational grouping of K/S Areas alone—allow converted personas that as well as appropriate bonuses for ATTRIBUTES and about 5-20 more base STEEP to spread around for each "level" or "rank" above initial one that they have obtained. When allocating this STEEP, concentrations can be made in the obvious, principal skills which an individual has, so that those are commensurate with the ability of the persona in the other game.

SKILLS

While the game system in the **Mythus** FRPG is not a straight percentage one, it is close enough to make conversions easy. When translating from a straight percentage game (one in which you roll a skill rating or less on D% but do not multiply the skill rating by anything first), deduct about 10 from the skill rating to come up with an approximate number of STEEP points in a corresponding K/S. Some games require players to roll the skill rating or less on other kinds of dice, such as 1D20 or 3D6. In that case, multiply the number in question by 3 if it is 15 or more, or by 4 otherwise, to come up with the STEEP point rating. Furthermore, there are games which express skill ratings as bonuses to be made to a die roll, with the total of the roll plus the bonus compared to a chart to determine success. STEEP points for such skills can be determined by multiplying the bonus by a certain factor, with the factor being determined according to the general range of the bonus:

General Range	*Multiplier*
1 to 6	16
1 to 8	12
1 to 10	10
1 to 20	5
1 to 50	2

For spreads that include negative numbers, take the total number of different skill ratings possible (or likely) and use that as the spread, with the lowest possible result being considered as 1. For example, in a game in which all skills are rated from –10 to 10, there would be 21 possible skill ratings or a general range of from 1-21. Thus, with –10 counting as 1 and 10 counting as 21, proceed to multiply the amount of the rating by 5 or so to come up with a total number of STEEP points for that particular skill.

One problem might arise in matching K/S Areas, as one skill in one system (particularly this one) might cover two or three in another. In such cases, simply divide the one into the more numerous, or else use the higher/highest rating for the one which is to replace several.

STATISTICS

In systems using a spread of from 2-12, simply add 8 to find an HP's corresponding ATTRIBUTE total. Games which use 3-18 or 2-20 systems should be adjusted by adding 5 to scores under 8, adding 3 to scores of from 8 to 11, adding 1 to scores from 12 to 15, and letting all other scores stand. Optionally, a minimum score of 11 can be substituted for all stats below that total, and the rest can stand as recorded. Conversion of percentile stats to those of the **Mythus** FRPG is simply a matter of using the following table:

Percentile	*Conversion*
1-5	6
6-10	7
11-15	8
16-20	9
21-25	10
26-30	11
31-40	12
41-50	13
51-60	14
61-70	15
71-80	16
81-85	17
86-90	18
91-95	19
96-100	20

Furthermore, stats set up on a "base 0" system (where 0 is average, exceptional ability is expressed in positive numbers, and below-average/deficient stats are negatives) can be handled as follows: Consider a 0 to be the equivalent of 12 and add any scores above or below 12 to find the total ATTRIBUTE. For example, a persona who had a stat of +3 in the original game system would have an ATTRIBUTE of 15. Likewise, a stat of –2 would be the equivalent of 10.

Finally, various systems have different names for the Mental, Physical, and Spiritual components of the persona. To find the general equivalent of such statistics in this game system, use the following:

Adroitness: Both PMSpd and PNSpd
Agility: Both PMSpd and PNPow
Appearance: Attractiveness
Beauty: Attractiveness
Charisma: SPPow
Comeliness: Attractiveness
Constitution: Both PMPow and PNCap
Dexterity: Both PNCap and PNSpd
Might: PMPow
Perception: MRPow
Power: PMPow or both SMCap and SPCap
Presence: SPPow
Quickness: Both PMSpd and PNSpd
Reasoning: MRPow
Reflexes: Both PMSpd and PNSpd
Sagacity: SMPow

Education: MMCap	Size: PMCap
Endurance: Both PMPow and PNCap	Speed: Both PMSpd and PNSpd
Energy: Both PNPow and SPPow	Stamina: PMCap
Insight: Both MRCap and SPCap	Strength: Both PMPow and PNPow
Intelligence: Both MRCap and MMCap	Willpower: SMPow
Intuition: Both MRCap and SPCap	Wisdom: Both SMCap and SPCap

Where applicable, repeat the stat number in both areas, such as Intuition being placed both in the Mental Reasoning Capacity and Spiritual Psychic Capacity ATTRIBUTES. If more that one stat converts to an HP's in this system, use either the highest or the average (rounded down) of the two at the gamemaster's option.

Extrapolate for qualities not listed above, for the number of synonymous and related terms used in the various games is broad. All convert to one or more HP ATTRIBUTES. When converting, however, do not exceed the limit of 20 without the express consent of the GM! When all Attributes covered by the old game have been filled in, simply roll dice to get the rest. Note that if a score rolled for Capacity is lower than the relevant Power or Speed, or if a score rolled for Power or Strength is lower than the relevant Capacity, disregard the roll and simply use the rating for Power or Strength (whichever is highest) for Capacity, or vice-versa in the latter case. Common sense is the best guide. Just as skill ratings translate into K/S Area STEEP levels as "Beginner" = 10 points, "Novice" = 20, "Veteran" = 30, and "Commensurate Master" = 90+, so too does the conversion of persona scores follow reasonable lines. Conversion is logical and shouldn't be made too complicated.

APPENDIX H:
The Nine Dimensions of the Multiverse

First Dimension: *Length* (depth of field). This is a basic measurement obvious when viewing a motion picture or television, for example. Such have only the impression of *Length*, but no real depth of field, as one can tell when looking, touching, etc. Only *Breadth* and *Height* exist. This is the first of the three basic dimensions which make up what we know as *space*.

Second Dimension: *Breadth* (or width). A sheet of paper, for example, viewed from the side, demonstrates the lack of *Breadth* (actually, the thickness of the paper is *Breadth*, but assume that a drawing were on the paper: That figure would have *Length* and *Height* but no *Breadth*. This is the second of the three basic dimensions which make up what we know as *space*.

Third Dimension: *Height* (and depth). A map or plan demonstrates the dimension of *Height* through its absence in such an object. This is the third of the three basic dimensions which make up what we know as *space*.

Fourth Dimension: *Time*. Although it may be hard to imagine as such, *Time* is a real dimension, as is demonstrable by its passage and the effect thereof. *Light*, however, is of considerable interest in regards to *Time*, in that it is not subject to this dimension. That is, light is unaffected by *Time*, and so must exist outside the dimension. If, due to the speed of this wave energy (light), *Time* has no existence, then what travels faster than this wave might distort that dimension, i.e., move ""backward" or "forward" along its measure. In any event, when one is "attuned" to this dimension, and existing and operating on only the same frequency, one is drawn inexorably along in this dimension. *Time*'s frequency alters as it proceeds, with the result that movement "forward" is precluded, but progress from origination "backward" is enabled, for the frequencies which *have* occurred according to perceived *Time* can be known.

Fifth Dimension: *Probability*. Simply put, this is an extension of the theory that anything is possible given sufficient time and space (the previous dimensions). Possibility is governed by the Law of Probability. Probability suggests that if something can occur (happen, exist, etc.) it will. However, in order to avoid paradoxical conflicts, this then demands that more than one universe must exist to accommodate the contradictory *Probabilities*. Thus, by its existence, *Probability* both creates and destroys just as does *Time*.

Sixth Dimension: *Ætherality*. A vibratory dimension (and a Plane) which connects to all associated vibratory frequencies of the pattern which make up a universe. This is that place which is called "hyperspace" by some when trying to describe that which exists "inside" the curving Plane of four-dimensional (actually five-dimensional) "space."

Seventh Dimension: *Non-Dimensionality*. That which exists outside the "laws" of "space" and some of the other dimensions, although perceptually the measurements of these dimensions might seem to exist. Because where such a dimension exists, the others cannot, it is separate. Yet, because such a dimension can only exist with the existence of the others, it is adjunctive to all. Thus, *Non-Dimensionality* is the "Astral Plane," as well as its negative counterpart, the "Abyssal," and all that area which exists between these two poles.

Eighth Dimension: *Extra-Dimensionality*. Another of the "vibratory" dimensions, that of *Extra-Dimensionality*, precludes some measure of one or more other dimensions, thus being "extra-dimensional." With such preclusion, the existence is dimensional in and of itself. The variability of this dimension does not depend entirely upon that nature of *Probability*, for in part that dimension is perforce excluded. Thus, while some Planes and most Spheres exist due to the 5th Dimension, most Planes and some other Spheres utilize *Extra-Dimensionality* in their makeup. This makes them eight-dimensional...and less! The areas between differences are accessible through attunement to the frequency of the 8th Dimension.

Ninth Dimension: *Conceptuality* (conceivability). When the energy of "imagination" is so channeled as to meet the frequency of this dimension, an *Extra-Dimensional* "pocket" is created. What becomes real therein is as conceptualized by the channeling being. This *Conceptual* dimensional space will have only the first four dimensions within its substance, each of limited extent, without any infinite quality possible, unless the channel, is of infinite extent, of course. Thus, the more finite the channel the less "intense" the area of effect, the "Pocket"—pocket universe, demi-Plane, or Sphere.

APPENDIX I: Parallel Heroic Personas

THE REASON FOR "RETURN FROM THE DEAD"

Regardless of the milieu or milieux in which a campaign operates in, gamemasters should consider the possibility of "other," parallel HPs existing in the multiverse. That is, somewhere in an infinity of possibilities, there will be one or more personas who are very like the individual Heroic Personas being played in the GM's current campaign. Why bring this up? Because the loss of an HP is frequently a most devastating occurrence, and this applies not only to the individual player who spent so much time and effort creating and developing that persona. The player team suffers the want, and the campaign might well be sidetracked or even derailed, so to speak.

There are many possibilities when it comes to campaigns, of course. Each is unique, so no single system will suffice to provide the answer to each and every ongoing game being conducted. However, the following guidelines are offered:

(1) In the case of a single-genre milieu, there are two sub-cases:

(a) In the most restrictive, the campaign is based on very hard reality with no magick or parallel probability lines considered. This sort of campaign makes it most difficult, if not impossible, to rationally allow the insertion of a parallel persona for the HP lost. There is, however, one quasi-logical approach: "mysticism" and the intervention of some "guru." The team is directed to a "lost holy place" or "a forgotten place of cosmic focus." There they find some campaign-reasonable means by which their lost comrade is restored to them. This is a little weak, but not much else can be done. Furthermore, the stretching of disbelief in allowing the "return" of a lost HP cannot but limit the use of this tool. Gamemasters must recognize this and limit each player to a one-time-only second chance.

(b) The sub-case where the single genre allows magick and/or parallel probability is not a difficult matter to handle. Treat such a situation as you would a multigenre campaign. The attention of the GM is directed to this fact. It might be in the interest of the long-term campaign to introduce and maintain such avenues as will allow two or more chances for the unlucky players who inadvertently lose Heroic Personas.

(2) In the case of the campaign with two or more genres of action, there is typically no difficulty in restoring what is essentially the same Heroic Persona to play after that individual was lost:

(a) There is an exception, of course, and that is the multigenre campaign which retains a strict "hard reality" approach even while dealing with two or more milieux, such as the science-fiction/time-travel genre allows. However, such a campaign accommodates more easily than one might think the "mysticism" approach, for at some past time and place a "guru" and "lost holy place" are more "logically" encountered. In fact, perhaps two or even three chances for restoration of "slain" HPs through parallel probabilities might be allowed.

(b) Let us now deal with the most likely case, the multigenre, magick and/or parallel probability-active campaign. Again, in an infinite multiverse, there is no limit to the number of identical or nearly identical HPs to draw upon. However, in the interests of maintaining a campaign wherein peril and threat of persona loss are actual—if not very likely—gamemasters will wish to have some fairly stringent limits which, when exceeded, incur all manner of penalties and place great demands upon the team seeking yet another restoration of a lost associate. We leave this to the able GM, but offer the following advice:

In a campaign wherein there is minimal magick/parallel probability, the normal limit should be 2D3 chances for restoration per Heroic Persona. Where there is moderate exposure, 3D3 +1, and in a manifold genre campaign rife with magickal places and much time and probability travel the HPs can be allowed 4D3 +3. All of the above might seem generous, but it is now time to deal with the nature of the persona returned to action.

THE RESTORED HEROIC PERSONA

The HP is returned to play with the team because somewhere in time or probability the persona had a virtual double. Gamemasters, please take note of the wording. We used "virtual" for a reason. There will most probably be differences—slight or otherwise—between the Heroic Persona lost in action and the "identical" one brought from "elsewhere" to assist the team in its ongoing adventure and struggle. To reflect this, the GM should utilize the following tables to find just how different the newly restored persona is from the one lost.

Note that Joss Factors can never be used when determining the variance of a restored persona.

The restored persona will step into the shoes of the one lost in action. It is up to the gamemaster to decide disorientation, if any, when the individual discovers things aren't *quite* the same as before. Naturally, a clever, knowledgeable, and discerning Heroic Persona will both notice the differences quicker and deal with them in a rational way. Others might have quite a period of adjustment....

In conclusion, we point out that restoration of lost personas is a useful and vital means of maintaining campaign continuity. The players will certainly appreciate the opportunity to thwart a cruel and unjust or unlucky fate, get a second chance to rectify a grievous error, tweak the nose of unrelenting destiny. After all, the creation and roleplaying of an HP is considerable work, and this is a game in which all participants should have enjoyment. And this brings us to the final point.

What's good for the goose is sauce for the gander. You, dear gamemaster, also have the opportunity to bring back that favorite baddy or most magnificently malign monster through these very same means. Have those nasty HPs slain another noble member of the MPCs' ranks? Time to get out the old Restoration Tables and go to work.... and what jolly work it is. Won't the team be surprised to run into that one again in an upcoming adventure?!

I: ATTRIBUTE VARIANCE

Check once each for both CATEGORIES in each of the three TRAITS. Gain/loss is at the GM's discretion or can be found by random die roll.

Restoration Number	*Gain 1 Factor*	*No Change*	*Lose 1 Factor*
First-Second	01-25	26-80	81-00
Third-Fifth	01-20	21-75	76-00
Sixth-Eighth	01-15	16-70	71-00
Ninth plus	01-10	11-60	61-00

II: KNOWLEDGE/SKILL AREAS AND STEEP VARIANCE

First, check by TRAIT to find if the restored HP has a gain or loss of K/S Areas (i.e., check three times).

A. K/S Area Variance

Gain or loss of a Knowledge/Skill Area can be determined by the gamemaster, player, or by random means at the discretion of the GM. The amount of STEEP in a newly gained K/S Area will be 2D10 plus the applicable ATTRIBUTE(S) plus 1 point for each year the former persona was a team member.

Restoration Number	*Gain 1 K/S*	*No Change*	*Lose 1 K/S*
First-Second	01-25	26-80	81-00
Third-Fifth	01-20	21-75	76-00
Sixth-Eighth	01-15	16-70	71-00
Ninth plus	01-10	11-60	61-00

B. STEEP Variance

The Knowledge/Skill Areas in which STEEP will be subject to variance should be determined prior to making a roll to find if any change occurs. The gamemaster may decide which ones are to be subject to change, the player might be allowed to decide, or else some process of random selection can be applied.

Check for the K/S Areas of each TRAIT, considering one or more Areas in each TRAIT group according to the number of times the Heroic Persona has been restored. That is, if once, then only three K/S Areas' STEEP will be subject to change, one for each TRAIT group. If the HP has been restored twice, then two K/S areas in each TRAIT group need be checked, and so on.

Restoration Number	*Gain 1-5 STEEP*	*No Change*	*Lose STEEP**
First-Second	01-25	26-80	81-00
Third-Fifth	01-20	21-75	76-00
Sixth-Eighth	01-15	16-70	71-00
Ninth plus	01-10	11-60	61-00

*The amount of STEEP lost depends on the number of the HP's restorations:

First: 1D3
Second: 1D5
Third-Fifth: 2D3
Sixth-Eighth: 2D5
Ninth plus: 4D3

III: SOCIO-ECONOMIC CLASS VARIANCE

The gamemaster is to check once to find if there is any SEC change. This will be be a matter of considerable importance if one is found, for the HP attitudes (and some of the K/S Area STEEP) will be affected. Note, however, that newly arrived, restored personas will be stepping into an SEC slot which is unusual for them, and players will have to use considerable roleplaying talent to reflect this. If they manage well, the GM should reward them accordingly.

Restoration Number	*Gain 1 Level*	*No Change*	*Lose 1 Level*
First-Second	01-15	16-90	91-00
Third-Fifth	01-10	11-85	86-00
Sixth-Eighth	01-05	06-80	81-00
Ninth plus	01	02-75	76-00

IV: JOSS AND SPECIAL CONNECTIONS VARIANCE

Roll once for each possibility, i.e., Joss Factors and Special Connections. The GM may allow for a gain of 1-3 JF instead of only 1, and establish the number lost, if any, at 1/restoration.

Restoration Number	*Gain 1*	*No Change*	*Lose 1*
First-Second	01-25	26-80	81-00
Third-Fifth	01-20	21-75	76-00
Sixth-Eighth	01-15	16-70	71-00
Ninth plus	01-10	11-60	61-00

V: QUIRKS VARIANCE

Check once only, and determine the Quirk or Counter-Quirk gained, if any, by whatever means is campaign standard.

Restoration Number	*1 Favorable*	*No Chance*	*1 Unfavorable*
First-Second	01-25	26-80	81-00
Third-Fifth	01-20	21-75	76-00
Sixth-Eighth	01-15	16-70	71-00
Ninth plus	01-10	11-60	61-00

VI: ATTRACTIVENESS AND APPEARANCE VARIATION

The gamemaster may wish to use this additional table to find if the restored Heroic Persona is exactly the same in appearance as the lost one. It is up to GM and the player concerned to find exact details of changes for the better or worse, but weight, coloration, scars, etc. are the usual means.

Restoration Number	*Favorable*	*No Chance*	*Unfavorable*
First-Second	01-16	17-96	97-00
Third-Fifth	01-12	13-92	93-00
Sixth-Eighth	01-08	09-88	89-00
Ninth plus	01-04	05-82	83-00

APPENDIX J:
Heroic Persona Creation Summary

What follows is a complete example of a Heroic Persona being created from scratch, and it should give you a good picture of how all the instructions in Chapter 10 fit together.

Thus, in the creation of our new Heroic Persona, the very first thing we have to do is decide what sort of "person" we want our HP to be. We have a short discussion with the other players in our campaign, and decide that we have lots of warrior-type HPs, but few with any real skill in *Dweomercræft* or *Magick*. Thus, we decide to create a dweomercræfter. Another question remains: What sort of persona should this persona be? We decide that our dweomercræfter will be a very outgoing young woman—as skilled with the art of magick as with the sword!

Socio-Economic Class

First, we go to make the ultra-important roll on the SEC table. It comes up a 67, giving a Freeman 3 rating on the SEC ladder (Level 6). This will allow us to choose from any of the Schools of Dweomercræft, and we decide to choose the Gray School. Because the gamemaster gives approval, we get to add 3 points to our HP's Mental TRAIT, because *Dweomercræft* is a Mental Vocation. These points will appear in three different ATTRIBUTES (as required), but might then be carried forward under one or both CATEGORIES to increase the TRAIT score. To show how the 3 extra points are added, they are indicated especially on the examples below.

Characteristics

Now we take a pair of six-sided dice, make a couple of initial (warm-up) rolls, and then throw 2D6+8 18 times with varying degrees of success. After putting the results in order from the highest to the lowest, we come up with the following numbers: 20, 19, 18, 18, 17, 17, 16, 16, 15, 14, 13, 12, 12, 12, 11, 11, 11, and 10. After assigning them, our HP sheet looks like this:

M		*P*		*S*	
MR	MM	PM	PN	SM	SP
MRCap 20	MMCap 19	PMCap 16	PNCap 17	SMCap 18	SPCap 17
MRPow 16+1	MMPow 18	PMPow 11	PNPow 11	SMPow 13	SPCap 12
MRSpd 15+1	MMSpd 14+1	PMSpd 11	PNSpd 10	SMSpd 12	SPSpd 12

Totalling the ATTRIBUTES in each of the six CATEGORIES, then adding each CATEGORY pair for the three TRAITS, we complete our calculations and come up with the following scores:

M 102+3		*P 76*		*S 84*	
MR 51+1	MM 51+1	PM 38	PN 38	SM 43	SP 41
MRCap 20	MMCap 19	PMCap 16	PNCap 17	SMCap 18	SPCap 17
MRPow 16+1	MMPow 18	PMPow 11	PNPow 11	SMPow 13	SPCap 12
MRSpd 15+1	MMSpd 14+1	PMSpd 11	PNSpd 10	SMSpd 12	SPSpd 12

As you can see, she'll have no difficulty at all qualifying as a dweomercræfter, and in addition, her Mental TRAIT score is high enough to allow a chance at being a Full Practitioner!

Next, we proceed to calculate her Damage and Effect Levels. First we go to her Physical TRAIT, which is 76, and figure out her three Damage Levels. The first, RL, is equal to 10% of her P, or 7 (multiply 0.1 by 76 and drop fractions). Her WL, at 75% of her P, turns out to be 57, and her CL, at 90% of her P, turns out to be 7. Next we figure out her Mental EL, which is 80% of her M, or 84 (multiply 105 by 0.8). Her Spiritual EL, which is 80% of her S, comes out to be 67.

K/S Areas

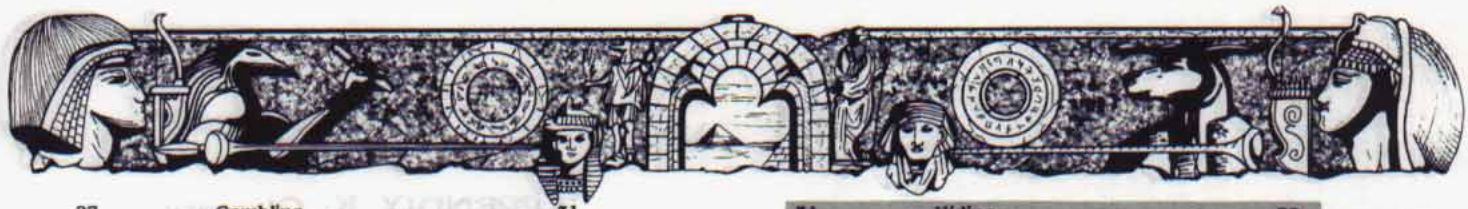
With that bit of number crunching done, we then go on to figure out what Knowledge/Skill Areas she starts with. First of all, she gets the four "Universal" Areas that all HPs start with—*Etiquette/Social Graces*, *Native Tongue*, *Perception (Mental)*, and *Riding*. As Alyssa is of the Freeman 3 (SEC Level 6), she starts with a base of 30 STEEP points in *E/S Graces* (6×5). For *Native Tongue* (which we decide to make Brythokelitic (similar to English), since the GM has informed us that the campaign will be in Avillonia—the Ærth equivalent of Britain) we multiply Class Level times 5, and add her MMCap of 19 to the result for a final score of 49. Next, we roll 2D10 for a base of 11 in *Perception (Mental)*, and add her PNCap of 17 for a total of 28. For *Riding*, she has a STEEP of 30, since her Vocation is not based on her Physical TRAIT. Since she is human, she also gets Trade Phonecian. The STEEP for this K/S Area is equal to Class Level times 3 plus her MMCap ATTRIBUTE, or 37.

Having completed those, we then proceed to the bundle for *Dweomercræft (Gray School)* to find her Vocational K/S Areas. The first is *Dweomercræft, Gray*, which is listed at a base of 24 and a bonus equal to MMCap. She adds her MMCap of 19 to 24 and comes up with a total of 43 STEEP points in Dweomercræft. We do similar number crunching for the rest of the Vocational Knowledge/Skill Areas in the bundle. After recording these numbers, we then figure out the number of additional Areas she will have. An M of 105 allows her 4 additional Mental K/S, her P of 76 allows her 3 extra Physical K/S, and her S of 84 allows her 3 additional Spiritual K/S. Furthermore, because she has a Mental Vocation, she receives a bonus of 1 Mental K/S for a total of 5 there, 11 total extra Knowledge/Skill Areas.

Proceeding to the master K/S lists (pages 99-100), we choose her bonus Areas. For the Mental skills, our first choice is *Astronomy*, followed by *Gambling; Criminal Activities, Mental; Hypnotism*; and another *Foreign Language (French)*. Rolling 2D10 for the base *Astronomy* STEEP, we score a 10. To this we add her MMCap of 19, and come with a total starting STEEP of 29. We perform similar calculations for her remaining 4 Mental, 3 Physical, and 3 Spiritual skills. Once that is done, we now have all of Alyssa's base STEEP levels, which we record on her HP sheet as follows:

KNOWLEDGE/SKILL AREAS

#	*K/S Area*	*STEEP*
1	E/S Graces	30
2	Native Tongue (Brythokelitic)	49
3	Perception (Mental)	31
4	Riding	30
5	Trade Phonecian	27
6	Dweomercræft, Gray School	43
7	Magick	44
8	Deception	36
9	Influence	36
10	Alchemy	30
11	Astrology	30
12	Cryptography	31
13	Demonology	31
14	Divination	29
15	Exorcism	29
16	Foreign Lang. (Arcane Tongue)	31
17	Foreign Lang. (Hiero-Ægypt)	31
18	Multiversal Planes/Spheres	29
19	Occultism	30
20	Pantheology	30
21	Toxicology	31
22	Combat, Hand Weapons	24
23	Survival	24
24	Handicrafts/Handiworks	20
25	Astronomy	29
26	Criminal Activities, Mental	27



27	Gambling	31
28	Hypnotism	30
29	Foreign Language (French)	33
30	Combat, Hand Weapons, Missiles	22
31	Criminal Activities, Physical	32
32	Heka-Forging	26
33	Medicine, Oriental	25
34	Metaphysics	28
35	Mysticism	27

We have decided Alyssa's starting age will be 26, but had we made her younger or older, we would have looked on the age tables for STEEP modifications due to age. This could have given her a bonus (or penalty) to STEEP, but would have also altered one or more of her ATTRIBUTES.

The last thing to do for the K/S Areas is to choose the applicable Sub-Areas. As Alyssa has a *Perception (Mental)* STEEP of 31, she receives three Sub-Areas for *Perception*, and we choose *Noticing, Understanding*, and *Anticipation*. As she has a STEEP of 30 in *Riding*, she receives two of the Sub-Areas in that K/S. We choose *Horses & Mules* and *Mounted Combat*. The next K/S with Sub-Areas is *Influence*, the STEEP of which will allow three Sub-Areas. For these we choose *Persuasion, Salesmanship*, and *Oration*. *Multiversal Planes and Spheres* will begin with two, and we choose *Alternate Material Planes* and *Shadow Plane*. For her *Combat, Hand Weapons* K/S Sub-Areas, we select *Dagger/Knife* and *Spear & Pole-Arms*. Furthermore, her *Gambling* STEEP of 31 allows her to have 3 Sub-Areas, and as we visualize her favorite game to be blackjack, we choose to Specialize *Gambling (Cards)*. This allows her an effective STEEP of 46 for cards, but uses up two slots, so we can only choose one other. We decide to take *Gambling (Dice)*, noting that it will only function at a rating of 15 because the *Cards* Sub-Area is Specialized.

After finishing the rest of Alyssa's Sub-Areas and recording them on her HP sheet alongside the numbers of the K/S they came from, we have the following:

SUB-AREAS

#	*Sub-Area*	*STEEP*
3	Noticing	31
3	Understanding	31
3	Anticipation	31
4	Horses & Mules	30
4	Mounted Combat	30
9	Persuasion	36
9	Salesmanship	36
9	Oration	36
18	Alternate Material Planes	29
18	Shadow Plane	29
20	Keltic	30
20	Norse	30
22	Dagger/Knife	24
22	Spears & Polearms	24
26	Counterfeiting	27
26	Forgery	27
27	Cards (SPEC)	46
27	Dice	15
29	French Dialect: 90%	29
29	Francodeutsch: 25%	8
29	Neustrian: 10%	3
29	Vardish/Vardish Dialect: 10%	3
30	Knives/Daggers	22
30	Slings	22
31	Sneaking	32
31	Hiding	32
31	Lock-Picking	32
32	Enhanced Object Quality	26
32	Enchanted Mechanisms	26

That pretty much takes care of the K/S Areas. What's left is to determine Alyssa's General Information and then her Resources.

General Information & Resources

First we roll 2D6+8 on the Attractiveness table, and the result is an 18, indicating that she is Striking. Uh oh, that probably means that she will be pestered by guys from time to time. With her high Mental TRAIT, she'll be quite capable in outsmarting the big, dumb males (and using it to her advantage)!

In any event, the next thing to do is to roll D% for Joss. We throw a 43 on D%, look on the table, and come up with a starting total of 7 Joss Factors. Not too bad; the result could have been higher, but one learns to make-do in fantasy roleplaying games!

A D% roll on the Birth Rank table yields a result of 11, which reveals that she was the first child of her parents. A roll on the Handedness table informs us that Alyssa is left-handed. We take all of this information, sit down with the HP sheet, and proceed to create the stuff that will make Alyssa a truly interesting persona. After doing so, here is how the "General Information" page on our HP sheet looks:

General Information:

ATTRACTIVENESS: 18 (Striking)
BIRTH RANK: 1st child
BIRTH DATE: 963
AGE: 26
BIRTH PLACE: Blackwell
SEX: Female
RESIDENCE: Londun, Albion
HANDEDNESS: Left

PHYSICAL DESCRIPTION: A very attractive young woman with shoulder-length, straight brown hair and green eyes. Height: 5'5, Weight: 125 lbs.

GENERAL DESCRIPTION: Calm and observant, with an acid wit! She likes to intimidate foes by speaking in a soft, unconcerned tone while engaged in combat.

BRIEF BACKGROUND: Alyssa was born to quiet, intelligent parents who quickly saw her aptitude with magick and magickal things. She was sent to Londun to study at the Londun College of Magick, where she graduated cum laude. She found that she preferred the distractions of the city to the quiet countryside, and has taken residence near the university. She often works as a professor's assistant when not pursuing personal interests.

USUAL DRESS: Prefers tunic over leggings and calf-length boots when adventuring, but normally wears mid-length skirts and blouses. No matter how she is dressed, she always has a small, inconspicuous dagger hidden at her breast! Alyssa also wears her hair gathered in a bun, with an *arthane* as a hairpiece.

QUOTE: "When you beat your head against a wall, the wall never helps you get smarter—you just get a headache."

Having finished that, we take our HP sheet to show the GM what we've got so far. After a brief discussion, we agree upon a few Quirks and write them down:

QUIRKS/COUNTER QUIRKS:
1. Has one extra Special Connection
2. Is organized and efficient
3. Has a poor sense of humor

Resources:

With that out of the way, the GM leaves us to do Alyssa's Resources. We turn to the Wealth table and look up the starting money for Upper Middle Class personas. As Alyssa is 26 years old, there is no adjustment for age, and we proceed to generate her Net Worth, Bank Accounts, Cash on Hand, and DMI, which turn out to be 82,000, 12,000, 3,400, and 550 BUCs respectively.

The next thing for us to do is to figure up her Possessions Categories. After doing so, our Heroic Persona Profile Sheet looks like this:

Possessions	*BUC Value*	*Net Worth*
House (one story, stone & wood construction, good condition)	60,000	30,000
Furniture (good craftsmanship)	18,000	9,000
Clothes (fine quality, very good material)	4,000	2,000
Magickal Apparatus & Materia	30,000	15,000
Weapons (three throwing knives, arthane, staff, sling and sling stones—all of excellent quality)	2,000	1,000
Riding horse (palfrey, included in SEC)	(27,000)	—
Jewelry (gold, tourmaline, golden topaz)	4,000	7,000
Miscellaneous (riding gear, lock-picks, other)	2,000	1,000
Coins & Gems* (magickally guarded at home)	10,000	10,000
Total:		**65,000**

*A security counted at full value

Note she still has 17,000 BUCs of Net Worth yet to determine.

That just leaves Special Connections before we're through. Weapons and equipment she can purchase after getting some idea what she will need for the adventure, and we will probably be allowed to specify a lot of it out of the Miscellaneous Category. But in any event, Alyssa has one TRAIT score over 90, and thus receives one Special Connection, plus one due to her Quirk. Her first connection turns out to be a "City Official." For her second Special Connection, we decide to roll on the Adventurer Table, and we come up with a "Poet/Musician," and who or what these personas are remains to be discovered. She'll find that out on her adventures, as you will on yours. Good Luck! You're going to need it!

APPENDIX K: Glossary

ACE: The Activation Cost Energy (Heka) necessary for any Casting (q.v.) to function. This cost considers the Time, Area, and Distance (TAD) of the Casting. See *TAD*.

Adventure: A portion of game play with a beginning and an end to its particular challenge. It is sometimes used as a synonym for "scenario" (q.v.).

Agathocacological: Literally translated, it is a state of being which incorporates both good (Agatho) and evil (Caco). Similar to neutrality, which in itself is really neither. In real life, most of us fall within this ethos.

Alternate: See *Parallel*.

Amulet: A powerful defensive object (or subject contained in an object of some sort) which has innate or imbued power to ceaselessly perform magickal functions of broad, generally protective nature. An amulet is frequently, but not necessarily, a medallion worn around the neck.

AP: Accomplishment Point. Players' game personas receive these for successful and skillful performance in the course of the game campaign. There are three sorts:

AP/G: General points, and the most common.

AP/S: Special points used for increasing a Knowledge/Skill.

AP/X: Exceptional points of great value.

Apparatus: Magickal items and devices used by those engaged in *Alchemy* K/S.

Archetypical Casting: A Charm, Cantrip, Spell, Formula, or Ritual which, due to long study and extensive use, is less costly in Heka to power with respect to all but its resistance and damage components, if any, than would be a like Casting devised by any other able caster or group of casters (Specific Casting). Compare *Tutelary Casting*.

Area: Usually a Knowledge/Skill (q.v.) Area.

Aristocrat: In game terms SEC 7, 8, or 9. A persona belonging to the upper classes. A knight, noble, etc.

Arthane: Heka-containing trident-like instrument about the size of a dagger. It is especially strong against Supernatural/Entital beings.

Astral: That which is or of the greatest plane. The Astral Plane is the plane of highest energy and good. Compare *Netherrealms*.

Athanor: A crucial piece of alchemical apparatus, being a furnace necessary for Operations.

Attractiveness: A persona's (or being's) overall looks, including bearing. This is affected by personality (inner beauty/ugliness) and the *Charisma* K/S Area.

AT: Action Turn. A period of five minutes of game time, not actual time.

ATTRIBUTE: A measure of a functioning of a part (CATEGORY (q.v.)) of a TRAIT. There are three general CATEGORY measures: Capacity (overall potential), Power (current strength), and Speed (of employment of potential).

Augur: To predict or foretell an event using signs of magickal or mystical origin.

Augury: An omen or prediction based on spiritual or magickal assistance gained by a Heka-enabled Power or Casting.

BAC: Basic Attack Chance. An individual's percentage chance (STEEP (q.v.) or Weapon points if no STEEP) to successfully hit an opponent before combat modifiers are applied.

Baraka: This is a Berber term synonymous with Heka, mana, etc. It refers most often to those natural phenomena, locations, and animals that generate or possess magickal energy.

Beast: An animal-like life form, a creature, of the nether planes and spheres. Beasts have Heka-engendered Powers, unusual abilities, and Cunning (q.v.).

Baton: A tapered stick slightly larger than a wand (q.v.), usually containing Heka energy or Castings.

Blunt: Physical damage of a blunt nature.

Brute: A very large or huge animal-like life form, a great creature, of the nether planes and spheres. Brutes have tremendous physical strength, Heka-Engendered Powers, unusual abilities, and Cunning (q.v.).

BT: Battle Turn. A period of 30 seconds of game time.

BUC: Base Unit Coin. This translates to the equivalent of one dollar or whatever

currency is common to the nation in which the players reside. In this game, the recommended BUC is a bronze coin of one-ounce weight for calculations based on the US dollar. The metal of the BUC is also then a known, fixed against other more and less valuable metals. With buying power being equal to current money, prices in the fantasy milieu are then a simple matter to determine. Coins of metals other than bronze are simply higher or lower denomination.

Call Up: A practice which opens a pathway for a particular kind or rank of Netherrealms dweller to enter the Material Sphere of the individual so doing. A Pentacle (q.v.) is required to fix the pathway for the one answering. If a Netherbeing is known by name, or the persona Calling Up is one with a Pact, some creature/being will actually appear. Otherwise, this practice is uncertain and requires a K/S check at DR "Difficult" against the persona's Spiritual Metaphysical Power ATTRIBUTE.

Campaign: The particular expression of the game and its genre as conceived and developed by the gamemaster and the players to a lesser extent. The campaign embraces the game rules and other adjuncts to the game, but places the action in a milieu which is selected by the gamemaster and then shaped by him or her and the play which occurs.

Cantrip: A Casting which normally requires five Critical Turns to activate.

Casting: Any Heka-invoking activity with look, gesture(s), vocalization, and/or Materia, which results directly in an Effect, Force, or Material coming into play. Castings are classified as Eyebiting (rare), Charms (Casting), Cantrips, Spells, Formulas, and Rituals (qq.v.).

Casting Grade: The measure of the complexity (and also usually the power) of a Casting. Grade extends from I, least, to IX, greatest. This rating usually applies only to Mundane Castings (Preternatural in origination and Heka). There are also Supernatural and Entital Casting Grades of I to IX, but the human mind can not comprehend the least of such so as to be able to utilize them.

CATEGORY: A division of a TRAIT (q.v.). One of two natural divisions which occur in all TRAITS (Memory and Reason, Muscular and Neural, Metaphysical and Psychic). The CATEGORY is rated by the sum of its three ATTRIBUTES (q.v.).

Censer: A vessel of brass, copper, clay, etc., in which incense or Materia is burned.

Chain: A measurement of distance equal to 66 feet. There are four rods (q.v.) in a chain.

Charm (Casting): A Casting which normally requires but one Critical Turn to activate.

Charm (Object): This sort of charm is a single-task effect, cast on an object, inscribed on an object, or otherwise bound into the makeup of an object (similar to an amulet) which functions *only* for the individual reciting or possessing the charm. In the latter case, the individual with the object-Charm must command or will the charm to function.

Conjuration: A form of summoning (q.v.) which requires Heka expenditure and the naming of the spirit/being being summoned from some other plane or sphere. Compare Casting.

Chem.: Physical damage of a chemical nature.

Chthonic: This term translates literally to *underworld*. It is most often used in reference to *benign* underworld deities or beings.

Cont.: Physical Damage of a Continuing nature, i.e., some or all of the PD in question continues to occur on one or more subsequent Critical Turns.

CT: Critical Turn. A period of three seconds of game time.

Cunning: A non-assailable ability of the mind. Unlike Mental TRAIT, which can be attacked and harmed thus, things with Cunning rather than such TRAIT can operate as if intelligent, yet not be subject to attack Mentally, whether by damage or other Effect. Very high Cunning might enable Mental attack, too!

Cut: Physical damage of a Cutting nature.

D: Die or dice. A die or dice roll is called for by this. The die or dice is or are rolled and totalled. A number proceeding the letter will indicate multiple dice are called for. The number following the letter indicate the number of faces of the dice, with a plus sign and a number following that indicating that that many are to be added to the total of the roll.

D%: Percentile dice, two 10-sided dice rolled with one representing 10s, the other ones, and read in that order. 0 and 1 is a 1, 5 and 0 is 50, 8 and 8 is 88, 0 and 0 is a 100, and so forth.

Daimotherion: (Plural: daimotherios.) This word translates to "evil spirit beast." A daimotherion is any seemingly natural animal which is actually a form created (not merely possessed) by a powerful evil spirit/being (such as a demon, devil, fiend, etc.). Typical daimotherios forms are boars, bulls, crocodiles, dogs, goats, great apes, hippopotami, horses, leopards, lions, sharks, tigers, and wolves. Just about any form is possible. Any form will have Powers and Invulnerabilities, but will also have Susceptibilities befitting nether creatures as well, of course.

Devilshine: Evil magick such as that employed by necromancers, nethercræfters, sorcerers, and witchcræfters (qq.v.).

Door (Portal): A Portal (q.v.) of small sort, usually one which operates infrequently, irregularly, or only on Heka command, for a short period of time. It serves as a means of passage from place to place on a locale or one world, sphere, or plane to another, within a particular universe or beyond it (in the multiverse).

Door (Pentacle): An opening in a Pentacle (q.v.), allowing entry/egress or Casting.

DR: Difficulty Rating. A multiplier applied against the percentage chance a persona has to succeed in something. It is applied to modify combat, ability use, etc. There are six (optionally 10) Difficulty Ratings: 3, 2, 1, 0.5, 0.25, 0.1 (optionally 4, 3, 2.5, 2, 1.5, 1, 0.75, 0.5, 0.25, 0.1).

Druid: From the word *Derwydd*, which translates literally as *Oak-Seer*. The name/title generally refers to those personas who worship Nature, growing things, and the natural cycle of events. On Ærth, all the Priests of the Keltic pantheon are druids, so thus in terms of this game it means a Priest and Full-Practitioner (q.v.).

Dweomer: Any magick of non-priestly sort.

Dweomercræft: The art of using Castings and Heka from other than deital sources and priestcræft (q.v.).

E: Entital, and usually associated with Heka or planes.

EL: Effective Level: This is 80% of the individual's Mental or Spiritual TRAIT. Mental or Spiritual damage is deducted from the appropriate TRAIT. Beyond EL, the individual is incapacitated.

Elec.: Physical damage of a Electrical nature.

Environment: In usual terms of the game, the setting in which a conflict or combat is to take place. Thus, when the environment is established, all concerned know where all the combatants, obstacles, and other features of this arena are located. The environment is usually depicted by pencil illustration, a gridded board with miniature figurines, or some similar means of representation..

Envoutement: A term defining that practice of sympathetic magick in which an image or representation of the individual to be affected is employed to effect the work. This is typically thought of as voodoo, but envoutement is a separate and smaller thing.

EP: Evil Persona. A non-player persona of malign nature and inimical to the Heroic Personas of the players.

Episode: A period of roleplaying which need not have a conclusive end, but rather one dictated by time, i.e., the end of the period of time allotted for play. A number of episodes are usually necessary to reach the end of an adventure or scenario (qq.v.).

Eternal: Having no foreseeable conclusion. Something not subject to the temporal dimension or time. One living or existing on into the unforeseeable future.

Ethos: Basic beliefs and tenets such as those of Good, Evil, etc. In this system there are five ethoi: *Sunlight* = ordered Good, *Moonlight* = natural Good, *Balance* = acceptance of Agathocacologicalism and desire to keep both Good and Evil checking each other, *Shadowy Darkness* = an Agathocacological approach opposed to Sunlight, not at odds with Moonlight or Balance, often in conflict with true Evil, but using many of the same means as the latter to achieve its ends. *Gloomy Darkness* = all wholly Evil and malign, the destructive, and that desiring an end to life and activity (entropy).

Exaction: A forced service (q.v.).

Exclusive (Pentacle): Keeping all *outside* the parameters described.

Eyebite: A Casting which requires only a look or glance and occurs within the Critical Turn of its use. The power is typically that of those practicing witchcræft (q.v.).

FAC: Final Attack Chance. The percentage chance an individual has to hit successfully, the Basic Attack Chance, plus Weapon points, and combat modifiers.

Fetish: A mundane animal, object, or collection of objects which, in operation through the Law of Sympathy (natural power of the object/objects) and the Law of Ritual (invoked and summoned power) contains a Minor (Preternatural or Supernatural) spirit or the attention of a channeling agent for a Major (Supernatural or Entital) spirit. The fetish wields one or more forms of power such as those of an amulet, charm, or talisman, (qq.v.), or some other similar specific functioning resembling those totems. However, the fetish is more complex. The attuned individual can call upon the spirit power of the object to serve as a sort of spirit familiar or assistant. The spirit will be of one of three types: (1) friendly and beneficent to the individual, (2) neutral but commandable (through reason or coercion), or (3) hostile and malevolent (not necessarily to the individual utilizing the fetish, but to all others) and, if unleashed, controllable only by extraordinary means (magickal) if at all.

Florentine: The ability to fight with two weapons, one in each hand, at once. The second weapon may be a shield.

Formula: A Casting of complex nature which requires one Action Turn or longer to activate.

FP: Friendly Persona. A non-player persona who is helpful and well-disposed to the players' personas.

FPM: Full Physical Manifestation. A normal, material/mundane person, place, or thing.

Freeman: In game terms, an individual of SEC 4, 5, or 6. A persona belonging to the middle classes.

FRP, FRPG: Fantasy roleplaying, a fantasy roleplaying game.

Full Practitioner: An individual able to channel Full Heka (10 times possessed STEEP) from *Dweomercræft* and/or *Priestcræft* ability, and thus a Mage, Priest, or both.

Furlong: A measurement of distance equal to 660 feet (220 yards). One-eighth of a mile. There are 10 chains (q.v.) in a furlong. This distance is synonymous with bowshot, 220 yards being the average distance at which archery with a longbow was practiced.

Gate: A large, usually permanent or regularly existing means of passage from one world, sphere, or plane to another, within a particular universe or beyond it (in the multiverse). Compare *Door*.

Glyph: An icon or symbol which can contain Heka or Magickal Castings. For game purposes, the following forms of writing, drawing, engraving, or like form of reproduction will be considered glyphic in nature:

Character	Pictogram	Rune	Figure
Letter	Hieroglyph	Sigil	Number
Sign	Signet	Symbol	Numeral

GM: Gamemaster. The participant who manages the campaign (q.v.) and acts the parts of all OPs and the like, but has no specific game persona (Heroic Persona) which she or he actually plays.

Grimoire: A collection of Archetypical, Tutelary, and (sometimes) Specific Castings, frequently of Evil sort.

Hand: A cloth or similar material folded in a magickal manner around some form of Materia (spell components) so as to perform as an amulet, charm (object) or the like. It may also function as a temporary fetish, or to empower or be part of a Casting. While used in wicca (cf. mysticism) and witchcræft (q.v.), the hand can function with many other forms of magick. A hand is of limited duration but can store considerable power for its operation. It is sometimes utilized as a Heka Reservoir, but once it operates, the hand loses its Heka and is of no further use. It is common for a hand to be burned or consumed in the operation of Castings, but sometimes it is merely destroyed coincident to operation of the Heka invoked.

Haruspex: A diviner whose predictions are based on inspection of the entrails of sacrificial animals.

Heka: The energy which powers Castings and other things associated with magick, priestcræft, sorcery, etc. That most common is that from the Material Spheres (the world and associated spheres) called Preternatural Heka. There is also Supernatural Heka (10 times more potent in force) and Entital Heka (100 times more powerful).

Hekau: A collective term for powerful Heka and its use. Literally words of great magick.

HP: Heroic Persona. The game persona(s) of a player in the game campaign.

HPG: Heroic Personage. A powerful and helpful non-player persona who assists the Heroic Personas. Compare *MPG*.

Immortal: Not subject to death. Immune to Physical and/or Mental and/or Spiritual destruction or termination by any means understood (or understandable) by humanity.

Imp.: Physical damage of an impact nature. Note that there is usually no armor or other protection which can mitigate against such form of damage. This is not to be confused with *imp*, a minor Netherbeing, resident of the Nether Plane and Pandemonium (qq.v.) generally.

Inclusive (Pentacle): Keeping all *inside* the parameters described.

Infusion: An herbal potion or tea using herbs and water or similar liquid.

Initiative: The order of actions in a Critical Turn of the game. The persona (or being) with the lowest Initiative score can act first, and then action proceeds onwards from next lowest to highest. It is generally found by taking the individual's Physical Muscular or Neural Speed, depending on the action considered, as a negative number and then adding Speed Factor(s) of weapons and/or actions and a random die roll of from 1 to 10.

Instrument: A tool of the Heka user needed for some activity concerned with the ability in question.

Invocation: A form of opening of a pathway between the Material Sphere of the practitioner and another plane or sphere which *invites* the entrance of one served by the practitioner. Heka must be expended, and the arrival of the invoked is not assured but depends on the result of a K/S check.

Invulnerability: Immunity to damage or Effect from a specific form of attack. A Fiend is invulnerable to any normal hand weapon, for instance.

JF: Joss Factor—one small portion of one's Joss.

Joss: Something similar to, but much more than, luck. Joss affects chance, alters fate, changes karma, and shapes what happens so as to rewrite kismet!

K/S: Knowledge/Skill. One of the many, usually learned, abilities possessed by personas, including the Heroic Personas of the players, in the game.

League: A measurement of distance equal to three miles.

Link: A Heka-based channel between one individual and another, the subject (or victim). A Link must be established in order for the *Linkor* to channel Heka to affect the *Linkee's* Mental or Spiritual (or Physical) form. Establishing a link usually requires one Critical Turn.

Loup-Garou: A Daimotherion (q.v.) wolf.

Lycanthrope: This literally means "wolf man." A lycanthrope is a persona inflicted with therianthropy (q.v.). Therefore, the victim must unwillingly undergo periodic transformation from natural form to one which is part man and part wolf.

Lycanthropy: A particular strain of therianthropy (q.v.) in which a wolf-human transformation results.

M: Mental. The Mental TRAIT. The following are associated with M TRAIT:

MM: Mental Mnemonic. The Mental memory CATEGORY.

MMCap: Mental Mnemonic Capacity ATTRIBUTE of a persona.

MMPow: Mental Mnemonic Power ATTRIBUTE of a persona.

MMSpd: Mental Mnemonic Speed ATTRIBUTE of a persona.

MR: Mental Reasoning CATEGORY.
MRCap: Mental Reasoning Capacity ATTRIBUTE of a persona.
MRPow: Mental Reasoning Power ATTRIBUTE of a persona.
MRSpd: Mental Reasoning Speed ATTRIBUTE of a persona.

Mage: A Full Practitioner of Dweomercræft.

Magi: Plural of mage.

Mana: Synonym for vril.

Mascot: A mascot is similar to a fetish in form, but it is usually an animal, representation of an animal, or something else which is a "lucky" creature or thing. To operate, it must be on the person for whom it is a mascot, in that persona's possession or sight, or within a 10-foot radius of the persona. The mascot is simply a receptacle for luck (joss plus).

Materia: The things needed for alchemy and magick, as well as for many sorts of Castings. There are literally thousands of chemicals, minerals, herbs, infusions and so forth which qualify as Materia.

Medicine Bag: A collection of small objects in a pouch or similar container collectively referred to as by this term, Gris-Gris, Tricken Bag, etc. all *charm objects*. The items in such collection might include not only Materia and lucky objects, but charms (object) (q.v.) as well. In the latter event, the medicine bag becomes amuletic in nature, and if further imbued with power it might be a near-fetish (q.v.).

Module: A complete game dealing with a genre, but still only a part of the larger, multigenre whole to which it belongs.

MP: Mundane Persona. An ordinary, generally not powerful, non-player persona who is encountered during the course of game action.

MPG: Monstrous Personage. An Evil Persona (or being) of great power and most inimical to the Heroic Personas of the players.

Multigenre: A roleplaying game form which includes more than one (basic) genre. For example, one which allows participants to have their game personas play in a fantasy genre, a science-fiction one, and a contemporary (realistic) one is certainly multigenred.

Multiverse: All the parallel universes, worlds, spheres, planes, and dimensions, including all therein and thereon.

Netherbeing: Any being from the Netherrealms. One of Evil.

Nether Plane: That plane diametrically opposed to the celestial. A place of active and energetic Evil.

Netherrealms: *Pandemonium* (q.v.) in general. The spheres and planes which are the opposite of the astral. The plane of the Abyss is at the nadir of the Netherrealms. Thus, nether are "lower," and those opposed to them "upper." Some view this as total negative and positive, good and evil, matter and anti-matter. This is not incorrect.

Non-Vital (NV): Physical damage which is such that it is not multiplied by a damage Location Multiplier (Ultra-Vital (UV) = × 4, Super-Vital (SV) = × 3, and Vital (V) = × 2).

