



Chapter 7: Occupation

This chapter explicates the various occupations available for adventurers, as well as occupations of the general public. Each player must select an occupation for their character during character creation. All characters begin the game as citizens, not slaves. Slaves may be purchased in *Chapter 9: Equipment*. Whichever occupation is chosen, a character is not forever limited to it. Nonetheless, you must select one and only one with which to start. The options include:

Acrobat

Bard

Fighter:

Barbarian

Bounty Hunter

Ranger

Priest:

Hierophant

Druid

Sage

Seductress

Thief:

Assassin

Bandit

Pick Pocket

Spy

Thug

Warrior:

Crusader

Gladiator

Mercenary

Militiaman

Soldier

Wizard:

Sorcerer

Mage

Advancing Levels

Whatever occupation you choose for your character, the goals are different, yet the same; the character advances by accomplishing goals specific to the occupation. For example, warriors generally advance by attacking opponents in open combat, where wizards advance by casting spells and thereby gain more familiarity with magic. It is a player's responsibility to keep track of what they have done which counts toward their advancement. At the end of each gaming session, the MM will review the accomplishments of the characters and award points appropriately.

While the goals of each occupation, and more specifically each class, are different, the number of Advancement Points (AP) required to advance in level are the same regardless of occupation. On the table below, for instance, regardless of occupation a character must accumulate 1,000 AP to advance to second level, though training may be required (see later in this chapter).

Level	AP
1	1,000
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	128,000
9	256,000
10	512,000
11	1,024,000
12	2,048,000
13	4,096,000
14	8,192,000
15	16,384,000
16	32,768,000
17	65,536,000
18	131,072,000
19	262,144,000
20	524,288,000

Format for Presentation of Occupations

Initially, each occupation, or class thereof, is introduced.

Ability Requirements: In order to legitimately be a member of the occupation in question, minimum ability requirements must be met. For

instance, warriors generally require Strength. It is possible for some incredibly weak individual to consider themselves a warrior, but it is doubtful that the military would hire them.

Gender: Sometimes occupations tend to be characterized by one gender over another. For instance, there are no female Druids.

Race: As the races offered to players for their characters are diverse, some are better suited at different occupations. For example, anakim are well-suited to be gladiators, and hobbits are gifted pick pockets.

Disposition: Some occupations tend to be occupied by those with certain ethical and moral dispositions. For instance, it should be virtually impossible to find an ethical and moral assassin.

Sociality: Oftentimes, occupations differ according to social class and urbanity. For example, assassins in hamlets are as rare as barbarians in civilized capital cities.

Religion: Occupations may be characterized by religion. The likelihood, for instance, of finding an atheistic hierophant is very small.

Skills: Certain occupations are better gifted in certain skills, sometimes because they formally train in them, and other times because these are the type of people attracted to the occupation. The skills listed here are bonuses, granted in addition to the character's initial roll for Skill Points as determined in the beginning of *Chap. 8: Skills*. If a character switches occupations after already having gained a level in their current occupation, these new skills are not gained freely, but must be invested in as is usual with level advancement. Normally, only 5 Skill Points may be put into a skill initially. The points in the bonus skills are in addition to this normal limit.

Equipment: Occupations may limit the type of weapon, armor, or apparel. For example, seductresses which hide fully behind platemail are not as successful at Seduction as those who wear clothing that is revealing and flattering.

Advancement Points: Finally, different occupations gain Advancement Points differently. For instance, warriors advance by killing foes on the battlefield, while pick pockets advance by successfully picking pockets.

Frequency per Million in Population				
Occupation	Dwarven Culture	Elven Culture	Hobbit Culture	Human Culture
Acrobat	250	1,500	500	1,000
Bard	2,000	4,000	2,000	3,000
Fighter: Barbarian	10,000	100	1,000	4,000
Fighter: Bounty Hunter	1,500	500	250	1,000
Fighter: Ranger	250	20,000	500	1,000
Priest: Hierophant	3,000	3,000	3,000	5,000
Priest: Druid	0	50	0	100
Sage	25	100	5	50
Seductress	5,000	15,000	3,000	15,000
Thief: Assassin	250	100	10	500
Thief: Bandit	500	1,000	500	3,000
Thief: Pick Pocket	500	2,000	10,000	5,000
Thief: Spy	250	1,000	100	1,000
Thief: Thug	1,000	500	100	2,000
Warrior: Crusader	2,500	2,000	500	5,000
Warrior: Gladiator	500	250	5	1,000
Warrior: Mercenary	5,000	1,000	500	5,000
Warrior: Militia	1,500	1,000	1,500	2,000
Warrior: Soldier	100,000	50,000	25,000	75,000
Wizard: Sorcerer	5	10,000	5	1,000
Wizard: Mage	5	5,000	5	500

The table above illustrates the frequency of occupations per million in the population of races with their own cultures. This table is useful when compared with the table *Demographics and Occupational Level* in *Chap. 6: Sociality*. In this way, the probability of an occupation at a specific occupational level within a designated culture is available. For instance, there are 500 mages in a large human city of a million inhabitants, if it is representative of the average large human city. Also, 5th level mages constitute 96% of the occupational level of mages. So, on average there are 20 mages (96% of 500 is 480) of 5th level or higher in a human city of a million inhabitants.

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Acrobat

Acrobats are entertainers who are talented regarding balance, agility, juggling, jumping, and climbing. Oftentimes, acrobats travel from town to town, entertaining the public with their daredevil feats.

Life Points: All acrobats receive d6 life points per level beyond the first level.

Ability Requirements: Physical Fitness 110, Strength 105, Hand-Eye Coordination 110, Agility 110, and Drive 105.

Gender: Female acrobats are uncommon.

Race: While all races have the potential to become acrobats, beyond compare humans and elves are the most common.

Disposition: Acrobats may be of any disposition.

Sociality: Acrobats are most often peasants or lower class. Across cultures, acrobats employed to entertain others earn 5 cp per day.

Religion: Acrobats may belong to any religion.

Skills: Aim +5, Animal Handling +5, Balance +15, Climb +5, Juggling +10, Jump +10, Rope Use +5, and 1 Specific Weapon.

Equipment: Adventuring acrobats usually prefer light armor or none at all so that it does not restrict their acrobatic movement. The most common weapons of acrobats are throwing knives and a well-balanced quarterstaff.

Advancement Points: Acrobats gain AP with each successful skill check for the skills listed above when under life-threatening conditions or risk of serious injury. Hence, an acrobat that successfully balances themselves on a chair receives no AP, while one that successfully balances themselves on a tightrope over a starving beast gains AP. The points gained equal the adjusted number that passed the skill check. Acrobats must train to advance.

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Bard

Wandering minstrels seek out adventure so that they may be inspired to craft wondrous ballads and other musical or poetic works. Fame is very important to bards.

Life Points: All bards receive d6 life points per level beyond the first level.

Ability Requirements: Charisma 105, Hand-Eye Coordination 105, Enunciation 105, Language 105, Math 105, and Analytic 105.

Gender: Female bards are uncommon.

Race: Though all races may have bards, by far the most common are humans and elves.

Disposition: Bards of all dispositions are possible, though most are not immoral.

Sociality: Bards are produced in all social classes. Across cultures, bards employed to entertain others earn 5 cp per day.

Religion: Bards may be religious, though some are only motivated by artistry.

Skills: Acting Drama +5, Buffoonery (comedy) +5, Pun (comedy) +5, Dance +5, History Legends +5, History Local +5, Counterpoint (music) +5, Music Theory +5, Music Instrument +5, Persuasion +5, and Storytelling +5.

Equipment: If unable to afford a musical instrument, then it is assumed that the bard focuses on singing as their musical instrument. Most bards restrict themselves to light armor or none at all.

Advancement Points: Bards gain AP with each successful skill check for the skills listed above. For musical skills and performances, the points gained equal the adjusted number that passed the skill check. If a skill check is passed for one of the skills listed above but it is not part of a musical performance or skill, then the points gained equal half of the adjusted number that passed the skill check.

Fighter

Fighters are those who are capable opponents, but not formally trained. Three classes of fighters exist as adventurers: barbarians, bounty hunters, and rangers.

Life Points: All fighters receive d10 life points per level beyond the first level.

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Barbarian

The least formally trained of all occupations, barbarians are known as uncivilized and people who easily lose control. As a matter of fact, barbarians are unfamiliar with notions of ethics or morality.

Ability Requirements: Strength 110.

Gender: Most barbarian fighters are men, though they are uncivilized and masculine women often participate in melees.

Race: Humans and anakim are the only races that may be barbarians.

Disposition: Barbarians must be unethical and are rarely moral.

Sociality: There is no such thing as an upper class barbarian, unless they are a member of the family that rules their clan or tribe.

Religion: Barbarians are often not religious.

Skills: Animal Handling +5, Brawling +10, Dismemberment +5, Hunting +5, Hurl +5, Intimidation +10, Animals (nature) +5, Tanning +5, Tracking +5, Trapping +5, 2 Specific Weapons, Wilderness Lore +5, and Wrestling +5.

Equipment: Most barbarians prefer to only wear hide or leather armor, and favored weapons include the broad sword, longsword, battle axe, Bipennis, and pole axe.

Advancement Points: Barbarians gain AP with each successful attack in combat. The points gained equal the resulting damage done to a foe. Further, if the combat occurred as part of a raid and led by the character's barbarian clan or horde, then the barbarian earns twice the AP.

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Bounty Hunter

Usually, bounty hunters are employed to pursue fleeing villains and return them to justice. Bounty hunters, it must be noted, typically specialize in either urban or wilderness settings, and only those who reach high level boast proficiency in both.

Ability Requirements: Strength 110, Drive 105, Intuition 105, and Common Sense 100.

Gender: Female bounty hunters are rare.

Race: All races have bounty hunters, but humans are the most numerous.

Disposition: Bounty hunters may be of any disposition.

Sociality: Bounty hunters may be from any social class. Across cultures, bounty hunters earn 6 sp per day when employed.

Religion: Bounty hunters are usually not very religious, though they may be.

Skills: Aim +5, Brawling +5, Direction Sense +5, Intimidation +5, Rope Use +5, Search +5, Sight +5, Sprint +5, Tracking +15, 2 Specific Weapons, and Wrestling +5.

Equipment: Usually, bounty hunters do not encumber themselves with heavy armors, but travel lightly so that they may move quickly and quietly when necessary. Every bounty hunter seems to prefer a different weapon.

Advancement Points: Bounty Hunters gain AP by fulfilling the goals of their employer, usually by returning villains to justice. The points gained equal the Life Points of the criminal multiplied by the equivalent of the reward in gold pieces. Further, for every successful attack on a foe, the bounty hunter gains AP equal to half of the damage done to the opponent.

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Ranger

Those who roam the countryside, familiar with every nook and cranny, every trick of survival, are rangers. Most often, rangers hire themselves out to travelers or adventurers as guides.

Ability Requirements: Physical Fitness 110, Health 110.

Gender: Men, more often than women, are rangers.

Race: All races may have rangers, though elven rangers are the most numerous.

Disposition: Rangers are rarely immoral or ethical.

Sociality: Few rangers are from the middle or upper classes of society. When employed, rangers often earn 1 sp per day.

Religion: Rangers may equally be religious or irreligious.

Skills: Aim +5, Animal Handling +5, Climb +5, Constellations +5, Direction Sense +10, Fishing +5, Hunting +5, Animals (nature) +5, Beasts (nature) +5, Birds (nature) +5, Fish (nature) +5, Geography (nature) +5, Humanoids (nature) +5, Mycology (nature) +5, Plants (nature) +5, Trees (nature) +5, Search +5, Sight +5, Sound +5, Sprint +5, and 2 Specific Weapons.

Equipment: Rangers prefer light armor such as leather or studded leather and often carry a bow.

Advancement Points: Rangers gain AP in many ways. For each successful blow dealt to an opponent, rangers gain AP equal to half of the damage delivered. Further, each successful skill check

for Animal Handling, Climb, Direction Sense, Fishing, Hunting, Animals (nature), Beasts (nature), Birds (nature), Fish (nature), Geography (nature), Humanoids (nature), Myconology (nature), Plants (nature), Trees (nature), Search, Sight, and Sound merits a gain in AP equal to half of the adjusted number which passed the skill check. Skill checks, however, may not be included when performed for trivial reasons or daily routine, but only when under life-threatening conditions, risk of severe injury, or when difficult. For example, merely successfully identifying a particular tree (successful tree check) earns the ranger nothing, but identifying a particular tree amidst the wilderness for a client who has hired the ranger as a guide to find it, deserves AP.

Priest

Priests are those who have devoted their lives to a deity, philosophy, or religion. The occupation of a priest is the most diverse, and there is almost a priesthood for each of nearly five hundred deities. Therefore, priests are not able to be standardized or generalized, and they are only introduced here briefly; most of the information relevant to a priesthood may be found in Grimoirium Genitoris (Grimoire of the Gods). Two main classes of priests will be introduced: hierophants and druids.

All priests must meet minimum score requisites in the sub-ability of Language and the ability of Wisdom. Further, these requirements become more stringent as spell level increases. Hence, a priest may attain high levels, but be limited in spellcasting ability. See the table below.

Priests gain access to spells as granted by their deities. Usually, priests have dreams induced by their deity regarding the proper ingredients and ritual necessary for casting a certain spell, or they are instructed by other priests of the same faith. If a chant is required for a spell, priests speak in tongues, influenced by their god or religion. In any case, priests may cast any spells from their god as long as they have enough Magic Points at the moment.

Similarly, as a priest advances in level, provided they meet the minimum requisites per spell level, their odds of increasing in spell level are noted on a table below as well.

Ability Requirements

<u>Spell Level</u>	<u>Language</u>	<u>Wisdom</u>
1	105	110
2	110	115
3	115	120
4	120	125
5	125	130
6	130	135
7	135	140
8	140	145
9	145	150
10	150	155

Priests cast only chaos magic (see *Chap. 11: Magic*).

Hierophant

A hierophant is a priest of a specific deity, and is not a druid. Nearly five hundred deities are available in Grimoirium Genitoris. Specific information for hierophants of each deity are detailed therein. A moral hierophant that casts magic is often called a thamaturge, meaning miracle-worker.

Life Points: The LP of hierophants are determined by their deity, and after the first level increase either by d6, d8, or d10.

Magic Points: Not all hierophants cast magic, but for those who do, they begin with 26 + d12 MP and recover a number of points per hour equal to their current occupational level. For example, a 3rd level hierophant recovers 3 MP per hour. As hierophants advance in occupational level, they gain an additional 26 + d12 MP. Magic Points are explained in *Chap. 11: Magic*.

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Likelihood of Advancing in Spell Level

	Spell Level	2	3	4	5	6	7	8	9	10
Character Level										
2		20%	-	-	-	-	-	-	-	-
3		28%	16%	-	-	-	-	-	-	-
4		35%	24%	13%	-	-	-	-	-	-
5		43%	32%	19%	10%	-	-	-	-	-
6		50%	37%	25%	15%	7%	-	-	-	-
7		60%	44%	32%	21%	13%	5%	-	-	-
8		70%	50%	38%	27%	18%	10%	4%	-	-
9		80%	60%	44%	33%	24%	15%	12%	3%	-
10		90%	70%	50%	38%	29%	20%	16%	10%	2%
11		100%	80%	60%	44%	34%	25%	22%	14%	12%
12		-	90%	70%	50%	40%	30%	25%	18%	16%
13		-	100%	80%	60%	45%	35%	29%	22%	20%
14		-	-	90%	70%	50%	40%	33%	26%	24%
15		-	-	100%	80%	60%	45%	38%	30%	28%
16		-	-	-	90%	70%	50%	42%	34%	32%
17		-	-	-	100%	80%	60%	46%	38%	36%
18		-	-	-	-	90%	70%	50%	42%	40%
19		-	-	-	-	100%	80%	60%	46%	44%
20		-	-	-	-	-	90%	70%	50%	48%

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Druid

Perhaps the most educated of priests and adventurers, druids must pass twenty years of schooling before they may call themselves a druid. Therefore, due to the intensive training and education, a character must begin as a druid at first level, and also add 10 years to their starting age. In order to become a druid after gaining levels as an adventurer of another occupation, the character must devote 20 years to druidic study.

While druids are priests, they also perform other functions, including religious teachers, judges, and civil administrators where their culture is dominant. Supreme power is vested in the archdruid of a culture.

There are three classes of druids: bards, prophets, and priests. Bards function as per the bard occupation (not druids), except bardic druids are very concerned with nature and balance. Prophets function as per the sorcerer occupation (not druids), except that they are always female, do not enjoy the powers and privileges of the druidic priests, and are very concerned with nature and balance. Druidic priests, the actual druids, are always male and are assisted by prophets.

Druids hold the oak tree, mistletoe, and yew tree as sacred. Rituals are customarily conducted in oak forests. Druids use altars extensively, usually as unhewn stone slabs or megaliths found in chambers in small caves. Atop these caves, when possible, are circles of megaliths or large stones.

Regarding spells, druids must choose five of the ten magical disciplines, avoiding the opposite disciplines (see *Chap. 11: Magic*). First level druids begin with 2d10 spells, randomly determined within their disciplines. Spells are granted collectively by the deities worshipped. By advancing a level, druids automatically learn (d6 - 1) new spells, randomly from the chosen disciplines.

Life Points: All druids receive d8 life points per level beyond the first level.

Magic Points: Druids begin with 18 + d12 MP and recover a number of points per hour equal to their current occupational level. For example, a 3rd level druid recovers 3 MP per hour. As druids advance in occupational level, they gain an additional 18 + d12 MP.

Ability Requirements: Intelligence 115, Wisdom 115.

Gender: Male. Female druids do not exist.

Race: Humans may be druids, though some elves worship the Druidic pantheon as well.

Disposition: All druids are neutral regarding ethics and morality, seeking a balance of all forces as may be found in nature.

Sociality: Few druids were originally peasants. Most are middle or upper class.

Religion: Druids believe that they are descendants of a supreme being. Druids do not solely worship one deity, but a collection of deities that all function together as nature. Many druids, of course, have their favorite deity in this pantheon, but all are given respect. Druidic religion usually centers around a grove of stones arranged to represent things such as a calendar, a deity worshipped, or a constellation.

Skills: Agriculture +5, Anatomy +5, Animal Handling +10, Appraise +5, Constellations +5, Cosmos (General Planes) +10, Direction Sense +5, Herbalism +10, History Culture +5, History Legends +5, History Local +5, History Military +5, may read and write as many languages as intelligence allows, Fundamental Math +10, 1 Musical Instrument, Animals (nature) +10, Beasts (nature) +10, Birds (nature) +10, Fish (nature) +10, Geography (nature) +10, Humanoids (nature) +10, Minerals (nature) +10, Myconology (nature) +10, Plants (nature) +10, Trees (nature) +10, Persuasion +5, Philosophy +5, Religion Cultural +15, Riding +5, Complex Ritual +10, Symbology +5, Toxicology +5, Tracking +5, 1 Specific Weapon, Weather Prediction +10, and Wilderness Lore +10.

Equipment: Druids usually restrict themselves to wearing a robe and typically carry a ceremonial dagger and an ornate quarterstaff. In general, druids shun possessions which are not found in nature.

Advancement Points: Druids gain AP with each successful act that promotes a balance, though not just any act, but any act which was difficult, dangerous, or life-threatening. Points may be gained in three ways: with successful skill checks of the skills listed above, successful attacks in life-threatening combat, and the successful casting of a spell. Respectively, points gained equal half of the adjusted

number that passed the skill check, half of the damage done to a foe in combat, and half of the MP used when casting a spell.

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Sage

Scholars who actively seek out knowledge or conduct their research in the field are sages. Oftentimes, aged or experienced sages maintain shops in town which supply ingredients for spells and other arcane items and knowledge. Sages are older than other beginning adventurers of their race, as studying takes many years before cogent proficiency may be declared and supported. Therefore, all sages add 10 years, except for elven sages who add 20, to their age due to study. Due to the time invested, a character must become a sage at first level, or the character will age as above while not adventuring, but studying to become a sage.

Life Points: All sages receive d6 life points per level beyond the first level.

Ability Requirements: Intelligence 120, Drive 115.

Gender: Nearly always male.

Race: Each available race has sages, though

humans have the largest proportion of them, followed by elves.

Disposition: Sages may be of any disposition, but most often are ethical and neutral regarding morality.

Sociality: It is rare to find a sage who grew up as a peasant. Most often, they have had an educated and privileged life that has nurtured their scholarly interests. When employed, sages usually earn at least 1 sp per question answered. If research must be conducted, fees of one or more gold per day are common.

Religion: Sages may have a religion, but most do not and pursue their studies full-time.

Skills: Anatomy +5, Appraise +10, Architecture +5, Bookbinding +5, Cartography +5, Chemistry +5, Constellations +5, Cosmos General Planes +5, Etiquette +5, Glassblowing +5, Heraldry +5, Herbalism +5, History Culture +5, History Legends +5, History Local +10, History Military +5, Law +5, may read and write as many languages as intelligence allows, Logic +10, Fundamental Math +15, Algebra (math) +10, Geometry (math) +5, Music Theory +10, Music Counterpoint +5, 1 Musical Instrument +5, Animals (nature) +5, Beasts (nature) +5, Birds (nature) +5, Fish (nature) +5, Geography (nature) +5, Humanoids (nature) +5, Minerals (nature) +5, Myconology (nature) +5, Plants (nature) +5, Trees (nature) +5, Paper-making +5, Philosophy +10, Cultural Religion +5, Remember Detail +5, Library Research +20, Complex Ritual +10, Symbology +5, and Toxicology +10. Also, 1st level sages gain an additional 200 skill points to distribute in academic skills.

Equipment: It is almost unheard of for sages to adventure while donning armor and wielding weapons. Instead, they usually hire rangers, priests, mercenaries, or mages to assist or protect them while they seek their knowledge.

Advancement Points: Sages gain AP by conducting research. Points gained equal the adjusted number that passes a skill check for any skill listed above, provided that skill is successfully used and is crucial to conducting research. The research may not be for whim, for a genuine attempt for knowledge that is useful academically. A sage must train to advance a level.

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Seductress

Typically, young and single women are referred to as wenches, while promiscuous ones are known as tramps. Further, a woman practicing infidelity is called an adulteress, fornicatress, hussy, jade, loose woman, mistress, slut, or a strumpet. Technically, all attractive women who prefer to use their Charisma for their own advancement are seductresses. Local women who simply desire money are instead known as bawds, cocottes, courtesans, fellatrices, floozies, harlots, hookers, hustlers, prostitutes, slatterns, tarts, trollops, whores, or working girls. However, if they willingly adventure for gain, which is rare, they are known instead as seductresses.

Life Points: All seductresses receive d6 life points per level beyond the first level.

Ability Requirements: Bodily Attractiveness 115, Charisma 110.

Gender: Nearly always female.

Race: Most often human, though all races have seductresses.

Disposition: Seductresses are not ethical or moral, but may be any other disposition.

Sociality: Seductresses come from every social class.

Religion: Usually, seductresses have no religion or religious preference, though some worship deities that specifically promote whoring.

Skills: Dance +5, Persuasion +5, Seduction + 10, and Sexual Adeptness +10.

Equipment: Most seductresses wear skimpy and revealing clothing, sometimes none at all, and often prefer a single small weapon such as a dagger or stiletto, often strapped to their leg or hidden in their cleavage.

Advancement Points: Seductresses gain AP with every successful seduction. Points gained depend on the Charisma of the individual seduced. If the subject's Charisma is less than that of the seductress, then she gains AP equal to the adjusted number that passed the Seduction skill check. If the subject's Charisma is equal to or exceeds that of the seductress, then she gains twice the adjusted number that passed the Seduction skill check. Regarding AP, one person may only be seduced once; further seductions may be fun, but the seductress earns no AP from repeated seductions.

Thief

Thieves are popular both in cities and in the wilderness, a constant threat to any society. In general, thieves tend toward unethical dispositions, though some spies or assassins may be very loyal. There are four classes of thief from which to select your occupation, including the Assassin, Bandit, Pick Pocket, Spy, and Thug.

Life Points: All thieves receive d8 life points per level beyond the first level.

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Assassin

For anyone to hire the expensive services of an assassin, they must have a reputation as above average in requisite abilities, otherwise any drunk could be hired in a bar. Instead, assassins are thieves, but they are professionals.

Assassins often develop a favored method of assassination, something of which becomes peculiar to their personal touch or style. For some assassins, a ritual is performed with the cadaver of the victim, such as removing their eyes from their sockets and stuffing them up the victim's nose. For other assassins, they focus on one strict manner of murder, specializing in it beyond all others. For example, throat-slitting with a chosen weapon is a specialized method of murder. Usually, personal style is explored as they practice killing people and become familiar with the occupation.

Upon advancing an occupational level, all assassins must declare their personal style: either a ritual or a specialized means of murder. Rituals tend to enhance the popularity of an assassin, which usually brings higher wages. A specialized murderous method increases the likelihood of instantly killing the intended victim when the method is employed successfully. The player must announce the specialized murderous method to the MM; popular choices include throat-slitting, eye-gouging, strangulation, hitting the temple of the head, and stabbing into the armpit so the lungs fill with blood and the victim dies within a minute, drowning from their own blood.

If a character specializes in a specific technique of murder, then everything about this method consumes them; it becomes the goal of their life to master this technique, and it is studied and considered, if not practiced, at every waking opportunity. Specializing in a murderous method, with practice, allows an assassin to instantly kill an opponent regardless of their Life Points upon rolling high enough on their attack roll after they have declared that they are using their specialized murderous technique. Perfect application of the murderous technique and the instant death of the victim is a Memorable Murder.

Initially, achieving a Memorable Murder only occurs on a 100 when an attack is made, provided

that the specialized murderous technique is attempted. If a Memorable Murder results, then the victim instantly dies, regardless of Life Points; the assassin used the murderous technique flawlessly. In later years, assassins are likely to reflect on these murders, forgetting the rest, except for Memorable Mistakes (see below). As occupational level increases, the odds of this Memorable Murder increase exponentially, as is listed on the following table:

Memorable Murder	
<u>Level of Assassin</u>	<u>Natural Attack Roll Needed</u>
2-5	100
6-8	99
9	96
10+	92

There may be instances when this is unreasonable and the MM may rule that Memorable Murder does not happen. For example, if an assassin is specialized in strangulation and attacks an adult dragon. No matter how perfected the choking technique becomes, a dragon's neck is simply too big for it to be done effectively by a humanoid.

The counterpart of a Memorable Murder, however, is a Memorable Mistake. The likelihood of making a Memorable Mistake while an assassin employs their specialized murderous technique decreases as the assassin increases in occupational level; the higher the level of the assassin, the lower the likelihood of a Memorable Mistake. A Memorable Mistake is distinctly different from a Fumble (see *Chap. 10: Combat*). A Memorable Mistake may not have the physical consequences of a Fumble, though at higher levels they both only occur together. A Memorable Mistake is literally a mistake made when attempting to employ the specialized murderous technique. This mistake may not have combat consequences, but it certainly affects the assassin, since the assassin specializes in the chosen technique and therefore invests so much in it. For every attack roll made after the player declares that their assassin will attempt their murderous technique, results that constitute a Memorable Mistake are listed below:

Memorable Mistake	
<u>Level of Assassin</u>	<u>Natural Attack Roll</u>
2-5	08
6-8	04
9	02
10+	01

For every Memorable Mistake that occurs, the assassin must pass a Common Sense check at TH 20 or acquire a Random Mental Illness (see *Chap. 5: Mind*).

Upon attaining third level as an assassin, and assuming all assassinations have happened within the same town, the average person bumped into on the street will have heard (20% of the time) of the style of murder becoming problematic. This chance increases by 5% per level gained beyond third, though no higher than 90% may be obtained.

Ability Requirements: Physical Fitness 105, Hand-Eye Coordination 110, Agility 110, Reaction Speed 105, Drive 105, and Intuition 105.

Gender: It is rare to find female assassins, though female seductresses have been known to work as assassins due to their viciousness.

Race: While all races available to characters have the potential to become assassins, beyond compare humans are the most common, though anakim and half-orcs are popular assassins.

Disposition: Assassins tend to be ethical and are most often immoral.

Sociality: Assassins may emerge from any social class, though those from the upper class have more resources. Fees vary depending on the job.

Religion: More often than not, assassins are not religious.

Skills: Aim +5, Disguise +5, Hide +5, Silence +5, Toxicology +10, and 1 Specific Weapon.

Equipment: Assassins always restrict themselves to light armors such as leather. Favored weapons of assassins tend to be the garrote, dagger, stiletto, and any bow.

Advancement Points: Assassins gain AP by successfully killing someone for whom they have been hired to kill. Points gained equal the target's Life Points multiplied by the equivalent of the agreed-upon wages in silver pieces. An assassin must train to advance a level.

Artwork Here

Bandit

Also called highwaymen, bandits reside in rural areas, usually violently ambushing and robbing those who travel through the wrong place at the wrong time.

Ability Requirements: Bandits exist of all abilities.

Gender: Male bandits are more common than female bandits.

Race: While all races available to characters have the potential to become bandits, beyond compare humans, half-orcs, and anakim are the most common.

Disposition: Typically, bandits are unethical and tend toward immorality.

Sociality: Bandits are most often peasants or lower class, and this is why they need to rob you.

Religion: More often than not, bandits are not religious.

Skills: Aim +5, Hide +5, Silence +5, Tracking +10, and 2 Specific Weapons.

Equipment: Bandits prefer light armor so that they may ambush others, react quickly, and be able to move quickly. Bandits prefer bows, usually have cheap weapons, but depending on the circumstance, use whatever is most appropriate.

Advancement Points: Bandits gain AP by ambushing and robbing people. For every silver piece stolen in such a way, bandits gain one AP. For every successful attack in an ambush, bandits gain AP equal to half of the amount of damage dealt.

Artwork Here

Pick Pocket

Urban bandits, pick pockets most often make a habit of bumping into people amidst a crowd, stealing their goods, and running to safety. Usually, pick pockets are non-violent, though aggressive ones are not uncommon either.

Ability Requirements: Successful Pick Pockets (ones that are not already imprisoned) have Hand-Eye Coordination 110 and Agility 105.

Gender: Male and female pick pockets are equally likely, men for their daring, women for their greed.

Race: While all races available to characters have the potential to become pick pockets, beyond compare humans and hobbits are the most common.

Disposition: Typically, pick pockets are unethical and most are not moral.

Sociality: Pick pockets are most often peasants or lower class, and is why they need to rob you.

Religion: More often than not, pick pockets are not religious.

Skills: Appraise +5, Hide +10, Pick Pocket +20, Silence +5, Sprint +10, and Touch +10.

Equipment: Most pick pockets do not wear armor at all, preferring to blend into a crowd. Few have weapons, but if armed, it is most likely a dagger.

Advancement Points: Pick pockets gain AP by successfully picking someone's pocket. Points gained equal the adjusted number that passed a skill check for the Pick Pockets skill. Further, one AP is gained for the equivalent of each silver piece pilfered.

Artwork Here

Spy

For anyone to hire the expensive services of a spy, the spy must have a reputation as above average in requisite abilities, otherwise any drunk could be hired in a bar. Instead, spies *are* thieves, but they are professionals.

Ability Requirements: Physical Fitness 105, Drive 105, and Intuition 110.

Gender: Male spies are common, though female spies are everywhere.

Race: While all races available to characters have the potential to become spies, beyond compare humans are the most common.

Disposition: Spies tend to be ethical and are usually indifferent to morality.

Sociality: Spies may emerge from any social class, though those from the upper class have more resources. Depending on the job, spies earn at least 1 gp per day.

Religion: More often than not, spies are not religious.

Skills: Disguise +5, Forgery +5, Hide +5, Read Lips +10, Remember Detail +10, Sight +10, Silence +5, Sound +5, and 1 Specific Weapon.

Equipment: Spies prefer weapons which may be hidden, though they rarely intend to use them.

Advancement Points: Spies gain AP by successfully spying as hired by an employer. Points gained equal half of the adjusted number concerning a successful skill check with a skill listed above for spies, and half of the damage done to an opponent in combat. AP are not gained for skills or combats irrelevant to the specific task of spying, as hired by an employer. A spy must train to advance.

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Thug

Urban terrors, thugs seem willing to bash anyone over the head to get what they want, or often just for a chuckle. Having no respect for anyone, they willingly assault those who oppose. Often, the better thugs are hired by wealthy locals to rough up or intimidate people for a purpose, and thugs are all too happy to oblige for little pay.

Ability Requirements: Strength 115 and Agility 110.

Gender: Female thugs are very rare.

Race: While all races available to characters have the potential to become thugs, beyond compare humans, half-orcs, and anakim are the most common.

Disposition: Typically, thugs are both unethical and immoral.

Sociality: Spiteful by nature, thugs are most often peasants or lower class and enjoy harming others for no reason but the thrill. When employed as bodyguards or to intimidate, thugs typically earn 1 sp per day.

Religion: Religious thugs are very rare.

Skills: Brawling +10, Hide+5, Intimidation +10, and 1 Specific Weapon.

Equipment: Thugs rarely wear armor heavier than leather, and prefer small weaponry, especially weapons that are easily concealable and easily available, such as daggers, bottles, crowbars, rocks, tools, etc.

Advancement Points: Thugs gain AP for damaging others. Points gained equal the damage dealt when hired by an employer, though if the person attacked is innocent, doesn't deserve it, or didn't ask for it, the thug gains AP equal to half of the damage dealt. Further, for each successful skill check of Intimidation, thugs gain AP equal to half of the adjusted number that passed the skill check. AP are only gained from these skill checks once per intimidated person.

Warrior

Warriors are the most common, and perhaps necessary, adventurers. Without the bravado of warriors, combat would be exceedingly difficult for other occupations. Five different classes of warriors exist, each with different advantages and disadvantages. The typical warrior, compared to other occupations, is not restricted regarding arms and armor, and is the deadliest foe at close quarters.

Life Points: All warriors receive d10 life points per level beyond the first level.

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Crusader

The most disciplined, educated, and professional class of warrior, the crusader is a warrior driven by religious conviction. Often called a paladin or cavalier, chances are equally likely that characters will encounter an immoral or unethical crusader who worships a deity of the Underworld.

Ability Requirements: For the church or religion of a character to declare the character to be a crusader, many rigorous rituals and trials must be performed. Crusaders must have: Physical Fitness 110, Strength 115, Rhetoric 105, Hand-Eye 100, Agility 105, and Drive 110.

Gender: It is rare to find female crusaders, though this depends on the religion.

Race: While all races available to characters have the potential to become crusaders, beyond compare humans are the most common.

Disposition: As it is possible to find crusaders for nearly each religion, it is possible to find crusaders of each disposition.

Sociality: Crusaders tend to come from upper class backgrounds.

Religion: Nearly every religion has its crusaders, its religious warriors.

Skills: Cartography +5, Mounted Archery +5, Specific Religion +10, Riding +5, and 2 Specific Weapons of their choice.

Equipment: The deity of a crusader may have a preferred weapon. If not, crusaders may use any weapon, but usually horseman's battle axes, flails, maces, war hammers, and swords are the favored weapons. Crusaders are usually wearing at least medium armor, and often platemail.

Advancement Points: Crusaders gain AP by damaging opponents only while pursuing a religious cause. Points gained equal the damage dealt.

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Gladiator

These warriors often receive little or no formal training, and are most likely prisoners who have fought their way to freedom. Though their training

is usually not formal, they often train themselves rigorously.

Due to the popularity of gladiatorial games, most cities and towns have coliseums, or at least some sort of arena. The largest coliseum entertains between fifty and eighty thousand spectators. Gladiatorial games are very diverse, and many coliseums have their own rules and favorite games. Before combat begins, it is customary that the combatants address the local ruler, saying “We about to die salute you!” Women of the audience are often aroused for gladiators, regardless of race and Charisma; most women desire the combatants sexually, simply for being gladiators.

Betting on gladiators is very common and a profitable trade. As a result, many gladiators become public celebrities. Due to their popularity, not all gladiatorial events end in death. Typically, when one combatant is clearly at the mercy of another, the victor looks to the ruler, if present, for a judgment. The judgment of the ruler is based on the crowd’s reaction. If the loser pleased the crowd by fighting with respectable effort and valor, then they are often spared. Otherwise, the victor is signaled to murder the loser.

As characters, it is assumed that the gladiator has survived numerous combats, thereby either having won or at least fighting with valor and winning the crowd’s approval. Of most importance to gladiators and those who bet on them is a record that exists for each gladiator as a tally of their wins and losses. Generally, the more wins and the less losses on their record, the more the public favors them. Characters must begin at first level as gladiators. If a character of another occupation decides to become a gladiator, they must forfeit their freedom and rights for five years. If they survive for five years, they will regain their freedom.

Upon gaining freedom, the gladiator partakes in a ceremony where the local ruler bestows upon the victorious gladiator a wooden sword. These wooden and strictly decorative swords are highly prized. If a character starts at first level as a gladiator that has just won their freedom, the character’s record of wins and losses must be determined. Roll percentile dice to determine the percent of wins. Next, randomly determine the num-

ber of combats in which the gladiator has participated. This differs from arena to arena, but most gladiators enter combat at least once a week. As a guide, roll d8 per month, which usually equates to 6d8 x10 to cover five years. So that the number of matches over a five-year period is not always divisible by 8, roll d6. If 1-3, add d8 to the total. If 4-6, subtract d8 from the total. Gladiator characters, since they have survived, start with three times the amount of starting wages for their Social Class, as listed in *Chapter 6: Sociality* due to their winnings.

Ability Requirements: None.

Gender: Occasionally, females have been known to fight for their lives in an arena. Males, however, are clearly the default gender for gladiators. Among human cultures, human male gladiators must be at least age 25 and females at least age 21. Other cultures may function equivalently, have no such rule, or function differently.

Race: All races may be imprisoned, and hence, are each likely to have members who have become gladiators, whether they wanted to or not.

Disposition: While all dispositions are possible, very few gladiators are ethical, since it is often their unethical or unlawful actions which have caused them to be imprisoned in the first place.

Sociality: The vast majority of gladiators are from the lower class, as are most criminals. However, the affluent have been known to volunteer to be gladiators.

Religion: Some gladiators worship gods of war or combat, though many pay no attention to religion at all.

Skills: Dismemberment +5, Impaling +5, Mangling +5, and 4 Specific Weapons.

Equipment: Gladiators receive their armor and weapons, if any, courtesy of the arena. No gladiator is ever given heavy armor, and only occasionally do they acquire medium armor. Nearly any melee weapon may be used by gladiators in the arena.

Advancement Points: Gladiators gain AP by damaging opponents while in an arena or a situation where they fight for money, freedom, or the amusement of the public. Points gained equal the damage dealt.

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Mercenary

Mercenaries are warriors with average training similar to that of a soldier, except they lack loyalty to anything but money and are predominantly unethical. A mercenary provides the services of a warrior to the highest bidder.

Ability Requirements: None. However, many mercenary companies have requirements for membership.

Gender: Very few females are mercenaries.

Race: While all races have the potentiality of members being mercenaries, ananim, half-orcs, and humans are the most popular races for this occupation.

Disposition: Due to their easily changed loyalty, or lack thereof, most mercenaries tend to be unethical.

Sociality: Most mercenaries are from the lower class of society. Across cultures, most introductory mercenaries earn 1 sp per day.

Religion: The majority of mercenaries are not religious, since their loyalties shift so much. Nonetheless, many mercenaries do worship gods of money, war, combat, victory, etc.

Skills: Blindfighting +5 and 3 Specific Weapons.

Equipment: Mercenaries prefer medium armor such as chainmaille, though they may use any weapon.

Advancement Points: Mercenaries gain AP by damaging opponents while in service to their employers, usually a military, as part of a battle or skirmish. Points gained equal the damage dealt.

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Militiaman

A member of the local militia receives minimal training and duties entail enforcing law and order for the local community.

Ability Requirements: Physical Fitness 100, Strength 110, and Agility 105.

Gender: It is rare to find female in the local militia.

Race: Every race available to characters has militiamen, though anakim are the least likely to hold this occupation.

Disposition: Since the duty of the militiaman is to uphold law and order, it is unlikely, though possible, to find an unethical militiaman.

Sociality: While most often militiamen are from the lower class, some come from a middle class background. Across cultures, most introductory militiamen earn 1 sp per day.

Religion: The best militiamen worship gods of justice, law, or order.

Skills: Blindfighting +5, Disarm +5, Law +5, and 1 Specific Weapon

Equipment: Most militia wear only light armor such as leather and carry clubs, though some use swords.

Advancement Points: Militiamen gain AP by maintaining the peace in their community. Points gained equal the number of Life Points of criminals that they have personally subdued or imprisoned, while in dangerous or life-threatening situations. Hence, no AP are awarded for scolding a thieving child. A militiaman must train to advance.

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Soldier

The most common class of warriors, soldiers are loyal to the military of their state and receive average training.

Ability Requirements: Most militaries demand that their soldiers meet certain criteria, such as Physical Fitness 105, Strength 110, Drive 105, Hand-Eye 100, and Agility 105.

Gender: It is rare to find female soldiers.

Race: While all races available to characters may be soldiers, it is rare to find an anakim with the loyalty of a soldier.

Disposition: Due to the loyalty required and often tested of a soldier, it is rare to find one which is unethical.

Sociality: Soldiers are most commonly from the lower class of society. Since the military offers reasonable and steady income, provided that all other things are equal, most soldiers are loyal. Across cultures, most introductory soldiers earn 1 sp per day.

Religion: Most often, soldiers worship gods of war, valor, strength, or victory.

Skills: 2 Specific Weapons

Equipment: Soldiers seek the heaviest armor available, though most wear chainmaille. As far as weapons, soldiers are trained in a variety of weapons, depending on their duty station and rank. By large numbers, most use a broad sword.

Advancement Points: Soldiers gain AP by damaging opponents while in service to their military as part of a battle or skirmish. Points gained equal the damage dealt. A soldier must train to advance.

Wizard

Generically speaking, a wizard is one who casts spells and is most often imagined to be wearing a robe. Two different classes of wizard are available: sorcerers and mages. Sorcerers and mages are often viewed and labeled by others for being immoral and casting black magic, or moral and casting white magic. White magicians are sometimes called Sons of Light. References to black magicians include Brothers of the Shadow, the Dark Brothers, Grey Brothers, and followers of the Left-Hand Path or the Path of Shadows.

Life Points: All wizards receive d6 life points per level beyond the first level.

Magic Points: Wizards begin with 38 + d20 MP and recover a number of points per hour equal to twice their current level. For example, a 3rd level wizard recovers 6 MP per hour. As wizards advance in occupational level, they gain an additional 38 + d20 MP. MP's are explained in *Chap. 11: Magic*.

Likelihood of Advancing in Spell Level

	Spell Level	2	3	4	5	6	7	8	9	10
Character Level										
1		5%	1%	-	-	-	-	-	-	-
2		40%	5%	-	-	-	-	-	-	-
3		55%	32%	5%	-	-	-	-	-	-
4		70%	47%	25%	5%	-	-	-	-	-
5		85%	61%	37%	19%	4%	-	-	-	-
6		100%	74%	50%	30%	14%	3%	-	-	-
7		-	87%	63%	42%	25%	10%	1%	-	-
8		-	100%	75%	53%	36%	20%	7%	1%	-
9		-	-	88%	65%	47%	30%	24%	5%	1%
10		-	-	100%	76%	57%	40%	32%	20%	4%
11		-	-	-	88%	68%	50%	41%	28%	23%
12		-	-	-	100%	79%	60%	49%	36%	31%
13		-	-	-	-	90%	70%	58%	44%	39%
14		-	-	-	-	100%	80%	66%	52%	47%
15		-	-	-	-	-	90%	75%	60%	55%
16		-	-	-	-	-	100%	83%	68%	63%
17		-	-	-	-	-	-	92%	76%	71%
18		-	-	-	-	-	-	100%	84%	79%
19		-	-	-	-	-	-	-	92%	87%
20		-	-	-	-	-	-	-	100%	95%

As wizards advance in level, they must roll on the table above to determine if they have learned enough about magic to attempt more complicated spells -- spells of a higher spell level. If the advancing wizard fails the roll by rolling higher than the listed percentage, then the wizard must wait until they advance another occupational level before attempting to increase their spell level. Note that it is possible for a first level wizard to know spells higher than those from the first spell level.

Sorcerer

Magic was either first discovered by accident or it was introduced by a deity. In either case, the first to dabble with magic did so by trial and error and have been known as sorcerers ever since. Discovering that they have a natural and innate ability to use magic, sorcerers believe they are gifted above all others. Those around them and who do not have this gift, however, usually shun the sorcerer, and in some cultures, kill or banish them, calling them warlocks or witches depending on the gender of the sorcerer or sorceress. When valued by others, sorcerers are sometimes called prophets. Some female prophets assist druids. An ancient name for a sorcerer is pharmakeutes. Having no need of grimoires or rigid training, most sorcerers withdraw from society to explore and practice their magic through self-exploration. It is not uncommon for sorcerers to gather into groups, known as covens. Sorcerers are dabblers, and for this reason cast only chaos magic (see *Chap. 11: Magic*). Most sorcerers practice black magic.

Roll d8 to determine the number of disciplines to which a beginning sorcerer has access. Next, roll (2d6-1) and consult the list of disciplines presented below:

Roll	Discipline	Roll	Discipline
1	Annihilation	7	Prognostication
2	Convocation	8	Reformation
3	Deterioration	9	Restoration
4	Domination	10	Supportation
5	Eradication	11	Universal
6	Hallucination		

This roll randomly determines a discipline from which the sorcerer is able to cast, and must be rolled a number of times equal to the number of disciplines to which they have access; reroll any repetitious numbers.

A sorcerer begins knowing d10 spells, which they may choose from their available disciplines. Upon advancing an occupational level, sorcerers gain

d6 spells, also chosen from their available disciplines.

Ability Requirements: Discovering and casting spells as a sorcerer have requirements which vary depending on the level of the spell (not the caster). If any requirement is not met, the sorcerer is unable to cast spells of that spell level.

Spell Level	Drive	Intuition	Reflection
1	110	100	105
2	115	105	110
3	120	110	115
4	125	115	120
5	130	120	125
6	135	125	130
7	140	130	135
8	145	135	140
9	150	140	145
10	155	145	150

Gender: It is equally likely that males and females discover sorcerous ability.

Race: Dwarves and hobbits are virtually never sorcerers, while elves, half-orcs, humans, and anakim tend toward sorcery.

Disposition: Since others typically don't respond well to sorcerers, most sorcerers are unethical and tend toward immorality.

Sociality: As sorcerers are not well-received by most societies, they tend to hide their powers and conduct magic privately. It is common for jealous wives to consult a witch. Though laws are common in societies against sorcery, they are not always enforced, but usually provide drastic punishment.

Religion: Sorcerers tend to worship deities concerned with self-indulgence and shameless acts.

Skills: Divination (Astrology) +5, Combat Spellcasting +5, General Planes of the Cosmos +5, and Constellations +5.

Equipment: Sorcerers tend to shun armor and most weapons. Often, sorcerers carry a dagger or a quarterstaff.

Advancement Points: Sorcerers gain AP by casting spells, though not for trivial reasons. To gain points, the casting of a spell must be done while in danger, life-threatening conditions, or as a means to an important purpose. Points gained equal the number of MP expended.

Mage

A scholar who studies magic through reading arcane texts, grimoires, and applying formulas and intricate ritualistic elements is a mage. Though sorcerers throughout history experimented haphazardly with their innate powers, scholars have recently had success with attempts to standardize magic so that anyone capable of reading ancient tomes and practicing precise rituals may also use magic. More specifically, mages use ceremonial magic (see *Chap. 11: Magic*). Due to the inherent rigor and necessary intelligence, mages are exceedingly rare, though unlike sorcerers, mages are often respected.

Unlike sorcerers or priests, mages are able to learn and cast spells from each of the ten disciplines of magic. Other spellcasters are limited regarding the disciplines. Mages may only use ceremonial magic.

Mages may opt to specialize in one of the ten disciplines of magic (see *Chap. 11: Magic*). Specialist mages call themselves magisters. A magister gains an additional 10% likelihood of advancing in spell level. However, they forfeit the ability to learn and cast any spells from the discipline opposite to their chosen specialty. For example, a magister of domination forfeits the ability to learn and cast any reformation spells or magic. The most ancient name for a mage is a magus, or magi in its plural form.

The number of spells known by a mage upon completing their initial training is equal to their Intelligence ability divided by ten and truncated. For example, if a given mage has an Intelligence of 128, then they begin with 12 spells. Future spells are acquired by learning. A spell cannot be learned if it is never encountered. Once encountered, it may be studied, and hopefully learned. To see if a given spell is learned, consult the table below:

Caster Level	Spell Level	1	2	3	4	5	6	7	8	9	10
1		70%	-	-	-	-	-	-	-	-	-
2		75%	70%	-	-	-	-	-	-	-	-
3		80%	75%	70%	-	-	-	-	-	-	-
4		85%	80%	75%	70%	-	-	-	-	-	-
5		90%	85%	80%	75%	70%	-	-	-	-	-
6		95%	90%	85%	80%	75%	70%	-	-	-	-
7		96%	95%	90%	85%	80%	75%	70%	-	-	-
8		97%	96%	95%	90%	85%	80%	75%	70%	-	-
9		98%	97%	96%	95%	90%	85%	80%	75%	70%	-
10		99%	98%	97%	96%	95%	90%	85%	80%	75%	70%

Note that the skill modifier for the Intelligence ability affects the roll on the table above for the chance to learn a new spell. Therefore, the more intelligent the mage, the easier it is to learn spells.

By tradition among mages, their working magical library which usually consists of their spellbook is to remain with their bodies even after death. In this way, it is hoped that magical knowledge will be provided for use in the afterlife.

Ability Requirements: Learning and casting spells as a mage have requirements which vary depending on the level of the spell (not the caster). If any requirement is not met, the mage is unable to cast spells of that spell level.

Spell Level	Language	Math	Analytic	Drive	Reflection
1	110	105	100	105	100
2	115	110	105	110	105
3	120	115	110	115	110
4	125	120	115	120	115
5	130	125	120	125	120
6	135	130	125	130	125
7	140	135	130	135	130
8	145	140	135	140	135
9	150	145	140	145	140
10	155	150	145	150	145

Gender: Males are far more likely than females to select the mathematic, analytic, and formulaic study of magic.

Race: Dwarven culture openly shuns spellcasting and spellcasters, while elves embrace magic. Humans are also likely to be mages, while hobbits tend to avoid the occupation. Few anakim study magic.

Disposition: Due to the discipline required to master magic, most mages are ethical, though neutral regarding morality.

Sociality: Except in dwarven society, mages are usually respected, though they are also reclusive. When employed, mages typically earn 4 sp per level per day.

Religion: Mages are equally likely to worship a deity or ignore the gods for their studies.

Skills: Bookbinding +5, Library Research

+5, Spellcasting Familiarity +5, and Symbology +5.

Equipment: Mages tend to shun armor and most weapons. Oftentimes, mages carry a dagger or a quarterstaff. The most important piece of equipment to a mage is their spellbook.

Advancement Points: Mages gain AP by casting spells, though not for trivial reasons. To gain points, the casting of a spell must be done while in dangerous, life-threatening conditions, or as a means to an important purpose. Points gained equal the number of MP expended. A mage must train to advance a level.

Training

Before certain characters can receive the benefits of advancing a level, they must properly train. The occupations that require training include: acrobat, assassin, spy, sage, militia, soldier, and mage. The table below shows the amount of training required per level:

Occupation	Training/Level
Acrobat	1 week
Militiaman	2 weeks
Soldier	2 weeks
Assassin	3 weeks
Spy	3 weeks
Mage	4 weeks
Sage	5 weeks

Below are listed the reasons each need to train to advance a level:

Acrobat: Learning new feats. An acrobat must train with an acrobat higher in occupational level.

Militiaman: Learn more about surrounding areas, fences, contacts, local people, restraining techniques, the law. As they advance, they may increase rank and are often transferred to better beats. In urban centers, most 1st level militiamen get assigned to the slums. A Militiaman must train with other militia, usually local.

Soldier: Learn more about other nearby armies, killing techniques, weapons maneuvers and weapon tricks, battle tactics, etc. A soldier must receive their training through the military in which

they are part. More general information on military training is available in *Chapter 18: Warfare*.

Assassin: Learn better killing techniques and better methods to get close to a victim unnoticed. An assassin must train with an assassin higher in occupational level.

Spy: Learn how to move unseen, infiltrate foreign or unfamiliar places. A spy must train with a spy higher in occupational level.

Mage: Study new magical techniques and learn new spells. A mage must train with a mage higher in occupational level and the trainer must know the spells that the trainee learns.

Sage: Study new academic area or, more likely, learn more in their main area of interest. Sages often seek out other sages or scholars in their field, though depending on the area of interest, they may study alone.

General Occupations

Below is a list of occupations not meant for characters or adventurers. Instead, this supplemental list is meant for elaboration within the setting of the game for role-playing purposes. At the age of ten, most commoners begin to learn a trade. However, if a character desires to abandon the intended occupations and instead selects a general occupation, they may negotiate terms for AP with the MM. If a random non-adventuring occupation must be determined, roll (d100 + d20 -1), rerolling results higher than 114, and consult the occupational list below:

1. Animal Conditioner/Handler: This profession specializes in either training or subduing either domesticated or wild animals. Daily wages are typically 7 cp.

2. Appraiser: This profession specializes in appraising gems and precious metals, not magical items. Daily wages are typically 1 sp.

3. Armorer: This profession demands skill that is more technical than that of blacksmiths. These smiths specialize in the manufacture of armors such as chainmaille and platemail. Daily wages are typically 12 cp.

4. Artist: This profession is usually freelance, consisting of those who prefer to sculpt, paint, etc. Daily wages are typically 5 cp.

5. Baker: This profession specializes in baking bread, creating various edible products. Daily wages are typically 7 cp.

6. Barber: This profession specializes in cutting and styling hair. In some cultures, hairstyles are very important and a sign of affluence. Daily wages are typically 8 cp.

7. Barrister: This profession consists of council that is allowed to plead for a defendant in a trial. Not all cultures allow barristers, and many people despise them since it is not possible for them to be objective regarding the law. Daily fees (wages) are typically 5 sp, though this depends on the crime.

8. Beggar: Arguably not a profession, beggars literally beg passersby for food and money. Daily, most beggars tend to receive 2 cp.

9. Blacksmith: This profession specializes in the shaping of metal. For more information, see the Blacksmith skill in *Chapter 8: Skills*. Daily wages are typically 5 cp.

10. Bladesmith: This profession is a specialized caste of weaponsmiths that shape and forge blades. Daily wages are typically 1 sp.

11. Bookbinder: This profession specializes in binding books. For more information, see the Bookbinding skill in *Chapter 8: Skills*. Daily wages are typically 8 cp.

12. Bowyer: This profession specializes in crafting archery bows. Daily wages are typically 7 cp.

13. Brazier: This profession specializes in shaping brass. Daily wages are typically 5 cp.

14. Brewer: This profession specializes in brewing alcohol. Daily wages are typically 1 sp.

15. Brickmaker: This profession specializes in making bricks, which are blocks of clay. Bricks may be dried in the sun, but are often baked in a kiln. In some cultures, city and palace walls are made of bricks. Daily wages are typically 4 cp.

16. Brotheler: This profession specializes in the business of prostitution, namely gathering and training whores. Brothels are popular and profitable far and wide. Daily wages for the pimp are typically 5 cp per prostitute (see Whore).

17. Butcher: This profession specializes in cutting and preparing meat. Daily wages are typically 9 cp.

18. Cabinetmaker: This profession specializes in building and decorating cabinets. Typically, only nobles have cabinets of any kind. Daily wages are typically 1 sp.

19. Carpenter: This profession specializes in woodworking. Daily wages are typically 7 cp.

20. Carter/Teamster: This profession specializes in driving carts. Daily wages are typically 4 cp.

21. Cartwright: This profession specializes in building carts. Daily wages are typically 6 cp.

22. Carver: This profession specializes in carving figures and designs into wood, metal, and stone. Daily wages are typically 1 sp.

23. Chandler: This profession specializes in making candles and soaps. Daily wages are typically 6 cp.

24. Charioteer: This profession specializes in either building or driving chariots. Daily wages are typically 8 cp.

25. Collier: This profession specializes in producing charcoal by burning wood in a beehive kiln. Daily wages are typically 4 cp.

26. Cheesemaker: This profession specializes in making cheese. Daily wages are typically 6 cp.

27. Clerk: This profession consists of educated assistants that perform clerical duties for churches and governments. Daily wages are typically 5 sp.

28. Clockmaker: This profession manufactures clocks. Simple methods of observing or recording the passage of time include measuring shadows such as with sundials or obelisks, or with hourglasses. However, mechanical timepieces exist as well, known as horologiums. These clocks utilize 500 lb. weights that drop a distance of 32 feet beneath bells in towers. The clock-face consists of a dial with only a single hand which indicates the nearest quarter hour. Daily wages are typically 2 sp.

29. Cobbler: This profession specializes in the manufacture of shoes and footwear. Daily wages are typically 1 sp.

30. Cook: This profession specializes in the

preparation of food. Daily wages are typically 5 cp.

31. Cooper: This profession specializes in the manufacture and repair of wooden casks or tubs. Daily wages are typically 5 cp.

32. Coppersmith: This profession specializes in working with copper. Daily wages are typically 8 cp.

33. Cutler: This profession specializes in knives. Daily wages are typically 7 cp.

34. Dancer: This profession and pastime is concerned with bodily movement, usually to music. Daily wages are typically 5 cp.

35. Distiller: This profession specializes in distilling alcohol. Daily wages are typically 1 sp.

36. Draper: This profession specializes in cloth. Daily wages are typically 5 cp.

37. Dyer: This profession specializes in dyes. Daily wages are typically 6 cp.

38. Engraver: This profession specializes in engraving. Daily wages are typically 8 cp.

39. Enameler: This profession is specialized with enamel, often used artistically. Daily wages are typically 6 cp.

40. Farmer: This profession specializes in growing and harvesting edible plants. Daily wages are typically 1 sp.

41. Fisherman: This profession specializes in removing fish from bodies of water. Daily wages are typically 1 sp.

42. Fishmonger: This profession deals in selling and distributing fish and products derived from fish. Daily wages are typically 2 sp.

43. Fletcher: This profession specializes in the manufacture of arrows. Daily wages are typically 6 cp.

44. Forester: This profession specializes in the clearing of forests and the production of lumber. Daily wages are typically 9 cp.

45. Fuller: This profession specializes in working with wool. Daily wages are typically 5 cp.

46. Furrier: This profession specializes in furs. Daily wages are typically 8 cp.

47. Gardener: This profession specializes in the cultivation of gardens. Daily wages are typically 4 cp.

48. Gemcutter: This profession specializes in cutting, polishing, and finishing gems. Daily wages

are typically 5 sp.

49. Gilder: This profession specializes in overlaying gold onto objects. Daily wages are typically 5 sp.

50. Girdler: This profession specializes in making girdles, such as belts, sashes, etc. Daily wages are typically 13 cp.

51. Glassblower/Glazier: This profession specializes in making and shaping glass. Daily wages are typically 14 cp.

52. Glover: This profession specializes in manufacturing gloves. Daily wages are typically 8 cp.

53. Goldsmith: This profession specializes in working with and shaping gold. Daily wages are typically 5 sp.

54. Grocer: This profession specializes in dealing staple foods. Daily wages are typically 5 cp.

55. Groom: This profession specializes in attending to the cleaning of an animal, such as a horse. Daily wages are typically 4 cp.

56. Hatter: This profession specializes in manufacturing hats. Daily wages are typically 6 cp.

57. Healer: This profession specializes in methods conducive to healing, such as how to administer proper bedrest, bandages, etc. Daily wages are typically 6 sp.

58. Herbalist: This profession specializes in herbs - their uses and properties. Daily wages are typically 4 sp.

59. Hewer: This profession specializes in digging. Daily wages are typically 4 cp.

60. Hosier: This profession specializes in knitted products. Daily wages are typically 4 cp.

61. Hunter: This profession specializes in hunting animals. Daily wages are typically 6 cp.

62. Inkmaker: This profession specializes in the manufacture of ink. Daily wages are typically 16 cp.

63. Hosteler/Innkeeper: This profession specializes in housing and entertaining guests. Daily wages are typically 2 sp.

64. Interpreter: This profession specializes in translating one language into another for others. Daily wages are typically 6 sp.

65. Ironmonger: This profession specializes in selling and distributing iron products. Daily

wages are typically 12 cp.

66. Jeweler: This profession specializes in jewelry. Daily wages are typically 25 cp.

67. Juggler: This profession specializes in juggling objects for the entertainment of others. Daily wages are typically 4 cp.

68. Knacker: This profession specializes in making harnesses. Daily wages are typically 18 cp.

69. Laborer: This profession specializes in providing physical labor. Daily wages are typically 4 cp.

70. Laundress: This female profession specializes in cleaning clothes. Daily wages are typically 4 cp.

71. Locksmith: This profession specializes in manufacturing locks. Daily wages are typically 16 cp.

72. Marbler: This profession specializes in working with marble. Daily wages are typically 18 cp.

73. Mason: This profession specializes in working with stone. Daily wages are typically 13 cp.

74. Messenger: This profession specializes in the delivery of messages. Daily wages are typically 5 cp.

75. Miner: This profession specializes in mining ores from the earth. Daily wages are typically 7 cp.

76. Minter: This profession specializes in minting currency, usually in the form of coins or bars of precious metals. Daily wages are typically 27 cp.

77. Miller: This profession specializes in the milling of grain. Daily wages are typically 9 cp.

78. Money-Lender: This profession specializes in the lending of money with the understanding that interest will accrue or favors must be done or owed. Daily wages vary depending on the market and the gullibility of the client.

79. Mountaineer: This profession specializes in climbing and traversing mountains. Daily wages are typically 3 sp.

80. Musician/Minstrel: This profession specializes in performing music. Daily wages are typically 4 cp.

81. Navigator: This profession specializes in naval navigation via the stars. Daily wages are

typically 3 sp.

82. Papermaker: This profession specializes in making paper. Daily wages are typically 2 sp.

83. Pawnshopman: This profession specializes in the business of pawning valuables, trinkets, and possessions. Daily wages are typically 6 cp.

84. Perfumer: This profession specializes in perfumes. Daily wages are typically 14 cp.

85. Pewterer: This profession specializes in working with pewter. Daily wages are typically 16 cp.

86. Potter: This profession specializes in making pottery. Daily wages are typically 8 cp.

87. Poulterer: This profession specializes in poultry. Daily wages are typically 6 cp.

88. Public Executioner: Also called a carnifex, this profession specializes in murdering those convicted of crimes. Popular methods include beheading, crucifying, and hanging. Daily wages are 8 cp.

89. Pursemaker: This profession specializes in making purses. Daily wages are typically 16 cp.

90. Ropemaker: This profession specializes in making rope. Daily wages are typically 9 cp.

91. Saddler: This profession specializes in making saddles. Daily wages are typically 1 sp.

92. Sailor: This profession specializes in sailing waterborne vessels. Daily wages are typically 5 cp.

93. Sailmaker: This profession specializes in making sails for waterborne vessels. Daily wages are typically 11 cp.

94. Scribe: This profession specializes in copying written works. Daily wages are typically 5 sp.

95. Sheather: This profession specializes in making sheathes. Daily wages are typically 2 sp.

96. Shepherd: This profession specializes in shepherding flocks. Daily wages are typically 4 cp.

97. Shipwright: This profession specializes in building waterborne vessels. Daily wages are typically 1 gp.

98. Silversmith: This profession specializes in working with silver. Daily wages are typically 1 sp.

99. Skinner: This profession specializes in skinning. Daily wages are typically 6 cp.

100. Slave: Oftentimes, slaves do not earn currency, but are given enough food to remain alive. If they are paid, they earn less than 4 cp per day. Slaves may be purchased in *Chapter 9: Equipment*.

101. Soapmaker: This profession specializes in making soap. Daily wages are typically 6 cp.

102. Stabler: This profession specializes in the stabling of horses. Daily wages are typically 5 cp.

103. Swineherder: This profession specializes in herding swine. Daily wages are typically 5 cp.

104. Tailor: This profession specializes in the fitting of clothing. Daily wages are typically 8 cp.

105. Tanner: This profession specializes in tanning leather. Daily wages are typically 7 cp.

106. Thatcher: This profession specializes in roofing. Daily wages are typically 8 cp.

107. Tilemaker: This profession specializes in making ceramic tiles. Daily wages are typically 1 sp.

108. Tinker: This profession specializes in kitchen utensils. Daily wages are typically 6 cp.

109. Trapper: This profession specializes in trapping animals. Daily wages are typically 9 cp.

110. Undertaker: This profession specializes in digging graves and burying corpses. Daily wages are typically 5 cp.

111. Vintner: This profession specializes in selling wine. Daily wages are typically 8 cp.

112. Wainwright: This profession specializes in making wagons. Daily wages are typically 1 sp.

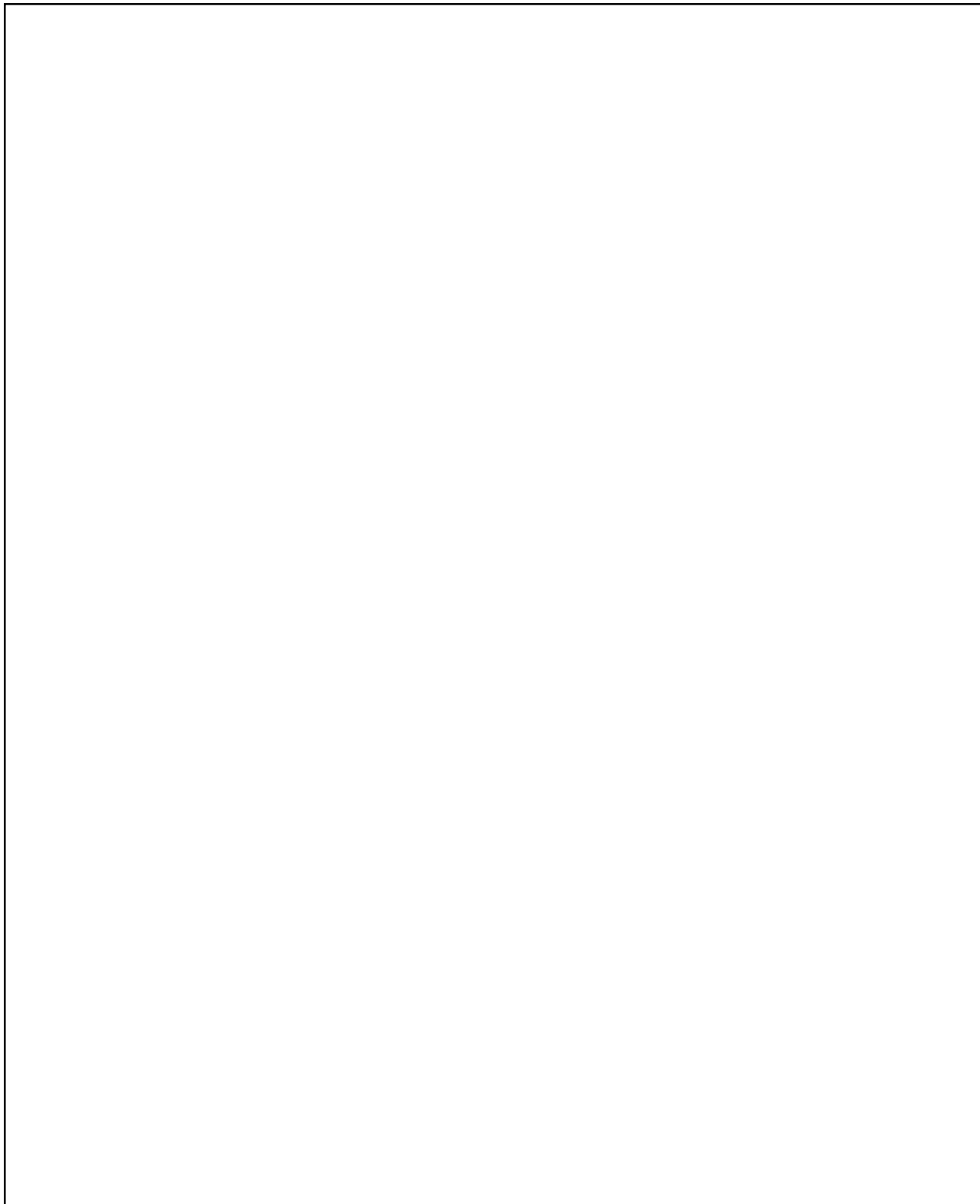
113. Weaponsmith: This profession specializes in making weapons. Daily wages are typically 14 cp.

114. Weaver/Embroiderer: This profession specializes in weaving and embroidery. Daily wages are typically 12 cp.

115. Wheelwright: This profession specializes in making wheels. Daily wages are typically 9 cp.

116. Whore: This female profession specializes in charging fees from men and relieving them of their coital urges and needs. Whores are also

called prostitutes. Daily wages for whores vary considerably. Most of the variance is accounted for by the whore's Bodily Attractiveness, Facial Charisma, her Seduction skill, and Sexual Adeptness. The majority of whores earn around 4 cp per day, though some earn considerably more.



Chapter 8: Skills

Different from abilities, skills are options that the character may use during the game. Many skills may be attempted by all characters, regardless of their abilities and occupation. Other skills, however, may only be attempted by those who have trained in them, have a sufficient ability score, or belong to a particular occupation.

For instance, the sub-ability of Language indicates how many languages it is possible for a character to learn, delimited only by Intelligence. Though the character in question may be highly intelligent and able to learn many languages, they may have never had the opportunity or the desire to fully explore this intellectual resource, so they only know one language, though they could learn more in the future.

Most skills may be attempted by all characters, though some have prerequisites. For example, any character is capable of attempting to seduce someone, even if they are not a seductress by occupation and their sub-ability scores are low in Bodily Attractiveness, as well as Facial, Vocal, Kinetic, or Rhetorical Charisma. Granted, chances may be slim if these sub-abilities are low, but any character may always at least *attempt* Seduction. A prerequisite may exist, which may be either a minimum ability or sub-ability score, or it may be another skill altogether that must be known prior to learning the skill currently desired.

Many skills have a Learning Curve (LC), which is a modifier to Skill Checks when skills must be learned in order to be performed without penalty. This number is subtracted from Skill Checks while the skill is being learned. This number, however, is not always a constant, but often varies according to each skill. However, all skills in which characters invest the maximum of five Skill Points (see below) upon creating the character may ignore LC's. For example, if a character has high Strength and Spatial sub-abilities, they are likely to be talented at the Blacksmithing skill. However, if the player did not invest five Skill Points in Blacksmithing when the character was created, then whenever they first attempt Blacksmithing, there will be a Learning Curve, and the skill description must be observed to understand how it applies to Blacksmithing.

Some skills utilize more than one ability or sub-ability. In these cases, average them and drop the remainder. For example, the skill Blindfighting utilizes Intuition, Agility, and Reaction Speed. If a character has sub-ability scores of 102 for Intuition, 92 for Agility, and 116 for Reaction Speed, observe that the Skill Modifiers are respectively 0, -9, and +15, which produces an average of +2 $([-9 + 0 + 15]/3)$. Therefore, when this particular character uses a base Blindfighting skill, a bonus of 2 applies to the Skill Check.

In addition to these bases, however, each character starts with a number of skill points depending on race, which may be dispersed among the skills most useful to them. No more than 5 points may be allotted to each skill. Again, if 5 points are allotted to a skill when the character is created, then no Learning Curve applies to that skill. So, to continue with the example above, if the character is human, they add 5 points to their formerly adjusted base of +2, now having an adjustment of +7 whenever using the Blindfighting skill.

Skill Points

<u>Race</u>	<u>Starting Points</u>	<u>Points per Level</u>
Anakim	d100 + 75	d100 + 50
Dwarf	2d100 + 100	d100
Elf	2d100 + 150	d100
Half-Orc	d100 - 10	d100 - 20
Hobbit	d100 + 50	d100
Human	d100	d100 + 25

At the time of character creation, additional points may be distributed to skills depending on occupation (see *Chap. 7: Occupations*) and race (see *Chap. 2: Gender and Race*). Additionally, from the table above, characters may invest a maximum of five points in each skill.

Each time a character advances in level, points are gained and may be distributed only to skills used previously or skills in which the character negotiates training fees. From the points gained by advancing in level, characters may invest a maximum of five points in each skill.

Finally, when the MM calls for a Skill Check, the player rolls percentile dice and figures in the appropriate modifiers, informing the MM of the result. This result must be higher than the TH (Threshold), which only the MM knows. If the player's result exceeds the TH, then the character has passed the Skill Check; otherwise, the character has failed it.

Next is an overview of the skills. The following tables list the skill, any abilities or sub-abilities which are relevant to the skill, a Learning Curve, and any prerequisites for the skill.

Following the overview, each skill is described in detail:

SKILLS			
Skill	(Sub-)Ability(ies)	LC	Prerequisite
Acting, Drama	Intelligence, Charisma	-	-
Agriculture	Common Sense	-	-
Aim	Hand-Eye Coordination, Vision	20	-
Ambidexterity	Hand-Eye Coordination	-	Hand-Eye score of 145
Anatomy	Intelligence	-	-
Animal Conditioning	Drive, Intuition	-	Animal Handling +10
Animal Handling	Intuition	-	-
Appraise	Analytic	-	-
Architecture	Math, Spatial	80	-
Armor, General Type	-	-	-
Armor, Specific	-	-	-
Armorsmithing	Spatial	50	Blacksmithing +30
Balance	Agility	-	-
Basketweaving	Common Sense	-	-
Blacksmithing	Strength, Spatial	-	-
Blindfighting	Intuition, Agility, Reaction Speed	-	-
Bookbinding	Common Sense	-	-
Brawling	Strength, Agility	-	-
Bowyer	Spatial	-	-
Brewing	Common Sense	-	-
Carpentry	Spatial	-	-
Cartography	Spatial	-	-
Charioteering	Dexterity	-	Riding +15
Chemistry	Math, Analytic, and Intuition	-	see skill description
Cheesemaking	Common Sense	-	-
Climb	Phys. Fitness, Strength, Agility	-	-
Cobbling	Common Sense	-	-
Comedy, Buffoonery	Charisma	-	-
Comedy, Physical	Charisma, Agility	-	-
Comedy, Pun	Charisma	-	-
Constellations	Reflection, Spatial, Vision	-	-
Cooking	Common Sense	-	-
Cosmos, General Planes	Intelligence	-	-
Cosmos, Specific Plane	Intelligence	-	-
Dance	Charisma, Agility	-	-
Direction Sense	Intuition	-	-
Disarm	Hand-Eye Coordination, Agility	-	-
Disguise	Charisma, Common Sense	-	-
Dismemberment	Strength, Agility	-	-
Divination, Alectromancy	Intuition, Common Sense	-	-
Divination, Anthropomancy	Intuition	-	-
Divination, Astrology	Intelligence	-	-
Divination, Austromancy	Intuition	-	-
Divination, Axinomancy	Intuition	-	-
Divination, Ceraunoscopy	Intuition	-	-
Divination, Chiromancy	Intuition	-	-
Divination, Cleromancy	Intuition	-	-
Divination, Crystalomancy	Intuition	-	-
Divination, Gyromancy	Intuition	-	-
Divination, Hydromancy	Intuition	-	-
Divination, Lithomancy	Intuition	-	-
Divination, Lunomancy	Intuition	-	-
Divination, Necromancy	Intuition	-	-

SKILLS (continued)			
Skill	(Sub-)Ability(ies)	LC	Prerequisite
Divination, Numerology	Intuition, Math	-	-
Divination, Pyromancy	Intuition	-	-
Divination, Scatomancy	Intuition	-	-
Divination, Stichomancy	Intuition	-	-
Divination, Urimancy	Intuition	-	-
Divination, Xenomancy	Intuition	-	-
Etiquette	Intuition, Comn Sense, Reflection	-	-
Fishing	Common Sense	-	Nature, Fish +2
Fletching	Spatial	-	-
Forgery	Hand-Eye Coordination, Language	-	-
Gambling	Math, Common Sense	-	-
Gemcutting	Spatial	30	-
Genealogy	Common Sense	-	-
Glassblowing	Spatial	30	-
Heraldry	Common Sense	-	-
Herbalism	Intelligence	-	Nature, Plants +5
Hide	Agility, Common Sense	-	-
History, Cultural	Intelligence	-	-
History, Legendary	Intelligence	-	-
History, Local	Intelligence	-	-
History, Military	Intelligence	-	-
Hunting	Hand-Eye Coordination, Vision	-	Silence +2
Hurl	Strength, Agility, Vision	-	-
Impaling	Strength, Agility	-	-
Intimidation	Physique, Charisma	-	-
Juggling	Hand-Eye Coordination, Agility	20	-
Jump	Physical Fitness	-	-
Law	Intelligence	-	-
Language, Read/Write	Language	90	-
Language, Speak	Language	80	-
Locksmithing	Spatial	-	-
Lock-picking	Hand-Eye Coordination	-	-
Logic	Analytic	-	-
Mangling	Strength, Agility	-	-
Math, Algebra	Math	-	Math, Fundamental +20
Math, Geometry	Math	-	Math, Fundamental +30
Math, Fundamental	Math	-	-
Milking	Common Sense	-	-
Mining	Common Sense	-	-
Mountaineering	Physical Fitness, Strength, Agility	-	Climb +20
Mounted Archery	Hand-Eye Coordination, Agility	-	Riding +20
Music, Counterpoint	Math, Analytic	-	Music, Theory +20
Music, Theory	Math	-	-
Musical Instrument	Hand-Eye Coordination, Spatial	80	-
Nature, Animals	Intelligence	-	-
Nature, Beasts	Intelligence	-	-
Nature, Birds	Intelligence	-	-
Nature, Fish	Intelligence	-	-
Nature, Geography	Intelligence	-	-
Nature, Humanoids	Intelligence	-	-
Nature, Minerals	Intelligence	-	-
Nature, Mycology	Intelligence	-	-

SKILLS (continued)			
Skill	(Sub-)Ability(ies)	LC	Prerequisite
Nature, Plants	Intelligence	-	-
Nature, Trees	Intelligence	-	-
Painting	Hand-Eye Coordination, Spatial	30	-
Papermaking	Spatial	-	-
Persuasion	Charisma	-	-
Philosophy	Intelligence	-	Logic +2
Pick Pocket	Hand-Eye Coordination	-	-
Pottery	Common Sense	-	-
Read Lips	Intuition	-	-
Religion, Cultural	Intelligence	-	-
Religion, Specific	Intelligence	-	-
Remember Detail	Reflection	-	-
Research, Library	Intelligence	-	-
Riding	Agility	-	-
Ritual, Complex	Hand-Eye Coord., Intelligence	-	-
Rope Use	Hand-Eye Coordination	-	-
Sailing	Intelligence, Vision	20	-
Sculpture	Hand-Eye Coordination, Intuition	30	-
Search	Intuition, Common Sense	-	-
Seduction	Bodily Attractiveness, Charisma	-	-
Sexual Adeptness	Bodily Attract., Facial, Kinetic	-	-
Shipwright	Spatial	30	-
Sight	Vision	-	-
Silence	Agility, Common Sense	-	-
Sound	Health	-	-
Spellcasting, Combat	Drive	-	-
Spellcasting, Familiarity	Intelligence	-	-
Sprint	Physical Fitness	-	-
Stonemasonry	Strength, Spatial	-	-
Storytelling	Charisma	-	-
Swim	Physical Fitness, Strength	-	-
Symbology	Intelligence	-	-
Tanning (leather, hides)	Common Sense	20	-
Taste	Intuition	-	-
Touch	Intuition	-	-
Toxicology	Intelligence	-	Nature, Plants +5
Tracking	Intelligence	-	Wilderness Lore +4
Trapping	Common Sense	-	Nature, Animals +2
Trickery	Charisma	-	-
Tumble	Agility	-	-
Ventriloquism	Intelligence, Enunciation	-	-
Weapon, General Type	Strength, Agility	30	-
Weapon, Specific	Strength, Agility	20	-
Weapon Trick	Hand-Eye Coordination	-	-
Weaponsmithing	Spatial	40	Blacksmithing +15
Weapon Mastery	Strength	-	Skill w/ weapon
Weather Prediction	Common Sense, Reflection	-	-
Weaving	Common Sense	Y	-
Wilderness Lore	Intelligence	-	-
Wrestling	Strength, Agility	-	-

Each of the skills listed in the table above are detailed below alphabetically.