NPM: Non-Physical Manifestation. A spirit or being without material/mundane physically discernable component. This condition might be one assumed and not a permanent one.

OP: Other Persona: A general term for all non-player (non-HP) personas in the campaign.

Oracle: One giving opinions or decisions based on both foreknowledge (through divination, mysticism, and like abilities) and wisdom.

Orgone: Synonym for Vril.

P: Physical. The Physical TRAIT. The following are associated with P TRAIT:
PM: Physical Muscular. The Physical Muscular CATEGORY.
PMCap: Physical Muscular Capacity ATTRIBUTE of a persona.
PMPow: Physical Muscular Power ATTRIBUTE of a persona.
PMSpd: Physical Muscular Speed ATTRIBUTE of a persona.
PN: Physical Neural CATEGORY.
PNCap: Physical Neural Capacity ATTRIBUTE of a persona.
PNPow: Physical Neural Power ATTRIBUTE of a persona.
PNSpd: Physical Neural Speed ATTRIBUTE of a persona.

P: Preternatural. Usually used to identify Heka from that source, i.e., the spheres and planes associated with and directly connecting with the mundane world.

Pact: A binding agreement with Evil in which the pactee gives up his or her soul for certain Heka Powers and Heka.

Pandemonium: That place from the lowermost Nether and Entropical Planes reaching to the uppermost portions of the Abyssal Plane. It is that place in which evil things intermingle, and as a plane extends elsewhere as well, of course. Compare *Supernia*.

Parallel: An *alternate* number coexistent with another. There are parallel planes, universes, spheres, worlds (planets, moons, etc.), with or without parallel life-forms and so forth. Parallel places are never exactly the same as others in the series. Some differ radically. Parallel places essentially exist in the same perceived space and time (if applicable) but have a different vibratory frequency (and possibly different matter, therefore, if the quark theory is correct). However, moving from one to another might cover a greater probability distance due to variances. Think of a radio band dial to understand this concept.

Parry: To attempt to block an opponent's attack. This usually requires the sacrifice of one of the parrying persona's attacks in order to enable the parry.

Partial Practitioner: One not able to gain full benefit (multiplied Heka) from possession of *Dweomercræft* and *Magick* and/or *Priestcræft* and *Religion* in combination.

PD: Physical damage.

Peasant: In game terms, SEC 1, 2, or 3. A persona belonging to the lower classes.

Pentacle: A magickal device for the storage of Heka and/or the protection of those inside or outside of its parameters. Pentacles come in many forms, including those of the mind only, which are not actually (physically) drawn.

Also: A small, five-pointed (star-shaped) figure usually made of a continuous metal strip. That is, the figure is an outline, not a whole. These figures are sometimes trimmed with like material so as to be circled, boxed, etc. They are worn as jewelry, but are symbols as well as amulets, charms, etc. (qq.v.)

Periapt: A potent and specific form of amulet (q.v.), usually of stone and inscribed with a glyph, picture, word(s) of power, Charm, or other Casting so as to imbue additional power to the substance of the periapt. A scarab (q.v.) might be a periapt. Typical functions of a periapt include, but are not limited to, protection, health, longevity, and faithfulness.

Phylactery: A phylactery is an encased amulet (q.v.), usually of invocatory sort, relying principally on inscriptions and ritual preparation for its broad or specific power. The phylactery is worn on the arm (usually the left), hand, or forehead.

Pierce: Physical damage of Piercing nature.

Plane: A place separate from the mundane. A plane is more extensive than a sphere (q.v.), and/or more removed from the mundane. Generally, planes exist in conceptual or non-conceptual form and are near-infinite or essentially infinite in extent. Some have considerable depth (tiers, levels, circles, etc.) in their space.

Pool: Another term for Reservoir (q.v.).

Portal: A Door or Gate (qq.v.) enabling one to pass from one portion of a place to another, from location to another world, sphere, or plane within a universe or the whole multiverse.

Power: A Casting-like ability typically activated by thought/desire alone. Compare *Eyebite*.

Also: A more-than-human, near deity being, the lowest of the deital class, viz. Power, Quasi-Deity, Demigod, etc.

PPM: Partial-Physical Manifestation. A spirit or being with or capable of evidencing a vague material/mundane, physically discernible component such as form, faint feeling, etc. Again, this condition might or might not be a permanent one.

Probability: One of the numerous planes. Also, the concept that if anything of a significant nature can happen, it has or will, so a branching in time will occur at such point to allow for the existence of both a non-happening in one place and its alternative in another. Thus, parallel (q.v.) universes, planes, spheres, and worlds, exist now and will proliferate at some rate into the future, for intelligence means choice and action which increases events of significant nature.

Psionics: Electronically enhanced psychogenic, or psychic, abilities. For example, if an individual were telepathic, but wearing a hat containing a high-frequency radio wave receiver enabling paranormal psychic ability of telepathy to be increased, that individual would be said to be using *psionics*. This word is generally misused by the ignorant. Compare *Psychogenics*.

Psychogenics: Psychic powers. Usually paranormal abilities of Mental, Physical, or Spiritual sort which are enabled by the power of the mind, self, or spirit. The power comes from the individual, just as Physical Muscular energy does, so as to enable one to perform a paranormal feat such as clairvoyance, telepathy, and so forth. In the fantasy milieu, such ability becomes magickal and more potent in its energy. Compare *Psionics*.

Reservoir: A device (usually one especially prepared by the practitioner who plans to use it) which holds a store of Heka energy much the same way a battery stores electrical energy. Some Reservoirs are dead when drained; others recharge. Consult the rules for details.

Ritual: The most complex of Castings, requiring lengthy time period to complete.

RL: Recovery Level. That amount of the persona's Physical TRAIT which equals 90%. A persona at this point or recovered to it is considered whole and sound.

Rod: A unit of measurement of distance equal to 16.5 feet. It is also the combined height of three average (5'6" tall) humans.

Rod (Magickal): An instrument for Heka use, Operations, etc. One is typically about 3' long and about one-half inch in diameter.

RPG: Roleplaying Game. A relatively new kind of game which is different from other sorts (board, card, table, parlor) in, among many other things, that players create and act the parts of imaginary personas in a make-believe setting, the whole of which is known only to the gamemaster. Also, the game form is group cooperative, has no winner and losers, and lasts for as long as the participants wish, including years of time.

S: Spiritual. The Spiritual TRAIT. The following are associated with S TRAIT:

SM: Spiritual Metaphysical. The Spiritual Metaphysical CATEGORY.

SMCap: Spiritual Metaphysical Capacity ATTRIBUTE of a persona.

SMPow: Spiritual Metaphysical Power ATTRIBUTE of a persona.

SMSpd: Spiritual Metaphysical Speed ATTRIBUTE of a persona.

SP: Spiritual Psychic CATEGORY.

SPCap: Spiritual Psychic Capacity ATTRIBUTE of a persona.

SPPow: Spiritual Psychic Power ATTRIBUTE of a persona.

SPSpd: Spiritual Psychic Speed ATTRIBUTE of a persona.

Scarab: Amulets or periapts (qq.v) that are formed in the shape of a beetle. The design of such devices originated in Ægypt. A scarab will most often be made of semi-precious or precious stone inlaid with or of gold or other precious metals. They are sometimes fetish-like (q.v.) or have malign purpose.

Scenario: An adventure saga or problem-solving saga based on the rules of a roleplaying game (module). A commercially produced scenario is one which delineates the mission, goal, objectives, describes the theater of action, key occurrences, and foes, and generally defines things for the gamemaster and to a lesser extent for the players.

SEC: Socio-Economic Class.

Service: In terms of dealing with those of other planes/spheres, a service is one clearly defined and limited action or course of activity, this mission having a relatively short time period and an objective or goal which is reasonably obtainable by the one bound to service or agreeing to it.

SF: Speed Factor. The expression of time required to do something, such as employ a weapon, wear armor protection, or take an action. This is applied to the initiative roll to determine the order of events in a Critical Turn. Normal SF is always a positive (penalty to action), so it increases the initiative number. *Note:* Speed Factor also adversely affects dodging (to avoid damage), in that any individual with an armor SF greater than 5 can not normally employ dodging (an addition to attacker's roll to determine success in hitting the individual).

Simple: An infusion or potion made with but one herb as opposed to a compound.

Soul Object: Anything living or otherwise from the size of a pebble to as large as a persona in which personas use Heka and Castings to enable the object to contain their "soul." The soul object then shields the body of the persona employing it from Mental and Spiritual attacks of all sorts. Furthermore, if the body of the persona is destroyed by Physical attack, the soul object will generate a clone, and the persona will be restored physically.

Special Connection: A persona with some useful and considerable abilities with whom a Heroic Persona has a special relationship, allowing ability to ask the persona to assist in his or her area of ability and expertise.

Special Failure: An attempt to perform something which fails so badly as to merit some consideration for backlash, ill-effects to the attempting individual, and so forth. This is usually indicated by a percentile die score of 99 or 00 (100).

Specialization: (An optional game rule.) Concentration of ability in a K/S Sub-Area (q.v.) so as to increase effective STEEP (q.v.) by 50% of that actually possessed by the individual. (It costs foregoing of one Sub-Area and reduces performance in other Sub-Areas possessed by 50%.

Special Success: An action which is so successfully accomplished as to merit additional degree of performance or some other consideration. It is indicated by scoring 10% or less of the total needed to succeed, as shown by the roll of percentile dice (D%). Thus, if 30 or less was the needed score, a roll of 03 or less would indicate Special Success.

Specific Casting: A Casting conceived and developed specially by a particular individual. Compare *Archetypical Casting, Tutelary Casting*.

Spell: A Casting which requires one Battle Turn to activate.

Sphere: A sort of a plane (q.v.), usually one of the inner sort, such as the elemental sphere of Air, Ærth, etc. or that of Shadow. Compare *Plane*. A sphere exists in various forms in more than one universe, but not necessarily in all the multiverse.

Staff: An instrument for Heka use, Operations, etc. One is typically about 6' long and about 1" diameter.

STEEP: Study, Training, Education, Experience, Practice. The five elements of Knowledge/Skill which allow one to measure the ability therein as a percentage chance for successful employment of that ability. Low STEEP is 1, high is 100 or more. Thus, one with 40 STEEP points has a base 40% success chance.

Stick: A small wand-like instrument of about six inches length which can contain Heka and may have innate Powers.

STR: The Strength (STR) rating of a Poison or Disease or something similar in game terms.

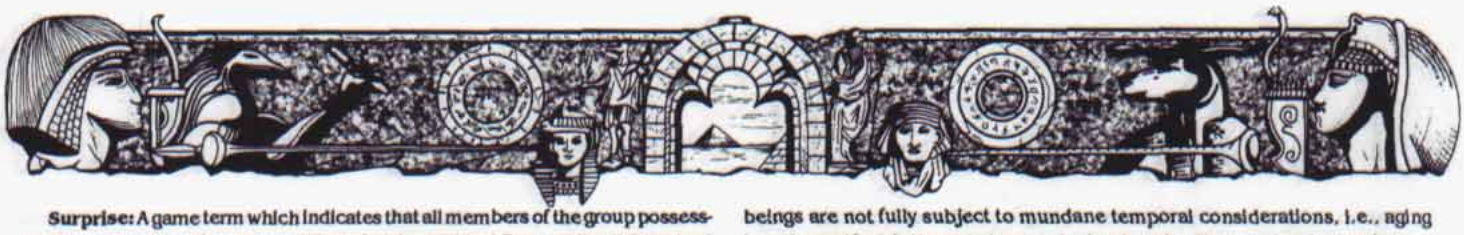
Stun: Physical Damage of a Stunning nature.

Sub-Area: A division of a Knowledge/Skill Area. Some K/S Areas are so broad, or the abilities covered thereunder so diverse, as to require Sub-Areas. High STEEP (q.v.) might eventually enable one to acquire all Sub-Areas in a K/S, but not necessarily.

Summoning: A practice requiring the expenditure of Heka which requires/forces a creature or being from another universe, plane, or sphere to the location of the summoner. A Pentacle (q.v.) is not strictly necessary, but may be involved. Compare *Call Up* and *Invocation*.

Supernia: That place from the uppermost portions of the Empyreal and Celestial planes extending to the lowest portion of the Astral Plane. The place where all Good beings generally intermingle, and as a plane, extends elsewhere as well, of course. Compare *Pandemonium*.

Super-Vital (SV): Physical damage multiplier of 3. See Non-Vital.



Surprise: A game term which indicates that all members of the group possessing Surprise can perform their actions first in a Critical Turn, while all Surprised opponents must await the results of those actions before acting. Compare *Total Surprise*.

Susceptibility: Weakness which causes additional or special damage or some other effect when a subject is exposed through attack or proximity to the material to which it is Susceptible. Fiends, for example are Susceptible to iron.

TAD: The Time (delay between beginning and activation of a Casting), Area (of effect of a Casting), and Distance (maximum range of a Casting) factors crucial to a practitioner. See also ACE.

Talisman: A potent, single-task device similar to an amulet. A talisman is a defensive device and more specific in nature, however. The task performed by a talisman is both singular and specific regarding some function and application of magickal power for a person, group, creature, event, action, place, or thing.

Tau: Basic matter without any of the four material elements or Heka (the fifth element) intermixed therein.

Therianthrope: Literally "beast man." A therianthrope is one inflicted with therianthropy (q.v.). Compare *Lycanthrope*.

Therianthropy: This is usually a Heka-induced condition inflicted by a Casting or curse (qq.v.), although sometimes it is spread by a wound being received from a therianthrope (q.v.). This condition periodically causes the afflicted to unwillingly transform into a creature which is part beast and part human (or humanoid, in any event). Transformation is for a period of time limited by specific conditions. Typically, limits are the rising and setting of the full moon, or nights of a "dark" (no) moon, or both; but conditions of affliction can vary from those parameters. The resultant creature is typically a bipedal humanoid with extremities (feet, hands, head, and tail) resembling those of a beast. Beast forms known are: ape, bear, boar, jaguar, leopard, lion, shark, tiger, and wolf. Other forms are certainly possible.

Therimorph: A human (or other being) able to fully transform into a beast of one sort (or two or more). Transformation is usually into an unusually large or robust beast, but this is not always the case. See *Therimorphy*.

Therimorphy: Generally a Heka-induced or produced condition, innate or acquired personally or by possession of some object, which enables individuals to change from their own, typically human, form to that of a beast (or beasts). Typical beast forms are: baboon, badger, carp, deer, dog, eagle, falcon, hawk, horse, owl, pike, snake, stag, swan, and vulture. It is possible that many other sorts of forms could be gained through therimorphy.

Tincture: An infusion or potion made in alcohol or apple cider vinegar. Also a color, as opposed to fur, or hue used in heraldry: azure (blue), gules (red), purpure (purple), vert (green).

Total Surprise: A game term indicating that all members of the group possessing Total Surprise can perform their actions in that Critical Turn, and the Totally Surprised group may not act at all. Furthermore, the group with Total Surprise can perform its actions first in the following Critical Turn, while all of the opposing group must await the completion of this before acting. Compare *Surprise*.

Totem: Any magickal device not an artifact, a relic, or a usual hand or similar weapon *per se*. Amulets, charms, etc. are thus considered as totems.

TRAIT: One of three main measures of a human. The Mental, Physical, and Spiritual portions of the persona. A TRAIT is measured by the sum of its two CATEGORIES (q.v.).

Tutelary Casting: The Castings of Priestcræft which, through long study and use and the aid of deities, have developed to the point where they are less Heka costly than like Castings developed by an individual priest or a group of priests. Compare *Archetypical Casting*.

Ultra-Vital (UV): Physical damage multiplier of 4. See Non-Vital.

Undead: A class of no-longer-normally-alive once-humans. Any humans whose normal life has terminated but who sustain a form of living and have a (Full) Physical Manifestation through negative energy (and also sometimes Negative Heka) and possibly and probably other (physical) means, too. Such beings are not fully subject to mundane temporal considerations, i.e., aging is not manifest in human terms. A ghoul and a Preternatural vampire are examples of Undead. Undead are not to be confused with spirits (q.v.) of the once-alive, such as ghosts, phantoms, spectres, and so forth, who have at best a Partial Physical Manifestation on the Material Plane.

Unliving: A never-alive (in human terms) physical creature or being, or a dead creature animated by some outside force by its command and control so as to avoid death, *per se*. The former might be a physical creature or being from a distant sphere or plane not subject to those considerations humans are, such as the temporal, energy, etc. A demonic spirit creating a FPM might be termed as an Unliving thing. Supernatural vampires are an example of having *unlife*. In the second case, a zombie, having neither true mind or human spirit is an "unalive" animated thing, not an *unliving* creature.

Unmortal: An Undead (q.v.) or other being whose power is such that it is no longer subject to the Preternatural or Supernatural forces of Heka, exists outside the influence of many spheres and planes (the Temporal, certainly), and has full simultaneous existence in more than one major sphere and/or plane. In some way Unmortal is the antithesis of Immortal: The state of eternal being of the negative (Evil) is unmortal as opposed to the positive (Good) Immortal.

Vital (V): Physical damage multiplier of 2. See *Non-Vital*.

Vril: The innate power within an individual which enables it to utilize paranormal (in human/Earth terms) powers. In this game, Vril translates to Heka (q.v.), typically at a 1:5 ratio, but sometimes lower or greater.

Vow: An oath of service and obedience to some deity in return for which the individual is granted some special consideration such as additional Heka points, Powers, and so forth.

Wand: A small and slender instrument for Operations and Heka commanding. It is usually of special material and about 1' or so in length. It will usually contain Heka and may have innate Powers.

Weretherion: Literally "man beast." A weretherion is an animal able to transform itself into human (or humanoid) form through Heka power innate within itself. Weretherion animals known to have such Power on Ærth are: bears, bison, coyotes, foxes, jackals, rats, snakes, swine, weasels, wolves, and wolverines. Other sorts undoubtedly exist. Most believe that these animals have migrated to Ærth from Phæree, holding that such ability is not natural to the former place.

Wicca: The practice of the wisewoman or wiseman using the Knowledge and Skills of *Mysticism* and other abilities, not to be confused with *Witchcræft* (q.v.). It is a nature-oriented study and benign practice.

Witchcræft: A practice devoted wholly to Evil, and one in which individuals agree by Pact (q.v.) to serve the Netherrealms, do malign things, and eventually lose their souls in return for power and Heka.

WL: Wound Level. 75% of a persona's Physical TRAIT score. Beyond Wound Level, a persona becomes Dazed and suffers performance penalties.

WP: Weapon Points: An addition of points which user adds to Basic Attack Chance (q.v.). (Users who have no BAC use WP alone for their PAC.)

APPENDIX L:
Vocation *et al.* Name Definitions

Although they are not strictly a part of the game or rules, it is useful to know the Vocation names (or professional, station identifier/title) of personas engaged in certain specific activities. The use of such Vocational names denotes a collection of K/S Areas and often connotes a peculiar nature, mindset, and moral/ethical bent. Others of these names merely denote Socio-Economic Class status. In any event, these appellations are both a useful tool for the gamemaster and a handy gauge for the player. All of these name definitions are based on typical Æropan-Atlantian usage, of course, and no extensive information is given for other regions.

Abbot: A Priest (Full Practitioner) serving a pantheon's particular special order, and head of a community of monks (q.v.). A female abbot is an abbess. Compare *Prior*. An abbot is at least of SEC level equal to the gentry, and some might be ranked as aristocracy.

Acolyte: On Ærth, this refers strictly to a person engaged in alchemical study under an adept (q.v.) alchemist. It is not to be confused with an *apprentice*, one studying magickal things, or a *novice*, one learning things of religious nature. The course of study is at least six years long.

Adept: Adepts are individuals with some considerable abilities in *Alchemy*, *Astrology*, and *Conjuration*, who have proven their knowledge and skill through demonstrated production.

Alchemist: Obviously, these are personas who profess *Alchemy* and know considerable *Astrology* for the enhancement of their alchemical exercises and production.

Apothecary: An apothecary is a person who has combined *Alchemy* and *Herbalism* to develop and supply Materia, and sometimes apparatus as well, to the alchemical community, and various medicines and similar things to the rest of the community.

Apprentice: A person studying *Dweomercræft* and *Magick* under the tutelage of a Mage, or at a college providing such studies. The normal length of apprenticeship is eight years.

Archimage: This is a special name used to describe a very powerful Full Practitioner, one steeped in dweomercræft, magick, and spellsongs, and also well-versed in alchemy, astrology, conjuration, demonology, and exorcism. Such individuals are of high status, typically nobles or officials of great courts.

Archpriest: A high priest (q.v.) of great ability in many fields, including *Apotropaism*, *Exorcism*, *Pantheology*, *Priestcræft*, *Religion* and Vow, who has risen to an office representing the major deity of an entire pantheon, without regard for national divisions. Such persons are of very great status, generally, and are of the highest aristocratic tier. In the Kelitic clergy, for example, there is but one archpriest (archdruid) for a kingdom or major state.

Aristocrat: One who has a voice in government (possibly a most limited one, but enfranchised to some degree). Not absolutely true to the exact definition of the term, aristocrats are nonetheless important and privileged. Besides status by office, the aristocracy encompasses knights through baronets (qq.v.).

Aspirant: A religious trainee generally of the Kelitic faith; thus a druid in training.

Bailiff: An official of noble or royal sort whose jurisdiction extends over a village community. The bailiff is a freeman who is responsible for law and order and the administration of minor matters concerning the violation of laws (Low Justice).

Banneret: The status of banneret is granted to knights (q.v.) equipping and fielding a military force of no fewer than 20 mounted men, at least five of whom must be fully armored lancers. This unit serves under the banneret of the knight, and the persona thus has status above other non-bannerets but below a vavasor (q.v.).

Bard: An individual with great Knowledge/Skill in the Areas of *Metaphysics*, *Music*, *Musical Composition*, *Poetry/Lyrics*, and *Spellsongs*, plus Partial Practitioner ability in *Priestcræft* and *Religion* is given the appellation of bard. In Kelitic states, most such individuals also pledge themselves by Vow and are thus very potent Heka wielders. There are "Great Bards" (*Gwyddorrs*) in most Kelitic states. See *Great Bard*.

Baronet: The greatest of the non-hereditary aristocrats is styled a baronet. A baronet is usually ranked just below a baron. It is granted to an individual by a Great Noble or royal sovereign, usually for service, support, etc. With the title there typically come lands which pass to the individual's heirs, even though the title of baronet dies with the person holding it. Note that a person of this rank is not necessarily a knight (q.v.).

Bondsman: Any individual condemned or pledged to serve without pay for a specified period of time, possibly for as long as life, is a bondsman. On Ærth, this is not necessarily equated with serfdom or the like, however, and the children of a bondsman are typically granted whatever Socio-Economic Class status the parent had prior to bondage (albeit to retain such status might prove near-impossible in actual fact). Note that many individuals sent to study and learn a Vocation under a master instructor might be bound to so learn, i.e., an acolyte, apprentice, etc.

Conjurer: A Partial Practitioner with some fair ability in both *Conjuration* and *Demonology* is referred to by this appellation. Combining these abilities with other skills, conjurers typically move about a land performing services and entertaining villagers and townsfolk to earn a not inconsiderable income. Class level of a conjurer is typically moderate, though, despite accumulation of wealth.

Cotter: Tenants renting land from gentlemen or aristocrats for money (or produce) and service, cotters are provided with cottage dwelling as well as the land. During the term of such arrangement, cotters are held to service and may do not leave for elsewhere, but they are by no means serfs (q.v.), and are considerably above the station of villein (q.v.).

Crofter: A small farm with cottage is called a croft, and the tenant working it and paying rent is a crofter. Unlike a cotter (q.v.), crofters usually have their land from a freeman class individual and are virtually freemen themselves, although economic status places them in the peasantry. Other than rent, most crofters owe no feudal services to anyone other than their immediate overlord, typically the greatest noble of the state subdivision and occasionally (as a freeman) only to the sovereign ruler of the state.

Demiurge: This appellation is used to designate an individual who is both a hermeturge (q.v.) and a savant (q.v.) and has advanced his or her abilities beyond the usual in both areas so as to attain the superhuman (a Power, Quasi-Deity, or Demigod). Prior to moving beyond the ken of humankind, such an individual is called a magus (q.v.). All are accorded great status, albeit few of this bent are much interested in that.

Demonurgist: A persona (of Evil nature) with great ability in *Astrology*, *Conjuration*, *Demonology*, *Exorcism*, *Necromancy*, and *Occultism*. Such an individual is typically a Partial Practitioner of *Dweomercræft* and *Magick* as well (a magician). Few of such personas actually commit to a Pact to gain added power, for they command beings of the Netherrealms by other means and gain force thus. In Socio-Economic Class terms, such individuals are granted status out of fear and because of their power (and all too frequently) economic resources. Some persons of this sort are of considerable status from birth, and many others find employment in state offices or in those of nobles.

Druid: A priest of the Kelitic faith. There are many ranks of druids in the ecclesiastical order of the Kelitic system of belief.

Dweomercræfter: A highly able mage with skill in *Conjuration* and *Heka-Forging* added to the Vocation. Such individuals usually know many other things as well, and so they are sought to serve various nobles or the sovereigns of states.

Enchanter: An individual possessing great skill in both *Conjuration* and *Spellsongs*, often with magician (q.v.) ability as well, is known as an enchanter—a "Great Enchanter" is an invocator (q.v.). Although not Full Practitioners, these individuals command considerable Heka and have such ability as to make them very much in demand for various posts and offices in noble households and holdings, so typically only the least able of enchanters will be found at large.

Forester: The forester is a freeman serving the sovereign of the state in the capacity of a protector and warder of the wildlands belonging to the crown—typically hunting lands. A forester is usually skilled in nature, hunting, archery, and so forth; and many such persons have served as soldiers prior to becoming foresters.

Franklin: A franklin is a freeman and landlord of large holding. (The land owned is often prescribed as to acreage, i.e., 640 acres more or less depending on the state.) Franklins do not necessarily hold their land directly from the sovereign, however. Thus, franklins might owe service to a lord between themselves and the crown, or at least own payments (taxes) to a noble. As they are amongst the highest of freeman class and eligible for most posts and offices,

franklins are always gentlemen, and from this rank of freeman class come many local officials and candidates for the aristocracy.

Freeholder: A landlord of freeman class and large holding who has lands directly from a sovereign, and so makes payments in money, goods, and/or services directly to the crown. Freeholders, along with franklins and squires (qq.v.) form the majority of the gentle tier of the Upper Middle Class (Freeman Class 3 or SEC level 6).

Freeman: A freeman is an individual not bound by birth to the service of anyone other than the sovereign ruler of the nation and such individual as that ruler may assign to serve as viceroy in the area in which the freeman resides. Freemen can travel where they wish, reside where they like, and occupy themselves with whatever Vocation they choose (in theory, if not always in fact, due to necessity). In terms of Socio-Economic Class, the freeman is intermediate between the peasantry and the aristocrats.

Friar: A sort of monk (q.v.) who provides services to all at no cost, but relies for sustenance and support on largess and gifts (begging). Some friars are of martial sort, rather like those of the Orient, in that they know weapons and the use of arms. Note that celibacy is a function of the particular religion professed by a friar, so that some might be celibate and others not.

Gentleman: The upper tier of the freeman class especially enfranchised by a grant of armorial bearing (a coat of arms/heraldric device on shield) which only gentlemen and aristocrats may possess. Armorial bearings are recorded and monitored by special office of each state following this convention.

Grand Cleric: A Priest (Full Practitioner) of very strong sort who is above a high priest and typically represents a pantheon on behalf of a state. In the Keltic faith, this station is known as that of Great Druid. Compare *Archpriest*.

Grand Serjeant: Royal (or sovereign) service and surpassing feats of arms by a freeman of any sort will often bring the status and style of Grand Serjeantry. A Grand Serjeant is awarded armorial bearings and arms, armor, and mount suitable for a knight, and is occasionally given special ceremonial duties, such as bearing the flag or weapon of the sovereign. Although the title of Grand Serjeant is not inheritable, the armorial bearings and lands conferred in making the Grand Serjeant can be passed to heirs (and held thereafter by service and/or rent payments), so that the heirs are of the gentry. Compare *Serjeant*.

Great Bard: A Great Bard, *Gwyddorr* in the Keltic tongue, is a bard (q.v.) of very great skill who has made a Vow. All such individuals possess martial skills and abilities in other Heka-producing Areas as well, i.e., *Apotropaism, Astrology, Conjuration, Dweomercræft, Exorcism, Magick*, and so forth. Naturally, not all of the abilities given in the example are necessarily known to a given Great Bard.

Great Noble: Strictly speaking, a Great Noble is a marquis, duke, or prince with considerable land holdings and the power to create lesser nobles, or a palatine count or higher ranked noble (with extensive holdings). Actually, most of the greater aristocracy with title of nobility are treated as and considered as Great Nobles in many states.

Guild Master: Guild Masters are a part of the gentry through their election to office of a craftsmen's (sometimes tradesmen's) guild. They are thus entitled to bear the arms of that guild, although the entitlement ends when they no longer serve office. Heads of very powerful guilds are certainly ranked with the least aristocrats.

Hayward: This office is bestowed upon peasant class individuals by an aristocrat. The duties are principally oversight of the fields of a manor. It conveys a certain amount of status, and the hayward is paid for service.

Healer: Highly dedicated persons with *Herbalism* and *Mysticism* knowledge and skill are typically known as healers. Although not of particularly great social status, these individuals are more concerned with helping than they are with such considerations as rank and precedence. Particularly deeply committed individuals of this sort are holy healers (q.v.).

Hermeturge: An adept (q.v.) (*Alchemy, Astrology*, and *Conjuration*) with abilities of *Divination, Metaphysics*, and *Pantheology* as well. The hermeturge is a highly influential person usually of aristocratic status and office.

Hierophant: When individual priests rise above the abilities of high priest and archpriest (*Priestcræft, Religion, Vow, Apotropaism, Demonology, Divination, Exorcism, Metaphysics, Occultism*, and *Pantheology*) their capacity places them into a special class of ecclesiastics known as hierophants. In some cases, such individuals sit above the archpriests of a pantheon and are the direct link to its deital members. Those who thus become more than human in capabilities—thus becoming Powers, Quasi-Deities, or Demigods—are referred to as Ascended, Ascended Masters, and Eldest Masters (respectively).

High Priest: A priest (*Priestcræft, Religion*, and Vow) who is highly capable, has served exceptionally, and has added abilities in Exorcism and Pantheology (or *Demonology* in the case of one serving Darkness/Evil/the Netherrealms) is usually made a high priest. The status of such individuals depends partly on their pantheon and that of the state they are in, and also there is the consideration of the deity professed by a high priest. Thus, one of a minor entity (Minor, Demigod, or Quasi-God) might be but a class level 5, 6, or 7, while a high priest of a more important deity in the state pantheon would be at least class level 7, more likely 8, and possibly as high as 9th (great nobility). In the druidical hierarchy, a high priest is of the eighth rank, lesser only to the Great Druids, Archdruids, and the Ascendant, the head of all of the Keltic faith.

Holy Healer: A person with *Herbalism, Mysticism, Religion*, and possibly *Priestcræft*, too, although only a Partial Practitioner nonetheless, who has made a Vow to so serve is called a holy healer. Such individuals are rare but greatly respected by most other classes of society. (Compare *Healer* and *Monk*.)

Invocator: Invocators are sometimes called "Great Enchanters." They are Partial Practitioners of *Dweomercræft* and *Magick* with the added abilities of *Conjuration, Divination*, and *Spellsongs* (and not infrequently *Demonology* and *Exorcism* as well). An Invocator of lesser ability serves an organization or a community, while the more able are likely to have a position with a noble or be in state service. The very top individual might have status as a gentleman or lord aside from office.

Jongleur: A person whose profession is to entertain by means of skill and knowledge in *Music, Musical Composition, Poetry/Lyrics*, and *Thespianism* is called a jongleur. Although jongleurs are freemen, their profession might well place them into the peasant class. Typically, a jongleur is from class level 3 to 5, and only the most skilled and famous might attain the gentry (CL 6) on the merits of their profession. Any Heka utilized by such individuals is not connected with the profession—compare *Bard, Minstrel, Skald*, and *Troubadour*.

Knight: The least rank of the aristocratic class (in Æropa and the West in general, and translated thus in most other places now as well, including the Samural class in Nippon), one pledged to provide military service. There are various degrees of knighthood, from that conferred by a noble to knighthood of a royal or imperial order, plus the status of banneret and possibly vavasor (qq.v.). Typically, the conveyance of land, or annual stipend, or both are included with the award, but this is not necessarily so, especially for gentry already in possession of land, lesser orders, etc. As with other styles of the non-hereditary aristocracy, the title of knight and its benefits are not inheritable, but die with its holder. (The land included with the knighthood might not revert to the grantor in rare cases.) It must be noted that knights of certain great orders (as well as bannerets, of course) only can bestow knighthood on others.

Lord: A lord is the least of the middle tier of aristocrats. One always owns land in fief from a Great Noble or the sovereign, and this holding is inheritable by heirs. The holding is at least of *manor* size (typically a manor is 640 acres in extent, has land suitable for cultivation, pasturage, and woodlots, and includes peasant inhabitants and a hamlet—a small community without its own temple), and within it the lord may prescribe Low Justice, collect rents, fees, taxes, etc., and generally do as she or he pleases. Lords may appoint (swear to vassalage to themselves) lesser aristocrats, and possibly grant knighthood. The style of lord falls immediately below baron and ranks above both baronet and vavasor (qq.v.).

Mage: A Full Practitioner (able to channel full Heka) of *Dweomercræft-Magick* combination. Experienced Mages are in demand by wealthy freemen, organiza-

tions, communities, aristocrats, nobles, and states. Thus, a Mage might be of middling SEC Level or of very great status. (More frequently the latter than the former if the person is intelligent and capable!)

Magician: The name is reserved for one unable to fully channel Heka, so a magician is a Partial Practitioner of *Dweomercræft* and *Magick*. Those with few other talents besides serve as "hedge mages" to petty lords, small communities, minor organizations, etc. Others, by using other abilities and adding Heka, frequently become important in fields outside Casting and within as well.

Magister: Magister is the title of those Full Practitioners able to combine *Dweomercræft-Magick* and *Priestcræft-Religion*-Vow so as to command truly exceptional Heka energy. Most have great skill in *Apotropaism, Demonology, Exorcism*, and/or *Pantheology* to augment their knowledge and Heka. Those of principally Mental perspective are sometimes called "mage-priests," while the more Spiritually oriented ones are sometimes referred to as "priest-mages." There are, in fact, "wizard-priests" and "high priest-mages," but such individuals are few! A magister is always of at least gentle status, and most are aristocrats by right and serve in high posts and offices because of their exceptional capacities. (See high priest for an idea of the abilities of a high priest-mage, and see wizard, below, for an idea of the abilities of a wizard-priest.)

Magistrate: Officials of the state with administrative, judicial, or combined authority are titled as magistrates. They serve in free communities and royal lands and in some state offices of import. Local magistrates are of the gentry and have combined administrative and judicial (Low) authority. Magistrates in large communities serve in either one capacity or the other. Such individuals are typically of class level 6 or 7. State (national) magisters are likewise either administrators of judicial officials of the sort who travel and inspect or mete out High Justice. Most state magisters are of the aristocracy, being of level 7.

Magus: A demiurge (q.v.) who has not yet attained superhuman power (and is still a mortal) is known as a magus. Because of their power and abilities, such individuals are of great status. Those who wish to be involved are always of the aristocracy, and might be of highest rank therein.

Medicine Man: Although by no means a term of derision, the appellation "medicine man" applies to a culturally/socially primitive (barbaric) individual with Partial Practice ability only, due to environmental conditions. A medicine man is an individual with *Dweomercræft-Magick, Priestcræft-Religion*-Vow, and some knowledge in one or more of the following: *Alchemy, Astrology, Herbalism, Mysticism*, and *Spellsongs*. Because of peculiarities of a barbaric culture, some arcane knowledge might be possessed by such individuals, so they are sometimes esteemed by gentry or aristocracy, but more for their exotic qualities than for any other reason. Regardless of such individuals' Socio-Economic Class in their native land, obviously foreign, exotic, unusual, and different persons are seldom accorded great rank. As a curiosity, class level equates to a class level of 5 or at best 6, and despite the most exceptional performance, an SEC level above 7 is virtually impossible for individuals of exotic sort, whether medicine man or otherwise.

Mendicant: Simply put, a mendicant is a religious beggar. Whether an individual professing some belief—a hermit, wandering proselytizer, local "holy man," etc.—or a member of an order such as a friar, a mendicant relies upon the generosity and charity of those around him or her for support. While the mendicant head of a community of friars, for example, might be classed with gentry, the individual members of that community are certainly of far lower class level because of their begging and general outlook, along with their orientation towards the peasant class.

Minstrel: While a musician is noted only for music (for good or ill), a minstrel on Ærth is one who not only possesses skill at music but also utilizes the Heka power of Spellsongs to entertain, assist, and so on. Thus, a minstrel is of higher status (middling freeman, typically) and better paid than a mere musician. Minstrels are "hedge bards" to some extent. Compare *Bard, Jongleur, Skald*, and *Troubadour*.

Monk: This name is given to those individuals who are but Partial Practitioners of *Priestcræft* and *Religion* but have nonetheless made a Vow and kept to it (even though unable to channel full Heka as a priest). They are typically secluded in a community of their own sort, where they work to support themselves. Monks do serve others, often without any consideration, of course. Some orders are martial as well. Individuals who go beyond the basic monk status might become officials of an order (cf. abbot and prior) or become holy healers or wisemen (qq.v.). Monks of female sex are nuns. Note that celibacy is not required of all such personas, that being dependent on the particular religion in question. In Socio-Economic terms, monks as a group are of relatively low status, but individuals can be of higher station. As officials of the state or nobles, monks often are of class level 6 or 7. An abbot typically is of the aristocracy, of course.

Mountebank: This appellation is one of derogatory sort which is applied to those of questionable character, cheaters, and swindlers. As such, one known as a mountebank is of very low station indeed, unless there are factors of great significance mitigating against this lack of status. By making use of smatterings of knowledge and skill in many areas, through ruse and impersonation, by deceit and knavery, and possibly using a little Heka to complete their work, typical mountebanks manage to bilk folks out of money for their own riotous living as they travel about. Naturally, one of such character is unable to stay in any one place for long. Mountebanks associate with peddlers, Gypsies, brigands, strolling entertainers, bawds, jongleurs, actors, beggars, strumpets, tinkers, bearwards, masterless individuals, thieves, and their ilk!

Mystagogue: A highly skilled individual steeped not only in *Dweomercræft* and/or *Priestcræft* and/or other complex practices employing great Heka, but also an able educator (*Education*) with great knowledge of diverse subjects. Such an individual instructs advanced pupils, such as those of post-graduate sort, in the greatest complexities of their special knowledge and skill areas. These individuals are encountered usually only in centers of advanced learning and are amongst the most learned and respected figures there.

Mystic: In truth there are many sorts of individuals who are termed mystic. Basically, anyone with knowledge and skill in a few of such abilities as *Astrology, Divination, Fortune Telling, Mediumship, Occultism, Pantheology* and/or *Yoga* is called a mystic if that person professes to be able to foretell events and advise as to what should be done. Thus, a barely competent fortune teller and a powerful seer are both classed as mystics in the mind of most. In terms of status, the mystic is of moderate class at best and not highly rewarded for services. It is quite obvious, then, that this name is shunned by most truly able Heka practitioners, such persons choosing instead to be known by some other appellation. *However, the true mystic, and by this we mean one steeped in* Mysticism, Herbalism, Apotropaism, Yoga, *and the like, is a rare individual indeed, and one who gives credit to the term!*

Necromancer: Although there are many highly negative connotations regarding this term, a necromancer is still a respected (and feared) individual. One with knowledge of *Alchemy, Necromancy*, and *Occultism* qualifies for the appellation, but the most able and powerful are also typically failed Mages (Partial Practitioners) with limited Heka channeling of *Dweomercræft* and *Magick* who, from disappointment or natural bent, have turned towards Darkness. Compare *Demonurgist, Magician*, and *Sorcerer*.

Nethercræfter: One steeped in the knowledge of *Astrology, Conjuration, Demonology*, and *Occultism* as used to invoke the forces of Darkness is referred to as a Nethercræfter. Some necromancers (q.v.) become nethercræfters and vice versa. None are Full Practitioners, but their arcane abilities make them powerful, and they find much employment thus also. Despite wealth and position, most nethercræfters never attain great social status due to their Dark bent and the fear and loathing of normal folk.

Notary: One empowered by local authority, noble office, or sovereign grant to affix a seal on a document so as to make it admissible in the official records or otherwise recognized as actual and true. All sales, transfers, and so forth are

usually notarized, for without such seal the transaction might be questioned. Also, some jurisdictions require by law that notarization be made of all formal transfers, wills, etc. Fees for this service range typically from a BUC or two to a very small percentage of the sum involved. For example, a real estate transfer of 100,000 BUCs sum might have a notary fee of 100 BUCs, i.e., 0.1%, one-tenth of 1 percent. Of course, most notaries also report document notarization to the governmental tax authorities. Because of the mixed nature of this service, there is some stigma attached to the office, so notaries are usually of SEC 5, 6 if they are also lawyers.

Novice: This appellation refers to the learner studying under a Priest, High Priest, etc. or in a pantheon/temple school. All novices study and learn *Priestcræft* and *Religion*, but most fail full Heka channeling and thus cannot become Priests. Those who do not succeed might become friars, monks, etc. or else they might seek another Vocation entirely. In general, the status of a novice depends on class level prior to becoming a novice. Otherwise, these individuals are of low status until becoming Priests.

Ovate: In Keltic lands, a scholar with considerable ability in *Philosophy*, or Poet/Musician or Sage Vocation, along with Law, *Priestcræft-Religion* (Partial Practice), *Spellsongs*, *Combat, Hand and Missile Weapons* K/S Areas. Ovates begin training as aspirant druids, then after completing all studies short of the priesthood devote themselves to other courses of study. All such individuals serve under a Vow (q.v.) and are druidical teachers, noble and royal counsellors, statesmen, ambassadors, etc. There are four grades of active ovates: *Associate Ovate, Ovate, Ovate Master, and Ovate Doctor.*

Peasant: The lowest of the three SEC, a body not eligible for most posts, offices, and privileges. Peasants owe service of uncertain and undetermined nature, in general, and cannot own land or property of real sort unless freed from their status by noble or royal or imperial grant, or through accepted payment for freeman status.

Priest: A Priest is a Full Practitioner with abilities in *Priestcræft-Religion*-Vow. There are many Priests serving various pantheons, and within a given pantheon many dedicated to its various deities. Thus, a given Priest may be of low, middle, or upper freeman status. Some might actually have only peasant class rank. However, only some special post or office would cause any Priest to have status in the aristocracy.

Priestcræfter: A Priest with considerable ability of *Apotropaism* and *Exorcism* is known as a Priestcræfter. Such individuals stand above the common Priest and find great demand for their services and employment in important positions. Typically, a Priestcræfter is of gentry status or non-hereditary aristocracy level.

Prior: A Priest (Full Practitioner) of mendicant sort dedicated to a particular order of a pantheon and serving as head of a community of friars (q.v.). A female prior is a prioress. Compare *Abbot*. A prior is usually of middling status, typically slightly below that of abbot.

Savant: This term is utilized to denote an individual who is a Mage (Full Practitioner), but has knowledge (but not full Heka channeling capacity) in *Priestcræft-Religion*, and abilities in *Demonology, Mysticism*, and *Occultism* as well as a high intellect and broad learning elsewhere. Savants are highly regarded, serve in many positions, and are of class levels 6 and above.

Scribe: Because of need for secretarial assistance, and also due to the lack of ability to read and write not uncommon amongst all classes, individuals with such skill, plus abilities in *Business Administration, Journalism*, and various other Areas, are employed as scribes. In some places, notably Ægypt for instance, scribes are very much utilized and hold offices ranging from middle to upper status, depending on employer, knowledge and skill, and responsibilities. Those scribes holding important posts have a broad range of skills and knowledge, of course.

Serf: A serf is a peasant class individual bound to a particular duty position, typically that of farming, but not necessarily so limited. Serfs receive food, clothing, and shelter from their overlord, but other payment is absolutely optional. There is a difference between a slave and a serf, and that is that of the law. All serfs are entitled to justice (High or Low) under the law of the state, whereas a slave usually has little or no recourse to the law. Although at the bottom of the social scale, individual serfs can be lifted by their overlord, and this occasionally happens, those of hardest working sort being raised to villein (q.v.) status; and occasionally a particularly promising individual might be freed altogether.

Serjeant: A serjeant is a freeman who, through outstanding military ability and service, is granted arms, armor, mount, and attendance upon a nobleman or the royal service. In general, serjeants in military service are nearly indistinguishable from the gentry in all save armorial bearings. In SEC status, they hold land through payment of survive or rent, which can extend to their heirs, so they fall just below the gentleman tier at the top of the middle freeman class. (See also *Grand Serjeant.*)

Shaman: A shaman is a primitive sort of cleric, one lacking Full Practitioner ability, and of unorthodox pantheon outside his or her own state. Otherwise, all that applies to a medicine man (q.v.) is germane to a shaman. Furthermore, the beliefs and practices of shamans often tend toward the Dark, so most are not at all favorably regarded in right-thinking circles.

Skald: Skalds are of Skandian origination, although the Vocational pursuit has now spread elsewhere. A skald is a sort of storyteller and historian, critic and advisor. This work she or he does through employment of *Music, Musical Composition, Poetry/Lyrics*, and *Spellsongs* in addition to knowledge in *Biography/Genealogy, History, Literature*, and *Logic*. Very able skalds might also gain Heka through Partial Practice use of *Dweomercræft-Magick*. Compare *Bard* and *Troubadour*.The particular nature of a skald means that one is either of the common classes or else of the aristocratic sort and in service to some noble.

Socman: Large land tenants with certain payments and considerable honor in their status. Tenancy can be from a noble or the crown, and is such that subtenants can be placed on the land by the socman. Although not a landlord, the socman is generally ranked above the status of a yeoman (q.v.) because of economic condition.

Sorcerer: A sorcerer is one of Dark and Evil nature who is steeped in (Partial Practice) Heka use through employment of *Conjuration, Demonology, Occultism*, and imbued with additional power through a Pact with some force of the Netherrealms. Because of this power, some individuals of this ilk are of great status, even though the state and its majority of inhabitants be of other nature, for sorcerers can be useful tools (or is the case actually the reverse?).

Spellsinger: Although many people may have the knowledge of and skill at the *Spellsongs* K/S Area, a true spellsinger is one who is a mage (Full Practitioner) with *Music, Musical Composition, Poetry/Lyrics*, and *Spellsongs* used in conjunction with *Dweomercræft-Magick* to create Castings of unusual sort and great effect. A spellsinger is of at least gentle rank, and many are above that station. The folk of Kalevala and Finmark produce many exceptional spellsingers because they also have skaldic (q.v.) abilities.

Squire: A gentleman (q.v.) and great landlord (and always that of freehold) with considerable wealth, whose standing is just below that of the aristocracy and in places almost that of a lord, as the squire's holdings are inheritable. It is important to differentiate this appellation from that of esquire (q.v.), a candidate in training for knighthood.

Tenant: Those of tenant appellation are usually peasants of the upper tier, for they contract with a landlord to rent for produce or money the property of the latter. Some freemen are tenants, of course, but such status places one in a questionable position, for it is easy to slip into the peasantry from a tenuous place such as this is.

Thaumaturge: Literally a "wonder worker," the thaumaturge is a Full Practitioner mage with very great skill in *Conjuration*.

Theurgist: The failed Priest and/or Mage (Partial Practitioner *magician*) who has gained knowledge and ability to employ *Astrology, Conjuration, Occultism*, and *Pantheology* in Heka generation, in order to coerce of exact service from spirits and beings of the higher spheres and planes. While lesser sorts of theurgists are of middling status, those with real powers are often quite high in rank due to heritage, post, and/or office.

Troubadour: Always an aristocrat and warrior (knight/cavalier), a troubadour is also one with ability in *Music, Musical Composition, Poetry/Lyrics,* and *Spellsongs*. The name denotes a particular nature, as well—one of high ethos, chivalry, and bravery, with strong opinions and considerable knowledge of *Political Science* and government.

Vavasor: A vavasor is either a knight and a captain of the sovereign's military/naval forces or the chief non-hereditary aristocratic vassal of a hereditary noble. On Ærth, this rank is often fixed as one of the two highest non-inheritable titles (compare *Baronet*). Status of non-crown vavasors is dependent upon the rank of the noble granting this title, so such a vavasor may stand above a baronet or below in precedence; thus, they are generally considered as equal in their tier. One who is also a knight is of higher station, of course, than most lacking such honor.

Villein: One of the better of the middling peasant class, holding land and working it in return for housing and food. A small portion of profits from the yield of the labors of individual villeins is typically given to them by the landlord. As members of the peasant class, villeins are not eligible for many posts or positions, although their station is not a dishonorable one. Villeins must perform labors (and services of uncertain sort), besides the working of the land (and like labor) as well, but they are not bound to the villeinage as is a serf (q.v.) to the land or labor. Lack of agreement between villein and landlord means that the villein is free to (or must) leave the holding of the landlord.

Warlock: A male with *Witchcræft* ability who has also concluded a Pact with the Netherrealms is called a warlock. Although they are of very low regard, sometimes fear forces a certain status recognition.

Wisewoman: Those who get no formal training or else are failed Priestesses (non-Full Practice *Priestcræft-Religion*), who nonetheless make a Vow but do not choose to enter a strict religious calling, are termed as of the Wisewoman Vocation. Along with their named abilities, they utilize *Herbalism, Metaphysics,* and *Mysticism* to help folk and work against the forces of Darkness. In terms of Socio-Economic Class, a wisewoman generally has peasant or freeman status, although some exceptional ones might indeed be of higher station. A male following this course is known as a wiseman.

Witch: A female who embraces the Dark lore of witchcræft and then enhances her Heka power through a Pact with some power of the Netherrealms is called a witch. (Cf. warlock and witchcræfter.)

Witch Doctor: Primitive magicians (Partial Practitioners) with some knowledge and skill in *Apotropaism, Demonology, Exorcism,* and *Spellsongs* are known as witch doctors. By and large, such individuals are very much the foes of witchcræft and Evil. See the comments made regarding a medicine man (q.v.) in questions of status and station.

Witchcræfter: A witch or warlock (qq.v.) with the abilities of *Demonology* and *Occultism*, and possibly *Conjuration*, is termed a witchcræfter. Such persons are much feared and thus have a certain Dark status, but otherwise they are generally shunned, save in those rare states where truck with Darkness is not held in low regard.

Wizard: A Mage (Full Practitioner) with considerable ability in the Areas of *Alchemy, Astrology, Conjuration,* and *Mysticism* is known as a wizard. Wizards are usually highly regarded, sometimes even if associated with the Black College. Those of other sort are always of gentle station or above, and many serve in high office or noble rank.

Woodward: Woodwards are villeins (q.v.) charged by their overlord with the care of woodlands (keeping out swineherders and their pigs, seeing that there is no felling of trees, cultivation, or other poaching of such areas). The status of a woodward is that of the uppermost peasantry in most cases. See also *Hayward.*

Yeoman: A freeman of small land holdings and without substantial income. This is an honorable status, and yeomen can gain rank through their efforts and achievements. No freemen owe service to any overlord save the sovereign or the official of the crown so assigned as deputy, save what they commit themselves to for a fixed period of time.