Acting, Drama

For convincing others of the sincerity of your actions, this skill is not to be confused with trickery or disguise. If your character needs to convincingly portray an emotional state, personality characteristics, lie, imitate another's mannerisms, or similarly act inconsistently with their true nature or state, then a check must be made for this ability.

Check: The actor's Skill Modifiers for Intelligence and Charisma must be averaged and applied to a percentile roll. One successful check convinces one person for one hour. While only the MM will know the TH for the given situation, following are some factors and guidelines:

Factors of Dramatic Acting
Emotional state
Temperament characteristics
Imitate another's mannerisms or gestures
Imitate another's speech (tone, pitch, inflection, accent, etc.)

<u>TH</u>	<u>Example</u>
30	Successful portrayal of one factor
60	Successful portrayal of two factors
80	Successful portrayal of three factors
95	Successful portrayal of four factors

Artwork Here

Agriculture

This skill is concerned with agricultural basics, such as planting, plowing, harvesting, irrigation, knowledge of pastures and livestock, and farming in general.

Check: Following are some guidelines for TH:

<u>TH</u>	<u>Example</u>
5	Successfully plants and grows weeds in fertile soil
10	Successfully farms most crops in rich soil
25	Successfully farms most crops in moderate soil
40	Successfully shepherds most flocks (TH 30 if assisted by canine)
70	Successfully farms most crops in poor soil
99	Successfully farms crops that need moisture in extremely dry soil

Artwork Here

Aim

This skill applies individually to different projectile missile weapons. Note that this skill is distinct from the Hurling skill; Aim is only concerned with projectile weapons such as bows, crossbows, slings, or any weapon which projects the missile for the wielder. For each missile weapon in which five points have been invested, a weapon may be used in combat without penalty.

LC: Every distanced combat in which this missile weapon is used, though no more than one combat per day, lessens the LC by 5.

Check: A skill check with a missile weapon generally means that it is being projected at an opponent. For those who have never before used this missile weapon in combat or trained with it, there is a penalty of -20 on the Skill Check. Characters with near-sighted Vision (see *Chap. 3: Body*) suffer penalties to Aim Skill Checks. The TH is the opponent's CA (Current Armor), though each weapon has modifiers to hit certain types of armors and must be included in the roll. Further, every two Skill Points invested or accumulated with a missile weapon beyond the first 5 will improve the Skill Check by 1.

Ambidexterity

This rare skill must be purchased initially upon character creation, or it may never be acquired in the future. To possess the skill of Ambidexterity means that the character is not left-handed or right-handed, but able to use both hands equally. Most often, this skill is applied to weapons, so that a weapon may be swung in both hands and the number of melee attacks is effectively doubled. Obviously, this may only be done with weapons that do not require the use of two hands, and the wielder of two weapons may not use a shield or even a buckler.

Check: While five Skill Points must be invested in the beginning to be able to have and use this skill, there is no Skill Check.

Anatomy

The study of the structure and innards of humanoids and other creatures may yield interesting information. To test one's knowledge of Anatomy, a skill check must be made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. The result indicates the accuracy of the information concerning the portion of the body. Consult the table below:

TH	Example
5	The character can identify dismembered limbs and major body parts.
25	The character can identify bones
50	The character correctly identifies large internal organs, but misunderstands the function of the organ.
70	The character correctly identifies large internal organs, such as intestines, the heart, etc., but does not know their functions.
80	The character correctly identifies large internal organs, such as intestines, the heart, etc., as well as their functions
90	The character correctly identifies small internal organs, but misunderstands the function of the organ.
95	The character correctly identifies small internal organs, but does not know the function of the small internal organ.
99	The character correctly identifies small internal organs such as a spleen, as well as its function.

Animal Conditioning

Each attempt at teaching an animal a trick or command requires an Animal Conditioning Skill Check. Before an animal may be taught a trick, an Animal Handling Skill Check (which is also a prerequisite) must be made.

Check: Roll percentile dice and apply the average of the skill modifiers for the sub-abilities of Drive and Intuition. Consult the tables below:

TH	Successful provided Animal has:
5	115 Intelligence
25	70 Intelligence
50	30 Intelligence
75	25 Intelligence
90	20 Intelligence
99	10 Intelligence

The check is made only once and is either successful or unsuccessful. If unsuccessful, for some reason that particular animal cannot learn it from that particular trainer, though someone else may try.

All conditioning attempts require time, usually an hour a day consistently, and require a number of days equal to $[(100 - \text{Intelligence})/5]$.

Animal Handling

Sometimes it is necessary or helpful to tame or subdue an animal, especially wildlife. An Animal Handling Skill Check tells you how successful you are in subduing an animal.

Check: Roll percentile dice and apply the modifier from the sub-ability Intuition. Consult the table below:

TH	Example
50	Subdues an enraged domesticated cat
60	Subdues an enraged domesticated dog
70	Subdues an enraged domesticated horse
80	Subdues a wild and enraged dog
90	Subdues a wild and enraged horse
95	Subdues a wild and enraged wolf
99	Subdues an enraged raccoon

Appraise

The skill to Appraise a precious stone, usually a gem or jewel, is valued in nearly every humanoid community. To estimate the value of a precious stone, a skill check must be passed.

Check: Roll percentile dice and apply the modifier from the sub-ability of Analytic Intelligence. The result is the percent of accuracy of the appraisal. Dwarves, deep-elves, and other creatures familiar with precious stones receive a bonus of +20. If the appraisal of precious stones is the person's main livelihood, then they receive a +30 to the roll. The MM should consult the table below and determine the appraised value:

Roll	Result
01-05	Subtract 95% from the actual value
06-10	Add 90% to the actual value
11-15	Subtract 85% from the actual value
16-20	Add 80% to the actual value
21-25	Subtract 75% from the actual value
26-30	Add 70% to the actual value
31-35	Subtract 65% from the actual value
36-40	Add 60% to the actual value
41-45	Subtract 55% from the actual value
46-50	Add 50% to the actual value
51-55	Subtract 45% from the actual value
56-60	Add 40% to the actual value
61-65	Subtract 35% from the actual value
66-70	Add 30% to the actual value
71-75	Subtract 25% from the actual value
76-80	Add 20% to the actual value
81-85	Subtract 15% from the actual value
86-90	Add 10% to the actual value
91-95	Subtract 5% from the actual value
96-100	Report the actual value

Artwork Here

Architecture

Concerning the soundness and design of large objects, Architecture as a skill entails buildings, bridges, castles, and even siege engines.

LC: The LC lessens by 5 per month devoted to full-time study.

Check: A check may be made for two reasons, either to assess the stability of current Architecture or to design stable Architecture. Either way, the difficulty is identical. Below is a guideline for TH:

TH	Example
40	Minor Bridge (<50')
45	Cottage
50	Siege Engines
60	Medium Bridge (50'-99')
70	Temple
80	Keep
90	Major Bridge (100' +)
100	Castle

Armor, General Type

It is possible to be skilled in general types of armor, maximizing the effectiveness of the armor when it is worn. Three types exist: light, medium, and heavy. A person may become skilled in each of these three types. Light armor includes a gambeson, studded leather, and leather. Medium armors include brigandine, scalemail, chainmaille, and banded maille. Heavy armors are the various forms of platemail. Unlike other skills, this skill may not be continually increased with Skill Points and there is no skill check. Instead, once 5 Skill Points have been invested in this skill, it increases Current Armor by 1 whenever such armor is worn.

Armor, Specific

Not including shields and helms, a character may become skilled in each type of bodily armor available, provided they train with it (invest Skill Points). When points are initially invested in this skill, the specific type of armor must be stated and noted. For each 5 Skill Points invested, the Current Armor increases by 2 whenever the specified armor is worn. There is no skill check for this skill.

Armorsmithing

Crafting armor is not an easy task. As a matter of fact, an armorsmith must be an accomplished blacksmith. Before any armor may be crafted, the character must have access to the necessary tools, including a forge. When armors must be closely fitted to a person, the requisite skill of the armorsmith must increase considerably.

LC: For each weapon that the character has never before crafted, the LC is 50. Each time a weapon is made successfully, the LC improves by 5.

Check: Each armor crafted requires a Skill Check. The TH varies depending on the type of armor. Any engraving or other conditions will likely increase the TH. Consult the table below:

TH	Non-magical Example
5	Steel buckler
7	Steel round shield
10	Bronze round shield
12	Steel heater shield
15	Brigandine
30	Scalemail
40	Banded maille
50	Chainmaille, 4-in-1
60	Chainmaille, 6-in-1
90	Platemail
99	Ceremonial platemail

Balance

Balance is stability based upon an even distribution of weight. Whenever Balance is debatable, a Balance Skill Check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Agility. Intoxication and other unhealthy states may negatively affect a character's Balance. Consult the table below:

TH	Example
5	From lying down, the character is unable to Balance themselves and sit up
10	Character is able to stand upright on solid ground with good footing
25	Character is able to stand upright on a support that is 4" wide
50	Character is able to stand upright on a support that is 3" wide
75	Character is able to stand upright on a support that is 2" wide
90	Character is able to stand upright on a support that is 1" wide
99	Character is able to stand upright on nothing more than a suspended rope

Basketweaving

Basketweaving is the craft of making baskets, bags, mats, rugs, and other items through weaving. Necessary equipment is a knife, scissors, a fine needle, and fine tongs. A Basketweaving Skill Check is necessary whenever these products are made.

Check: Roll percentile dice and apply the modifier from Common Sense. Higher results correspond with higher quality weaving. The MM will determine the TH of each circumstance.

Artwork Here

Blacksmithing

A blacksmith is one who forges and shapes metal with an anvil and a hammer. Metals are heated in a forge and then hammered into the shape desired. The process of forging improves the structure of the metal. Forged metal is stronger and exhibits greater resistance to fatigue and impact. The forge consists of an open hearth made of firebrick. Coal is used to fuel the forge, and bellows are inserted to fan air as needed. Copper and tin are often combined in metalwork to form an alloy known as bronze. Similarly, lead and tin are combined to produce pewter, just as gold and silver are combined to produce electrum, and copper and zinc produce brass. Steel may be one of the most prominent alloys for most blacksmiths; it is an alloy of iron and carbon. Steel is made by heating wrought iron and charcoal in clay boxes for a period of several days so that the iron absorbs enough carbon to truly become steel. Broken or obsolete metal objects can be melted down and the substance reused. Whenever such metalworking is done, a Blacksmithing Skill Check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities Strength and Spatial Intelligence. Higher results correspond with better quality metalwork. The MM will determine the TH for each application.

Artwork Here

Blindfighting

Skill in fighting an unseen opponent is never easy. Anytime a character must fight blindly, a Blindfighting Skill Check is made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities Agility, Reaction Speed, and Intuition. This skill must be checked each round it applies. Consult the table below to determine what happens to the character's Current Armor and their Attack Adjustments for applicable skills (such as Aim, Brawling, Hurl, Specific Weapon, Wrestling, etc.):

TH	Current Armor	Attack Adjustment
5	Reduced to 10%	Impaired by -90
25	Reduced to 25%	Impaired by -60
50	Reduced to 50%	Impaired by -30
75	Reduced to 75%	Impaired by -15
90	Reduced to 90%	Impaired by -5
95	Unaffected	Unaffected

Bookbinding

Books, being costly and rare to begin with, are designed as follows. Strips of oak are covered in leather, often reinforced with metal and fastened together by clasps. Sometimes the leather is decorated with panels of gold, silver, or ivory, and often set with gems or enamel. The sheets of paper are each finely sewn together and glued to a backing of leather. Each time a book is bound, a Bookbinding Skill Check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Common Sense. Higher results correspond with higher quality Bookbinding. Low quality bookbinding is subject to fall apart with little wear.

Artwork Here

Bowyer

Crafting archery bows is a skill that must be checked with the making of every bow. The preferred wood for bows is yew.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with bows of better quality. Consult the table below:

TH	Result
5	These bows are unusable
10	These bows incur a penalty of -20 to Aim when used; they should be discarded
20	These bows incur a penalty of -10 to Aim when used; they should be discarded
99	These bows incur a bonus of +5 to Aim when used due to fine craftsmanship

Artwork Here

Brawling

A successful Brawling attack (of which, there may be 10 per round) does damage to an opponent. Brawling attacks include punches, kicks, elbows, and knees. Anything else (such as including chairs, pots or pans, etc.) constitutes the use of a Weapon skill. Roll d100 and consult the following table to determine the damage:

Outcome of Brawling Attack and Damage					
Roll	Action	Dmg	Roll	Action	Dmg
1	Open hand to cheek	1	48	Foot to stomach	2d6
2	Backhand to cheek	1-2	49	Foot to sternum	2d6
3	Fist to back	d4	50-59	Fist to temple	d12
4	Open hands to ears	d4	60-65	Knee to stomach	2d8
5-10	Fist to stomach	d4	66	Knee to sternum	2d8
11-13	Elbow to back	d6	67-69	Foot to knee	2d8
14-20	Fist to mouth	d6	70-74	Fist to groin	2d8
21-30	Fist to eye	d8	75-79	Elbow to nose	2d8
31-32	Elbow to teeth	2d4	80-81	Elbow to throat	3d6
33-42	Fist to nose	d10	82-84	Foot to groin	3d6
43	Fist to throat	d12	85-93	Knee to groin	3d6
44	Foot to chin	2d6	94-96	Elbow to temple	3d6
45-46	Foot to instep	2d6	97-99	Knee to face	3d6
47	Foot to mouth	2d6	100	Knee to a braced face	3d8

Artwork Here

Brewing

Alcohol is created by fermenting natural substances such as wheat, barley, grapes, or honey. Whenever alcohol is to be brewed, a Brewing Skill Check must be made.

Check: Roll percentile dice and apply the modifier from the sub-ability Common Sense. Higher results correspond with alcohol of better quality. Mead is made from fermented honey, and requires one year to ferment properly. Consult the table below regarding quality:

TH	Result
5	If possible, a disease or food poisoning will occur if large amounts are ingested.
25	It tastes terrible and smells, but the alcohol will take effect normally.
50	It tastes satisfactory and the alcohol will take effect normally.
75	It tastes pleasant and the alcohol will take effect normally.
90	The brewer receives repeated congratulations on fine brew.
99	The brewer becomes renowned far and wide for this fine brew.

Carpentry

The reshaping or refining of wood is a valued skill these days. Whenever wood is worked, a Carpentry Skill Check is made.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with better quality woodworking. The MM will determine the TH for each circumstance.

Artwork Here

Cartography

This skill relates to the ability to draw accurate maps of quality, as well as decipher or follow them. Whenever maps come into play, a Cartography Skill Check is made.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with better skill in Cartography. Note that literacy is not a requirement when relating a map to its surroundings, but literacy is required to draw a map, and certainly if there is any writing upon it. The MM will determine the TH for each circumstance.

Charioteering

The act of driving a chariot, usually in battle, is the skill of Charioteering. Whenever a chariot is driven under stressful conditions and the horses may be difficult to control, a Charioteering Skill Check must be made.

Check: Roll percentile dice and apply the modifier from Dexterity. Higher results correspond to higher quality chariot driving. The MM will determine the TH of each circumstance.

Chemistry

All matter is comprised of a particular combination of at least some of the following five elements: air, earth, fire, water, and ether. Chemistry is the science of systematically experimenting with combinations. Through combining substances, new substances may be made, such as acids, bases, gas, metals, and new toxins (poisons). However, Chemistry may also be dangerous and explosions may result depending on the whim of the MM and what is being created.

Prerequisites for Chemistry include: Library Research +10, Herbalism +5, Toxicology +5, Nature (Plants) + 5, Nature (Minerals) +5.

Check: Roll percentile dice and apply the average of the modifiers sub-abilities of Intuition, Math, and Analytic Intelligence. The higher the roll, the more likely is success. If the result is 03 or less, than an injury determined by the MM occurs to the chemist.

Cheesemaking

Cheesemaking is the process of producing cheese. Whenever a character attempts to make cheese, a Cheesemaking Skill Check is required.

Cheese is made from milk, though the milk of different domesticated herbivores may be used to make different kinds of cheese. Milk must be coagulated or curdled, so that it forms curds, which are milky white lumps, and whey, a thin liquid. If left alone, milk curdles naturally; it sours and forms into an acid curd. Some cheeses are made from the curds, the others from whey. Next, cheeses undergo a ripening process, which varies between two weeks and seven years. Finally, it is common to add spices. The rinds are treated during the ripening process, sometimes with wax to preserve them. Oftentimes, the rinds are salted.

Check: Roll percentile dice and apply the modifier from the sub-ability of Common Sense. Higher results correspond with higher quality cheese.

Artwork Here

Climb

Climbing is the action of attempting to physically raise oneself regarding elevation. Whenever a character attempts to Climb, a Climb Skill Check is made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Physical Fitness, Strength, and Agility. Higher results correspond with better success at climbing. Characters that are fully encumbered are unable to Climb.

Next, the ease of the surface to Climb must be considered. If the surface permits sufficient footholds and handholds, then no penalty applies. If the surface resembles the difficulty of climbing a tree with thick bark, then the character incurs a penalty of -25. If the surface is basically smooth, the character incurs a penalty of -75. If the surface is smooth and oily, the character incurs a -95 penalty.

Light armor incurs a -5 penalty, while medium armor incurs a -15 penalty, and heavy armor incurs a -30 penalty.

Climbing up a rope yields a bonus of +5. Climbing up a rope while wearing gloves gives a bonus of +15. If the rope has periodic knots, then a +2 bonus is incurred.

Consult the table below to determine whether or not the character may Climb as well as their rate, and the likelihood of them falling per minute. Note that their chance of falling may be eliminated if they are assisted.

TH	Fastest Speed Possible	Falling Chance/Minute
<25	Unable to Climb	
25	1% of Sprint speed	32%
50	5% of Sprint speed	16%
75	10% of Sprint speed	8%
90	15% of Sprint speed	4%
95	20% of Sprint speed	2%
99	25% of Sprint speed	1%

Artwork Here

Cobbling

A cobbler is a maker of shoes and other footwear. Whenever crafting footwear is attempted, a Cobbling Skill Check is made.

Check: Roll percentile dice and apply the modifier from Common Sense. Higher results correspond with better quality footwear. On the table below, the column *Duration* assumes that the footwear is worn daily and subjected to normal wear and tear for the duration listed. Consult the table below to see how long the footwear will last before being inoperable:

TH	Duration
5	1 day
25	1 month
50	6 months
75	1 year
90	5 years
99	10 years

Comedy, Buffoonery

Buffoonery is coarse, loutish behavior. This type of comedy is often offensive to others, but many find it extremely amusing as well. Whenever buffoonery is attempted, a Buffoonery Comedy Skill Check is made.

Check: Roll percentile dice and apply the modifier from Charisma.

TH	Example
25	Anger is evoked
30	No apparent effect
40	A chuckle occurs, light amusement
50	The pun went over well, merriment and laughter ensue
80	The pun makes you the life of the party, so to speak
99	Whoever hears the pun wants to be your friend or experiences a great increase in attraction to you

Comedy, Physical

Physical Comedy consists of humorous actions. Whenever actions are performed and they are intended to be humorous, a Physical Comedy Skill Check is made. Unintended humorous actions are not a result of skill, but luck or happenstance.

Check: Roll percentile dice and apply the average of the modifiers from Charisma and Agility.

TH	Example
5	The performer injures themselves and others nearby. The MM determines what is appropriate
10	The performer injures others nearby. The MM determines what is appropriate
15	The performer injures themselves. The MM determines what is appropriate
25	No apparent effect
50	A chuckle occurs, light amusement
75	The Physical Comedy went over well, merriment and laughter ensue
90	The Physical Comedy makes you the life of the party, so to speak
99	Whoever sees the Physical Comedy wants to be your friend or experiences a great increase in attraction to you

Artwork Here

Comedy, Pun

A pun is a play on words and a demonstration of wit. In this skill, pun is used with comedic effect. Whenever a pun is attempted in hopes of being funny, a Pun Comedy Skill Check may be made.

Check: Roll percentile dice and apply the modifier from Charisma. Higher results correspond with a better effect from the pun. The effect of a pun can vary considerably. Consider the table below:

<u>TH</u>	<u>Example</u>
5	Anger is evoked
25	No apparent effect
50	A chuckle occurs, light amusement
75	The pun went over well, merriment and laughter ensue
90	The pun makes you the life of the party, so to speak
100	Whoever hears the pun wants to be your friend or experiences a great increase in attraction to you

Constellations

Whenever the constellations need to be identified in the night sky or their trajectories discussed, a Constellations Skill Check is made. This skill is not to be confused with the skill of Divination (Astrology), though they are often used together.

Check: Roll percentile dice and apply the average of the modifiers from Vision and the sub-abilities of Reflection and Spatial Intelligence. Higher results correspond with better accuracy about the Constellations. The MM will determine the TH for each specific check.

Artwork Here

Cooking

Those skilled at preparing food are good at Cooking. Whenever food is being prepared, a Cooking Skill Check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Common Sense. Higher results correspond to better cooking.

<u>TH</u>	<u>Example</u>
5	Poor cooking, resulting in a disease or food poisoning if applicable, such as botulism.
25	Poor cooking. The meal is either (01-50%) undercooked or (51-100%) overcooked. In either case, it tastes terrible.
50	Normal cooking, nothing noteworthy.
75	Good cooking. The meal is just right and it is pleasing.
90	Excellent cooking. The cook is thanked repeatedly and the meal is recommended throughout the community.
99	Surpassing cooking. The cook is thanked repeatedly and the meal is recommended throughout the land.

Artwork Here

Cosmos, General Planes

This skill deals with natural facts of the planes of the cosmos in general. Usually, this entails information concerning popular locales, geography, prominent figures or deities and how the universe is structured. Whenever information or knowledge such as that listed above is required, a General Planes Skill Check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a +5 bonus to the General Planes Skill Check. Usually, humanoids do not formally study the General Planes, though select occupations may, such as priests, sages, and wizards.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding the General Planes. The MM must decide the TH depending on the circumstances.

Cosmos, Specific Plane

This skill deals with natural facts of a specific plane of existence, such as Hell. Usually, this entails information concerning popular locations, such as the Tower of Dis, geography, prominent figures or deities, etc. Whenever information or knowledge such as that listed above is required, a Specific Plane Skill Check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a +5 bonus to the Specific Plane Skill Check. Similarly, every adventure to the plane where a good duration is spent also bestows a +5 bonus. Usually, humanoids do not formally study a Specific Plane, though select occupations may, such as priests, sages, and wizards.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding a Specific Plane. The MM must decide the TH depending on the circumstances.

Dance

Dancing is a physical activity performed either alone or with others as a rhythmic or patterned succession of steps, usually to music. Dancing is often performed when a character is happy, partaking in a celebration or festival, or when desiring to mate.

Check: Roll percentile dice and apply the average of the modifiers from Charisma and Agility. Higher results correspond with a better dancing performance. Some dances are more difficult to perform than others, and these incur appropriate penalties. Otherwise, consult the table below:

TH	Performance
10	Observers laugh at your apparent ineptitude.
25	Your timing is poor and your movements are not fluid, and you stumble here and there, attracting slightly negative attention.
50	You dance like anyone else, nothing noteworthy or embarrassing.
75	You dance better than most, attracting slightly positive attention.
90	Others pause to take note of your exquisite performance.
99	Observers halt their activities, gathering around you due to your breathtaking performance.

Artwork Here

Direction Sense

The skill to sense a given direction, such as north, is valuable to sailors, rangers, and dungeoneers alike. Whenever a character attempts to sense a direction, a Direction Sense Skill Check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Intuition. If the character has suddenly appeared in an absolutely unfamiliar location, such as by means of a Teleport spell, then a -20 penalty is incurred.

TH	Example
----	---------

<50	The direction seems impossible to discern.
50-74	An incorrect direction is sensed. The MM must roll d8 to determine the direction, rerolling the die should the correct direction result. Let 1=N, 2=NE, 3=E, 4=SE, 5=S, 6=SW, 7=W, and 8=NW.
75	The correct direction is sensed.

Artwork Here

Disarm

When a character attempts to remove a weapon from a combative foe, a Disarm Skill Check is made.

Check: First, make an attack roll with whatever skill is appropriate (Brawling, Specific Weapon, etc.). If the attack succeeds, generally the opponent is not wounded. If the attack succeeds, then roll percentile dice and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Agility. While the results vary with the method and weapon used, consult the table below for a general attempt at resolution:

TH	Example
----	---------

<70	The weapon was hit as intended, but no damage was done to it or the opponent, and the weapon remains in their grasp.
70	The weapon is successfully dislodged from the opponent's grasp, falling at their feet.
80	The weapon is successfully dislodged from the opponent's grasp, falling to the ground several feet away. Assuming the disarmer is roughly human in strength, the distance is 2d4 feet for weapons heavier than 5 pounds, 3d6 for weapons weighing 5 pounds or lighter.
90	The weapon is successfully dislodged from the opponent's grasp, falling to the ground several feet away. Assuming the disarmer is roughly human in strength, the distance is 2d6 feet for weapons heavier than 5 pounds, 3d10 for weapons weighing 5 pounds or lighter.
95	See the above entry, but the disarmer also damages the opponent with the damage of their attack.
99	See the above entry, but the disarmer does crucial damage.

Disguise

The skill to furnish with a false appearance or assumed identity can be a dangerous skill. Disguise may be considered when performed on oneself, though others may help. This skill is often used in conjunction with Acting (Drama). Whenever a person is disguised, a Disguise Skill Check is made.

Check: Roll percentile dice and apply the average of the modifiers for Charisma and Common Sense. Higher results correspond with better disguises. For each other person who actively assists in establishing the disguise of a character, a bonus of +2 is incurred. For others to detect the disguise, they must make an Intuition sub-ability check which exceeds the Disguise Skill Check.

Dismemberment

This skill has no Skill Check, but instead the points invested in it contribute to the severity of the damage for hacking weapons on the crucial damage tables in *Chapter 10: Combat*.

Divination, Alectromancy

Also called alectryromancy, this method of divination is performed by drawing a circle on the ground and inscribing letters about the perimeter, or in the case of yes/no questions a 'yes' and a 'no'. Then a cock is placed inside the circle and the letters where the bird pecks are collected into sentences as answers. Sometimes, answers are derived from the direction the cock crows, or reciting letters of the alphabet, noting during which ones the cock crows.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Anthropomancy

The act of divining from the entrails of dead or dying men or women. Most often, these are sacrificial victims. Also called splanchnomancy and extispicy, anthropomancy is commonly outlawed among civilized cultures.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Astrology

This is the study of how events on earth correspond to the positions and movements of astronomical bodies, particularly the sun, moon, stars, and planets. Astrologers believe that the position of astronomical bodies at the exact moment of a person's birth and the subsequent movements of the bodies reflect that person's character, and therefore destiny. Astrologers create charts called horoscopes, which map the position of astronomical bodies. Every planet, including the sun and moon, are noted for their positions upon the character's birth.

Check: Roll percentile dice and apply the modifier from Intelligence. Higher results correspond with perceptions of better astrological accuracy. The MM will determine the TH according to each situation.

Divination, Austromancy

The act of divining by interpreting winds and cloud shapes is austromancy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Axinomancy

This act of divination is performed by placing an agate stone on a red-hot axe. Its motion is taken to indicate the identity of someone guilty of a crime. Other methods of prediction and answering questions are performed with an axe as well.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Ceraunoscopy

The act of divining thunder and lightning is ceraunoscopy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Chiromancy

Also called cheiromancy, palmistry, and palm reading, this is the act of divining from the creases, lines, and bumps on the palms and fingers. The hands reveal character and destiny to the seer, indicating factors such as longevity, general health, intelligence, love, money, etc.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Cleromancy

The act of divining by means of dice. Any small object may be substituted, such as pebbles, beans, or bones.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Crystalomancy

The act of divining from transparent bodies such as a crystal ball, polished quartz, precious stones (especially a beryl), or any transparent object. By gazing fixedly and deeply into a polished crystal ball the seer attempts to see what will happen in the future or somewhere else, and to seek answers to questions.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Gyromancy

This act of divining is accomplished by walking around a circle of letters until the diviner is too dizzy to continue or falls. The letters against which the diviner stumbles or the direction of the fall are supposed to spell out a prophetic message.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Hydromancy

The act of divining from water is hydromancy. One method is that the diviner uses a basin full of water, commands it to be activated by spirits, and it vibrates to a point where it boils and gives off meaningful sounds. Other techniques are to drop pebbles into bowls filled with water, fountains, or other bodies of water. The diviner reads from the color of the water on its surface as the water ripples.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Lithomancy

The act of divining the light reflected by precious or colored stones. The gemstones are usually placed on a black cloth for the reading.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Lunomancy

The act of divining from the shadows created by the moonlight on an individual's face. Before the divining, silver dust is spread on the diviner's hands as well as the subject's face.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Necromancy

The act of divining from communicating with the dead is necromancy. Necromancers are often accused of witchcraft and considered immoral for seeking forbidden knowledge from corpses or spirits.

This skill is distinct from magic, though some spells of the prognostication discipline are necromantic as well. It is popular to refer to necromancers as 'bone-conjurers.'

Though this is a skill and not a magical spell, ceremony usually accompanies the practice of necromancy. Necromancers usually don black robes and bear gifts for the dead, such as milk, honey, holy water, wine, and olive oil, along with a wreath.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Artwork Here

Divination, Numerology

The act of divining from numbers. Numerologists believe that the universe is mathematically constructed, and that all things can be expressed in numbers. Since all letters, words, names, birthdays, and so forth may be converted numerically and expressed in numbers, it is believed that a person's life, temperament, and destiny can be determined. Numerologists use the numbers 1-9 and 0, converting larger numbers into these by adding them together. For instance, the number 14 would be the number 5 to a numerologist ($1 + 4 = 5$). Certain numbers are not reduced, however; these are 11 and 22. Regarding alphabets, the following letters are transposed into the following numbers:

1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	

The above example formatted in English is formatted identically in other languages as well. Based on the information above, a word would be translated numerologically as follows:

FATAL = $6+1+2+1+3 = 13 = 1+3 = 4$.
The numerological number for FATAL is 4. From here, a numerologist would describe the significance of the number 4. An example of a date would be: $08/11/1972 = 0+8+1+1+1+9+7+2 = 29 = 2+9 = 11$.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Pyromancy

The act of divining by fire is pyromancy. The presage is good if the flame was vigorous and quickly consumes the sacrifice. On the other hand, if it is slow to consume the victim, the presage is evil.

In addition to observing sacrifices, the flames of torches are observed. If the flame forms a single point it is good, if it splits in two, it is a bad omen. Curiously, three is a better omen than one. Bending of the flame is understood as sickness for the healthy and death for the sick. Sudden extinction suggests the coming of a frightful disaster or catastrophe.

Another specialty is called pyroscopy, wherein the seer burns a sheet of paper on a white surface and examines the resulting stains.

One form of pyromancy is daphnomancy, wherein the seer listens to the noise made by laurel branches crackling in an open fire. The louder the crackles, the better the omens. If crackles are absent, the meaning is bleak.

Finally, seers of pyromancy may practice capnomancy, the art of interpreting the movement of smoke from sacrificial offerings. The meaning is good if it rises lightly from the altar and ascends straight to the clouds. The omen is bad if the smoke hangs about.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Scatomancy

The act of divining by food that has been vomited is scatomancy.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Stychomancy

Also called bibliomancy, this is the act of divination in which a book is thrown open and a random passage is selected. Meaning is derived from this passage.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Urimancy

The act of divining by the observation of urine, either by its taste, color, flow patterns, or the patterns formed when it hits the ground or in a swirling bowl.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Divination, Xenomancy

The act of divining by observing the first stranger to be found or who appears.

Check: Roll percentile dice and apply the modifier from Intuition. Higher results correspond with higher accuracy or an interpretation that matches reality more closely. Very poor results are proven wrong almost instantly, while very good results are not falsifiable.

Artwork Here

Etiquette

This is the skill at observing and practicing the norms of social and official life or custom. Whenever Etiquette becomes relevant, an Etiquette Skill Check is made.

Check: Roll percentile dice and apply the average of the modifiers from Intuition, Common Sense, and Reflection. Higher results correspond with better observance and practice of norms. If unfamiliar with a similar culture (such as a human in a human culture), then a penalty of -5 is incurred. If unfamiliar with a distinctly different culture (such as a human in ogre culture), then a penalty of -20 is incurred. The MM will determine the TH of the norm in question.

Fishing

The act of Fishing is considered here to consume a six hour period. Whenever a character fishes, a Fishing Skill Check is made.

Check: Roll percentile dice and apply the modifier Common Sense. The table below assumes that Fishing occurs in average conditions and climate. Penalties may incur, such as when in polluted water or during an inopportune time of year. Consult the table below:

TH	Example
5	Nothing
10	Half a meal for one human
20	One meal for one human
30	Two meals for one human
40	Three meals for one human
50	Four meals for one human
60	Five meals for one human
70	Six meals for one human
80	Seven meals for one human
90	Ten meals for one human
95	Twenty meals for one human
99	Forty meals for one human

Fletching

Crafting arrows is a skill that must be checked for every dozen arrows crafted.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with arrows of better quality. Consult the table below:

<u>TH</u>	<u>Result</u>
5	These arrows incur a penalty of -50 to Aim when used; they should be discarded
10	These arrows incur a penalty of -40 to Aim when used; they should be discarded
20	These arrows incur a penalty of -20 to Aim when used; they should be discarded
99	These arrows incur a bonus of +5 to Aim when used due to fine craftsmanship

Forgery

The act of falsely and with fraudulent intent making or altering a writing or copying a signature, this skill can be dangerous to practice. In order to make a Forgery, a character must be literate, and therefore practiced with the use of the quill. Whenever this skill is practiced, a Forgery Skill Check must be made.

Check: Roll percentile and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Language. If the forgery is in a language foreign and unfamiliar to the forger, then a -10% penalty is incurred. Higher results correspond with better forgeries. The MM will declare the TH necessary for the specific Forgery.

Artwork Here

Gambling

The act of playing a game and consciously risking money or other stakes on its outcome, gambling is a skill of risk. Whenever a bet is placed, a Gambling Skill Check is made.

Check: Roll percentile dice and apply the average of the modifiers for the sub-abilities of Math and Common Sense. Higher results correspond with better odds of winning. If the gambler is playing House of Fortune (see below), then the following adjustments are made, otherwise the following adjustment applies to the odds of other games:

<u>TH</u>	<u>Adjustment to Odds</u>	<u>House of Fortune</u>
5	-10%	If a 2 or 12 is rolled, the result is 7
25	-5%	If a 2 is rolled, the result is 7
50	-	-
75	+5%	If a 7 is rolled, the result is 2
99	+10%	If a 6 or 7 is rolled, the result is 12

Artwork Here

House of Fortune: This is a popular gambling game that requires two dice, a board, and at least two players. The board is divided into compartmentalized squares and is usually expensive and elaborately carved and painted works of art. The simple device is demonstrated below:

	12 The King	
11	7 The Wedding	3
	10	
6	9	5
	8	
2 The Lucky Pig		

First, players agree on a type of coin, most usually coppers. Players take turns rolling dice. Since there is no compartment for when a 4 is rolled, the player is allowed to roll again. When a player rolls a 3, 5, 6, 8, 9, 10, or 11, they place a coin in the appropriate compartment if it is empty, or collect any coins if it is not. Upon rolling a 7, the player places a coin in The Wedding compartment because it is proper to always bring a gift to a wedding. When a player rolls a 2, they are The Lucky Pig and take all the coins from all the compartments, except for those of The Wedding in compartment 7. If a player rolls a 12, then they are The King and take all coins on the board, including those in The Wedding because nothing is denied to The King.

Gemcutting

Finishing stones is a tricky process that can enhance or detract from the value of the stone. Gems are shaped by being ground on abrasive wheels or disks. The first step is to saw it roughly to shape. Next, the stone to be shaped is affixed to the end of a wooden stick called a dop and is held against the revolving wheel or disk. When it has been ground to the desired shape, it is brought to a high polish on wooden or cloth wheels with fine abrasives. Different cuts or shapes are more suitable to different gems. Whenever an uncut gem undergoes a finishing process, a Gemcutting Skill Check must be made.

LC: Initially, the LC is 30, though it improves by 3 with every successful finish.

Check: Roll percentile dice and apply the modifier from the Spatial Intelligence sub-ability. If the gemcutter is dwarven, add 20 to the roll. Consult the table below to determine the effect gemcutting has upon the value of the uncut gem:

TH	Result
<=30	Gem ruined and worthless.
40	Successful finish, 10% value
50	Successful finish, 25% value
60	Successful finish, 50% value
70	Successful finish, 75% value
80	Successful finish, 90% value
90	Successful finish, value x1
95	Successful finish, value x2
99	Successful finish, value x3.

Genealogy

The history of the descent of a family is often charted as a family tree by literate persons. Whenever information is sought concerning a character's family, a Genealogy Skill Check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Common Sense. If the character is literate, then a bonus of 25 is applied to the roll. The MM must decide an appropriate TH.

Glassblowing

The basic ingredient of glass is silica, comprised of sand, flint, or quartz. The necessary tool for glassblowing is a hollow, iron pipe about four feet in length with a mouthpiece at one end. The glassblower collects a small amount of molten glass on the end of the blowpipe and rolls it against a metal plate to shape its exterior and to cool it slightly. The glassblower then blows into the pipe, expanding it into a bubble, and controlling its form with tongs. Provided that glassblowing tools and ingredients are available, a Glassblowing Skill Check must be made whenever the production of glass is attempted.

LC: Initially, there is a LC of 30, though it improves by 3 with each successfully completed glassware.

Check: Roll percentile dice and apply the modifier from Spatial Intelligence. Higher results correspond with higher quality glassware.

Artwork Here

Heraldry

This broad skill refers to several things. Some cultures do not award coats of arms to families, but instead employ a generalized symbol. Heraldry entails knowledge and recognition of various family or cultural symbols. Familial coats of arms are a recent fad in the world, serving to distinguish friend from foe on the battlefield. Usually, the family insignia is embroidered on the surcoat worn over the coat of mail, and is hence why it is called a coat of arms. Unfortunately, coats of arms seem out of control, since no authority supervises the granting of armorial bearings, though many would welcome such an authority. As a result, individuals, families, kingdoms, lordships, and towns may have coats of arms. Whenever heraldic information or recognition is relevant, a Heraldry Skill Check is made.