Appendix M: Authors' Acknowledgements

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"The roads you travel so briskly
lead out of dim antiquity
and you study the past chiefly because
of its bearing on the living present
and its promise for the future"

Taken from the book *Steel Wire in America* by Kenneth B. Lewis
Published by The Wire Association (1952)
Printed by Commonwealth Press

HP Name: _____

Vocation: _____

SEC: _____

Unallocated APs: _____

Current Joss: _____

MYTHUS™

Fantasy Roleplaying Game

CHARACTERISTICS

MENTAL	____	**PHYSICAL**	____	**SPIRITUAL**	____
EL	____	**WL** ___ **CL** ___ **RL** ___		**EL**	____
Mnemonic	____	**Muscular**	____	**Metaphysical**	____
MMCap	____	**PMCap**	____	**SMCap**	____
MMPow	____	**PMPow**	____	**SMPow**	____
MMSpd	____	**PMSpd**	____	**SMSpd**	____
Reasoning	____	**Neural**	____	**Psychic**	____
MRCap	____	**PNCap**	____	**SPCap**	____
MRPow	____	**PNPow**	____	**SPPow**	____
MRSpd	____	**PNSpd**	____	**SPSpd**	____

GENERAL INFORMATION

Physical Description:

Age: _____

Sex: _____

Race: _____

Complexion: _____

Attractiveness: _____

Handedness: _____

Height: _____

Weight: _____

Build: _____

Eyes: _____

Hair: _____

Other: _____

General Personality:

Quirks: _____

Quote: _____

Background:

Birth Date: _____

Birth Place: _____

Birth Rank: _____

Citizenship: _____

Brief Background: _____

Connections: _____

Knowledge and Skills

MENTAL K/S	STEEP
Etiquette/Social Graces	
Native Tongue	
Perception (Mental)	
Trade Language	

PHYSICAL K/S	STEEP
Perception (Physical)	
Riding (or) Boating	

SPIRITUAL K/S	STEEP

Sub-Areas

K/S SUB-AREA	STEEP

K/S SUB-AREA	STEEP

K/S SUB-AREA	STEEP

HAND WEAPONS	Sub-Area	WP	C	S	Type	D Amt.	Reach	BAC	Durability

MISSILE WEAPONS	Sub-Area	WP	T	S	Type	D Amt.	R of F	PB	S	M	L	E

Ultra-Vital Armor	Super-Vital Armor	Vital Armor	Non-Vital Armor

Strike Location	Piercing	Cutting	Blunt	Fire	Chemical	Stunning	Electrical	Magick +/-
Ultra-Vital								
Super-Vital								
Vital								
Non-Vital								
Average								

EQUIPMENT/POSSESSIONS

FINANCES

Net Worth _____

Bank Accounts _____

Cash on Hand _____

DMI _____

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THE K/S AREA DESCRIPTIONS

And here it is - the section that you've all been waiting for! This is the section to consult whenever you have questions about any of the K/S areas or sub-areas. Additional rules for dweomercræfting can be found in the **Mythus Magick** book, but for all the other, less complicated K/S Areas, the full details are given below. Note that it is not necessary, and is probably impossible, to memorize every little rule for every K/S, such as the method by which contests of gambling are resolved. The best thing to do is just to remember which K/S Areas have different rules and to look them up as they are needed.

There are four references (if applicable) listed at the end of each K/S area; they are intended to standardize elements common to many K/S descriptions. If they are not applicable, they will not be listed. These references are as follows:

Cross-feed(s) at #%: Lists the areas fed by the K/S described. Items in parenthesis indicate sub-areas in this section.

Heka Generation: This will be the initial (starting) Heka formula.

STEEP Modifier: This is the formula added to base STEEP, which is the initial amount for the Vocation, as applied to the K/S.

Sub-area gains: Refers to the specific table at the end of this document, listed in Appendix III.

Cross-Feeding of K/S Areas

Obviously, each field of ability is not so exclusive as to bar knowledge or skill from another. For instance, an HP with the *Toxicology*, *Herbalism*, or *Botany* K/S areas would know something about the properties of alchemical poisons; and the *Alchemy* K/S would convey some information regarding *Toxicology*, *Herbalism*, and *Botany* to a lesser extent. Some cross-feeds might be quite broad, but most are narrow and specific. In the example above, you will note the application is quite limited. A persona with *Journalism*, however, would be able to tell much about writings of a creative nature, so that cross-feed would be broad and extend to everything but the actual producing of creative work and what was associated with that process of creation.

In many instances we have allowed the persona to have a sort of spillover STEEP from one K/S to another. The Gamemaster (GM) should feel free to allow cross-feed of STEEP where they deem there is such knowledge or skill. They should also be unconstrained in giving a base STEEP addition where there is, in the GM's opinion, a broader cross-feed of the basics and specifics from field to field.

See the Mythus book, pages 99-100 for each master list of Mental, Physical, and Spiritual K/S Areas.

Mental K/S Area Descriptions

Administration/Bureaucracy: This K/S allows an understanding of small to mid-level bureaucracies and how they work, as well as how to manipulate them to their advantage. It deals with the structure and delegation of authority, as well as the associated administrative levels. This knowledge can help cut some of the red tape typically encountered in a bureaucracy. Unlike *Public Administration*, which can deal with government and large bureaucracies, this K/S is generally useful when dealing with entities like temples, mid-size businesses, and smaller community-related groups. It can be the black marketer's best friend, leading to some interesting, and maybe dangerous, contacts! The lower the bureaucracy level, the easier it is to navigate. Low-level clerks, secretaries, and so on generally require a Moderate roll. The more important an individual or piece of information is, the higher the DR. To cut through a bureaucracy, it is usually necessary to make an Administration roll for each level dealt with.
Cross-feed(s) at 10%: Public Administration
STEEP Modifier: (MMCap + MRCap) * 0.5

Agriculture: This K/S Area covers all manner of activities as shown by the following list of sub-areas:

1. Animal Husbandry
2. Crop Farming
3. Floraculture
4. Horticulture
5. Micoculture
6. Viticulture

Animal husbandry includes the raising, maintenance, and marketing of all manner of small and large livestock. Bird handling (such as falconry), horse breeding and breaking, herding, and just about anything similar is part of animal husbandry.

Crop Farming includes planting, maintenance, storage, and marketing of anything from alfalfa to zucchini squash. The knowledgeable persona can identify diseases, pests, curses, poor soil, etc.

Floraculture covers all manner of ornamental plants, decorative shrubs, and flowers such as orchids, roses, and so on. Growing of herbs is also covered under this heading.

Horticulture pertains principally to the maintenance of orchards or fruit and nut trees, vegetable gardening, tree farming, and the growing and care of most sorts of other plants not otherwise covered herein.

Micoculture is the growing, harvesting, and preparation of various forms of edible mushrooms and fungi. The HP can identify poisonous varieties.

Viticulture is the narrowest of the sub-areas, pertaining to the planting, growing, maintenance, and harvesting of grape vines and grapes. It includes vintning, but to be a skilled wine maker, a persona would have to specialize in viticulture, and this would classify the HP as a vintner. K/S areas such as *Cultured Palate* are also needed to become successful at making and purveying wine!
STEEP Modifier: MMCap
Sub-area gains: Table 1 (Standard)

Apotropaism: This is the science and art of averting Evil and evils by use of incantations, rituals, talismans, charms, signs, marks, gestures, etc. Unlike *Exorcism*, Apotropaism acts before the malign exists in a person, place, or thing, not afterwards (when the evil must be removed). It is a preventative, not curative, ability.

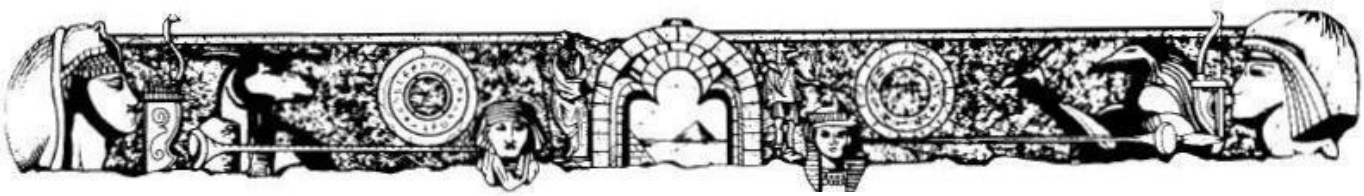
There are certain powers usable by anyone with Apotropaism ability, but these Heka-engendered operations are of such nature as to be progressively more complex and demanding, so that the STEEP of the individual determines which sorts are available. Note, however, that these powers do not require the typical roll versus STEEP— the apotropaist simply expends the Heka required and calls forth the effect. There are nine different Heka-engendered powers whose name, Base STEEP required, and description follow.

Apotropaist Powers

STEEP	Power
11-20	Warding Gesture
21-30	Marking of Safety
31-40	Sign of Aversion
41-50	Item of Determent
51-60	Charm of Protection
61-70	Talisman of Security
71-80	Ritual of Closing
81-90	Incantation for Guardians
91+	Spirit Trap

Warding Gesture: This provides Mental and/or Spiritual Armor against Castings directed at the individual. This simple process is faster than Eyebiting, so that all things being equal, it can be employed before evil Heka can be directed against the apotropaist. For each point of Heka invested in the Warding Gesture, 1 point of either Mental or Spiritual Armor is held by the persona. This protection lasts for 1 CT per STEEP in this K/S Area, or until nullified by the force of any assailing Heka.

Marking of Safety: The apotropaist creates a magickal sigil for warding against hostile evil creatures and spirits. While touching the marking, Personas will be practically invisible to beings intent on harming them, and may be considered hidden from all save a concerted search. In addition, those in contact with the marking will have an effective increase in armor versus Physical attacks equal to the Heka expended by the apotropaist. It lasts for 1 CT per point of STEEP in this K/S Area.



Sign of Aversion: This works as does the Markings of Safety above, except the symbol can also repel hostile spirits which are in less than a Full Physical Manifestation. Such spirits must succeed at a roll versus their Spiritual TRAIT at DR Difficult or be held at bay for a like number of ATs. Even if not repelled, this sign still operates as a Marking of Safety with respect to near-invisibility and Physical armor.

Item of Determent: The apotropaist may take substances with natural repelling powers, charge them with Heka, and use them to avert evil and wicked things entering a place. Using items from beans, rice, or sand to garlic, herbs, and silver, the persona uses them to protect an area and those in it.

Entrances and the space immediately around the person(s) to be protected are guarded by the placement of the substances. Note that all entrances must be protected, or the space immediately around individuals well-fortified, else the power is not valid. The apotropaist charges the substances with Heka, and any malign beings entering are held at bay for as many ATs as there are points of Heka invested in the Casting upon the substance(s). Each point of Mental TRAIT over 100 of an evil thing threatening entry reduces deterrence by 1 AT.

For example, a vampire with an M-TRAIT of 125 is held at bay by grains of rice on the thresholds of doorways and garlic cloves at windows and in the sleeping chamber of the protected individuals. The apotropaist spent 80 points of Heka, expecting to have eight hours safety (80 ATs time), but the vampire is too clever, so 25 ATs time is nullified by the Mental force of the malign creature. Unless the night is very short, the sleeping individuals will be in big trouble, for the vampire has reduced time of safety by two and one-half hours due to its mental power.

Charm of Protection: This power utilizes a Rune of Power to bring into effect a potent personal shield which seeks to negate Mental and/or Spiritual links directed at the apotropaist. The Charm will nullify 1 point of Heka for each 1 point invested by the persona.

For example, a beast attempting to forge a link with an apotropaist who has activated such protection with an investment of 25 points of Heka (or to another persona the Apotropaist so protected) would subtract a like number of points from the initial amount used to forge the link. Any Heka in excess of that figure would then be applied toward the link.

Talisman of Security: This allows the apotropaist to create an area which absorbs Physical damage within up to a 15-foot radius of his or her person. The radius may range in size from three feet to the 15-foot maximum. This protection applies to all of the caster's associates as well, as long as they remain within the radius. For each point of Heka applied by the apotropaist, 1 point of Physical damage will be absorbed.

Ritual of Enclosing: This power is invoked through a Ritual that holds a hostile spirit within its confines, rendering its Mental and Spiritual attacks useless for a number of CTs equal to the Heka spent by the apotropaist, minus the spirit's TRAIT score. This gives the apotropaist or associates a chance to prepare for combat, attempt an abjuration, or at least get a head start in getting away!

Incantation for Guardians: With the use of this power, the apotropaist is able to summon 1D3+1 beneficent spirit guardians to defend the caster and associates. It requires three ATs to complete this incantation. Summoned guardian spirits will have Mental and Spiritual TRAITS equal to the apotropaist for purposes of Mental and/or Spiritual combat. Note that these spirits are Non-Material Manifestations, and therefore have no Physical TRAIT. They will stay on duty for as many ATs as the caster has points of STEEP in this K/S Area

Spirit Trap: The apotropaist using this Casting-like power is able to create a permanent spirit trap from any mundane container by tracing a series of runes and sigils upon the inside surface of the object. For more information on spirit traps, see the Mythus Magick book.

Castings: In addition to the powers above, HPs have various warding and protective Castings at their disposal. The Casting Grade available depends on STEEP, as shown on the Apotropaist Castings table.
Cross-feed(s) at 10%: Exorcism
Heka Generation: STEEP + ((MMCap + MRCap) x 0.5)
STEEP Modifier: (MMCap + MRCap) * 0.5

Apotropaist Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Appraisal: This K/S Area is one which is tailored by the GM to fit the persona's occupation/profession. Appraisal covers such things as:

1. Animals
2. Artworks
3. Buildings
4. China/Pottery
5. Crystal/Glasswork
6. Furs
7. Garments/Cloth/Fabrics
8. General Goods/Workmanship
9. Gold/Precious Metals
10. Handicrafts
11. Jewelry/Gems/Precious Stones
12. Land
13. Rugs & Tapestries
14. Woodworks & Furniture

Having the *Rarities* K/S allows a high degree of broad Appraisal ability. Trying to appraise something outside of what the GM determines is one's general range of knowledge will warrant a higher DR for the roll.
Cross-feed(s) at 10%: Gemology, Rarities
STEEP Modifier: MRCap
Sub-area gains: Table 2

Architecture: The HP with this K/S area knows the art of designing buildings from ancient times, through the ages, and to the current mode of style and architecture. She or he is able to plan, draft, and oversee the construction of buildings—houses, offices, factories, warehouses, hostels, etc. It may not seem that rolls against this K/S will be common during the game. It is noteworthy, however, to consider the practical applications of this K/S with respect to the location of some hidden place in a building, for instance.
Cross-feed(s) at 10%: Fortification & Siegecraft
STEEP Modifier: MMCap

Astronomy: This field of K/S covers knowledge of the positioning and movements of the visible planets. HPs with this Area will be familiar with the geography of the moon and have information on the relative sizes and physical descriptions of the planets, as well as which planets, stars, and constellations are visible at certain times of the year. They can use this knowledge to predict seasons, tides, eclipses, etc.
Cross-feed(s) at 10%: Navigation
Heka Generation: STEEP + MMCap (applies to *Astrology* only)
STEEP Modifier: MMCap

Biography/Genealogy: These fields pertain to life histories of people of note and the various lineages of families and individuals of importance. The HP with such knowledge can determine the back ground of an individual and trace the individual's family as to origin, actions, etc. This is particularly important in this milieu due to Socio-economic Class, the granting of Armorial Bearings, use in poems and ballads and the like, and for use in Castings (the more known about a subject the more ability the caster has to succeed).
STEEP Modifier: MMCap

Biology: This Area assumes that the HP is informed in all areas of the study of living things, from single-celled creatures to humans and

humanoids. It assumes bio-ecological knowledge as well. The HP with this K/S will know entomology, herpetology, and even a fair amount of marine biology. Thus, dangerous and poisonous creatures will be known to the astute biologist.
Cross-feed(s) at 10%: Nature Attunement (Natural Cycles)
STEEP Modifier: MMCap

Botany: While the biologist is principally concerned with animal life, the botanist is chiefly concerned with flora. This K/S assumes knowledge of all sorts of vegetation, including fungi. While not attuned to *Herbalism*, the botanist will have some knowledge of the curative types of plants and know the harmful ones and which poisons can be extracted from them.
Cross-feed(s) at 10%: Agriculture, Herbalism, and Nature Attunement (Growing Things).
STEEP Modifier: MMCap

Business Administration: The persona is knowledgeable with regard to the administrative aspects of running of a large or small business. This K/S assumes at least basic knowledge of accounting, taxes, business law, banking, management, marketing, and other related fields. HPs with good STEEP levels in this K/S will be able to maximize the efficiency and money-making power of a business, deal with other companies in a professional manner, and find through research the current financial health of just about any corporation. Anyone with a business (other than a craft or trade) must have this K/S to be sure of keeping it going.
STEEP Modifier: (MMCap + MRCap) * 0.5

Chemistry: This field deals with the nature and properties of base elements as well as complex mixtures and formulas. The HP could run chemical analyses, make acids, and create chemical mixtures and compounds. The HP will also be familiar with current research trends in chemistry (such as that for drugs, cures, and rarities with other applications) and might be able to reproduce certain substances that may be frowned on by the local government, such as poisons, etc. The HP might even be able to invent whole new items using this K/S, though the typical DR for even a minor invention would probably range from Very Difficult to Extreme, and would involve months of research, experimentation, and lots of money! The quality of the HP's laboratory, the time and materials available, and the importance of the discovery will all serve to modify a Chemistry DR. Note that chemical formulations which would normally create explosives will not work in this milieu.
Cross-feed(s) at 10%: Alchemy, Toxicology
Heka Generation: None
STEEP Modifier: MMCap
Sub-area gains: None

Criminal Activities: Mental: The following sub-areas are available, including the knowledge and the ability to perform them:

1. Blackmail
2. Bribery
3. Confidence Games
4. Counterfeiting
5. Embezzling
6. Extortion
7. Fencing Goods
8. Forgery
9. Fraud
10. Gambling Operations
11. Misappropriation
12. Money Laundering
13. Racketeering
14. Vice

Generally, a single roll will be enough to spot such activity or to keep one of the above operations running unnoticed by authorities for a month or so. Rolls are made using the STEEP of the leader and/or the average STEEP of the operation's most important participants. When such a roll fails, it means that something has been missed or information leaked and an investigation is imminent. Further rolls, depending on the situation, may allow the personas to locate activity or escape prosecution, or even contain the damage and continue the operation or start over elsewhere.
Cross-feed(s) at 10%: Criminology, Espionage, Street-wise, and Surveillance/Security.
STEEP Modifier: MMCap
Sub-area gains: Table 2

Criminology: For game purposes, this K/S is the opposite of Criminal Activities, Mental. It can be used for gaining leads in a case, finding out information regarding the background of a suspect, and predicting a criminal's next move. HPs with this K/S Area may learn that something smelly is afoot when an EP fails a Criminal Activities, Mental roll, and they may even learn how to obtain damning evidence against the EP by matching their Criminology STEEP vs. the EP's Criminal Activities, Mental STEEP. Needless to say, using this K/S requires a lot of footwork, and the actual act of rolling against it should never replace the process of research and adventure by an HP. The sole purpose of the Criminology K/S is to help an HP be in the right place at the right time to gain certain articles of important information, just as the Criminal Activities, Mental K/S helps the baddies keep that info from getting to the authorities in the first place. It is possible for an HP to track down and destroy an illegal operation with no successful rolls, but it is a lot harder!
Cross-feed(s) at 10%: Criminal Activities: Mental
STEEP Modifier: MRCap

Cryptography: This is the art of making and breaking codes of various sorts. All that can really be said here is that the higher the STEEP, the better you are at it! The DR of attempts to decode is based upon the maker's STEEP, as the Code Quality table illustrates.

Code Quality

Code-Maker's STEEP	Base DR to Decode
1-15	Easy
16-30	Moderate
31-35	Hard
36-40	Difficult
41-45	Very Difficult
46 +	Extreme

It is not necessary to directly match the coder's STEEP against that of the code-breaker, because the table takes that sort of a struggle into account. The DRs on the table assume that the code breaker has some clue as to how the code works; if not, increase the ratings by two. Note that this would make solving codes created by those with STEEP 41+ impossible! One check per day is possible.
Cross-feed(s) at 10%: Mathematics
STEEP Modifier: (MMCap + MRCap) * 0.5

Current Events: Unlike in many other "modern" genres, current events knowledge in the Mythus game relies on a relatively modest amount of written information and a lot of word of mouth. Sources of this data include the following: broadsides, handbills, posters, newsletters, letters, criers, gossip, rumors, stories, and tales. Naturally, much of this knowledge is gained through socialization, listening, and so forth, so illiterate individuals can still have STEEP of 50 in this K/S Area! The timeliness of information is likely to be a bit retarded, save where Heka-enabled sources of knowledge are concerned. Thus the average currency of data is summarized in the Current Event Datedness table.

Current Event Datedness

Origin	Datedness
Immediate locale (up to city)	1 to 23 hours old
Locale's environs (county-like)	1 to 6 days old
Regional (and removed)	7 to 13 days old
National (and removed)	2 to 4 weeks old
Adjoining state	5 to 7 weeks old
Continental (and removed)	1 to 3 months old
Overseas/more than 1,000 miles	2 to 12 months old
Extremely remote location	1 to 2 years old

Cross-feed(s) at 10%: Biography/Genealogy
STEEP Modifier: (MMPow + MRPow) * 0.5

Deception: This K/S applies to governments, organizations, groups, and individuals. The ability enables an HP to use deception to mislead and/or cover the actual facts and make some other explanation plausible to the deceived. It can apply to events— what happened in the past, what is occurring now, what will happen in the future. It can be used with respect to a person—the identity of the individual, the person's origins, beliefs, motives, thoughts, purposes, goals, ethics, morals, or anything else. Although difficult to accomplish, deception can be used to make one place seem like another, with more extensive spaces being more progressively difficult to handle in this regard. A thing can also be the subject of deception, the object altered or placed so as to deceive a person or persons, of course. Information is a good example of the use of the K/S in this regard. Lies, propaganda, misinformation, and misleading data can be employed to deceive.

When using this K/S, the player will describe a scheme to the GM, who will then assign a DR based on the complexity of the scheme and the intelligence/resources of the person(s) to be deceived. One roll will be roughly sufficient for a short, quick attempt—one that will probably take no more than a day or two to resolve. Longer projects will require multiple rolls, perhaps a few made in direct contest with opposing *Criminology* K/S Areas or MR CATEGORIES. Remember, however, that direct contests should be reserved for such times as when the victims already know that something's afoot and are looking out for it.

Additionally, personas possessing Deception may double their effective STEEP in one of the below-listed K/S Areas for one roll by making a successful roll against Deception beforehand. A player doing so should explain what deceiving scheme the HP intends to use to make the second plan easier; then, if the roll is successful, the HP should receive the bonus. If, however, the Deception roll fails, then additional attention will be drawn to the other effort, and the STEEP for that roll will be halved. The following K/S Areas are covered: *Criminal Activity: Mental*; *Espionage*; *Law*; *Military Science*; *Political Science*; *Disguise*; *Escape*; *Criminal Activity: Physical*; *Legerdemain*; and *Police Work*.

Finally, this K/S might be useful for detecting deceptions as well.

Here's an example of how the Deception K/S might be used. Ariadne wants to use her *Criminal Activities: Mental (Fencing)* K/S to organize a network of fences to handle rare items. She has a STEEP of 52 with that K/S, but the GM tells her that she would have to make a roll against DR Difficult to build the network under the current conditions. To make it easier to get away with, Ariadne comes up with another scheme to allow movement of the stolen goods from one place to the next by buying space in legitimate merchant caravans. This scheme, which uses the Deception K/S, is assigned a DR of Moderate, and if Ariadne succeeds in it then she will have an effective STEEP of 104 with which to roll for the fencing operation itself! If, however, she fails the Deception roll, she will only have an effective STEEP of 26 with which to roll against her *Criminal Activities: Mental (Fencing)* sub-area and the authorities might already be on to her besides!
Cross-feed(s): Special (See text)
STEEP Modifier: MRCap

Demonology: Because this milieu is one pervaded by Heka and Hekau (a collective term for powerful Heka and its use), the definition of Demonology typical of all other milieus must be expanded. The usual (Earth) definition will be given first and then the changes applicable to this milieu are added. Note that when in some other frame of reality, the definition of this area will be that of such place.

The standard definition of this K/S is the understanding of the nature and activities of demons—powerful and malevolent spirits which control and/or work with the ranks of the Accursed enemies. Low levels of STEEP points will indicate a persona is well-versed in traditional lore concerning demons, but higher levels allow the scholar knowledge regarding the truths behind the legends and mythology concerning evil spirits and their physical existence "elsewhere." It is possible to discover the name of a demon for conjuration purposes through this K/S, though doing so will likely be at a very high DR unless the persona is in possession of the proper grimoires (see the **Mythus Magick** book). Heroic Personas are advised to beware when working with this K/S, for demons aren't fond of mortals who know too much about them.

The broader study of Demonology applicable in the Ærth milieu includes all those who deal with, serve, and make compact (Pact) with Evil. Thus, an individual with this K/S will have knowledge of demonurgists, necromancers, nethercræfters, shamans, sorcerers, warlocks, witchcræfters, and witches. The individual will know about their characteristics, familiars, limitations, needs, paraphernalia powers, etc. The demonologist will know the principles of (but not thereby be enabled to perform) *Exorcism* and will also have information regarding Pacts with Darkness and the Conjurations used by those serving the Netherrealms operate.

Amongst the many sorts of creatures and beings dwelling in the Netherrealms are the following:

Cacodaemons	Devils	Hags
Cacodemons	Dracos	Imps
Daemons	Dreggals	Maslvis
Demodands	Dumalduns	Monsters
Demons	Fiends	Serpents
Demonkin	Ghasts	Vampires (Supernatural)

This listing shows the major races found in the Nether plane, the plane of Pandemonium and its associated spheres, and the Abyssal plane.

Through the pursuit of the study of demonology an individual learns the conjuring/summoning names of the more powerful of the ones who dwell in the lower planes. With each point of STEEP acquired, the persona has a chance of learning name information. Thus, when initial STEEP of 5 points is acquired, the persona will have a 5% chance of having learned the name of five such inhabitants. When a sixth point of STEEP is added the individual will have a 6% chance of learning one more such name, etc. There is a potential to learn over a hundred names thus, although in practice the total of conjuring/summoning names learned through demonology will be somewhere in the range of 30 plus for a persona with a STEEP of 90. Whenever a name might be learned, the player rolls D% to discover if one such name has been learned. If the player succeeds in the roll, the Heroic Persona learns a name, and another pair of D% rolls must be made one the Named Netherbeing table to discover the ranking of the one whose name is known and if the HP has also learned that one's Truename.

Named Netherbeing

D%	Rank Of Netherbeing	Probability
01-50	Minor	10%
51-75	Medial	7%
76-90	Major	5%
91-99	Greater being	2%
00	Entital being	1%

It must be made clear that each and every intelligent dweller in the lower planes will have no fewer than three names: a common name, a conjuring/summoning name, and a Truename. Medial rank Nether-dwellers will have six names, those of greater status nine, major beings will possess at least 13 names, and entital ones will have a minimum of 18 names. Note also that a major being's Truename is of two distinct name portions, and entital beings have a three-portion Truename. It is thus impossible for anyone to learn the total Truename of a major or entital being from the mere pursuit of demonology. For instance, the greater demon referred to commonly as Baphomet might have a conjuring/summoning name such as Bahamut, the name Behemoth for another reason, several other different names, and a two-portion Truename which is entirely dissimilar from all of his other 12 names!

The demonologist will also know that there are approximately the following ratios of dwellers in the lower planes:

1,000,000 minor ones for every
10,000 medial ones for every
100 greater ones for every
10 major beings for every
1 entital being.

From the above it should be plain that there are not many beings of entital sort. If there were, say, 1,000, there would be about 10,000 major beings, and one billion (1,000,000,000) minor types (even your GM might not have a complete census on the Netherrealms, however!). Note also that in the ranks of minor dwellers are many creatures of bestial and animal-form sort. There are also the spirits of the evil dead not of minor status, and countless things of unintelligent sort.

With that said, it becomes apparent how deeply the persona must delve to obtain information, and how astute one must be to learn a conjuring/summoning name from the morass of information dealing with Darkness and the host of malign dwellers therein.

Demonology is the activating force in the study of sorcery. The would-be sorcerer must learn the name of at least one intelligent dweller in the lower planes in order to conclude a Pact (Consult *Sorcery* and Pacts for details.) In other respects Demonology is not necessarily an Area of learning connected with those of evil nature or intent. In fact it can be used against the malign and evil.

Cross-feed(s) at 10%: Conjuration, Exorcism
Heka Generation: STEEP + MMCap
STEEP Modifier: MMCap

Domestic Arts & Sciences: This K/S Area two distinct approaches; the persona must specify which approach is desired for each sub-area. The two approaches are personal and commercial. Personal provides for individual, household, and small (family) group applications. The commercial approach applies to business applications like institutional cooking or restaurants, profession design, and so forth. Thus, although there are only four sub-areas, they effectively consist of eight. These are:

1. Cooking & Nutrition
2. Household Management
3. Interior Design/Decoration
4. Sewing & Tailoring

Note that a persona properly maintaining a large household would have all four, as would an innkeeper, for instance. A chef would have Cooking & Nutrition and Household (in this case the kitchen) Management. A clothing designer would have Sewing & Tailoring, along with other K/S Areas such as Drawing & Painting.

A persona with this K/S Area attempting to impersonate a butler or maid would have a good idea of the duties required. Estimation of the amount of time and/or materials required to restore or redecorate the interior of a building is likewise covered by this Knowledge/Skill.

Cross-feed(s) at 10%: (Cooking & Nutrition) to Cultured Palate
STEEP Modifier: (MMCap + MRCap) * 0.5
Sub-area gains: Table 1 (Standard)

Dweomercræft: This is the knowledge (and art) of the Laws of Magick and Castings. Essentially, it is the use of Preternatural, Supernatural, and/or Entital forces to influence events on Ærth and elsewhere.

This K/S consists of six (6) distinct Schools – General, Black, White, Green, Elemental, and Gray. Each School is a separate K/S area in and of itself. The General School is normally considered a base for the other schools. Think of General as junior college; the others are specialized Universities. Each School has its own set of Castings. To understand and be able to use a given Casting, an individual must have the requisite STEEP for the Grade of Archetypical Casting, given in Chapter 12.

Only a persona whose Vocation is Dweomercræfter is assumed to have gone to a college (or to have been trained by a great mage or more able full practitioner) and thus have had opportunity to learn a specialized School of Magick (Black, Elemental, Gray, Green, or White). They will start with both General Dweomercræft and one of the Schools as a free election, both at Vocational starting STEEP values.

Any other persona having Dweomercræft and *Magick*, whether Full or Partial Practitioner, will have only the General School available. In order to gain a specialized School, a bonus or otherwise acquired K/S area must be used to learn that School. A non-dweomercræfter, such as the Alchemist or Apothecary, who start with a specialized school, must acquire General Dweomercræft separately to gain access to the general castings – the General school is not a freebie!

An HP expecting to be able to utilize this K/S Area in conjunction with the *Magick* K/S Area so as to have Full Practice (and be known as a Mage) must have a Mental TRAIT score of 101 or higher. Only after this K/S and that for *Magick* are recorded, however, can the ability for Full Practice be determined. This is done by making a DR Hard roll against MMCap. Failure means that the HP is unable to fully channel Heka and can't be a Mage, but is a Partial Practitioner.

If the Heroic Persona hopes to be a Mage-Priest with Full Practice in both Dweomercræft and *Priestcræft*, the HP must have a Mental TRAIT score of 101 or more points and a Spiritual TRAIT of 91 or more points. After applicable K/S Areas are irrevocably recorded, the same DR Hard check as noted above must be made to determine if Full Practice is possible. However, the roll in this case is made against the lower of MMCap or SMCap, so the chance might be slightly worse. Failure means that the individual has only Partial Practice and does not have the full Heka of the Mage. See also the description of *Priestcræft*.

The HP has one School as their primary. A true Dweomercræfter (White, Black, etc.) will have the Vocational School as their primary by default. No other School's STEEP can exceed that primary School's STEEP score, although they may be equal. If the created persona has more than one School, the primary will automatically be the School with the highest starting STEEP. If more than one School has the same (highest) STEEP the player must indicate which will be the primary.

A true Dweomercraefter has a special benefit when it comes to their primary school. Any time they gain STEEP in their primary school, their General School also goes up by that same amount – in other words, their General STEEP always matches their primary School STEEP.

STEEP in Dweomercræft is reckoned by School. STEEP is parallel, so that possessing 50 points in the primary, 40 in another and 30 in a third School means that the persona's effective Dweomercræft STEEP is 50, and in the other Schools the persona has access to such Castings as are known to those of that School with 40 and 30 STEEP, respectively. Put another way, the Schools must be acquired by purchase of STEEP with Accomplishment Points, and such purchase will not generate full Heka or improve the overall mage ability except where such acquisition exceeds the highest Dweomercraeft STEEP otherwise.

If STEEP in *Magick* is lower than their primary School STEEP, the lesser value is used when calculating Heka. See Appendix I for more information, as well as for examples of STEEP and Heka generation.

Basically, you should forget whatever you've read almost anywhere else in the **Dangerous Journeys** system, such as **Unhallowed**, about this K/S Area. We are in a milieu which is Heka-active, and that changes nearly everything which is true in places where such force is not as strong. Dweomercræft learned elsewhere is useful only to the extent that portions of it are translatable, so that such knowledge gives a persona a base of STEEP and the ability to relearn the "truth" as it applies herein.

The Casting Grade available to non-mage personas depends on their STEEP in the School, as shown on the Non-Mage Castings table. Note that Full Practitioners have a casting grade DR bonus of one (1) step.

Non-Mage Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Heka Generation: Special (See Appendix I and V)
STEEP Modifier: MMCap

Ecology/Nature Science: This K/S confers upon its possessor a certain amount of knowledge regarding the environment and how it is affected by both natural and artificial conditions. A successful roll against this K/S will allow one to notice something odd or out of place in nature and determine what could be causing it as well as how to remedy the

situation. This K/S also assumes a knowledge of various environmental issues as well as who, when, and what is involved with each.
Cross-feed(s) at 10%: Nature Attunement
Heka Generation: STEEP (only for Wisemen and Wisewomen)
STEEP Modifier: MMCap

Economics/Finance/Investing: This K/S grants some knowledge in the way money works. Such an HP will understand national and international currency, and know how to profit from investing or trading it. The current and typical financial rates of return will also be known. Naturally, one skilled in this Area will probably know financiers, bankers, etc. The four available sub-areas are:

1. Economics
2. Finance
3. Investing
4. Mercantilism

Note that the sub-areas are different here, because the fourth one has sub-categories, each of which counts as a sub-area. Thus, the persona can never know all the sub-areas of this K/S.

Economics: The ability to understand/employ the function and flow of currency, supply and demand, tariffs and taxation, and state/regional product.

Finance: The ability to understand/employ banking (including costs and interest), loans, instruments of debt/credit, create shares and/or bonds, sell equity, and secure capital.

Investing: The ability to understand and employ cash flow, return on investment, return on equity, exchange rates, mortgage and debenture bonds, common and preferred stock, warrants, options, commodity trading, etc. This doesn't guarantee a sound investment, but the degree of risk (DR) will usually be known with a successful roll.

Mercantilism: The ability to understand/employ the marketing principles contained in this general area to a specific sort of goods. It includes acquisition and purchase, importing/exporting, warehousing sale, distribution, and so forth. Once this sub-area is gained, the individual gets one sub-category hereunder for every 15 STEEP points possessed in the sub-area. There are many sub-categories of this ability. The sorts of goods considered include: armor & weapons, hides and leather, metals, cooking oil, pottery, salt, silk, spices, textiles, timber, wine, and wool. There are many other sorts, in fact, and in this regard the sub-categories of this sub-area are nearly endless.
STEEP Modifier: (MMCap + MRCap) * 0.5
Sub-area gains: Table 1 (Standard) and special for Mercantilism, see text

Education: This K/S deals with the education and training of people, including practice and study. Personas with this ability can teach other individuals the basics of one or more other K/S Areas, providing that they themselves possess at a STEEP above 25. Such personas might be able to rapidly teach willing people, explain things clearly, find the salient parts of written works, and so forth.

The K/S may involve working with groups of students or apprentices, and the educator may concurrently train one person for every 20 STEEP points possessed when training involves a Heka-using K/S, or one person per 2 STEEP points otherwise.

The relative amount of information a persona may teach to others is limited by the teacher's STEEP in the desired K/S. Students or apprentices of the persona with this K/S may never gain a STEEP score greater than that of the persona, unless other instructors are involved, or subsequent independent training is undertaken.

The single most important feature for the Heroic Persona, however, is self-teaching. For each 5 points of STEEP in Education, a persona is able to reduce required learning time for acquisition of STEEP in other K/S Areas by 1%. Thus, a STEEP of 50 points in Education means a 10% reduction in learning time elsewhere, which can be very useful.
STEEP Modifier: (MMCap + MRCap) * 0.5

Engineering: This K/S gives knowledge of mining, construction, dam building, and machinery, as well as how to design, inspect, and repair them. Such machines include vehicles, mills, and pumps, as well as factory machines, printing presses and the like. An HP with this K/S can both diagnose and repair problems, or even design and build such a device from scratch (at a high DR). The DR will have a great deal to do with the available resources. One roll should allow the HP to have a pretty good idea of how the project will succeed and, if malfunctioning, what the problem could be. If building or working on a project, one roll should cover from a day's work to a week's, depending on the complexity and difficulty involved. The sub-areas herein are:

1. Civil: Bridges
2. Civil: Municipal
3. Civil: Roads and Highways
4. Hydraulic: Dams
5. Hydraulic: Other
6. Mechanical
7. Mining

Civil, Bridges: The ability to plan and oversee the building of bridges, from rope suspension to arches and even cantilevered ones.

Civil, Municipal: The ability to plan and oversee the building of communities, including the street layout, municipal structures, plazas and fountains, aqueducts, and sewers.

Civil, Roads & Highways: The ability to plan and oversee the building of thorough fares across the countryside, including various sorts of terrain that must be traversed such as rough, marshy, etc.

Hydraulic, Dams: The ability to plan and oversee the building of dams and reservoirs.

Hydraulic, Other: The ability to plan and oversee the building of canals, locks, and spillways as well as dealing with navigable waterways such as rivers.

Mechanical: The ability to plan and oversee the building of various mechanical devices and engines to move objects, mills, and so forth.

Mining: The ability to plan and oversee the excavation of open pit and tunnels/shafts, whether for the extraction of ore or the like or some other purpose. Note that the latter ability is subsumed in the Physical K/S Area, *Mines & Mining*.

The GM may add other specific sub-areas suitable to their campaign.
STEEP Modifier: Fortification & Siegecraft
Sub-area gains: Table 6

Engineering: **Military**: This K/S covers activities such as modifying, siting and building fortresses, bridges, roads, dumps, bases, and camps. One roll allows the HP to figure out how to accomplish one small task, such as siting a camp, or part of a big one, such as altering the course of a river or draining a swamp. It also assumes the knowledge to build, detect, and disarm (non-magickal) indoor and outdoor traps, as well as how to construct simple shelters, towers, siege engines, stone throwers, and the like using only trees and small hand tools, similar to *Fortification & Siegecraft*. A single roll usually suffices for those tasks. The table of Outdoor Trap Damage lists some sample outdoor traps which can be built by the use of this K/S, as well as how much damage they can do. Note that armor provides no protection against impact damage, and that all such damage should be multiplied by a 1D3 (not 1D6) Exposure Roll. Stunning damage, however, uses a normal 1D6 roll, and Piercing damage should be rolled on the Strike Location Table. See the Combat chapter for more.
Cross-feed(s) at 10%: Fortification & Siegecraft
STEEP Modifier: (MMCap + MRCap) * 0.5

Outdoor Trap Damage

Trap Type	Damage Type	Damage Amount
Deadfall	Impact	8D6+8
Deadfall	Piercing	4D6 + 1D6 per stake or spike
Pit	Impact	As per falling. (See Chap. 12)
Pit	Piercing	+1D6 per stake or spike
Snare	Stunning	3D6 + trapped unless a "Hard" PM roll is passed.
Spring/Swing	Piercing	2D6 + 2D6/spike.

Espionage: This K/S provides for a wide array of skills that any spy will find indispensable. Other K/S Areas, such as *Criminal Activities* (both Physical and Mental), *Military Engineering*, and the like, will also prove to be very handy. The following Sub-areas are included:

1. Gathering Information
2. Clandestine Meetings

3. Border Crossing
4. Smuggling
5. Recruiting Agents/Informants
6. Object Concealment

For die rolls, sub-areas 1 thru 5 function like *Criminal Activities: Mental* operations. Sub-area 6 applies to a specific attempt to conceal an object. An object can be as large as can be easily carried.
STEEP Modifier: (MMCap + MRCap) * 0.5
Sub-area gains: Table 1 (Standard)

Etiquette & Social Graces: This ability conveys a multitude of small things which identify an individual as coming from a certain nationality and/or SEC. Some examples of things covered by this K/S are table manners, mode and rate of speech & vocabulary, dress, hair style, casual interests, political & social awareness, breadth & depth of experiences (such as acquaintances & travel), etc. Rolls against this K/S may prove important when you are trying to impress an OP, dupe an EP, or fit in with a certain crowd. Class distinctions are sharp and SEC is often crucial.
Cross-feed(s) at 10%: Judgment (Background)
STEEP Modifier: MMCap

Foreign Language: This K/S allows an HP to read, write (if applicable), and speak one (or possibly more) foreign language(s) of the player's choice, at a level of proficiency comparable to the persona's STEEP.

Each language is a separate K/S area. Rolls against this K/S may be necessary to carry on a conversation in the language and/or read it under difficult conditions. Gaining STEEP points indicates more than a broader vocabulary and improved grammar; it includes an improved accent, increasing ability to use idiomatic forms, understanding of slang terms, and even mimicry of native accents and minor dialects.

This K/S also includes non-human or non-Ærth languages, such as the tongues of Phæree. A language such as Fair Speech or Gnomish, for example, might come in handy for translation of writings, in chance encounters, or when outside human surroundings. Readers should note that all intelligent denizens of Phæree speak one (or more) of three tongues. Faeries speak Fair Speech, Borderers use the Hobgoblin tongue, and Goblins have Goblintalk. Knowing these languages usually enables one to speak with any Phæree being.

Ærth's languages have many interrelated groups, and knowing one might automatically give an HP STEEP in one or more other languages. Because of the assumed unfamiliarity of the reader with the language groups of Ærth, we have provided a Language Interrelationships table in Appendix IV. Note that some languages have many related tongues, thus providing STEEP in several languages to an HP. For example, having 40 STEEP points in Khazirian endows a Heroic Persona with 10 STEEP points in Turkic Sumerian (25% relationship) and 4 STEEP points in each of the Farsi, Greek, Phoenician, and Slavic languages (10% relationship to each).

Obviously, some languages are much more generally useful than others. Don't let this fool you into neglecting less broadly based tongues, for who can tell when the HP will need to know one of them!
STEEP Modifier: MMCap

Fortification & Siegecraft: This is the study of the construction and use of fortifications of all sorts, the knowledge of how to assault and/or destroy such fortifications, and the tools and weapons used specifically to build, defend, attack, and damage such constructions. It includes the following sub-areas:

1. Besieging
2. Escalade attack
3. Sapping
4. Siege Engines: Missile
5. Siege Engines: Proximate
6. Siting and Construction

Besieging: The ability to plan and construct a fortified encampment and draw siege lines to invest the enemy stronghold. Included hereunder are the destruction of water defenses and supply and the prevention of supplies/defenders reaching the invested fortification.

Escalade Attack: The ability to direct the assault of a stronghold so that the attacking force is able to scale its fortifications and gain the interior of the place. This is typically done by filling in ditches and moats and then using towers and ladders to attain walls.

Sapping: The ability to direct the destruction of the base of walls and other fortifications by sappers, the digging of tunnels by miners to undermine fortifications (then fill the space with combustibles to be burned) and cause the collapse of the fortification, and the use of counter shafts and/or tunnels to prevent undermining of fortifications.

Siege Engines: Proximate: The ability to construct and employ the devices used to assault or protect fortifications. These include ladders, rams, siege towers, and the like.

Siege Engines: Missile: The ability to construct and use devices that discharge missiles and other substances to assault fortifications, devices, and defenders/operators or the besiegers and their devices and fortifications. Such engines include the ballista, catapult, etc.

Siting & Construction: The ability to select the best location and plan and construct the fortification thereon. This ranges from a temporary military camp to a large, concentric castle or the fortifications of walled community (but not the community itself).

The siting of a fortification is important, of course, and having some ability in *Engineering: Military* is beneficial. The purpose for the construction, its use, and the ground upon which it is built are factors which affect both how a place is built and defended, and how it is assaulted and destroyed. Aside from the temporary military fortification, other such places are assumed to be permanent constructions. Therefore, each must serve its purpose (check local population, guard a route of trade or access (rivers, fords, bridges, roads, etc.), guard a community, protect a coast, etc.) as efficiently as can be managed, all things considered. The terrain should be commanding if at all possible (such as a height), and the walls and buildings of the fortification should be seated upon as solid a foundation (preferably bedrock) as available. There must be such thickness of walls as to defy their being brought down, and sufficient height of walls and towers as to make them unscalable and advantageous to defense. The construction must have a reliable water source (rain cistern, well, etc.) and a place for storage of food and siege materials, and it must be able to contain in safety a garrison and those to be protected within the walls. On the other hand, it should be defensible by as small a number of individuals as possible. Thus details of the construction (walls, towers, turrets, bartizans, machiolations, piercings, murder holes, outworks, galleries, etc.), archery and war engine fields of fire, and placement of defensive machinery needs to be considered by the skilled persona planning and overseeing the construction of the fortification. The use of Heka to prepare a site, construct, protect, defend, assault, and damage fortifications must be known to personas with this K/S, although they would not be expected to perform the actual work there, any more than they would be expected to be a mason or carpenter.

The repair, strengthening, and improvement of existing fortifications are another aspect of this Area. The persona will be able to assess a fortress (castle, keep, moat house, chateau, etc.) and by finding its weak points and prepare strengthening modes (construction or defensive measures). This brings us to the Siegecraft portion.

Knowing the weaknesses of any particular design, skilled personas will be able to employ their knowledge to assail a fortress and bring it into ruin. Should escalade (ladders, siege towers, ramps, etc.) be used? Can mines be dug under the place to bring portions down, so as to create an assailable breach? Are stone-hurling engines and battering/picking machines going to be feasible? Can the water for the place be stopped or polluted? Is its supply of food adequate? How about disease or fire? What use will Heka and Castings be in a siege?

The *Weapons: All Other Military* K/S Area supplements this one. The persona must already know considerable information regarding the following: ballistae, mangonels, scorpions, catapults, onagers, screws, catchers (ram, spow, etc.), picks, towers, movable, crossbows, rams, and trebuchets. The Individual will also have knowledge of abbatis, bridges, castellation, counter-mining, drawbridges, earthworks, escarpments, gates, gate houses, ladders, mantlets, mines, moats, outworks, portcullises, ramps, sows, and tortoises.

Adding immeasurably to this complexity is the fact that Heka almost always plays a part in the construction, defense, attack, and destruction of a fortified place. A Heka user, usually a Mage, will be employed in

defense of such a construction, so the assailants must too have practitioners of Heka. Thus, masters of this K/S either work with such a Heka user, are powerful ones in their own right, or perhaps both, in cases of extreme importance.

It is always necessary to employ a persona with this K/S Area when constructing a stronghold. Besieging a well constructed and ably defended citadel is likewise fruitless in most cases unless the attackers can somehow overwhelm it by sheer numbers in escalade or starve it into submission.

Cross-feed(s) at 10%: Architecture, Military Engineering
STEEP Modifier: MRCap
Sub-area gains: Table 1 (Standard)

Gambling: This K/S enables the persona to understand the theory and practice of gambling in a broad spectrum of forms. The following sub-areas match the games the HP will be able to play competently:

1. Cards
2. Dice
3. Table Games
4. Sporting Events
5. Dog/Horse Racing
6. Animal Fighting

The DR for victory will have a lot to do with how much one wishes to win, how many others are competing, and how good they are. When competing directly against one other player, such as against the house in blackjack, have a K/S vs. K/S competition—though give the house an automatic one level of advantage for its DR, and penalize the gamblers one DR or so per two players in the card game. When playing something like poker, however, where several individuals are in direct competition, have each wager a DR, and the one who can succeed against the highest one wins. For example, Dirk Galligher is playing cards with four other HPs. Two wager that they can roll successfully against a DR of Hard, one bids Difficult, and the other Very Difficult. Dirk bids Difficult and the game begins. The first two succeed in their rolls, Dirk makes his, but the fourth fails. Dirk and the third one, who both succeeded with Difficult rolls, compete in a K/S vs. K/S match. Dirk wins and collects the pot! (Dealing hands can be easier, but then there's Joss...)

One roll should cover one "hand" at cards, one horse race, one sporting event, etc. Alternatively, a roll could be expanded to see who comes out ahead after an evening of card play. Winnings will vary, but could run anywhere from two to 10 times that which was wagered on the average—it's up to the GM.

STEEP Modifier: (MMCap + MRCap) * 0.5
Sub-area gains: Table 1 (Standard)

Games: Mental: This K/S includes both purely mental games and those which combine mental and physical coordination. An element of luck might often be involved as well. Resolve the success in the games as per *Gambling* above. The following types of games are covered:

1. Strategic & Table Games* (Chess, Backgammon, etc.)
2. War Games*
3. Darts
4. Croquette/Yard Games
5. Pool (Billiards, Snooker)
6. Parlor Games (Charades, etc.)
7. Guessing/Riddle*
8. Word/Rhyming*

* These K/S Sub-Areas enable the possessor to create Mental Armor equal to 10% of STEEP, or up to the persona's MMPow in strength providing there are sufficient points of personal Heka available to power the extra protection. In the latter case, the persona must expend Heka equal to the MMPow to gain the extra protection. Example: STEEP 30 means an automatic 3 points of Mental Armor. The persona has an MMPow of 16. To get 16 points of Mental Armor rather than 3, 16 points of Heka must be expended.

Cross-feed(s) at 10%: (Darts) to Combat: Missile Hand Weapons (Darts)
STEEP Modifier: MRCap
Sub-area gains: Table 1 (Standard)

Gemology: The HP will know the geographical areas where types of stones are found, their physical and mineralogical location and appearance in that area, mining/location techniques, raw costs, buying practices, markets, cutting, grading, classification, etc. Similarly, the HP will know the history of unique stones, who owns or owned them, and the current values for all types of such work.

First, the reader is alerted to the fact that in this milieu the K/S area gives the possessor information regarding the forms of gems and minerals which are capable of storing, possess, or channel Heka.

Cross-feed(s) at 10%: Appraisal, Gemsmith/Lapidary and Rarities.
STEEP Modifier: MMCap

Geography/Foreign Lands: A successful roll against this K/S Area will allow an HP to be aware of the general terrain in a particular place, the location of unique and/or famous areas of terrain, how to map an above- or below-ground area successfully, and how to accurately judge distances. The latter two uses for this K/S will see a lot of rolls, and the GM should always make a secret check against an HPs STEEP whenever the persona is making a map upon which someone will rely for navigation. Surveyor's instruments will reduce chance of failure (i.e., make the DR better). A failed roll will allow the GM to lead the party astray, though it is recommended that most inaccuracies be minor unless a Special Failure was rolled!

Cross-feed(s) at 10%: History and Travel
STEEP Modifier: MMCap

Geology/Mineralogy: This K/S deals with the inner workings of Ærth and the nature of many types of (non-precious) rocks and minerals, or areas where valuable/precious ones might occur. This K/S could be used for everything from predicting the time of an earthquake or volcanic eruption (an extremely hard task—better have the proper equipment!) to recognizing iron ore and knowing where to mine it.

Cross-feed(s) at 10%: Mines & Mining
STEEP Modifier: MMCap

History: The HP will be familiar with important past events, and, with a successful roll, may be able to recall what happened on a certain occasion, why it may have happened, who was involved, etc. This K/S Area could come in very handy for rooting up information.

In a medieval-type setting such as that of Ærth, historical knowledge will be somewhat limited to regional areas, rather than the overall world. It is possible, however, that a sage or other scholar may have a broad view of the histories of many civilized regions.

Cross-feed(s) at 10%: Geography/Foreign Lands
STEEP Modifier: MMCap

Hypnotism: This skill allows the user to put a human (or intelligent humanoid) subject into a hypnotic trance and manipulate the way that person's mind functions. While there are many uses for this K/S, all involve causing the subject to go into a "trance," or sort of sleep. A number of CTs equal to the subject's MRCap is required to attain this state if the subject is willing. For reluctant subjects, however, the time required will be counted in BTs. After the trance is established, make the roll using the DR for the hardest type of activity to be attempted. A successful result will allow the hypnotist to proceed. If additional rolls are required during the course of a hypnotism session, then make each one after the time limit for the last has expired. This K/S may be used for the following purposes:

(1) A subject's subconscious memory can be tapped with regard to a certain past event. Such subjects will actually believe that they are again experiencing that event, and they will be able to describe it perfectly to the hypnotist as it occurs. This function can even be used to look into the lives a person led previously to the current one! "Past life regression," however, can be very traumatic—particularly if subjects relive their own death—and it will inflict 1D6 points of Mental damage on a subject for undergoing it (or 3D6 points for subjects made to relive their death). The base DR for this use of hypnotism is Moderate for trying to recall an easy, non-traumatic event, Hard for trying to recall a stressful event in this life (or an easy one in a past life), and Difficult for trying to recall a traumatic event (or a stressful one in a past life). In all cases one roll covers one ATs worth of questioning. If a roll fails before the hypnotist brings the session to a close, the subject automatically wakes up and takes 1D6 points of Mental damage for so doing.

(2) While under the influence of Hypnotism, subjects can also be commanded to perform a certain short, simple task which they will fulfill

to the best of their ability. Good examples are, "Act like a chicken," or "Call to your mother and tell her you love her." Subjects an be made to do a wide variety of strange things, but will not obey commands which are diametrically opposed to their nature—for example, most people won't obey commands to kill themselves. The base DR for this function is Moderate, and one roll covers one AT as well.

(3) A post-hypnotic suggestion which will affect a subject's waking behavior can be implanted. The command must usually be very simple and direct, but it can be quite powerful! One example of a command is to, "Forget the number four." Such subjects, upon awaking, could count from one to 10 as many times as they liked, but they would no longer be able to comprehend the concept of the number "4"! They would know what "14" and "40" were, and would still recognize the symbol "4," but they would quite honestly not know what it meant. In order to remember, they would have to be re-hypnotized, or enough time would have to pass that the post-hypnotic suggestion would wear out and allow them to remember. (Allow a subject one roll against the MM CATEGORY every month to break free of the suggestion.) Another type of suggestion would be to "Go to sleep when you hear the word 'Delta'." When that occurred, the subject would instantly fall asleep and remain so for 1 AT. At the end of the AT the subject could make a roll against the MM CATEGORY to wake up. If the roll failed, the subject would remain asleep for another AT and so on until he or she succeeded, was commanded by a hypnotist to wake up, or died of thirst. Likewise, this suggestion would eventually decay overtime, with the subject rolling once every month to be rid of it.

The Difficulty Rating for this function depends on just how strongly the hypnotist wants the suggestion to be implanted. The base DR at which the hypnotist decides to roll to implant the suggestion is the same DR at which the subject will have to roll in order to resist it. For example, if a hypnotist overcame a base DR of Difficult to hypnotize Alyssa into avoiding cooked meat, then she would have to make a Difficult roll against her MM CATEGORY in order to resist the suggestion and eat it anyway. Likewise, she would have to succeed in a Difficult roll to break out of the influence of the suggestion at the end of the month. Note, however, that any hypnotist can cancel any hypnotic suggestion with a Moderate roll (this does not apply to any magick-related Suggestion Castings). Also keep in mind that, as with function 2, the command must not be directly self-destructive in nature, and it cannot force the subject into making any K/S rolls.

(4) The hypnotist can calm and restore a subject, healing 1D6 points of Mental damage for every level of DR rolled at (i.e., 1D6 for "Easy," 2D6 for "Moderate," 3D6 for "Hard," etc.). A Special Success heals double the rolled amount, but a Special Failure inflicts the attempted amount on the subject. (Should this, however, increase the subject's accumulated Mental damage to above the Mental TRAIT then the subject will be overcome by total insanity and immediately become catatonic, dying in one week.) This calming and restoration may be attempted but once per day per subject.

Additional DR modifications would depend on the conditions under which the hypnotism was taking place. An unwilling subject is usually at a DR of three levels higher (a Moderate task would then become a Very Difficult one, for example), though subjects whose will is broken (i.e., they have taken Mental damage equal to or more than their Mental Effect Level) will cause the hypnotist to incur no such penalty. Note that an unwilling subject with SMPow of 16 or higher cannot be hypnotized at all unless he or she is over the Effect Level. Furthermore, no subject—willing or unwilling—can be hypnotized unless she or he has a Mental TRAIT of from 48 to 100. Those who are higher or lower than this range are completely immune to hypnosis, even when over their EL, although *Magnetism* might work.

Finally, while this description of hypnotism is hardly a clinically accurate picture of the way it works, it is balanced for game purposes.
STEEP Modifier: MRPow

Influence: This K/S measures one's skill at verbal communication of all sorts. The following Sub-areas are covered under this category:

1. Debating
2. Persuasion
3. Salesmanship
4. Demagoguery
5. Misinformation/Disinformation
6. Oration
7. Propaganda

Debating is skill at arguing an opposing view.

Persuasion is the ability to get people to do something you want.

Salesmanship is the ability to sell something with minimal haggling.

Demagoguery is a method of influence which appeals to the prejudices and emotions of others.

Misinformation (or *disinformation*) is the ability to slip in false facts to weight a situation in the HP's favor.

Oration is public speaking, aimed at influencing a group of people.

Propaganda is the systematic, widespread promotion of a particular doctrine or idea.

A roll against this K/S may be necessary to convince one or more OPs to believe in or agree with what you are trying to say. The precise sub-area you use will vary greatly with the situation. The first three sub-areas are generally one on one, the latter aimed toward groups.

Keep in mind that when you fail an attempt at this K/S, you are unlikely to get another chance with that subject anytime soon, regardless of the sub-area used, or the one you would like to try next.
Cross-feed(s) at 10%: Leadership
STEEP Modifier: MRCap
Sub-area gains: Table 1 (Standard)

Journalism: The art of writing and publishing broadsides, pamphlets, columns, and articles, conducting interviews, and gathering information are all part of this K/S. A roll against this K/S may be necessary for publishing articles which could irritate people in the wrong places (as an attempt to expose a group of EPs might!), and this K/S can also be used in a *Criminology*-like manner to snoop around and find things out, also known as investigative reporting. This skill, combined with *Political Science* and *Influence*, can be very powerful.
STEEP Modifier: MRCap

Law: This K/S assumes knowledge regarding the nature of laws in the possessor's homeland as well as an assortment of local laws in various places. A successful roll will allow the HP to recall public policy regarding a certain type of occurrence. The HP will also be familiar with various important legal decisions as well. At a STEEP of 41 and above, the HP is assumed to be a qualified courtroom attorney or barrister, if such professions are applicable (a few feudal systems might not have lawyers, and many others require a minimum SEC level of 6 or higher). Such HPs will have one of the sub-areas listed below:

1. Civil
2. Criminal
3. Government
4. Matrimonial
5. Tax
6. Probate

These represent very specific areas of knowledge in the field, and are available only to those with 31 or more STEEP points in the Law K/S.
STEEP Modifier: (MMCap + MRCap) * 0.5
Sub-area gains: Table 5

Linguistics: This K/S Area enables the HP to know the origin, structure, and evolution of various languages. It includes etymology and grammar, but not philology per se. A successful roll against this K/S will allow you to establish basic communication with anyone, regardless of the language they speak, and to even translate their tongue to a small extent. The latter operation, however, will require lots of time and numerous successful rolls. In addition, the learning time for new languages is reduced by 10% when you have this K/S.
Cross-feed(s) at 10%: All known Languages, including Native Tongue and Trade Phoenician
STEEP Modifier: MRCap

Lip Reading: The K/S enables individuals to be able to read lips as if they were hearing a spoken language. But to gain the whole of the speaking observed, a success must be rolled. The lip reader must know the spoken language as well. Failure indicates a percentage of what was spoken is not understood. That percentage is equal to the twice number of points by which the success was missed. Special Failure means

nothing could be lip-read by the individual. This K/S must be purchased once for each individual language to be learned.
STEEP Modifier: MMCap

Literature: An HP with this K/S is assumed to be knowledgeable about all types of literature, including numerous classic works in many languages, modern literature, and poetry. This K/S is also a measure of a persona's ability to understand such works. Such ability enables criticism. Not only will possession of this K/S help the HP fit in with the educated crowd, but successful rolls may also be useful for turning up clues during adventures.

This K/S does not enable an HP to write literature or poetry. These are covered by the *Poetry/Lyrics* and *Creative Writing* K/S Areas.
Cross-feed(s) at 10%: Etiquette & Social Graces
STEEP Modifier: MMCap

Logic: This K/S Area deals with reason. It is the science of analysis and deduction. Using the principles of inference and demonstration, it facilitates the persona to arrive at the most probable answer to any given question. In play, the Heroic Persona with this K/S can attempt to use this ability to find the most likely answer to any question, or solution to a puzzle, through analysis and deduction. The GM will, however, assign a high degree of Difficulty Rating to any such attempts where the HP has not actually used rational thinking, made at least basic inferences, demonstrated why (or why not) certain possibilities are most likely (or unlikely), and generally thought the matter out before resorting to this pseudo-thinking recourse. Naturally, HPs are actually using their intellect when they select Logic as a K/S, but some additional demonstration of thinking is required to avoid DRs in the Hard to Difficult range.
Cross-feed(s) at 10%: Criminology
STEEP Modifier: MRCap

Magick: Unlike most other role-playing games, the **Mythus** game develops Magick into a very important K/S Area. Most important is the requirement of its possession in conjunction with *Dweomercræft* in the Full Practice of that ability. In this regard, Magick is the understanding of Dweomercræft and its Castings, so that if either Area is out of balance (not of equal STEEP), the lower of the two prevails. Simply put, Magick is the study and understanding of the Laws of Magick (see the **Mythus Magick** book). This K/S is important also for knowledge of how to make many objects, instruments, and reservoirs containing Heka or of enchanted nature, as detailed in the "Magickal Items" chapter of the **Mythus Magick** book.
Heka Generation: Special (See Appendix I and V)
STEEP Modifier: MRCap

Mathematics: This K/S Area measures an HP's skill with basic and advanced mathematics of all sorts, including algebra, trigonometry, calculus, and the like. Successful rolls against this K/S allows the user to write and solve formulas, find the solutions to word problems, and apply mathematical concepts to practical applications in real life.
Cross-feed(s) at 10%: Cryptography
STEEP Modifier: MMCap

Medicine: Veterinary: Normal, modern (i.e. Earth-like) medicinal practices for animals are no more workable in this milieu than they are for humans. This ability is similar to veterinary medicine of the 19th century on Earth, but it also uses herbs of Heka-containing sort (the replacement for antibiotics) and is acutely aware of evil Castings and influences working to harm livestock.
STEEP Modifier: MMCap

Military Science: This K/S does not deal with the actual physical practice of warfare (i.e., using weapons), but rather with the tactics and strategy of troop training and deployment, as well as the planning and execution of a military operation and battlefield command, of communications and logistics. The HP will know details of weapons and armor as are covered under the *Fortification & Siegecraft* and *Weapons: All Other Military* K/S Areas, as well as troops and likely use. A successful roll against this K/S will allow the HP to identify a given weapon class or unit or formation, or to gain an idea how to plan some mission for maximum ease and efficiency. One roll should cover one identification question, plan, enemy strategy or tactic, or a relatively short (less than one week) portion of conducting an actual military operation.
Cross-feed(s) at 10%: Construction, Fortification & Siegecraft, and Weapons: All Other Military
STEEP Modifier: (MMCap + MRCap) * 0.5

Native Tongue: This K/S measures how well HPs can speak, read, and write their native tongue. You may choose the HP's native tongue based on nationality, and any STEEP score above 10 indicates basic, functional literacy at the very least. Note that imposture outside a persona's general Socio-Economic Class (Low, Middle, or Upper) requires a STEEP of at least 41 in native Tongue.
Cross-feed(s): None
Heka Generation: None
STEEP Modifier: MMCap
Sub-area gains: None

Navigation: This K/S allows personas to find out where they are and which way they're headed on land, sea, or air. This K/S also assumes the possession of a "natural compass" of sorts, and a successful roll will always give such HPs a general idea of which way is north, as well as where up and down lie, if they has gotten themselves into a really disorientating situation. The DR for any use of navigation will depend on how many clues the surrounding area provides and what kinds of tools are available. Having a map, compass, sextant, astrolabe, and landmarks about make things a lot easier! The HP with this K/S is qualified to serve aboard a boat or ship in the capacity of navigator.
Cross-feed(s) at 10%: Seamanship
STEEP Modifier: (MMCap + MRCap) * 0.5

Perception: Mental: This K/S Area measures an HP's skill at observation and using one's senses--sight, hearing, smell, taste, and touch. That is why it is unusual in that its modifying factor is PNCap. This ability and its counterpart *Perception: Physical* is one of the most important and often used skills in the game, covering these sub-areas:

1. Anticipation
2. Understanding
3. Detecting
4. Noticing

Anticipation is the correlation of past sensory data with current so as to have some chance of predicting what will occur from the present circumstances. Its successful use might predict enemy movement or similar action, locate a likely ambush spot, forecast the next objective in a plan (friendly or enemy) and so on.

Understanding also a function of the correlation of past information with current, but its purpose is to link past occurrences to the present circumstances so as to determine the whys and wherefores of things (plans, reasons, motives, goals, strategies, tactics and so forth). It is generally utilized in surroundings which are comfortable, familiar, and removed from threat.

Detecting is the connecting of previously but unconsciously recorded sensory and mental data when triggered by current stimulation. (Think of that bit of information which causes one to shout, "Eureka!") While similar to Understanding, Detecting comes into play most often in cases where the persona is between the stress of imminent danger (where *Anticipation* is most useful) and the mundane or comfortable. This Sub-Area also addresses itself to smaller matters, in that things such as whom a subject might be (human or otherwise, male or female, short or tall, and so on), what a criminal's next actions will be, what immediate objective the foe might have, etc. are subject to discovery with this K/S.

Noticing is much like the same heading under *Perception: Physical*, but where the second indicates a persona's unconscious attention to surroundings, by means of sharp senses, Mental Perception, noticing indicates a quality of mental attentiveness that more consciously takes note of the persona's surroundings and analyzes them for significance. This sub-area will be commonly rolled against when your HP has the opportunity to notice something important, such as a hidden door, a clue, a sniper waiting in ambush, a discarded item, etc.

Personas with both forms of Perception (Mental and Physical) are entitled to two K/S checks in many circumstances.
STEEP Modifier: PNCap

Phæree Flora & Fauna: With this K/S Area, the persona gains a growing body of information regarding the animal and vegetable life inhabiting the counter-world of Ærth, Phæree. Knowledge extends to both the underground and interior of that world. Until a persona has actually visited the place in question, however, that individual's practical STEEP score cannot be counted above 25. For each day spent in a portion of Phæree, the score can increase by 1 (when purchased or if already existing) for that area, region, etc.

For instance, if a persona spent three months traveling around the outer realms of the place, then the individual could have a STEEP of about 33 with regard to that portion of the exterior, but knowledge of other places and the subterranean and interior portions of the place would still be at the 25 maximum level, and it would require extensive exposure in those places to increase knowledge.

This is a useful K/S when dealing with natives of Phæree, venturing into Subterranean Ærth, or when preparing for a journey to Phæree.
STEEP Modifier: MMCap

Political Science: This K/S Area assumes knowledge regarding the political processes in various countries, the trends of political opinion, and current world leadership. It can be used to analyze politicians, policies, and political events for abnormalities and hidden agendas, as well as to predict the likeliest outcome. In other words, this is another K/S which is a good possible source of clues in intrigues, conflicts, etc.
Cross-feed(s) at 10%: Public Administration
STEEP Modifier: (MMCap + MRCap) * 0.5

Public Administration: Those with high STEEP in this K/S will be familiar with the operations, nuances, customs, and arrangements of local, regional and national governmental bureaucracy. This may come in handy for knowing how to deal with government officials, obtain certain information, get in to see the right people, etc. Someone who succeeds at an Extreme roll, for example, might be able to expose a plot in the royal court or figure out how to get an audience with the king! It is a must for a persona who is to hold any sort of public office successfully for any extended period of time.
Cross-feed(s) at 10%: Administration/Bureaucracy, Political Science
STEEP Modifier: MRPow

Rarities: This K/S includes the knowledge of, the ability to identify by examination of, and the possession of information regarding the whereabouts (or loss) of various types of valuable items. Some of the general categories of these items include: antiques, art, coins, gold and silver work, museum pieces, pottery, porcelains, rugs, sculptures, crystal, and tapestries. A successful identification will yield information as to the manufacture/craftsmanship, date, number existing, place made, and the current market price. This K/S also can be used to note frauds and forgeries. To do so, a check first must be made for identification, and then a second for authenticity. If either roll fails, of course, then the HP will have no idea of whether or not the item is real.
Cross-feed(s) at 10%: Appraisal
STEEP Modifier: MMCap

Sign Language: This K/S is similar to a spoken language in that each language learned is a separate K/S. In addition to spoken languages, there may be specialized languages. For example, the following types may exist: Alchemy, Assassin, Beggar, Deaf/Mute, Dweomercræfter (by School), Gypsy, Hunter, Pirate, Priestcræft (by Ethos, and Pantheon), Soldier, Thieving, plus that of each Secret Society active in the campaign. The GM will typically customize the listing for his or her campaign.
STEEP Modifier: MMCap

Sociology/Culture: A successful roll against this K/S allows a Heroic Persona knowledge regarding the customs, attitudes, etc. of a foreign culture and the people within it. The persona could be familiar with non-traditional attitudes, sub-cultures, and similar movements within a culture as well. This could prove handy to avoid grossly insulting those headhunters whose island you happened to be washed up on, for example. It raises the persona's perceived SEC by 1 factor when in a foreign place if the persona succeeds in a DR Hard roll.
STEEP Modifier: MRCap

Spellsongs: This unusual K/S Area enables the use of Castings of a sort which are set to music and sung or chanted, accompanied or not by some musical instrument. To employ properly any Spellsong, one must therefore have the *Music* K/S area. (There are two exceptions to this rule, those are Full Practice Mages and Priests, both of which have learned incantation/chanting through their particular discipline.) Also, unless the Casting is made with accompanying music played on some instrument by the Spellsinger (or another of at least equal ability in this K/S Area), the Heka cost of the Casting is double the normal for each Casting Grade. Any disparity in STEEP between *Music* and Spellsongs means that Spellsongs will have only the Heka and Grade of the lower of the two. However, if the two are also combined with both *Musical Composition* and *Poetry/Lyrics*, both of the latter will generate Heka for the Spellsinger and also enable special Castings (see below).

All manner of folk, including many primitive sorts, employ Spellsongs. The time required for a Spellsong Casting is somewhat longer than normal. The shortest is of Cantrip length in time, and the common duration required is of Spell or Formula length.

However, the cost in Heka is less, for the longer vocalization and musical accompaniment enhances the force of the Spellsongs as if Heka were being spent. Thus there are drawbacks and benefits to this form of Casting. Note that the musical singing (or incantation/chanting) and musical accompaniment, if any, must continue throughout the whole time of Casting. Some few Castings of Spellsong nature also require such vocalization (and accompaniment) to continue throughout the Casting's entire Duration, for that keeps the Effects/Force/Material active, and cessation will bring the Casting to an end.

The Grade of Casting available to a persona depends on his or her STEEP, as shown in the Spellsong Castings table.

Spellsong Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

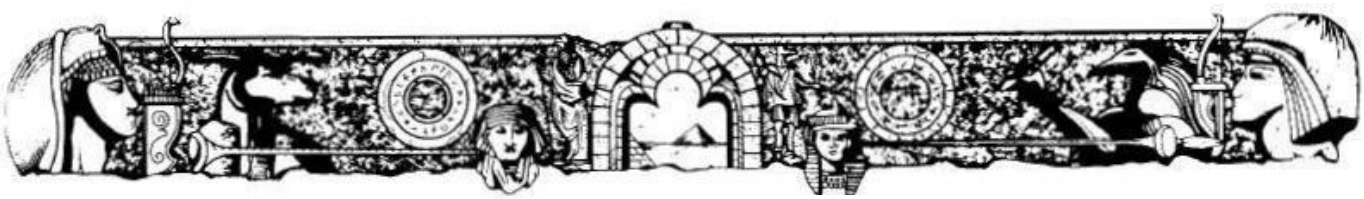
Heka Generation: STEEP + (MMSpd + MRSpd) x 0.5)
STEEP Modifier: (MMSpd + MRSpd) * 0.5

Subterranean Ærth: This K/S is the study of the entirety of the underground maze which honeycombs the world of Ærth. It includes such a diversity of material that sub-areas of study are necessary:

1. Upper Levels (The Byways of Shallow-shadow)
2. Middle Levels (Midgloom Mazes)
3. Lower Levels (The Deepdark Labyrinths)
4. Flora & Fauna of Upper Levels
5. Flora & Fauna of Middle Levels
6. Flora & Fauna of Lower Levels
7. Sapient Dwellers in Subterranean Ærth

Sub-areas 1-3 deal with the conformation of the passages, caverns, etc, of each of the three separate portions of the subterranean places. The Sub-areas also include knowledge of outstanding features (bodies of water, holes and shafts, etc.), lucid areas, oases, and so on. However, the complexities of these tunnels and caves makes it difficult for anyone to know everything, of course, and as there are continual changes due to disasters, mining, etc., not even the most expert individual can be absolutely certain of the whole of any region.

Sub-areas 4-6 deal with the many forms of non-intelligent animal and vegetable life forms dwelling in the three portions of Subterranean Ærth. Individual characteristics, habitat, populations, etc. are known to the



persona with one of these Sub-areas. The general ecological workings of a division are likewise understood by the informed HP.

Sub-area 7 concerns the intelligent life forms in the three underground portions. This knowledge includes semi-intelligent creatures. It also extends to cover non-native species such as those races from Phæree who have taken up residence in one or another of the levels of the Subterranean Ærth.

Cross-feed(s) at 10%: Speleology
STEEP Modifier: MMCap
Sub-area gains: Table 1 (Standard)

Surveying/Topography: Unlike *Geography/Cartography*, this K/S deals more with mapping and/or preparing terrain to be shaped to accommodate buildings, roads, and the like, as well as creating aesthetically pleasing landscape. A successful roll can also indicate abnormalities in the way structures sit in relation to the land. Sinkholes that are about to form and buildings that have been made unsteady by erosion are examples things that this K/S can help identify.

Furthermore, Topography is the science of making accurate and detailed maps of surface features. With the aid of such maps, an attempt to search a certain area can be made a lot easier for the HP party. This is another K/S where surveying equipment comes in handy.
STEEP Modifier: MRCap

Toxicology: Simply put, this is, for game purposes, the science of poisons. This K/S can be used to mix different types of poisons as well as antidotes for them, and to identify both types of mixtures when found. The DR for making such things has a lot to do with the available materials and equipment, but will also be influenced by the Strength rating of the poison or antidote to be created as well (see Chapter 12). The base DR for this is listed on the Poison/Antidote Creation table.

The amount of time a poison remains potent after being mixed, and the speed with which it works will also serve to modify the DR. Consult the Poison Longevity and Poison Speed tables for that information. When exposed to open air, the poison will last but 10% of its expressed period. There will be similar modifications for mixing Antidotes, but there is no problem with exposing them to open air.

Additionally, poisons may come in various forms. Some types are liquids taking effect upon contact, some must be ingested, and some must be injected into the bloodstream; some are gases, some have multiple parts, etc. Antidotes must likewise be mixed with one general type of poison (either Injury or Incapacitation) in mind. For more information as well as rules for how poisons work, see Chapter 12.
STEEP Modifier: MMCap

Trade Language: To facilitate adventure in most FRPGs, it is customary for some form of international tongue to be inserted into the game rules, typically with no rationale given for the widespread common language. This is not wholly the case here, however. We have a strong rationale, and the broadly known speech is by no means universal—no more than was Latin in the Middle Ages or English on modern Earth, albeit one was known to many persons beyond the Mediterranean area and the other very widely used.

On Ærth, a Phoenician dialect, Trade Phoenician, is the Trade Language, because so much commerce is in the hands of Phoenicians. In general, Trade Phoenician is known around the Middle Seas, in ports, in lands bordering Phoenician states, in places which have much Phoenician trade, and in commercial communities which have dealings beyond their own state. Here is the general dissemination of Trade Phoenician on Ærth:

Æropa: Widely known by all SEC Levels, often used, save in the hinterlands of the northern and eastern portions of the continent.

Afrik: Widely known in the northern, civilized states, and along coasts elsewhere; virtually unknown in the interior of the continent.

Amazonia: Virtually unknown except by government officials in the few ports in the northeastern most portion of the Incan Empire charged with commerce with the ships from across the Lantlan Ocean.

Atlantl: Broadly known, despised, and used with scorn. The Atlantlans once forced all to learn their own tongue, but since their fall nearly a thousand years ago, their language has been forgotten in favor of Trade Phoenician.

Poison/Antidote Creation

Strength	Base DR
1-10	Easy
21-30	Moderate
31-40	Hard
41-50	Difficult
51-60	Very Difficult
61+	Extreme

Poison Longevity

Longevity*	DR Modifier
Very short (minutes) -	3
Short (hours)	-2
Medium (days)	-1
Long (weeks)	0
Very long (months)	+1
Extremely long (years)	+2

Poison Speed

Speed of Effect*	DR Modifier
Instantaneous	+3
Fast (CTs)	+2
Medium (BTs)	+1
Slow (ATs)	0
Delayed (hours)	0
Very delayed (days)	+1

* 1D10 of the units of time listed in both tables

Azir: With the state of Hasur in Near Azir, and the Phoenicians plying the Mare Ostrum, most of Western Azir is as well or better versed in Trade Phoenician than is Æropa. From the Hindic Subcontinent east, however, the tongue is mostly known mostly just to statesmen, merchants, and businessmen dealing with foreign trade. The southeastern islands, and those isles to the Far East—Panay Sulu and Nippon for example—have virtually no knowledge of Trade Phoenician.

Lemuria: Known only to a few select merchants who have dealings with Azir.

Magmur: It is doubtful if the language is known or used at all on this island continent.

Vargaard: Some use along the eastern shore, in Hispanola and the Karrib Isles, and by functionaries and merchants of the Muyan and Teclan Empires.

Elsewhere there is little or no use, but that depends on whether or not the place receives regular visits from foreign merchants/ traders who employ Trade Phoenician.

There is a discussion of Trade Phoenician given in the Universal K/S Areas section of Chapter 10 (on page 96). Your GM might also vary the ability to utilize Trade Phoenician by employing the following rule:

There will be some proportion of word change in the speech due to native word usage. A core of about one-half the vocabulary will remain constant, while the remainder of the words will be derived from the natives. (Think of English dialects to get a sense of this, how American English differs from British, differs from Scots, differs from Australian, etc.) The optional Trade Phoenician Regional Vocabulary table is used to determine what percentage of Trade Phoenician STEEP actually applies in a particular region.

Note than loss of STEEP applies only to natives of the distant region conversing in the tongue, of course, not with Phoenicians or non-natives who happen to be there.

Cross-feed(s): None
Heka Generation: None
STEEP Modifier: MMCap
Sub-area gains: None

Trade Phoenician Regional Vocabulary

Region	STEEP Applicable
Within 100 miles of base learning point	100%
Within 250 miles of base learning point	90%
Within 500 miles of base learning point	80%
Within 1,000 miles of base learning point	70%
Within 1,500 miles of base learning point	60%
Beyond 1,500 miles of base learning point	50%

Weapons: All Other Military: This K/S covers common weapons that are not held or used individually, in the following sub-areas:

1. Common Assault Weapons
2. Common Defense Weapons
3. Exotic Weapons
4. Missile Engines, Counterpoise
5. Missile Engines, Tension
6. Missile Engines, Torsion
7. Siege Engines, Proximate

Common Assault Weapons: These include the use of boiling oil, dropped missiles, rolled logs, stones, fire carts, wildfire, etc.

Common Defense Weapons: These include stakes, pigsfeathers, abbatis, hidden holes with stakes, and generally passive weapons.

Exotic Weapons: These include all manner of offensive and defensive devices and engines employed in a siege such as man-catchers and anything else that may be considered non-standard.

Missile Engines, Tension: The catapult and its cousins.

Missile Engines, Torsion: The ballista and its cousins.

Missile Engines, Counterpoise includes the trebuchet and its cousins.

Siege Engines, Proximate includes siege towers, rams, mobile ramps, and so on - the usual engines used to assault a stronghold.

Personas with a sub-area will be able to construct and operate all weapons in that sub-area type. They will know how to use them in attack and defense, as well as how to defend against them.
Cross-feed(s) at 10%: Construction and Fortification & Siegecraft
STEEP Modifier: (MMCap + MRCap) * 0.5
Sub-area gains: Table 1 (Standard)

Zoology: An HP with this K/S Area will be knowledgeable regarding the natures of many different types of animals, their habits and habitats. Successful rolls against this Area can detect abnormalities in animal life, give reasons for and/or predict animal behavior, and otherwise provide interesting clues during the course of the game.
Cross-feed(s) at 10%: Animal Handling and Hunting/Tracking
STEEP Modifier: MMCap

Physical K/S Area Descriptions

Acupuncture: This K/S measures one's skill at performing the ancient Oriental art of acupuncture (and acupressure). The successful use of this K/S can instantly relieve pain of any type, so long as the pins remain in place. Also, an acupuncture treatment will reduce the Strength of any disease by 25% on a one-time basis, and its regular (weekly) use will increase the rate at which Physical damage points are recovered by 50% (see page 274 of Chapter 12). Assume one roll per acupuncture treatment, and—in the latter case—if the roll for one week fails, then the Physical damage points for that week are recovered at the normal rate.
Cross-feed(s) at 10%: Medicine: Oriental
STEEP Modifier: PNCap

Acrobatics/Gymnastics: For game purposes, this area has little to do with sports but rather measures an HP's skill at various types of special physical movement. The following Sub-areas are included:

1. Tumbling
2. Jumping
3. Vaulting
4. Landing
5. Tight-Rope Walking
6. Swinging
7. Climbing

Tumbling is an evasive type of movement which is twice as effective as normal zigzag running and covers a full BTs worth of movement.

The *Jumping* Sub-area adds to the distance that one can cover while performing a standing or running jump by one yard (standing) or two (running) per level of the DR.

Vaulting is a kind of jumping which utilizes a pole or other tool to lift the persona into the air. A successful roll at vaulting will allow the HP to travel the same distance through the air in one CT that the persona could travel across the ground trotting.

Landing comes in handy after a fall, as—with a successful roll—it allows one to take the minimum rollable damage. The DR for this feat will have a lot to do with how hard or soft the surface is.

Tight-Rope Walking allows an HP to travel at a crawling movement rate (10% walking rate) over a rope or wire, and one roll covers one BTs worth of such travel.

Swinging is handled just as is vaulting, but the distance is as per running (300% walking rate), and it assumes that one is traveling most of the way by hanging on to a chandelier or the like.

Climbing generally pertains to ropes, ladders, and similar venues. One roll typically covers a 30-foot climb with some difficulty involved.

See the *Juggling* K/S below for full details of the benefits of having a combination of *Acrobatics/Gymnastics* and *Juggling* K/S Areas.
Cross-feed(s) at 10%: Dance, Escape, and Juggling
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: Table 1 (Standard)

Arms & Armor: This Area includes both knowledge and the ability to judge and maintain arms and armor and perfect and/or don them. The persona knows the item in question, how it is best employed, the quality of components and workmanship, how to sharpen or ready them for use, how to maintain and repair (if possible) the object and even how to craft a weapon of its type. There are many sub-areas associated with this K/S:

1. Armor: Chain Mail
2. Armor: Fitted (Plate)
3. Armor: Lamellar
4. Armor: Leather/Cuir Bouille
5. Armor: Padded/Quilted
6. Armor: Plate Armor/Metal Shields
7. Armor: Ring/Scale
8. Bows/Arrows/Fletching
9. Crossbows/Quarrels
10. Edged Weapons: Swords
11. Edged Weapons: Other (Axes, spears, etc.)
12: Non-Edged Weapons
13. Wood/Leather Shields

Specialization in a sub-area allows an individual to be an expert in the quality of such items as are covered under the specialty and also to construct weapons or armor of that sort. Note that possessing this K/S and its sub-areas, even with Specialization, does not enable a persona to employ those weapons in combat.

It should be understood that this area is meant to cover all armor and small arms typical of Earth's history from Classic times to the Renaissance, save for those employing gunpowder—an inoperative substance in a Heka-active milieu.
Cross-feed(s) at 10%: (Armor: Leather/Cuir Bouille) to Leatherwork
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: Table 2

Boating: This K/S imparts knowledge of how to operate and maintain virtually any sort of small or large boat or barge of either the sailing or oared variety. The K/S also applies to skill at operating a boat and applies during chases on the water. A roll against this Area may also be necessary for keeping a small boat afloat during stormy weather.
Note that a boat is *not* a ship!
STEEP Modifier: (PMCap + PNCap) * 0.5

Carpentry: This K/S allows a persona to work with wood. It includes work on ramps and stairs as well the framing of buildings, similar to the

Construction K/S. This skill also deals with items such as cabinetry, tables, chairs, and other furniture.
Cross-feed(s) at 10%: Construction
STEEP Modifier: (PMCap + PNCap) * 0.5

Clothwork: This seemingly innocuous and useless ability is of value in two areas. It enables the individual possessing it to judge the kind and workmanship of fabric and actually make cloth, embellish it, and properly repair it. Thus, from coarse hemp, burlap, and wool, to brocades, satin, and silk, the persona with this K/S Area is both knowledgeable and capable. The individual can also make rope, weave, braid, knit, crochet, embroider, tat, make lace, sew, and darn. Sail making is also included in this ability. Second, the able persona can assess the quality of clothing and cloth armor. Such personae can also construct cloth-type armor for themselves or others—typically a heavy canvas material in two layers with felt or cotton padding between, quilted to prevent movement or loss from tearing, cutting, etc.

If materials are on hand, most cloth work is not exceptionally time-consuming. However, weaving, rug making, lace making, silk weaving, and the like are very laborious and require weeks or months of game time to complete. The same is true of fine needlepoint work. On the practical side, mending and rough work is a matter of minutes—hours at the worst, usually. Hand making a coat of padded armor, for example, will take 2D3 days of game time, 1D3 additional to make up to three others at the same time.
STEEP Modifier: PNCap

Combat: Hand Weapons: This K/S considers the use of all sorts of hand weapons, including the following:

1. Axe
2. Club/Mace
3. Dagger/Knife
4. Spear & Pole-Arms (Thrusting)
5. One-Handed Swords
6. Two-Handed Swords
7. Whip/Flail
8. Pole-Arms (Cutting)
9. Pole-Axe
10. Shields

The various characteristics of each weapon, including damage amount and type, weapon points, etc. are listed on pages 236 and 237 of Chapter 12. The above sub-areas refer only to a general type of skill with each weapon. Someone with the Club/Mace sub-area, for instance, could use it with a morning star, a wooden cudgel, or a lead pipe. Note that the Spear sub-area assumes knowledge of all thrusting pole-arms such as a glaive, partisan, lance, or pike.

As STEEP increases, the HP grows more accurate, inflicts more damage, and gains more attacks with the weapon as well. As usual, your Base Attack Chance (BAC) is equal to your STEEP plus the Weapon Point Rating of your chosen implement of destruction and you may use any attack to parry a foe's weapon instead of striking that foe offensively. Note that the Shields Sub-area assumes parrying actions only. In order to attack with the shield one must have the Weapons, Special Skill (Florentine) K/S (see below). The table below lists attacks for these weapons according to the HP's STEEP.

Hand Weapons Attack Rate

STEEP	Attack Rate
1-15	½
16-30	1
31-45	1 ½
46-60	2
61+	3

In addition to more attacks, you also gain a skill-related damage bonus for high levels of STEEP, and if you have a high PMPow, you will receive a damage bonus for that as well. Consult Chapter 12 for the amounts of these bonuses.

Cross-feed(s) at 10%: Hunting/Tracking (spear, only if you choose the spear sub-area) and Sports (Team)
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: Table 1 (Standard)

Combat: Lethal Hand-to-hand: This K/S is based on martial arts skills. It assumes those plus some boxing and street-fighting skills, and includes karate and kung-fu. The sub-areas of this K/S pertain to the different sorts of martial arts-related weapons the user may wield:

1. Hands
2. Feet
3. Nunchaku
4. Sais
5. Tui-fa
6. Bagh Nakh
7. Billy (club)
8. Brass Knuckles
9. Knife, small
10. Hook
11. Cane
12. Kama (paired)
13. Neck-breaking Hold
14. Strangle Hold

Nunchaku consists of a pair of wooden or metal bars connected by a short length of chain and swung during combat.

Sais look a bit like weird but unsharpened daggers, and they are used as punching weapons.

Tui-Fa are deceptively harmless-looking blocks of wood which are also very useful for punching and blocking.

Bagh Nakh are claws, typically on a band wrapped around the hand.

Cane, a seemingly harmless, or at best light defense weapon is as potent as a sword in the hand of the individual steeped in the use of the cane as an attack instrument.

Hook: A dangerous but slow weapon changes to something entirely different when the one wielding it is able to use the weapon properly.

Kama: A pair of these 18-inch hafted, curved-blade headed weapons are used to defend and attack with terrible execution from their cutting and/or piercing blades (adaptations of the simple sickle).

Neck Breaking Hold is attack is an attempt to obtain a lethal grip on the target subject and break that subject's neck. A Special Success indicates that the attack succeeds immediately, while a Special Failure indicates that the attacker has lost the hold and been thrown down prone. Otherwise the attacker must engage in a K/S vs. K/S contest pitting Combat, HTH-Lethal STEEP against the victim's STEEP in Combat, Hand-to-Hand, Lethal or Non-Lethal K/S. In the event neither of these abilities are possessed, the victim's must rely upon PMPow.

All contest checks are made with additions for height and weight as indicated to the attackers K/S roll, while the defender subtracts a like amount from his or her K/S roll. Special Success and Special Failure are treated as indicated above.

This attack form can be applied only against human/humanoid opponents of relatively the same height and weight as the attacker. Height of the target subject may up to 3" greater, or 6" if the opponent is sitting down or prone or totally surprised. Weight of the target subject may be up to from 22 pounds greater if the opponent is sitting down or prone or totally surprised. For each inch or height and/or pound of weight above the indicated range, the attacker must add 1 to the dice roll for success.

Strangle Hold Attack is essentially an attack equal to that of a Garrote weapon without using such an aid and sans any opportunity for immediate death of the victim. This attack form can be applied only against human/humanoid opponents of relatively the same height and weight as the attacker. Height of the target subject may up to 3" greater, or 6" if the opponent is sitting down or prone or totally surprised. Weight of the target subject may be up to from 22 pounds greater if the opponent is sitting down or prone or totally surprised. For each inch or height and/or pound of weight above the indicated range, the attacker must add 1 to the dice roll for success.

This attack is an attempt to obtain a lethal grip on the target subject and kill the victim by suffocation be preventing air from reaching the subject's lungs. The attacker rolls against FAC to determine success. If the roll is a Special Success, the target subject suffers both maximum

Physical damage and is immediately Dazed. A failure indicates that the hold fails and no damage is inflicted. If there is a Special Failure the attacker has lost the hold and been thrown down prone.

A regular success indicates that the attacker has the hold, delivers damage, but must then engage in a non-standard K/S vs. K/S contest pitting Combat, HTH-L STEEP against the victim's STEEP in Combat, Hand-to-Hand, Lethal or Non-Lethal K/S. In the event neither of these abilities is possessed, the victim's must rely upon PMPow. All contest checks are made with additions for height and weight as indicated to the attackers K/S roll, while the defender subtracts a like amount from his or her K/S roll. Special Success and Special Failure are treated as indicated above. The K/S vs. K/S contest continues from CT to CT if both fail or both succeed. If action moves to the following CT, there is a Physical damage roll for damage inflicted on the target subject, and then another K/S vs. K/S roll is made. This continues until the hold is broken (Special Failure or failure by the attacker without the same from the defender, Special Success or success by the defender without the same by the attacker), or else the continuing damage from the Strangle Hold reduces the target subject to below CL, in which case the defender is unconscious for 2D3 BTs time, and attacker may release the hold or slay the opponent automatically in the next CT.

As STEEP increases, the rate at which one attacks and the damage one does increases. Fists and feet can be used to parry fists and feet, not sais or other artificial weapons. The artificial martial-arts weapons, however, can parry swords, spears, and the like very well. During each CT, combatants will select one of the above sub-areas to attack with. The Martial Arts Attacks tables list the numbers of attacks per CT and the damage done by each Sub-area according to the wielder's level of STEEP. See the "Physical Combat Lethal" section of Chapter 12 (page 223) for a complete discussion of the mechanics of combat and the meanings of any of the below terms that you aren't familiar win.

Sais and Tui-Fa both assume that a pair of weapons is being used, otherwise reduce the attack rate by half. On the other hand, if you have the Weapons, Special Skill K/S you may wield two pairs of nunchaku at the same time and increase your rate of attack by 50%! The damage ratings given do not include the bonus for high PMPow, so remember to add that in. Note that you do not receive a damage bonus for high STEEP with any weapon covered by this K/S. But you do, as always, have one parry for every attack that you sacrifice. Also, for armor purposes treat the damage from this K/S as "Blunt."

Finally, martial arts weapons have no Weapon points: your Base Attack Chance is exactly equal to your STEEP. (Hey, no one said that Martial Arts are easy!) Being natural weapons, hands and feet have a Speed Factor of 3. Artificial weapons are also rated Speed Factor 3.

STEEP Modifier: (PMCap + PNCap) * 0.5

Sub-area gains: Table 2

Martial Arts Attacks Tables

Hand Attacks

STEEP	Attacks/CT	Base Damage
1-15	2	1D3
16-30	3	1D6
31-40	4	2D6
41-50	5	2D6
51-60	6	2D6+2
61+	7	2D6+4

Foot Attacks

STEEP	Attacks/CT	Base Damage
1-15	½	1D6
16-30	1	2D6
31-40	2	3D6
41-50	3	3D6+2
51-60	3	3D6+4
61+	4	3D6+6

Nunchaku

STEEP	Attacks/CT	Base Damage
1-15	1	1D6+1
16-30	2	1D6+2
31-40	3	2D6+3
41-50	4	3D6+4
51-60	5	3D6+5
61 +	6	3D6+6

Sais

STEEP	Attacks/CT	Base Damage
1-15	1	2D6
16-30	2	2D6+3
31-40	3	2D6+6
41-50	4	3D6+3
51-60	4	3D6+6
61+	5	4D6+3

Tui-Fa

STEEP	Attacks/CT	Base Damage
1-15	2	1D6
16-30	3	2D6
31-40	4	2D6+2
41-50	4	2D6+4
51-60	5	2D6+6
61 +	5	3D6+2

Bagh Nakh

STEEP	Attacks/CT	Base Damage
01-15	2	2D6
16-30	2	1+2D6
31-40	3	2+2D6
41-50	3	3D6
51-60	4	1+3D6
61+	4	3+3D6

Billy Club

STEEP	Attacks/CT	Base Damage
01-15	1	2D6
16-30	2	1+2D6
31-40	3	2+2D6
41-50	3	3+2D6
51-60	4	1+3D6
61+	4	2+3D6

Brass Knuckles

STEEP	Attacks/CT	Base Damage
01-15	2	2D6
16-30	2	1+2D6
31-40	3	2+2D6
41-50	3	3+2D6
51-60	4	4+2D6
61+	4	5+2D6

Cane

STEEP	Attacks/CT	Base Damage
01-15	1	1+2D6
16-30	2	2+2D6
31-40	2	3D6
41-50	3	1+3D6
51-60	3	2+3D6
61+	4	3+3D6

Martial Arts Attacks Tables (continued)

Kama

STEEP	Attacks/CT	Base Damage
01-15	1	3D6
16-30	2	3D6
31-40	3	3D6
41-50	4	3D6
51-60	4	1+3D6
61+	4	1+3D6

Knife, Small

STEEP	Attacks/CT	Base Damage
01-15	1	2D6+1
16-30	1	3+2D6
31-40	2	3D6
41-50	2	1+3D6
51-60	3	2+3D6
61+	3	3+3D6

Hook

STEEP	Attacks/CT	Damage Base
01-15	1	2D6
16-30	1	2+2D6
31-40	2	3+2D6
41-50	2	4+2D6
51-60	3	5+2D6
61+	3	6+2D6

Combat: Missile Hand Weapons: This K/S area includes the following sub-areas of projectile and thrown weapons:

1. Bow
2. Crossbow
3. Blowgun
4. Bolos
5. Slinging
6. Darts
7. Knives/Daggers
8. Boomerang
9. Axes/Clubs/Hammers
10. Spears & Javelins
11. Throwing Stars
12. Nets

This skill does not grant its user any parries, even with weapons that are capable of doing so. While you can throw a spear with this Area, for example, you must have Weapons, Hand (Spear) to attack and parry with it in hand-to-hand combat. Consult the table on pages 238 and 239 of Chapter 12 for the statistics of each type of weapon. For thrown weapons, remember to add in your damage bonus if you have a high PMPow, and that all of these weapons receive the damage bonus for high STEEP. Also, while each missile weapon is listed with a basic ROF (rate of fire), a persona's STEEP level confers a modifier (bonus or penalty) to that ROF, as summarized on the Missile ROF Modifiers table below. Multiply the weapon's listed rate of fire by the multiplier listed for STEEP to determine the actual number of attacks a persona can make with the weapon.

Missile Rate of Fire Modifiers

STEEP	ROF Multiplier
1-15	0.5
16-30	1
31-45	2
46-60	3
61+	4

Cross-feed(s) at 10%: (Darts) to Games: Mental (Darts), Sports (Team) events with throwing or passing, and Hunting/Tracking involving matching weapons.
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: Table 2

Combat: Non-Lethal Hand-to-hand: This K/S assumes brawling, boxing, wrestling, judo, jujitsu, and similar self-defense forms. These operate by stunning or disabling an opponent and will only inflict minimal real physical damage. See the Physical Combat, Non-Lethal section in Chapter 12 (page 221) for details on how this K/S works.
Cross-feed(s) at 20%: Games: Physical and Sports (Individual Violent)
STEEP Modifier: (PMCap + PNCap) * 0.5

Construction: This K/S assumes that the persona is skilled at carpentry, plumbing, roofing, and the like. At STEEP 31+, the individual can read and draft blueprints, and do fine carpentry (such as cabinetry)—thus making it easier in some instances to find secret compartments, hidden rooms, and the like. An HP with this K/S could, for example, virtually build a cabin or house without any assistance. Actual rolls against this K/S, however, will not often be required except for fine carpentry, in which case one roll should cover a project of moderate complexity and two to three day's work. As always, the DR will have a lot to do with the tools and materials available. If there is a deficiency of tools and/or materials, a roll may be required to complete a normal task. Also see the *Masonry* K/S for associated skills.
Cross-feed(s) at 10%: Construction: Naval, Construction: Transport, Fortification & Siegecraft, and Weapons: All Other Military
STEEP Modifier: PMCap

Construction, Naval: This skill provides the HP with understanding and ability relating to the building of small and large watercraft. The persona will be familiar with all of the components of such vessels, their uses, and construction requirements. When joined with the Engineering K/S Area, this skill allows a persona to be able to supervise and work with a team of individuals in the actual construction of waterborne craft—from small boats to large ocean-going ships.
Cross-feed(s at 10%): Construction and Construction: Transport
STEEP Modifier: PMCap

Construction, Transport: This Area deals with the construction of vehicles of all types. The most obvious vehicles covered are carts and wagons, but a persona with this K/S can also work as a wheelwright. Transport also covers knowledge of things such as sleds, ice skimmers, and other somewhat exotic means of transportation.
Cross-feed(s) at 10%: Construction and Construction: Naval
STEEP Modifier: PMCap

Cooper: This area deals with the making of barrels, casks, kegs, tubs, and similar items. These can be water- or air-tight, storing both solids and liquids. It also involves construction of crates and boxes, though this is more of a secondary function. The persona can create (and detect) hidden compartments in these objects with a DR Hard roll.
STEEP Modifier: (PMCap + PNCap) * 0.5

Criminal Activities: Physical: The following sorts of skills are considered under this category, including both the knowledge and the ability to perform them:

1. Sneaking
2. Hiding
3. Lock-Picking
4. Ambushing
5. Pick-Pocketing
6. Forced Entry
7. Strongbox Breaking
8. Shoplifting & Pilfering
9. Mugging & Robbery
10. Robbery (Armed/Threat)
11. Cheating
12. Grab and Run
13. Hijacking

14. Purse Cutting
15. Rustling
16. Smuggling

Sneaking confers the ability to move without being seen or heard (and reduces one's movement rate by half), whereas *Hiding* measures one's ability to remain unseen by staying still. *Sneaking* and *Hiding* will both cover you for a certain amount of time, though how long depends on just how many people are around that you're hoping to keep from discovering your presence. Assume one AT or so normally, or as long as an hour out in the open, or as few as five or so CTs where things are really crowded!

Ambushing allows one to surprise foes in combat. *Forced Entry* pertains to getting into a place through doors, windows, skylights, etc. by breaking, jimmying, and similar activity. *Cheating* generally involves cards, dice, and other similar items. *Mugging* and *Robbery* typically has a single victim or location, where *Armed/Threat Robbery* may involve a shop or bank. *Grab and Run* has nowhere the subtlety of shoplifting. *Rustling* can include many classes of animals.

One roll generally covers one single action in this K/S; things like cons may have several parts, including setup and the performance.
Cross-feed(s) at 10%: Espionage, Police Work, Surveillance & Security, and Streetwise
STEEP Modifier: (PMCap + PNCap) * 0.5

Cultured Palate: This K/S measures knowledge an HP has regarding some of the finer things in life. Those with good STEEP levels will be able to make intelligent critiques of items in the following Sub-areas:

1. Foods
2. Beverages
3. Herbs/Spices
4. Wines/Winemaking
5. Beers/Brewing
6. Spirits
7. Perfumes
8. Gourmet Meal Preparation

Note that those with sub-areas 4 and 5 will be actually capable of making beer and ale, just as those with sub-area 8 will be capable of cooking a fine meal. Sub-area 4 assists in being a vintner.
Cross-feed(s) at 10%: (Wines/Winemaking) to Agriculture (Viticulture), and Domestic Arts & Sciences (Cooking and Nutrition, both commercial and personal.)
STEEP Modifier: PNCap

Disguise: Disguise is the ability to alter one's appearance in such a manner as to seem to be a different person. Thus, such personas could make themselves appear younger, older, shorter, taller, thinner, heavier, better looking, or less handsome to the casual observer. Masters of this K/S Area can even go so far as to alter their racial and/ or sexual appearance. Do not confuse Disguise with *Impersonation*, an entirely different sort of ability. In combination with Impersonation, however, Disguise becomes far superior (and vice-versa), as the two areas complement and enhance the other.

Naturally, such things as body language, posture, and subtle muscular changes are a part of this K/S. In addition, the individual might have need to resort to various physical props such as wigs, false facial hair, facial putty, padding, heelless shoes, boots with lifts and high heels, regular or special garments, etc.; cosmetics and makeup; and special dyes for skin, hair, and the like. While gait, posture, mannerisms, voice, and such can be altered by conscious effort and practice, certain things cannot. Give-away areas are the individual's eyes, ears, and mouth; and these can usually only be altered by use of Heka, not by disguise alone.