Check: Roll percentile dice and apply the modifier from the sub-ability Common Sense. Higher results correspond with more knowledge and recognition of armorial bearings.

TH	Example
5	Recognize the coat of arms of your king or ruler
25	Recognize the coat of arms of a popular local
50	Recognize the coat of arms of a foreign king or ruler
75	Recognize the coat of arms of a popular foreigner
95	Recognize the coat of arms of an obscure local
99	Recognize the coat of arms of an obscure foreigner

Artwork Here

Herbalism

This skill is not to be confused with Toxicology, the study of toxins. While toxins are usually derived from plants, Toxicology is a separate skill. Quite the opposite, Herbalism is concerned with medicinal herbs that heal or alleviate wounds and ailments. Whenever such knowledge is relevant or herbs are applied, an Herbalism Skill Check is made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. A separate check must be made for finding, identifying, and extracting or preparing herbs. Finding an herb means that the character is attempting to find it in nature, such as searching a forest for an herb. The exact herb found is determined by the MM. Identifying an herb means that if a person beholds a substance which they suspect is beneficial such as a glass of wine handed to them by a moral crusader, they may possibly detect whether or not the wine contains an herb. Finally, extracting an herb refers to properly removing it from nature, such as removing sap from a plant and converting it into a drink. Preparing an herb means to properly prepare the extracted herb, such as how much to mix with what kind of liquids, such as wine, etc.

TH	Find	Identify	Extract	Prepare
10	Nothing	Nothing	Sample Ruined	
20	Common	Nothing	Simple	Easy
30	Common	Obvious	Simple	Easy
40	Common	Obvious	Simple	Easy
50	Common	Obvious	Moderate	Easy
60	Common	Obvious	Moderate	Average
70	Uncommon	Ordinary	Difficult	Average
80	Uncommon	Ordinary	Difficult	Average
90	Rare	Obscure	Difficult	Hard
99	Very Rare	Obscure	Impossible	Hard

Hide

The skill of hiding may save someone's neck. Hiding is defined here as physically preventing others from finding, and most usually deals with people, though objects may also be hidden. Anytime a character desires not to be found, a Hide Skill Check must be made.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Agility and Common Sense. Higher rolls correspond to more success at hiding. Additional modifiers may penalize the results. If a character remains still, there is no penalty. If a character moves at less than $\frac{1}{4}$ of their Sprint speed, then there is a penalty of 20 to the roll. If a character moves at less than $\frac{1}{2}$ of their Sprint speed, then there is a penalty of 40 to the roll. If a character moves at less than $\frac{3}{4}$ of their Spring speed, then there is a penalty of 60 to the roll. If a character is sprinting, then there is a penalty of 80 to the roll. A character cannot hide if others are watching them as they attempt to hide. Checks must be made every round to remain hidden. The check assumes that the environment is normal, neither hindering nor helping in an average case. So, bonuses or penalties may be applied to the roll as determined by the MM.

History, Cultural

This skill deals with the history of an entire culture or people. Usually, this entails from where the people came before settling the area, as well as how these people differ from and are similar to other known cultures. Whenever information or knowledge such as that listed above is required, a Cultural History Skill Check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a +5 bonus to the Customary History Skill Check. Usually, humans do not formally study Cultural History, though select cultures may. Most often, elves and dwarves are known to study this subject.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Cultural History. The MM must decide the TH depending on the circumstances.

History, Legendary

This skill entails the history of legends and myths of an area usually larger than a town but smaller than its country. Whenever information or knowledge such as that listed above is required, a Legendary History Skill Check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a +5 bonus to the Legendary History Skill Check. Usually, humans do not formally study Legendary History, though select cultures may. Most often, elves and dwarves are known to study this subject.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Legendary History. The MM must decide the TH depending on the circumstances.

History, Local

This skill entails local culture, customs, and generalized history for the local region, most often consisting of a town and the surrounding area. Whenever information or knowledge such as that listed above is required, a Local History Skill Check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a +5 bonus to the Local History Skill Check. Usually, humans do not formally study Local History, though select cultures may. Most often, elves and dwarves are known to study this subject.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Local History. The MM must decide the TH depending on the circumstances.

History, Military

This skill entails the history, development, and employment of tactics, strategies, siege engines, armies, battles, skirmishes, campaigning, and related topics. Whenever information or knowledge such as that listed above is required, a Military History Skill Check is made.

LC: While there is no LC penalty, each educational course taken formally bestows a +5 bonus to the Military History Skill Check. Usually, humans do not study Military History, though select cultures may. Most often, elves and dwarves are known to study this subject.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better knowledge regarding Military History. The MM must decide the TH depending on the circumstances.

Artwork Here

Hunting

The act of hunting may be performed by a character in detail, such as utilizing other skills in combination, like Hide, Sight, and Aim. This skill, however, is intended to provide a simple result to avoid an unnecessarily time-consuming routine. Whenever a character desires to hunt, a Hunting Skill Check is made.

Check: Roll percentile dice and apply the average of the modifiers for Vision and the sub-ability of Hand-Eye Coordination. The table below assumes that hunting occurs in average conditions and climate. Penalties may incur, such as when in a desert or the dead of winter. Consult the table below:

TH	Example
5	Nothing
11	Half a meal for one human
20	One meal for one human
30	Two meals for one human
40	Three meals for one human
50	Four meals for one human
60	Five meals for one human
70	Six meals for one human
80	Seven meals for one human
90	Ten meals for one human
95	Twenty meals for one human
99	Forty meals for one human

Artwork Here

Hurl

This skill applies individually to different missile weapons that may be hurled. Note that this skill is distinct from the Aim skill; Hurl is only concerned with weapons that may be hurled, such as daggers, hatchets, knives, rocks, spears, etc. For each missile weapon in which five points have been invested, a weapon may be used in combat without penalty.

Check: A skill check with a missile weapon means that it is being hurled at an opponent or target. Simply roll percentile dice and apply the average of the modifiers from Strength, Agility, and Vision. For those who have never before used this missile weapon in combat or trained with it, there is a penalty of -20 on the Skill Check. Characters with near-sighted Vision (see *Chap. 3: Body*) suffer penalties to Hurl Skill Checks. The TH is the opponent's CA (Current Armor), though each weapon has modifiers to hit certain types of armors and must be included in the roll. Further, every two Skill Points invested or accumulated with a missile weapon beyond the first 5 will improve the Skill Check by 1.

Impaling

This skill has no Skill Check, but instead the points invested in it contribute to the severity of the damage for stabbing weapons on the crucial damage tables in *Chapter 10: Combat*.

Artwork Here

Intimidation

This skill entails most attempts to bully, browbeat, frighten, or coerce others into submission or obedience, inspiring a sense of inferiority. Often, intimidation is an attempt through threats and/or violence to compel others to action or inaction. In any case, it is a reduction to a state where the spirit is broken or all courage lost. Some men attempt rape after intimidating women to allow the man to have his way with her; oftentimes, if this fails, the man changes tactics and attempts a Wrestling Skill Check, hoping to overbear her. Aside from Wrestling, if any of the above is attempted, an Intimidation Skill Check must be made.

Check: To make an Intimidation Skill Check, roll percentile dice and apply the average of the modifiers from the abilities Physique and Charisma. The person to be intimidated must also make an Intimidation Skill Check. If they are physically restrained they suffer -40 to their roll. If they are outnumbered by at least 3 to 1, they suffer -15 to their roll. If the intimidator has the higher roll, then they are successfully intimidated. Intimidating masses of people instead of individuals is a different matter, best determined by the MM.

Artwork Here

Juggling

The skill of juggling is the art of keeping multiple objects in the air at the same time through precise throwing and catching. Anytime this is attempted, a Juggling Skill Check must be made.

LC: Initially with each type of object there is a -20 LC, though it improves by 5 per month if practiced daily.

Check: Roll percentile dice and apply the modifier from the Hand-Eye Coordination sub-ability. Higher results correspond to better and longer performances. The table below assumes that the objects to be juggled are simple, such as apples. More difficult objects, such as knives, incur penalties. For example, juggling throwing knives or two hand axes often incurs a -15 penalty. From the table below, the MM should determine the number of objects and duration, and not inform the player. If dangerous items are juggled and failure occurs or the objects are juggled longer than allowed by the table, a second juggling check must be made to determine whether or not the juggler is harmed. For these second checks, jugglers must pass a Skill Check at TH 50 or be injured by a random number of the objects juggled. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Failure, the objects fall before ever truly being juggled.
50	May juggle 2-3 objects for d4 rounds.
75	May juggle 2-4 objects for d6 rounds.
90	May juggle 2-4 objects for d4 minutes.
99	May juggle (d4+1) objects for 2d6 minutes.

Jump

Skill at jumping depends heavily on Physical Fitness and practice. Two forms of jumping may be performed: from a standstill, and from a sprint. Whenever a character jumps, they must make a Jump Skill Check.

Check: Roll percentile dice and apply the modifier from the Physical Fitness sub-ability. On the table below, both the distance and height that a character may jump are expressed as a percent of the character's height. Height is considered just as the Olympic High Jump event - it is the height than an object may be jumped over without touching it. Finally, encumbrance affects jumping as well. For example, if a character is 50% encumbered, they may only jump 50% as far and high. Consult the table below to determine the distance and height jumped:

<u>TH</u>	<u>Standing Distance</u>	<u>Standing Height</u>	<u>Sprinting Distance</u>	<u>Sprinting Height</u>
5	50%	33%	100%	70%
10	60%	45%	125%	80%
20	70%	50%	150%	85%
30	80%	55%	170%	90%
40	90%	60%	185%	95%
50	100%	67%	200%	100%
60	110%	70%	225%	110%
70	120%	72%	250%	115%
80	130%	75%	270%	120%
90	140%	77%	285%	125%
99	150%	80%	300%	130%

Artwork Here

Law

Most societies utilize laws or universal rules for citizens which are reinforced by the government or those who are in power. Since laws vary from society to society, whenever a character makes a decision based on their knowledge of the law, a check must be made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to more knowledge about the law.

Language, Read/Write

If a character receives formal education in a language, then they may learn to read and write in the language provided they are not delimited by their Intelligence ability. The vast majority of the world is not literate. Unless a character has been literate since youth, such as with the Upper Class, they will have to make a check when reading or writing.

LC: Initially, the LC is 90 after a year with the language, though it improves by 20 for each year of study.

Check: Roll percentile dice and apply the modifier from the sub-ability Language. Higher results correspond to better grammar and syntactical accuracy.

Language, Speak

If a character has frequent contact with another race or sentient species, or through formal education, they may learn to speak another tongue. The number of tongues that may be learned is delimited by the ability of Intelligence. No check needs to be made in a character's native language. However, to be understandable to others and to understand their speech, a check must be made.

LC: Initially, the LC is 80 after a year with the language, though it improves by 20 for each year of study or immersion in that culture.

Check: Roll percentile dice and apply the modifier from the sub-ability Language. Higher results correspond to better fluency.

Locksmithing

There is no great variety of locks; most are very similar. However, artisans may design locks of exquisite detail. Provided the equipment is available, each time a lock is made a Locksmithing Skill Check must be made.

Check: Roll percentile dice and apply the modifier from the sub-ability Spatial Intelligence. The TH is 60 for a working lock to be produced.

Lock-Picking

Only with proper tools may a character attempt to pick a lock, and then they have to hope that they do not have to overcome rust. Locks are mechanical devices opened by keys that are used to fasten doors, chests, and lids. Keys, however, are not small, but large and cumbersome. Just the same, whenever a character and their lock-picks attempt to open a lock, a Lock-Picking Skill Check is made.

Check: Roll percentile dice and apply the modifier from Hand-Eye Coordination. Consult the table below:

<u>TH</u>	<u>Example</u>
5	A lock-picking tool just broke
70	The lock is picked, after 3d6 minutes
80	The lock is picked, after 2d6 minutes
90	The lock is picked, after d6 minutes.
95	The lock is picked, after d20 seconds
99	The lock is picked in d4 seconds.

Artwork Here

Logic

This is a science that deals with canons and criteria of validity in thought and principles of reasoning. Logic is divided into deductive and inductive. Things demonstrated deductively must be true, provided the logic is not flawed. Things demonstrated inductively are probably true. For example, if all seductresses exercise fellatio, and fellatio always feels good, then it follows deductively that the fellatio administered by a seductress will always feel good. Of course, each of the two premises are logically flawed, since there may very well be seductresses who refuse fellatio, and it is possible for fellatio to not feel good, such as by including fierce biting. Inductive or probabilistic logic may be characterized by the following basic example. If seductresses typically give fellatio, and fellatio typically feels good, then I probably want to meet a seductress. Any time the validity of logic needs to be assessed, a Logic Skill Check must be made.

Check: Roll percentile dice and apply the modifier from the sub-ability of Analytic Intelligence. Higher results correspond to more clarity in logical thinking.

Mangling

This skill has no Skill Check, but instead the points invested in it contribute to the severity of the damage for pounding weapons on the crucial damage tables in *Chapter 10: Combat*.

Math, Algebra

In algebra, arithmetic relations are generalized and explored by using letter symbols to represent numbers. This is used to solve linear, quadratic, and indeterminate equations, as well as polynomials and binomials. Some call this the science of restoration and balancing. Any time an algebraic expression needs to be solved, its difficulty will be assessed and the MM will declare its TH.

Check: Roll percentile dice and apply the modifier for the sub-ability Math. Higher results correspond to better algebraic performance.

Math, Geometry

This is a branch of mathematics that deals with the properties of space. It is often used to determine areas, diameters, and volumes. For example, axioms like ‘the shortest distance between to points is a straight line’ supports theories about points, lines, angles, curves, and planes.

Check: Roll percentile dice and apply the modifier for the sub-ability Math. Higher results correspond to better geometric performance.

Math, Fundamental

The study of relationships among quantities, magnitudes, and properties are deduced in Fundamental Mathematics with addition, subtraction, multiplication, and division.

Check: Roll percentile dice and apply the modifier for the sub-ability Math. Higher results correspond to better geometric performance.

Milking

Milking is the skill in removing milk from a mammal. Cows are the most common mammal from which milk is extracted, but a variety of mammals produce milk.

Check: Roll percentile dice and apply the modifier for the sub-ability of Common Sense.

TH	Example
<40	Mammal becomes upset and kicks or bites (nipples were pinched)
40	Successful milking

Artwork Here

Mining

Typically, the goal of mining is to extract from the earth commodities such as iron, gold, copper, lead, as well as ornamental and valuable stones. This skill represents knowledge about mine shafts, ventilation, and using a pick to uncover commodities.

Check: Roll percentile dice and apply the modifier for the sub-ability Common Sense. Higher results correspond in better mining or knowledge thereof.

Mountaineering

Usually, mountaineering requires the use of tools such as rope, pitons, and other specialized equipment. Whenever a character must climb via these tools, a check must be made.

Check: Roll percentile dice and apply the average of the modifiers for the sub-abilities of Physical Fitness, Strength, and Agility. Higher results correspond to better performance.

Mounted Archery

Although this is a skill and it may be improved if practiced (and points are allotted to it), there is no Skill Check to speak of. Instead, a penalty of 20 is applied to ground-based mounted archery, and 30 for aerial archery, such as from the back of a dragon or Pegasus. After the attack, see the Riding skill to determine whether or not you remain mounted.

Artwork Here

Music, Counterpoint

Not to be confused with music theory, counterpoint is the study of two notes, not so much when they are played at the same time (the study of harmony), but in succession. Hence, counterpoint is concerned with melody more than harmony. Counterpoint is highly respected among educated musicians and can be very mathematical. In fact, the complexity and exactitude of counterpoint has led many to claim with strength that music is not an art, but a science. Typically, music theory is learned prior to contrapuntal studies. Each time music is written or improvised, a check is required to see how well contrapuntally it was written or performed. All music involves counterpoint to some extent, whether the composer or performer is aware of it or not.

Check: Roll percentile dice and apply the average of the modifiers for the sub-abilities of Math and Analytic Intelligence. Higher results correspond with better contrapuntal writing or playing.

Music, Theory

In music theory, when two notes are played at the same time, a harmony is produced. Harmony is the study of the various possible intervals and their progressions. On a larger scale, three or more different intervals played at the same time constitute a chord. As a study, music theory is also concerned with the relationship between any given interval or chord and its scale or the tonality of the piece of music. Each time music is written or improvised with an instrument capable of multiple simultaneous notes or when accompanying other musicians, a check is required to see how well harmonically it was written or performed.

Check: Roll percentile dice and apply the modifier for the sub-ability of Math. Higher results correspond with music exuding good music theory.

Musical Instrument

In order to judge the performance of the musician with their instrument, a check is made for this skill.

LC: For every month that the instrument is practiced regularly, and the practicing consists of structured efforts, the LC decreases by 5.

Check: To make a skill check for performance, the skill modifiers for Hand-Eye Coordination and Spatial Intelligence must be averaged and applied as a modifier to the roll. The higher the number, the better the performance. What may be easy to perform on one instrument may be difficult or impossible on another. For this reason, the MM is the arbiter of each performance.

Many players, however, seek to be considered virtuosos. Virtuosity, however, is more than a skill check, it is the result of a multiplicative function. Following are numeric factors to determine virtuosity. The factors must be multiplied together. In order to be a virtuoso, a character must have a VS (Virtuosity Score) of 25,000,000.

$$VS = (\text{numerical and decimal equivalent of total years of playing the instrument}) \times (\text{Hand-Eye Coordination}) \times (\text{Spatial Intelligence}) \times (\text{Analytic Intelligence})$$

For instance, someone who has played for 10 years, has a Hand-Eye Coordination of 145, Spatial Intelligence of 130, and with an Analytic Intelligence of 150 has a VS of 23,562,500 ($10 \times 145 \times 130 \times 125$), and while they are close and obviously talented, they are not a virtuoso with that instrument.

Artwork Here

Nature, Animals

Concerning the knowledge of natural animals, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

TH	Example
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species

Nature, Beasts

Concerning the knowledge of beasts, such as giant animals, ogres, etc. This skill may be checked to determine the extent at the moment. Natural beasts do not include magical beasts, the undead, etc.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

TH	Example
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species

Nature, Birds

Concerning the knowledge of natural birds, this skill may be checked to determine the extent at the moment. This includes giant birds, but not magical birds.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

TH	Example
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species

Nature, Fish

Concerning the knowledge of natural fish, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

TH	Example
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species

Nature, Geography

Concerning the knowledge of geography, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

TH	Example
25	Familiar with geographic feature (mountains, forests, etc.) on sight
50	Familiar with geographic feature from prior studies or tales
75	Familiar with geographic feature from experience
90	Familiar with fine and obscure details about the geographic feature

Nature, Humanoids

Concerning the knowledge of natural humanoids, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

TH	Example
25	Familiar with the species on sight
50	Familiar with the species by its sounds
75	Familiar with the habits and routines of the species
90	Familiar with fine and obscure details about the species

Nature, Minerals

Concerning the knowledge of minerals, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Familiar with the mineral on sight
50	Familiar with the mineral by its color, texture, or taste
75	Familiar with the common locations of the mineral
90	Familiar with fine and obscure details about the mineral

Nature, Mycology

Concerning the knowledge of fungi, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Familiar with the species on sight
50	Familiar with the species by its smell or taste
75	Familiar with the habitat of the species
90	Familiar with fine and obscure details about the species

Nature, Plants

Concerning the knowledge of natural plants, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Familiar with the species on sight
50	Familiar with the species by its smell, taste, and feel
75	Familiar with the habitat of the species
90	Familiar with fine and obscure details about the species

Nature, Trees

Concerning the knowledge of natural trees, this skill may be checked to determine the extent at the moment.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Consult the table below:

<u>TH</u>	<u>Example</u>
25	Familiar with the species on sight
50	Familiar with the species by its smell and taste
75	Familiar with the habitat of the species
90	Familiar with fine and obscure details about the species



Painting

The skill of Painting entails using pigments that are carried in an egg or gum. Various minerals are ground into powders and mixed with animal fat, egg whites, plant juices, fish glue, or blood. Most paintings are done on buildings, and the first step is to fill all cracks or crevices. Finally, paints are applied to the surface with a brush.

LC: Initially, the LC is 30, though it improves by 2 with each completed painting.

Check: Roll percentile dice and apply the average of the modifiers from the sub-abilities of Hand-Eye Coordination and Spatial Intelligence. Higher results correlate to higher quality paintings.

TH	Example
05	Stick figures; worthless
30	Embarrassing artwork; worth 25% of the price of materials
40	Disproportionate artwork; worth 50% of the price of materials
50	Acceptable artwork; worth 75% of the price of materials
60	Descent artwork; worth 100% of the price of materials
70	Good artwork; worth d10 times the price of materials
80	Exceptional artwork; worth 2d10 times the price of materials
90	Admirable artwork; worth 3d20 times the price of materials
95	Astonishing artwork; worth d100 times the price of materials
99	A masterpiece; worth d1000 times the price of materials

Papermaking

To make paper, raw materials are gathered (straw, leaves, bark, rags, or other fibrous material) and placed in a vat or trough and pounded with a heavy hammer to separate the fibers. The material is washed with water to remove impurities. Next, the material is placed within a mold in a wooden frame, coated with a thin layer of water, and shaken from side to side. The material is removed, placed between two pieces of felt, and pressed flat. After it is sufficiently pressed, the sheet of paper is hung to dry over ropes in a drying room. Next, the paper is dipped in a solution of animal glue, so that ink will not become absorbed and fuzzy. After the glue dries, the paper is again pressed. This process, though used by the elves for roughly a thousand years now, is quite new among humans and has replaced papyrus and parchment, only having been used for a little more than a hundred years now.

Check: Roll percentile dice and apply the modifier from the Spatial Intelligence sub-ability. Higher results correlate to higher quality pages.

TH	Example
5	Not drying properly, the paper is flimsy, breaks easily, and cannot be written upon
10	Glue was not applied properly, so writing will be blotchy and smear

Persuasion

This is an act or the action of influencing the opinions, attitudes, or beliefs of others by the attractiveness of arguments offered. However, instead of appealing to someone strictly through rationality and reason such as with the skill of Logic, this skill appeals primarily to the emotions of others. Persuasion is distinct from Trickery, in that its primary component is not falsehood, but emotional appeal. Persuasion and trickery are often used together. Finally, persuasion is accomplished subtly, not with force. When persuasion occurs, the person's inner opinions change. Forceful change in people is best accomplished with the Intimidation skill, though this form of change is still often external, not internal. Proficient arguers often oscillate back and forth between using the skills of Persuasion and Logic, between appeals to emotion and reason, depending on what suits them better at the moment.

Check: Roll percentile dice and apply the modifier from the Charisma ability. The higher the result, the more persuasive the argument. Consult the MM to determine whether Persuasion occurs.

Philosophy

This is the study or intellectual pursuit of wisdom and the underlying causes and principles of reality, as well as a quest for truth through logical reasoning. Most philosophical topics are concerned with epistemology (how we come to know things), metaphysics (studying things beyond the physical, like deities, souls, morality, and ethics), organized religion, necessity vs. chance (determinism vs. free will), and experimental applications and implications of ether.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correlate to better knowledge about the philosophical topic at hand.

Pick Pocket

Usually, pockets are picked by bumping into an individual, which may or may not be coordinated with an added distraction. The bumping is itself a distractive cover for the thieving hand.

Check: Roll percentile dice and apply the modifier from the sub-ability of Hand-Eye Coordination. The person whose pockets are being picked is allowed to make a Touch Skill Check. The higher of the two checks succeeds. For instance, if the roll for Pick Pocket is higher than their roll for Touch, then the pocket is picked successfully. If the Touch roll is higher, however, they have detected the thievery. Modifiers to the Pick Pocket Skill Check include:

<u>Modifier</u>	<u>Circumstance</u>
+10	Bump into the person
+5	Accompanying verbal distraction
+5	Accomplice offers distraction

Pottery

This skill is the act of hardening clay. Earthenware clay is often heated to roughly 1700-2200 degrees Fahrenheit. The potter's wheel is a flat disk that revolves horizontally on a pivot. Both hands - one on the inside and one on the outside of the clay - are free to shape the pot from the ball of clay that is centered on the rotating wheel head. A stick fits into a notch in the wheel and is turned by an assistant. Wood is used to fuel the kiln to the desired temperature once the pot is shaped and dried by the air. A pot can be decorated before or after firing. Glazes may or may not be applied. Clay pots serve many functions, including two-handled storage vessels for wine, corn, oil, or honey. Also, some are made as oil flasks, funeral offerings, or works of art.

Check: Roll percentile dice and apply the modifier from the sub-ability of Common Sense. Higher results correspond to higher quality pottery.

Read Lips

The ability to discern what others are saying without being able to hear them, only by seeing their lips move, is a valuable skill that few possess with any accuracy, especially if deaf.

Check: Roll percentile dice and apply the modifier from the sub-ability of Intuition. Deaf characters receive a +40 bonus to their roll. The result is the percent of words understood.

Religion, Cultural

This skill applies only to the religion of one specific culture. Anytime knowledge is relevant, a check must be made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. High results correspond with high familiarity or knowledge regarding the culture's religion.

Religion, Specific

This skill applies only to the specific religion of one deity. Anytime knowledge is relevant, a check must be made.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. High results correspond with high familiarity or knowledge regarding the culture's religion.

Remember Detail

The ability to remember fine, specific, and distant memories is a valuable skill. When points are put into this skill, they represent that the character spends much time remembering details and substantial mental energy in both memorizing details as well as continually referring back to them to refresh their memory.

Check: Roll percentile dice and apply the modifier from the Reflection sub-ability. Higher results correspond to clearer memories of more distant details.

Research, Library

Researching topics in a library is a skill in itself, especially when each library is organized differently. To search a library without assistance while researching a topic, make a Library Research Skill Check.

Check: Roll percentile dice and apply the modifier from the Intelligence ability. Higher results correspond to better finds. If the search is assisted by someone familiar with the library, the MM will assign an appropriate bonus. Obviously, the harder the topic to find in the library, the higher the TH will be.

Riding

It is generally assumed that characters are able to ride, just as they are able to walk. Anything beyond mere riding, however, necessitates a Riding Skill Check. For example, attempting to attack an opponent while riding.

Check: Roll percentile dice and apply the modifier from the Agility ability.

<u>TH</u>	<u>Example</u>
30	Able to remain on horseback while attacking
50	Able to jump the horse successfully and remain on horseback

Ritual, Complex

Rituals that require long durations and great precision are Complex Rituals. In spellcasting, spells of 6th-10th levels have complex rituals that may take from 30 minutes to 1 week to perform.

Check: Roll percentile dice and apply the average of the modifiers from Intelligence and Hand-Eye Coordination. Higher rolls correspond to rituals performed with greater precision.

Rope Use

Rope may be used in many ways, such as for climbing, binding prisoners, drawing and quartering criminals, and in any occasion when a sturdy or appropriate knot is necessary.

Check: Roll percentile dice and apply the modifier from the sub-ability Hand-Eye Coordination. Consult the MM concerning the difficulty of the action chosen.

Sailing

The proficiency a mariner has in directing a ship as desired is sailing. Sailing entails familiarity with the stars, tides, winds, currents, and seagoing vessels. The Sailing skill is not necessary for small river craft. Any time a seagoing vessel is sailed, the decision-making sailor needs to make a Sailing Skill Check.

LC: The initial LC is 20, though it improves by 2 with each voyage.

Check: Roll percentile dice and apply the average of the modifier of Intelligence and the modifier for Vision. Many variables may influence sailing, such as the direction and speed of the winds and currents, storms, etc.

Sculpture

Traditionally, there have been two types of sculptures: freestanding and relief. Materials for sculptures are usually stone, metal, clay, or wood. The method may carving, chiseling, or casting. With casting, usually bronze is cast.

LC: Initially, the LC is 30, though it improves by 3 with every sculpture finished.

Check: To make a Sculpture Skill Check, roll percentile dice and apply the average of the modifiers from the sub-abilities of Intuition and Hand-Eye Coordination. The higher the result, the better the quality of the finished product.

Search

Whenever a character needs to search for something, such as pillaging a carcass, room, or home, a Search Skill Check is made. Most often, this skill is checked regarding corpses or rooms.

Check: To make a Search Skill Check, roll percentile dice and apply the average of the modifiers from the sub-abilities Intuition and Common Sense. Below is a list of examples of what may be found with a given TH:

<u>TH</u>	<u>Example</u>
5	A carcass is patted down
25	A creature's pockets are thoroughly examined, chests are opened
50	A creature's boots are emptied, tables are turned over
75	Concealed doors, gold dental fillings on a carcass, etc.
90	Secret doors, false bottoms, hollow compartments, etc.
95	A needle in a haystack in daylight
99	A needle in a haystack in the dark

Seduction

Practicing 'Seduction' implies intentions to mate an unknown subject.

Check: In addition to the average of the seducer's Charisma and Bodily Attractiveness modifiers, other modifiers are relevant. Initially, there is a base TH of 95 for males and 80 for females. First, since it is easier to seduce those less attractive, the difference between the Charisma ability scores of the seducer and subject are adjusted (1-15 = +/- 5, 16-30 = +/- 10, 31-45 = +/- 15, etc.). Second, the MM determines a racial and/or cultural antipathy modifier (assuming sex is physically possible) from -20 (orcs and elves) to 0 (same race). Third, if the subject has been drinking, the MM assigns +5 (buzzing) to +20 (drunk) bonus. Fourth, the MM includes a personal adjustment from -20 (man-hating virgin) to +20 (in heat). If the seducer succeeds, the subject is willing to mate.

Sexual Adeptness

In the inevitable sexual encounter itself, Sexual Adeptness heavily influences the perception of the other, from very positively to negatively.

Check: Concluding the act of sexual intercourse, a character must make a Sexual Adeptness check concerning the quality of their performance, as does the partner(s). The higher the roll, the more the character has satisfied their sexual partner. Roll percentile dice, apply the averaged modifiers of Bodily Attractiveness, Facial Charisma, and Kinetic Charisma, (if male, add in the average of the length and circumference Manhood modifiers - see *Chap. 3: Body*), and any points allotted to this skill, and consult the table below to observe the performance of your character and the typical impression made on the sexual partner. Note that there may be instances, such as total darkness or a sack over the head, when Facial Charisma does not apply. Finally, in the case of multiple partners, a character's satisfaction may be considered either partner to partner, or averaged for the entire experience.

<u>Roll</u>	<u>Performance</u>	<u>Typical Impression of the Partner</u>
<=10	Dysfunctional	"Can't get it up?"
11-20	Terrible	"Started yet?!"
21-30	Poor	"Don't start a conversation <i>now</i> !"
31-40	Below Average	"You didn't move, you just <i>laid</i> there!"
41-50	Average-boring	"Two or three positions is NOT enough!"
51-60	Average-interesting	"What was your name again?"
61-70	Above Average	"Ahh, I needed that and it felt good."
71-80	Good	"That was a new and exciting position!"
81-90	Exceptional	"Don't let it end, not yet!"
91-100	Toe-curling	"I won't be able to walk for days!"
101+	God-like	"Truly a memory beyond this world!"

Shipwright

To successfully build or repair a sailing vessel, and assuming the shipwright has the necessary labor and tools, the shipwright must make a skill check.

LC: The learning curve lessens by 5 for every ship built, and 1 for every ship repaired.

Check: The shipwright must roll percentile dice and modify the roll with the modifier for their spatial intelligence sub-ability and any prior learning that has been invested. Consult the table below concerning TH's:

<u>TH</u>	<u>Build</u>	<u>Repair</u>
10	Raft	
20	Rowboat	
30	Barge	minor gash
40	Cargo or Fishing ship	minor fire
70	Longboat	major fire
80	Trireme	medium gash

Sight

When it is important for characters to see well or to spot an object, a Sight Skill Check is made. This is different from searching or pillaging a nearby area, which is the Search skill.

Check: The character must roll percentile dice. Characters with near-sighted Vision (see *Chap. 3: Body*) suffer penalties to Sight Skill Checks. Consult the table below concerning TH's:

<u>TH</u>	<u>Example</u>
10	The broad side of a barn fifty feet away
50	An ordinary person in a crowd of fifty people fifty feet away
95	A needle in a haystack in daylight
99	A needle in a haystack in the dark

Silence

If a character needs to be silent or move silently, they must pass a Silence check.

Check: The character must roll percentile dice and apply the skill modifier from their health sub-ability to the roll. Further, if they are intending to move and maintain Silence, then the modifier for agility averaged with the health modifier and must also be applied. Consult the table below for TH's to see who or what was fooled by the Silence:

<u>TH</u>	<u>Stationary</u>	<u>Moving</u>
10	obvious noise (hiccup, fart)	obvious noise (hiccup, fart, etc.)
20	a nearby distracted drunk	obvious noise (hiccup, fart, etc.)
30	a nearby drunk person	obvious noise (hiccup, fart, etc.)
40	a nearby distracted person	a nearby distracted drunk person
50	a nearby quiet person	a nearby drunk person
60	a nearby alert person	a nearby distracted person
80	a nearby alert dog	a nearby quiet person
90	a nearby alert cat	a nearby alert person
97	a nearby alert elephant	a nearby alert dog
98	a nearby alert owl	a nearby alert cat
99	a nearby alert bat	a nearby alert elephant

Artwork Here

Sound

If a character needs to listen for a Sound, they must pass a Sound check.

Check: The character must roll percentile dice and apply the modifier from their Health sub-ability to the roll. Consult the table below concerning TH's:

TH	Example
5	Nearby explosion
10	Horses galloping past
20	Knight in platemail walking
30	Someone wearing chainmaille walking 20' away
40	Townsperson walking 20' away
60	Crackling campfire 20' away
70	Twig snapping 30' away
94	Pin dropping 20' away
96	Cat on the prowl 50' away
99	An eagle flying past 250' away

Spellcasting, Combat

This skill determines whether or not concentration is broken during spellcasting in combat. Regardless of the spellcaster's distance from the combat, concentration is equally likely to be broken. For example, combatants are continually changing positions, dying, screaming, bleeding, etc. If it is broken, chaotic effects may occur.

Check: The character must roll percentile dice and apply the modifier from their Drive sub-ability. Consult the table below:

TH	Example
30	Concentration is broken, the spell is wasted, but the ingredients, if any, remain unused.
40	Concentration is broken, the spell and its ingredients are wasted.
50	Concentration is broken, the spell and its ingredients are wasted, and consult <i>Appendix 3: Random Magical Effects</i> to determine a random effect.
60	Successful combat spellcasting occurs.

Spellcasting, Familiarity

This skill is only available to those who may become familiar with the intricacies of spellcasting: priests and wizards. Familiarity with Spellcasting allows a spellcaster a chance to identify a spell upon observing the casting of it, usually discerning it from others due to the accompanying ritual, gestures, and chants. Obviously, once a spell is cast, it is easier to identify the spell by observing the effects. Instead, this skill focuses on identifying a spell prior to its enactment.

Check: The character must roll percentile dice and apply the modifier from their Intelligence ability. Since 1st level spells have a casting time of 1 second, they are too brief for this skill. Otherwise, consult the table below:

TH	Example
5	Able to identify the school of magic to which the spell belongs
10	Able to identify the casting of a 2nd level spell in d6-1 seconds
20	Able to identify the casting of a 3rd level spell in d10 seconds
30	Able to identify the casting of a 4th level spell in d20 seconds
40	Able to identify the casting of a 5th level spell in 2d20 seconds
50	Able to identify the casting of a 6th level spell in d20 minutes
60	Able to identify the casting of a 7th level spell in 3d20 minutes
70	Able to identify the casting of a 8th level spell in d12 hours
80	Able to identify the casting of a 9th level spell in d20 hours
90	Able to identify the casting of a 10th level spell in d8-1 days

Sprint

This fundamental skill determines how long a character is able to move and at different speeds, including sprinting, running, jogging, walking, and forced marches.

Check: Unless the character is naked, apply the resultant modifier from the Encumbrance table (see *Chap. 9: Equipment*) to the appropriate race and ability score on the Physical Fitness sub-ability. Next, depending on the speed at which the character desires to move as indicated below, a check must be made. Though Physical Fitness is the sub-ability for this skill, its role is to determine a character's speed, not to adjust their Skill Check rolls. Any Skill Points invested in this skill increase both the character's speed and the Skill Check rolls. Finally, consider the angle of elevation at which the character runs.

Sprint - After every round of sprinting, a Sprint check must be passed at a TH of 75 or the character slows to $\frac{3}{4}$ of their original sprint (normal running) due to exhaustion. This process continues as long as the character is running as fast as possible at the moment, and they will eventually fail checks and slow to $\frac{1}{2}$ of their original sprint (jogging speed), then $\frac{1}{4}$ (walking speed), and finally be so winded they cannot run at all. To catch their breath, a character may attempt to pass a Sprint check every minute, then being able to move at $\frac{1}{4}$ pace, next at $\frac{1}{2}$, $\frac{3}{4}$, and finally be fully recovered.

Run - After every other round of running (which is originally $\frac{3}{4}$ of a character's Sprint speed), a Sprint check must be passed at a TH of 60 or the character slows to $\frac{1}{2}$ of their original sprint (jogging speed) due to exhaustion. This process continues as long as the character is attempting to run, and they will eventually fail checks and slow to $\frac{1}{4}$ of their original sprint (walking speed), and finally be so winded they cannot run at all. To catch their breath, a character may attempt to pass a Sprint check every minute, then being able to move at $\frac{1}{4}$ pace, next at $\frac{1}{2}$, $\frac{3}{4}$, and finally be fully recovered.

Jog - After every fifth round of jogging (which is originally $\frac{1}{2}$ of a character's Sprint speed), a Sprint check must be passed at a TH of 60 or the character slows to $\frac{1}{4}$ of their original sprint (walking speed) due to exhaustion. This process contin-

ues as long as the character is attempting to jog, and they will eventually fail another check, being so winded they are forced to rest with their hands on their knees. To catch their breath, a character may attempt to pass a Sprint check every minute, then being able to move at $\frac{1}{4}$ pace, next at $\frac{1}{2}$, $\frac{3}{4}$, and finally be fully recovered.

Walk - After two hours of walking (which is originally $\frac{1}{4}$ of a character's Sprint speed), a Sprint check must be passed at a TH of 30 or the character needs to catch their breath due to exhaustion. To catch their breath, a character may attempt to pass such a Sprint check every minute, then being able to move at $\frac{1}{4}$ pace, next at $\frac{1}{2}$, $\frac{3}{4}$, and finally be fully recovered. To determine the distance in terms of miles walked per hour, adjust the Sprint speed for Encumbrance (see *Chap. 9: Equipment*) and divide by 58. Difficult terrain may also impede the distance traveled.

Forced March - A forced march occurs when a leader forces warriors to march beyond 8 hours in a day. After two hours of forced march or ten hours of marching (which is originally $\frac{1}{4}$ of a character's Sprint speed), a Sprint check must be passed at a TH of 50 or the character needs to catch their breath due to exhaustion. To catch their breath, a character may attempt to pass a Sprint check every minute, then being able to move at $\frac{1}{4}$ pace, next at $\frac{1}{2}$, $\frac{3}{4}$, and finally be fully recovered.

Angle of Elevation - Since it is more difficult to sprint uphill than downhill, angle of elevation becomes relevant to all movement.

Uphill - If the character is attempting to move uphill, acquire a calculator with a button called 'sin,' also known as sine. Make sure your calculator is in 'Degrees' mode. Press 'sin' and then enter the degree of elevation. Multiply the result by 100 and consider this to be a percentage of loss in speed. For instance, if a character is capable of sprinting 200 feet in a round, but they attempt to sprint at an uphill angle of 45 degrees, then $[(\sin 45 = 0.7071) \times 100] = 70\%$ of loss in speed. Instead of sprinting 200 feet in a round, this character may only sprint 60 $(200 \times .3)$ feet per round at an uphill angle of 45 degrees.

Stonemasonry

This skill refers to the knowledge, experience, and ability to perform two types of masonry: rubble and ashlar. Rubble walls are composed of irregular and coarsely jointed field stone. Ashlar, conversely, is a wall constructed of carefully worked stones set with fine, close joints. It is in the building of ashlar walls that stonemasons are employed, as they painstakingly craft stones to certain measurements or specifications. Stonemasonry is often reserved as work for criminals.

Check: To make a daily Stonemasonry Skill Check, roll percentile dice and apply the average of the modifiers from the sub-abilities of Strength and Spatial Intelligence. The roll must exceed TH 30 to be successful for one day's worth of labor. A single stonemason can produce one cubic foot of fitted stone per day.

Storytelling

Creatures have told stories as long as language has existed. If a character is telling a story to entertain or impress, then a Storytelling Skill Check must be made. Storytelling may be combined with other skills. For instance, not to be mistaken with Trickery, which is telling a lie, a character may tell a detailed and fabricated story in an effort to fool someone; this is a combination of Trickery and Storytelling.

Check: To make a Storytelling Skill Check, roll percentile dice and apply the modifier from Charisma. The result indicates the effectiveness of the story in many respects, including elocution (how well it was physically delivered including appropriateness of gestures), logical coherence (did it make sense or did some elements contradict others), organization (was there a clear beginning, body, climax, and conclusion), etc. The higher the number, the more effective was the story. Unless successful Storytelling is combined with other skills such as Persuasion or Trickery, the audience will not be compelled to take any new action; they will simply enjoy the tale.

Swim

One of the healthiest skills, any humanoid with all of their limbs is capable of swimming, though some may do so calmly and others may be more stricken by panic. Under normal conditions, such as only needing to dog-paddle in a calm body of comfortable water, there is no need for a check. However, if the exhaustion of a swimmer is relevant, a Skill Check must be made. Characters may Swim as fast as their walking speed (1/4 of Sprint speed). In calm water, a swimmer's encumbrance (see *Chap. 9: Equipment*) is 1/10th of what it is on land. If it is exceeded, the character will drown unless they discard possessions.

Check: To make a Swim check, roll percentile dice and apply the average of the modifiers from the sub-abilities of Physical Fitness and Strength. Every hour of swimming, a check at TH 75 must be passed to continue swimming. If the check is failed, then the swimming character must rest. If the result is 10 or less, then a leg cramp occurs. The chance of getting a cramp increases by 10 every hour. If desired, a d6 and d10 may be rolled to determine which minute specifically within the hour the cramp occurs. Finally, it should be noted that while obese characters are more buoyant, they are less physically fit and will tire easier, so no adjustment to the check needs to be made based on obesity.

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Symbology

Symbols are representations of other things. The study of symbols grants familiarity with religious and deific symbols, pictograms and ancient runes, as well as magical sigils. A Skill Check must be made to recognize, understand, or use symbols appropriately (not including daily language).

Check: To make a Symbology Skill Check, roll percentile dice and apply the modifier for the Intelligence ability. Compare the result with the TH on the table below:

TH	Religious or Deific Symbols
5	Familiar with the symbol of a major local deity or church
10	Familiar with the symbol of a minor local deity or church
20	Familiar with the symbol of a major foreign deity or church
40	Familiar with the symbol of a trivial local deity or church
60	Familiar with the symbol of a minor foreign deity or church
80	Familiar with the symbol of a trivial foreign deity or church
99	Familiar with an obscure immortal
TH	Pictograms and Ancient Runes
70	Does not understand it even when it is in the context of other familiar supplemental symbols
75	Partial understanding of it only in the context of other familiar supplemental symbols
80	Understands it only in the context of other familiar supplemental symbols
85	Partial understanding of the symbol alone, without contextual aid
90	Understanding of the symbol alone, without contextual aid
99	Understanding of the symbol as well as its etymological history

TH Magical Sigils

5	Familiar with the concept of personal magical sigils as magical scripture that serves as a signature of a magician (usually hierophants, Druids, mages, or sorcerers)
25	Familiar with the personal magical sigil of a famous Archmage
50	Familiar with the personal magical sigil of a popular local magician
75	Familiar with the personal magical sigil of a popular foreign magician
95	Familiar with the personal magical sigil of an obscure local magician
99	Familiar with the personal magical sigil of an obscure foreign magician

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Tanning

Tanning leather takes at least 40-50 days, depending on the product and the hide. Leather is the result of modification of an animal hide, and it is strong, flexible, and resists decay. Most leather is from cattle hides, calfskins, goatskins, kidskins, sheepskins, and lambskins, though the hides of many monsters yield quality leather as well. Depending on how the tanning is done, leather can be as soft as cloth or as hard as the sole of a shoe.

Promptly after removing the hide from the animal, it is cured. To cure the hide, salt is applied generously to it and it is stored for 30 days in a moisture-free place. After 30 days, the salted hide is thoroughly dry. Next, the cured skins are soaked in pure water for 2-7 hours to eliminate salt, blood, and dirt, and to replace a small amount of moisture. After a good washing, the remaining flesh is thoroughly removed. Next, the hide is soaked in a solution of lime and water for nine days. The skin is now treated with a weak solution of acid. Finally, the skins are treated with a mixture of salt and acid and dried under conditions that control for heat and humidity.

LC: The LC is 20 for the first solo attempt at tanning, and improves by 5 with each successful tanning of a hide.

Check: The tanner must roll percentile dice and apply the modifier for the Common Sense sub-ability. Consider the roll to be the quality of the finished product. The table below assumes that the hides used will be common, not exotic. Exotic hides may be easier or harder to work with.

TH	Example
30	Successful tanning

Taste

The sense of taste can be very sensitive. If a character needs to assess the sensitivity of this sense at the moment, they must make a Skill Check.

Check: The character must roll percentile dice and apply the modifier for the Intuition sub-ability. Compare this result with the TH on the table below to understand the sensitivity of the character's taste at the moment:

TH	Example
5	Can distinguish warm urine from cold water
50	Can distinguish between cow and goat milk
90	Can distinguish between fine wines
99	Can identify any oral substance as long as they've had it before, no matter how minute the difference, or the difference itself is noticed and may be described in as much detail as possible.

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Touch

The sense of touch can be very sensitive. If a character needs to assess the sensitivity of this sense at the moment, they must make a Skill Check.

Check: The character must roll percentile dice and apply the modifier for the Intuition sub-ability. Compare this result with the TH on the table below to understand the sensitivity of the character's touch at the moment:

<u>TH</u>	<u>Example</u>
5	Being raped by a well-endowed minotaur is obvious.
10	Being pinched is obvious.
20	A hand placed on your shoulder is obvious.
40	While lying in the shade, the hot sun on one part of your body is obvious.
50	A feather being dragged across your body is obvious.
60	A fly landing on you is obvious.
80	A single hair on the skin is obvious.
95	A change of 1 degree in air temperature is obvious.
99	With your eyes closed, you could pass your elbow through some smoke, say from incense, and feel the difference between smoke and air.

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Toxicology

This skill allows a character to do several things: find a poison, identify a poison, and to properly extract or prepare a poison. This is not to be confused with Herbalism, which is instead concerned with the healing effects of plants on wounds or ailments.

Check: A separate check must be made for finding, identifying, and extracting or preparing poison. Finding poison means that the character is attempting to find it in nature, such as searching a forest for a poisonous plant. The exact poison found is determined by the MM. A list of poisons is provided in *Chapter 17: Natural Substances*. Identifying poison means that if a person beholds a substance which they suspect is poisonous such as a glass of wine handed to them by an immoral elf, they may possibly detect whether or not the wine is poisoned. Finally, extracting poison refers to properly removing it from nature, such as from a spider's sac. Preparing poison means to properly prepare the extracted poison, such as how much to mix with what kind of liquids, such as wine, etc.

<u>TH</u>	<u>Find</u>	<u>Identify</u>	<u>Extract</u>	<u>Prepare</u>
01	Nothing	Nothing	Sample ruined	Sample ruined
20	Common	Nothing	Simple	Easy
30	Common	Obvious	Simple	Easy
40	Common	Obvious	Simple	Easy
50	Common	Obvious	Moderate	Easy
60	Common	Obvious	Moderate	Average
70	Uncommon	Ordinary	Difficult	Average
80	Uncommon	Ordinary	Difficult	Average
90	Rare	Obscure	Difficult	Hard
99	Very Rare	Obscure	Impossible	Hard

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Tracking

If a character needs to track another creature, and knows that the trail before them is from the creature that needs to be tracked, then a Tracking Skill Check is made. If a trail is not before them, then they must use the Search skill to find the trail initially.

Check: To see how well a character is able to track the trail before them, roll percentile dice and apply the skill modifier of Intelligence to the roll. The frequency of checks depends on the situation, and is up to the MM. Unless otherwise stated, checks should be made every hour, every half-hour if in twilight, every round in the dark, or every change of terrain. Otherwise, consult the table below to observe how well or poorly the character tracked:

TH	Example
5	Unable to track footprints through otherwise undisturbed snow.
25	Able to track no less than 3 sets of footprints in one group over a field after rainfall.
50	Able to track 1 set of footprints over marshland.
75	Able to track 1 set of footprints over dry land.
99	Able to track an ant's trail through a desert during a sandstorm.

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Trapping

If a character has traps to set, then a check of this skill will reveal how much food was trapped.

Check: To see how much food, if any, is trapped, roll percentile dice and apply the modifier from the Common Sense sub-ability to the roll. Note that the following results represent using traps of average quality in average terrain under average conditions. If necessary, the MM will determine the creature(s) that was (were) trapped. Results are considered to be daily. Consult the table below:

TH	Example
5	Nothing
10	Half a meal for one human
20	One meal for one human
30	Two meals for one human
40	Three meals for one human
50	Four meals for one human
60	Five meals for one human
70	Six meals for one human
80	Seven meals for one human
90	Ten meals for one human
95	Twenty meals for one human
99	Forty meals for one human

Trickery

Different than Persuasion, trickery is a character's skill at lying. If a character is attempting to lie to someone, then a Trickery Skill Check needs to be made. Trickery is often combined with the Persuasion skill.

Check: To see how convincing a lie is, roll percentile dice and apply the skill modifier for Charisma to the roll. This number represents the believability of the character's lie.

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Tumble

If a character needs to tuck and roll, then a Tumble Skill Check must be rolled.

Check: Roll percentile dice and apply any modifiers, such as the Skill Modifier for the sub-ability of Agility. Compare this number with the TH below to understand how well or poorly your character tumbled:

TH	Example
10	Character slips and falls to the ground.
25	Character tumbles one revolution, then stands, but takes a moment to regain their balance, suffering -5 to Agility for 1 round).
50	Character tumbles one revolution, then stands, if so desired.
75	Character tumbles two revolutions, then stands, if so desired.
99	Character tumbles three revolutions, then stands, if so desired.

Ventriloquism

If a character intends to throw their voice, making it seem to originate from somewhere else nearby, then a Ventriloquism Skill Check must be made.

Check: Percentile dice are rolled and the skill modifiers from Intelligence and Enunciation are applied to the roll. Compare this number with the TH below to understand how well or poorly your character used ventriloquism:

TH	Distance Thrown
5	One inch
10	1 foot
30	2 feet
40	3 feet
50	5 feet
60	10 feet
70	15 feet
80	25 feet
90	50 feet
99	100 feet

Weapon, General Type

All weapons fall into one of several categories: bows and crossbows; axes, clubs, and hammers; knives; polearms; swords; and tools. Each time 5 Skill Points is invested or accumulated in this skill, they serve to negate the penalty

LC: Every melee combat in which this specific weapon is used, though no more than one combat per day, lessens the LC by 5.

Check: A Skill Check with a General Type of Weapon generally means that a weapon of that general type is being swung at an opponent. For those who have never before swung this specific weapon in combat or trained with it, there is a -20 penalty to the Skill Check. The TH is the opponent's CA (Current Armor), though each weapon has modifiers to hit certain types of armors and must be included in the roll. Further, every two Skill Points invested or accumulated with a General Type of Weapon beyond the first 5 will improve the Skill Check by 1 for all weapons of that general type.

Weapon, Specific

This skill applies individually to different weapons. For each weapon in which 5 Skill Points have been invested, that weapon may be used in combat without penalty.

LC: Every melee combat in which this weapon is used, though no more than one combat per day, lessens the LC by 5.

Check: A Skill Check with a Specific Weapon generally means that it is being swung at an opponent. For those who have never before swung this weapon in combat or trained with it, there is a penalty of -20 on the Skill Check. The TH is the opponent's CA (Current Armor), though each weapon has modifiers to hit certain types of armors and must be included in the roll. Further, every two Skill Points invested or accumulated with a Specific Weapon beyond the first 5 will improve the Skill Check by 1. This skill does not increase damage.

Weapon Trick

With this skill, the character has mastered a trick with a specific weapon. The trick may have one of three effects, though it must be determined when the trick is learned, not for each usage of the trick. The three effects include: it may increase damage on one attack per round of the character's choice by 10%, it may increase the Skill Check with the specific weapon when attacking on one attack per round of the character's choice by 10%, or it may bedazzle opponents as well as onlookers. Any round that a character is performing a Weapon Trick, their Current Armor suffers a -5 penalty.

Check: Once per round, a check may be made while attempting to perform a Weapon Trick. The TH may vary widely, depending on the complexity and effect of the trick. The MM will assign a permanent TH to the Weapon Trick.

Weaponsmithing

Crafting weapons is not an easy task. Before any weapon may be crafted, the character must have access to the necessary tools, including a forge.

LC: For each weapon that the character has never before crafted, the LC is 40. Each time a weapon is made successfully, the LC improves by 5.

Check: Each weapon crafted requires a Skill Check. The TH varies depending on the type of weapon.

Weapon Mastery

After investing at least 25 skill points into a specific weapon, mastery may be claimed regarding that weapon. Weapon Mastery grants: an increased likelihood of Crucial Damage and a decreased likelihood of Crucial Fumbles. The range for Crucial Damage is doubled, and the range for Crucial Fumbles is halved.

Weather Prediction

Predicting the weather can be very handy for sailors and navigators, as well as guides in the wilderness, and towns along rivers in spring.

Check: By singular humanoid observation, it is possible to predict the exact weather conditions in the next hour (TH 10), six hours (TH 20), twelve hours (TH 40), day (TH 60), two days (TH 85), or three days (TH 95).

Weaving

This is the skill concerning the interlacing of fiber strands into cloth. Raw materials for weaving include animal hairs such as wool, camel hair, rabbit hair, a vegetable fiber such as cotton, and hemp, and a leaf fiber. Many fine tapestries and rugs are woven by those who know this skill.

LC: Initially, weaving by hand yields a LC of 40, though the LC improves by 5 with every completed attempt, whether successful or not. Weaving with the hand loom has a LC of 20, which improves by 4 with every completed effort.

Check: Weaving may be either done by hand (TH 60) or by an ancient machine known as the hand loom (TH 20), though artistic pictorial weaves such as tapestries increase the TH by 10, due to the exactness of the finished product and the fact that tapestries differ from normal weaving in that they have no weft or horizontal thread spanning the width of the product. No more than twelve threads per inch may be attained. If multiple people weave together as a team, only the highest roll from the group is considered for the Skill Check.

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Wilderness Lore

Different from the related skills of nature, Wilderness Lore permits a character knowledge pertinent to survival in the wilderness, such as subtleties like which side of a tree moss grows on, or how to avoid being smelt downwind.

Check: The MM must determine the TH based on the difficulty of the check to be made. As a reference point, refer to the following table:

TH	Example
30	Imitate animal sound
40	Knowledge of what animals are indigenous in the current habitat
50	Knowledge of which local plants are edible
70	Avoid being smelt by normal wilderness animals

Wrestling

Whenever two or more characters grapple with each other in close quarters, not predominantly to exchange blows but to force a submission, this is Wrestling.

Check: All characters involved in an immediate fray must roll a Wrestling Skill Check. If the results are within 10 of each other among opponents, then they are gridlocked, unable to enact any effective maneuver for the round. The character with the highest roll (and exceeding by 10) wins, must now roll a d20, and consult the following table:

1. Head-butt - d2 subdual damage
2. Bear-hug - Opponent has their arms trapped at their sides while you squeeze their torso with your arms for everything you have. The opponent may attempt escape with a Wrestling check with a TH of 25, assuming your Strength scores are equal. Otherwise, apply the difference between these scores to the TH in the appropriate direction. If the check fails, the opponent loses 10% of their Strength each round until they pass out. If freed, Strength returns at the same rate taken.

3. Hammerlock - One of the opponent's arms is braced behind their middle back against their will and they are helpless from behind while standing (01-30%) or preferably braced on the ground or against something solid (31-100%). Opponent may attempt escape by making a successful Wrestling check with a TH of 30. If failed, you may break their arm, administering 2d8 damage and reducing their Agility to 70%. Otherwise, you may continue your submission hold and administer 2d6 subdual damage per round, unless they escape the lock, though the TH increases by 5 if standing up and 10 if braced.

4. Headlock - Opponent's head is trapped between arms or legs and the opponent may attempt escape with a successful Wrestling check with a TH of 70. If failed, you may snap their little neck, reducing their Life Points to 0, and their eyes will bulge. Otherwise, you may continue your submission hold and administer 2d8 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.

5. Ankle lock - Opponent's ankle is trapped between arms or legs and the opponent may attempt escape with a successful Wrestling check with a TH of 55. If failed, you may break their ankle, reducing their Sprint and Agility to 15%, as well as administering 2d10 damage. Otherwise, you may continue your submission hold and administer 2d8 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.

6. Wrist lock - Opponent's wrist is trapped in an awkward position and the opponent may attempt escape with a successful Wrestling check with a TH of 35. If failed, you may break their wrist, reducing their Hand-Eye Coordination to 30%, as well as administering 2d6 damage. Otherwise, you may continue your submission hold and administer 2d4 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.

7. Suplex (released) - Opponent is grabbed around the waist, whether arms are trapped or not and whether grabbed from behind or the front, hoisted into the air and hurled backwards (winner's Dead Lift for Strength must exceed the opponent's weight by 20%), and dropped on their head (01-20%), stomach (21-50%), or back (51-100%). This maneuver administers d20 damage if on the head, or d20 subdual to the body.

8. Leg lock - Opponent's leg is trapped between your arms or legs and the opponent may attempt escape with a successful Wrestling check with a TH of 40. If failed, you may break their leg, reducing their Sprint and Agility to 10%, as well as administering 2d12 damage. Otherwise, you may continue your submission hold and administer 2d10 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.

9. Arm bar - Opponent's arm is trapped between your arms or legs and the opponent may attempt escape with a successful Wrestling check with a TH of 60. If failed, you may break their arm, reducing their Agility to 70%, as well as administering 2d8 damage. Otherwise, you may continue your submission hold and administer 2d6 subdual damage per round, unless they escape the lock, though the TH increases by 10 per round.

10. Belly-to-back suplex - You have grabbed your opponent from behind, grasping their torso and the "outside" arm, depending on which way you decide to thrash them. For example, thrashing someone to the right would require you to grasp their left arm (outside arm) so that they are unable to block their fall, and vice versa. The opponent suffers 2d6 subdual damage unless this action is so tastelessly performed upon a rock or some other solid bodily receptacle, which permits normal damage.

11. Scissors lock - You have your legs wrapped around their sides while you squeeze their torso with your legs for everything you have. The opponent may attempt escape with a Wrestling check with a TH of 40, assuming your Strength scores are equal. Otherwise, apply the difference between these scores to the TH in the appropriate direction. If the check fails, the opponent loses 10% of their Strength each round until they pass out. If freed, Strength returns at the same rate taken.

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12. Overbearing - To overbear an opponent is to take them to the ground and pin them so that struggling against a hold is futile. Overbearing is largely determined by weight. It is not possible for a humanoid to overbear a heavier opponent; the target must be lighter in weight. Multiple grapplers may try to overbear a single opponent, in which they sum their weight. For humanoids, the target's weight is subtracted from the grappler's weight. For successful overbearing to occur, percentile dice are rolled and the result must not exceed the difference between the target and subject in weight.

If a human male successfully overbears a female, it is possible that rape may occur. If a male seeks to have his way with a woman at her expense and whether she likes it or not, he may attempt to Intimidate her to allow him to rape her without resistance. On the other hand, he may be enraged or prefer to continue without asking. If an Intimidation Skill Check is successful, then double the effective weight difference used in Overbearing above. In any case, he will have to overcome her clothing or armor. If naked, there is no modifier to the Rape roll. If either of them is wearing clothes, then the Rape roll suffers a +5 penalty, +10 for both. If either wears light armor, then the Rape roll suffers a +10 penalty, +20 for both. If either wears medium armor, then the Rape roll suffers a +20 penalty, +30 for both. If either wears heavy armor, then the Rape roll suffers a +30 penalty, +60 for both.

The Rape roll consists of rolling percentile dice, and the rapist wants to roll lower than the weight difference as used in Overbearing, doubled by Intimidation if used, and the roll is modified by clothing or armor. If the roll fails, then the woman manages to escape from the clutches of the rapist, and 80% of the time manages to land a Brawling blow with Crucial Damage to either the Penis (01-50%) or Testes (51-100%) of the would-be rapist. Further, if the roll fails then she either escapes prior to penetration (01-60%) or during the violation (61-100%). If the roll is successful, then the man does with her as he likes.

13. Brawling - Roll d100 and consult the table for the Brawling skill to determine location and damage.

14. Belly-to-belly suplex - You have grabbed your opponent from the front, grasping their torso and the "inside" arm, depending on which way you decide to thrash them. For example, thrashing someone to the right would require you to grasp their left arm (inside arm) so that they are unable to block their fall, and vice versa. The opponent suffers 2d8 subdual damage and also temporarily stunning them for d6 rounds unless this action is so tastelessly pulverized upon a rock or some other solid bodily receptacle, which permits normal damage instead of subdual.

15. Suplex (unreleased) - Opponent is grabbed around the waist, whether arms are trapped or not and whether grabbed from behind or the front, hoisted into the air, hurled backwards (winner's Dead Lift for Strength must exceed the opponent's weight by 20%), and dropped on their head. This maneuver administers 3d10 damage. The opponent may attempt to escape your grasp with a Wrestling check with a TH of 25, assuming your Strength scores are equal. Otherwise, apply the difference between these scores to the TH in the appropriate direction. If the check fails, the opponent loses 40% of their Strength each round a successful suplex is given until they pass out. If freed, Strength returns at the same rate taken.

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16. Choking - Opponent may attempt to escape with a successful Wrestling check at a TH of 60. If failed, they lose 2 Life Points in subdual damage and lose 10 Strength. The next round, the opponent may again attempt escape, this time with a TH of 90. If failed, they again lose 2 Life Points in subdual damage and now lose an additional 20 Strength. The third round of choking, they may attempt to escape with a TH of 99. If failed, they lose 2 more Life Points by subdual damage and also lose 40 Strength. The fourth round, they may not attempt escape at all. If still conscious, they suffer another 2 Life Points of subdual damage and lose 80 Strength. Amazingly, if still conscious, they lose 2 Life Points in subdual damage and lose 160 Strength. Continue this pattern if necessary.

17. Fish-hook - You have successfully wedged a finger into each side of the opponent's mouth, outside of their biting range, and begun pulling apart as though you want the side of their lips to touch their ears. They may, however, attempt to escape, though they need to have a higher Strength score by 10 points than you. To escape, both combatants make a Strength check. If the victim's roll is higher, then he escapes. This vicious maneuver will never be forgotten, and if successful, administers 3d6 points of humiliating facial damage each round it is applied. Each round of successful fish-hooking, the opponent's Facial Charisma lowers 2 points.

18. Eye-gouge - If intended to kill, roll d20 for damage and apply appropriate modifiers. If intended for submission, administer d10 subdual damage, and the opponent must roll a TH of 50 to escape. If failed, again administer d10 subdual damage and the opponent must roll a TH of 90 to escape. If this is failed, they must pass a Health check at a TH of 90 or pass out for d100 minutes. If passed, they may not escape now, but will take d10 subdual damage every round and must pass a Health check at a TH of 95 to remain conscious.

19. New move - Though you have never seen or heard of this move before, it has forced your opponent into submission at your mercy.

20. Winner's choice - Any of the above Wrestling techniques may be chosen.

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Chapter 9: Equipment

Herein lie the goods that characters may purchase. Starting funds for characters were determined by Social Class (see *Chap. 6: Sociality*). Everything on the following lists may be purchased by characters, provided the MM declares it to be available and for sale.

In order, this chapter introduces currency, a table that lists common equipment for adventurers, then three weapons tables (melee, miscellaneous, and missile), miscellaneous equipment, armor, encumbrance, and carrying capacity.

Integrity Points

Every object or item has a given number of Integrity Points (IP). While not likely to come up in every game, sometimes it is relevant to know how many points of damage an item can take before losing its integrity; in other words, falling to pieces or being destroyed. If damage is done to a living creature, then the damage is considered LP (see *Chap. 10: Combat*). However, if damage is done to an object, it is considered IP. Therefore, every item in this chapter has a number of IP listed for it. When an item is reduced to zero IP, it is destroyed, useless, broken, or whatever is most appropriate.

Note that some items, such as an apron, are very susceptible to some types of damage, such as slashing or burning, but not to pounding; in fact, you can pound an apron all day and not likely ruin its integrity. For this reason, IP for items are listed in three forms, separated by slashes. They are hacking/pounding/burning. If an object is damaged by different means, the MM may assign an appropriate modifier.

Finally, IP's are not detracted from an item in normal combat. For example, if a warrior is struck, then the armor does not lose IP, the warrior loses LP. If an item is targeted itself, however, it loses IP.

Currency

The currency of this game exists in two main forms: coins and bars. While different states or countries may put different seals on their currency, usually imprints of the images of deities or rulers, over the years all have adopted identical measures for the minting of coins and bars. All coins are the same size and have the same weight, as is true with bars. Fifty coins equal one pound in weight. A bar equals ten pounds and has the same value as five hundred corresponding coins. The dimensions of bars are 8" x 4" x 3". Coins differ in value as follows:

<u>Coin</u>	<u>Equivalent</u>	<u>IP: H/P/B</u>	<u>Common Use</u>
1 gold piece (gp)	10 silver pieces (sp)	1/1/15	Upper Class
1 electrum piece (ep)	5 silver pieces (sp)	2/2/12	Ancient Hoards
1 silver piece (sp)	10 copper pieces (cp)	3/3/10	Middle Class
1 copper piece (cp)	10 bronze pieces (bp)	4/4/8	Lower Class
1 bronze piece (bp)	1 bronze piece (bp)	5/5/10	Ancient Hoards

Note that electrum (an alloy of gold and silver) and bronze are not currently used as coins, though they may be found in ancient treasure hoards. When bartering for goods and services, three coins will be encountered: gold, silver, and copper. Copper pieces are the typical wages of peasants or the lower class, silver pieces of serfs or the middle class, and gold pieces of nobles or the upper class.

To put currency in perspective, the average person is a peasant. Most peasants struggle to earn enough to feed themselves and their family, earning less than a silver piece for a day's labor, often 4 cp. Out of the family's earnings, peasants usually purchase beer and bread as the daily staple, and some enjoy nothing else. Most peasants wear the same clothes throughout the year; poverty means struggling to survive. Outside of a town, peasants are not free people and all belong to one serf or another. Inside towns, peasants are free people, but must pay a yearly fee to the town to live there. Typically, peasants live in single-room huts that are often 16' x 12', or two-room cottages measuring 33' x 13'. These structures are built to last about twenty years before they needed to be torn down and rebuilt. Few peasants ever travel far from their homes.

Serfs, who own land, typically have a long house that may average 50' in length and a byre (barn). Most serfs earn less than a gold piece in a day, and use their earnings to purchase and pay peasants to work their land. Oftentimes, local serfs band together for the protection of a lord, a knight offering protection in exchange for service.

Nobility, of course, usually earns at least one gold piece per day, and often more.

While coins are the popular currency for most trade, bars are usually reserved for large purchases between nations or states. The presence of bars usually indicates royal property or stolen royal property.

Finally, before listing equipment, it may be helpful to note that there are 16 ounces in a pound and 2,000 pounds or 250 gallons in a ton.

Equipment, Common

Item	Cost	Weight (lbs.)	IP: H/P/B
Anvil, Iron	5 gp	100	10,000/10,000/10,000
Apron	3 cp	1	1/NA/1
Backpack, leather	2 sp	2	5/NA/10
Backpack, straw	4 cp	1	2/4/1
Barrel	15 sp	30	50/25/15
Bed, double	4 gp	150	50/50/15
Bed, single	3 gp	90	40/40/10
Belt, leather	5 cp	1	5/NA/5
Belt, chastity	1 gp	5	30/30/70
Bench	2 gp	15	40/40/10
Bit and bridle	1 sp	4	2/5/2
Blanket, wool	5 cp	3	5/NA/2
Book, 100 blank pages	20 gp	20	7/20/2
Bookcase (4' x 1' x 8')	3 gp	100	40/40/10
Boots, thigh	4 sp	5	5/NA/5
Boots, knee	3 sp	4	4/NA/4
Boots, calf	2 sp	3	3/NA/3
Bowl	3 cp	1	2/4/5
Bracers, leather	1 sp	2	2/NA/5
Brooch	9 cp	2 ounces	4/2/5
Bucket, metal	1 sp	3	20/20/100
Bucket, wood	5 cp	2	15/10/5
Candle, 12" x 1"	1 cp	4 ounces	1/1/3
Candle, 10" x 3"	2 cp	2	2/2/5
Candle, 8" x 6"	4 cp	5	4/4/8
Cane, walking	3 cp	3	3/5/5
Chair	1 gp	10	20/20/8
Chalk, 1 piece	1 cp	1 ounce	1/1/1
Chest, wood	1 gp	25	50/25/15
Cloak	5 sp	3	5/NA/2
Coal, lump of	1 cp	2 ounces	1/1/3
Dice, pair of	2 sp	1 ounce	3/2/4
Dice, pair of loaded	5 sp	1 ounce	3/2/4
Dress, noble	10 gp	3	5/NA/2
Fishing net, 25 sq. ft.	1 sp	5	2/NA/2
Flask	8 cp	8 ounces	1/1/10
Flint	2 cp	1	5/5/5
Flute, wood	3 sp	1	2/1/3
Garter	5 sp	1	1/NA/1
Gloves, leather	2 sp	1	2/NA/5
Goblet	3 cp	1	3/3/3
Hat	1 sp	1	2/NA/2
Horn	1 gp	7	3/2/20
Horseshoes	6 sp	12	30/20/100
Incense stick	1 sp	1 ounce	1/1/2
Ink, 1 Vial	5 gp	1 fl. ounce	1/1/3
Ladder, 10'	5 cp	20	3/3/5
Lantern	5 sp	3	2/1/10

Equipment, Common (continued)			
Item	Cost	Weight (lbs.)	IP: H/P/B
Lock and key	4 sp	3	5/5/40
Lock-picking tools	5 sp	2	5/5/40
Lute	3 gp	3	2/1/3
Manacles, Arm	2 sp	8	50/30/150
Manacles, Leg	3 sp	10	60/40/175
Marbles, bag of 30	2 cp	1	70/30/200
Mirror, polished iron	8 sp	2	20/20/100
Oil flask	2 sp	2	1/1/5
Pantaloon	4 cp	2	3/NA/2
Paper	5 sp	1 ounce	1/NA/1
Pipes, musical	2 gp	3	1/1/5
Pouch, belt	8 cp	1	2/NA/8
Robe	1 sp	5	3/NA/3
Rope, per 50'	1 sp	10	3/NA/3
Sack	2 cp	4 ounces	2/NA/2
Saddle	3 gp	20	10/100/30
Saddle blanket	3 cp	1	5/NA/2
Saddlebags	1 gp	8	5/NA/10
Sandals	4 cp	1	2/NA/5
Sconce, wall	3 cp	4	40/20/100
Scroll	1 gp	3	1/NA/1
Scroll case	5 sp	8 ounces	5/5/10
Shirt	4 cp	2	3/NA/2
Shoes	1 sp	2	4/NA/5
Spike, 8" iron	2 cp	3	75/1,000/150
Stool	8 sp	6	20/20/8
Sundial	5 gp	50	5/3/100
Symbol, religious	1 gp	1	5/5/40
Table, 5' x 3'	2 gp	100	30/30/10
Tankard	2 cp	1	5/5/5
Tent for two humans	1 gp	20	5/NA/2
Torch	1 cp	1	4/6/5
Vial	5 cp	4 ounces	1/1/8
Water, holy, 1 vial of	6 sp	1 fl. ounce	1/1/8
Water, unholy, 1 vial of	6 sp	1 fl. ounce	1/1/8
Whistle, Signal	9 cp	4 ounces	2/3/15
Wineskin	8 cp	1	2/NA/4

Anvil, iron - This is a heavy iron block on which metal is shaped by hammering or forging.

Apron - This is a piece of cloth used during cooking to protect one's clothing.

Backpack, leather - This is leather sewn together to allow storage within. Two straps allow people to affix this sturdy leather pack to their back.

Backpack, straw - This is straw woven together to allow storage within. Two leather straps allow people to affix this pack to their back. This pack, though cheaper, is not as sturdy as a leather backpack.

Barrel - This is a round bulging vessel of greater length than breadth that is usually made of staves bound with hoops and has flat ends of equal diameter. Barrels are renowned to hold 31 gallons.

Bed, double - This bed is large enough to accommodate two people, though not in comfort. One person may sleep on a double bed in moderate comfort.

Bed, single - This bed is small, only accommodating one person.

Belt, leather - This is a thin strip of leather that is tied around one's waist to hold up one's pantaloons.

Belt, chastity - Looking like iron underwear, a chastity belt is placed on a woman and locked in place so that she is unable to have vaginal intercourse.

Bench - An object on which to sit, a bench is usually made of wood, though other materials may be used.

Bit and bridle - This consists of a short cylindrical rod which lies across the back teeth of a horse.

Blanket, wool - A wool blanket is good for preserving body heat in cold weather.

Book, 100 blank pages - Books tend to be large and weigh considerably. The pages of books are thick, as are the covers. Books are usually bound in leather and have metal strategically placed for reinforcement.

Bookcase (4' x 1' x 8') - This large piece of furniture consists of several shelves on which books may be stored. On average, 7 books may be stored per shelf, of which there are usually six shelves. The average bookcase of this size therefore holds 42 books.

Boots, thigh - Serving as protective leather footwear, these boots extend half-way up the thigh. Thigh boots protect against more than merely the cold, but also against snake bites.

Boots, knee - Serving as protective leather footwear, these boots extend as high as the knee. Knee boots protect against more than merely the cold, but also against snake bites.

Boots, calf - Serving as protective leather footwear, these boots extend halfway toward the knee.

Bowl - This is a small, hand-sized reservoir which is most often used to hold beverages or food. Bowls may be made of wood, metal, clay, or a variety of materials, though wood is most common.

Bracers, leather - Leather is wrapped

around the lower forearm to reinforce the arm and wrist.

Brooch - A small and decorative metal pin, a brooch is placed over the chest where it is used to connect the ends of a cloak or robe.

Bucket, metal - This is a small reservoir with a handle that is often used to transport beverages or grains from place to place.

Bucket, wood - This is a small reservoir with a handle that is often used to transport beverages or grains from place to place.

Candle, 12" x 1" - (height by diameter) A Tube of wax with a wick through the middle of it is burned by igniting the wick. The larger the candle, the slower the wick burns. This candle burns for 10 hours.

Candle, 10" x 3" - A Tube of wax with a wick through the middle of it is burned by igniting the wick. The larger the candle, the slower the wick burns. This candle burns for 30 hours.

Candle, 8" x 6" - A Tube of wax with a wick through the middle of it is burned by igniting the wick. The larger the candle, the slower the wick burns. This candle burns for 60 hours.

Cane, walking - A small staff, no longer than half the height of the person that needs it, is used to support a person as they walk.

Chair - Constructed of wood, a chair is an object on which someone may rest their ass and their back.

Chalk, 1 piece - Very small, a piece of chalk is typically only a few inches in length and an inch in diameter. As chalk brushes against objects, it leaves behind a mark.

Chest, wood - This object is used to store items and to protect them from the weather or other people. Wooden chests may be strategically braced by metal, and they may also be locked.

Cloak - A piece of material that is draped over a person's back is a cloak. Not quite as fully encompassing as a robe, a cloak may drape from the shoulders to the thighs or even to the feet. The corners of a cloak are usually pinned together over the breast with a brooch.

Coal - A lump of coal measures roughly 2" x 2". Coal is used in blacksmithing forges.

Dice, pair of - Two small, six-sided wooden

cubes are known as dice. Usually, they are painted white and then black dots are painted on each side, ranging from one to six. Dice are popular in gambling games.

Dice, pair of loaded - Dice are described above. Loaded dice, however, are imbalanced and therefore tend to roll some numbers more than others.

Dress, noble - A noble dress may be made from a variety of fabrics and purchased in a variety of shapes or styles.

Fishing net, 25 sq. ft. - Many thin strands and cross-strands of rope comprise a fishing net.

Flask - A small container to hold liquid, flasks are usually used to hold oil.

Flint - Oftentimes, steel is rubbed quickly against flint to produce a spark, which is itself used to ignite flammable substances.

Flute, wood - A thin piece of wood is hollowed and periodic holes are drilled with precision. To operate this musical instrument, one end of the flute is placed before one's mouth and the player blows into the flute. As holes are covered and uncovered with one's fingers, the pitch decreases or increases respectively.

Garter - These are thin veiled and ruffled straps which women place strategically on a leg to entice a male.

Gloves, leather - Though simply designed to cover the hands, some gloves extend up the arm.

Goblet - This is a drinking vessel with a foot and stem and without handles which may be ornate or simple.

Hat - Material may be fashioned in many styles, though its primary purpose is to cover the head.

Horn - The hollow horn of an animal may be used as a drinking cup or it may be blown.

Horseshoes - Iron is shaped and fitted to the foot of a horse to protect the horse's feet from the ground.

Incense stick - These sticks are material (such as gums or woods) are used to produce a fragrant odor when burned.

Ink, 1 Vial - Ink is a purplish fluid of viscous material that is used for writing.

Ladder, 10' - Two thin boards, each ten feet

in length, are connected via many small crosspieces which are roughly spaced a foot apart and serve to support a foot. Ladders are a means to climbing.

Lantern - Though there are a variety of lanterns, essentially this consists of a glass compartment that holds oil and a wick which burns slowly. The contraption has a handle and is held so that light is cast before its carrier. Each flask of oil and wick will burn for a total of 70 hours.

Lock and key - In this age, there are not a variety of metal locks, but one design. These locks are easy to pick provided that they are not rusted shut.

Lock-picking tools - These long, thin, and hooked pieces of metal are shoved into locks in place of keys. The purpose of lock-picking tools is to turn the tumblers inside the lock, thereby opening without needing the key.

Lute - A lute is a stringed musical instrument that has a large pear-shaped body and a neck with a fretted fingerboard having from 6 to 13 pairs of strings tuned by pegs set in the head and is played by plucking the strings with the fingers.

Manacles, Arm - This is a lockable iron brace which is affixed to the wrist and chained to an immovable object or each other.

Manacles, Leg - This consists of two lockable iron braces which are affixed to the ankles, connected by a thick chain, and sometimes chained to an immovable object.