Close scrutiny will usually require a roll at DR Difficult, or DR Hard if the persona is being scrutinized by individuals who are familiar with him or her. However, passing off a disguise in a situation of mere casual observance, or when in a crowd with observers scrutinizing it, is from Moderate to Difficult.
Cross-feed(s) at 10%: Impersonation
STEEP Modifier: PNCap

Drawing: This entails the skill of drawing detailed and accurate maps, renderings, and plans. This K/S is also useful for portraits and caricatures, sketching scenes, copying drawings, and possibly the creation of fraudulent art.
STEEP Modifier: PNCap

Endurance: The individual is strengthened and toughened through this K/S area. With Endurance ability, a persona is able to undergo longer periods of exertion, or withstand privation, discomfort, or pain with less suffering for a longer period of time than a normal individual.

For each point of STEEP, enabled personas are empowered to perform or endure 1% longer than their actual norm. This includes going without air, water, food, sleep, etc. They can travel, run, work, fight, and hold on longer. Cold and heat will be tolerated to greater extremes by a persona with Endurance. For example, torture used to get information from such an individual will be moved to one DR easier to bear, due to Endurance; thus an average person might have a DR of Extreme, an Heroic Persona Very Difficult, and one with Endurance Difficult or easier depending on STEEP, but never easier than Moderate in any event!

In extreme situations, personas with Endurance in this milieu may subconsciously draw upon their Heka to extend its power, but only the special (Physical) Heka can be so utilized. By using all of it, individuals could effectively double their Endurance limits. This special Heka extension lasts no longer than double the normal duration, of course.
Heka Generation: STEEP + ((PMPow + PNPow) x 0.5)
STEEP Modifier: (PMPow + PNPow) * 0.5

Escape: This K/S deals with physical work, manual and digital dexterity (such as required to untie oneself), contortionism, and the ability to improvise tools in order to escape from confinement. A successful roll will allow such HPs to wiggle free from binding ropes, or free their hands by scraping the cords that tie them against some sharp object and so forth. They might also be able to escape from a cell by figuring out how to knock a bar loose and/or turn a spoon into a lock-pick and, if the *Criminal Activities: Physical (Lock-Picking)* K/S is known, open the door which separates them from freedom.

Obviously, there are many different kinds of ways in which one can be imprisoned, and this K/S may or may not prove helpful in getting away. A successful escape is likely to require numerous rolls against other K/S Areas as well, particularly *Criminal Activities: Physical (Sneaking, Hiding, or Lock-Picking)*, depending on the specific situation. The JM will determine what additional K/S areas may apply.

It is hard to say exactly what one roll will cover, but, as usual, it should be something of moderate complexity—though in this case not necessarily of moderate time length! It might very well take several hours to worm one's way free of being tied up or even several days or weeks to grind a spoon until it would make a suitable lock-pick, prepare an escape tunnel, etc.
Cross-feed(s) at 10%: Legerdemain
STEEP Modifier: (PMCap + PNCap) * 0.5

First Aid: This K/S allows one to treat an injured person in a number of ways. First of all, a successful roll can temporarily proof a victim against the effects of shock (see the "Shock" section of Chapter 12, on page 258). Victims who have taken damage equal to or greater than their Wound Level (WL) must be treated for Shock daily, until they receive proper bed-rest. A successful First Aid roll can also remove 1D10 points of Physical damage taken, or twice that for a Special Success. Note that to both treat someone for Shock and to remove some of that persona's damage would require two separate rolls, and that removing damage can be done only once per person per wound.

When someone has been poisoned, a successful treatment (if there's time) will kill a number of Poison Strength points equal to the user's STEEP. This may be done a maximum of once per poisoning. Attempts may be made by different people until someone succeeds.

Using this K/S takes from one-to two ATs (five to 10 minutes) for each function, and, as usual, the DR is dependent on the materials available (to use as bandages, blankets, etc.), and the surrounding conditions. (Is the person giving First Aid able to concentrate?).
STEEP Modifier: PNCap

Games, Physical: This K/S area covers physical contests between individuals, rather than teams, and involves tests of strength and

endurance primarily, for prizes, awards, and honors. The following types of games are covered:

1. Boxing
2. Wrestling
3. Arm Wrestling
4. Leg Wrestling
5. Bowling
6. Climbing
7. Running
8. Jumping
9. Swimming

Cross-feed(s) at 10%: (Boxing) to Combat: Non-lethal Hand-to-hand and (Climbing) to Mountaineering.
STEEP Modifier: (PMCap + PNCap) * 0.5

Gemsmith/Lapidary: The possessor of this K/S is able to work with precious stones and create items of jewelry, infusing them with Heka and possibly Castings. Such items will contain an amount based in part on the innate power contained by the materials used, as well as the amount channeled by the caster during the enchantment process. Castings may be linked to these items, if the persona is a dweomercraefter.

Each Sub-area in this K/S provides skill in making different sorts of items. There are four sub-areas associated, as shown below:

1. Engraving/Enameling
2. Gemcutting
3. Metalsmithing
4. Jewelry

Engraving/Enameling covers the embellishment of an object by inscribing or painting runes, patterns, designs, and other permanent decorations in or on the item.

Gemcutting work involves cutting and polishing rough stones to increase their value and beauty.

Metalsmithing is concerned with working malleable metals (usually of precious sort) into rings, bracers, chains, etc.

Jewelry involves designing and creating attractive pieces of jewelry which might contain gems and other precious stones.

These skills are very important for those who wish to create magickal devices such as Charms or Amulets. In addition to Gemsmith/Lapidary skills, a master craftsman will need to have *Dweomercraeft* and *Heka-Forging* K/S Areas to produce a complete range of items. The *Alchemy* and *Mysticism* K/S Areas will also be of use.
Cross-feed(s) at 10%: Gemology
Heka Generation: STEEP + PNPow
STEEP Modifier: (PMPow + PNPow) * 0.5

Handicrafts/Handiwork: This is a sort of catch-all K/S which is necessary to have for all individuals not served by one or more persons to take care of little things. To live in relative self-sufficiency and comfort in a semi-primitive, primitive, or even modern milieu where there is such work to be done this area is almost necessary. It enables the possessor to use ordinary and natural things for all types of purposes, some seemingly unrelated such as for cooking, eating, convenience, decoration, repair, replacement, etc. A little sewing, carving, whittling, or whatever, and the job is done. Perhaps it is a sort of primitive and smaller-scale *Jack-Of-All-Trades* and *Domestic Arts & Science* derivative, although this K/S applies to many minor, less vocational sorts of skills in general.

The individual possessing this K/S area can manage to survive alone in normal wilderness settings, assuming she or he has some other abilities with regard to food-acquisition and possibly self-protection. That is, a persona with Handicrafts/Handiwork can construct a rude dwelling, fashion rude garments, make a bed and furniture of rough sort, have cooking utensils and dishes, store water and food, and so on. Such personas can also whittle spoons and decorative pieces, carve a whistle, make a flute, fix a leaky bucket, fashion a bit of crude pottery, repair a window, hinge a door, weave a basket, mend a broken chair, replace an axe handle, etc. In short, this area enables individuals to do for themselves those absolute necessities for surviving as well as the little things needed to keep a domicile running and even homey, or keep oneself properly cared for.

Primitive peoples, and those folk dwelling in isolated places and/ or of restricted economic means, will typically have some fair amount of STEEP in Handicrafts/Handiwork. The ability is gained through observation, parental and similar instruction, and living experience.
STEEP Modifier: PNCap

Heka-Forging: This is a special K/S Area which empowers the persona to materially channel Heka so as to make it a part of some physical item the wielder is making—a weapon, musical instrument, piece of jewelry, item of apparel, piece of furniture, or the like. The Heka being used as a part of the object being so forged must come from the persona with Heka-Forging ability, from a Heka Reservoir dedicated to the specific item in question, be innate within the object, or be some combination of these three sources.

There are nine Heka-Forging sub-areas. Sub-areas must be gained sequentially, as a persona builds requisite STEEP. Each sub-area is more powerful than the one preceding it, beginning with Enhanced Object Quality, listed as follows.

Heka-Forging Sub-areas

Grade	STEEP	Sub-area
1	01-20	Enhanced Object Quality
2	21-30	Enchanted Mechanisms
3	31-40	Heka Reservoirs
4	41-50	Detection/Information items
5	51-60	Defensive Armor
6	61-70	Offensive/Weapons
7	71-80	Casting Storage
8	81-90	Skill Bearing Items
9	91 +	Spirit-Holding Devices

Enhanced Object Quality enables the Heka-Forging persona to magickally improve a static, non-living item. This effect makes items shine brighter, last longer, work better, be less likely to break, etc.

Enchanted Mechanisms allows the persona to imbue mechanical items with energy drawn from one or more of the Laws of Magick. The energy is innate to the device, and does not affect personas using such items. It merely powers the device, enabling smooth operation, whether commanded or automatically engaged.

Heka Reservoirs is the ability to create and charge General or Dedicated Heka Reservoirs.

Detection/Information Items is the ability to create devices which function as divinatory, translator, or enchanted detection items.

Defensive/Armor is the ability to forge defensive items, such as shields, armor, or amulets, et al.

Offensive/Weapons is the ability to manufacture or enchant dweomered weapons or other attack-based objects.

Casting Storage grants the ability to store one or more Archetypical, Tutelary, or Specific Castings within items, charge them with Heka, and specify the command word or phrase required to activate them.

Skill-Bearing Items is a Sub-area which provides the persona with the means to enchant objects with one or more set skills or programmed knowledge. Such devices, if powerful enough, may sometimes appear intelligent, but there is no personality associated.

Spirit-Holding Devices is the final and most powerful Sub-area, granting the Heka-Forging persona with the skill to bind lesser spirits and elemental forces to a device.

The Difficulty Rating for Heka-Forging depends upon the nature of the work, and the relevant table gives a guideline by which GMs can determine what they find the particular DR to be for any specific task.

A sword, being metal is easier to work, so one with 2,000 Heka points in it would be DR Difficult with one function—say a plus to its Weapon Points. Add 1 to the DR for each additional Heka-based thing that the sword can do, but then reduce the DR for such things as preparation, flawlessness of metal alloy, and possible Hekalite content. All functions of the object must be forged at the same time.

Flawless is self explanatory, and perfect nearly so. An ingot of properly refined adamantine, for example, is both flawless and perfect for the making of most weapons. Generally speaking, the finest substance possible for an object, in purest form, with the greatest preparation

possible for all normal intents and purposes is what qualifies for this category of DR bonus.

Heka-Forging DRs

Heka Amount & Item Nature	Base DR
250 or less in metal	Easy
250 or less in other material, or 500 or less in metal	Moderate
500 or less in other material, or 1,000 or less in metal	Hard
1,000 or less in other material, or 2,500 or less in metal	Difficult
2,500 or less in other material, or 5,000 or less in metal	Very Difficult
Over 2,500 in other material, or over 5,000 in metal	Extreme
Each additional function of the item	+1 to DR (harder)*
Heka-prepared item	-1 to DR (easier)
Flawless or perfect substance	-1 to DR (easier)
Heka-generating substance	-1 to DR (easier)

* Maximum penalty if 3 steps harder.

Heka preparation means that the substance(s) to be worked have been specially treated prior to the time by someone, possibly the Heka forger him or herself. This is done by Rituals and/or Castings of the proper sort to prepare the item for what is to be forged into it—an attuning, so to speak. A gem to be used as a trap for a spirit being, for instance, might have to be placed in a silver casket, in a gold one, in a lead one, in an iron one. Before that, the innermost surfaces of the silver casket might have to be inscribed with Glyphs pertaining to Attraction, Powerlessness, Entrapment, etc. Then it might have to stay shut therein for as many days as there are to be points of Heka forged within the gem so as to energize it for its operation.

Remember that Heka produced is 1/100th of that put in – to generate 10 points of Heka, the Heka-forger must invest 100 points!

The most notable substance containing Heka is the mineral Hekalite, from which can be refined a pure metal of the same name. Pure Hekalite metal is worth twice its weight in oricalcum, but having one eleventh of the item's weight comprised of Hekalite qualifies it for the "Heka-containing substance" bonus to DR, and if twice as much Hekalite is used there could be a double bonus. Some few rare substances of other sort, whether of Ærth or Phæree or elsewhere also contain some small quantity of innate Heka; and these substances would qualify for the DR bonus. Your GM will rule as to what things (woods, shells, etc.) have such innate Heka.

There are a limited number of Heka-Forging K/S Area Castings, but when used in conjunction with each other, or with the assistance of another Heka-Using persona, these Operations can create potent devices. The Casting Grade available to a persona depends on the persona's STEEP in this K/S, as shown in the Casting Grade table.
Heka Generation: Special (See Appendix V)
STEEP Modifier: (PMPow + PNPow) * 0.5
Sub-area gains: Table 3

Heka Forging Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Game Traps

Trap Type	Time to Make	Damage & Other Results
Foot Snare*	1D3+ 1 ATs	1D6 "Impact" PD, plus caught and held upside down until able to free self or be freed by another.
Neck Snare**	1D3 + 3 ATs	2D6+2 'Impact' PD, roll for Strike Location.
Spring Trap, Spiked	2D3 + 2 ATs	2D6 "Piercing" PD per spike, 1D3 spikes can hit.
Falling or Swinging	2D3 + 4 ATs	2D6 "Piercing" PD per spike, 2D6 "Impact"; a spiked trap, 6' to 8' swath, 1D3 spikes per victim in the path.
Deadfall, Spiked, or Very Heavy	3D3 + 5 ATs	8D6 "Impact" or "Piercing"; victim(s) are pinned by spikes or weight or trap until freed by others.
Camouflaged Pit with Sharp Stakes set in Bottom***	3 hours + 2D3 ATs	1D6 "Impact" cumulative per 10' fallen****, plus 2D6 "Piercing" PD per stake —1D3 stakes per victim.

* No Strike Location roll is made for this device, so damage is as determined by the die.
** If the strike location is "Super-Vital," victim has a broken neck; if "Vital" then death by strangulation will occur in 1D3+3 BT; otherwise, the hit will be considered "Ultra-Vital" for damage.
*** The three-hour time assumes relatively soft/easily dug ground and a good digging tool. Thus, one man working hard and fast might be able to remove 1,000 cubic feet of dirt from the area, set stakes, and conceal the work and pit afterwards. Two working cut the time in half, three to one-third. To double the length or breadth of the pit, double time required, but twice as many can work. To double depth you must triple time (and the work assumes ropes and buckets, ladders, etc. Note that a 5' deep pit delivers only 1D3 PD, while a 20' one gives 3D6, but stake damage is the same in either case. The GM must adjust for harder ground by adding increments of one hour to the above, it would take 12+ hours to dig a 10' x 10' x 10' pit in hardpan clay! The 2D3 AT additional time is for final cleaning up and hiding of the trap.
**** Remember to add together the tens of feet fallen, and that gives you the number of D6 to roll for damage: 1 for 10', plus 2 for 20', plus 3 for 30', etc.—so a 40' fall means 10D6 damage (1 +2+3+4 = 10). Then make a roll for damage location.

Hunting/Tracking: This is an ability which enables a persona to use certain weapons to hunt and kill game, trap animals, fish, and follow the trail of game animals or like quarry. Most primitive peoples have developed Hunting & Tracking ability to a high degree. The tribal natives of Ærth's Vargaard, frontiersmen, and mountain men serve as good examples of people with such K/S.

The Heroic Persona with this Area must first select two hunting weapons. The first is a spear, but the exact sort of hunting spear chosen is left to the player and the GM's approval. The second weapon is for distance, and based on the derivation of the persona and/or the persona's training, it can be any one of the following, again with the approval of the GM:

1. Blowgun
2. Bolos
3. Boomerang
4. Bow
5. Crossbow
6. Spears & Javelins
7. Slinging

With the two weapons selected, such personas will be capable hunters of such small and large game as they are familiar with.

In combat, only half of STEEP can apply to use of these weapons, and if Combat STEEP exceeds half of this K/S Area STEEP, then it is used instead of Hunting & Tracking (weapons) STEEP when fighting.

These HPs will each also have a broad general knowledge of the flora and fauna of the immediate region in which they learned their K/S. By a rapid study of the habitat and a searching for signs, such individuals can find fish (and catch/hook/spear/net/trap/poison them so as to have food), game, animal trails, water holes, etc. Tracking is subject to the guidelines on the Tracking DRs table, and the GM will employ them whenever an HP is so doing.

Spoor disturbed by large herds of animals, long or heavy rain, deep snow, wind storm, etc. becomes progressively more difficult to "read," so the GM should move the DR downwards. Personas with this K/S are able to conceal their own spoor and that of their fellow travelers. For every 5 points of STEEP such a persona possesses, the individual can attempt to conceal one person's spoor. A large riding animal, such as a horse, counts as an individual, or two individuals if the animal is shod (has metal or the like shoes). If the STEEP of the individual concealing the spoor exceeds that of the most able individual tracking, then the concealment succeeds, and the tracker(s) loose the trail of the quarry. However, the effective STEEP of the persona concealing spoor must be reduced by 5 for each individual she or he is concealing spoor for, unless that individual also has Hunting & Tracking K/S Area ability (and obviously a typical riding animal cannot have that!).

Also, a persona with this ability can make and set snares and traps for small animals and large game as well. Take note that snares and traps suitable for large game can be employed against humans/ humanoids and other sapient life forms as well. The kind of snare or trap constructed, time required, and damage inflicted upon a victim caught in it are given on the Game Traps table.

Cross-feed(s) at 10%: Botany, Combat: Hand Weapons (Spear), Combat: Missile Hand Weapons (by weapon type), Nature Science, Survival, and Zoology
STEEP Modifier: PNCap
Sub-area gains: Table 1 (Standard)

Tracking DRs

Nature of Tracks And Signs	Base DR
Spoor is large, fresh, obvious	Easy
Spoor is small, fresh, mostly hidden	Moderate
Spoor is slight or aging	Hard
Spoor is minute, hidden, confused by crossing tracks, wind, etc.	Difficult
Spoor is faint, old, confused, or mostly obliterated by rain, snow, etc.	Very Difficult
Spoor has been concealed by an able hunter-tracker (see text)	Extreme
Each day in which some partial disturbance or obliteration occurs	-1 DR (harder)

Jack-Of-All-Trades: The HP possessing this K/S can do handiwork, repair, or similar work in (at least) the following fields:

1. Carpentry
2. Construction (Naval and Transport)
3. Masonry
4. Mechanics (repair work)
5. Printing
6. Smithing/Welding
7. Plumbing
8. Roofing/Thatching
9. Clothwork
10. Leatherwork
11. General Repairs (Handyman)
12. Home Improvement

Sub-areas act just like the K/S of the same name. Each sub-area functions at 40% of the possessor's total STEEP (dropping fractions), or specialized ones at 80%. For example, if an HP has 50 STEEP in Jack-Of-All-Trades, that persona would be able to roll against the Construction sub-area at an effective STEEP of 20, or a STEEP of 40 if it was specialized. This K/S is good for performing basic, general work, but is of little help when it comes to more difficult tasks.
Cross-feed(s) at 10%: Jury-rigging and Mechanics
STEEP Modifier: SMCap
Sub-area gains: Table 2

Juggling: This ability must not be confused with that of the singing, playing, and composition of songs of the jongleur. Juggling concerns the Physical capacity for the juggling of objects, maintaining balance in unusual situations, etc. There are five sub-areas of juggling:

1. Balancing Self & Items
2. Fire "Breathing"
3. Knife (et. al) throwing
4. Sword Swallowing
5. Tossing & Catching Objects (Juggling per se)

Balancing allows the HP to use various special items and/or furniture to balance upon, and to balance upon themselves. Thus, such individuals can have things balanced high above them, be balanced high above the floor by use of a pole or stack of furniture, and/or move around to some extent thus. Such personas are also able to spin, toss and catch, etc. relatively small, light objects while balanced above the floor. This would allow, for example, a persona to balance a pole, clamber up it, and while balancing there reach up to grab a ledge, etc.

Fire Breathing allows personas to fill their mouth with a volatile, flammable liquid, jet forth vapors from that liquid, and set that gaseous breath alight with an open flame (a "whoosh" of flame from the mouth), all without causing themselves injury. The fiery jet is 1' to 4' length, at the option of the persona. It will inflict 1D6 damage upon any living creature harmed by flame, and the fire will cause combustion of flammable substances such as hair, paper, clothing, etc.

Knife throwing yields the HP precision use of thrown, bladed/edged weapons, such as knives, daggers, throwing stars, or very light axes. The able individual will be able to throw three such weapons in a single CT. Also, for each 20 STEEP points an individual has gained, add one yard to each of the range categories for that weapon. For example, range for a thrown knife is normally 3/6/9/12/15 yards. A juggler will add one yard for each 20 STEEP possessed, so the following STEEPS would result in the following adjusted ranges:

Adjusted Ranges for Knife Throwing

STEEP	Pt Blank	Short	Medium	Long	Extreme
20	4	7	10	13	16
40	5	8	11	14	17
60	6	9	12	15	18
80	7	10	13	16	19
100+	8	11	14	17	20

This sub-area gives no combat bonuses to hit a target, but a persona doesn't need a Combat K/S to throw and hit a target, instead using the

Juggling STEEP in Knife Throwing. The GM may allow the addition of darts, short swords, cleavers, etc. to the list of usable weapons.

Sword Swallowing is a capacity that is, of course, useful only for the entertainment and amusement of an audience. However, some application of it, such as object concealment, might be found to assist an HP in one or another circumstance. We leave that to the ingenuity of the players and the office of the GM.

Tossing & Catching Objects—classic juggling—includes the use of balls, plates, Knives, short swords, torches, and so forth. The entertainment value of this activity is obvious, but the use of the juggled objects as missiles is not so plain—at least to the Other Personas! Individuals with this Sub-area can both use the juggled objects as missiles and (if not juggling) attempt to pluck out of the air hand-thrown missiles that come within reach. Objects thus caught may then be held, thrown immediately, or discarded. The DRs of accomplishing such a defensive (and/or offensive) maneuver are shown on the Missile Interception (Juggling) table.

Missile Interception (Juggling)

Type of Missile & Speed Thrown	Base DR
Large size at moderate speed	Moderate
Relatively slow speed	Moderate
Medium size at moderate speed	Hard
Medium size at fast speed	Difficult
Small size at moderate speed	Difficult
Medium at very fast speed	Very Difficult
Small at fast speed	Very Difficult
Small at very fast speed	Extreme
Each Missile above 1 in a CT	-1 DR (harder)

A large missile is an axe, long dagger, big knife, short sword, spear, torch, etc. A medium missile is a typical throwing dagger, knife, or large throwing star. A small one is a small dart or small throwing star. All hand-hurled weapons travel at very fast velocity within Point Blank range, fast within Short and Medium range, moderate within Long range, and slow at Extreme range, for purposes of this consideration. Consider device-hurled weapons to be one category quicker, so at Point Blank range they are absolutely cannot be caught. (Ranges of individual weapons are found on page 239.)

Special Considerations of Juggling and *Acrobatics/Gymnastics*: a persona may apply a bonus of 10% of average STEEP of these two abilities to **ONE** of the following of the following K/S Areas. The K/S Area applicable may never change after having been chosen, and application of the bonus must be immediate at the creation of the HP or upon acquisition of the chosen K/S area: Combat: Lethal Hand-to Hand, Combat: Non-Lethal Hand-to-hand, Combat: Hand Weapons, Combat: Missile Weapons, or Criminal Activities: Physical.

Obviously, this combination of areas is a favorite one of dedicated combatants and those who practice outlawry on a grand scale.
Cross-feed(s) at 10%: Acrobatics/Gymnastics
STEEP Modifier: (PMSpd + PNSpd) * 0.5

Leatherwork: This K/S is another that is of dual sort. It is basically used to assess the quality of leather and products of leather—be it a book binding, boot, saddle, scabbard, girdle, garment, or something else. The persona can also repair items, make things out of leather, prepare hides, work with rawhide, tan leather, dye it, tool it, and so forth. The shaping and stitching of leather also falls under this K/S, so the persona can fashion clothing or make shoes or harnesses, etc.

The secondary portion of this skill is armoring. The able persona can make armor and shields using leather, including those of boiled, shaped leather (cuir-bouilli), with whatever studding or other reinforcement is common to such equipment. Note, however, that any and all non-leather materials needed for construction of armor or shields must be furnished completed to the persona for this construction to succeed. A leather shield or covering can be made in about one day (eight hours labor) while a common suit of leather armor takes one week, one studded or cuir about twice as long.

Making a usable saddle will take about a week of regular time, about as long as it to make a pair of good boots or a good coat. Shoes and lesser garments take only 1D3+1 days of work. Crude shoes and small items take only a day, while rough sandals can be fashioned in half a day or even less time.
Cross-feed(s) at 10%: Arms & Armor (Armor: Leather/Cuir Bouille)
STEEP Modifier: PNCap

Legerdemain: This Area enables an individual to perform manual feats of sleight-of-hand such as in stage magic, close-up magic, card tricks, prestidigitation, ventriloquism, misdirection, and illusions which typically require the utilization of special equipment and props. A brilliant performing stage magician, for instance, will have a STEEP score in both Legerdemain and Deception of around 50 to 60.

This ability is useful in many ways, including earning money, entertaining, trickery by substitution or disappearance, and so forth. As a general rule, a roll should not be necessary to cover a rehearsed performance unless there is some distraction or it is a very important one, such as opening night or a show with an important noble or other royal audience in attendance. Rolls against this K/S mainly come into play when one is trying something on the spur of the moment, such as confusing a monster by making its prized gem seem to disappear into thin air, or substituting a counterfeit object for a real one.

In conjunction with the *Gambling* K/S, it could be used to stack a deck, as well as possibly detect that type of manipulation.
Cross-feed(s) at 10%: Escape
STEEP Modifier: PNCap

Masonry: This K/S Area deals with the skills and techniques required to build permanent structures out of mortar, stone and brick. Strongly associated with the Construction K/S, this one deals with stone, rather than wood. It also includes the skill of carving basic inscriptions and decorations in stone, but is far from true sculpture.
Cross-feed(s) at 10%: Construction
STEEP Modifier: PMCap

Mechanics: This K/S Area allows personas to fix simple machinery containing moving parts, similar to the *Engineering* K/S. Unlike that K/S area, however, the Mechanics K/S does not impart knowledge of how such objects work beyond the obvious, nor does it allow personas to design machinery of any complex sort.
Cross-feed(s) at 10%: Construction, Jack-of-all-Trades, and Weapons: All Other Military
STEEP Modifier: PMCap

Mines & Mining: A persona with this type of knowledge will understand the various methods of underground and surface mining. It includes understanding of mine structures and safety factors. This is a very Important K/S Area for those who are active in underground exploration, excavation, or construction.
Cross-feed(s) at 10%: Engineering (Mining)
STEEP Modifier: PMCap

Mountaineering: This K/S measures an HP's ability to ascend steep surfaces, whether by the use of ropes and grappling hooks, or employing naught but tiny ledges and shallow cracks as handholds. The K/S applies not only to climbing mountains and hills, but to walls, trees, and the like as well. The DR, speed, and how far one can move on one roll depends on the particular situation. Personas can climb vertically at about 10% of their normal movement rate, or can descend at 25% (or more) of their movement rate if they have the proper equipment. If a persona is equipped for rappelling (rope and harness), this area will allow descent at full trotting rate. Climbing and/or descending is also much easier with a rope and harness than it is using handholds, and thus the DR will vary accordingly. Finally, the standard time covered by one roll will probably be around one BT, though it could be much longer. If a team is steadily ascending Mount Everest, for example, they might make a combined roll once every four hours or so to avoid having an accident.

This ability extends to the knowledge of how to travel through and survive in mountainous terrain, traverse glaciers, etc. It enables the

individual to judge the most accessible part of a mountain as regards scaling it and regarding mountain ranges allows the estimation of where passes might be found, and judgment as to height and so forth.
STEEP Modifier: (PMPow + PNPow) * 0.5

Music: This K/S covers one specific musical instrument with which the HP is skilled. While actual rolls against this K/S will probably be rare, save in connection with Spellsongs, the higher your STEEP rating, the better your skill and your reputation with the chosen sub-area will be. The Sub-Areas are divided as follows:

1. A Cappella
2. Horns
3. Keyboards
4. Percussion
5. Stringed, Bowed
6. Stringed, Plucked
7. Woodwinds and Reeds

A Cappella is unique in that no instrument is used to accompany the persona's singing. While at first this purely vocal form of music may not seem to belong here, it is actually quite powerful. Multiple singers engaged in rhythmic harmony work well together, and the power of a song can thus be enhanced.

Horns include such instruments as trumpets, pipes, and horns.

Keyboards are typically pianos, harpsichords, and organs.

Percussion includes drums, tambours, rattles, bells, and cymbals.

Stringed, Bowed includes as the violin, cello, and similar instruments.

Stringed, Plucked consists of harps, lyres, lutes, etc.

Woodwinds and Reeds include flutes, piccolos, and such.

This K/S is an integral part of Spellsinging; without the Music component, no magickal effects are possible.
Heka Generation: STEEP + ((PMSpd + PNSpd) x 0.5)
STEEP Modifier: PNCap
Sub-area gains: Table 1 (Standard)

Perception: Physical: This K/S measures a persona's skill at observation and use of the five main senses: sight, hearing, smell, taste, and touch. It is unusual in that its modifying factor is MRCap. This ability, and/or its counterpart, *Perception: Mental*, is (or are) one of the most important and oft used skills in the game. This K/S covers the following Sub-areas:

1. Noticing
2. Hearing
3. Searching
4. Tracking

The *Noticing* Sub-Area is typically used when your HP has the opportunity to notice something important, such as a hidden book or a sniper waiting in ambush. It relies on a combination of sensory input.

Hearing allows one to detect the noise made by a stalking monster or sneaky assassin and to act upon the information so gained.

Searching, a visually oriented capacity with some additional tactile input, allows one to thoroughly examine a small (roughly 20' x 20') area for secret doors, hidden persons or items, and the like.

Tracking covers the act of following someone or something that's not in your field of vision, by seeing and interpreting the subtle signs of its passage, detecting odors, and so forth. It differs from the *Police Work* sub-area of Shadowing, which allows you to follow someone that is in your field of vision without being noticed. It is only vaguely related to *Hunting/Tracking*, however, in that signs and spoor are not of vital importance, behavior is understood, etc.

Personas having both forms of *Perception* (Mental and Physical) are entitled to two K/S checks in many circumstances, assuming the appropriate sub-areas are known in both skills.
STEEP Modifier: MRCap
Sub-area gains: Table 1 (Standard)

Plumbing: Personae with this K/S can install plumbing, to and from sewers and mains, to the terminal location. It includes cutting, fitting, threading, and sealing of pipe, tile, and other similar systems, as well as knowledge of water systems, including aqueducts.

The persona may be aware of alternate accesses to various locations, including entrance and egress points not otherwise known to the average resident.
Cross-feed(s) at 10%: Construction
STEEP Modifier: PMCap

Police Work: This K/S Area covers a wide-variety of police and/or detective activity, encompassing the sub-areas listed below:

1. Stakeout
2. Shadowing
3. Interrogation
4. Evidence Gathering
5. Evidence Analyzing

Stakeout covers one's ability to observe a subject unnoticed at a relatively stationary location. Over an extended stakeout, more than one person or team may be required.

Shadowing allows one to follow a subject without being noticed, and generally means keeping the subject in sight.

Evidence Gathering is the finding of suspects and motives, establishing opportunity or lack thereof, searching for crime tools or weapons, questioning witnesses, checking alibis, searching for clues, and so on. Subtle clues may require a roll to establish the relevance.

Evidence Analyzing is the process of matching the evidence to the incident. Generally, you do need to gather the evidence first; is the follow-up process.
Cross-feed(s) at 10%: Criminal Activities: Physical
STEEP Modifier: PNCap
Sub-area gains: Table 1 (Standard)

Printing: This K/S is quite straightforward at first glance. Those individuals who possess skill in this relatively novel field (consider the era!) will be able to use and understand the workings of equipment required to place text and illustrations on parchment and paper. This ability enables all manner of useful things, including the production of special publications, false or counterfeit documents, doctrines, and so forth. Evil Personas certainly might use such K/S ability, so it is something which the HPs must be on guard against from time to time.
STEEP Modifier: PNCap

Riding: This skill includes equestrian ability with various sorts of animals in various sorts of situations. Rolls may be necessary to control a mount under difficult conditions and to successfully negotiate obstacles (such as hurdles on an equestrian field). The following types of Sub-areas are included:

1. Horses, Mules, and Asses
2. Camels
3. Elephants
4. Racing
5. Difficult/Unbroken Animals
6. Mounted Combat
7. Teamstering

The HP must know the sub-area of the type of mount employed in order to use this successfully for any purpose other than riding at a walking pace; in other words, if a roll is required, you need the appropriate sub-area. Racing competitions are resolved in the same way as are gambling competitions. A roll against the racing sub-area also allows one to flee pursuers while mounted.

Difficult/Unbroken Animals also requires the base sub-area for the animal in question, and is needed for particularly troublesome beasts which are beyond the scope of the base sub-area. For example, a persona who wished to try to ride a wild horse would need both the Horse and the Difficult/Unbroken Animals Sub-area.

Mounted Combat STEEP level is the maximum your Base Attack Chance (BAC) can be while mounted. Riding does confer a bonus to attacking when fighting an unmounted foe. The exact effect will have a lot to do with your STEEP in this sub-area.

As an example, an HP has a BAC of 45 with the longsword when dismounted, and Mounted Combat STEEP of 35. The BAC will drop to 35 should the persona fight from horseback. It is, however, still to the HP's advantage when fighting non-mounted opponents, as there is a +15 "to hit" bonus for those who attack from a higher position (See the Position Modifiers Table in Chapter 12.) Thus, this confers a 50% chance to hit instead of the HP's dismounted 45% chance. While on a mount, it is harder for non-mounted foes to strike a mounted opponent (see the

table mentioned above), and thus it can often be to one's advantage to fight from a mount.

Teamstering is actually riding in a conveyance while driving the draft animal(s). This sub-area, then, includes carts, traps, sleds, sledges, wains, wagons, carriages, coaches, and the like. Draft animals considered are dogs, oxen, and buffalo. However, the use of other animals as a teamster can be included according to possession of riding sub-areas which treat such animals.

The really handy thing about all this, however, is that when riding you receive your mount's/draft animal's movement rate and don't expend a lot of energy walking. The movement is calculated the same way for mounts/draft animals as it is figured for people, but each species has it own base Physical TRAIT and Trotting/Running modifiers (see page 117 of Chapter 10 for rates of mounts and draft animals pulling conveyances). The Sample Running/Trotting Modifiers table lists modifiers for some standard mounts.

Sample Running/Trotting Modifiers

Mount	Base P TRAIT	Trotting	Running
Camel	4D6+100	None	2.5
Elephant	6D6+120	None	3.0
Horse	5D6+95	1.5	3.0*
Mule	6D6+80	1.5	2.0

* More of a canter, actually. A full-out gallop might be faster, but the horse and its load are factors here.

Cross-feed(s) at 10%: Sports (Mounted Individual) and Sports (Mounted Team)
STEEP Modifier: PNCap
Sub-area gains: Table 1 (Standard)

Seamanship: This K/S covers the skills required to operate small and large ships and other craft (such as galleys) on the open sea, and It is a must for the persona planning to captain a ship. Sub-areas include

1. Combat & Boarding
2. Command
3. Hull
4. Masts, Spars, & Rigging
5. Oared Vessels
6. Sailing
7. Signaling & Multi-vessel Operations
8. Supply & Cargo
9. Vessel Identification
10. Weather

Combat & Boarding: The ability to maneuver and fight one or more enemy vessels, ram, or grapple and board an enemy vessel.

Command: The ability to command the crew of a vessel in all other operations included hereunder.

Hull: The ability to know the vessels hull construction, maintain it, careen the vessel to clean its bottom of barnacles and weeds, repair damage to it, and generally keep it watertight and clean.

Masts, Spars, & Rigging: The ability to understand the upper portion of the vessel in relation to its hull, to maintain the parts thereof, to replace lost or damaged masts, spars, and/or rigging (or jury-rig substitutes for emergency sailing to a place where proper repairs can be effected), and to alter the components to achieve a desired end.

Oared Vessels: The ability to apply the other sub-areas to a vessel which uses both sails and oars. This area is useless by itself.

Sailing: The ability to achieve optimum results for the vessel in any given wind condition, as well as the ability to stow cargo or jettison it to gain speed. The ability enables the best use of the sails to counter adversity due to poor construction, round-bottomed vessels, etc. It also includes is the ability to use extra sails to gain speed if the persona so ordering also possesses the "Masts, Spars, & Rigging" sub-area.

Signaling & Multi-vessel Operations: The ability to understand and use devices such as flags, pennants, and lanterns to pass information to and from other vessels. It also includes the ability to maneuver a vessel in conjunction with one or more others to form a unified group (and thus form line ahead, turn in unison or at a point, etc.).

Supply & Cargo: The ability to provision a vessel, prevent spoilage of food and water, load, stow, and unload cargo and supercargo, and keep that cargo safely secured.

Vessel Identification: The ability to identify by sight of rigging and/or hull the type and probable nationality of a vessel. This includes the ability to judge its burden, sailing qualities, speed, etc.

Weather: This is the ability to "feel" the weather. Its possessor can judge how long prevailing conditions are likely to last, sense when and where nearby variable light breezes are likely to play, detect an approaching storm, and so forth.

Cross-feed(s) at 10%: Boating
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: Table 2

Smithing/Welding: This handy K/S imparts the ability to work with metal, whether the task is making special devices or forging a sword. As with *Construction*, no rolls are usually necessary, as it is assumed that the persona will complete the task eventually. One could try to roll in order to finish the work faster than it would normally take, and a roll will always be required for especially fine work, as well as for attempts to complete some task when tools and/or materials are lacking.

Possession of this K/S is absolutely mandatory if one wishes to use harder metals in conjunction with *Heka-Forging*.

Cross-feed(s) at 10%: Arms & Armor
Heka Generation: STEEP + ((PMPow + PNPow) x 0.5)
STEEP Modifier: PMCap

Speleology: This K/S area deals with the exploration and mapping of caves. While traveling long distances in an unfamiliar cave system, the HP might be required to make rolls against this skill to successfully navigate the twisting paths without getting lost, falling, or running into pockets of poison gas. While traveling underground might be done safely via the use of *Mountaineering* or *Geography/Cartography* K/S areas, a single Speleology roll will make it unnecessary to roll against any other such areas except in the most unusual of circumstances.

Cross-feed(s) at 10%: Subterranean Ærth
STEEP Modifier: PMCap

Sports: There are fewer sports, per se, in this milieu than many others, so there is only one K/S area covering them all. HPs from outside this one must apply their lowest Sports STEEP relative to one of the following sub-areas:

1. Mounted Individual Sports
2. Mounted Team Sports
3. Individual non-violent Sports
4. Individual Violent Sports
5. Team Sports

Mounted Individual Sports includes such things as racing, hunting, jumping, and individual mock combat (jousting, etc.).

Mounted Team Sports include polo and similar games and group mounted mock combat.

Individual Non-Violent Sports include such surprising things as golf and tennis, besides such typical endeavors as running, jumping, archery, and throwing things.

Individual Violent Sports include boxing, wrestling, and mock foot combat.

Team Sports include lacrosse and team mock combat.

Cross-feed(s) at 10%: Sports (Individual, Violent) to Combat: Non-Lethal Hand-To-Hand; Sports (Mounted Individual) to Riding; Sports (Mounted Team) to Riding; Sports (Team) to Combat: Hand Weapons
Heka Generation: None
STEEP Modifier: (PMCap + PNCap) * 0.5
Sub-area gains: Table 1 (Standard)

Subterranean Orientation: This ability is a training of the direction sense so that even below ground a persona so trained can get a bearing, so to speak. Such personas will know the general direction they are traveling and have some rough idea as to how far beneath the ground they are at the time. The ability is probably based on a sensing of

magnetic lines of force, but regardless of what it uses to function, the individual with this K/S has the capacity to find direction and depth. In normal circumstances it is only DR Moderate to use this skill, but once lost or if stressed the DR becomes Hard or Difficult, while if actually fleeing from a life-threatening situation the DR is Very Difficult but only at that time. This is an area which most of those who frequent Subterranean Ærth train and develop, for without it their already dangerous work becomes near-fatal.

There is a side benefit. The ability usually functions just as well above ground, so that directional sense is usable just about anywhere!
STEEP Modifier: PNCap

Surveillance/Security: This K/S Area is used when guarding and protecting an item from theft, acting as a bodyguard, or watching an area to prevent intrusion and unwanted access (or as a method of monitoring it). The persona will be able to recognize any setting that is conducive to an attempted theft, ambush, or breach, and will know how to correct the situation as well as circumstances might allow.

High STEEP in this K/S is extremely useful. It helps negate Total and natural Surprise (sometimes for the possessor only, not always for an entire group). Personas with STEEP over 50 may add each excess point to their rolls versus either type of Surprise if they have previously made a successful roll against this K/S to check the setting for security.
STEEP Modifier: PNCap

Survival: This K/S Area involves using what is at hand in order to stay alive and well under extreme conditions. Locating water, shelter, food, warmth, etc. are all part of this skill, as are improvising clothing, game traps, finding and using materials for primitive tools, and so forth.

While actual rolls against this K/S are not really practical, as it covers such a wide range of activity, what one is capable of accomplishing depends on one's STEEP. Generally speaking, the more skilled personas are the longer they will be able to survive, the fewer resources they must start with, and the more diverse are the conditions they can tolerate (i.e., desert, jungle, arctic tundra, etc.) are. The basic skill for an Inuit is Arctic, while an Amazonian jungle native is familiar with rain forest conditions. Exactly how much STEEP will suffice for what circumstances is up to the GM, but, as a general guideline, to manage the extreme opposite of native conditions for an indefinite period of time with almost no starting resources would require a STEEP base of around 61 or so.

Day-to-day K/S checks start at Moderate for familiar conditions and become more difficult as familiarity decreases.
STEEP Modifier: PMCap

Swimming/Diving: Swimming measures an HP's ability to swim in any body of water, from a small lake to the open sea, while Diving refers to the skill of a persona when diving from a stable or semi-stable location into water. The rate for Swimming is 25% of the walking rate for normal travel and 50% or—with a successful roll—75% for fast swimming. A successful use of the Diving sub-area allows an HP to dive into a body of water without injury. The base DR for diving will depend on how far the persona is trying to dive, and is shown below.

Diving DRs

Distance (in feet)	Base DR
Up to 10	No roll required
11-20	Easy
21-30	Moderate
31-40	Hard
41-50	Difficult
51-60	Very Difficult
61+	Extreme

Increase the DR by one for fancy or acrobatic-style dives, or dives from a shaky surface. Failure means that the HP took 50% of the falling damage (no multiplier) for that distance. Special Failure will inflict full maximum damage on the HP. Special Success will yield very high marks to a Heroic Persona participating in a judged diving event, or it could add a point to STEEP.
STEEP Modifier: (PMCap + PNCap) * 0.5

Tolerance: This K/S is a persona's capacity to deal with insinuated, inhaled, or ingested non-lethal intoxicants, and toxic substances of other sorts. This general category includes alcohol, many types of drugs, and even poisons meant to kill in the dosage administered. Tolerance does not negate effects, but enables possessors to better manage them, so that their Physical systems can to some degree mitigate the Physical damage and/or loss of Mental abilities.

To discover the possible effects of Tolerance K/S Area in regards to an individual, the Gamemaster will have the player make a K/S check for the HP, using the guidelines of the Tolerance DRs table.

Tolerance DRs

Exposure Is To:	Base DR
Weak and/or minimal amount	Easy
Moderate strength in small amount	Moderate
Average amount of moderate strength	Hard
Average/above-average amount/strength	Difficult
Heavy/strong amount/strength	Very Difficult
Massive quantity/strength	Extreme

Here's an example: Let's assume that an HP has had three big tankards of strong ale, DR Hard to remain fully capable and unaffected. However, suppose someone slipped a drug into the third tankard. A second check is then required, and that will be based on the drug, so it will be Difficult or worse to avoid being knocked out, but it can still be avoided with a lot of luck or a very high STEEP in Tolerance. A Special Success will mean that the HP somehow avoided all effects of the drug after 1D3 ATs of wooziness. Even a success will mean that the persona will be unconscious for 2D3 ATs and then Dazed for another 1D3 ATs. Failure means the HP is out like a light for the duration of the drug, if applicable—probably 1D3+1 hours, less one BT for each STEEP point of Tolerance. A Special Failure means there is absolutely no benefit from this area.
STEEP Modifier: PNPow

Travel: This K/S includes information about the world which the HP has gained through actual travel and/or the reading of pamphlets, brochures, travelogues, and so forth. A successful roll will yield useful information about interesting places, prices, hazards, etc. This K/S has tremendous potential for use if you plan to visit some new, strange locale, and will help you get there and once arrived manage properly or even fit in like a native.
Cross-feed(s) at 10%: Geography/Foreign Lands
STEEP Modifier: (PMCap + PNCap) * 0.5

Weapons: Special Skills: This K/S allows individuals to perform a variety of useful tricks with any weapons that they know how to use. One sub-area covers exactly one trick with one type of weapon. For every 25 points of STEEP personas have, they gain one of the four general tricks listed below, and for every 10 points of STEEP that they have, they are able to apply one weapon skill to a trick that they know. They must, however, know the skill for a weapon in order to be able to apply the trick to it. The following types of tricks are covered:

1. Florentine
2. Fast-Draw
3. Specific Target
4. Blind Fighting

For example, Kamatasha Nekomura, the samurai, has a Weapons Special Skills STEEP of 56 and the following weapons skills:

Weapons, Hand (One-Handed Swords, Two-Handed Swords, Spears, and Daggers/Knives)
Weapons, Missile (Bows, Knives/Daggers)
Combat, HTH, Lethal (Hands, Feet, Nunchaku)

Since he has a STEEP of 56, he can choose two tricks and five weapons to apply them to. He chooses Florentine and Fast-Draw, and after matching them up with his weapons skills, comes up with the following Sub-areas for this K/S:

One-Handed Swords, Florentine
Two-Handed Swords, Fast-Draw
Nunchaku, Florentine
Nunchaku, Fast-Draw
Bow, Fast-Draw

Note that he could not have chosen (Shield, Florentine) because he does not know how to use a shield.

Florentine allows you to effectively wield a weapon in each hand. If these weapons are of two different types, you need to have a Florentine sub-area in each type. For example, if you want to fight with a longsword and an axe at the same time, you must have both the (One-Handed Swords, Florentine) and the (Axes, Florentine) sub-areas. This applies to shields as well if you want to use them to attack. While you can have a sword in one hand and a shield in the other and parry with the shield normally, you must have the (One-Handed Swords, Florentine) and the (Shields, Florentine) sub-areas in order to use the shield offensively. When employing this two-handed fighting style, each weapon receives its full attack rate (except nunchaku—see Combat HTH, Lethal). An expert swordsman using this style could deliver out as many as eight blows per CT! Note, however, that the total Base Attack Chance is limited to your Florentine STEEP with each weapon. For example, Nekomura's Base Attack Chance with the Katana is 75, and his Weapons, Special Skill (One-Handed Swords, Florentine) STEEP is 48. When fighting with both his Katana and Wakizashi at once, he is limited to a Base Attack Chance of 48 until his Florentine STEEP rises. Also, keep in mind that this K/S applies only to one-handed, artificial weapons (and it's true that the usual Katana style was two-handed, but it is light enough to really be more of a longsword). Finally, ambidextrous personas may fight Florentine without this K/S and at no penalty whatsoever!

Fast Draw: a successful roll will allow a persona to whip a weapon out of its sheath with no Initiative penalty! The DR will vary with exactly where the weapon is in on the body of the persona. DR Easy applies if the persona were already holding the sheathed weapon. DR Moderate applies if it was strapped at the persona's side or DR Hard if it was strapped around the persona's back. Note that weapons buried in backpacks or peace-bonded cannot be fast-drawn.

Specific Target, allows you to choose the part of your foe's body where your blow will land if you make a successful roll. The procedure for doing this is to first announce specifically the part of the body the persona is aiming for, then to see whether or not you hit in the first place, and then make a roll against this sub-area to see if it landed where you wanted it to. If the roll fails, then roll normally to see where the blow landed, but at +20 (see the Strike Location Table on page 229). If the result is above 100, the attack actually missed (as it will have if your Specific Target roll was a Special Failure)! If the second roll was successful, apply the damage to that part of the target and continue the process as usual. The Specific Target DRs table lists the base DR according to the body part-type you are trying to hit.

Specific Target DRs

Location Type	Base DR
Non-Vital	Easy
Vital	Moderate
Super-Vital	Hard
Ultra-Vital	Difficult

Blind Fighting allows you to attack, with no penalty, targets that you can't see, provided your weapon is ready and you are calm and alert. A successful roll allows you to fight for 1D6 CTs, and the DR will vary with how much noise the foe is making, how strongly the foe smells, etc. The base DR is Hard for a noisy, smelly target. If the foe is an invisible opponent who makes only the slightest whisper of sound and has no noticeable odor, the DR would be Very Difficult at best!
STEEP Modifier: PNCap
Sub-area gains: Table 4

Spiritual K/S Area Descriptions

Alchemy: Every Alchemist seeks the Prima Materia, or Tau, for that is the stuff of the multi-verse into which Heka and the four other essences, the elements, are infused to create all things. With such principal stuff, virtually anything can be compounded or created in the laboratory. Next in importance is the elixir of youth, an extraction of the animal, vegetable, and mineral principle. If also containing Prima Materia, it will be both rejuvenating and age inhibiting!

Because it does contain some concepts of science, this Area is always a difficult and uncertain practice. However, alchemy allows the mind to work under the guidance of the spirit, so success can be had. In many ways it resembles chemistry and mineralogy with a leavening of herbalism, but then the strange concepts of scientific medicine crop up, and things get difficult. However, alchemy is neither a combination of those Areas nor adjunctive to them.

Alchemy deals with the five elements, conversion of one substance to another (such as lead into gold), the refinement of substances, the refinement and perfecting of the individual, youth and longevity of the individual, the creation of quasi-life (as a step toward the creation of life!), and the return of life to the dead. Of course there are other activities, and this is reflected in the Operations and Castings.

Operations: The Alchemical Operations possible are fully detailed in the Magickal Items chapter of Mythus Magick. Operations concerns the mixing, compounding, creating, and transmuting of various mineral and vegetable substances of special nature, known as Materia. Operations are performed in order to create substances which are valuable, have use as special Materia, or else are Heka-filled or enchanted.

Apparatus of many sorts, the tools of the alchemist, are required for Alchemical Operations. These are instruments and devices of various kinds. The minimum pieces of Alchemical Apparatus are listed in the Minimum Alchemical Apparatus table, broken down in terms of cost and Heka storage. Note that the Heka in an Apparatus is self-regenerating every 24 hours as long as the item is in the possession of the alchemist and no other persona attempts to use it. Thus, the practitioner will have from 150 to 180 additional points of energy for Operations. Other pieces of Apparatus needed for Operations are summarized in the Additional Alchemical Apparatus table.

A successful roll against the possessor's Alchemy STEEP will allow an item or substance to be charged with Heka. Before an attempt is made to infuse an item, the item must first be analyzed and prepared for 2D3 + 1 (non-adventuring) days, whereupon the Alchemist may make the roll and try to start the process. Liquids and gases should be sealed in a container made by the alchemist before being prepared. (K/S Areas such as Construction, Handicraft/Handiwork, and Jack-Of-All-Trades could prove helpful here). Solids, however, require no other special measures. The process works in such a way that, over a period of time, the alchemist may give a certain amount of Heka to the item as if charging a General Heka Reservoir. The difference is that the Heka becomes a permanent part of the item and may not be drawn back out, save in the case of Apparatus, of course. Note that items charged with Castings may use their Heka in the performance of the Castings, and require recharging, but that is different

The base DR varies with the total amount of Heka the item will hold. Failure means the preparation was done incorrectly. The alchemist must go back and prepare the item for another 2D3+1 days. The Heka Infusion table lists the base DR according to total Heka to be infused.

Another consideration is the type of laboratory facilities the alchemist has. One way of measuring these is by total value in BUCs, which are shown on Alchemist Laboratory Facilities table. Aspiring alchemists may wish to allocate funds for a lab in their list of Possessions Categories when their HPs are first being created, although the GM might rule that some funds from "Miscellaneous" cover it.

Once a successful roll has been made, the alchemist may then infuse an amount of Heka equal to or less than his or her STEEP each day (solids), week (liquids), or month (gases). Thus, to charge a quartz crystal with 50 points of Heka would require two weeks if you had a STEEP of 30—provided that your Heka supply could handle it.

There is no problem with an alchemist working on multiple items, except that she or he can only prepare one at a time. Likewise, alchemists cannot charge an item at the same time they are preparing one they plan to charge later. Fortunately, alchemical work can be put

down and taken up again later. A persona could prepare four items in row and not begin charging any of them until having finished with all. Likewise, such a persona could stop temporarily charging one item to begin preparing another. Note, however, that individual alchemists can charge only an item prepared by themselves or by a very close friend.

Once the infusion of Heka is complete, the item's new "enchantment" is permanent and need not be repeated, unless it is destroyed by a future error, or the magick of the item is such that it needs recharging.

Transmutation Of Materia: This is done by infusing an item with Heka and scheduling the first charging so that it occurs during a waxing (transitioning toward full) or waning (toward new) moon, depending on what sort of transformation is desired. The item must first be prepared for 2D3+1 days, and then two rolls must be made. The first is for the total amount of Heka required (see the Alchemical Operation table) and the second for the actual transmutation using the DR given on that table. After having succeeded in both rolls, the alchemist may begin process of infusion normally and the transmutation will occur after the amount required has been added.

The precise nature of the effect depends on the phase of the moon when the infusion begins. The Alchemical Operation table lists several effects which come in pairs, such as "Heavy-Light," "Alive-Dead," and "Gold-Lead." The term that appears under the appropriate column for the moon on the table lists how the item starts, and the term opposite that lists how it will end up. If an alchemist had a lead item, for example, it could be transformed to gold by performing the operation during the waxing moon. A gold object it could be transformed to lead during the waning moon. The Heka cost required for a transmutation varies with the weight of the subject and the difficulty of the actual process, both of which are given on the table as well.

Note that restoring life without including a Spiritual essence is no problem with most animal subjects, as they have no spirits to begin with. But it would make restoring a human to life a rather tricky prospect. Re-animating a human corpse without giving it a spirit is how a persona creates an alchemical zombie (or Corpse Golem), but the alchemist must be on constant guard against it being possessed and turned against him or her by a "walker/ demon, etc (by using a protective Casting, for example).

Alchemists can try binding a being that they or a dose friend reanimated, in order to ensure its continued service. This requires expending 1 point of Heka per 14 pounds of the subject's weight (if soulless) and making an "Easy" roll against the alchemist's Dweomer-cræft K/S. A being with a psyche, however, will have to be bound through the use of a Casting, or by Spiritual Combat (see Chapter 12 for further details). Such control is permanent unless the target is later possessed, as was mentioned above.

Base Weight lists the amount of the subject's weight that will be covered by 20 points of Heka. Changing 3 pounds of lead into (a little less weight in) gold, for example, would require 960 points of Heka. Keep in mind that there are 16 ounces in one pound.

Base DR lists the DR for the second roll according to the type of operation attempted. Note that this DR is not modified according to the type of laboratory facilities available.

Material Cost shows the range of money spent on all alchemical necessities (materials) in order to conduct the Operation.

Note that the table lists only a few examples of what can be done with alchemical transmutations. Feel free to invent more types of effects for transmutation. No doubt there are hundreds of possibilities. The above should serve to give you a good idea what sort of things can be done.

Materia Classifications: Standard Alchemical Operations are diverse, so in order to cover the many sorts possible the Standard Alchemical Operations table on page 178 classifies them by nature of the Materia operated upon or its resultant form. Thus, for example, under Metal you will find such things as the creation of "Inflammable Metal" the transmutation of lead to gold, and the production of "Lighten Steel." On the other hand, under Potions you will see a straightforward listing of the sorts of elixirs, philters, potions, and so on than can be created. Note that all require Materia of some sort and the expenditure of Heka. Descriptions of the products resulting from Alchemical Operations are given in the Mythus Magick book.

The alchemist must know the correct time for any Operation. Failure to have an astrological reading of time means that the Difficulty Rating of the Operation is at least 1 DR harder than indicated. Wise alchemists have the Astrology K/S!

Alchemical Castings: There are a limited number of Alchemical K/S Area Castings, because most of an alchemist's attention is demanded by work on Operations. The information regarding these Castings are provided in the **Mythus Magick** book. The Grade of Casting available to personas depends on their STEEP in the K/S Area. This is shown on the Alchemist Castings table.

Heka Generation: STEEP + SM CATEGORY
STEEP Modifier: SMCap

Minimum Alchemical Apparatus

Apparatus Type	Cost in BUCs	Heka Storage
Cup: Commanding Water (Triton, Necksa) of blue metal or mineral, and of the East	10,000	10
Dagger: Commanding Ærth (Bull, Gob) of black metal or mineral, and of the South	10,000	10
Pentacles: Commanding Air (Eagle, Paralda) of gold/oricalcum, and of the north	10,000/30,000	10/30
Ring; Commanding Heka (Star of the Astral, Elhiem) of silver/platinum and rock crystal, and of the Center	10,000/20,000	10/20
Rod: Combining all Elements of clear crystal tip and set with bands of metal or mineral of black, yellow, blue, and red	100,000	100
Wand: Commanding Fire (Lion, Djinn) of red wood or mineral, and of the West	10.000	10

Additional Alchemical Apparatus

Apparatus Type	Cost in BUCs	Heka Storage
Alanthor: Alchemical furnace which fuses or alters Heka in the Operation	10,000-50,000	10-50
Basin: The special container for the Water needed for certain Operations	5,000-25,000	5-25
Bellows: The provider of Air needed in certain Alchemical Operations	5,000-25,000	5-25
Brazier: The container of Fire necessary for some Operations	5,000-25,000	5-25
Lodestones: The provider of Ærth for Alchemical Operations so requiring	5,000-25,000*	5-25

* Include necessary Heka-Forging work.

Alchemical Operation Table

Waxing	Waning	Base Weight	Base DR	Materials Cost
Heavy	Light	5 pounds*	Moderate	2D%
Alive	Dead	1 stone**	Extreme	6D%
Gold	Lead	1 ounce	Extreme	6D%
Shiny	Dull	10 pounds	Easy	1D%
Smooth	Rough	10 pounds	Easy	1D%

* The base weight listed refers to that of the object before the transformation.
** This process can restore the Physical essence of an object, but not that of the Mental or Spiritual. Mental energy could perhaps be restored via a Casting, but one would have to conjure a spirit to do it if one wished for a Spiritual Trait. See the notes in the text.

Alchemist Laboratory Facilities

Lab Value (BUCs)	DR Modifier
No real lab	+2
501-1,000	+1
1,001-5,000	0
5,001-10,000	-1
10,001-20,000	-2
20,001-40,000	-3
40,001+	-4

Heka Infusion

Heka to be Infused	Base DR
1-10	Easy
11-25	Moderate
26-50	Hard
51-90	Difficult
91-150	Very Difficult
151+	Extreme

Alchemist Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Animal Handling: This K/S is akin to an empathic rapport with creatures and employs a near animal magnetism; thus it is a Spiritual ability. A persona possessing animal handling capability can relate to all sorts of semi-intelligent and non-intelligent creatures. The following Sub-Areas apply:

1. Arachnids (spiders)
2. Avians (birds)
3. Bovines (cattle and similar creatures)
4. Canines (dogs)
5. Chiroptera (bats)
6. Crocodilians (alligators, crocodiles, etc.)
7. Equines (Horses, zebras, etc.)
8. Felines (cats)
9. Insects (bees and pollinators, silkworms, etc.)
10. Loxodonts (elephants)
11. Ophidians (snakes)
12. Porcines (pigs and swine)
13. Simians (monkeys and apes)
14. Ursines (bears)

If such personas are successful in their initial approach, the creature(s) in question will regard the individual as at least (1) indifferent, non-threatening and non-food, i.e., not to kill and eat but to be ignored. At best the creature(s) will consider the persona as a friend and be (5) bonded to him or her. In between these two extremes are (2) docile, (3) responsive, and (4) obedient. Naturally, mistreatment, abuse, harm, and the like will reduce by one or more steps the rapport between the persona and the creature(s) in question—assuming this comes from the persona (or seems to). An animal at a "0" is not affected by the ability and will behave normally (maybe aggressively if reduced due to mistreatment!). An animal guarding an individual would not lose rapport if attacked by others while in the role of protector.

The persona must approach the creature(s), have it (them) in sight and looking at him or her, and be able to speak or croon to it (them) as a part of the establishing of the rapport.

From the foregoing, it should be obvious to the reader that this is a very useful ability for anyone at all, especially one who is in the wilderness, has dogs, hawks, deals with animals of wild and/or dangerous sort, etc. The use of this K/S on any non-domestic or non-domesticated creatures always requires a check when the persona is in proximity of the creature(s) after a period of a days (or more) absence. The DR for initial and subsequent animal rapport is determined as summarized on the Animal Handling DRs table.

Animal Handling DRs

Creature Type and General Nature	Base DR
Semi-intelligent, warm-blooded non-carnivore	Easy
Semi-intelligent, warm-blooded omni- or carnivore	Moderate
Non-intelligent, warm-blooded non-carnivore	Hard
Non-intelligent, warm-blooded omni- or carnivore	Difficult
Semi-intelligent creature of any other sort (such as a reptile, vegetable or mineral life for, etc.)	Very Difficult
Non-intelligent creature of any other sort	Extreme
Already succeeded in rapport with same creature(s) being confronted now	-1 DR* (easier)
Individual actually touching and speaking to creature(s)	-1 DR*
Creature(s) lost to rapport due to mistreatment	+1 DR
Savage-natured creatures in pack or group	+2 DR

* Never applicable beyond a DR of Hard, however, so that it has no effect on cases where the DR is already Hard, Moderate, or Easy.

Cross-feed(s) at 10%: Zoology
Heka Generation: None
STEEP Modifier: SPPow
Sub-area gains: Table 4

Standard Alchemical Operations

Alchemical Operation	Materia and Cost in BUCs	Heka Cost	Base DR
CRYSTAL			
Clean	25	20	Moderate
Color	50	40	Hard
Grow	75	40	Hard
Harden	150	75	Difficult
Imbue with Heka	300	100	Very Difficult
Imbue with Mental force	200	100	Very Difficult
Imbue with Physical force	200	100	Very Difficult
Imbue with Spiritual force	200	75	Difficult
Phosphorescent	50	40	Hard
GAS			
Explosive	150	20	Moderate
Hallucinogenic	150	75	Difficult
Poisonous	100	40	Hard
Sleeping	150	75	Difficult
Stunning	200	100	Very Difficult
Weakening	150	75	Difficult
GLUES			
Contact	100	75	Difficult
Metal to metal	200	100	Very Difficult
Universal	300	150	Extreme
METAL			
Copper to oricalcum	300	150	Extreme
Harden bronze	75	40	Hard
Harden steel	150	75	Difficult
Inflammable	150	75	Difficult
Insinuate Hekalite	500	75	Difficult
Iron to adamantine	300	150	Extreme
Lead to gold	150	75	Difficult
Lead to platinum	300	100	Very Difficult
Lead to silver	80	40	Hard
Lighten adamantine	150	75	Difficult
Lighten bronze	80	40	Hard
Lighten steel	150	75	Difficult
Transparent steel	300	100	Very Difficult
OIL			
Cooling	150	75	Difficult
Frictionless	300	150	Extreme
Inflammable	50	20	Moderate
Poison	50	20	Moderate
Warming	75	40	Hard
POWDER			
Aqua-respiration	100	40	Hard
Astrality	500	150	Extreme
Etherality	400	100	Very Difficult
Inflammable	150	20	Moderate
Itching	25	10	Easy
Netherhedging	250	40	Hard
Phosphorescent	25	20	Moderate
Poison	25	20	Moderate
Pyrorespiration	200	100	Very Difficult
Sneezing	25	10	Easy
Terrarespiration	100	75	Difficult

Alchemical Operation	Materia and Cost in BUCs	Heka Cost	Base DR
SOLVENTS			
Crystal/Gem	150	75	Difficult
Glue	50	20	Moderate
Leather	75	40	Hard
Metal, Hard	300	150	Extreme
Metal, Soft	200	100	Very Difficult
Stone	200	100	Very Difficult
Wood	75	40	Hard
LIQUID			
Elixir of longevity	500	150	Extreme
Elixir of youth	500	150	Extreme
Poison	25	20	Moderate
Potion of airform	100	40	Hard
Potion of æthereality	200	75	Difficult
Potion of alertness	50	20	Moderate
Potion of aquaform	100	40	Hard
Potion of diminution	100	40	Hard
Potion of element obedience	200	75	Difficult
Potion of enlargement	100	40	Hard
Potion of fast reactions	100	40	Hard
Potion of fireform	100	40	Hard
Potion of forgetfulness	100	40	Hard
Potion of health	200	40	Hard
Potion of Hekasource	400	100	Very Difficult
Potion of Mental power	200	75	Difficult
Potion of metalform	200	100	Very Difficult
Potion of Physical power	200	75	Difficult
Potion of regeneration	300	150	Extreme
Potion of Spiritual power	200	75	Difficult
Potion of terraform	100	40	Hard
Potion of weightlessness	200	75	Difficult

Astrology: Not only is Astrology a special Area of foretelling some probable course of future events, as is indicated by this K/S listing, but it has broader applications in a Heka-active milieu such as this one. The Castings of Astrology give insight into singular events, general courses, and the current conditions (specific or general) existing in a place of such Casting. The zodiac, stars, sun, moon, planets, comets, other astral bodies, elements, gems, and even herbs are part of the multifaceted purview of the astrologer. By studying the heavens, examining records of the past which are connected to a person, place, or thing, astrologers are able to learn a fair amount of information and make predictions of the probable course of future events. Determination of the most propitious time for the performance of some act, and especially an Alchemical Operation, is possible through use of this K/S. Influences of all manner—planar, spheres, elemental, etc.—can also be discovered through the use of this Area.

The Grade of Casting available to a persona depends on STEEP in the K/S Area, as shown on the Astrologist Castings table.

Astrology Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Heka Generation: STEEP + SPCap
STEEP Modifier: SMCap

Buffoonery: Jesting, jokes, pranks, funny stories, double entendres, rude analogies/remarks, and many physical forms of entertainment such as capering, clowning, gaping, grimacing, leering, prancing, and pratfalls are the stock in trade of the buffoon. Clowning, miming, mimicking, tricks, and practical jokes typically round out the buffoon's repertoire. Some practitioners might combine this K/S with the *Juggling* and *Legerdemain* K/S Areas so as to be a highly sought-after entertainer in royal courts or employed by some noble.

Although it requires a sharp mind and an able body, Buffoonery is a Spiritual ability because of the particular combination of the above with the capacity to judge people, assess their character, and with insight use the K/S to do or have an audience be so affected by one or more of the following 12 sub-areas during a given Action Turn of time:

1. Amuse
2. Distract
3. Pay Heed
4. Suspect
5. Belittle
6. Enrage
7. Question
8. Trust
9. Confuse
10. Feel Assured
11. Re-evaluate
12. Value

Amuse: By use of story telling, comedy, miming, japes, jokes, and so on, buffoons attempt to keep an audience watching them, with chuckles and laughing, and generally maintaining at least a jovial attitude, perhaps merriment and hilarity. Think of a typical stand-up comedian to get the picture. Base Difficulty Rating for this is Hard.

Belittle: A buffoon selects some subject (person, place, or thing), making it the butt of his or her sharp tongue, pointed remarks, and japes. Usually at least a part of the audience is highly amused at the expense of the subject. Base DR for Belittle is Moderate, with a progressively worse DR for each successive AT of its use. Violent reaction from the subject is always a possibility.

Confuse: By using whatever is necessary, a buffoon attempts to mislead an audience as to the actuality of facts, i.e., who did what, went where, how it occurred, why it happened, etc. By clever use of words, it is possible for a time that the plain truth and seemingly straightforward facts of a matter can become muddled—usually because nothing is clearly black and white in the first place! Base Difficulty Rating for this is Difficult.

Distract: By means of this, the buffoon seeks to cause an audience to forget some matter (or person or thing) in preference to another which the persona brings up to distract them. For instance, a buffoon might bring up the subject of a bawdy occurrence involving some important members of the court while another individual slips away—possibly with something of value. The base DR for this act is Hard.

Enrage: Similar to distract, the buffoon uses this tactic to provoke an audience into great anger. Ire and wrath can be directed at a number of targets, and the Difficulty Rating depends on the nature of such target, as revealed in the Enrage DRs table.

Enrage DRs

Target Subject	Base DR
Present and hated	Easy
Absent and hated, present and disliked, or the buffoon personally	Moderate
Present scapegoat	Hard
Absent scapegoat, typical member of audience	Difficult
Generally liked member of the audience	Very Difficult
Respected member of the audience	Extreme

Success will absolutely fix the attention of the enraged audience on the target for the duration of the AT. A Special Success means two Action Turns of attentive rage, or else Physical threat to the target, at the option of the buffoon. Note that failure to enrage will make the audience disregard the buffoon, paying no attention at all. Special Failure brings the likelihood of Physical harm to the buffoon, especially if there are armed aristocrats in the audience.

Feel Assured: The Buffoon uses their skills to reinforce the attitudes and opinions of the audience. Thus the lightness of action or decision, the assertion of another, and the like can be more firmly fixed in the minds of those listening, and objectors be silenced. The base DR for establishing a feel assured attitude in an audience is Moderate. An adjustment is then made for the true nature of the assurance being delivered. For example, it is much harder to bring this about for a malign, unjust assurance; somewhat harder for a questionable one.

Pay Heed: The buffoon uses her or his wits and skills to bring the audience's attention to him- or herself or another so that they will listen, hear, and possibly understand/agree with something which was said or is about to be spoken. Base Difficulty Rating for Pay Heed to be effective is only Moderate, but the state of mind and body of the audience is a big factor; i.e., if they are hostile and drunk it could be Difficult or worse to make it work.

Question: By means of this ability, a buffoon persona brings into question something in the minds of the audience—an official act, the act(s) of one or more personas present, a document's contents, the words of someone (especially if just spoken). Humor might hardly be used, or the attention can be of sarcastic sort heaped on the subject in great measure. Pantheological, moral, ethical and other strongly held beliefs and loyalties greatly influence the degree of ability to succeed in this. Revered, heroic, and honored personas, too, have the effect of being unquestionable. The state of mind of the audience is also a factor which the Gamemaster will take into consideration when adjusting the base DR of Moderate.

Re-evaluate: This capacity is one which affects individually the members of the buffoon's audience. The able persona uses wit, japes, etc., seeking to have the audience think again about a matter recently before them. In this regard, the buffoon is rather like a trial attorney (if you'll pardon the expression) picking apart testimony for inconsistencies,

holes, and questionable portions. Influential members of the audience must be checked for individually, to see if they will reconsider and speak up indicating a change of opinion or not. Alone, the base Difficulty Rating is Hard. If used after a successful Confuse or Question activity, however, the DR is at least one step easier.

Suspect: The persona uses buffoonish antics to point out something phony, dishonorable, doubtful, suspicious, etc. in something or about someone's behavior. If the buffoon is successful, the audience then suspects (the worst). The base DR is Hard, and then the nature of the target and the point(s) which can be used must be considered to adjust upwards or downwards.

Trust: While buffoons cannot draw the trust of the audience to themselves by means of this ploy, they can attempt to have the audience feel trust in the word or deeds or person of another persona, present or not. For something or someone held in some degree of esteem, the DR is Moderate; for average sorts it begins at DR Difficult. The Value ploy below is useful for getting a more favorable DR.

Value: This is a ploy by which a buffoon seeks to cause an audience to respect or esteem a thing or the actions/person of someone other than him- or herself. It operates similar to the Trust ploy (above), and its DR is likewise the same. If this succeeds, it is then easier to have the audience be trustful.

Physical Actions: In addition to the ploys above, Buffoons are able to use other means to achieve their ends. There are three areas of physical means used by this Area:

1. Cause Minor Injury
2. Precipitate Stumbling, Tripping, or Falling
3. Set Minor Trap

Each of these physical means is detailed hereafter.

Cause Minor Injury: By means of this ability, the buffoon uses minor props and joke items to inflict a modest amount of Physical damage upon a victim. There are typically two sorts of devices used to cause minor injury. One is mechanical—a jack-in-the-box, a mock scepter, or the like. A spring-loaded portion will deliver damage of 1D6 PD and stun the target for 1D3 Critical Turns. The second form used is imbued with some natural or concocted substance causing 1D6 Physical damage and 2D6 CTs of stunning due to tearing of the eyes, sneezing, coughing, choking, and the like. It uses an irritant/toxic substance (powder, dust, pollen, gas, etc.) which is expelled by physical means (blowing, breathing, flicking, hurling, etc.) upon the subject.

The buffoon selects one of each of the above "weapon" items for minor Physical injury. The player describes the form and function of each to the GM. If approved, these are added to the buffoon's arsenal. Base DR for these to operate is Hard; if the target is suspicious of the device, the DR is at least Difficult.

Precipitate Stumbling, Tripping, or Falling: It is likely that some tricks, props, and preparation will be needed for this means. The usual things to cause precipitation of this sort are marbles, waxed floor and rug, grease, a trip-wire/cord/rope, a tied cord (from foot to something, for example), a cane, a low piece of furniture slid into the path, etc. The buffoon knows the placement and time for this, and subjects can avoid the event only if they know about its probable use. Base DR is Hard, Moderate against the totally unsuspecting, and Difficult against one prepared. Otherwise, the precipitation occurs, only Joss expenditure reversing it. The buffoon must announce the intended purpose of the precipitation: *humiliation*, *delay*, or *Physical damage*.

Humiliation makes the subject appear clumsy and foolish. Onlookers will be prone to either be embarrassed for the victim or else to snicker or guffaw at the sight. The subject can then be targeted rather easily for a ploy (see above).

Delay is meant to cause one or more individuals (those in the forefront of a group) to be slowed, and in this process suffer minor injury as well. Thus, by this ability the buffoon causes stumbling into things and persons, tripping, bumbling, staggering, falling, careening, sprawling, and so forth.

Physical Damage of from 1D3 to 3D6+3 (such as this happening on a flight of steps) can be caused. The GM will listen to the player's specifications of how the buffoon is delaying the target(s) and then adjudicate Difficulty Rating and damage if the K/S roll succeeds. For each 1 point of PD there will be a like delay of 1 CT of time.

Set Minor Traps: To manage this serious act, the buffoon must make some considerable, often elaborate, preparation beforehand. Typically, the persona will ready an area with devices such as tripwires, collapsing furniture, and so on, and then lure the subject(s) into the place. For example, a buffoon might wax a floor area, place a light throw rug there, and then weaken a railing, so that a victim will be likely to slip on the rug, fall or slide to the railing, and then pitch through to the space below! The player will have to carefully plot out the whole for the GM, and then the latter will determine DR for success in the K/S roll and the damage. Physical damage will normally run from 3D3 to 3D6+6, and the target subject will be rendered unconscious for as many ATs, and be stunned for as many BTs thereafter. For instance, if the victim suffered 3D6 PD, and the dice roll came up 11, then the individual would take 11 points of PD, be knocked out for 11 ATs, and then in a Dazed state for 11 BTs.

The buffoon can prepare one such trap for every 5 points of Buffoonery K/S Area STEEP possessed. Thus, at 35 STEEP for example, a buffoon could make and set out seven such Minor Traps. There are eight sorts of Minor Traps: (1) Catching, (2) Damaging, (3) Gas, (4) Light, (5) Noise, (6) Prank, (7) Severing, and (8) Spraying.

Catching traps are made to hold fast to an object or a part of a person. For example, what appears to be a keyhole might actually be a catching trap. The object caught by such a trap might be lost. The key put into the seeming keyhole, for instance, might be drawn into the space and sent down to a crack in the floor where it might never be found, save by the buffoon. Victims can free themselves from such traps in 150 minutes minus their Mental TRAIT, with a minimum time of 1D3+3 minutes. This minimum applies even if an individual held by this trap uses physical means to destroy the device, or associates do so.

Damaging traps are like the minor prop above, and when triggered will deliver 2D6 PD points to the victim. It can be disguised as any normal object the size of a large book or larger.

Gas traps, when triggered, will produce a cloud of noisome vapors which cause victims within a five-foot radius vicinity of the trap to choke and retch. All individuals within that radius will be helpless for 2D3 Critical Turns, then in stunned condition for a like number of CTs.

Light traps cause a very bright flash when a victim triggers them. If the light conditions are dim or dark, then all persons within a 10-foot radius will have their vision affected. The victim and all looking at him/her or the trap will be blinded for 10 CTs time, five if the light is dim rather than dark. Those individuals not directing their gaze in its direction will be blinded only for one or three CTs, depending on darkness or dim conditions. The brilliant light flash can be of virtually any hue and can be visible as a beacon of one second duration.

Noise traps, when tripped, engender a loud bang or similar noise. The sound so produced can be heard for a distance equal to the buffoon's STEEP in feet (in yards when out of doors), regardless of walls, doors, ceilings, floors, etc. Obviously, there are some circumstances which will reduce or negate the noise-certainly Heka in action at the time of the triggering would do so. However, the adjudication is left to the Gamemaster.

Prank traps cause only some mark, stain, covering, or damage of visible or otherwise sensed kind. From a black ring around the victim's eye to a hard-to-remove dye on some body portion, through hair clipped short or a bad odor sprayed over the target, the prank trap can be devastating. Perhaps the trap is meant to embarrass the victim, or perhaps to annoy the victim and at the same time alert the buffoon.

Severing traps are devices designed to cut off smallish, relatively soft things placed within their area of operation. A finger or a wrist might be the subject of such a device's operation. The trap is mechanical of course, and it can be quite destructive if one is unwary. The damage inflicted will vary from 3D3+3 to 3D6+6, and any appendage lost will be permanently lost unless some form of Heka is brought into play to restore it. (Watch out for this kind of trap!)

Spray traps, when triggered, will shoot forth a jet of liquid. The stuff sprayed forth can be scented and/or colored to mark a victim, or it can be a volatile, flammable liquid which ignites for 4D6 damage and whatever resulting combustion of flammable materials the victim wears, acid which delivers 8D3 PD points, or some sort of poison. This is perhaps the nastiest of the buffoon's arsenal of traps!

The buffoon makes traps as noted. There is no check needed for the placement of traps, but their successful operation when triggered is another matter. Generally, the Difficulty Rating for each is considered as Hard. There must be considerable player input and GM sagacity in

handling the Buffoonery K/S, and the GM should feel quite at ease in setting harder DRs for any of the activities of this sort of ability.
STEEP Modifier: SPSpd
Sub-area gains: Table 7

Charismaticism: This K/S assumes skill in the art of winning friends, influencing people, and otherwise behaving in such a manner that people can't help but like you. This Area functions similarly to the Deception K/S in that a successful roll will allow you to double your effective STEEP in a second K/S Area for one roll. The K/S Areas covered by Charismaticism include: *Influence*, *Espionage*, *Leadership*, *Thespianism*, *Hypnotism* (!), and *Mediumship* (!!). See the description of the *Deception* K/S for further details on how this works. Note that Charismaticism can also be used like a normal K/ S to make a good impression on an important person. In either case, the DR will have a lot to do with how such HPs present themselves and what, if any, preconceived notions the subject has about the HP. Finally, effective Attractiveness rating increases by one for every 20 STEEP points of Charismaticism you have, subject to a maximum rating of 20.
Cross-feed(s): Special (See Text)
STEEP Modifier: SPCap

Conjuration: Those steeped in Heka-channeling Areas and the arcane arts utilize the knowledge and skill of Conjuration to bring spirits and beings of various sorts from other spheres and planes into a prepared Pentacle. In fact, basic to this ability is the creation of various forms of protective markings—magick circles, thaumaturgic triangles, pentagrams, and so forth—referred to collectively as Inscribed Pentacles (see the **Mythus Magick** book for details). Such protection includes the construction of the Pentacle of Conjuring (in which the spirit/being appears) and the Pentacle of Protection (in which the (wise) conjurer stands). These basic abilities and the Castings are learned through this K/S Area, but the names by which to conjure spirits and other beings are not so gained. For that, the persona must have either the Occultism (for Preternatural spirits and beings such as Elementaries and Elementals) or Demonology (dwellers in the Netherrealms) K/S Areas, or both.

This K/S is absolutely necessity to the theurgist, and one which is often used by other sorts of practitioners for various purposes of their own, as the conjured spirit/being can have many uses. Thus, this K/S is often known to alchemists, dweomercræfters, and so on.

The various procedures of conjuring spirits and beings include knowledge of the instruments needed (wands, staves, knives, daggers, swords, etc.), the Materia for powering the conjuration (candles, incenses, oils, chemicals, liquids, etc.), the writings necessary to bring control and enforce (glyphs, runes, signs, symbols, etc.), and the rituals and words to be spoken (incantations, evocations, pleadings, calls, offers, threats, demands, etc.). Note that instruments and the rest may be Heka Reservoirs at the option of the Gamemaster. Generally speaking, no more than 10 to 25 points of energy of this sort can be stored in any solid item, and the cost per point of Heka so dedicated is 1,000 BUCs. Therefore, a sword of Conjuration holding 25 points of Heka would cost 25,000 BUCs (material and Heka-Forging costs). See the *Heka-Forging* and *Alchemy* K/S descriptions.

Conjuration DRs

Conjuration	Heka Cost	Base DR
Disembodied spirit	25	Easy
Semi-corporeal spirit or minor being	50	Moderate
Corporeal spirit or medial being	75	Hard
Major being	100	Difficult
Greater being	150	Very Difficult
Entital being	200	Extreme
Knowing Truename		-1 DR (easier)

Conjuration proper concerns all of the above, but it excludes certain Heka Castings which are dealt with hereafter (see the **Mythus Magick** book). The type of spirit or being that is being conjured by the practitioner will determine the Base Difficulty Rating. Other things influencing DR of the conjuration are concentration of the persona performing the act, the instruments used, Materia, Heka-powering of the glyphs, bribe offerings or other attractions, means of compulsion, and the spirit name, conjuring name, or whatever other name (for beings of other, higher, planes and spheres) of the one being brought to the Pentacle. The difficulty is shown on the Conjuration DRs table.

Descriptions of the types of beings listed on that table are as follow:

Disembodied Spirit: This includes weaker spirits of the dead, nature spirits (Elementaries), and non-corporeal things like poltergeists.

Semi-Corporeal Spirit: This class includes the strong spirits of the dead, lesser spirits of Preternatural sort, and the weakest Supernatural spirit creatures. All can form a semi-material body at will, but do not otherwise have such.

Minor Being: This is a minor Preternatural or weak Supernatural creature having the power to take spirit form. Average Imps fall into this class, for instance.

Corporeal Spirit: Corporeal spirits are those most powerful non-material creatures able to form a solid body at will. Preternatural vampires and ghosts, for example, fall into this category.

Medial Being: This is a more powerful form of Preternatural or Supernatural being. Average demons, for example, fall into this group.

Major Being: These are very powerful Preternatural and Supernatural creatures.

Greater Being: Those Preternatural and Supernatural ones of near-maximum power fall into this class. Elemental princes, for instance, are greater beings, as are Powers, Quasi-Deities, and Demigods.

Entital Being: These are the most powerful of Preternatural and Supernatural ones, and the great of the Entital planes and spheres. There are relatively few of the Preternatural sort, more of Supernatural kind, but most are from the highest or lowest places.

Note that no deity of anything above Lesser status can ever be conjured. Thus, Greatest, Greater, and Great ones can never be affected by this K/S. (Summoning is another matter...)

Success brings the one conjured, although what occurs thereafter is not certain. A Special Success means that the conjured one is not unwilling to listen and won't necessarily be absolutely horrid and obtuse. Failure wastes the Materia and Heka expended, but has no other bad result. A Special Failure will waste the Materia and Heka and destroy 1D3 of the instruments used in conjuration. (Don't complain, for the GM could also have it bring in the one conjured outside the Pentacle area...perhaps inside the conjuror's own Pentacle!)

In order to "encourage the cooperation" of the conjured one, the individual practicing this K/S Area must also have at hand Castings of various sorts. Most are aimed at a spirit/being held in a Pentacle, but some few of these Castings have other purposes. The Grade of Casting available to the persona depends on STEEP in the K/S Area (and sub-area), as shown on the Conjurer Castings table.

Conjuror Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Cross-feed(s) at 10%: Demonology and Sorcery
Heka Generation: STEEP + ((SMPow + SPPow) x 0.5)
STEEP Modifier: (SMPow + SPPow) * 0.5

Dance: This is the rigorous discipline of performing dance, such as with a troupe of acrobatic entertainers or ballet dancers. This area does not include social dancing. While it is a Spiritual K/S, it brings a distinct benefit to the persona's Physical being. For each 20 points of STEEP

possessed, this area adds one (1) point to both PMCap and PNCap. This increases Physical TRAIT as a result, subject to the human maximum totals of 30 per ATTRIBUTE and 180 TRAIT total.

There is an important caveat. Each year the individual with this K/S must spend a minimum one month of time working to retain the STEEP possessed. For game purposes this may be done at intervals during the course of the game year. Furthermore, the individual must reflect this dedication by expending APs to retain current STEEP: 1 AP per 10 STEEP possessed. Each additional week of practice reduces the required AP expenditure by one factor. Thus, for example, a persona with 50 STEEP must spend one month's time and 5 APs to retain ability (50), but each week of time devoted only to practice of Dance in excess of the mandatory month reduces APs required by one.

Failure to both devote time to practice and expend AP (unless made up for by adding practice time to meet the requirement stated) results in the loss of 2D10 points of existing STEEP, mitigated by a -1 on the total of the dice for each week of practice and/or AP point spent to retain ability, up to the normal possible to expend, i.e. 1 AP per 10 STEEP. Drop in STEEP can result in loss of Physical TRAIT and ATTRIBUTES. (So don't take this K/S unless you are going to make sure your HP keeps up with the discipline!)

Cross-feed(s) at 10%: Acrobatics/Gymnastics and Etiquette & Social Graces

STEEP Modifier: (SMCap + SPCap) * 0.5

Divination: This K/S enables an individual to forecast and predict the likely results of a certain action or course of action, or to learn something about an area or thing. (Compare to *Astrology*

The methods used for divination are more varied than those used in astrology and fortune telling. They may be as simple as crystal-gazing, burning laurel leaves, or even making predictions based on inspection of the entrails of sacrificial animals, like a Haruspex. Divination also includes similar techniques to those used in astrology and fortune telling, i.e., Tarot cards, divining rods, numerology, tea leaf reading, rune-stone casting, etc. For game purposes, they are all assumed to deal with the future as it pertains to a known or anticipated action.

In general, divinations are broken into five sub-areas:

1. Augury
2. Dreams
3. Lots
4. Omens
5. Water

When attempting a divination, the player should specify a certain question to which an answer is desired. It's up to the GM to decide what kind of answer to give, based on what lies ahead in the scenario and campaign, and possibly upon how well the HPs are progressing. The answer should be brief and somewhat vague, though not so vague as to be meaningless, unless the roll was a Failure. If a Special Failure is rolled, then the answer given by the GM will be false, perhaps disastrously so. This, of course, brings up another point. The GM should always secretly make the HP's Divination rolls. The HPs should never be certain if the Divination rolls were successful or not (at least until after the fact!). If the message was vague and/or not applicable to the question, then they can be pretty sure that it failed, but in the case of a Special Failure, they will have to be very clever to figure out that the results are dead wrong.

The DR of a Divination roll will be based on the type of question asked and how specific is the information asked for. Yes/No questions are the easiest to answer and have a base DR of Moderate. Questions with short (less than 10 word answers) are Hard, and those with answers of up to 50 words are Difficult. Broad questions like, "Is there a monster in the lake?" have no DR modification. Slightly specific questions such as, "How deep down is the monster's lair?" are at a DR of +1, and very specific questions such as "In what part of the lake is the monster's lair?" are at a DR of +2. Very complex questions might be at an additional +1 or +2 DR as well. Some types of questions are too broad or specific to be answered at all. "What's the future of humanity?" or even "What's my future?" are far too broad to be answerable by standard divination techniques. Likewise, there is no way one can use Tarot cards to predict a winning hand of cards (though it may help to determine whether or not an evening of gambling may be successful). An Oracular board might be able to answer such specific questions, but that's a completely different sort of thing than a Tarot deck, and Oracular boards can be dangerous as well—refer to their description and use in the **Mythus Magick** book.

Here are some examples of answers to various likely questions and how they come about: "Can we defeat the monster in the lake?" is one type of question that the GM will hear often. The DR for this question is Difficult (It starts out at Moderate for being a yes/no question and goes up two for being very specific). Answering this question is easier than you might think. Just flip to the description of the beast and see how it compares with the current party. If it looks as if the party has it outmatched answer "Yes." If it appears the beast has the advantage, then "No" should be the answer. Remember, divination only reveals what will probably happen, not what will happen for certain. This is true even if multiple attempts are made for the same question.

If our HP Alyssa were to ask, "How deep in the lake is the monster's lair?" our GM would roll against a DR of Difficult (one-line answer, moderate specificity); and, if the roll was successful, might reply, "Deeper than most fish swim" (or something like that). Then, after receiving this answer, Alyssa would be but a successful *Zoology* roll away from discovering the minimum depth of the lair.

See the *Astrology* and *Fortune Telling* K/S's for more information.

The Grade of Casting available to the persona depends on STEEP in the K/S Area (and sub-area), as shown on the Diviner Castings table.

Divination Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Heka Generation: STEEP + SPCap

STEEP Modifier: SPCap

Sub-area gains: Table 8

Exorcism: This is a strong and frequently utilized K/S Area—quite natural indeed in such a milieu. Because of the vast difference between this cosmos and others, any persona from outside this milieu with Exorcism ability applies 20% of that K/S to this one, but any further STEEP must be purchased as usual.

In this milieu exorcism is the removal, driving away, and barring from return of various spirits, beings able to assume non-corporeal form, and beings of non-corporeal form. Regardless of the nature of such spirits and beings, they can inhabit with the whole or a portion of their being a place, thing, animal, or person. Individuals with Exorcism ability then utilize their capacity to force the spirit or being in question out of what it is residing in, drive it away, and establish guards to inhibit its return (cf. *Apotropaism*).

There are nine Degrees of exorcism, each such step based on the ability of the exorcist and the power of the spirit or being to be exorcised. Personae of low level of ability will be unable to affect more powerful spirits or beings, and in fact run the risk of being harmed or possessed themselves! This is hazardous work, too, for it is difficult to determine the Degree of power of the possessing spirit or being in most cases. (Some foreknowledge ability is most useful in such cases!) Degrees of ability are shown on the Exorcist Ability table.

To perform an exorcism, the individual with this K/S will need to have certain things for the ritual that must be performed to accomplish the task. In all there are nine steps for an exorcism, six of which involve special items. All of the following items must be employed:

1. Candles
2. Symbol
3. Fumigant
4. Wash

Exorcist Ability

STEEP	Degree Of Spirit/Being Affected By Exorcism
01-21	1st: Weak, once-living spirit, or a weak Mundane spirit/being
21-30	2nd: Strong, once-living spirit, or strong Mundane spirit/being
31-40	3rd: Elementary or weak Preternatural spirit/being
41-50	4th: Strong Preternatural spirit/being
51-60	5th: Weak Supernatural spirit/being
61-70	6th: Moderate Supernatural being (Power)
71-80	7th: Strong Supernatural being (Quasi-deity)
81-90	8th: Greatest Supernatural being (Demigod)
91+	9th: Weak Entital being

Exorcism DR Modifiers for Name

Name Situation	DR Modifier
Unknown type (spirit or being)	-3 degrees
Unknown nature (malign, neutral, benign)	-2 degrees
Unknown origination (Mundane, Preternatural, Supernatural, Entital)	-1 degree
Unknown power (weak, moderate, strong)	-1 degree
Unknown name	-1 degree
Two names known (not Truenames*)	+1 degree
Overlord of possessor known	+2 degrees
Half (only) of Truename known	+3 degrees
Truename* known	+7 degrees

* See Conjuration and Demonology for details of Truename

Exorcism Heka Effect

Possessor S-TRAIT	Result
No ratable S-TRAIT	Dispossessed, all Heka causes M or P damage
Heka < S EL	Takes S damage on a 1 for 1 basis but is not dispossessed
Heka > S EL	Dispossessed, takes 1 point of S damage per point of Heka over S EL
Heka > STRAIT	Dispossessed, destroyed unless an Entital being

Exorcism DR

Possession is of	Base DR
Mineral, vegetable, or natural object	Easy
Worked, created, and/or crafted object	Moderate
Small building or area	Hard
Animal	Difficult
Large building or area	Very Difficult
Person	Extreme
Each Degree of superiority of exorcist	-1 DR (easier)
Each Degree of inferiority of exorcist	+ 1DR (harder)
Each additional possessor involved	+1 DR (harder)

5. Incense
6. Oil

1. Candles: Three or more candles of virgin beeswax, dyed to a color repulsive to the possessing spirit/being, must be set alight in the proximity of the possessed one. Candles must be made by the exorcist, cost 100 BUCs each, and provide 1 Heka point each when needed if they are burning, but each can deliver only 1 point of Heka once. Each candle will burn away to nothing in 10 ATs.

2. Symbol: The exorcist must have a symbol which is repellant to the possessing one. Generally, this symbol is of some deity inimical to the possessing spirit/being. It is consecrated to ends or a nature opposite to those of the possessing one. This symbol must be plainly displayed, thus repulsing the possessing spirit/being and protecting the exorcist. The symbol will cost at least 500 BUCs and generate, once per exorcism, 5 Heka points when she or he draws upon it.

3. Fumigant: This is a substance composed of herbs and chemicals which are repellant to the possessing spirit/being when set alight so as to fume and affect the possessed. The fumigant must be burned during the exorcism's initial stage. The cost of it is 20 to 200 BUCs (2D10 x l0). It generates no Heka. It will burn away in three ATs.

4. Wash: As the fumigant is burning, and the smoke fills the air, the exorcist must use the wash liberally. A small thing or person is actually laved with the wash, but larger objects or places are sprinkled liberally with the liquid. The wash must be baneful and repugnant to the possessing spirit/being. The liquid is typically of pure, blessed water and might also have attar, essences of herbs, perfumes, etc. to make it more effective. For every 100 BUCs invested by the exorcist in this wash, he or she will be able to draw 1 point of Heka upon need, but for one time only during the rite, and thereafter the wash is useless. New wash must be used if the exorcism has not succeeded.

5. Incense: When the fumigant is nearly exhausted, the exorcist must set alight the specially prepared incense. The smoke of the incense must be of an odor repellant to the spirit/being to be exorcised. It will cost between 30 and 300 BUCs (3D10 x l0), but if it is burning the exorcist can draw as many points of Heka from it as it cost in 10s of BUCs, i.e., 3 to 30 points of Heka. The energy can be used once, for upon its employment the incense is consumed. The incense burns for only 1 AT, so the exorcist must be quick to work once it is burning!

6. Oil: After using the wash, the exorcist must anoint with a special oil the place, thing, or person to be exorcised of the possessing spirit/being. The exorcist makes the oil him- or herself, but it must then be consecrated to a force/nature inimical to the possessing spirit/being. The oil must be compounded of substances which are repellant to the possessing one. The cost of such oil is 100 BUCs per ounce. Up to five ounces can be employed, and each ounce delivers 1 Heka point for the exorcist's use when needed, but this energy can be used but once.

When all six of the above items have been properly employed in the steps required, the exorcist is ready to commence the remainder of the rite to drive out the possessing spirit/being. This will require the following spoken words, the final three steps of the rite of exorcism.

7. Naming the Possessor: At worst, the general nature of (at least one of) the possessing spirit(s)/being(s) needs be known to the exorcist so it can be named, thus directing Heka at it later on. (Think of sighting a weapon, for that is, in effect, what is done thus.) If the exorcist can identify the possessor further, then there might be no Heka penalty. If the exorcist knows the possessing spirit is of a dead human and is strong, there is only a one degree penalty. If the identity, power, and name (or at least one of the names) of (at least one of) the possessor(s) is known, there is no Heka penalty, and the full amount of Heka sent to dispossess the spirit/being will strike. Penalties/bonuses are listed on the Exorcism DR Modifiers for Name table.

Each degree requires, as noted above, the expenditure of 5 Heka points. Negative degrees require equal Heka for the exorcist to get through to the possessor to drive it forth, but any positive degrees give that amount of power to the exorcist for affecting the spirit/being.

8. Rebuking the Possessor: After naming the possessing spirit/being as precisely as possible, the exorcist must deliver rebukes. Rebukes must effectively revile, censure, condemn, castigate, denounce, and execrate the subject. To do so with effect, the nature (benign, neutral, or malign) of the possessing one must be known, or else something of its history. The exorcist may guess, but errors cost Heka, while correct information adds Heka. The GM will need to adjudicate this, but in general a non-specific rebuke will cost between 5 and 10 Heka points wasted, a wrong one as much more in addition, and a correct one gains 10 points as to nature and each detail of history

9. Reading The Verses: When naming and rebukes are finished, and while the candles and incense are still burning, the exorcist must begin reading from a scroll or book containing verses of a nature which are opposed to that of the possessing spirit/being, while supplicating powers of such opposition to aid the exorcist in the exorcism of the subject. If the verses being read are of correct sort as defined above, then the rite is nearing its completion. At this point, the spirit/being may attempt to

leave willingly. The GM will announce this to the persona. The exorcist may allow voluntary dispossession, or may immediately attempt to launch a blast of Heka at the subject. This is chancy with subjects of power, for they might turn and have battle with Heka forces. The HP is cautioned: If in doubt, let the spirit/being leave! The GM will handle all matters of combat if a subject voluntarily giving up possession is assaulted before it can leave.

It is during this reading of verses that the only K/S check needs be made, and that only if the subject has not voluntarily abandoned the possession. All Heka generated by the items of exorcism (candles, incense, etc.) that gained from favorable degrees (in 5-point increments) or lost (ditto), plus Heka from the exorcist at a minimum expenditure of 25 points (no maximum), is totaled to arrive at a final amount which is going into the rite. That is the base amount which will affect the subject if the rite succeeds.

Assuming the persona is capable of successful exorcism, the DR of the task is determined by consulting the Exorcism DR table.

Multiple Possessors: Only one spirit/being can represent multiple possessors. Whatever happens to the chief one happens to all others. In addition to making the DR worse, these added beings bolster the effective S-TRAIT of their chief by lending their own Spiritual force to that one. Each additional possessor adds 1 point. They cannot lend their Heka to the chief spirit/ being, so multiple possession is rare.

There are certain rare and invaluable objects of power which enhance the ability of exorcists with respect to the Degree of their capacity against powerful opponents. Some will also enable ability when faced by multiple possessors. Consult with your GM regarding these items.

Any exorcism with a DR of greater ease than "Easy" automatically succeeds and destroys the possessing spirit/being of Supernatural or lesser sort. Any exorcism with a DR above "Extreme" (or is a Special Failure) automatically fails and exposes the exorcist to Spiritual damage and/or the risk of possession. Spiritual damage occurs if the Spiritual TRAIT of the possessor is higher than that of the exorcist. Any difference in favor of the possessor is scored as Spiritual damage against the persona attempting exorcism. (For example, the persona has an S TRAIT of 110 and the possessor's is 150, so the exorcist then takes 40 points of SD.) A K/S versus K/S contest then takes place with S TRAITS of exorcist and possessor being used. The exorcist also counts the Heka expended in the exorcism, and may add additional points; however, the possessing spirit/being may also expend Heka to win the struggle, and therein lies the problem.

The persona using this Area should certainly invest in special, portable Heka Reservoirs when undertaking an exorcism!

Possessed personas are under the complete control of their possessing spirit/being until it frees them or is exorcised.

Heka which is channeled by the exorcist to the subject, and which is not negated by counter-Heka of the spirit/being, will have an effect described on the Exorcism Heka Effect table.

A Special Success doubles the effective force of the Heka being sent to dispossess the spirit/being; and if dispossession occurs the exorcist automatically gains 1D3 STEEP points in this K/S, double with an extra 1 point if dispossession destroyed the subject or banished it from the plane/sphere. Failure simply means that the exorcism didn't work at all. All items which expend themselves are worthless. All Heka utilized is lost. Special Failure is covered above.

Dispossessed subjects cannot ever again possess the exorcised place, thing, or person. Supernatural beings dispossessed are banished from which they were so dispossessed for as many years as there were points of Heka exceeding their Spiritual Effective Level. Entital beings dispossessed are treated likewise, and if their S TRAIT is exceeded by the Heka blast, they are confined to their own plane/sphere for as many years as their S TRAIT was exceeded, and in that period of time they suffer a Heka power loss of 1% per point of Heka which exceeded their Spiritual TRAIT (ouch!).

Exorcists also have a limited number of Castings which they can utilize. The Grade of Casting available to the persona depends on STEEP in the K/S Area, as shown in the Exorcist Castings table.

Heka Generation: STEEP + SMCap
STEEP Modifier: SMCap

Exorcism Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Fortune Telling: Similar in nature to *Divination*, but unlike that and other areas which attempt prognostication, this K/S pertains mainly to the individual, or to an individual being queried about. It does little in the way of predicting the outcome of some event or action. It answers broad, general, and sometimes specific questions regarding a person. The sub-areas are:

1. Card Reading (includes Tarot)
2. Palmistry & Phrenology
3. Runes (includes I-Ching)
4. Tea Leaf Reading
5. Crystal Gazing
6. Numerology

Only one sub-area can be known until the persona gains 41 or more STEEP points, at which time a second sub-area may be selected if desired. Note that the GM may choose to add more sub-areas, but even so, the above limit should hold firm.

Obviously, like Astrology and Divination, this ability seeks answers to questions regarding the future. It is useful as a check against other means of such prognostication, of course, and the limit is set to prevent too much foreknowledge coming into the game. As with any device in play, it can answer nothing specifically, unless the game is scripted and choice no longer exists. Thus, it is up to the GM to give general answers, making them seem specific if necessary, based on probabilities. Mitigating this uncertainty are conditions which are fixed in an adventure; i.e., the opponent will be at a set location, have certain powers, and so on. An OP will be there to assist if approached correctly. The opportunities are plain. Naturally, failure to make the K/S roll will bring misleading and false answers, so the cautious player makes certain and is skeptical at all times, too! Note that as with the other methods of divination, the Gamemaster should secretly make the roll to determine success or failure.

Castings used in this K/S are detailed in the **Mythus Magick** book. The Grade of Casting available to the persona depends on STEEP in the K/S Area, as shown on the Fortune Teller Castings table.

Fortune Teller Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Cross-feed(s): None
Heka Generation: STEEP + SPPow
STEEP Modifier: SPCap
Sub-area gains: Table 9

Herbalism: This K/S Area gives the possessor information regarding which forms of vegetation may possess, store, or channel Heka. It is the art of knowing and using some of the usual as well as mystical properties found in natural vegetation. The HP can brew up various natural concoctions (tinctures, infusions, oils, powers, etc.) from poisons, to antidotes, to love philters, to sleeping pills via the use of this K/S Area—provided that the proper herbs can be found.

Various forms of plants contain medicines in their bark, leaves, flowers, fruit, sap, roots, etc. Uses of these natural substances range from healing to curing diseases. Thus the persona with Herbalism skill can accomplish the following:

(1) Heal Physical damage at twice the normal rate at DR Moderate.

(2) Heal Mental damage at a rate of STEEP x 0.2/day, if a DR Hard check is made. Round down when finding the amount of damage healed. One K/S check suffices to begin the course of treatment.