Marbles, bag of 30 - This bag contains little balls made of a hard substance (such as agate, glass, baked clay, or steel) typically ranging from 1/2 to 1 inch in diameter. These are used for a game in which marbles are placed within a circle and then a marble is pushed at them with a thumb in hopes of knocking other marbles out of the circle or into a central pit.

Mirror, polished iron - This piece of iron is polished to the point of being able to see a reflection of oneself in it.

Oil flask - A flask of oil is used for lanterns or hurling at opponents among other uses.

Pantaloons - These are loosely fitting pants, tied to one's waist by a string.

Paper - This is a substance on which ink and writing is applied. For information on paper,

see the Papermaking skill in *Chapter 8: Skills*.

Pipes, musical - Pipes of varying lengths and precise pitches are arranged abreast so that a musician may blow into them to create music. Pipes may be made of a variety of materials, though wood is the most common.

Pouch, belt - Leather is closed atop by a drawstring and attached to a belt when used as a belt pouch.

Robe - A robe is a large piece of clothing, usually with a hood, which drapes completely around a person's body.

Rope, per 50' - It is most convenient to sell rope per 50'. Rope itself is made from strands of hemp or flax twisted and braided together, usually in a thickness ranging from 1/4 inch to 5 inches in diameter.

Sack - Made from sackcloth, a sack may be used to hold and transport goods. In some societies, criminals are sewn into a sack and drowned.

Saddle - This is a seat shaped to fit the inside contours of the buttocks of a rider on horseback and made of a leather-covered wooden frame that is padded to comfortably span the back of a horse, raised in front and in back, provided with stirrups, and secured by a girth passing under the belly of the horse.

Saddle blanket - This blanket is worn between the horse's back and the saddle to prevent chaffing.

Saddlebags - These long bags are attached to the sides of a saddle to carry goods.

Sandals - Leather footwear consisting of a sole and one or more leather straps are sandals.

Sconce, wall - A sconce is a mount for a torch and is usually mounted on a wall.

Scroll - A scroll is a long strip of leather, papyrus, or parchment, depending respectively on the degree of civilization and technology achieved within the culture in which the scroll was created.

Scroll case - Made of ivory, leather, wood, or any number of materials, a scroll case serves to protect a scroll.

Shirt - Though many designs or styles are possible, a shirt consists of cloth draped over one's upper body.

Shoes - A compromise in footwear between

sandals and boots, shoes are made of leather and cover a person's feet, but not their legs.

Spike, 8" iron - An iron spike may be used for many purposes, but is most often driven into the ground.

Stool - Constructed from wood, a stool is an object on which someone may rest their ass.

Sundial - A sundial consists of a flat dial with twelve numbers evenly spaced around its perimeter. A central arm extends upward, causing a shadow to fall on the dial when outdoors. The dial is placed so that the shadow corresponds with the time of day. Most sundials are accurate to within a quarter hour.

Symbol, religious - Most deities have their own religious symbols, and most priests carry a religious symbol representing their deity or their faith to their deity. These symbols may be made of various materials and come in a variety of shapes. Oftentimes, they are hung about the neck on a necklace.

Table, 5' x 3' - The corners of a 5' x 3' wooden slab are each supported by a pole known as a table leg. Tables are used in a variety of manners as convenient places on which work is done or food consumed.

Tankard - This is a mug in which ale or beer is poured. Tankards are popular in most taverns.

Tent for two humans - A tent consists of heavy cloth, some support poles, some stakes, and possibly some animal skins. Typically, the perimeter of the cloth is driven into the ground by stakes and the middle is supported by poles. If it is cold enough, skins of animals are often draped over the outside of it.

Torch - A torch is a straight piece of wood with a cloth wrapped around one end that has been dipped in oil. An ignited torch burns for 3 hours.

Vial - The smallest container of liquids, a vial hold only a gulp or two — one fluid ounce. Vials may be made from many materials, but most of them are made from glass.

Water, holy, 1 vial of - This water has been consecrated on holy or moral ground, such as in a temple devoted to goodness. Upon contact, holy water burns immoral creatures, and a vial of it will cause d6 Life Points of damage.

Water, unholy, 1 vial of - This water has been consecrated on unholy or immoral ground, such as in an evil temple. Upon contact, unholy water burns mortal creatures, and a vial of it will cause d6 Life Points of damage.

Whistle, Signal - A small piece of crafted metal, a whistle may be blown into which creates a loud, piercing noise. Militia and military often use signal whistles to signal various problems or convey commands.

Wineskin - Consisting of leather which is sewn around a nozzle, a wineskin holds wine, water, or other liquids. Most travelers bring a wineskin so that they may drink on their journey.

Beverages		
Beverage	Cost	Weight
Ale, tankard of	2 cp	1 pint (2 lbs.)
Apple cider	8 cp	1 pint (2 lbs.)
Beer, tankard of	1 cp	1 pint (2 lbs.)
Mead, bottle of	5 sp	½ gallon (3.5 lbs.)
Milk, bucket of	1 sp	1 gallon (7 lbs.)
Water, bucket of	1 cp	1 gallon (8 lbs.)
Wine, bottle of	1 gp	½ gallon (3.5 lbs.)

Ale - This is a malted and hopped beverage that is usually higher in alcoholic content than beer, heavier in body, more bitter, and is brewed by top fermentation. Consuming ale affects one's body (see Intoxication in *Chap. 3: Body*).

Apple cider - This is a beverage made from the juice of apples.

Beer - This is a malted and hopped beverage that is somewhat bitter and brewed by bottom fermentation. Beer usually has less alcoholic content than ale. Consuming beer affects one's body (see Intoxication in *Chap. 3: Body*).

Mead - This is a fermented beverage made of water and honey with malt, yeast, and sometimes other ingredients. Mead usually has more alcoholic content than ale, beer, or wine. The first alcoholic beverage discovered was mead. Consuming mead affects one's body (see Intoxication in *Chap. 3: Body*).

Milk - This is a white or yellowish fluid secreted from the mammary glands of female mammals for the nourishment of their young. Usually, it is drawn from cows and drank.

Water - This liquid falls from rain clouds and fills streams, rivers, and seas. As a drinking beverage, water may range from clear and pure to brown and cloudy, from healthy to disease-ridden.

Wine - This is fermented juice of grapes. Wine usually has more alcoholic content than ale or beer, but less than mead. Consuming mead affects one's body (see Intoxication in *Chap. 3: Body*).

Food			
Food	Cost	Weight	IP: H/P/B
Bread, loaf	2 cp	½ lb.	2/4/2
Butter	2 sp	1	1/1/2
Caviar	5 gp	1 lb.	-/3/2
Cheese, hunk	1 sp	½ lb.	2/4/3
Egg, chicken	1 cp	1 ounce	1/1/1
Fish	5 sp	1	3/10/3
Grain for horses	1 cp	5	NA/NA/5
Honey	2 cp	1	NA/NA/3
Meat, chunk	3 sp	½ lb.	3/5/5
Salt	1 gp	1	NA/NA/5

Bread, loaf - This is a food made of a dough of flour or meal from grain with added liquid, shortening, and a leavening agent. The dough is kneaded, shaped, allowed to rise, and baked. The darker the bread, the healthier and cheaper it is.

Butter - This is an important food consisting of a solid emulsion mainly of fat globules, air bubbles, and water droplets made to coalesce by churning the cream obtained from milk and used especially as a spread on bread and in cooking.

Caviar - The eggs of lumpfish and sturgeon are edible, expensive, bitter, and an acquired taste. More specifically, the eggs of a specific sturgeon called the beluga are significantly more expensive, selling for 10 gold pieces per pound.

Cheese, hunk - This is curd that has been separated from whey, consolidated by molding for soft cheese or subjected to pressure for hard cheese, and ripened for use as a food. Numerous kinds of cheese are available, such as Brie, Camembert, Muenster, cheddar, and Gouda.

Egg, chicken - This is the hard-shelled reproductive body produced by a chicken, though other birds produce eggs as well. The content of an egg is used as food. Most often, it is cracked open, the contents are spilled into a pan, and the dead embryonic chicken is cooked.

Fish - A wide variety of fish may be found in bodies of water. The types of fish differ depending on the body of water. Most of this variation depends on whether it is saltwater or freshwater. Fish are caught, cleaned, cooked, and eaten.

Grain for horses - This consists of small, hard seeds such as wheat and oats. Horses eat grain.

Honey - This is a sweet viscid material that

is elaborated out of the nectar of flowers in the honey sac of various kinds of bees and stored in the nest for use during the winter as food for the larvae or especially in the case of the honey bee for the colony. Honey has a color and a flavor that depends largely on the plants from which the nectar is gathered. As a food, it is a sweet, sticky, syrupy liquid. Honey is the main ingredient of a beverage called mead, the world's oldest alcoholic drink.

Meat, chunk - This is a portion of a dead animal that has been cleaned, cooked, and sold. Meat may be obtained from all animals, though perhaps the most common include chickens, cows, and pigs. However, in an orkish society, human meat is likely to be available and a delicacy.

Salt - This is a colorless or white crystalline compound that occurs abundantly in nature and it has various uses, from preserving meat to seasoning food and making glass and soap. Salt has a bitter taste and grains of it are sprinkled onto foods.

Animal and Slave Trading	
Animal/Slave	Cost
Bull	1 gp
Camel	10 gp
Cat	3 cp
Chicken	2 cp
Cow	2 sp
Dog, domesticated	2 sp
Dog, wild	2 cp
Donkey	3 gp
Falcon	5 gp
Goat	1 sp
Goose	5 cp
Hare	4 cp
Hawk	3 gp
Horse, Bedouin	50 gp
Horse, Brabant	70 gp
Horse, Percheron	60 gp
Horse, Pony, Dartmoor	20 gp
Horse, Pony, Exmoor	25 gp
Mule	5 gp
Ox	2 gp
Pigeon	1 gp
Sheep	1 sp
Slave, adult female*	8 cp
Slave, adult male*	1 sp
Slave, boy*	8 cp
Slave, girl*	6 cp
Swine	1 sp
Wolf	2 gp

*Prices for slaves vary by race and specialty

Descriptions of these animals may be found in *Grimoire Monstrum*, a companion book that details animals and beasts. The animals listed above are considered to be sold alive or as food; the prices are not set here for skins or pelts.

Slave trading is popular in many cultures. Due to their abundance, slaves are often worth less than most animals. Slaves may be obtained of nearly any age and race, and for nearly any purpose ranging from farming, housekeeping, physical labor, and sexual favors. Slaves may only become free if the master dies of natural causes with no heirs and the local community does not claim them, or if the master chooses to free the slave.

Before a citizen may buy or sell slaves, they must register with the local government, paying 3 gp as a fee which is good for the rest of the master's life in that locale. Masters are obligated to properly feed and take care of their slaves, and masters may

be executed for murdering their own slaves (see Justice in *Chap. 6: Sociality*).

Vehicles		
Vehicle	Cost	IP: H/P/B
Carriage	20 gp	120/60/20
Cart	1 gp	80/50/15
Chariot	10 gp	200/200/200
Sled	2 gp	70/30/10
Wagon	5 gp	100/75/20

Carriage - This is an enclosed four-wheeled vehicle that is drawn by at least two horses and used to transport people or goods. A carriage is designed for private use, comfort, or elegance. Merchants and royalty often travel by carriage.

Cart - This is an open and heavy two-wheeled vehicle used for the ordinary purposes of farming or for transporting freight. A cart may be drawn by horses, ponies, dogs, or people.

Chariot - This is a two-wheeled vehicle usually drawn by two horses and used in warfare, processions, and races. All chariots measure exactly 4' 8 1/2" in width, the perfect width to accommodate two horses.

Sled - This is a vehicle that moves by sliding, usually on a pair of runners, especially over snow or ice.

Wagon - This is a heavy four-wheeled vehicle that is usually uncovered and designed especially for transporting bulky commodities and drawn by oxen or horses.

Vessels		
Vessel	Cost	IP: H/P/B
Barge	10 gp	500/400/500
Bireme	1,000 gp	7,500/7,500/800
Longship	1,500 gp	500/400/500
Quinquereme	?	?
Raft	2 gp	100/75/100
Sailboat	50 gp	300/250/75
Trade ship	500 gp	?
Trireme	2,000 gp	10,000/10,000/1,000
Warship	750 gp	?

Barge - This is a flat-bottomed boat used principally in harbors or inland waterways though often seagoing for the transport of goods.

Bireme - This warship is purely a rowing vessel, powered by 88 oars. A tower exists toward the rear of the vessel. A battering ram is fastened to the keel beam and usually made as a trident or head of a wild boar. The lower of the two tiers of oars penetrate the vessel through orifices, and the orifices are protected with leather glands. A single central mast holds a single sail.

Longship - This is a currently popular warship, ranging from 75-120 feet in length and 12-24 feet in width at its widest point. Longships are often called dragons, and most have a dragon's head carved on the front of it. They are made of northern oak. Longships may have more than 30 rowing benches aboard. Because of the extreme narrowness of the vessel, it may achieve great speeds and penetrate many narrow waterways, allowing warriors aboard to invade nearly anywhere. A large sail hangs from a single mast amidships. Horses may be brought aboard. Up to 60 oarsmen may be aboard. This ship is deemed unseaworthy if it needs bailing thrice in two days.

Quinquereme - Known as the "five," this vessel is built in large numbers. Overall, its length is 120 feet and it is 17 feet wide at its widest point. Its lowest point extends 5 feet below the surface. Oarsmen are distributed among three decks: 50 on the lower, 108 on the middle, and 112 on the upper deck. Otherwise, there are 30 sailors and 40-120 infantry.

Raft - This is a collection of usually logs or

timber fastened together for transportation by floating. It is a flat structure, a floating platform, for the conveyance of people or cargo on a body of water.

Sailboat -

Trade ship - This is an ancient ship used most often to transport grain. It has a capacity of 250-300 tons, is 90' in length, and 25' in width. A mast in the center bears a large single sail. Jutting out from the bow is a smaller mast with a smaller sail.

Trireme - This is an ancient galley that has three banks of oars. The main weapon of a trireme is a battering ram, a prolongation of the keel beam. The displacement of this ship is 230 tons and its length is 150 feet. The oars of a trireme are of various lengths. Most strong oarsmen were placed on the upper deck. The commander of a trireme is called a Trierarch. The helmsman and oarsman chief, the hortator (one who exhorts or encourages), obey him. A trireme may move at a rate of 7-8 knots, but all three ranks of oars work only during combat. The masts are made to be removable and are removed during combat. During battle, the function of a trireme is to advance to maximum speed and attack the side of an enemy ship with a battering ram. If successful, the enemy ship will either be sunk, damaged, the oars will be broken, or if nothing else, it may be boarded.

Warship - This ship is strictly powered by oarsmen and it is typically between 90-120 feet in length and 15-24 feet in width. This is a narrow, strong ship. The deck for warriors is lifted on racks as a platform. Two ranks of oars makes ship similar to a bireme, most likely a predecessor.

Siege Equipment		
Siege Equipment	Cost	IP: H/P/B
Ballista	200 gp	30/40/30
Battering Ram	100 gp	20,000/20,000/5,000
Catapult	400 gp	200/200/200
Cheiroballista	200 gp	20/30/20
Lithobolus	300 gp	150/150/150
Manuballista	150 gp	20/30/20
Onager	450 gp	250/250/250
Trebuchet	1,000 gp	250/250/250

Ballista: More than a siege engine, this is often mounted on seagoing vessels as well. A ballista is essentially a large crossbow that projects a spear which weighs around a hundred pounds and has a metal head over a foot in length, launching it between 300-400 yards, though unfortunately never with great accuracy. Overall, the projectile is five feet in length.

Battering Ram: A battering ram is the trunk of a tree suspended by large ropes or chains from a wooden box-like structure. Sometimes, they have iron heads. Battering rams are placed before the closed doors of an enemy and the tree trunk is rocked back and forth, pounded against their doors, which eventually will break. The largest ram is 100 feet in length, 4 1/2 tons in weight, and needs over 200 men to swing it effectively.

Catapult: An ancient weapon, a well-built catapult launches a projectile up to 700-800 yards. The catapult functions by torsion. The heaviest stone that may be hurled is 180 lbs.

Cheiroballista: A ballista is essentially a large crossbow that projects a spear which weighs around a hundred pounds and has a metal head over a foot in length. A cheiroballista is small and easily moveable, since its frame rests on wheels. The range is roughly 300 yards.

Lithobolus: The earliest torsion siege machine, the lithobolus is a stone-thrower designed to smash walls as well as men. By appearance, this machine looks like a larger ballista. This rock-thrower needs a special bowstring with a braided pouch. Typically, this machine is used to hurl rocks that are either 30 or 170 pounds in weight. The longest range with this weapon is 700 yards.

Manuballista: A ballista is essentially a large

crossbow that projects a spear which weighs around a hundred pounds and has a metal head over a foot in length. The entire projectile is five feet long. A manuballista is a small torsion arrow-throwing engine which is stationary and without wheels. It is made to fire by pressing down heavily against a pad on the back. The range of a manuballista is about 300 yards and it is more accurate than a regular ballista.

Onager: Named after a pig that kicks rocks behind itself when chased, an onager is an ancient heavy catapult. The frame of the onager is composed of thick rectangular pieces of wood flat on the ground. Through each side of the frame are bored two holes through which run the skeins of rope. The ropes are held in place by a washer and counter-plate. In the middle of the sinew ropes stick a single arm that ends in a cup or a sling fitted for a stone. The arm is cranked down with a lever, further torsioning the skein, and is held in place by a ratchet and pawl. When released the arm snaps forward into a supported upright crossbar, which halts the arm and drives the shot towards its intended target. Onagers hurl 100 lb. rocks as far as 350 yards. This machine is very powerful and heavy. Due to its weight it is difficult to move and is therefore used as a stationary defensive or siege weapon.

Trebuchet: A recent creation, this siege weapon looks and functions similar to a catapult, though far better. Instead of functioning by torsion, this machine uses gravity to its advantage. A large and heavy counterweight (up to 12,000 lbs.) is dropped which propels the wooden arm (a massive tree trunk) very quickly. These machines cast their missiles with most exactness. Various missiles may be utilized, including stones, barrels of pitch, bodies of dead horses and other animals often in a state of decomposition, barrels of offensive or putrid matter, and other missiles designed to cause pestilence. A trebuchet is capable of hurling 1,400 lbs. up to 87 yards, and 100 lbs. up to 235 yards.

Torture Devices		
Torture Devices	Cost	IP: H/P/B
Chair of spikes, the	3 gp	100/100/40
Headcrusher, the	5 sp	75/40/75
Pear, the	6 sp	5/5/15
Rack, the	5 gp	20/30/40
Stocks	1 gp	20/20/20
Thumbscrews	4 sp	5/5/40
Wake, the	2 gp	75/50/40
Whirligig, the	4 gp	100/40/150

Chair of Spikes: This is a large chair, but instead of having cushions, there are numerous small spikes. The victim is seated in the chair. Wooden bars are placed over parts of the body and each end screws into the chair. A wooden bar exists for the chest, the lower legs, and one which comes down on the knees. In addition, leather straps restrain the wrists, but also may be tightened further, driving the arms and hands down on spikes as well. The spikes are probably about the thickness of ordinary nails and an inch in length. The chair of spikes doesn't usually kill its victims, but tetanus often claims victims days or weeks after the ordeal.

Headcrusher: Used to extract a confession or as a means of execution, this device looks like a vice, except instead of crushing the head from the sides, the victim's jaw is placed on the bottom and the top is screwed down onto the top of their head.

Pear: A torture device that damages orifices, this is a long, thin shaft along which two spoon-like objects are affixed. The end of the shaft with the spoon-like objects is inserted into the orifice of the torturer's choice: either the mouth, vagina, or anus. The protruding end has a ring that may be screwed down along the shaft, which forces the spoon-like objects apart, stretching the orifice from inside. Death may result from substantial ruptures.

Rack: This device consists of two thick metal poles about eight feet apart. The tortured person lies down between these poles. Their wrists and ankles are affixed to ropes, which are in turn affixed to the poles. One torturer stands at each end and tightens the pole. This device stretches the body, typically while a torturer seeks a confession. If the tortured person does not die of their injuries, they are usually so injured cannot take part in their

later public confessions, such as being unable to lift their arms to swear their confession.

Stocks: Sometimes called the Pillary, the Stocks consist of two large boards which, when closed together, leave holes for legs and arms. As public torture, a person's limbs would be trapped between the stocks and the townspeople poke, slap, and besmirch the victim with feces and urine. Feces is often smeared into their mouth, ears, nose, and hair. More often, though, the victim is badly beaten, stoned, cut, burnt, and severely mutilated. Once in a while someone would survive their term with only a few bruises and a couple of bumps.

Thumbscrews: Two metal plates, roughly six inches wide, are joined by a screw passing vertically through each end. In the middle of these two plates, the victim must place their thumbs. The two screws are then tightened on the victim's thumbs.

Wake: Three chains are affixed to the corner of a room, one on each wall and one from the ceiling. The three chains connect to a harness which is used to suspend a person in the air several feet above the ground. Next, the ankles are bound and one torturer pulls this rope to raise the legs. Finally, a point is placed underneath the victim's anus, vagina, scrotum, or lower back, depending on the whim of the torturer. The torturer can lower the person onto the point, varying the weight from zero to the victim's full body weight. Further, they may be gently dropped or may fall repeatedly onto it.

Whirligig: Looking like a large and cylindrical bird cage, this torture device accommodates a human. The center of the top and bottom of this cylinder were affixed to a sturdy external structure. Once a person was placed inside the cage, the cage is spun quickly, which results in dizziness, nausea, and then vomiting.

Weapons

There are three categories of weapons: melee weapons for armed combat in close quarters, miscellaneous weapons in which adventurers usually do not train but may use anyway, and missile weapons for distant combat.

Cost is normally listed in gold pieces (gp), though may appear in other coins, such as silver pieces. Therefore, a dagger costs two gold pieces.

Weight is listed in pounds, so a dagger weighs one pound.

Size of the weapon is Tiny (less than 2'), Small (2-3'), Medium (3-4'), or Large (>4'). For example, a battle axe is a weapon of medium size (4'), while a hand axe (hatchet) is a tiny weapon (15").

Type determines whether the weapon is a Stabbing, Hacking, or Pounding weapon, or a combination of these three. For example, a horseman's battle axe is primarily a hacking weapon, though due to its back spike the wielder may also reverse their grip and use it for stabbing.

Range lists the range increments of the weapon. For each increment of this range, a penalty of -5 is applied to the attack roll. Maximum effective range of the weapon is equal to ten times the range listed. For example, if a dagger (10' range increment) were thrown at a target 80 feet away, it would incur a -40 penalty (-5 x 8). Conversely, if a shortbow (60' range increment) were utilized against a target 80' away, it would only incur a penalty of -5. Their maximum effective ranges would be 100' for the dagger and 600' for the short bow.

Reach indicates that some weapons may not be used within a foot or two of the wielder, but that they reach several feet in normal use before connecting. This weapon category assists role-playing with miniatures with more accurate combat. For instance, a footman's flail needs 5' of swinging room and connects with the opponent 5' away from the wielder.

Damage is the numerical damage determined by dice that the opponent suffers, should the wielder successfully connect with their opponent.

Delivery Penalty lists a number that is to be subtracted from the initiative roll (see *Chap. 10: Combat*) each round, which serves to make combat-

ants with weapons likely to be slower in attacking than combatants using only natural weapons, such as brawlers, animals, or many beasts. For instance, with an Agility of 100 (so, no initiative adjustment) a combatant rolls a 72 for initiative. If this combatant is wielding a footman's military flail, then 90 is subtracted, for an adjusted initiative of -18. Though this combatant's roll, and therefore initiative, was fairly fast which would normally enable quick action, the act of swinging the heavy weapon slows them down considerably.

Penetration is a listing of modifiers against penetrating Light/Medium/Heavy armors for that specific weapon. Light armors are nakedness, clothing, gambeson, studded leather, and leather. Medium armors include brigandine, scalemail, chainmaille, and banded mail. Heavy armors include chainmaille with breastplate, platemail, and ceremonial platemail.

Melee Weapons								
Melee Weapons	Cost	Wt. (lbs)	Size	Type	Reach	Damage	Delivery Penalty	Penetration L/M/H
Axe, Battle, Footman's (2H) (w/o back spike)	5 sp	4	M 4'	H	-	2d12+2	40	-/-5/-10
Axe, Battle, Horseman's (w/back spike)	3 sp	3	S 2'	S/H	-	d12+1	30	-/-5/-15
Axe, Hand (Hatchet) (also thrown)	1 sp	2	T 15"	H	-	d10	20	-/-10/-20
Club	-	2	S 2'	P	-	2d6	20	-/-/-5
Club, Great (2H)	1 sp	4	M 3-4'	P	-	3d6	40	-/-/-5
Dagger (double-edged) (also thrown)	3 sp	1	T 11-18"	S	-	d10	10	-/-5/-20
Dagger, Dirk (single edge)	2 sp	2	S 17-21"	S	-	d12	20	-/-10/-25
Dagger, Stiletto (triple edge)	5 sp	1	T 1'	S	-	d20	5	-/-/-10
Flail, Footman's, Holy Water Sprinkler (2H) (swivel end link [no chain] w/ attached 8" spiked mace)	5 sp	12	M 3' staff+8"	P	5'	2d12+3	85	-/-/-5
Flail, Footman's Military (2H) (swivel end link [no chain] w/ attached 15" sectioned + spiked rod)	7 sp	13	M 3' staff+15"	P	5'	3d10+2	90	-/-/-5
Flail, Horseman's (w/chain and one spiked ball)	3 sp	6	S 2' staff	P	-	2d10+1	60	-/-5/-10
Flail, Horseman's (w/chains and two spiked balls)	4 sp	7	S 2' staff	P	-	2d10+3	70	-/-/-10
Garrote (2H) (thin wire for choking)	5 cp	1	S 2'	-	-	3d8 (see description)	5	-/-/-50
Hammer, Maul (2H) (military sledge of stone)	12 sp	10	M 3'	P	-	2d20+4	100	-/-/-5
Hammer, War, Footman's (2H) (with back spike)	4 sp	3	M 30-33"	S/P	-	2d12+2	30	-/-5/-15
Hammer, War, Horseman's (with back spike) (also thrown)	3 sp	2	S 2'	S/P	-	d20+2	20	-/-5/-15
Lance, Light (blunted end, hollow pole)	2 sp	5	L 5'	P	5'	d12+2	50	-/-5/-10
Lance, Heavy (x2 set charge)	8 sp	10	L 14'	S	15'	d20+3	85	-/-5/-10
Lance, Jousting (x2 set charge) (blunted end)	1 gp	6	L 14'	P	-	d12+3	75	-/-/-
Mace, Footman's (2H)	4 sp	6	M 3'	P	-	2d12+3	60	-/-/-10
Mace, Horseman's	2 sp	4	S 2'	P	-	d20+3	40	-/-5/-15
Mace-axe (2H)	6 sp	7	M 3'	H/P	-	2d12+4	70	-/-/-10
Morgenstern (Morningstar) (2H)	4 sp	8	M 4'	S/P	-	2d12+3	80	-/-5/-10

Melee Weapons (continued)								
Melee Weapons	Cost	Wt. (lbs)	Size	Type	Reach	Damage	Delivery Penalty	Penetration L/M/H
Pick, Military, Footman's (2H) (also called the Bisacuta, Oucin, and Besague)	4 sp	6	M 4'	S	-	2d12+3	60	-/-5/-10
Pick, Military, Horseman's	3 sp	4	S 2'	S	-	d20+3	40	-/-5/-15
Polearm, Awl Pike (2H) (x2 set charge)	2 sp	12	L 18-22'	S	20'	2d10+2	80	-/-5/-15
Polearm, Berdeesh (Bardiche or Sparth Axe) (2H)	3 sp	7	L 5'	H	5'	2d12+3	50	-/-5/-10
Polearm, Bec de Corbin (Raven's Beak) (2H)	4 sp	6	L 6'	S/P	5'	2d10+1	40	-/-5/-15
Polearm, Bill-Guisarme (2H)	3 sp	9	L 8'+	S/H	10'	2d12+2	60	-/-5/-15
Polearm, Bill (2H)	5 sp	10	L 8'+	S/H	10'	2d12+2	80	-/-5/-15
Polearm, Bipennis (2H) (double-bladed pole axe)	9 sp	12	L 6'	H	5'	3d10+2	90	-/-/-10
Polearm, Fauchard (2H)	2 sp	7	L 8'+	H	10'	2d12+2	50	-/-/-15
Polearm, Glaive (2H)	3 sp	8	L 8'+	H	10'	2d8	60	-/-10/-20
Polearm, Glaive-Guisarme (2H)	5 sp	9	L 8'+	S/H	10'	2d10+1	60	-/-5/-10
Polearm, Guisarme (2H)	2 sp	8	L 6'+	H	5'	2d12+2	60	-/-5/-10
Polearm, Guisarme-Voulge (2H)	4 sp	10	L 7'+	S/H	10'	2d10+1	70	-/-5/-10
Polearm, Halberd (2H) (x2 set charge)	5 sp	10	L 5-8'	S/H	10'	2d10+1	70	-/-5/-5
Polearm, Hook-Fauchard (2H)	5 sp	8	L 8'+	H	10'	3d8	60	-/-5/-10
Polearm, Lucerne hammer (2H) (x2 set charge)	4 sp	10	L 5'	S/P	5'	3d6	70	-/-5/-10
Polearm, Mancatcher (2H)	7 sp	11	L 8'	-	10'	d6	80	-/-/-5
Polearm, Military Fork (2H) (x2 set charge)	2 sp	7	L 7'+	S	10'	2d12	50	-/-5/-10
Polearm, Partisan (2H) (x2 set charge)	5 sp	8	L 7'+	S	10'	2d10	60	-/-5/-15
Polearm, Poleaxe (2H) (single- bladed Bipennis w/spikes on back and tip)	6 sp	10	L 5-6'	S/H	5'	3d10	70	-/-/-10
Polearm, Ranseur (2H) (x2 set charge)	3 sp	7	L 8'+	S	10'	2d10+1	50	-/-5/-10
Polearm, Spetum (2H) (x2 set charge)	2 sp	7	L 8'+	S	10'	2d10+1	50	-/-5/-10
Polearm, Voulge (2H) (Lochaber axe)	3 sp	10	L 8'+	H	10'	2d10+2	70	-/-5/-10
Quarterstaff (iron end-caps)	1 cp	3	L 5-6'	P	-	d8	30	-/-20/-80
Sap	2 cp	3	T 1'	P	-	d6	30	-/-5/-50

Melee Weapons (continued)

Melee Weapons	Cost	Wt. (lbs)	Size	Type	Reach	Damage	Delivery Penalty	Penetration L/M/H
Spear, Long (x2 set charge) (2H)	2 sp	5	L <13'	S	10'	2d10	50	-/-5/-15
Spear, Medium (also thrown)	1 sp	3	L 5-7'	S	5'	2d10	20	-/-5/-15
Spear, Short (half-spear or guard spear)	5 cp	3	S 27"	S	-	2d10	20	-/-5/-15
Spear, Trident (2H)	8 cp	6	M 4-8'	S	5'	3d6	40	-/-5/-10
Strike, Unarmed (see Brawling skill)	-	-	-	P	Subdual- Damage- Only	(see Brawling skill)	-	-/-50/-90
Sword, Bastard (Hand-and-a-Half)	12 sp	7	L 43-51"	H	-	3d10+1	60	-/-5/-10
Sword, Broadsword (seemingly, the average of swords)	5 sp	3	M 34-46"	H	-	d20	30	-/-5/-15
Sword, Cut and Thrust (thick sword of medium length)	9 sp	4	M 37-40"	S/H	-	2d10	40	-/-/-15
Sword, Falchion (curved blade, weighted end, single edge)	6 sp	4	S 28-30"	H	-	3d6	40	-/-5/-15
Sword, Flamberge (2H) (wavy blade)	3 gp	10	L 48-64"	S	5'	3d10	90	-/-/-10
Sword, Gladius	6 sp	3	S 28"	S/H	-	4d6	30	-/-5/-15
Sword, Long (thin blade that is long for a one-handed sword)	7 sp	4	M 34-42"	S	-	d20	40	-/-5/-15
Sword, Scimitar (curved blade, single edge)	8 sp	4	M 36"	H	-	3d8	40	-/-10/-20
Sword, Short (sometimes called an Archer's sword)	5 sp	3	S 22-31"	S	-	3d6	30	-/-5/-15
Sword, Zweihander (2H)	25 sp	15	L 58-75"	S/H	5'	2d20	100	-/-/-10
Whip (subdual damage)	1 sp	2	M 8'	H	5'	d4	20	-/-80/-95
Whip, Bull	2 sp	3	L 14'	H	10'	d6	30	-/-70/-90
Whip, Cat-o-nine tails (subdual damage)	5 cp	1	T 18"	-	-	d2	10	-/-80/-95
Whip, Scourge (a Cat-o-nine tails with barbs)	1 sp	1	T 18"	H	-	d6	10	-/-75/-90

Miscellaneous Weapons								
Miscellaneous Weapons	Cost	Wt. (lbs)	Size	Type	Range/ Reach	Damage	Delivery Penalty	Penetration L/M/H
Axe, Hand (Hatchet)	1 sp	2	T 15"	H	10'/-	d10	20	-/-10/-20
Bottle (if broken, treat as a knife)	1 cp	1	T 1'	P	10'/-	d8	10	-/-5/-15
Bucket	2 cp	2	T 15"	P	-/-	d4	30	-/-10/-20
Chain	4 cp	5	L 5'	P	-/5'	d6	50	-/-10/-20
Chair (2H)	3 cp	3	M 3'	P	-/-	d8	25	-/-10/-20
Cleaver	1 sp	1	T 1'	H	10'/-	d10	10	-/-10/-20
File, Metal	2 cp	1	T <1'	P	-/-	d4	10	-/-10/-20
Flail, Grain (wood joined by rope)	3 cp	2	S 2' staff	P	-/-	d8	20	-/-10/-20
Fork, Pitch (2H)	9 cp	6	L 7'+	S	-/10'	2d6	50	-/-5/-15
Fork, Serving	6 cp	1	T 1'	S	-/-	d6	10	-/-5/-25
Gauntlet	2 gp	2	T <1'	P	-/-	d4	20	-/-5/-15
Hammer, Tool (w/o back spike)	1 gp	2	T 15"	P	10'/-	d12	20	-/-5/-10
Hammer, Sledge (2H)	3 sp	8	M 3'	P	-/-	2d20	80	-/-/-5
Hoe (2H)	5 cp	3	M 3-4'	S	-/-	d6	25	-/-10/-20
Hook, Grappling	4 sp	4	T 18"	S/P	10'/-	d6	40	-/-5/-10
Knife, Hunting or Tool (single edge)	8 cp	1	T 8-13"	S	10'/-	d8	10	-/-15/-25
Mallet (all wood)	2 cp	2	T 1'	P	-/-	d4	20	-/-5/-20
Quill	4 sp	-	T 1'	S	-/-	d2	-	-/30/-95
Pan, Frying (Iron)	8 cp	4	S 18"	P	-/-	d8	40	-/-5/-15
Pry bar (Crowbar)	4 cp	3	T 18"	P	-/-	d8	30	-/-5/-15
Rolling Pin	2 cp	2	T 1'	P	-/-	d4	20	-/-5/-20
Scissors	9 cp	0.5	T <10"	S	-/-	d6	5	-/-5/-25
Scythe (2H)	3 sp	5	L 5'	S/H	-/5'	2d8	40	-/-10/-20
Shield	varies	varies	varies	P	-/-	d2	varies	-/-5/-10
Shoe	2 cp	0.5	T <1'	P	10'/-	d2	5	-/-5/-25
Shoe, Horse	5 cp	2	T <8"	P	10'/-	d4	20	-/-5/-20

Miscellaneous Weapons (continued)

Miscellaneous Weapons	Cost	Wt. (lbs)	Size	Type	Range/ Reach	Damage	Delivery Penalty	Penetration L/M/H
Shovel (2H)	8 cp	4	M 3-4'	H/P	-/-	d6	35	-/-5/-15
Sickle	1 sp	2	T 18"	H	-/-	d10	20	-/-15/-25
Spade (2H)	7 cp	3	M 3-4'	H/P	-/-	d6	25	-/-5/-15
Targe (Spiked Shield)	2 sp	6	S 2'	S	-/-	d8	60	-/-5/-20
Torch (a burning club)	1 cp	1	S 2'	P	-/-	2d8	10	-/-5/-15

Missile Weapons								
Missile Weapons	Cost	Wt. (lbs)	Size	Type	Range	Damage	Delivery Penalty	Penetration L/M/H
Arrows (12 w/quiver)	5 sp	2	S 30"	S	See Weapon	See Weapon	See Weapon	See Weapon
Axe, Hand (Hatchet)	8 cp	2	T 15"	H	10'	d10	20	-/-10/-20
Bolas	1 sp	2	S 2'	P	20'	3d4	20	-/-20/-90
Bolts (20 w/ quiver)	1 gp	3	T 18"	S	See Weapon	See Weapon	See Weapon	See Weapon
Boomerang (does not return to thrower)	1 sp	1	T 18"	P	20'	d6	10	-/-10/-20
Bottle (if broken, treat as a knife)	1 cp	1	T 1'	P	10'	d8	10	-/-5/-15
Bottle, Oil (with ignited wick) (Molotov cocktail)	5 cp	2	T 1'	P	10'	d20/ then d10	20	-/-5/-10
Bow, Short (2H) (can use mounted)	15 sp	2	M 4'	S	60'	d12	20	-/-20/-50
Bow, Long (2H) (too big to use mounted)	4 gp	3	L 6'	S	100'	d20	30	-/-5/-10
Cleaver	5 cp	1	T 1'	H	10'	d10	10	-/-10/-20
Crossbow, Hand (2H) (drawn by the hand) Crossbows and cross- bowmen are also called arbalests + arbalestiers.	18 sp	7	M 3'	S	80'	2d10+1	70	-/-/-5
Crossbow, Wheel + Ratchet (2H) (must be cranked) Crossbows and cross- bowmen are also called arbalests + arbalestiers. 400 draw lbs. required.	25 sp	14	M 3'	S	120'	3d10+2	100	-/-/-
Dagger (double-edged)	1 sp	1	T 11-18"	S	10'	d10	10	-/-5/-20
Dart	2 sp	0.5	T 18"	S	20'	d8	5	-/-25/-75
Flask	1 cp	1	T 6"	P	10'	d4	10	-/-10/-25
Flask, Oil (with ignited wick)	2 sp	1	T 6"	P	10'	d8/ then d4	10	-/-10/-20
Hammer, Tool (w/o back spike)	1 sp	2	T 15"	P	10'	d12	20	-/-5/-10
Hammer, War, Horseman's (with back spike)	3 sp	2	S 2'	S/P	10'	d20+2	20	-/-5/-15
Hook, Grappling	4 sp	4	T 18"	S/P	10'/-	d6	40	-/-5/-10
Hurlbat (all metal hand axe)	2 sp	4	S 22"	S/H	10'	d20	40	-/-5/-15
Javelin	1 sp	2	M	S	30'	d12	20	-/-10/-25
Knife, Hunting or Tool (single edge)	7 cp	1	T 8-12"	S	10'	d8	10	-/-15/-25
Knife, Throwing (double-edged)	9 cp	0.5	T <8"	S	20'	d6	5	-/-10/-20

Missile Weapons (continued)

Missile Weapons	Cost	Wt. (lbs)	Size	Type	Range	Damage	Delivery Penalty	Penetration L/M/H
Net, Weighted	5 cp	10	L 10'	P	10'	-	100	-/-/-
Pilum	2 sp	1	L 6-7'	S	30'	d12	10	-/-5/-10
Rock	-	1	T 3"	P	30'	d8	10	-/-5/-25
Sling (2H)	-	1	S 2-3'	P	70'	d8+1	5	-/-5/-25
Spear, Medium	1 sp	3	L 5-7'	S	20'	2d10	30	-/-5/-15
Vial	5 cp	0.5	T 4"	P	20'	d4	5	-/-10/-50

Axe, Battle, Footman's - Attached at the end of a 4' pole is the head of an axe with a blunt back and tip; there is no back-spike. This large two-handed axe is used to cleave objects in half.