(3) Heal Spiritual damage at the rate of STEEP x 0.1/day, if a successful roll against the K/S at DR Difficult is made. This is otherwise the same as healing Mental damage.

(4) Cure disease at double normal rate at a DR of Very Difficult. Treatment of a disease at normal rate is only Moderate DR if the disease is known to the Herbalist, Extreme if it is unknown, as shown in the Cure Disease DR (Herbalist) table.

Cure Disease DR (Herbalist)

Commonness of Disease	DR
Common to area	Moderate
Uncommon to area	Hard
Rare to area	Difficult
Uncommon everywhere	Very Difficult
Rare everywhere	Extreme

(5) Immunize against disease weekly at the DRs for "Curing," above; i.e., Moderate for a known disease, Extreme for an unknown one.

Note that the above assumes that the herbalist has the medicinal vegetation on hand and that the patient receives applications of the curative substances daily. One check is all that is needed to receive daily benefit otherwise, and curing of disease is assumed to have a course of 2D3+2 weeks of treatment. A K/S failure means that further attempt at using Herbalism cannot be made for one week.

Various courses of healing can be undertaken at the same time, but a separate roll against Herbalism must be made for each sort of treatment attempted (see the Healing, Chapter 12, page 274).

Developing a preventative course of herbalistic treatment may be allowed at the Gamemaster's option. This assumes both knowledge of the disease or like malady to be safeguarded against and the medicinal plants on hand to use in the course of prevention.

Herbalism allows a fair knowledge of vegetable and plant toxins and poisons, as well as a range of possible antidotes. The GM will determine how powerful they will allow this knowledge to be in their milieu. See Toxicology for additional information.

In addition to the natural, healing-type applications of Herbalism are those resembling magickal Castings. These utilize certain natural chemicals, mostly articles of vegetation from herbs and the like, that are found to contain Heka. When combined properly, these are used to make magickal potions, as mentioned earlier.

This K/S differs from *Alchemy* when mystical powers are concerned in that instead of infusing materials with Heka, the herbalist uses Heka that is already a natural part of the material.

Items which naturally contain Heka are referred to as Reagents, and plants such as Belladonna, Mandrake, Mistletoe, and the like are famous examples. (There are also mineral Reagents, of course, but the herbalist is not concerned with these substances.) As there are hundreds of these, we will not attempt an encyclopedic listing here, holding such detail for the subject of another work. Rather, in the "Items of Magick" chapter in the **Mythus Magick** book, a general classification system is given, and this includes the strengths and purposes of different classes of Reagent herbs. For more information regarding Reagents and other sources of Heka refer to both the "Heka Sources" and the "Items of Magick" chapters in **Mythus Magick**.

Finally, those personas possessing this K/S Area have the ability to perform a number of Castings—used by the herbalist to create potions, balms, ointments, etc, from the various Reagents as well as for other purposes. (See the **Mythus Magick** book.) The Grade of Casting available to the persona depends on STEEP in the Herbalism K/S, as shown on the Herbalist Castings table.

Herbalism Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Cross-feed(s) at 10%: Toxicology
Heka Generation: STEEP + SM CATEGORY
STEEP Modifier: SMCap

Impersonation: This Area has two great divisions. The first is impersonation of a general nature. The second is impersonation of a specific sort. Each type of use will be detailed below. Be sure to refer to the *Disguise* K/S after reading what Impersonation covers.

General Impersonation is the pretense of being an individual of a specific sort, a generic sort or role. Thus, the impersonator is feigning to be an aristocrat, a military officer, an officer of the law, a mage, a noble, and so forth. Of course the impersonator is nothing of the sort, and in fact a man might impersonate a woman, or vice versa, quite successfully and not be that at all, obviously. General impersonation is of class or role or kind, not of a specific individual. This is the easier of the two divisions of this ability, and its base Difficulty Rating is Moderate. There are modifiers, of course. Personas impersonating a class of individual about whom they know little or nothing suffer a 1 or 2 DR penalty. Personas trying to impersonate a class before others of that class have a 2 or 3 DR penalty and must make a K/S check for each and every such person of the class they closely interact with. Having K/S Areas of the same sort as the actual class would have will reduce penalties, as will having been or being the same SEC Level.

Specific Impersonation is harder still. It means that such individuals are attempting to impersonate exactly a specific individual, passing themselves off as the Duke, not a duke, or as Bailiff Grumbald, not any of the general office. To manage such a role, one must have some general resemblance to the specific individual to be impersonated if anyone who is encountered during the course of such Impersonation has an inkling of the general appearance of the impersonated individual. If those met are very familiar with the individual being impersonated, then a near resemblance and a lot of makeup (or Heka) will be necessary. Thus, the less familiar the audience pretended before, the easier the task; and, conversely, the more intimate their knowledge of the individual impersonated, the more demanding and difficult the work. Before audiences generally ignorant of the individual being impersonated, the Difficulty Rating will be only "Moderate," but as soon as personas with knowledge of the specific individual are encountered, there must be a K/S check, and the DR will be modified downwards in all likelihood. GMs will have to use their best judgment. They may allow the HP to add 10% of *Buffoonery (Mimicking)*, *Thespianism*, as well as *Disguise* to the STEEP of the impersonator. Planning, preparation, study of the role, etc. will help keep the DR from slipping down into the Very Difficult and Extreme modifier slots.
Cross-feed(s) at 10%: Disguise
STEEP Modifier: SMPow

Judgment: This is the ability to be able to assess things and situations too. There are five sub-areas:

1. Animals

2. Background
3. Business
4. Occupation
5. Situation

Animals: This sub-area conveys the capacity to assess an animal as to its state of mind, training, aggressiveness, and so forth.

Background: This is the ability to discern the SEC of the persona, although judgment of those from other cultures will be at a DR of Difficult, Very Difficult or even Extreme, depending on the differences. For instance a persona of Kelltic background would find it Easy or Moderate to judge those of like culture, Hard for all states bordering the Kelltic ones, and Difficult and greater for those beyond that circle.

Business: This is the capacity to assess both existing enterprises and determine potential for new ones. Without extensive background information most DRs will be at Hard and Difficult.

Occupation: This is the ability to determine what the probably occupation of an individual is by seeing them. The more interaction and observation, the easier the DR gets, of course. If used in conjunction with Perception, Mental, it can be quite telling, for successes in Detecting and this sub-area should indicate a very near understanding of the subject individual's work.

Situation: This sub-area is the comprehension of what is occurring, whether in the immediate surroundings or somewhere removed but of which details the individual is fully and properly advised.

Cross-feed(s) at 10%: (Animals) to Animal Handling, (Business) to Economics/Finance/Investing, (Occupation) to Street-wise, (Situation) to Street-wise.
STEEP Modifier: SPCap

Jury-Rigging: This is a skill which blends Mental knowledge and Physical ability with an inner skill which enables an individual to envision or sense what can be done to repair, fix, restore, or improvise something so as to enable it to function (at least partially) for a limited period of time. It might be a mechanical device, a sail, or just about anything which isn't working and needs to be put into operating order. The DR for performing such a feat will vary greatly and depend on how skilled you are with the type of item being worked on (it's easier to jury-rig a mechanical device if you have a high Mechanics STEEP), how complicated the problem is, what resources are at hand, etc. The beauty of it is that it's theoretically possible to jury-rig something with no knowledge of how it works, no tools, and no help whatsoever. (That is, if you can beat a DR of Extreme!)
Cross-feed(s) at 10%: Jack-of-all Trades
STEEP Modifier: SMCap

Leadership: This K/S allows one to inspire confidence and gain loyalty in a group of persons. It covers such activities as commanding, disciplining, counseling, planning, organization and the delegation of authority, etc. Actual rolls against this K/S will only be necessary to keep one's followers from rebelling and/or panicking during difficult conditions, such as that of a challenge to the leader's authority, a fight going badly, etc.
STEEP Modifier: SMCap

Magnetism: This K/S is similar to that of *Hypnotism*, but it functions differently and operates in relation to the Spiritual aspect of a persona rather than the Mental. First, Magnetism can affect anybody, but unwilling and resisting subjects with Spiritual damage ratings under their EL must be defeated in a contest of SMCAT scores by the magnetist. Likewise, Difficulty Ratings for unwilling subjects are at +3. Otherwise, the practitioner should roll normally (with the DR to be determined by the activity performed— see below), although those who are over their Spiritual EL are always magnetized at a DR two levels easier than usual. A number of ATs equal to the subject's SPCap is required to pass in order to attain the necessary state of trance. The two different functions of Magnetism are as follows:

(1) All individuals seeing and hearing the persona with the Magnetism K/S and in near proximity (20-foot radius or less) who are not unwilling (hostile or opposed is unwilling) find that the persona is quite to their liking. She or he will seem friendly, clever, and congenial. If one person is selected and concentrated upon by the magnetist, that individual will become effectively under hypnosis after a number of ATs equal to his or her SPCap, and while in the physical presence of the magnetist will behave accordingly. However, no post-hypnotic suggestion is possible, so when not in the presence of that persona, the magnetised individual will not be affected thus. Such personas, though, will neither admit to being magnetised nor believe they were or are. At any traumatic juncture, such an individual may make an SM versus SM contest against the persona with Magnetism K/S, assuming that the subject is not under his or her Spiritual EL at that time. Success enables the subject to realize the magnetism, break it, and never be subject to its effect (by that particular magnetist) again. Affected subjects can be controlled in the same manner as if they had been affected by the Spiritual attack to Subvert (see page 215 of Chapter 12). This condition lasts for 1 hour per 10 STEEP points of the magnetist (or fraction thereof), requiring no additional rolls on the part of the magnetist to be maintained. Any particular subject, however, can only be so affected once per week. The base DR for this function is Hard.

(3) Magnetism can also be use to Spiritually heal a persona at the same rate that Hypnotism restores Mental damage—1D6 points per level of DR, or 1D6 for an "Easy" roll, 2D6 for a "Moderate," etc. Special Successes heal double the rolled amount, and Special Failures inflict the damage on the subject! This Spiritual healing may be attempted but once per day per subject.

There are no other functions of Magnetism, but this K/S is otherwise similar to Hypnotism.
STEEP Modifier: SPPow

Medicine: Oriental: This K/S represents a very wide array of different Oriental healing techniques, many of which focus in on correcting an imbalance of yin (a feminine, passive element such as darkness, cold, wetness) and yang (a masculine, active element such as light, heat, and dryness) which is said to be the cause of all sickness and injury. A successful roll at the beginning of the week allows individual HPs to obtain the prime rate of healing (see Chapter 12) if they don't already have it, or to halve the time in which damage is recovered if they do. For example, a physically wounded persona with a PMCAT of 40 and the benefit of both regular and Oriental medicine would recover at the rate of 2 points every 12 hours! Furthermore, these techniques are cumulative with the *Acupuncture* K/S.

The GM may allow HPs who receive regular weekly care from a practitioner of this K/S to have a basic resistance to any disease, equal to 10% of the practitioner's STEEP, due to the taking of proper herbs, tonics, acupressure, etc. This would, of course, apply to individual personas possessing this K/S, too, assuming they cared for themselves as well as they did for others.
Cross-feed(s) at 10%: Acupuncture
STEEP Modifier: (SMCap + SPCap) * 0.5

Mediumship: This K/S is, more or less, the reverse of *Exorcism*. It allows the medium to use a Dweomercraeft-style ritual to attract or summon a friendly or neutral spirit, although failure or Special Failure could bring a hostile or malicious spirit!. The spirit cannot be compelled to appear, only invited to do so. It cannot be bound or forced to appear within a Pentacle by the use of Mediumship. The medium is likewise unable to force the spirit to leave, so be careful not to make it angry!

The medium will, if the spirit entity so desires, contribute ectoplasm to the said spirit when it is in the presence of the persona. For each point of STEEP involved in the process, including all members of the séance group, the spirit can draw 0.5 points of Partial Physical Manifestation (PPM). If there is sufficient force present to allow the spirit to draw over 100 points, it can then use the ectoplasm to create a Full Physical Manifestation with half the PPM value. For example, a persona with the Mediumship K/S STEEP of 80 is joined by a group of others in a séance to bring the total Mediumship STEEP to 160. A spirit appearing could have a PPM of 80 points (of ectoplasm). However, if at a later time, others joined to bring the combined STEEP utilized to 210, the spirit could have a Partial ectoplasmic Physical Manifestation of 105, or a Full ectoplasmic Physical Manifestation of 52.

There is a corresponding loss in Physical TRAIT points from each persona involved until the spirit dematerializes and the ectoplasm returns to the individuals involved. If a loss brings a persona below WL, CL, or P total, then Dazing (below WL) or unconsciousness (below CL or P total) results until the ectoplasm returns. If unconsciousness lasts

beyond a number of hours equal to P total, the persona will die! Otherwise, ectoplasm loss will be replaced as are Physical points at the normal rate of healing.

The GM may rule that there are magickal Castings to prevent loss of ectoplasm. Likewise, the GM may allow such K/S Areas as Mysticism, Dweomercræft, and/or Yoga to prevent unwilling loss of ectoplasm.

The Grade of Casting available to the persona depends on STEEP in the K/S Area, as shown in the Medium Castings table.

Medium Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Heka Generation: STEEP + SPPow
STEEP Modifier: SPCap

Metaphysics: By means of this K/S, a persona is able to study and know that which is unseen and not normally measurable. It is an understanding of the multi-verse, and in particular the other planes and spheres beyond the material ones. It also deals with existence as a being. Metaphysics also considers what is knowledge, knowable, and reasonable. For game purposes, this K/S conveys knowledge of a sort opposite to *Demonology*. That is, it allows the individual to understand and know the nature of and the beings who dwell in the Upper (as opposed to Nether) and Medial planes and spheres. A persona with Metaphysics STEEP could, for example, tell if agencies from such places were concerned with a particular situation, if a successful roll against the K/S were made.

In addition, after exceeding 40 STEEP points, and with each additional acquisition of 10 STEEP points thereafter, the persona may attempt to gain 1 additional point of SMCap, subject to a maximum of 40. The DR for any attempt is at least Hard, and after gaining 2 SMCap points this way it becomes at least Difficult. A failure prevents trying again until the next plateau is reached; i.e., 51 STEEP, 61 STEEP, etc. A Special Failure may result in the loss of 1 SMCap point!
Cross-feed(s) at 10%: Pantheology
Heka Generation: STEEP + SMCap
STEEP Modifier: SMCap

Multiversal Planes & Spheres: Personas possessing knowledge of the multiverse will understand the relative position and makeup of the various planes as they relate to the Material Plane and each other. Knowledge generally begins with that of the Material Plane (and the many mundane spheres within it), and extends to the adjacent, linking planes, and finally to the more distant outer planes—although this is not always the case. Those who concentrate their studies on the outer planes such as the Abyssal or Entital may actually have only minor understanding of the Preternatural and Supernatural Planes. This is unusual, however, for some education regarding the latter two is desired for proper understanding of those outer, Entital Planes. A formal education in this K/S (as would be gained from the many schools of dweomercræfting) will almost always progress from Material to Preternatural, to Supernatural, and finally to Entital.

Multiversal Planes & Spheres is divided into the following sub-areas:

1. Alternate Material Planes
2. Elemental Planes
3. Shadow Plane
4. Negative and Positive Planes
5. Aethereal Plane
6. Nether and Pandemonic Planes
7. Empyreal and Concordelysian Planes
8. Entropical and Celestial Planes
9. Temporal and Panprobable Planes
10. Abyssal Plane
11. Astral Plane
12. Dimensional Relationships

Dimensional Relationships and Planes & Spheres: This sub-area relates to the dimensional presences and their role in the formation of other planes and of spheres. It includes a grasp of the nine known dimensions, their form or function, and existence or lack thereof as a measure of other planes and spheres. (See Appendix H)
STEEP Modifier: SPCap
Sub-area gains: Table 2

Musical Composition: This K/S Area is similar to *Creative Writing*, but applies to the composition of music. The HP must know how to play some kind of musical instrument (i.e., have that K/S) to use this skill. Note that this applies only to music, not to the writing of lyrics, which is covered by the *Poetry/Lyrics* K/S. This K/S also assumes extensive knowledge of music theory on the part of the HP. Rolls against this K/S may be made to read some bit of music not associated with the instrument the persona plays, at a base DR of Easy.
Heka Generation: STEEP + SMPow
STEEP Modifier: SMCap

Mysticism: This K/S is considerably broader and more valuable to the possessor in this milieu than in most others where Heka is less active. It includes the knowledge of Wicca and many other sorts of like things, including much Eastern wisdom.

Mysticism includes interpretation of dreams and visions, the sensing of unseen presences and spirits, detection of Heka currents, the influences of elements and years, and many other things. All of these are accomplished through Castings, which are detailed in Mythus Magick. First, another capacity of this Area needs to be explained.

Crystals, minerals, and gems (gems, precious, fancy, and ornamental stones) can be used alone or in combination as amulets, for Materia, to generate their innate Heka, as substances for Heka Working, etc. The mystic will know which to use in a given situation (DR Hard).

Singular Crystal and Gem Use: Crystals and gems are used for many purposes. The shape, clarity, color, and inscription affect such objects. The various uses of crystals are:

(A) Meditation (Self-Improvement): HPs who spend an hour each day meditating with the crystal in such a fashion can receive an AP/General bonus of +1 for every 4 points (or fraction thereof) awarded them. Such personas must announce when they are meditating each game day, and must succeed in an Easy roll. Skipping even one day or failing even one roll will negate the bonus entirely.

(B) Self-Healing, Mind & Heart: This requires two hours and can only be done once per day. Success on a DR Hard roll will heal 2D6 points of damage to both the user's Mental and Spiritual TRAITS. This can be done only for the one wielding the device.

(C) Mental/Spiritual Defense: In combat against Heka forces, Castings, or Heka-engendered Powers, strongly presenting a crystal provides a certain amount of armor for both the Mental and Spiritual TRAITS, depending on the DR of the roll made, as detailed in the M/S Armor from Crystals table.

M/S Armor from Crystals

DR	Armor
Easy	4
Moderate	8
Hard	12
Difficult	16
Very Difficult	20
Extreme	24

The armor lasts for one BT or until the Crystal is used for something else. Re-establishing it requires another roll. Failure means that the HP

must wait for one BT before using any more of the crystal's powers. A Special Success, however, means that double the listed amount or protection is provided. The user may not attack physically or utilize any other device while being so protected, but can still employ Heka-based attacks (although not with the crystal's powers).

(D) Mental/Spiritual Offense: One may use a crystal to make a Mental Draining or a Spiritual Weakening attack against a spirit with either a Partial or Non-Physical Manifestation. This can be done regardless of whether the persona has the necessary Heka Castings or abilities. The attack will be made at one-half of either one's Mysticism or Dweomercræft STEEP, whichever is better. HPs who do have the ability to use the proper Heka-based attacks may make Amplified (see below) attacks against such spirits with no meditation necessary, even if the crystal is otherwise incapable of Amplification.

(E) Mental Heka Force Amplification: One hour's worth of meditation at a base DR of Hard allows a persona to boost the Mental-based efforts of one Heka-using K/S Area's STEEP totals by 50% for the next AT. This can only be done once per week, and the crystal must be present on the user's person throughout the AT or else the Amplification will be broken.

(F) Heka Concentration: One Heka point can be generated per minute of meditation (maximum of two hours per day; DR "Hard") and stored either in the crystal, added to the practitioner's personal supply, or put in another Heka Reservoir. This cannot be done on the same day that the Ritual of Concentration (see "Heka Replenishment" in the **Mythus Magick** book) was performed, and Dweomercræft is the only applicable K/S to roll against for this power.

(Q) Visions: The persona can gaze into the crystal and try to have a vision. One need not be asleep to have the vision, and the DR will be one level easier than normal.

(H) Self-Healing, Body: This is just like Power B, but it applies to Physical damage and has a DR of "Difficult"

(I) Healing Others, Mind & Heart: This is also just like Power B, but it can be used on other people. Users can try to heal both themselves and a number of other people simultaneously as well. The base DR for one subject is Hard, increasing by one for each additional subject.

(J) Healing Others, Body: As per Power I, but affects Physical damage. Note that each healing power can be used once per day. Through the use of Powers B, H, I, and J, it is possible for user to heal himself four times in the course of one day!

(K) Scrying: A spherical crystal of clear or smoky sort must be used. The former will function to see the material and mundane planes and spheres. A smoky one is needed for the Preternatural planes and spheres. A flat, highly polished crystal of very dark color is needed to scry the Lower planes and spheres. The persona can also view any invisible spirits present simply by looking through the crystal and making an Easy DR roll. Note that the sights of some spirits (especially those originating on the Nether Planes) may require an Insanity check! Crystals come in all manner of shapes and sizes, though clear is usually the best color. They are widely used for serving as effective foci of Heka and can prove to be valuable tools for any practitioner and/or mystic. Before any crystal can be fully utilized, however, the owner must "attune" it to him- or herself by meditating a total of seven hours and making an "Easy" Mysticism or Dweomercræft K/S roll.

The unlikely (and embarrassing) event of failure on said roll means that the mystic is incompatible with that crystal and must find another one to use. Should anyone touch a crystal that has been attuned to someone else, then the crystal will become "scrambled" and useless until it is "attuned" again, as above. The specific powers of a crystal vary with its quality, as indicated on the Crystal Quality table. The Cost of a crystal is a rough retail value, though the rarer ones might actually sell for two or three times that. The different Powers, A through K, are those discussed previously, and the column labeled Heka indicates how much Heka energy the crystal can store for the user in the manner of a General Heka Reservoir. (Crystals do count against your total of number of Heka Reservoirs!) An "Unsurpassed" Quality crystal, for example, could hold up to 400 points of Heka. DR lists the modifiers to the DR of the rolls made to operate the crystal's Powers. If a Power normally had a DR of "Hard," for example, then practitioners would have to roll against but a DR of "Easy" if they were using an Unsurpassed Quality Crystal. Similarly, the DR would be "Difficult" if using a Poor Quality Crystal.

One must be sane, sober, and not dazed to use a crystal with any degree of success. Also, unless specified otherwise, all rolls involving the use of these Powers can be made using either the Mysticism or the Dweomercræft K/S. Any Special Failure on any of these rolls will destroy the Crystal. Only one such Power may be used at a time.

Crystal Quality

Quality	Cost (BUCs)	Powers	Heka	DR Mod
Poor	25-75	A-D	25	+1
Below Average	100-200	A-F	50	0
Average	400-1200	A-H	100	0
Above Average*	1600+	A-I	200	-1
Exceptional*	3200+	A-J	300	-2
Unsurpassed*	6400+	A-K	400	-3

Dreams and Visions: The dreams and visions of the mystic can be handled much the same as Astrology, Fortune Telling, or Divination, questions, but the base DR will depend on how many times during the past 28 days the HP has tried to have a vision, whether it was a successful attempt or not. The first attempt is rated at a base of "Easy," the second at "Moderate," the third at "Hard," etc. Modify from there according to how complex the question is and how many secrets the HP wants to pry out. Note that unlike divination, however, one does not usually ask a specific question of a dream, and it should be at a DR of +1 if one wants to dream about something very specific. Also keep in mind that dreams are very seldom literal, and that the dream's message will often be buried deep in symbolism.

A problem may arise if a party also has access to the *Astrology*, *Divination* and *Fortune Telling* K/S Areas, in which case GMs may find themselves handing out too many hints. Feel free to make information overlap or repeat. You might also throw in some added complications to the plot and have cryptic hints relate to those instead of the current problem. Make the HPs work for most of their information. Solving a scenario should require much more than a few rolls against an occult K/S! Thinking is worth a score of successful rolls.

Detection of Spirits and/or Magick: Another useful function of this K/S is the detection of normally invisible spirits. Mystics will be able "feel a presence" (i.e., sense that it is there), as well as get a faint idea of whether or not it is hostile. They will not be able to see it and will still suffer the usual problems if they try to attack it physically. There will be no problem with using a Mental or Spiritual attack against it, however. It is an "Easy" feat to detect a spirit with a partial physical manifestation (such as a poltergeist) while in a quiet, peaceful room, or a Moderate feat if there is some distraction not caused by the spirit. Those with no physical manifestation are Hard and Difficult to detect accordingly.

Mystics can also roll to determine the presence of magick within their line of sight. The DR starts at Extreme and goes down one level, to a minimum of Easy, for every 100 points of Heka involved. Mystics can also make a roll to notice when they or one of their close friends are the targets of a magickal "Link." See the sections on Mental and Spiritual combat in Chapter 12.

The GM will adjust the DR according to the nature of the manifestation. Most beings and magick will be of the Preternatural sort. If it is Supernatural (removed by two or more Spheres or Planes) then DR is at +2. The extremely rare Entital beings and Heka are at a +4.

See the **Mythus Magick** book for details of Castings used by Mysticism. The Grade of Casting available to the persona depends upon STEEP, as shown in the Mystic Castings table.

Mysticism Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Heka Generation: STEEP + SP CATEGORY
STEEP Modifier: SPCap

Nature Attunement: Individuals with this ability are in harmony with natural life of all sorts, even the elemental things which make it up. Possessing this K/S Area thus enables personas to "feel" the health of soil and growing things, the "purity" of water, and "sense" impending weather (what is absolutely going to happen in 24 hours, and weeks, Months, and seasons in general in longer range); all of this is at DR "Hard." They are able to blend with their surroundings (hide or conceal their presence) at a DR of "Easy," with adjustments for actual terrain and vegetation and the sort of people around/searching for them. Sub-areas are as follows:

1. Growing Things
2. Natural Cycles
3. Personal Relationship
4. Animal Relationship
5. Exotic Places

Natural Cycles: This sub-area lets the persona "sense" (know) both climatology and meteorology so that prediction of weather for several days ahead and trends several seasons ahead can be made with a DR of Hard and Very Difficult respectively.
Cross-feed(s) at 10%: (Growing Things) to Agriculture and Herbalism, (Natural Cycles) to Biology and Geology/Mineralogy, (Personal Relationship) to Hunting & Tracking and Survival, (Animal Relationship) to Animal Handling, and (Exotic Places) to Phæree Flora & Fauna and Subterranean Ærth
STEEP Modifier: SPCap

Necromancy: This K/S is one of Dark nature, and enables a persona to work and deal with the remains of the dead of all sort, death, the undead, unlife, unliving creatures, and all that inhabit those planes and spheres of the Lower Preternatural and Netherrealms upon which such things or Negative energy dwell in spirit or corporeal form. The persona can communicate with such things, has certain Powers, and is able to use Castings of Archetypical Necromancy. The ability also generates Heka equal to the individual's STEEP plus SMPow, which can be used for the purposes of this K/S or for others at the player's option.

There are three "innate" Powers gained when the individual acquires this K/S. These are:

1. Coldbody
2. Darksee
3. Shadowskulk

Coldbody: This Power enables necromancers to have a body temperature below normal and as cold as the surroundings or even colder, down to as low as 35° F. without harm to their physical well-being. Note that this Power might allow the persona to be "invisible" to creatures relying on infrared (visual/detection) senses and similar senses using thermal input. For each 1 point of STEEP possessed, such individuals are able to lower their body temperature by 1° F (remember the minimum limit of 35°, of course). The Power of Coldbody functions for 1 AT per point of STEEP, so a persona who had 20 points of STEEP in necromancy could have the effect last 20 ATs (nearly two hours).

Darksee: The Power of Darksee enables a necromancer to see in the infrared and ultraviolet spectrums. Thus, using it, the persona's visual ability will extend into regions which are "lightless" to creatures relying on the human-norm visual spectrum to see. For each point of STEEP possessed, the persona can Darksee for one yard as if the surroundings were illuminated by the twilight sky. The Power has no limit on its use, and the necromancer can employ it continually without paying or needing to worry about its expiration.

Shadowskulk: This Power enables necromancers to use the dimness of shadows to conceal themselves. The more and thicker the shadows, the darker the overall conditions, the easier the Difficulty Rating for use of Shadowskulk Power. If the DR is "Moderate" or "Easy," then personas can move as well as conceal themselves, but Physical attack will reveal such an individual's presence, of course. Note that total darkness is always DR "Easy" for necromancers if those from whom they are concealing themselves can use only human-norm visual ability. Again, this is a power with no cost, per se, but it lasts only 1 BT per point of STEEP, and the necromancer needs 24 hours time to regain used Shadowskulk ability.

The Grade of Casting available to necromancer personas depends on their STEEP in the K/S Area, as revealed in the Necromancer Castings table.

Necromancer Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+ *	IX

* Necromancers with both a Necromancy STEEP in excess of 100 and Occultism STEEP in excess of 50 have certain Special Castings available to them (see the Archetypical Castings in the **Mythus Magick** book).

Necromancy can be employed by a good persona to counter the evils possible for this K/S. See Appendix VI.
Heka Generation: STEEP + SMPow
STEEP Modifier: SMPow

Occultism: This K/S yields information regarding the spirit names of Elementaries and Preternatural spirits (those of the dead and other sorts as well) and beings such as Elementals. This is very necessary for conjurors, for instance (see Conjuration, above). For each point of Occultism STEEP possessed, the persona has a chance of learning the spirit name of one such creature. Whenever a name might be learned, the player rolls D% to discover if the HP has learned one such name. If the roll is a success, then the HP knows a name, and another pair of D% rolls must be made to discover the ranking of the being whose name is known and if the HP has also learned that one's Truename. This is done using the Named Preternatural Being table.

Named Preternatural Being

D% Roll	Rank of Being	% Chance for Truename
01-50	Minor	10
51-75	Medial	7
76-90	Major	5
91-99	Greater Being	2
00	Entital being	1

Note that each and every Preternatural being has no fewer than three names: a common name, a conjuring/summoning name, and a Truename. Medial rank ones will have six names, those of Greater status nine, Major beings will possess at least 13 names, and Entital ones have a minimum of 18 names. A Major beings' Truename is of two distinct name portions, and Entital beings have a three-portion Truename. It is impossible for anyone to learn the total Truename of a Major or Entital being from the mere pursuit of Occultism.
Heka Generation: STEEP + SMPow
STEEP Modifier: SMCap

Painting (Artistic): This Area measures a persona's skill at drawing, composition, painting, and the like. It covers the creativity involved in producing good original works of art. This K/S is also useful for evaluating the quality and value (monetary) of artwork and grants the possessor knowledge of famed artists and their works.
STEEP Modifier: SMCap

Pantheology: Just as theology is the study of a single system of belief and service and the deities concerned, the works of direct or indirect sort attributed to those entities, and all else pertaining to them and their service, pantheology is the study of all the (major) pantheons of deities. Pantheology includes the same aspects of each pantheon as theology, but in less detail, for the latter is an intensive study of a single pantheon. Also, pantheology compares and contrasts the various deital groups. It yields all manner of knowledge, including deities, works, natures, status, powers relationships, and soon.

In the **Epic of Ærth** milieu there are over a dozen different pantheons spanning the globe of Ærth from Atlantl to Lemuria, northernmost Skandia to the South Titanic Ocean islands which make up Panay Sulu. Thus, a pantheologist will know of the deities of Atlantlan to Vodoun (Afrikkan) sort, with the major pantheons of Ægypt and Ch'in, the Greco-Roman, Hindic, etc. in between. It will also reveal the potential and existing conflicts of intra- and inter-pantheon kind, for just as states of the same region have disputes, and alliances contend with other alliances, so too do pantheons have inner rivalries and strife and contests with other groups of deities. This applies to even seemingly like groups—benign, neutral, or malign.

Knowledge of pantheological sort is determined by the usual K/S check. A pantheon near to the homeland or permanent place of residence of the Heroic Persona will be better known than those more distant, even with the acquisition of considerable STEEP. So unless specialization is indicated (see below for more information) this will be reflected by a DR which grows more difficult with distance. Proximate pantheons are Hard, those distant are Difficult and Very Difficult, but each and every pantheon (or major sort) is known. Exact information of detailed nature (how many people recognize Artemis, for example) is one step harder than general knowledge; minutia is two steps harder.

Pantheologists may elect to acquire more specific knowledge by specializing in a specific Ærth pantheon. This is done by taking this K/S again, in a specific Pantheon. The Pantheons available are:

Ægyptian	Chinsungese	Kalevalan	Manitou
Morse	Slavic	Atlantlan	Greco-Roman
Kelltic	Mongolian	Persian	Tecla
Babylonian	Hindic	Lemurian	Niponese
Phoenician	Vodoun	Inca	

Cross-feed(s) at 10%: Metaphysics and Religion
Heka Generation: STEEP
STEEP Modifier: SMCap
Sub-area gains: Special (See Text)

Phæree Folk & Culture: This is the study of the many intelligent races inhabiting Ærth's counter-world. Individuals with this K/S will know a great deal of information about the folk inhabiting Phæree, even though never having been to that world, but until they have visited Phæree their effective STEEP cannot exceed 35. For each week of time spent in one or another of its three divisions, the persona may add 1 STEEP point, although this is not an automatic acquisition, and it must be purchased in the usual fashion. The sub-areas are:

1. Races of Seelie Nature (Exterior Phæree)
2. Culture of Seelie Races
3. Races of Borderer Nature (Subterranean/Neutral Phæree)
4. Culture of Borderer Races
5. Races of Unseelie Nature (Interior Phæree)
6. Culture of Unseelie Races

Races: This means that the persona will know about the individual details of the races in the sub-area. Such personas will know their potentials, strengths, weaknesses, general likes, dislikes, etc. They will not have information on the culture of the various races, however.

Culture: Culture means information of the states, politics, economies, music, art, dress, habits, etc. of the races. It includes data on who is ruler, general population ruled, and so on. It does not concern itself with individual information per se, the study of the races of Phæree.
Cross-feed(s): None
STEEP Modifier: (SMCap + SPCap) * 0.5
Sub-area gains: Table 1 (Standard)

Philosophy: This K/S assumes broad knowledge regarding the field of philosophy—including ethics—and the works and views of great philosophers. In addition to making the HP a sophisticated kind of person (who may be able to impress an important OP by carrying on an intelligent conversation in this field!), this Area could prove useful for gaining clues. For example, one could predict the behavior of certain individuals by analyzing their belief system. An HP with a strong knowledge of this subject is also not likely to be misled by sophistries and falsely persuasive arguments.
Cross-feed(s) at 10%: Influence
STEEP Modifier: SMCap

Poetry/Lyrics: This K/S includes familiarity with, technical knowledge of, and the capacity to write new works. That is, an individual with this K/S will know the works and histories of past authors and lyricists. Such personas will be capable of analysis of critical nature, and will be able to write couplets, quatrains, sonnets, and all manner of other forms of verse and poetry. In addition, they will be able to write words to be set to music, i.e., lyrics. The DRs for a rhyme in a simple ditty or a folk song or ballad is Easy, Moderate, and Hard, respectively, and varies mostly by length and complexity. The GM will have no particular problem assessing the Difficulty Rating of some other form of Poetry & Lyrics composition, based on the above benchmarks. It is undeniable that a well-educated and sophisticated persona will have knowledge of this sort, and this applies across all cultures and societies. It is also necessary to have this ability if an individual desires the capacity to create songs, musical theatrical plays, operettas, and/or operas.
Cross-feed(s) at 10%: Etiquette & Social Graces
Heka Generation: STEEP + ((SMSpd + SPSpd) x 0.5)
STEEP Modifier: SMCap

Priestcraeft: General Priestcræft and Vested (or ethos-specific) Priestcræft are two separate K/S areas, although they are together under this K/S description. Vested STEEP must always be less than or equal to General STEEP. The free and full use of this K/S subsumes the HP in question having attended a religious training organization, or has been inculcated in the K/S ability by Priests and/or Priestesses or similarly dedicated holy person or their equivalent in the social structure of the individual's culture. Personae of other vocations that possess Priestcræft (and *Religion*) do not necessarily conform to this requirement, so there are the following strictures:

1. Priestcræft Vocational personae such as Priests, Healers, Theurgists, and Wise(wo)men who wish to use Basic Tutelary, General Tutelary, and Ethos-specific castings must commit to a Pantheon and deity by taking a Vow of Priestcræft, as described in Appendix VI of this document. This Vow then aligns, or Vests, the individual to an Ethos. A true Priest starts with both General Priestcræft and a Vested Ethos. Healers, Theurgists, and Wise(wo)men personae must use an elective K/S area slot to acquire an Ethos of Priestcræft in addition to the initial Priestcræft K/S. Until such personas do so, they are not Vested, and cannot ever attempt to become Full-Practitioner Priests (see below). Having to use an elective slot for this purpose reflects the need for training, study, etc. Even if the Full Practice check fails, this does not remove knowledge of the General Tutelary or Ethos Castings and the ability to employ the Basic Tutelary Castings of the applicable Ethos as a partial practitioner.

2. Non-Priestcræft practitioners do not initially have ability to use the General Tutelary Castings. If a partial practitioner makes a Vow of Service, as described on page 11 of the **Mythus Magick** book, and that Vow is accepted, that individual will be able to know and use General and Basic Tutelary Castings. They must also use an elective slot to become Vested, and thereby gain the Ethos-specific castings.

3. Non-Priestcræft practitioners without a Vow of any sort can employ only the Basic Tutelary Castings.

Note that an HP expecting to be able to utilize this area in conjunction with the *Religion* K/S Area as a Full Practitioner (a Priest) must have a Spiritual TRAIT of 101 or more points. After irrevocably recording this K/S area and that of Religion as well, a K/S check at DR Hard must be rolled against the HP's SMCap. Failure means that the HP is unable to fully channel Heka, and so is not a Priest but rather a Partial Practitioner. Note that a Priest (Full Practitioner) gains a bonus to Casting Grade DR of 1, while Partial Practitioners get no such benefit.

Heroic Personas desirous of being mage-priests must have a Spiritual TRAIT of 101 or more points and a Mental TRAIT of 91 or greater. After irrevocably recording applicable K/S Areas, a K/S check at DR Hard is made as noted above, but the roll is against the lesser of SMCap or MMCap. Failure indicates Partial Practice capacity, not full channeling of Heka, and the individual is unable to be a Priest. (See also Dweomercræft above.)

As you can see from the foregoing, the area is similar to Dweomercræft, for it enables Full Practice in able individuals, and brings the knowledge of Castings to its possessor. However, another step is required beyond simply having K/S in Priestcræft and *Religion* to be a Priest (a Full Practitioner). To gain full Heka, the individual must also make a Vow Of Priestcræft and keep it. Then, and only then, does the individual become a Priest. The Priestcræft-Religion STEEP scores of the persona must be in balance, or the lower of the two predominates with regard to Heka generated as a Full Practitioner.

Part and parcel of being a Priest is commitment to the chosen pantheon and a particular deity therein, as evidenced by the Vow. If a Vow is ever truly broken, then the guilty persona loses Full Practice capacity then and forevermore, with respect to all pantheons, deities, etc. In respect to Priests of commitment to Evil, the Gamemaster is free to rule that the Vow is, in fact, a form of Pact, so that violation of a Vow made to Evil forfeits life! In any event, the persona who has this K/S Area as an able Priest must select a pantheon and deity within it, establish the Vow, and only then become a Full Practitioner.

Unlike any other K/S Area, Priestcræft has insular Ethoi, or Vestings. A persona may only have one such Ethos, each of which is defined by the deities concerned. An HP, whether or not they hold a Vow, can only belong to the Ethos pertaining to their deity or nature. There are five divisions of Priestcræft, each identified as an Ethos, and these five Ethoi are the whole of the Vestings available under this K/S. Note that all five of these Ethoi are possible within single pantheon!

The five Ethoi are:

1. The Ethos of Balance
2. The Ethos of Gloomy Darkness
3. The Ethos of Moonlight
4. The Ethos of Shadowy Darkness
5. The Ethos of Sunlight

Ethos of Balance: This is the neutral, sometimes disinterested Ethos. It favors life over no life, evolution over entropy, but it tends to level all things within a class to a common mean. In general, Balance tends to hold everything as both relatively important and unimportant at the same time, depending on the need of the whole at the time in question. The Elemental School of Dweomercræft is similar, but the two do not match as much as Sunlight-White and Gloomy Darkness-Black. A perusal of its Tutelary Castings reveals its nature is mixed, for it draws upon those of Darkness and Light as well as its own, unique sort. Nature and its unfettered course are typical of this Ethos.

Ethos of Gloomy Darkness: This is the Ethos of malevolence and anarchy. It is often contradictory, with a chaotic whole and rigidly ordered parts, hierarchies and bureaucracies spreading turmoil and derangement. Above all it promotes domination of the strong over the weak, the unprincipled over the principled and the individual over the group. Of course, the strongest individual, the most ruthless and able IS the group per se! It is tyranny and dictatorship personified. This Ethos borrows from no other Ethoi in formulating its Tutelary Castings. The Black School of Dweomercræft is its counterpart. Disease, plague, death, war, wildfire, and destruction are typical of this Ethos.

Ethos of Moonlight: Of the nature of Light, this Ethos is a less orderly, often chaotic sort, and does not see all in black and white terms. A glance at the Tutelary Castings will reveal this, for it borrows from Sunlight, Balance and Shadowy Darkness as well. The moon, voluntary aid, rain, waters, and the starry night are typical of this Ethos.

Ethos Of Shadowy Darkness: This Ethos is dichotomous in that portions of it, or even its individuals, lean toward the very same principles as those of Moonlight, while in part it (or they) follows Gloomy Dark, and betwixt those two lies a sort of middle Balance. A reading of the Tutelary Castings of the Shadowy Darkness Ethos will reveal the same. It has its own peculiar ones, some of those of Gloomy Darkness, some of Moonlight, and even a sprinkling of the Castings known to Balance. It cares for life, but it seeks its end at the same time, offering the twilight instead. Who can really say what typifies this Ethos? Its nearest counterpart in Dweomercræft is the Gray School.

Ethos of Sunlight: This is an ethical nature of benign and ordered sort. Those within it are the utmost of Light. The Ethos of Sunlight is structured and tends toward rigidity and laws. It concerns all manner of things from the cosmos to humanity's affairs. The White School of Dweomercræft is somewhat similar to this Ethos. The noonday sun, open sky, winged creatures, warmth, and institutions for service are typical of this Ethos.

In addition to the Tutelary Castings of each Ethos, the particular pantheon and deity of individual Priests might make specific tutelary-like Castings also available to them. This will be up to the GM.

The Grade of Casting available to the non-Priest persona depends on STEEP in the Priestcræft K/S Area, as shown on the Non-Priest Castings table.

Non-Priest Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Heka Generation: Special (See Appendix II and V)
STEEP Modifier: SMCap

Religion: This K/S measures an HP's knowledge regarding the customs, rituals, and beliefs of one religion and pantheon, which must be chosen for this K/S. While actual rolls against this K/S will not really be necessary, except regarding knowledge of dogma which is unique to the religion in question, one must have a STEEP of 31 or higher in this K/S to be considered a full, ordained Priest of a pantheon.
Cross-feed(s) at 10%: Pantheology
Heka Generation: Special (See Appendix II and V)
STEEP Modifier: SMCap

Sculpture: An HP with this ability will be skilled at making sharp, vivid, three-dimensional images—whether with hammer, chisel and stone, wood or bronze and other metals, clay, etc. This K/S deals both with the physical ability to make sculpture as well as the creative process behind coming up with a good, original piece. The Heka caster making golems and the like must have this ability.
STEEP Modifier: (SMCap + SPPow) * 0.5

Sorcery: This K/S is similar to *Dweomercræft*, *Priestcræft*, and *Spellsongs* in that it requires a second Area to be fully active. Sorcery requires the persona to have *Demonology* as its activator. It also resembles *Priestcræft* and *Witchcræft* in that it needs a pledging of fealty and service—a Vow in the case of the former. However, Sorcery, as does *Witchcræft*, demands of its dedicated servant a Pact with Evil! Thus, the initiated can learn of and even know, but not employ the Powers and Castings of Sorcery, unless the persona is also steeped in *Demonology* and has made a Pact with Evil—of Netherrealms and Darkness. There is an exception to this rule, and that is for the individual with diverse arcane abilities in other areas as well, who has made a Vow to a like (Evil) entity. If that pledge is accepted (GM's ruling), then such a persona, a Nethercræfter, is able to employ the Castings (but not the Powers) of sorcery, and gains the full benefit of its Heka as explained below.

This K/S normally generates 1 point of Heka per STEEP. A Pact-holding Sorcerer (Sorcery + Demonology + Pact) or Nethercræfter, however, adds his or her Spiritual TRAIT score in Heka to the base amount gained from possession of this K/S. See Appendix VI as well.

Example: Rasp Talonhands has Demonology and Sorcery and decides to forge a Pact with the Netherrealms, so he calls forth (through knowledge, sending out clouds of Heka, and probably some choice sacrificial items, too) the (Major ranking) Rend, Ebonpitts, the latter in its Pentacle, Talonhands in his. The Fiend is "sympathetic" to Talonhands' pleadings, and for no more than a few ritual bad deeds and the would-be sorcerer's soul, Ebonpitts arranges to octuple Rasp's Sorcery STEEP from that moment on. Thus, Talonhands, having a STEEP of 50 at the time, would have at least the following Heka: Sorcery (400) + SM TRAIT (105) + Demonology STEEP (45) in Heka points - 550. That is really nasty, even before other K/S Heka!

Knowledge in this area begins with such things as the construction of Inscribed Pentacles (see Castings of All Types, in the **Mythus Magick** book) needful for the calling forth and dealing with Netherrealm dwellers. Concurrently, practitioners learn to create protections, wards, guards, alarms, etc. so that if something goes awry during a Calling Up (or Conjuration), they will be prepared to defend their life, for a Pact is no guarantee of safety in such regard.

Called Beings

Netherrealms Dweller Called Up	Heka Cost	Base DR
Least sort (a weak imp, for instance)	25	Easy
Minor (the low and stupid)	50	Moderate
Medial	100	Hard
Major	200	Difficult
Greater	350	Very Difficult
Entital	500	Extreme

Sorcerers must learn the various rites of Calling Up, words with which to enable Negotiations, enforce Service, make Exactions, bestow Rewards (Heka gifts, other gifts, sacrifices, etc.), and force subdual and mete out the Punishments (Pangs, Pains, and Extermination) and suchlike which are to be their stock in trade, so to speak. This is the process of getting some creature from the Netherrealms to the location of the sorcerer, so as to make it answer questions, create things, obey commands and so on. To accomplish the Calling Up requires the instruments listed below, as well as the candles, incenses, and various Materia (chemicals, powders, herbs, etc.) for performing rites and so forth in their proper pronunciation, usage, order, timing, inflection, destruction, offering and what not:

Staff, rod, wand, or baton
Sword, chopper, dagger, or knife
Necklace, bracelet, or ring
Bowl
Ewer
Mall, mallet, or hammer
Brazier
Book (of Nether workings)*
Altar

*This is a Grimoire, a complete tome dealing with all that the sorcerer needs to have, and it is delivered to such personas after they have used their Demonology STEEP to call forth a Netherbeing, after which a Pact is made and the work is delivered into the individual's hands. Note that a Nethercræfter, using Conjuration and other K/S abilities, forces (or cajoles, wheedles, and/or negotiates) a book of similar sort from some Netherrealms dweller.

At the option of the GM, the instruments of the sorcerer can be costly and imbued with modest amounts of Heka (as set forth in the description of Alchemy, as Dedicated Reservoirs for the sole use of the individual.. .or not!), In any event, note that basic Materia for a Calling Up will cost at least 1,000 to 3,000 BUCs (1D3 x 1,000). For more information on Vocational items, please see the **Mythus Magick** book.

Collateral with all of this is the gaining of knowledge as to the manner of dweller desired in a Calling Up. The Heka cost for this act, and the Difficulty Rating is shown on the Called Beings table.

Note that beasts or brutes might be the subject of a Calling Up, and if so, they probably will be classed as "Minor" or "Medial" due to lack of intellect, Powers, etc. They are, however, efficient enforcer/killers.

Heka cost does not include any other precautionary measures that may be taken.

Powers of the Sorcerer: Sorcerers automatically gain the following special abilities:

Delusions
Impsummon
Ratseyes
Flamesdance
Kiteseyes

Delusions: This is the Power to cause a delusion of horrid sort to pervade the mind of any one individual within sight of the sorcerer and less than one chain (66') distant. If the persona resists the delusion, then the sorcerer may abandon it or else engage in a K/S versus K/S contests based on respective Spiritual TRAITS, and Heka can be invested in this by either or both contestants. This Power may be used three times per day.

Flamesdance: This Power enables the sorcerer to cause existing flames from fire, torch, candle, etc. to grow brighter, dimmer, sway and dance, and possibly lick out to set something afire if it is combustible and near the fire source. The individual can elongate flames to six times their normal length, so that a fire in a fireplace generating two-foot-long tongues of flame would enable a sorcerer to generate 12-foot-long ones! (Allow 1D3 of PD per one foot of flame for initial exposure, then treat combustion of hair, clothing, etc. normally.) This Power can be used once per day.

Impsummon: This is the sorcerers' Power of instantly bringing into their presence an imp from the Netherrealms. It requires only 1 CT to accomplish, and the imp will obey the sorcerer who summoned it. This can be done no more frequently than once per week.

Kiteseyes: This Power is one by which the sorcerer can see through the eyes of a kite or similar carrion bird, such as a crow, raven, buzzard, or vulture. The bird must be within a one-mile radius initially, but thereafter the creature can be mentally controlled by the persona and caused to fly up to six leagues distance before the Power grows too weak with distance and fails. This can be done once per day.

Ratseyes: This Power is the same as Kiteseyes, above, but it works through rodents of distasteful sort (rats and Mice generally, but check with your GM; if there are black squirrels, for instance, in your campaign, these are good candidates for being pawns of this power!).

Personas with the Sorcery K/S Area will determine the Casting Grade available using the Sorcerer Castings table, based on STEEP.

Sorcery Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Sorcery can be employed by a good persona to counter the evils of this K/S. See Appendix VII.
Cross-feed(s) at 10%: Conjuration and Demonology
Heka Generation: Special (See text and Appendix V)
STEEP Modifier: SMCap

Street-Wise: This K/S Measures one's ability to avoid problems endemic to and fit in with, dress, and behave as, a member of a certain ethnic group or sub-culture in one's home region. The HP will know how to approach, deal with, and be accepted by these individuals, and will also be aware of the slang, habits, taboos, hangouts, meeting places, etc. in various areas. For every 10 points of STEEP such HPs have, they

gain knowledge of one sub-culture of their choice, each of which counts as a sub-area. Examples of sub-cultures include urban peasants, rural peasants, hired mercenaries, beggars, street-kids (12 years and younger), etc. The skill enables an HP to identify criminals, prostitutes, and other typical denizens of the area. Exactly what one roll will cover is highly variable, but, as a general rule of thumb, it can be assumed to take care of one interaction of moderate complexity, or of anywhere from a day's to a week's worth of close contact with such people, depending on how familiar the HP is with them.

Note the difference between this K/S and that of *Sociology/Culture*, which deals with knowing what to expect from ethnic groups and sub-cultures from unfamiliar lands. A combination of rolls from the two, however, could allow one to fit in with an obscure sub-culture in a foreign place, though that might be difficult to do.

Cross-feed(s) at 10%: Judgment (Occupation), Judgment (Situation)
STEEP Modifier: SPCap
Sub-area gains: Special (See text)

Thespianism: This K/S measures an HP's ability to perform as an actor, whether on stage or before an audience of another sort. One roll before a performance will allow a persona to pull it off with some degree of competence, and, if desired, the persona may roll before important scenes as well, in order to do them especially nicely (or mess them up especially badly!). A general knowledge of lighting, props, special effects, and the like is also assumed by this K/S. Impersonations and change of character are also aided by this skill.

Cross-feed(s) at 10%: Disguise, Impersonation
STEEP Modifier: SPCap

Witchcræft: This K/S is one wholly of Evil. One might have esoteric knowledge of this subject (that is, possess it in incomplete form as explained hereafter), but any individual practicing Witchcræft is of vilest malevolence and dedicated to Evil. (Don't confuse this with Wicca, which is the domain of Mysticism.) Females with operative Witchcræft are Witches, and males are Warlocks.