Axe, Battle, Horseman's - Attached at the end of a 2' pole is the head of an axe with a back-spike. This one-handed axe is used to cleave objects in half. However, the grip may be reversed and the spike may be used instead, inflicting stabbing damage if desired.

Axe, Hand - Also called a hatchet, a small axe is attached to a 15" pole. A hand axe may be used as both a melee and a missile weapon.

Bolas - This weapon consists of several separate small leather pouches filled with sand; the pouches are connected by thin ropes. This weapon is used by spinning above one's head and then hurling at a target. If the target is hit, numerous sand-filled pouches will hit in succession and cause damage.

Boomerang - This weapon consists of a piece of wood that has been carved flat, is roughly 2-3" across, and otherwise is shaped like a 'V'. Having a skill with this weapon means that it will return to the thrower if it misses its target. Without a skill in this weapon, the boomerang will land randomly.

Bottle - Though bottles may come in all shapes and sizes, a wine bottle is approximated here. **Bottle, Oil (with ignited wick)** - Also called a Molotov cocktail, this weapon consists of a bottle filled between a third and halfway with oil. A rag or wick is dipped in oil and stuffed into the mouth of the bottle. To use the weapon, the rag or wick is lit on fire and the bottle is hurled at an opponent or target. From personal experience, these are harder to use than it seems. Molotov cocktails are impeded by two factors:

1. The bottle is harder to break than one may think. Whenever one is hurled, an additional roll must be made to see if it breaks, not just if the hurled bottle connects with the target. If the bottle does not break, as determined below, then it only does d8 damage from the impact and eventually the wick will burn itself out. Below are different circumstances:

- a. If hurled against a solid,

hard, and unmoving object such as a tree or a wall, there is only an 80% chance the bottle breaks.

- b. If hurled against an object of medium hardness such as a human standing up and wearing anything but platemail or carrying a tower shield, there is only a 40% chance the bottle breaks.

- c. If hurled against a soft, movable object such as hay, there is only a 5% chance the bottle breaks.

2. If hurled during moderate or stronger winds, the wick is 90% likely to be extinguished before the bottle contacts the target.

Bow, Short - This two-handed weapon consists of a thin wooden pole and a tendon connecting the two ends. When the tendon is attached to both ends, the pole must be bent for it to reach. This creates pressure on the tendon. This weapon projects arrows at targets. Short bows are widely known to be ineffective against humanoid troops.

Bow, Long - This two-handed weapon consists of a thin wooden pole and a tendon connecting the two ends. When the tendon is attached to both ends, the pole must be bent for it to reach. This creates pressure on the tendon. This weapon projects arrows at targets. The long bow is a new invention, it is fast, and surprisingly effective at penetrating armor and creatures.

Bucket - This weapon consists of a metal or wooden structure and a handle. Normally, a bucket is designed to carry liquids such as water. In threatening situations, a bucket may be swung at an opponent.

Chain - This weapon consists of numerous small metal links which are strung together one after another. Chains are swung above the head and one end is whipped at a target.

Chair - This two-handed wooden weapon consists of something crafted on which people rest their asses. In a threatening situation, a chair may be picked up and swung at an opponent, or it may be used effectively to keep an opponent at a distance.

Cleaver - This weapon consists of a handle

and a long, thick blade extending from it. The blade only has one edge, but it has a lot of steel behind it. Cleavers may be used in melee or missile combat.

Club - This one-handed weapon consists of a piece of wood that is usually two feet in length. One of the most ancient of weapons, it is commonly used to bash creatures in the head.

Club, Great - This two-handed weapon consists of a piece of wood that is usually four feet in length. One of the most ancient of weapons, it is commonly used to bash creatures in the head. Monsters at least 12' tall may use this weapon effectively with one hand.

Crossbow, Hand - A hand crossbow is one that may be reloaded by hand or without needing a mechanism. After a bolt is projected at an opponent, the tip of the crossbow is placed on the ground, the user places the tip of their foot in a stirrup at its base, and the user pulls back on the sinew, cocking it again.

Crossbow, Wheel and Ratchet - Once fired, this weapon must be cocked again by using a mechanism consisting of a wheel and a ratchet. While it is timely to cock this crossbow, the bolt is projected with incredible force.

Dagger - Ranging from 11-18" in length, this weapon consists of a handle and a blade with two edges. This weapon may be used for both melee and missile combat. Daggers are very popular weapons, often used as eating utensils, and commonly hidden in boots.

Dagger, Dirk - Essentially, a dirk is a larger dagger that has only one sharpened edge. Dirks are not balanced and may not be thrown properly.

Dagger, Stiletto - This weapon is usually illegal wherever one may go, since it is so popular among assassins, easily hidden, and very lethal. The blade of this dagger has three edges, appearing triangular if observed from the tip. An edge of the blade is no more than 3/4" across at its widest near the thin handle, and the blade tapers to a very fine point.

Dart - Very similar in size and shape to arrows, darts do not have fletching, but only a pole and a metal tip. Darts are hurled at opponents.

Flask - This is a small, glass fixture designed to hold a small amount of liquid. If need be, flasks

may be hurled at opponents.

Flask, Oil - This is a small, glass fixture designed to hold a small amount of liquid. In this case, it is filled with oil. The oil-filled flask is hurled at opponents.

File, Metal - This weapon is a long, thin piece of metal that has a rough texture. Normally, this utensil is used to file away at metal, but it may be used as a small club.

Flail, Footman's, Holy Water Sprinkler - This two-handed flail consists of a 3' pole and swivel link at the end, upon which swings an 8" metal rod with a spiked ball at the end. This flail has no chain.

Flail, Footman's, Military - This two-handed flail consists of a 3' pole and a swivel link at the end, upon which swings a 15" metal rod. Periodically, the thin metal rod (1" diameter) has a ring of spikes around its circumference. This flail has no chain.

Flail, Grain - Not the everyday flail, this weapon is almost strictly used to pound grain. This weapon consists of a wooden pole and wooden balls, which are connected to the pole with rope.

Flail, Horseman's - These one-handed flails consist of a 2' pole and either one or two spiked metal balls. The pole and the balls are connected by a sturdy chain. Flails are surprisingly hard-hitting weapons.

Fork, Pitch - Used for baling hay, this is commonly used by peasants as a weapon. The tines of a pitch fork are curved, so they don't pierce flesh as well as those of a military fork, which is simply this weapon with straightened tines.

Fork, Serving - This weapon, usually used to serve food to others, may be used to stab creatures. To use in this manner, simply realize the opponent for what they are - a piece of meat.

Garrote - This is an atypical weapon consisting of a thin wire and it is used for strangulation. Though the garrote is a weapon which is easy to use quickly, the act of strangulation takes some time. A successful attack on an opponent that has their back to the attacker means that the garrote is firmly around their neck and that damage begins to occur immediately. If the defender does not have their back to the attacker, then the defender's CA increases by 60, 70 if they are familiar with the garrote and

the fact that their neck needs special defense. Once the garrote is firmly in place around the opponent's neck, it causes 3d8 Life Points of damage per round, though the defender may attempt to escape with a successful Wrestling skill check of TH 80. If failed, they lose 10 Strength. The second round of strangulation, they may attempt escape with a TH 90. If failed, they lose 20 Strength. The third round of strangulation, they may attempt escape with a TH 99. If failed, they lose 40 Strength. Beyond this point, no attempts at escape may be made, damage will continue every round, and the loss in Strength will continue to double every round.

Gauntlet - This is the metal glove of a suit of platemail and is designed to protect a hand. In times of duress, however, it may be impacted upon an opponent in hopes of damaging them.

Hammer, Maul - This two-handed weapon consists of a 3' pole, and at the end of it is affixed a stone block. This weapon is very slow, and the damage done is due to force, not speed. This rare weapon is incredibly effective at smashing things.

Hammer, Sledge - This two-handed weapon consists of a 3' pole, and at the end of it is affixed a steel block, not unlike an oversized double-headed tool hammer. This weapon is incredibly effective at smashing things, and it is common among peasants.

Hammer, Tool - One of the most common tools, a hammer is a small pole with a blunt piece of metal affixed to one end. Normally, hammers are used to drive nails through wood, though it is pleasingly effective at deadening foes.

Hammer, War, Footman's - This two-handed weapon consists of a pole, usually 30-33", with a steel head affixed to one end. The front of the steel head is flat and used for pounding things. The other side usually has a straight spike, roughly 6" long, which may be used to stab things. Since this weapon may be used for pounding or stabbing, these are popular weapons of war.

Hammer, War, Horseman's - This one-handed weapon consists of a pole, usually 2' long, with a steel head affixed to one end. The front of the steel head is flat and used for pounding things. The other side usually has a straight spike, roughly 4" long, which may be used to stab things. A

horseman's war hammer may be thrown as a missile weapon or used in melee combat. Since this weapon may be used for pounding or stabbing, melee or missile combat, these are very popular weapons of war.

Hoe - Quite different from a prostitute, a hoe is a common gardening tool.

Hook, Grappling - Only rarely used as a weapon, this item consists of a series of metal poles extending upward and outward from a central hub before they curve sharply back down. Normally, a rope is attached to the hub and the grappling hook is hurled atop a castle wall where the sharp ends catch, embed themselves firmly, and allow others to climb up. As a weapon, this is simply hurled at an opponent.

Hurlbat - This weapon is similar to a hatchet made entirely of steel, including the handle. However, virtually any part of this all-metal axe is sharp and dangerous. Hurlbats are hurled at opponents.

Javelin - Much lighter than a spear, javelins are also wooden poles with sharp metal points. Because of flimsiness, they are virtually worthless in melee combat, but have good range as a missile weapon.

Knife, Hunting or Tool - A common knife may have only a single edge and may be used as a melee or a missile weapon.

Knife, Throwing - Throwing knives look like small daggers since they have two edges. Even more than daggers, throwing knives are well-balanced. The handle of a throwing knife has no leather on it, and it is impractical as a melee weapon.

Lance, Heavy - This version of the lance was adapted for warfare against foot soldiers and cavalry alike. This lance weighs a lot and has a sharp tip, but it is very sturdy and successful in unhorsing armored combatants and piercing foes on the ground.

Lance, Jousting - The original version of a lance, the jousting lance, was an alteration from the success of spears and javelins. This is no different from a spear, except that the head is blunted. The pole is of uniform thickness from end to end with a lozenge-shaped head. Sometimes the blunted end has special points on it, though they do not pierce, but give a grip on plate armor.

Lance, Light - The newest version of the lance, a light lance is short, only five feet in length, and is hollowed out. These are lighter weight, but also splinter, breaking into pieces easily. For every hit on an upright armored humanoid, the weapon has a 30% chance of splintering.

Mace, Footman's - This two-handed weapon consists of a 3' pole, either wooden or metal, and a metal head affixed to one end. The metal head may vary widely in its design. Some consist of a metal ball that is either spiked, studded, or blunt. Another popular design is to reduce weight is to have a large, ribbed end. Whatever is attached, the purpose of a mace is to dash the brains out of opponents with primarily pounding force. This weapon is popular with many hierophants, because numerous deities prohibit their worshippers from using edged weapons.

Mace, Horseman's - This one-handed weapon consists of a 2' pole, either wooden or metal, and a metal head affixed to one end. The metal head may vary widely in its design. Some consist of a metal ball that is either spiked, studded, or blunt. Another popular design is to reduce weight is to have a large, ribbed end. Whatever is attached, the purpose of a mace is to dash the brains out of opponents with primarily pounding force. This weapon is popular with many hierophants, because numerous deities prohibit their worshippers from using edged weapons.

Mace-Axe - This odd two-handed weapon consists of a 3' wooden pole and a metal head affixed to one end. The metal head has two sides: one like a battle axe, the other wide and blunt like a mace. Accordingly, the weapon may be used for either hacking or pounding.

Mallet - A thick cylinder of wood is attached to a small handle. Mallets are normally used to pound stakes into the ground. In times of need, they may be used against opponents.

Morgenstern - Also called a morningstar, this two-handed weapon consists of a 4' pole. At one end of the pole, nails are driven through it in all directions. This spiked weapon is easy to make, common among peasants, and often considered a mace with a spiked head. It is most appropriate for foot soldiers, though both cavalry and infantry may be

armed with it.

Net, Weighted - Small weights are affixed to the perimeter of this net and it is hurled at fish, wild animals, and sometimes opponents. The purpose of the weighted net is to take the opponent to the ground, so that others may approach and deprive the opponent of consciousness or life as desired while the opponent struggles for freedom. If hit by a net, an opponent must pass a Balance skill check at TH 70 or fall to the ground. Next, reverse the sign of the opponent's Intelligence skill modifier (such as positive to negative and vice versa) and multiply this result by d10 to determine the number of rounds it takes for them to find their way out of the weighted net.

Pan, Frying - Normally, frying pans are iron cooking utensils. If need be, this iron pan may be pounded against an opponent.

Pick, Military, Footman's - This two-handed weapon consists of a 4' pole and a long, thin blade that is attached in a perpendicular fashion to one end of the pole. The footman's military pick was originally used for mining and has been adopted for warfare.

Pick, Military, Horseman's - This one-handed weapon consists of a 2' pole and a long, thin blade that is attached in a perpendicular fashion to one end of the pole. The horseman's military pick was originally used for mining and has been adopted for warfare.

Pilum - This weapon consists of a pole, half of which is wooden, half of which is steel. The steel half has a sharp tip and is front-heavy when hurled. Therefore, it is not effectively thrown long distances, but creates an impressive impact at lesser distances. The pilum often embeds itself into an opponent's shield and is heavy enough that the opponent must either discard the shield or pause to remove the pilum from it.

Polearm, Awl Pike - This two-handed weapon consists of a pole that averages twenty feet in length with a spearhead attached at one end. Essentially a very long spear, this weapon is useful because it allows one to reach over other combatants. To resist cavalry or other charges, the base of the pike is fixed into the ground. Long strips of steel down the shaft may be considered one of its

special features, as it cannot be put out of action by any ordinary (natural 90 or higher on attack dice) cuts of the sword, axe, etc. Those impaled in this way receive double damage and are twice as likely to receive Crucial Damage (see Chap. 10: Combat).

Polearm, Berdeesh - Also called a bardiche or a Sparth axe, this weapon consists of a pole typically five feet in length with a large, elongated axe-like blade attached to one end. This weapon is popular for beheading at executions, and so is the zweihander.

Polearm, Bec de Corbin - Also called a Raven's Beak, this weapon consists a hammer-like head, a small spike on top, and a small back spike. All of these are affixed on the end of a pole.

Polearm, Bill-Guisarme -

Polearm, Bill - Although the term 'bill' is applied to all shafted weapons of peculiar form which do not fall readily under any particular heading, the bill is a polearm that was most popular about four hundred years ago. The most common bill consists of a long and thin blade attached to the end of a pole. In the middle of one side of the blade is a hook that points downward, usually six inches in length. Roughly one-third up the other side of the blade, a straight spike extends roughly four inches perpendicularly. These proportions and locations vary somewhat.

Polearm, Bipennis - This two-handed weapon is the double-bladed pole axe. At the end of a 6' pole is affixed a large double-bladed axe-head. This fierce weapon hits hard due to the considerable weight and the leverage offered by the pole. If a weapon is needed to cleave through something, the Bipennis is highly recommended. Conversely, the disadvantage of this weapon is that a large area is necessary for it to be swung effectively.

Polearm, Fauchard - This weapon is a more recent version of an old glaive, and it is currently very popular. The weapon consists of a blade resembling a short sword attached to the end of a pole. There is nothing fancy about this weapon, but many folks seek to abolish the weapon due to the deadly and ghastly nature of the wounds inflicted by this weapon.

Polearm, Glaive - Differing from the bill, this weapon has the cutting edge upon the convex

instead of the concave curve of the blade, and it is also much broader. Essentially, this weapon consists of a blade attached to the end of a pole.

Polearm, Glaive-Guisarme -

Polearm, Guisarme - This weapon may be claimed with confidence to be one of the most ancient of weapons, originating when bronze was the predominant material of which weapons were made. More fancy than a fauchard, a guisarme consists of a blade resembling a short sword attached to the end of a pole. Oftentimes, the blade will have a hook extending from the back of the blade or other unusual designs along the back of the blade.

Polearm, Guisarme-Voulge -

Polearm, Halberd - Perhaps the handiest of all polearms, a halberd consists of an irregularly shaped blade affixed to the end of a pole. One long blade exists, suitable for hacking. A point is at the end, suitable for stabbing. Other points often appear in the back of the blade which are useful for removing plate armor from fallen opponents. A common technique with a halberd is to knock a heavily armored foe to the ground and then, using the back spikes, pry an opening in their armor and stab them to death. There are many variations on the design of the halberd. This weapon originated in the northern climes and dates back considerably far, though it has only been recently introduced to more southerly regions.

Polearm, Hook-Fauchard -

Polearm, Lucerne hammer -

Polearm, Mancatcher -

Polearm, Military Fork - This weapon is the pitchfork adapted for warfare. The tines, either two or three, of the pitchfork are straightened. Currently, it is a very popular polearm and is in widespread use.

Polearm, Partisan - This weapon is new, being introduced for the first time in the last few years, and it is gaining popularity fast. Essentially, this weapon consists of a sharp tip at the end of a pole, similar to a spear. This spearhead, however, also has a barbed tip extending outward a short distance of an inch or two from its base on each side. This weapon is always symmetrical. Specific names of some designs of partisans are the corseque and the spontoon.

Polearm, Poleaxe - The battle-axe and the poleaxe may be claimed to be the same weapon, simply differing in the length of the shaft. The poleaxe consists of a single axe-blade, accompanied by a large spike on top and the back. Poleaxes always require both hands. This weapon is essentially from northern climes. Recently, it is becoming one of the favored weapons for encounters on foot.

Polearm, Ranseur - The ranseur is a version of the partisan, which is new itself, being introduced for the first time in the last few years. Both partisans and ranseurs are gaining popularity quickly. This weapon consists of a sharp tip at the end of a pole, similar to a spear. This spearhead, however, also has a barbed tip extending forward and outward a short distance of three to five inches from its base on each side. This weapon is always symmetrical.

Polearm, Spetum - The spetum is a version of the partisan, which is new itself, being introduced for the first time in the last few years. Both partisans and spetums are gaining popularity quickly. This weapon consists of a sharp tip at the end of a pole, similar to a spear. This spearhead, however, also has a barbed tip extending outward a short distance of three to five inches from its base on each side. This weapon is always symmetrical.

Polearm, Voulge - This weapon may be regarded as a cousin to the guisarme, and has at times been very similar. Although this weapon has been used since a very early period by those high in the mountains, people on the plains below have not started using it until very recently. The voulge consists of a thick and straight single-edged blade with a sharpened tip that is attached to the end of a pole.

Pry Bar - This is an iron bar with one curved, flattened tip. The tip is inserted between two objects which are difficult to separate, and then leverage is applied on the bar. In emergencies, this is suitable as a weapon and is most often used to club someone in the head, smashing their skull.

Quarterstaff - Nothing more than a wooden pole, a quarterstaff is handy, though it only inflicts light damage. A quarterstaff may be spun in one hand, but two hands are needed to effectively strike objects.

Quill - This writing utensil consists of a large

feather such as a black plume from a raven. Normally, a quill is dipped in ink, but in times of duress, it may be used to stab an opponent.

Rock - Underneath most people's feet, depending on the location of course, are rocks. As a weapon, a rock is typically picked up and hurled at an opponent.

Rolling Pin - Normally a rolling pin is used in the kitchen. However, under duress, a rolling pin may be used as a pounding weapon and swung at an opponent.

Sap - A sap consists of roughly a handful of sand wrapped in leather. The sap is then most commonly used to sap someone in the head.

Scissors - This tool consists of two parallel blades connected at a central revolving joint. As the two blades are brought together, objects are cut apart. Scissors may be used combatively, if need be, as a capable stabbing weapon.

Scythe - This tool consists of a long, thin, arching blade that is attached to the end of a pole. Normally, a scythe is used as a tool for harvesting. Combatively, a scythe may be used to attempt to harvest the soul of a creature; it is a formidable slashing weapon.

Shield - Normally, the purpose of a shield is to protect someone, shielding them from harm. Shields may also be useful in rushing opponents, or more directly, punching them. Shields cause only little damage, but there are times when this technique may prove necessary and useful.

Shoe - A shoe is a piece of footwear crafted from leather. Normally, a shoe is worn on the foot, but if necessary, it may be hurled at an opponent.

Shoe, Horse - This iron shoe is meant to protect a horse's hooves from the ground. If desired, this weapon may be swung and hurled at an opponent, though usually underhanded and with as little of an arc as possible.

Shovel - This tool consists a curved metal plane attached to the end of a pole. Shovels are intended to dig into the earth, but they may be swung at an opponent to either hack them with its fairly dull edge or pound them with the blunt side.

Sickle - This is a curved, hemispherical, handheld blade used for agriculture. However, it may also be used to reap life.

Sling - This ancient two-handed weapon consists of two leather or sinew straps, between two and three feet in length. One end of each strap is attached to the sides of a small piece of leather or cloth. The ends of the straps are held by the slinger. One strap is wrapped securely around a finger or the wrist. The other, usually knotted to provide a grip, is held freely between the thumb and forefinger of the throwing hand. The missile was placed on the piece of leather or cloth, and the straps were pulled taut, so that the material became a pocket snugly containing the projectile. With the sling loaded and poised in the launching position above the slinger's head, a rotary motion of both wrists sets the sling whirling. When it has acquired sufficient momentum (usually within three or four rotations), the unlooped strap is released, thereby discharging the missile at high speed toward its distant target. The centrifugal force gained in the whirling action gives power and range to the shot.

Slingers project either a small pebble, an almond-shaped pebble the size and shape of a small egg, or a man-made missile called a *glandes*. A *glandes* is made of lead and has a greater range and impact. The missile is often inscribed in Common Speech on one or both sides the name and number of the slinger's military formation, the commanding officer's name, or even sarcastic slogans such as "a nasty present," "take that," or "ouch." On many others appear emblems of deities. Sling missiles range from one to two ounces.

When members of an infantry, slingers commonly carry their missiles in a bag on their hip. Unfortunately, slingers require substantial room to use this weapon effectively.

Spade - Normally this is a tool. A spade is a curved unit of metal attached to the end of a pole.

Spear, Long - Some call this a small pike, but originally it was referred to as a long spear, since it is nothing more than a common medium spear with a longer pole. This weapon is too long to hurl.

Spear, Medium - The most common of spears, this weapon consists of a small blade, called a spearhead, attached to the end of a pole. The spear is used to stab opponents and it may be hurled.

Spear, Short - Also called a half-spear and a guard-spear, this is identical to the popular medium

spear, except that the pole is only half as long. This weapon is too short to hurl it any distance effectively.

Spear, Trident -

Sword, Bastard - Also called the hand-and-half or hand-and-a-half, the bastard sword is claimed as belonging to the two-handed variety, though it is possible to swing it effectively with one hand; in such a case, to give extra effect to a blow, both hands are brought into action near the pommel. This weapon is very new and most have not heard of it yet.

Sword, Broad - This is a double-edged sword that is moderately long. It is wide-bladed and designed to deal hacking blows. The crossguards are usually straight.

Sword, Cut and Thrust -

Sword, Falchion - This sword is most often used by archers and men-at-arms. It has a blade wide at the point. The edge is curved and convex, the back concave.

Sword, Flamberge - This weapon is identical to the zweihander (see below), except that the blade is wavy instead of straight. Upon designing this variation of the zweihander, it was thought that this style of blade will inflict more deadly wounds. It does not, but, it is effective and attractive. While they vary, the most common flamberge is smaller than a zweihander, having a handle roughly just over twelve inches and a blade of fifty inches, for an overall length of five feet two inches.

Sword, Gladius -

Sword, Long -

Sword, Scimitar - Distinct from the falchion (see above), the scimitar is curved at the back with a cusp at the point. A finger-guard is often added by bending back the extended cross-piece.

Sword, Short - One of the most common swords, a short sword is has an edge on each side and is mostly used for stabbing. This is one of the earliest swords, back when heavier metals were used and larger swords were impractical. Now, it is practical only in very close quarters.

Sword, Zweihander - Typically, this two-handed sword consists of a handle that is 21 inches in length and a blade that is four feet three inches,

for an overall length of six feet. It is a new weapon and is beginning to be one of the ordinary weapons of the foot soldier. To wield it, cutting sweeps are made, and consequently room must be available for such a swing. Cavalry may carry it attached to the saddle as a reserve weapon in case of being dismounted. Currently, it is most commonly used by elite foot soldiers as shock troops that disrupt formations of enemy infantry.

Targe - This is a round wooden shield wrapped in leather periodically interrupted with metal studs. The main feature of a targe is a thin spike protruding from the middle by several inches. This shield is often used to rush opponents, hoping to both pound and stab them at once.

Torch - Torches are nothing more than burning clubs, in effect.

Vial - Though these containers are extremely small, they may be hurled at opponents for minimal damage.

Whip - Consisting of long strips of leather wrapped together, the end is thin and usually frayed. The end is hurled at an opponent and at the precise moment of contact it is pulled back very quickly. This sudden reversal causes the end of the whip to crack, making a loud noise as it moves exceedingly fast. This weapon is most effective on unarmored skin. This whip is short and the damage is not permanent, although it is certainly felt at the moment. For this reason, it is considered subdual damage, though each wound will heal fully within d12 hours.

Whip, Bull - Consisting of long strips of leather wrapped together, the end is thin and usually frayed. The end is hurled at an opponent and at the precise moment of contact it is pulled back very quickly. This sudden reversal causes the end of the whip to crack, making a loud noise as it moves exceedingly fast. This weapon is most effective on unarmored skin. The damage from this weapon is real, or that is to say, it is not subdual damage.

Whip, Cat-o-nine-tails - This weapon consists of a leather handle to which nine short strands are attached. Each strand is the same length, usually just over a foot, and they consist of strips of leather wrapped together, with a knot tied toward the end of each strand. This weapon is not capable of real damage, but only subdual damage. While

the wound is felt at the moment, the pain disappears (and Life Points return) within d12 minutes, regardless of the blow. This weapon is commonly used for torture or sexual stimulation.

Whip, Scourge - This weapon is identical to the cat-o-nine-tails, except that a metal barb or small hook is attached to the end of each of the strands. This weapon is used for torture. It is common to flay someone's back as they are restrained. Those trained in the use of this weapon will throw the barbs over the victim's shoulder, and upon pulling back violently, skin is ripped from the shoulders.

Armor

Several types of armor are available to be worn or carried, and they are listed individually so that suits of armor may be custom designed to an extent, which is common in this period. The MM must exercise great judgment, in that players often try to stack different kinds of armor in hopes of maximizing Current Armor. For convenience, total suits or outfits have been listed separately, at the bottom of the following table.

Armor Type lists the type of armor available, such as leather, chainmaille, or various types of shields.

Cost is the price of the armor the character must pay to purchase it.

Weight is listed in pounds, so a suit of platemail weighs seventy pounds.

Armor Bonus is cumulative among armor types. For instance, if someone were wearing platemail (which itself assumes clothing, gambeson, and chainmaille are underneath the plates and included in the Armor Bonus) and carrying a steel round shield, their Armor Bonus from this table is 100 (80 + 20). However, no one is ever able to be armored 100%, so this must be truncated at 99. Similarly, no living creature may be armored less than 1%, and no humanoid character less than 10. Since it would be extremely rare to have a naked adventurer, 10 is considered the norm and other armors, as with the platemail and shield example above, are not added to 10, but replace it.

Agility refers to the temporary penalty that must be applied to the Agility sub-ability while the armor in question is worn. Armor may limit Agility. Current Armor is calculated after Agility is adjusted.

Hide considers the shininess of the armor when attempting to use the Hide skill (see *Chap. 8: Skills*). Bright, shiny, reflective armor inhibits chances to hide. When appropriate, the numbers listed in this column are subtracted as a penalty from the check for the Hide skill.

Silence refers to how noisy armor can be, especially when one wants to avoid sound, such as with the Silence skill (see *Chap. 8: Skills*). When appropriate, the numbers listed in this column are subtracted as a penalty from the check for the Silence skill.

Armor						
Armor Type	Cost	Weight	Armor Bonus*	Agility	Hide	Silence
Individual Pieces						
Naked, birthday suit	-	-	-	-	-	-
Arming Cap	1 sp	-	-	-	-	-
Clothing	2 sp	3	1	-	-	-1
Bracers, Leather (forearms)	1 sp	-	1	-	-	-
Bracers, Steel (forearms)	3 sp	1	2	-	-2	-
Gambeson (Padded)	1 sp	2	5	-	-	-1
Leather, Studded	5 sp	5	7	-	-	-1
Leather	7 sp	7	10	-1	-	-2
Chainmaille Coif (4-in-1)	2 gp	3	2	-	-2	-3
Chainmaille Hauberk (4-in-1)	10 gp	20	15	-2	-3	-4
Chainmaille Chausses (4-in-1)	5 gp	13	10	-1	-3	-4
Gauntlets, Bell-cuffed**	100 gp	1	2	-	-1	-2
Gauntlets, Clamshell**	7 gp	1	2	-	-1	-2
Muscle Mail (breast/backplate)	60 gp	20	10	-2	-2	-2
Brigandine	2 gp	25	30	-6	-	-2
Scalemail	4 gp	35	40	-5	-7	-8
Plate, neck (Gorget)	9 gp	1	3	-	-1	-3
Plate, shoulder (Pauldrons)	10 gp	1	2	-1	-1	-3
Plate, arm (Articulated Arms)	18 gp	2	8	-1	-2	-2
Plate (Breastplate and Backplate)	45 gp	9	10	-2	-3	-2
Plate, leg (Articulated Legs)	65 gp	12	15	-2	-2	-3
Plate, lower leg (Greaves)	18 gp	3	4	-	-1	-1
Plate, feet (Sabatons)	10 gp	1	1	-1	-1	-3
Helm, Conical w/nasal guard	3 sp	2	2	-	-1	-
Helm, Ribbed	3 sp	2	2	-	-1	-
Helm, Spangenhelm***	2 gp	3	3	-	-2	-2
Helm, Corinthian***	5 gp	5	4	-	-1	-1
Helm, Gladiatorial***	6 gp	4	4	-	-1	-1
Helm, Great***	5 gp	3	4	-1	-2	-1
Buckler, Wood	2 sp	2	5	-1	-	-
Buckler, Steel	4 sp	3	7	-1	-3	-
Shield, Round, Wood	5 sp	3	15	-2	-	-
Shield, Kite, Wood	6 sp	3	15	-2	-	-
Shield, Heater, Wood	7 sp	3	15	-2	-	-
Shield, Round, Bronze	2 gp	15	25	-8	-2	-
Shield, Round, Steel	8 sp	6	20	-3	-4	-
Shield, Heater, Steel	1 gp	7	25	-4	-4	-
Shield, Body, Wood	2 gp	6	70	-15	-	-
Suits of Armor						
Chainmaille Suit (4-in-1)	20 gp	40	35	-3	-8	-12
Chainmaille Suit (6-in-1)	30 gp	60	53	-5	-8	-12
Banded Maille	50 gp	50	55	-4	-6	-8
Chainmaille w/Breastplate	75 gp	49	45	-5	-9	-13
Platemail Suit	200 gp	70	80	-12	-12	-28
Platemail Suit, Ceremonial	10,000 gp	65	90	-10	-15	-25

* Regardless of combined armors, magical, and dexterity modifiers, 99% is the highest any character may be armored and 10% is the minimum that a conscious character may have.

** Hand-Eye Coordination is adversely affected. See the item description.

*** Vision and the Sound skill suffer -10 while wearing.

Arming Cap - Like a gambeson, this piece of armor consists of two pieces of linen which are sewn together. Inside, straw pads the layers, offering protection to the head. The purpose of an arming cap is not to protect someone from blows, but to protect against chaffing while wearing other armor, namely a chainmaille coif.

Articulated Arms - Consisting of several plates, this combination serves to protect the bicep, elbow, and forearm. Typically, these plates are fastened over a chainmaille hauberk as well as a gambeson.

Articulated Legs - Consisting of several plates, this combination serves to protect the thigh, knee, and lower leg. Typically, these plates are fastened over chainmaille chausses.

Banded Maille - This armor consists of numerous metal rings placed on belts. As each belt is strapped to the person, the rings lay sideways, affording metallic protection. These ringed belts are strapped over an individual's clothes to their arms, legs, and torso. No helmet is included in this suit of armor.

Bracers, Leather - This is a strip of leather that is tied to each forearm. They may not be worn in addition to any other armor on the arm.

Bracers, Steel - This is two plates of steel per forearm that are curved to accommodate the outer limb, connected by hinges on one side and tied together with leather straps on the other. They may not be worn in addition to any other armor on the arm.

Breastplate and Backplate - Two plates fasten together by hinges on one side and leather straps on the other to provide protection for the torso that ranges from the waist to the collarbones.

Usually, this is worn over chainmaille and may not be worn effectively over other armors such as banded maille, brigandine, and scalemail. These plates only fit people 80% similar in height, weight, and Physical Fitness to the owner for which they were crafted.

Brigandine - This armor consists of metal plates of only several inches in diameter sewn between a front and a backing of leather. Brigandine is quiet for the amount of protection provided, though the inner layer of leather begins to smell of body odor quickly.

Buckler, Steel - Roughly one foot in diameter, a steel buckler is strapped to a forearm for minimal protection.

Buckler, Wood - Roughly one foot in diameter, a wooden buckler is strapped to a forearm for minimal protection.

Chainmaille Chausses (4-in-1) - Chainmaille consists of numerous small interlocking rings of steel in a pattern in which four outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Chausses are the portion of a suit of chainmaille that protect the legs and feet, extending half-way up the thigh. The top of the chausses are strapped to the belt for support. Typically, there are over 4,000 links in each legging.

Chainmaille Coif (4-in-1) - Chainmaille consists of numerous small interlocking rings of steel in a pattern in which four outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Coifs are essentially chainmaille head protection which also covers the neck and shoulders. The face remains open and accessible. Unfortunately, this armor is abrasive to wear, and usually an arming cap is also purchased and worn underneath.

Chainmaille Hauberk (4-in-1) - Chainmaille consists of numerous small interlock-

ing rings of steel in a pattern in which four outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Unfortunately, this armor is abrasive to wear, and usually a gambeson is also purchased and lies between the maille and the clothes of the wearer. A hauberk is a tunic that extends to mid-thigh and also covers most of the arms. Hauberks have been in use for over a thousand years.

Chainmaille Suit (4-in-1) - Chainmaille consists of numerous small interlocking rings of steel in a pattern in which four outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 4-in-1 pattern provides great flexibility, though only moderate protection. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Unfortunately, this armor is abrasive to wear, and usually a gambeson lies between the maille and the clothes of the wearer. This suit consists of a gambeson underneath, an arming cap, a coif, ribbed helm, hauberk, and chausses.

Chainmaille Suit (6-in-1) - Chainmaille consists of numerous small interlocking rings of steel in a pattern in which six outer rings pass through one central ring. Due to the amount of steel exposed to the air, this armor rusts more quickly than any other. The 6-in-1 pattern provides moderate flexibility, though only acceptable protection. This type of chainmaille is rare. Chainmaille is most effective in protecting against hacking attacks, such as against the blades of swords. Unfortunately, this armor is abrasive to wear, and usually a gambeson lies between the maille and the clothes of the wearer. This suit consists of a gambeson underneath, an arming cap, a coif, ribbed helm, hauberk, and chausses.

Chainmaille Suit w/Breastplate - Given the popularity of 4-in-1 chainmaille, many have begun to experiment with strapping plates on top of it, the most common of which is the breastplate. It was this experimentation which led to the very re-

cent development of platemail. The combination of chainmaille with breastplate is very popular. This outfit of armor consists of a gambeson, chainmaille chausses, hauberk, coif, breastplate and backplate, and a ribbed helm.

Clothing - Usually, peasant clothing consists of some form of pantaloons and a shirt. Others wear only robes. Only the upper class has customized clothing of any kind.

Gambeson - Also called padded armor, a gambeson consists of two pieces of sturdy material sewn together and the layers are padded on the inside by straw and hay. The shirt-like garment has sleeves to the middle of the forearm and it hangs down to the middle or upper thigh. Gambesons do not last very long and begin to stink of body odor quickly. Just the same, it is considered the armor of the masses, because almost anyone can afford it or make it if needed. Alone, the armor is very quiet when worn, though it is typically worn underneath heavier armors, such as chainmaille.

Gauntlets, Bell-cuffed - These expensive gauntlets are articulated for every joint. They cover three sides of every finger. While wearing bell-cuffed gauntlets, Hand-Eye Coordination suffers -10.

Gauntlets, Clamshell - The common gauntlet, these do not allow individual finger movement, but have articulated plates so that the fingers may bend in unison. While wearing clamshell gauntlets, Hand-Eye Coordination suffers -15.

Gorget - This consists of two pieces of armor, a front and a back. They are strapped together to cover the neck and collarbones. Customarily, they are fastened over a hauberk, which is worn over a gambeson. This is only one component of a suit of platemail.

Greaves - These are rounded pieces of metal consisting of a front and back that have hinged together and serve to protect the lower leg from above the ankle to below the knee.

Helm, Conical w/nasal guard - This helm is solid steel and fitted to the wearer's head. The top of the helm reaches a point and a nasal guard extends down in front. Otherwise, there is no protection for the ears, eyes, or rest of the face. This helm may be worn without additional armor, but is often worn over an arming cap and chainmaille coif.

The origins of this helm are in the northern clime.

Helm, Corinthian - This helm is ancient and currently rare to find or encounter. This helm is made of bronze, so it weighs upon the head, but it offers nearly full protection of the head. The top of the helm fits the head rather well, and eyeholes exist. The front of the helm extends down quite far and restricts side to side neck movement. This helm may not be worn with other headgear such as a chainmaille coif.

Helm, Gladiatorial - This grandiose helm has a grating visor and large metal rims extending up. This helm is made of bronze, so it weighs upon the head, but it offers nearly full protection of the head. No specific eyeholes. The wearer looks and breathes through the grating. This helm may not be worn with other headgear such as a chainmaille coif.

Helm, Great - This helm has no visor and is boxy, but fully covers the head, having only narrow horizontal slits for the eyes and periodic small holes for breathing. This helm is usually worn over a chainmaille coif, which is in turn worn over an arming cap to prevent chaffing.

Helm, Ribbed - This all-metal helm is closely fitted to the wearer's skull, and offers no protection to the ears or face. This helm is usually placed directly on the head.

Helm, Spangenhelm - This is essentially a ribbed helm which extends low enough in front to cover the eyes and most of the nose. Round eyeholes exist. Around the bottom rim of the helm is camail, which is a chainmaille girdle hanging down which conceals the lower face of the wearer and also covers the neck. This helm is usually placed directly on the head, though it may be worn over an arming cap and chainmaille coif as well. The origins of this helm are in the northern clime, and it is popular on plundering raids.

Leather - This armor consists of a shirt of thick leather which has been tanned and is now very hard, considering. This armor lasts a long time, repels body odor well, is very quiet, and fairly cheap. Since this is only a shirt, this is only one piece of armor, and it affords no arm, leg, or head protection.