Merely knowing this Area produces Heka on a basis of 1 point per point of STEEP possessed by the persona. However, operative Witchcraft requires a Pact with Evil/the Netherrealms (cf. Sorcery). If this is done, the compacting Witch/Warlock gains Heka equal to STEEP times a multiplier of from 2 to 10, plus SM CATEGORY. For example, Rolaine Virriams, already a thoroughly disgusting and degenerate persona, decides to complete her ability in Witchcræft, in which her STEEP is 66, by making a Pact with a handsome devil from the Central Pits of the Abyss. She offers herself, and in order to avoid this, the devil agrees to a Multiplier of 10 (with few strings attached in the bargain—the individual is revolting even to a Netherbeing!—and she will certainly spread evilness, so the bargain is right). Thus, Rolaine the Witch now has 66 x 10 + SM CATEGORY in Heka points to work her perverted ends. For information on Pacts see Appendix VI.

The Witch/Warlock is devoted to malign activities and the spreading of Evil. To enable this, the individual will receive certain instruments, have Powers bestowed, and gain ability to use the Castings peculiar to this Area. These are all discussed in detail hereafter. First however, it is necessary to discuss the required activities of the Witch/Warlock.

Witches/Warlocks Esbats & Sabbats: An Esbat is a monthly meeting of Witches/Warlocks. A Sabbat is another meeting, less frequent and more important. At Esbats, all members of the Witch's/Warlock's Coven (see below) of 13 such individuals gather together. At Sabbats, 13 Covens (or six if there are insufficient Covens in the area) meet for a special ceremony. All meetings must take place in isolated and private locations, typically outdoors and at night, or underground. These Meetings convene at the stroke of Midnight and end one hour before dawn. During the course of such a gathering, the Witches/Warlocks acknowledge their Evil overlords, engage in a dark ceremony of service to the Malign, and revel in vileness.

Attending a Monthly Esbat gains the Witch/Warlock an extra 39 Heka points which must be used to wreak badness of some sort prior to the next gathering of the Coven. Failure to attend an Esbat will result in the individual losing the use of some special Instruments, or the loss of a Power until she or he undergoes punishment at a future meeting and regains the loss or losses.

Attending a Sabbat brings the individual 66 extra Heka points to use in working vileness prior to the next Sabbat Meeting. If specially honored for their Evil works, the Witch or Warlock will receive up to 13 more Heka awards, in multiples of 13, to a maximum of 169 (13x13). Failure to be at the Sabbat brings loss of all Witchcræft Casting ability but does not lift the onus of the Pact! The grand celebrations of Evil known as Sabbats are held four times per year, each occurring on the eve of a season, i.e., the vernal equinox, the summer solstice, the autumnal equinox, and the winter solstice.

The Coven: Each Witch/Warlock must belong to a Coven, a group of individuals similarly compacted to the Netherrealms and dedicated to Evil and the working of malevolent things. The number of a Coven is always 13, with one of that number being the chief persona (who gains a multiplier of 3 times the Coven's number of points of Heka at each Esbat and Sabbat, in addition to other such awards, because of holding the position as the most vile of the group). If for any reason one or more members of the Coven are lost, then its members must find new Witches/Warlocks to restore the Coven to 13, or else the group falls into disfavor. A disfavored group gains no extra Heka, and unless its members perform extra bad deeds of great vileness to make up for their shortcoming, they will fall into total disfavor—a counting off of days below the required number of 13 Coven members, each day shortening the time of foreclosure on their Pact and the collection of their black souls to be brought down to the Netherrealms and the tender mercies of their masters dwelling there. If ever a Coven should have exactly seven members for even so short a time as seven hours, the remaining members are lost, for their Pacts are foreclosed thus, and each and every one is doomed! Obviously, Witches/Warlocks work hard to assure full-strength Covens.

Powers of Witchcræft: A Witch/Warlock will have the following two special Powers granted to them by their Pact: Eyebite and Beastform.

Eyebite is the Power to deliver any Charm by merely staring fixedly at the subject of the Casting and willing the effect to occur. The Eyebite requires 1 CT of time so staring to function. The cost to the user is only 3 additional points of Heka over that of the Archetypical Charm cost shown. (See below for full details of Charms and base Heka costs.)

Beastform is the Power to transform into a savage animal, which is bestowed upon Witches and Warlocks upon first making their Pact. The Beastform must be that of a vicious carnivore or omnivore such as a bear, boar, leopard, lion, tiger, wolf, etc. There is no Heka cost for assuming Beastform, but the Witch/Warlock can do so only between midnight and dawn on nights when the moon is full or dark.

Individual Witches and Warlocks will also have some form of Grimoire containing their various Cantrips, Charms, Spells, Formulas, and Rituals. All Witchcræft Castings will be inscribed in the work, but some might not yet be usable by the owner.

The Grade of Casting available to a Witch/Warlock depends on STEEP in this K/S, as shown on the Witch/Warlock Castings table.

Witchcræft Castings

STEEP	Highest Casting Grade Available
1-20	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91+	IX

Witchcræft can be employed by a good persona to counter the evils possible for this K/S. See Appendix VII.

Cross-feed(s) at 10%: Demonology and Conjuration
Heka Generation: Special (See text and Appendix V)
STEEP Modifier: SMCap

Writing, Creative: This K/S covers the ability to compose publishable short stories and novels. It also enables an author to make works of non-fiction more readable and enjoyable. One roll will cover anything short of a novel, which will probably take from two to three rolls in order to complete successfully. The actual time required for writing will vary greatly, though keep in mind that the disciplined novelist works every day (except perhaps on special weekends)! At the GM's option, a separate roll against the SP CATEGORY may be required to determine whether or not the author's imagination is in gear.
Cross-feed(s) at 10%: Influence
STEEP Modifier: SMCap

Yoga: While this K/S is of the spirit, it is a combination of Mental, Physical, and Spiritual disciplines aimed at developing the path to individual enlightenment. For game purposes, this K/S assumes working knowledge of all the various types of yoga, so the HP yogi gains commensurately as expertise increases. As STEEP points rise, such personas gain additional resistances to Mental and Spiritual Attacks, immunity to normal fires, the ability to heal Mental, Spiritual, and Physical wounds, and the ability to slow their physical body functions. These abilities are listed on the Yogi Abilities tables.

In the first table, the number under the Mental and Spiritual columns works just like armor—it indicates the amount of Mental or Spiritual damage deducted from an attack rolled against the yogi. For example, if rolling mental damage against a Yoga Master with a STEEP of 70, deduct 32 points from the roll. That also means that at least 33 points of damage would have to be inflicted to hurt the yogi at all! Note that this armor does not apply to damage due to failed Insanity checks!

The dice figure beneath healing lists the amount of Physical, Mental, or Spiritual damage yogis can heal on themselves by making a successful Yoga roll. They may do one healing of each type per week.

The column entitled Insane DR Modifier lists the modifications that should be made to the DR of any Insanity check the yogi has to make.

Using either of the abilities on the second table requires a successful roll. Resistance to hot coals provides an additional and continuous 5 points of armor versus fire, as well as immunity to temperatures as much as 50 degrees warmer than the "tolerable" range, or fires of the "torch" or "candle" size. (See page 263 of Chapter 12.) The latter function lasts only for the stated duration of the power (one AT or one hour). Resistance to bonfires is as resistance to hot coals, but provides 10 points of such armor and allows the persona to stand temperatures as much as 100 degrees outside of the range.

By slowing body functions, a yogi can assume an almost death-like physical state, with no detectable pulse or heartbeat and breathing very little air. Additionally, the persona cannot go into shock or suffer the effects of poison or disease while in this state, though a persona in danger of it before "slowing down" would be again upon waking up.

Both of these abilities are usable once per week. The base DR for the roll is Moderate, though it will be higher if the HP has been injured or is assailed while trying to perform one or the other. Assume a Hard roll for yogis who have taken over their WL in damage, or a Difficult roll if they are over their CL or either EL, and a Very Difficult roll if they are over their CL and either of the ELs, or over both of the ELs at once.

The possession of this ability also enables the individual to resist and endure cold temperatures. 'Normal' hereafter indicates the temperature and wind condition at which the individual would be healthy and relatively comfortable, considering the clothing worn and the moisture in/on that clothing. In regard to immunities, the individual is considered to be unharmed in such conditions even naked and wet. For instance, a yogi with 41 to 50 STEEP can endure any temperature above 30 degrees Fahrenheit.
Cross-feed(s) at 10%: Acrobatics/Gymnastic, Endurance, Hypnotism, Mysticism, Nature Attunement, Perception: Mental, and Perception: Physical
Heka Generation: STEEP x 2
STEEP Modifier: SMCap

Yogi Abilities, Table I

STEEP	Mental	Spiritual	Healing	Insane DR Modifier
1-10	1	—	None	—
11-20	2	1	None	—
21-30	4	2	None	—
3140	8	4	1D6	-5
41-50	16	8	2D6	-10
51-60	24	12	3D6	-15
61-70	32	16	4D6	-20
71 +	40	20	5D6	-25

Yogi Abilities, Table II

STEEP	Fire Resistance	Slow Body Functions
1-10	None	None
11-20	None	6 hours
21-50	None	12 hours
31-40	Hot coals will not harm for 1 AT	1 day
41-50	Hot coals will not harm for 1 hour	2 days
51-60	Bonfires will not harm for 1 AT	3 days
61 +	Bonfires will not harm for 1 hour	5 days

Yogi Abilities Table III

STEEP	Cold Resistance (Degrees F)
01-10	10 degrees below normal for up to 6 hours
11-20	20 degrees below normal for up to 7 hours
21-30	30 degrees below normal for up to 8 hours
31-40	40 degrees below normal for up to 9 hours; cold above 45 degrees will not harm at all
41-50	50 degrees below normal for up to 10 hours; cold above 30 degrees will not harm at all
51-60	60 degrees below normal for up to 11 hours; cold above 15 degrees will not harm at all
61+	70 degrees below normal for up to 12 hours; cold above -10 degrees will not harm at all

Appendix I – Dweomercræft/Magick Heka Generation and Examples

Any persona may learn *Dweomercræft: General*, and gain access to the relevant General Castings, even if they do not have the *Magick* K/S area. Essentially, this is similar to a 2-year college, where the persona gains their foundation in Dweomercræft. This automatically qualifies the persona as a Partial Practitioner, and would be considered their Primary School until they move on to a specific (dedicated) School – Black, Elemental, Gray, Green, or White. Once the caster learns a specific School, that School is the Primary.

Certain vocations, such as the Alchemist, start with a specific School instead of *Dweomercræft: General*. Those vocations have no access to General Castings until they acquire *Dweomercræft: General*. This may be as simple as using an available K/S slot, spending Accomplishment Points, or otherwise acquiring the K/S.

A vocational Dweomercræfter (Black, Elemental, Gray, Green, or White) gets an extended benefit in this K/S with regard to their Primary School. Any time they gain STEEP in the Primary, their General School increases by that same amount – in other words their General STEEP will always match their Primary School STEEP.

To become a Full Practitioner, even in a campaign that allows any persona to become one, the persona must have at least three distinct, related K/S areas, remembering that each School is a separate K/S:

1. Dweomercræft: General
2. Dweomercræft: Primary School (Black, Elemental, Gray, Green, or White)
3. Magick

In addition, the persona must have a minimum M-TRAIT of 101. A Full Practitioner gains a multiplier to their STEEP, as well as bonus Heka from their M-TRAIT.

Heka generation – Full Practice

A Full Practitioner calculates Heka as follows:

First, their basic Dweomercræft STEEP is determined – it is the highest level of Dweomercræft STEEP, regardless of the School.

Second, compare that Dweomercræft STEEP to *Magick*. The lesser of these STEEP totals gets the multiplier, generating Heka using (STEEP x 10) + M-TRAIT. The greater STEEP K/S is calculated as STEEP + M-TRAIT. If Dweomercræft is the lower score, the multiplier is applied against *Dweomercræft: General*, even if its STEEP is lower that that of the Primary School.

Third, the Primary School is calculated as STEEP + MM CATEGORY.

Finally, any additional Dweomercræft Schools are calculated, using STEEP plus MMCap for each.

Heka generation – Partial Practice

A Partial Practitioner calculates Heka as follows:

First, *Dweomercræft: General* Heka is calculated as STEEP + MM CATEGORY.

Second, *Magick* Heka is calculated as STEEP + MR CATEGORY.

Third, the Primary School is calculated as STEEP + MM CATEGORY.

Finally, any additional Dweomercræft Schools are calculated, using STEEP plus MMCap for each.

Examples

All of the following examples will be based on the following statistics:

M-TRAIT of 110, MM CATEGORY of 60, MR CATEGORY of 50, MMCap of 20, and MRCap of 18. The Primary School will be marked with an asterisk (*) in the examples.

Partial Practice White Dweomercræfter

K/S Area	STEEP	Formula	Heka
Dweomercræft: General	38	STEEP + MM CATEGORY	98
Magick	38	STEEP + MR CATEGORY	88
Dweomercræft: White*	38	STEEP + MM CATEGORY	98

Full Practice White Dweomercræfter

K/S Area	STEEP	Formula	Heka
Dweomercræft: General	38	(STEEP x 10) + M-TRAIT	490
Magick	38	STEEP + M-TRAIT	148
Dweomercræft: White*	38	STEEP + MM CATEGORY	98

Full Practice Black Dweomercræfter with 1 added School

K/S Area	STEEP	Formula	Heka
Dweomercræft: General	38	(STEEP x 10) + M-TRAIT	490
Magick	38	STEEP + M-TRAIT	148
Dweomercræft: Black*	38	STEEP + MM CATEGORY	98
Dweomercræft: Green	23	STEEP + MMCAP	43

Partial Practice Black Dweomercræfter with 2 added Schools

K/S Area	STEEP	Formula	Heka
Dweomercræft: General	38	STEEP + MM CATEGORY	98
Magick	38	STEEP + MR CATEGORY	88
Dweomercræft: Black*	38	STEEP + MM CATEGORY	98
Dweomercræft: Grey	32	STEEP + MMCAP	52
Dweomercræft: Green	13	STEEP + MMCAP	33

Partial Practice Alchemist

K/S Area	STEEP	Formula	Heka
Dweomercræft: Elem*	51	STEEP + MM CATEGORY	101
Magick	46	STEEP + MR CATEGORY	96

This persona could not become a Full Practitioner until adding Dweomercraeft: General to their K/S list.

Partial Practice Alchemist

K/S Area	STEEP	Formula	Heka
Dweomercræft: Elem*	51	STEEP + MM CATEGORY	101
Magick	46	STEEP + MR CATEGORY	96
Dweomercræft: General	16	STEEP + MM CATEGORY	76

Full Practice Alchemist

K/S Area	STEEP	Formula	Heka
Dweomercræft: Elem*	51	STEEP + MM CATEGORY	101
Magick	46	STEEP + M-TRAIT	156
Dweomercræft: General	16	(STEEP x 10) + M-TRAIT	280

Note that since Dweomercraeft: General was the lowest STEEP score, it got the multiplier, and Magick got M-TRAIT bonus.

Partial Practice Mountebank

K/S Area	STEEP	Formula	Heka
Dweomercræft: General	51	STEEP + MM CATEGORY	101

This persona cannot become a Full Practitioner until both Magick and a Primary School (Black, Gray, Green, Elemental, or White) is added. The persona is able to use General Castings, as the Magick K/S is not required for spell use.

Appendix II – Priestcræft/Religion Heka Generation and Examples

Any persona may learn both Priestcræft: General and Religion, and gain access to the Basic Tutelary castings. The persona is affiliated with a specific pantheon, generally their local or native pantheon. At this basic level, the persona has not taken a vow of any sort.

To gain access to the General Tutelary and Ethos-specific castings, the persona must have Religion STEEP of 31 or more, make a vow to a specific Deity in the pantheon, and have the Priestcræft: Vested K/S area. Any persona that is not a Priest vocation must make a Vow of Service; a vocational Priest must make a Vow of Priestcræft.

A vocational Priest gets an extended benefit with this K/S with regard to their Ethos. Any time they gain STEEP in the Vested (Ethos) K/S, their Priestcræft: General increases by that same amount – in other words their General STEEP will always match their Vested STEEP.

To become a Full Practitioner, even in a campaign that allows any persona to become one, the persona must have three K/S areas, remembering that General and Vested are considered separately:

1. Priestcræft: General
2. Priestcræft: Vested (Ethos)
3. Religion

In addition, the persona must have a minimum S-TRAIT of 101. A Full Practitioner gains a multiplier to their STEEP, as well as bonus Heka from their S-TRAIT. The multiplier is 10 for a vocational Priest, and ranges from 2 to 7 for a non-priest vocation.

Heka Generation – Full Practice (Vow of Priestcraeft)

A Full Practitioner vocational Priest calculates Heka as follows:

First, their basic STEEP in Priestcræft is determined – it is the highest level of Priestcræft STEEP, either General or Vested, possessed by the persona.

Second, compare that Priestcræft STEEP to Religion. The lesser of these STEEP totals gets the multiplier, generating Heka using the formula (STEEP x 10) + S-TRAIT. The greater STEEP K/S is calculated as STEEP + S-TRAIT. If Priestcræft is the lower score, the multiplier is applied against Priestcraeft: General, even if it's STEEP is lower than that of the Vested K/S.

Third, Priestcraeft: Vested is calculated as STEEP + SM Category.

Heka Generation – Partial Practice (Vow of Priestcraeft)

A Partial Practitioner vocational Priest calculates Heka as follows:

First, their basic STEEP in Priestcræft is determined – it is the highest level of Priestcræft STEEP, either General or Vested, possessed by the persona.

Second, compare that Priestcræft STEEP to Religion. The lesser of these STEEP totals gets a multiplier, ranging from 2 to 7, generating Heka using the formula (STEEP x Multiplier) + S-TRAIT. The greater STEEP K/S is calculated as STEEP + S-TRAIT. If Priestcræft is the lower score, the multiplier is applied against Priestcræft: General, even if it's STEEP is lower than that of the Vested K/S.

Third, Priestcræft: Vested is calculated as STEEP + SM Category.

Heka Generation – Full Practice (Vow of Service)

A Full Practitioner non-vocational Priest calculates Heka as follows:

First, their basic STEEP in Priestcræft is determined – it is the highest level of Priestcræft STEEP, either General or Vested, possessed by the persona.

Second, compare that Priestcræft STEEP to Religion. The lesser of these STEEP totals gets a multiplier, ranging from 2 to 7, generating Heka using the formula (STEEP x Multiplier) + S-TRAIT. The greater STEEP K/S is calculated as STEEP + S-TRAIT. If Priestcræft is the lower score, the multiplier is applied against Priestcræft: General, even if it's STEEP is lower than that of the Vested K/S.

Third, Priestcræft: Vested is calculated as STEEP + SM Category.

Heka Generation – Partial Practice

Any partial practitioner calculates Heka as follows:

First, Priestcræft: General is calculated as STEEP + SM Category.

Second, Religion Heka is calculated as STEEP + SP Category.

Third, Priestcræft: Vested is calculated as STEEP + SM Category.

Examples

All of the following examples will be based on the following statistics:

S-TRAIT of 110, SM Category of 60, SP Category of 50, SMCap of 20, and SPCap of 20.

Partial Practice Priest (Vow of Priestcraeft)

K/S Area	STEEP	Formula	Heka
Priestcræft: General	38	(STEEP x Mult) + S-TRAIT	*
Religion	38	STEEP + SP CATEGORY	88
Priestcræft: Vested	38	STEEP + SM CATEGORY	98

This persona has a multiplier, ranging from 2 to 7, applied to Heka. The Heka in this example could range from 186 to 376.

Full Practice Priest (Vow of Priestcraeft)

K/S Area	STEEP	Formula	Heka
Priestcræft: General	38	(STEEP x 10) + S-TRAIT	490
Religion	38	STEEP + S-TRAIT	148
Priestcræft: Vested	38	STEEP + SM CATEGORY	98

Partial Practice Alchemist

K/S Area	STEEP	Formula	Heka
Priestcræft: General	38	STEEP + SM CATEGORY	98

This persona has no access to castings until the Religion K/S is added.

Partial Practice Alchemist

K/S Area	STEEP	Formula	Heka
Priestcræft: General	38	STEEP + SM CATEGORY	98
Religion	30	STEEP + SP CATEGORY	80

This persona has access to the Basic Tutelary Castings, but cannot take a vow until Religion STEEP is increased to 31 or higher.

Partial Practice Alchemist (Vow of Service)

K/S Area	STEEP	Formula	Heka
Priestcræft: General	38	STEEP + SM CATEGORY	98
Religion	38	STEEP + SP CATEGORY	88
Priestcræft: Vested	38	STEEP + SM CATEGORY	98

This persona has access to Basic and General Tutelary Castings as well as the Ethos-specific castings.

Full Practice Alchemist (Vow of Service)

K/S Area	STEEP	Formula	Heka
Priestcræft: General	38	(STEEP x Mult) + S-TRAIT	*
Religion	38	STEEP + SP CATEGORY	88
Priestcræft: Vested	38	STEEP + SM CATEGORY	98

This persona has a multiplier, ranging from 2 to 7, applied to Heka. The Heka in this example could range from 186 to 376.

Full Practice Alchemist (Vow of Service)

K/S Area	STEEP	Formula	Heka
Priestcræft: General	38	STEEP + S-TRAIT	98
Religion	34	(STEEP x Mult) + S-TRAIT	*
Priestcræft: Vested	38	STEEP + SM CATEGORY	98

Note that since Religion was the lowest STEEP score, it got the multiplier, and Priestcræft got the S-TRAIT bonus.

This persona has a multiplier, ranging from 2 to 7, applied to Heka. The Heka in this example could range from 178 to 348.

Appendix III: Sub-Area Tables

Table 1 - Standard

STEEP	Sub-Areas
01-20	1
21-30	2
31-40	3
41-50	4*
51+	All

* All sub-areas if the K/S has less than six

Table 2 – 1 Sub-Area per 10 STEEP

STEEP	Sub-Areas
1-10	1
11-20	2
21-30	3
31-40	4
41-50	5
51-60	6
61-70	7
71-80	8
81-90	9
91-100	10
101-110	11
111-120	12
Each added 10 STEEP	+1

Table 3 – Heka Forging

STEEP	Sub-Area
01-20	Enhanced Object Quality
21-30	Enchanted Mechanisms
31-40	Heka Reservoirs
41-50	Detection/Information items
51-60	Defensive Armor
61-70	Offensive/Weapons
71-80	Casting Storage
81-90	Skill Bearing Items
91 +	Spirit-Holding Devices

Table 4 – 1 Sub-Area per 25 STEEP

Steep	Sub-Area
1-25	1
26-50	2
51-75	3
76-100	4
101-125	5
126-150	6
Each added 25 Steep	+1

Table 5 – Law K/S

STEEP	Sub-Area
0-30	0
31-50	1
51-70	2
71-90	3
91+	4

Table 6 – 1 Sub-Area per 20 STEEP

STEEP	Sub-Area
1-20	1
21-40	2
41-60	3
61-80	4
81-100	5
101-120	6
121+	7
Each added 20 STEEP	+1

Table 7 – 1 Sub-Area plus 1 per 10 STEEP

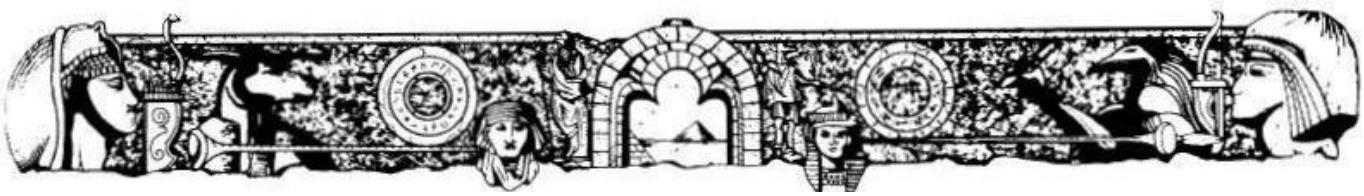
STEEP	Sub-Area
1-10	2
11-20	3
21-30	4
31-40	5
41-50	6
51-60	7
61-70	8
71-80	9
81-90	10
91-100	11
101-110	12
Each added 10 STEEP	+1

Table 8 – 1 Sub-Area plus 1 per 20 STEEP

STEEP	Sub-Area
1-20	2
21-40	3
41-60	4
61-80	5
Each added 20 STEEP	+1

Table 9 – 1 Sub-Area plus 1 per 40 STEEP

STEEP	Sub-Area
1-40	2
41-80	3
81-120	4
121-160	5
161-200	6
Each added 40 STEEP	+1



Appendix IV – Language Inter-relations

Known Language	Related Languages
Ægyptian	Ægyptian Dialect—75%
Ægyptian Dialect	Ægyptian—75%
Annamese	Camcham—25% Chinese Dialect (Nan-Chao, Sung, and Tongking only)—25% Chinese—10%
Armenian	Greek—25% Sumerian—25%
Atlantlan	Atlantlan Dialect—90% Lantlan—75% Iberian and Lantlan Dialect—50% Berberian and Iberian Dialect—25% Teclan, Vardish, and Vardish Dialect—10%
Atlantlan Dialect	Atlantlan—90% Berberian and Lantlan—50% Iberian and Lantlan Dialect—25%
Bantu	Bantu Dialect (and all other Bantu tongues)—50%
Beniyorub	Ewe and Yoruban—50% Tribal tongues within 25 miles of the border—10%
Berberian	Atlantlan Dialect—50% Atlantlan and Lantlan—25% Iberian and Lantlan Dialect—10%
Boideutsch	Deutsch, Francodeutsch, and Latideutsch—75% Skandeutsch—50% Skandian—25% Skandian Dialect and Slavic—10%
Brythokelltic	Kelltic—90% Kelltic Dialect—75% Vardish and Vardish Dialect—25% Deutsch and Skandian—10%
Bulgarian	Greek, Roumanian, and Vlachian—10%
Burmese	Hindic and Malay—25% Camese, Malay Dialect, and Siamese—10%
Camese	Annamese—25% Burmese, Malay, and Siamese—10%
Cherokee-Irouk	Iroukian and Suskirouk—50% Iroukian Dialects of surrounding tribes—25%
Chinese	Chinese Dialect (any)—75% Manchurian, Nipponese, and Nipponese Dialect (Liang)—25% Mongolian—10%
Deutsch	Boideutsch, Francodeutsch, Latideutsch, and Skandeutsch—75% Skandian—50% Skandian Dialect—25% Brythokelltic and Vardish—10%
Farsi	Farsi Dialect—75% Hindic, Hindic Dialect (western), and Khazirian—10%
Farsi Dialect	Farsi—75% Mongolian Dialect (northern Farsi Dialect)—10%
Francodeutsch	Boideutsch, Deutsch, and Latideutsch—75% Skandeutsch—50% French and Skandian—25% French Dialect and Skandian Dialect—10%
French	French Dialect—90% Francodeutsch—25% Neustrian, Vardish, and Vardish Dialect—10%
Greek	Greek Dialect—75% Armenian and Latin—25% Bulgarian, Khazirian, Roumanian, and Vlach—10%
Hindic	Hindic Dialect—90% Burmese—25% Farsi — 10%
Iberian	Iberian Dialect—90% Lantlan—75% Atlantlan, Lantlan Dialect—50% Atlantlan Dialect—25% Berberian—10%
Iberian Dialect	Iberian—90% Atlantlan—25% Atlantlan Dialect and Lantlan—10%
Iroukian	Cherokee-Iroukian and Suskirouk—50% Iroukian dialects of surrounding tribes—25%
Khazirian	Turkic-Sumerian—25% Farsi, Greek, Phoenician, and Slavic—10%
Kelltic	Brythokelltic and Kelltic Dialect—90% Vardish Dialect—25% Neustrian and Vardish—10%
Kongolese	Ægyptian Dialect (Darfurian)—10%
Lakota	all Lakota Dialects, and vice versa—50%
Lantlan	Lantlan Dialect—90% Atlantlan and Iberian—75% Atlantlan Dialect—50% Berberian—25% Iberian Dialect—10%
Lantlan Dialect	Lantlan—90% Atlantlan and Iberian—50% Atlantlan Dialect—25% Berberian—10%
Latideutsch	Boideutsch, Deutsch, and Francodeutsch—75% Skandeutsch—25% Skandian—10%
Latin	Latin Dialect and vice versa—75% French—50% French Dialect, Greek, and Latideutsch—25% Magyar and Roumanian—10%
Lemuyan	Teclan—25% Lemurian (any sort)—25%
Lemurian	Lemurian Dialect—90% Lemurian-aleffa and Lemurian-dekasta—75%
Lemurian Dialect	Lemuyan—10% Lemurian—90% Lemurian-aleffa and Lemurian-dekasta—50% Lemuyan—10%
Lemurian-aleffa	Lemurian—75% Lemurian Dialect and Lemurian-dekasta—50% Lemuyan—10%
Lemurian-dekasta	Lemurian—75% Lemurian Dialect and Lemurian-aleffa—50% Lemurian—10%
Magyar	Latin and Slavic—10%
Malay	Malay Dialect—75% Burmese—25% Siamese—10
Malay Dialect	Malay—75% Burmese—10% Chinese Dialect (southern, Sung and Tongking, and vice versa)—10%
Manchurian	Chinese, Chinese Dialect (northern, and vice versa)—25% Mongolian —25% Nipponese Dialect (Liang, and vice versa)—10%
Mongolian	Mongolian Dialect—75% Manchurian—25%

Known Language	Related Languages
	Chinese Dialect (Khitain and Tartar, and vice versa)—25%
	Chinese and Turkic-Sumerian—10%
Mongolian Dialect	Mongolian—75%
	Turkic-Sumerian—25%
	Farsi Dialect—10%
Nepalese	Hindic Dialect (northern, and vice versa)—25%
	Tibetan—10%
Neustrian	Skandian—25%
	French and Kelltic—10%
Nipponese	Nipponese Dialect—75%
	Chinese—25%
	Chinese Dialect (northern, and vice versa)—10%
Phoenician	Trade Phoenician—90%
	Phoenician Dialect—75%
	Sumerian—25%
	Khazirian and Sumerian Dialect—10%
Phoenician Dialect (Mago)	Phoenician and Trade Phoenician—75%
	Iberian—25%
	Sumerian—10%
Quechuan	Subject tribes native languages—75%
Roumanian	Slavic Dialect (southern/Balkans and vice versa)—25%
	Latin, Slavic—10%
Siamese	Burmese, Camese, and Malay—10%
Skandeutsch	Deutsch and Skandian—75%
	Boideutsch and Francodeutsch—50%
	Latideutsch and Skandian Dialect—25%
	Soumi—10%
Skandian	Skandian Dialect and Skandeutsch—75%
	Deutsch—50%
	Boideutsch, Soumi, and Franco- deutsch—25%
	Brythokelltic, Latideutsch, Neustrian—10%
	Vardish, and Vardish Dialect—10%
Skandian Dialect	Skandian—75%
	Deutsch and Skandeutsch—25%
	Boideutsch, Francodeutsch, and Vardish—10%
Slavic	Slavic Dialect, and vice versa—75%
	Boideutsch—25%
	Magyar, Roumanian and Vlach—10%
Soumi	Soumi Dialect—75%
	Skandian—25%
	Skandeutsch—10%
Sumerian	Sumerian Dialect—75%
	Turkic-Sumerian—50%
	Armenian and Phoenician—25%
	Trade Phoenician—10%
Suskirouk	Cherokee-Iroukian and Iroukian—50%
	Native Iroukian tribal tongues—25%
Teclan	Lemuyan—25%
	Atlantlan—10%
Tibetan	Nepalese—10%
Turkic-Sumerian	Sumerian—50%
	Khazirian and Mongolian Dialect—25%
	Mongolian—10%
Vardish	Vardish Dialect—75%
	Atlantlan, Deutsch, French—10%
	Iberian, Kelltic, and Skandian Dialect—10%
Vardish Dialect	Brythokelltic and Kelltic—25%
	Atlantlan, French, Kelltic Dialect and Skandian Dialect—10%
Vlach	Bulgarian, Greek, Roumanian and Slavic—10%

• This percentage serves as a multiplier for an HP's STEEP in the "Known Language," to determine the HP's STEEP in the related language(s). For example, an HP with a STEEP of 80 in Malay would automatically have a STEEP of 60 (75%) in Malay Dialect, of 20 (25%) in Burmese, and of 8 (10%) in Siamese.

Note: Different dialects of the same speech are generally understood by different speakers at a ratio related to geographical separation and the influence of foreign languages. As a rule of thumb, use 75% if contiguous, 50% average, 25% if widely separated, and 10% if separated and divergent over a long period of time.

Phæree Languages*

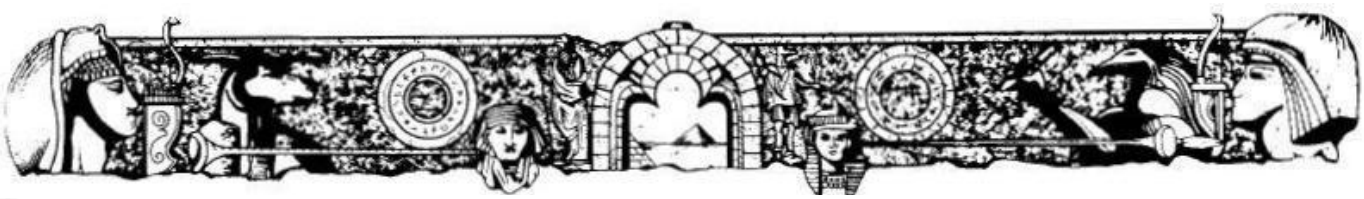
Deevish	Drowish
Elvish	*Fair Speech*
Goblintalk	Gnomish
Hobgoblin Tongue	Oniese
Pariese	Slaughite
Sphinxian	Trowish

* Many others exist but are not commonly known, let alone taught. The GM might expand this list, so check to see if more are available to you.

Note: Phæree languages in italics are common languages utilized by the various folk dwelling on that world to converse with one another.

Ancient, Arcane, Dead & "Lost" Languages

Ancient Sumerian	Arachnidian Script
Arcane Magickal	Classic Greek
Etruscan	Exotic Afrikkan
Hiero-Ægyptian	High Atlantlan
Imperial Latin	Kelltic Druidical
Lemurian Pictogram	Lost Farsi
Old Chinese	Unknown Tibetan
Vedic	Y'dragi Runic



Appendix V – Heka Generation

Casting Area	Heka Generated
Alchemy	STEEP + SM CATEGORY
Apotropaism	STEEP + ((MMCap + MRCap) x 0.5)
Astrology	STEEP + SPCap
Astronomy[1]	STEEP + MMCap
Conjuration	STEEP + ((SMPow + SPPow) x 0.5)
Demonology[2]	STEEP + MMCap
Divination	STEEP + SPCap
Dweomercræft[3]	
Full (General)	(STEEP x 10) + M-TRAIT -or- STEEP + M-TRAIT
Partial (General)	STEEP + MM CATEGORY
Primary School	STEEP + MM CATEGORY
Other schools	STEEP + MMCap
Endurance	STEEP + ((PMPow + PNPow) x 0.5)
Exorcism	STEEP + SMCap
Fortune Telling	STEEP + SPPow
Gemsmith/Lapidary	STEEP + PNPow
Heka Forging[4]	
Full Practice	STEEP + P-TRAIT
Partial Practice	STEEP + ((PMPow + PNPow) x 0.5)
Herbalism	STEEP + SM CATEGORY
Magick[3]	
Full	(STEEP x 10) + M-TRAIT -or- STEEP + M-TRAIT
Partial	STEEP + MR CATEGORY
Mediumship	STEEP + SPPow
Metaphysics	STEEP + SMCap
Music	STEEP + ((PMSpd + PNSpd) x 0.5)
Musical Composition	STEEP + SMPow
Mysticism	STEEP + SP CATEGORY
Necromancy	STEEP + SMPow
Occultism	STEEP
Pantheology	STEEP
Poetry/Lyrics	STEEP + ((SMSpd + SPSpd) x 0.5)
Priestcræft[5]	
Full (General)	(STEEP x 10) + S-TRAIT -or- STEEP + S-TRAIT
Partial	STEEP + SM CATEGORY
Vested (Ethos)	STEEP + SM CATEGORY
Religion[5]	
Full	(STEEP x 10) + S-TRAIT -or- STEEP + S-TRAIT
Partial	STEEP + SP CATEGORY
Smithing/Welding[6]	STEEP + ((PMPow + PNPow) x 0.5)
Sorcery	
Pact*	(STEEP * multiplier) + S-TRAIT
No Pact	STEEP + ((SMPow + SMSpd) x 0.5)
Spellsongs[7]	STEEP + ((MMSpd + MRSpd) x 0.5)
Witchcræft	
Pact*	(STEEP * multiplier) + SM CATEGORY
No Pact	STEEP + SPSpd
Yoga[8]	STEEP x 2

Heka Generation Chart Notes

* The multiplier can range from 1 to 10.

1) Astronomy Heka applies to Astrology castings only.

2) Demonology is the "activator" of Sorcery. Once a pact is made, it provides Sorcery a multiplier of 2 to 10.

3) Dweomercræft and Magick are both required before the persona can be checked for Full Practice. For a Full Practitioner, the higher STEEP total between General Dweomercræft and the primary School is compared to Magic STEEP. The lesser of Magick or Dweomercræft (General Dweomercræft, if both values are equal) STEEP totals gets the multiplier. The greater STEEP K/S is calculated as STEEP + M-TRAIT. The primary school is always calculated as STEEP + MM Category. For any additional Dweomercræft Schools, STEEP plus MMCap is used to calculate Heka. Note that if the multiplier is on Dweomercræft, it is ALWAYS applied on General Dweomercræft! See Appendix I for further information, as well as examples.

4) If a caster has only P-TRAIT Heka, they add P-TRAIT to the Heka total. This includes the Yoga K/S area, as per note 8 below. If they have M or S Heka of any other sort, they only get the average of PMPow and PNPOW added to their Heka-Forging Heka.

5) Priestcræft and Religion are both required before the persona can be checked for Full Practice. For a Full Practitioner, the higher STEEP total between General Priestcræft and the Vested Ethos is compared to Religion STEEP. The lesser of Priestcræft or Religion STEEP gets the multiplier. The greater STEEP K/S gets STEEP + SM CATEGORY. The Vested Ethos is always calculated as STEEP + SM CATEGORY. Note that if the multiplier is on Priestcræft, it is ALWAYS applied on General Priestcræft! See Appendix II for more information, as well as examples.

6) Smithing/Welding generates Heka that applies only to Heka-forging castings.

7) Full practitioners do not need the Music K/S to use Spellsongs - they use incantation or chanting. Any other practitioner with Spellsongs should have Music as well, or their spellsongs will be cast at double Heka cost! If a caster with both Spellsongs and Music also has both Musical Composition and Poetry/Lyrics the caster may add that Heka to spellsinging only.

8) Yoga is unique in that its Heka, regardless of STEEP, is considered P-TRAIT only Heka! At 33 or less STEEP, it may only be used for Physical uses. At 34 to 66 STEEP, it may be used for P or M uses. At 67+ it may be used for all 3 (M, S, P) uses, although it is still considered to be P-TRAIT Heka.

Appendix VI – Vows and Pacts

Vows and Pacts

Vows and pacts are a means for the persona to ally themselves with a being, entity, or deity having great power in the milieu. These vows or pacts bring a multiplier to the persona's STEEP. A persona with Full Practice can never make a vow or pact, or gain a multiplier from a vow or pact – it is already considered in their Full Practice status. Under no circumstances may an individual have more than one vow or pact, nor may they have both – it is one or the other, or none at all.

Vows differ from Pacts in that breach of the terms and conditions of Vows result in loss of abilities to the personas concerned, but there is no forfeiture of (material form) life. This is not to imply that all Vows are good in nature, but they are contracts without promise of extreme payment. Some vows are, in fact, made to those of Evil. In most cases, the breaking of such a pledge will not automatically or absolutely bring great enmity and set in motion some form of retribution by agents of Mundane, Preternatural, Supernatural, or Entital sort. However, Vows made to a malevolent Power will most probably bring some difficulty upon the head of the violator. Even the breaking of a pledge with a benign deity will certainly make the individual shunned by all who hold true, serve the Pantheon, etc. A Vow is a serious and binding pledge to perform faithfully and truly. In return, the persona making the promise receives Heka benefit. Only one Vow can ever be made, and if it is broken another will be useless. There are two sorts of Vows, the Vow of Priestcræft, and the Vow of Service.

Vow of Priestcræft

The Vow of Priestcræft is the final step of a vocational Priest. It is taken to subsume an entire pantheon and a specific deity within that pantheon. If accepted (only the GM will know which personae are not acceptable – it is assumed herein that all are acceptable), the persona gains a STEEP multiplier commensurate with their status. A Full Practitioner gains a multiplier of 10 to their STEEP, while a Partial Practitioner gains a multiplier of 2 to 7, at the GM's discretion. The partial practice multiplier generally starts at 2, and increases as per the Vow of Service, described below.

Vow of Service

This pledge is also made subsuming a Pantheon and a particular deity therein. A Vow of Service can be made in conjunction with one of the following K/S Areas, and applies only to one:

Exorcism	*Mysticism*	*Priestcraeft**
Herbalism	*Necromancy*	*Sorcery*

* This is different from the Vow of Priestcraeft, above, and is made by the persona who is not of a Priest vocation.

The GM can make alterations to the list above, if they have good cause, but the use of non-spiritual TRAIT K/S areas is cautioned against, save in the case of *Apotropaism* and *Spellsongs*.

Players of such Heroic Personas devise their own Vow, and the HP makes it to whatever particular greater power desired. If the pledge is accepted by the deity chosen, the chosen K/S receives a multiplier of 2 to its Heka calculations. Thereafter, periodic Tests of Faithfulness may possibly increase or decrease the multiplier. Being true and performing well will increase the multiplier by steps of one. The maximum multiplier of a Vow of Service is 7, but this high a number is virtually unheard of and so rate as to focus much attention upon such an individual, so be warned. If the multiplier is reduced to 0 due to failure of Tests, then the Vow is broken, and another may never be made by the same persona. Note that a Vow of this sort is one of prescribed nature or of a formulation of the persona's own making. The GM will serve to be the Power adjudicating the matter and will decide whether of not the personal making the Vow is true in pledge and dedication.

The actions of personas with Vows will be scrutinized by the astute GM during the course of play. Such performance on an ongoing basis will enable the GM to see how well each keeps to the general and specific terms of the pledge. For instance, a Wisewomen might have made a vow to "serve the needy and impoverished, protect and serve the weak, and to oppose all Evil" in return for added Heka for her *Mysticism* K/S area STEEP. It is an easy thing to compare her behavior with the conditions of the pledge. Furthermore, the GM will make special provisions for those with Vows of Service by including Tests of Faithfulness in the course of play.

Tests of Faithfulness: From one to three times a year, upon the request of the player whose HP has made a Vow, the GM will devise some special problem, trial, or quest for that HP. If an HP so tested proves faithful, then an increase of 1 is added to the multiplier, up to the maximum allowed multiplier of 7. Once such test annually is the minimum, and no more than a total of 10 can be faced in an HP's entire lifetime. Thus, those making a Vow should be very determined to keep it, and their conduct must be kept in line with the conditions which were set by their own words of pledge.

What about a failed test? Failure brings one of three possible results:

(1) A dismal failure will negate the Vow entirely. After all, the persona is dealing with greater intellect and power, and it is nothing to quibble with. Total negation of a Vow means that the HP in question may never make another. There will certainly be some sanctions taken against the individual, and if the Vow was made to non-beneficent powers, then there will likely be some nasty retributive actions in store for the HP.

(2) A questionable performance where a major factor of the pledge was ignored or violated in part brings a loss of 1 to the multiplier. That's how a persona with a starting multiplier of 2 can get to a 1 – no multiplier at all, but indicating that the Vow is still intact.

(3) A nearly successful test is rare, but it can occur. If there is a doubt, then the whole test is a wash, with no change to the multiplier. This does still count against the 10 total tests the HP can undergo in the course of their lifetime.

Broadening Vow of Service effects: The GM might wish to broaden the scope to allow benefit to those HPs who don't normally use Heka. Some special but limited Heka-enabled Power might be granted to such an individual, and/or the persona might gain an added point of Joss each game month instead of a multiplier. For example, a knight making a Vow could gain the benefit from this type of service.

Pacts with Evil

A pact brings a multiplier to a persona's STEEP so as to generate added Heka. A pact is made with Evil only, never with benevolent Powers or Deities. A persona with Full Practice can never make or gain a multiplier from a Pact per se. Under no circumstances may there be more than one Pact operative for any individual. Under no circumstances may there be a Pact operating for more than one K/S area. Under no circumstances may a Pact and a Vow ever be operating at the same time for one individual.

Pacts are made between a human(oid) individual and Evil forces of the Netherrealms only. Pacts are similar to Vows, bringing the benefit of a K/S area multiplier to the persona agreeing to such a contract, but they are dissimilar with respect to the ultimate consideration for the benefit being gained. Not only will the benefit of a multiplier be lost if a Pact is broken, but personas so doing will suffer the loss of life and forfeiture of their soul. Breaking a Pact brings early foreclosure by Evil on the consideration – life and soul – and an agent of the Netherrealms will come and collect. Collection is inescapable; the agent will be inexorable. The malign persona can never escape such forfeiture.

Any Pact made demands the eventual forfeiture of the persona's spirit (or soul). The time of the Pact may be until death occurs, or for a set period of time. In either case, the violation of the exact terms and conditions set forth in the compacting document means that the concerned individual loses then and there. That is, the multiplier is lost, and within a short period of time, if not immediately, the agent of the Netherrealms will be on hand to collect the consideration. In due course of time or upon violation, the Pact's consideration will be collected by the Netherrealms, and GMs will see to it that this occurs with such swiftness and sureness as they deem appropriate.

Pacts are made in two K/S areas only: *Sorcery* and *Witchcræft*.

In either case, the GM will assume the role of the forces of the Netherrealms and play that of the being called up to discuss the Pact. The GM will then negotiate for the Evil powers, playing their part with at least the same determination and skill used by the player whose persona is involved on the other side of the affair. No agreement needs be reached, and a Pact need not be forged. On the other hand, a highly complex, multi-conditioned document might be drawn up and signed (in blood) at the conclusion of the meeting. The guidelines for use by the GM are set forth on pages 12 and 13 of **Mythus Magick**.

Appendix VII – Countering Necromancy, Sorcery, and Witchcræft

Certain K/S Areas can seemingly be utilized for wicked ends only. There are three such areas: *Necromancy*, *Sorcery*, and *Witchcræft*. They need to be included for the sake of allowing these abilities for evil and malign opponents, the Evil Personas (EPs) and Monstrous Personages (MPGs). Yet HPs can also employ such K/S Areas.

A good persona, while never able to use the castings or abilities of *Necromancy*, *Sorcery*, or *Witchcræft*, could employ the STEEP possessed in the Evil K/S Area to identify and possible counter the malign workings of these three K/S areas. This is accomplished by checking against possessed abilities as follows:

1. Identify use of the K/S Area: STEEP at base DR of Easy. Has a necromancer, or a sorcerer or a witch/warlock been at work here? Possession of the appropriate K/S Area will enable the HP to try to find this out. If the check succeeds, then the persona will know for sure.

2. Identify specific practice within the K/S area: rolling against STEEP at base DR of Moderate. Was a Casting, Power, or some other sort of action employed by the offender? If not a Casting, the Power of other activity can be identified by succeeding in the check.

3. Identify an Archetypal Casting employed from within the K/S Area by rolling against STEEP at base DR as if the persona were actually using such a Grade of Casting. Ignore prohibitions regarding use above STEEP. That is, one able to otherwise employ Castings of given a Grade at DR Hard can identify those above that Grade by three steps, at DRs of Difficult, Very Difficult, and Extreme respectively. With practice found, and a Casting indicated, pinpointing the exact one requires a successful roll as indicated.

4. Negate an Archetypal Casting employed within the K/S Area by rolling against STEEP at base DR as if the persona were actually using such a Casting, but at one Grade higher than the Casting in question is in actuality -- Heka cost for negation paid before check but at same Grade as the Casting is in actuality, however. The increased DR here is because this is a difficult thing to do, identifying and negating all in one, and at the same time expending Heka to manage the negation.

5. Disjoin or negate a Casting being employed prior to or at the moment of its activation within the K/S Area by rolling STEEP at base DR as if the persona were actually using such a Casting, but at two Grades higher than the Casting in question is in actuality -- Heka cost for disjoining/negation paid before check but at one Grade higher than the Casting is in actuality. Here the persona is attempting something truly difficult, the identification and countering of a Casting in progress. The two-step DR increase and the added Heka cost to try to accomplish this reflect the demanding nature of this use of the K/S. Special Success indicates, as applicable, identification and success at the next higher level of attempt. In regards to 4, it might actually disjoin/negate. In regards to 5, it lowers the Heka cost to one Grade below that of the Casting employed. Success indicates the correct answer to the question. Failure indicates uncertainty. Special failure indicates a false answer in very positive form.

Example Use of Counter-Evil Knowledge

The Mage Lucan possesses STEEP in all three Areas: *Necromancy* (at 37), *Sorcery* (at 43), and *Witchcræft* (at 33). Of course, being right-minded, he would never utilize the actual abilities of these dark, malign practices. He has studied them in order to thwart those foul creatures who would stoop to such wickedness. Someone has been brutally murdered, and there are few clues, save that Heka was used. Lucan tries counter-Sorcery. Was that K/S employed? His base chance of success is 41, and the roll is made at DR "Easy," so there's a 129% chance of Success. Let's assume that Necromancy was at work, though. Lucan rolls a 12, which indicates Special success. He knows that Sorcery wasn't used, and the GM decides that he detects it was indeed Necromancy, for he has that K/S at 27 STEEP. Lucan now tries to discover what sort of Necromancy practice was employed - a Casting, Power, or some other thing. The DR is Moderate for this, so a score of 74 or less is needed. The roll is 59, a Success. Lucan discovers that some Undead thing was involved, one sent by the persona employing Necromancy.

Later on, Lucan and his comrades track down the Nethercræfter-Necromancer who is guilty of the hideous crimes they have been investigating. This malign foe has placed a Ghostlyguards Formula (Grade V) casting in his stronghold for protection. Lucan can theoretically use Grade II castings at DR Hard. As this is a Grade V casting, he must use a DR of Very Difficult to identify it: 0.25 times 57 yields 14, so Lucan's chance of success is only 14%. He gives it a go, adding 2 Joss factors to help the process. The GM considers. He could lower the DR to Hard, one step easier for each Joss Factor, or else he could allow a -10 per JF on the dice score. He decides on the former, as he doesn't want to allow a big chance (score 01-21) for Special Success. The roll is made, and the score is 52. Because the DR was considered at a mere Hard, Lucan has succeeded, and he identifies the casting and knows what is opposing his team.

A bit later on they then confront the villain, who of course has a force of guards, and a major fight ensues. In the course of this conflict, Lucan sees, via a successful *Perception (Noticing)* roll, the vile foe doing something that likely invokes some Heka. Lucan therefore attempts to disjoin/negate this activity. It turns out the Nethercræfter-Necromancer is using a Grade III Necromancy Casting, Arrowbones Charm, the missiles to be directed at none other than Lucan. Although the casting is only Grade III, which Lucan could normally handle at DR Hard, the act of disjoining/negating is as if two Grades higher; he must perform as if it were a Grade V casting. Lucan expends 100 points of Heka. The dice are then rolled, hoping for a 14 or lower. Again Lucan expends 2 JF's to help assure success. The GM considers alternatives, rules that the foe in the midst of casting activation is thus unable to expend Joss, and this time allows a -20 on the result rolled. The dice read 19, and that translates to a Special Success! Lucan has managed not only to disjoin the Arrowbones Charm, but he did so at the cost of only 35 Heka points, while the other 65 he thought had been spent are actually still there in his reserve!