Leather, Studded - This armor consists of

thin, soft leather, is often sleeveless, and comes down to the middle to upper thigh. Roughly every two to three inches the soft leather is interrupted with a metal stud. The armor is very quiet when worn. Since this armor is only a shirt, this is only one piece of armor, and it affords no arm, leg, or head protection.

Muscle Mail - Identical to breastplate and backplate, the only difference is that muscle mail is ancient, rare to encounter, made of bronze and therefore heavy, and fitted to the naked skin of its owner so that each muscle indentation is represented to foes. Just like breastplate and backplate, in order to wear it someone must be 80% similar in height, weight, and Physical Fitness to the owner for whom it was crafted.

Naked - No armor or clothing is worn, the character is naked. Observe that even when naked, a character maintains the minimum of 10% Current Armor.

Pauldrons - Consisting of many articulated plates, pauldrons offer protection to the shoulders. Customarily, they are fastened over a hauberk, which is worn over a gambeson. This is only one component of a suit of platemail.

Platemail Suit - Platemail consists of numerous plates strapped over the course of the body of the defender. The plates are custom made for each person, so platemail may not easily be sold or worn by others. In fact, the height, weight, Physical Fitness, Strength, and Bodily Attractiveness of the owner of the platemail must all be at least 90% similar to anyone else attempting to wear it. Otherwise, a majority of plates will not fit correctly or at all, and the new wearer will only be effectively wearing Chainmaille w/Breastplate. Underneath, either an entire suit or only a skirt of chainmaille is worn, and beneath that a gambeson and clothing. Otherwise, a suit of platemail consists of sabatons, articulated legs, breastplate, backplate, pauldrons, articulated arms, clamshell gauntlets, gorget, and great helm.

Platemail Suit, Ceremonial - This kingly and rare armor is entirely custom made for each owner, and may be worn by no other, unless they are at least 99% similar in height, weight, physical fitness, strength, and bodily attractiveness. Essentially, this is perfectly fitting platemail crafted of a

superior alloy and laden with gold and articulate designs. Underneath this suit are worn clothing, a gambeson, and a suit of chainmaille. Otherwise, a suit of ceremonial platemail consists of sabatons, articulated legs, breastplate, backplate, pauldrons, articulated arms, bell-cuffed gauntlets, gorget, and great helm.

Sabatons - These are articulated plates that are curved to fit the top and sides of the foot. With a suit of platemail, they are strapped over the foot which is already protected by shoes and customarily chainmaille chausses as well. Another person's foot must be within one shoe size in order to wear the sabatons of others.

Scalemail - Looking like scales of a fish, this armor consists of numerous small pieces of steel or other metals which are sewn together in numerous overlapping layers. The armor provides decent flexibility, is noisy to wear, and also allows air through the armor as the wearer moves. This armor is most popular in a warm climate. Only clothing is worn underneath this armor. Alone, scalemail does not provide protection for the arms, head, or legs.

Shield, Body, Wood - Also called the scutum, this enormous shield usually measures between five and six feet in height and averages three feet in width. The body shield has its name because the bearer may hide their entire body behind the shield, if necessary. Some military commanders have created formations of soldiers armed with body shields, who, when advancing upon a fortification, all hold their shields in the air, creating a wall of impenetrable wooden cover.

Shield, Heater, Wood - Typically, wooden heater shields are only used for jousts, tournaments, and training. The shape of a heater shield is square on top, it continues straight for over a foot, and then tapers widely to a point below.

Shield, Heater, Steel - Quickly growing in popularity, the steel heater shield is proving to be a practical defense. The shape of a heater shield is square on top, it continues straight for over a foot, and then tapers widely to a point below.

Shield, Kite, Wood - A kite shield is rounded at the top, and the bottom slowly tapers into a point. Often, a metal boss is affixed to the

middle of the shield. The owners of kite shields strongly prefer not to have a metal rim added to the wooden shield, because they want to use the wood to catch an opponent's weapon, and while the opponent struggles to pull their weapon free from the wood, the owner of the kite shield delivers a blow.

Shield, Round, Bronze - Larger than the other round shields, this shield averages three feet in diameter and bronze is very heavy. Typically, the upper lip is rested on the soldier's shoulder.

Shield, Round, Steel - Possibly the most common shield, the steel round shield is two feet in diameter, very solid, and either a leather strap is held inside or a metal crossbar, or a combination of the two.

Shield, Round, Wood - Round shields average two feet in diameter, and some are called targes, having a thin layer of leather stretched over the shield, though it provides no additional protection.

Encumbrance

The more weight a character carries, the slower they move. To determine a character's maximum movable weight, consult Dead Lift under the sub-ability of Strength (see *Chap. 1: Abilities*). The total weight of the character's load or possessions is compared to their Dead Lift. If their weight is less than 25% of their Dead Lift, then they are unencumbered, moving at their full potential. If their weight is between 26% and 50% of their Dead Lift, then they are lightly encumbered, moving at $\frac{3}{4}$ their unencumbered pace. If their weight is between 51% and 75% of their Dead Lift, then they are moderately unencumbered, moving at $\frac{1}{2}$ their unencumbered pace. If their weight is between 76% and 95% of their Dead Lift, then they are heavily encumbered, moving at $\frac{1}{4}$ their unencumbered pace. If their weight is between 95% and 100% of their Dead Lift, then the character may not move effectively and must reduce their encumbrance to be able to move. Agility also diminishes accordingly (see *Appendix 1: Character Sheets*).

Two other limitations of movement are noted below: Pull and Push.

Pull - The most amount of weight that a character can Pull is the sum of the character's Dead Lift (see *Chap. 1: Abilities*) and their body weight (see *Chap. 3: Body*). The duration a character may Pull weight, before needing rest, may be calculated as follows:

1. Divide the amount of a character's maximum Pull by the weight actually pulled.
For example, if a character is pulling a 100 lb. female carcass, but can Pull a maximum of 500 lbs., then this ratio is divided and the result is a 5.
2. Multiply the result from above times d4 rounds.

Push - The most amount of weight that a character can Push is the sum of the character's Bench Press (see *Chap. 1: Abilities*) and their body weight (see *Chap. 3: Body*). The duration a character may Push weight, before needing rest, may be calculated as follows:

1. Divide the amount of a character's maximum Push by the weight actually pushed.
For example, if a female character is pushing a 200 lb. bookcase across the floor, but can Push a maximum of 250 lbs., then this ratio is divided and the result is 1.25.
2. Multiply the result from above times d4 rounds.

Carrying Capacity

Below is a table which lists the carrying capacity per item of equipment. Physical dimensions are listed for each item, as well as the amount of weight and coins the item is capable of carrying.

Carrying Capacity			
Item	Dimensions	Weight Capacity	Coin Capacity
Backpack, leather	18" x 12" x 2'	30	400
Backpack, straw	2' x 2' x 2'	10	500
Barrel	4' x 30" x 30"	217 (31 gallons)	10,850
Bucket, metal	1' x 1' x 1'	20	250
Bucket, wood	1' x 1' x 1'	10	250
Chest, wood	3' x 2' x 2'	100	5,000
Flask	4" x 4" x 5"	1 pint (2 lbs.)	-
Pouch, belt	6" x 2" x 8"	5	50
Sack	8" x 8" x 8"	4	200
Saddlebag	24" x 10" x 10"	20	1,000
Tankard	4" x 4" x 8"	1 pint (2 lbs.)	50
Vial	1" x 1" x 2"	1 fluid ounce	-
Wine bottle	4" x 4" x 10"	$\frac{1}{2}$ gallon (3.5 lbs.)	-
Wineskin	4" x 4" x 10"	$\frac{1}{2}$ gallon (3.5 lbs.)	-

Chapter 10: Combat

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This chapter covers combat between a small number of foes. Combats of a larger scale are covered in *Chapter 18: Warfare*. Combat occurs in rounds. Each round in the game represents 10 seconds. Since rounds are based on time, so are actions. Many actions may occur in a round, while some may take multiple rounds. Following is a table explaining the duration of actions:

Table 10-1

Action	Duration
Attack with body (fists, feet, elbows, claws, etc.)	1 second (or 10/round)
Attack with bow (includes loading, aiming, and firing)	5 seconds
Attack with crossbow (aiming and firing, not loading)	3 1/3 seconds
Attack with weapon, delivery penalty of 10 or less	3 1/3 seconds (or 3/round)
Attack with weapon, delivery penalty of 11-30	5 seconds (or 2/round)
Attack with weapon, delivery penalty of 31 or greater	1 round
Bandage wounds	2 rounds/wound
Cast spell, 1st level	1 second
Cast spell, 2nd level	5 seconds
Cast spell, 3rd level	1 round
Cast spell, 4th level	3 rounds
Cast spell, 5th level	1 minute
Cast spell, 6th level	30 minutes
Cast spell, 7th level	1 hour
Cast spell, 8th level	12 hours
Cast spell, 9th level	1 day
Cast spell, 10th level	1 week
Charge	3+ seconds + attack
Drink potion	5 seconds
Drop item from grasp	Negligible
Drop to prone position on ground	1 second
Extinguish yourself (stop, drop, and roll)	1 round
Load hand crossbow	5 seconds
Load wheel and ratchet crossbow	10 seconds
Mount or dismount a horse	2 seconds
Open a door in haste	1 second
Retrieve item from backpack or sack	1 round
Sheathe a sword	2 seconds
Stand up from a prone position	2 seconds
Turn and retreat	1 second
Unsheathe a sword	1 second

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Surprise

The beginning of each combat may not be announced by the attacker, such as in an ambush. In fact, it often isn't. If one party is unaware that they are being attacked, then the aggressor or aggressing party may attack once without the possibility of retaliation; an aggressor that attacks with surprise gains a free attack. After the single surprise attack, initiative must be rolled by all parties involved that are able to respond.

Maybe most importantly, however, when an attacker surprises an opponent, a bonus of 10-100 (d10 x 10) is applied to the attack skill for the first and only the first attack. Thereafter, provided the initial attack did not debilitate or kill the opponent, the opponent may respond normally or without penalty, voiding the bonus to the attack skill.

Initiative

At the beginning of each round, an initiative roll is made to determine the order of attacks. Combatants with higher initiative react before those with lower initiative; high initiative rolls are desirable, allowing a character to react before others. Consult the Reaction Speed sub-ability (see *Chap. 1: Abilities*) to obtain this modifier. Depending on the combat, the MM may opt for each player to roll separately, or for one roll to be made for each group of combatants. If the group rolls are used, no individual modifiers are included; group initiative is an unmodified percentile roll. Normally, each player rolls for their own character, adjusting their initiative according to the Skill Modifier listed under the Reaction Speed sub-ability.

Initiative = (d100) +/- (Reaction Speed Skill Modifier) - (Delivery Penalty)

The results of the initiative rolls of all combatants and/or groups are announced, and those with the higher initiative act first. Weapons may never be used as quickly as fists or one's own body, so each weapon has a delivery penalty (see *Chap. 9: Equipment*). This penalty negatively affects initiative.

Life Points

A character's Life Points (LP) are a measure of how much damage the character can sustain before falling unconscious or dead, though it also includes abstractions such as luck and experience. As characters increase in level they gain additional Life Points, representing added luck and experience, and not necessarily a physical body which can handle more damage. More specifically, upon character creation only (not as characters increase in level), the average of the Skill Modifiers for Strength, Health, and Drive are directly applied (not as a percentile) to the new or beginning LP. Upon advancing in level, characters gain more LP depending on their occupation. When a character is reduced to 20% of their Life Points, they are unconscious; upon being reduced to 0, the character is dead.

Unconsciousness

When a character is reduced to 20% of their Life Points, the character falls unconscious. Upon falling unconscious, the character must roll percentile dice, rolling higher than a TH of 30, though the Skill Modifier for Health applies to the roll. If the player's roll exceeds the TH, then the character stabilizes and remains at their current life points, not deteriorating any further. If the roll fails, however, the character continues to lose one Life Point per round, usually from blood loss or internal bleeding. Finally, if an 01 was rolled, the character falls into a coma, and the MM must secretly determine the duration by rolling d20 years. To avoid death, a player may continue to roll every round to see if they stabilize, though the TH is now 95. Bandaging a fallen character will stabilize them.

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Natural Healing

Characters naturally heal a percentage of their potential Life Points at a daily rate according to the following table:

Table 10-2

	Infant	Child	Puberty	Young Adult	Middle Age	Old Age	Venerable
Daily Recovery	30%	25%	20%	10%	5%	3%	1%

Character Death

When a character dies, usually they are permanently dead. However, if others care for the dead character and are either capable of powerful magic or have the necessary funds to hire a spellcaster to cast *revivification*, it is possible though difficult to return from the dead. If the character is not able to be revived, the character sheet must be passed to the MM for review, and many things may happen: the character sheet may be returned to the owner for the memories, it may instead be ripped up to prevent further adventuring with a dead character, their possessions may be distributed to others nearby, etc. Most humanoid cultures do not bury or embalm the deceased, but instead cremate them. Below are some facts about death:

Livor Mortis: The color of the skin of a carcass begins to turn reddish-purple to purple within 30 minutes to 2 hours, and the discoloration of the corpse is complete in roughly 8 to 12 hours. This discoloration is a definitive sign of death.

Rigor Mortis: This is a gradual stiffening of the muscles consistent with the position of the body. Rigor mortis, like livor mortis, is a definitive sign of death. Eventually, the body will become limp again due to decomposition. The onset of rigor mortis is influenced by many factors including disease processes, effects of violent exercise, temperature, poisoning and electrocution. In cold temperatures, a carcass will be stiff from 8 to 36 hours after death before becoming limp again. In warm temperatures, a carcass will be stiff between 3 and 8 hours after death. Small muscles are affected first. The typical order is the jaw, followed by the upper appendages, followed by the lower appendages. Juveniles and the elderly develop less rigor mortis.

Algor Mortis: Immediately upon death, the body temperature begins to adjust to the surrounding environment, usually cooling down. However, after putrefaction sets in (about two days after death - see below), body temperature increases again due to the activity of decomposing organisms.

Decomposition: Several stages of decomposition are noted below:

- **Initial Decay:** Initially, the carcass appears fresh externally, but is decomposing internally. The skin will now begin to display a greenish discoloration. This period is from the time of death until about two days afterwards. A brownish-black band on the eyes is noticeable after 24 hours.
- **Putrefaction:** Roughly 2-14 days after death, the cadaver or corpse becomes swollen by gas produced internally, and is accompanied by the odor of decaying flesh. Marbling of the blood vessels is visible through the skin. At this time, several different insects are attracted to a corpse, namely blow flies and flesh flies. The female blow flies lay their eggs on the body, especially around the natural orifices such as the nose, eyes, ears, anus, vagina, and penis. If the body is wounded, the eggs are also laid in each wound. After one to two weeks, maggots will be seen crawling about. Flesh flies do not lay eggs, but deposit larvae instead, which live on the dead tissue.
- **Black Putrefaction:** From 14-20 days after death, the flesh becomes creamy and the body collapses as gases escape. The body turns a uniform greenish-black, and the original skin color

may be impossible to discern at this point. The odor of decay is very strong. A bloody purge of fluid often occurs through the nostrils and other orifices.

- **Butyric Fermentation:** From 20-60 days after death, the cadaver or corpse is drying out. Some flesh remains and a cheesy odor develops. Beetles are attracted to the exposed bones.

- **Dry Decay:** From 2-18 months after death, the cadaver is almost dry and there is a slow rate of decay.

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Attacking Opponents

To physically attack an opponent, a character must make a Skill Check with the appropriate skill: Aim, Brawling, Disarm, General Weapon, Hurl, Specific Weapon, and Wrestling. Additional skills may become included, such as Ambidexterity, Balance, Blindfighting, Dismemberment, Tumbling, and Weapon Trick, among others.

Skills for making attacks differ from other skills only in that instead of the roll needing to exceed a TH declared to be appropriate by the MM, adjusted attack skill rolls must exceed the Current Armor (CA) of the defender. For more detail, see each skill individually in *Chapter 8: Skills*.

If an attack succeeds, damage is subtracted from the opponent's Life Points according to the type of weapon used. Consult *Table 10-4* below to adjust the damage according to cumulative armor. If an 90 or higher is rolled on the attack skill before any adjustments are made, proceed to the Crucial Damage tables at the end of this chapter before making adjustments due to armor on *Table 10-4*.

Multiple Attacks

As indicated in *Table 10-1*, different forms of attack allow for a different number of attacks to be made per round. For instance, humanoids may make up to 10 brawling attacks, 3 attacks with a melee weapon, 5 attacks by hurling missile weapons, load and fire 2 arrows with a bow, or load and fire 1 hand crossbow bolt per round.

The attacker with the higher initiative simply acts first, though they may not make all available attacks in a round before the opponent may react. Instead, after the first attack, the defender must roll and exceed a TH to stop their continued onslaught. If the defender's initiative follows and they intend to retaliate against their attacker, then the defender has succeeded in being able to attack at the moment. If the defender's initiative follows much later or they intend to focus their actions not on their attacker, then they have simply disrupted the attacker's succession of attacks, though the attacker may continue after the actions of others are determined. This TH increases with each blow. If failed, the aggressor may continue the assault. If the roll is

passed, the defender must roll to determine if the attack succeeds. Hence, it is likely that a series of blows will be exchanged in a single round. To determine the TH depending on the number of successive attacks, consult the table below:

Table 10-3

<u># of attacks</u>	<u>TH</u>
1st	60
2nd	65
3rd	75
4th	95
5th+	100

Concerning the table above, the appropriate skill modifier is included in the character's roll. The appropriate skill is likely to be Aim, Brawling, General Weapon, Hurl, Specific Weapon, Weapon Mastery, or Wrestling.

For instance, two characters named Plundern and Tenesmus begin brawling with each other. With a higher initiative, Plundern strikes Tenesmus first with an elbow to the nose. After the player of Plundern distributes damage, the player of Tenesmus needs to roll at least a 60, but rolls a 35 with percentile dice, unable to fight back effectively for the moment. The next second, Plundern knees Tenesmus in the face and distributes damage. More difficult than just a second ago, the player of Tenesmus must roll a 65 on percentile dice to break his opponent's streak of attacks and be able to fight back effectively. Successfully, the player of Tenesmus rolls an 83, and gleefully rolls a Brawling Skill Check to see if he connects with Plundern. Unfortunately, he does not, but since Tenesmus has regained his fighting composure, Plundern must now roll a successful Brawl check to hit his opponent again. Plundern punches the stomach of Tenesmus, though regarding the table above, this is only considered a first attack. After ten blows are exchanged, initiative is rolled for the next round.

Defending against Opponents

To defend against the onslaught of an opponent, a character must announce their Current Armor (CA), which is a combination of many factors. First, the Armor Bonus from the Armor table listed in *Chapter 9: Equipment* is summed for all armor currently worn or carried. Second, the Armor modifier from the Sub-Ability of Agility is applied to the sum of Armor Bonuses. Third, any of a host of miscellaneous factors could be included, from magical adjustments, to adjustments from spells, to whether or not the character is surprised, asleep, paralyzed, drunk, etc.

If a defender is successfully hit by an opponent, before the damage is applied to the defender, it must be adjusted according to *Table 10-4* below. While the goal of armor is to both prevent strikes from succeeding and minimize the damage inflicted, this varies depending on the armor worn or carried and the type of attack.

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Cumulative Damage Adjustment by Cumulative Armor Type
Table 10-4

Armor Type	Stabbing	Hacking	Pounding	Burning	Freezing
Individual Pieces					
Naked, birthday suit	-	-	-	-	-
Arming Cap	-	-	-	-	-
Clothing	-	-1%	-	+5%	-5%
Bracers, leather (forearms)	-	-	-	-2%	-
Bracers, steel (forearms)	-	-	-	+2%	+2%
Gambeson (Padded)	-	-3%	-	+10%	-15%
Leather, studded	-	-5%	-	+10%	-10%
Leather	-	-10%	-	-20%	-20%
Chainmaille Coif (4-in-1)	-	-2%	-1%	+3%	+3%
Chainmaille Hauberk (4-in-1)	-	-10%	-3%	+20%	+20%
Chainmaille Chausses (4-in-1)	-	-3%	-1%	+7%	+7%
Gauntlets, Bell-cuffed	-	-1%	-1%	+1%	+1%
Gauntlets, Clamshell	-	-1%	-1%	+1%	+1%
Muscle Mail (breast/backplate)	-5%	-20%	-10%	+35%	+35%
Brigandine	-	-30%	-15%	+25%	+25%
Scalemail	-	-20%	-5%	+40%	+40%
Plate, neck (Gorget)	-	-1%	-1%	+1%	+1%
Plate, shoulder (Pauldrons)	-	-1%	-1%	+5%	+5%
Plate, arm (Articulated Arms)	-1%	-3%	-1%	+8%	+8%
Plate (Breastplate and Backplate)	-5%	-20%	-10%	+35%	+35%
Plate, leg (Articulated Legs)	-2%	-6%	-3%	+14%	+14%
Plate, lower leg (Greaves)	-	-2%	-1%	+5%	+5%
Plate, feet (Sabatons)	-	-	-1%	+2%	+2%
Helm, Conical w/nasal guard	-	-1%	-	+2%	+2%
Helm, Ribbed	-	-1%	-	+1%	+1%
Helm, Spangenhelm	-	-2%	-	+3%	+3%
Helm, Corinthian	-	-2%	-	+3%	+3%
Helm, Gladiatorial	-	-2%	-	+3%	+3%
Helm, Great	-	-2%	-1%	+3%	+3%
Buckler, Wood	-	-10%	-5%	-	-
Buckler, Steel	-	-20%	-10%	-	-
Shield, Round, Wood	-	-20%	-10%	-	-
Shield, Kite, Wood	-	-20%	-10%	-	-
Shield, Heater, Wood	-	-20%	-10%	-	-
Round Shield, Bronze	-	-40%	-15%	-	-
Shield, Round, Steel	-	-35%	-15%	-	-
Shield, Heater, Steel	-	-35%	-15%	-	-
Shield, Body, Wood	-	-35%	-10%	-	-
Suits of Armor					
Chainmaille Suit (4-in-1)	-	-15%	-5%	+30%	+30%
Chainmaille Suit (6-in-1)	-	-25%	-8%	+50%	+50%
Banded Maille	-	-25%	-8%	+50%	+50%
Chainmaille w/Breastplate	-5%	-35%	-15%	+50%	+50%
Platemail Suit	-8%	-40%	-20%	+75%	+75%
Platemail Suit, Ceremonial	-10%	-50%	-30%	+100%	+100%

Table 10-4 (cont.)

Armor Type	Electrocuting	Corroding	Sonic	Wind	Brawling
Individual Pieces					
Naked, birthday suit	-	-	-	-	-
Arming Cap	-	-	-5%	-	-
Clothing	-	-1%	-	-	-1%
Bracers, leather (forearms)	-	-	-	-	-
Bracers, steel (forearms)	+2%	-	-	-	-
Gambeson (Padded)	-	-5%	-	-	-5%
Leather, Studded	+5%	-5%	-	-	-5%
Leather	-	-15%	-	-	-10%
Chainmaille, Coif (4-in-1)	+5%	-2%	-	-	-7%
Chainmaille, Hauberk (4-in-1)	+35%	-7%	-	-	-12%
Chainmaille, Chausses (4-in-1)	+10%	-5%	-	-	-5%
Gauntlets, Bell-cuffed	+1%	-1%	-	-	-1%
Gauntlets, Clamshell	+1%	-1%	-	-	-1%
Muscle Mail (breast/backplate)	+50%	-7%	-	-	-10%
Brigandine	+30%	-25%	-	-	-50%
Scalemail	+60%	-20%	-	-	-40%
Plate, neck (Gorget)	+2%	-1%	-	-	-3%
Plate, shoulder (Pauldrons)	+2%	-1%	-	-	-2%
Plate, arm (Articulated Arms)	+10%	-1%	-	-	-4%
Plate (Breastplate and Backplate)	+50%	-7%	-	-	-10%
Plate, leg (Articulated Legs)	+15%	-1%	-	-	-2%
Plate, lower leg (Greaves)	+10%	-1%	-	-	-2%
Plate, feet (Sabatons)	+2%	-1%	-	-	-1%
Helm, Conical w/nasal guard	+2%	-1%	-	-	-3%
Helm, Ribbed	+1%	-1%	-	-	-1%
Helm, Spangenhelm	+3%	-1%	+25%	-	-5%
Helm, Corinthian	+3%	-1%	+25%	-	-5%
Helm, Gladiatorial	+3%	-1%	+25%	-	-5%
Helm, Great	+3%	-1%	+25%	-	-5%
Buckler, Wood	-	-20%	-	-	-5%
Buckler, Steel	+15%	-15%	-	-	-5%
Shield, Round, Wood	-	-35%	-	-	-10%
Shield, Kite, Wood	-	-35%	-	-	-10%
Shield, Heater, Wood	-	-35%	-	-	-10%
Shield, Round, Bronze	+25%	-20%	-	-	-10%
Shield, Round, Steel	+25%	-20%	-	-	-10%
Shield, Heater, Steel	+25%	-20%	-	-	-10%
Body Shield, Wood	-	-50%	-	-	-15%
Suits of Armor					
Chainmaille Suit (4-in-1)	+50%	-20%	-	-	-30%
Chainmaille Suit (6-in-1)	+75%	-25%	-	-	-45%
Banded Maille	+75%	-25%	-	-	-40%
Chainmaille w/Breastplate	+100%	-30%	-	-	-50%
Platemail Suit	+150%	-35%	+20%	-	-60%
Platemail Suit, Ceremonial	+200%	-40%	+20%	-	-75%

Stabbing attacks are attempts to thrust, ram, or shove an object designed to pierce the skin and thereby gore, impale, pierce, penetrate, or puncture the body of an opponent, usually with a long, thin, sharp weapon, such as the tip of a sword, dagger, or polearm.

Hacking attacks are usually slashing motions or chops made at an opponent with a bladed weapon, such as an axe or a sword. Hacking attacks serve to cut, dismember, divide, hew, part, sever, split, or rend asunder an opponent.

Pounding attacks are those in which an attacker bludgeons or uses crushing force, such as from a hammer, though most spiked weapons are predominantly pounding weapons. Pounding attacks are often described as beating, clubbing, comminuting, grinding, hitting, impacting, knocking, pulverizing, triturating, waffling, and wailing.

Burning attacks are attempts to blister, scald, singe, scorch, ignite, roast, or incinerate an opponent with intense heat or open flame. Most often, this is accomplished with fire. Note that metal armors are especially susceptible to burning attacks.

Freezing attacks often use frost, ice, snow, or cold winds to chill, cool, numb, nip or solidify an opponent. Note that metal armors are especially susceptible to freezing attacks.

Electrocuting attacks are most commonly accomplished with lightning, and serve to burn, electrify, galvanize, and shock an opponent. Note that metal armors are especially susceptible to electrocution attacks.

Corroding attacks are mostly comprised of acid, and serve to eat away, erode, waste, or wear away at an opponent.

Sonic attacks utilize dangerous sound waves to damage an opponent.

Wind attacks are typically tornadoes.

Brawling attacks, for the most part, are technically pounding attacks, though pounding attacks are strictly those with weapons, while brawling attacks use only one's limbs. Brawling attacks, however, also include choking. Brawling attacks are often described as beating, choking, hitting, kicking, knocking, punching, slapping, thrashing, and wailing.

Called Shots

When a normal attack is made, the target creature is specified, but not a specific area of the target creature, which is a more difficult attack. Whenever a specific area of the target creature is chosen and announced, a called shot is made. The smaller the target and the faster it moves, the more difficult it is to hit. Following is a table of general suggestions for the MM. The modifier below is determined from and applied to the CA of the target creature. Other factors affecting called shots include the size of the weapon and the distance to the target; the MM may include appropriate modifiers. For instance, it is much easier to hit a needle with a maul than the tip of a dagger.

Called Area	Modifier	Suggested TH if non-living and immobile
Torso	+10	-
Leg	+20	-
Head	+30	-
Arm	+40	-
Crotch	+60	-
Mouth	+70	-
Eye	+80	-
Needle	-	99

If a called shot successfully hits its target, proceed to the appropriate description of the outcome for the relevant body part in the Crucial Damage section (see *Chap. 10: Combat*). For example, if the eye was targeted and successfully hit, proceed to the description of the eye regarding the type of damage done (hacking, pounding, stabbing). If only the head was targeted, proceed to the list of locations for the head and roll percentile dice to determine the exact location.

When observing the effects of a called shot on a specific bodily location which is 95 or greater in severity (such as the lumbar nerves under Hacking Torsos), do not apply the effects to the victim unless the damage dealt meets or exceeds 40% of their total Life Points when the victim is unwounded. This prevents unreasonable circumstances, such as decapitation (see Hacking Heads below) when small damage is dealt, such as two Life Points. In this way, called shots that do little damage will not have severe effects, which are reserved for Crucial Damage.

However, do not apply multiplicative damage unless the unmodified attack die roll was 90 or above. If the initial roll of the attack die was 90 or greater, then proceed with determining Crucial Damage as usual, except go directly to the appropriate body part to determine the outcome.

For example, a thug that calls himself Sir Chop-a-lot carries only a crowbar, and he gets into a confrontation with three strangers in a tavern. Sir Chop-a-lot attacks first, and the player announces his intention to hit the head of one of the strangers; he declares a called shot. The attack is successful, and so the list concerning Pounding Heads under Crucial Damage is consulted and percentile dice are rolled to determine the exact location. As it turns out, the brainstem is hit and the stranger dies instantly, so the crowbar entered the skull, smashing its way to the center of the victim's brain.

Drive

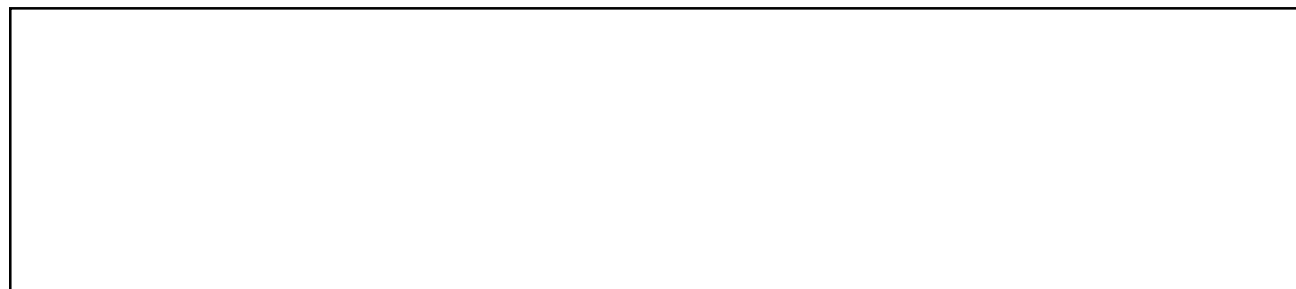
While players determine whether or not a character will continue in combat, monsters either continue or flee depending on their Drive sub-ability. Drive checks only occur in certain circumstances. In each applicable circumstance below, sum the modifiers. For purposes of this roll only, lower the Drive sub-ability with the summed modifiers from *Table 10-5*. Then, roll percentile dice and compare the roll with the adjusted Drive. For this roll, rolling lower than the adjusted Drive means that the creature remains in combat, rolling higher indicates that the creature prefers to flee and will do so at any reasonable opportunity.

Table 10-5

<u>Circumstance</u>	<u>Modifier</u>
Abandoned by companions	-30
Leader is killed	-20
Life Points reduced to half	-20
Most powerful ally is killed	-20
Opponent seems invincible	-40
Outnumbered at least 3 to 1	-10
Outnumbered at least 10 to 1	-30

Breathing

All characters, unless magically gifted somehow, need to breathe. The longer the character does not breathe, the more likely is death. Many events could affect breathing, such as drowning, asphyxiation, or simply being trapped in a sealed space and breathing up the air. Once it is impossible to breathe, a character will lose two Life Points of subdual damage per round. Additionally, the first round the character will lose 10 Strength, the second round they lose 20, 40 the third, 80 the fourth, 160 the fifth, and so on until they are helpless, unconscious, or again able to breathe.



Falling Damage

Characters unfortunate enough to fall will suffer damage according to the distance fallen. If freefalling people accelerate at 9.8 meters per second per second (in a vacuum, though), and if terminal velocity is 115 miles per hour (toggling between 110 and 120), then this is easily translatable into gaming terms. Consult the table below to determine the damage suffered:

Table 10-6

Seconds (1/10th round)	Meters/Second	Feet/Second	Miles/Hour	Total feet fallen	Damage
0.5	6.6	20	13.64	10	d8
1	9.8	29.4	20.05	29.4	d20
2	19.6	58.8	40.09	88.2	2d20
3	29.4	88.2	60.14	176.4	3d20
4	39.2	117.6	80.18	294	4d20
5	49	147	100.23	441	5d20
*6	56.2	168.6	114.95	609.6	6d20
7	56.2	168.6	114.95	778.2	6d20
8	56.2	168.6	114.95	946.8	6d20
9	56.2	168.6	114.95	1115.4	6d20
10	56.2	168.6	114.95	1284	6d20

*By the 6th second of falling, a character has reached terminal velocity and will not accelerate any further, but continue to fall at this rate.

So, if a character falls freely for one round (ten seconds), they have traveled nearly a quarter mile, but will still only receive 6d20 damage, just as if they had only fallen for six seconds.

Home Advantage

All creatures in this game that claim territory gain a home advantage of +5 to all rolls during combat while defending their home territory. This bonus is psychological and also applies to other similar situations, such as games that involve players from another territory. Notice that the opposite is not applicable; there is no disadvantage when away from home.

This bonus only applies in situations in which:

1. Two creatures or parties compete against each other
2. One is in their home territory, the other is not

For example, a party of adventurers that calls themselves the Campaign of the Lost Souls invaded a temple of Dispaters worshippers. Since the temple itself was familiar home territory to those inside, the defenders received a +5 bonus to attack Skill Checks.

Crucial Damage

Normally, damage is an abstract measure in which numbers are deducted from Life Points. Crucial Damage is much more severe, specific, and it is determined by many factors as specified below.

Not all types of attacks are capable of Crucial Damage. Breath weapons from creatures, gas, and most magical attacks will not do Crucial Damage, since they do not affect the body in the same way as a physical blow. These attacks do not stab, hack, or pound the body, but instead affect it more generally. Some spells or spell-like effects may constitute Crucial Damage. Whether or not an attack, other than those listed below, is capable of Crucial Damage is the decision of the MM.

If, upon checking an Attack Skill (such as Aim, Brawling, Disarm, Hurl, or General or Specific Weapon) a 90 or higher is rolled before any modifiers are applied to the roll, and if you not only succeeded, but succeeded with a margin of at least 1%, then you may have scored Crucial Damage. Consult the table below to determine the likelihood of scoring Crucial Damage:

Table 10-7

Margin of Blow	Odds of Crucial Damage
None (I rolled what was needed exactly)	0%
1-5%	20%
6-10%	40%
11-15%	60%
16-20%	80%
21%+	100%

If Crucial Damage has occurred, proceed and determine the severity of the blow by comparing the size of the weapon with the size of the crucially wounded target creature to determine what dice will be rolled later. Note that higher results for Specific Location correspond with areas of the body which are more severe when hit:

Table 10-8: Severity of the Blow

Weapon vs. Target Size	Minimum Effect	Damage	Specific Location
Weapon size is less than target size	Minor	x2	d100
Weapon size equals target size	Major	x2	d100 + 25
Weapon size is larger than target size	Severe	x3	d100 + 50
Weapon size is two sizes larger	Mortal	x4	d100 + 75

Proceed and consider the sizes of the attacker and defender:

Reach

The size of the attacker and the defender may affect the accessibility of general areas of the body. For instance, a dwarf with a dagger may be unable to attack the head of a troll. Reach is not applicable for ranged attacks. If a ranged attack is made, proceed to General Body Location and roll a d10 to determine the location. Otherwise, consult the information below on reach:

1. Add the height of the attacker and the weapon length together. If the attacker is on higher ground, the height added by the ground must be added to this sum.
2. This sum must equal or exceed the height of the defender in order to be able to attack all general body locations. If so, roll d10 for location and proceed to General Body Location.
3. If this sum is less than the height of the defender, but greater than half of the defender's height, then all areas of the body may be damaged, except for the defender's head. If so, roll d10 (but reroll 10's) for location and proceed to General Body Location.
4. If this sum is less than half the height of the defender, then only the legs may be attacked (no torso, arms, or head). If so, roll d4 and proceed to General Body Location.
5. If attacker's height is double the defender's height or has a similarly distinct height advantage, roll 1d6+4 for location.
6. If the attack is a called shot, proceed to the "called" area.

General Body Location

When consulting *Table 10-9* to observe the location of the blow, apply the damage modifier, by adding the multiplicative factors with the determined factor above on *Table 10-8*. In this way, crucial hits may range from 2 to 8 times the normal damage. For instance, if a bipennis (polearm) delivers 20 Life Points of damage to a small child, a blow to the head would do x8 damage or 160 LP, while if it hacked the child's arm, it would only do x4 damage or 80 Life Points.

Note that the location of the body, both general and specific, should only be calculated for humanoid creatures. Body parts that are foreign to humanoids, such as wings or a tail, will not be found below, and the effects of Crucial Damage on these parts is to be determined by the MM.

If the target is humanoid, roll on *Table 10-9* below to determine the location and extent of the damage:

Table 10-9: Location and Damage

Die Roll	General Body Location	Damage Multiplier
1	Right Leg	x1
2	Right Leg	x1
3	Left Leg	x1
4	Left Leg	x1
5	Torso	x2
6	Torso	x2
7	Torso	x2
8	Right Arm	x1
9	Left Arm	x1
10	Head	x2

Finally, consider the type of damage done (stabbing, hacking, or pounding), and proceed to the appropriate table below:

Hacking Legs

- 01% Distal phalanges or smallest bone at the end of the toes.
1. Roll d6 (rerolling 6's) to determine which tip of toe. Let 1=big toe and 5=pinky toe.
 2. There is a 10% chance the opponent's foot is disabled for d2 days, causing $\frac{1}{2}$ Movement rate.
- 02% Middle phalanges or middle bone in toe (non-existent in the big toe).
1. Roll d4 to determine which toe. Let 1=index toe and 4 = pinky.
 2. There is a 15% chance the opponent's foot is disabled for d4-1 days, causing $\frac{1}{2}$ Movement rate.
- 03% Proximal phalanges or bone in toe closest to foot.
1. Roll d6 (reroll 6's) to determine which toe. Let 1=big toe and 5=pinky toe.
 2. There is a 20% chance the opponent's foot is disabled for d4-1 days, causing $\frac{1}{2}$ Movement rate.
- 04% Extensor muscles (5 each). Each serve to extend a toe downward and are located near the largest joints.
- Opponent's foot is disabled for d4 weeks, restricting them to $\frac{3}{4}$ Movement rate.
- 05% Metatarsophatangeal joint or knuckles connecting the metatarsals and phalanges.
1. Roll d6 (rerolling 6's) to determine which toe is affected. Let 1=big toe.
 2. Opponent's leg is disabled for d4 weeks, causing $\frac{1}{2}$ Movement rate.
- 06-07% Metatarsals or foot bones between ankle and toes and held in an arch.
1. Roll d6 (rerolling 6's) to determine which metatarsal is the center of the slashing wound. Let 1=big toe metatarsal.
 2. Opponent's foot is disabled permanently, unless a limited wish or greater magic is applied. Otherwise, they will never heal beyond $\frac{1}{4}$ Movement rate, restricted to crawling or crutches.

08% Flexor digitorum brevis muscle is along the central underside of the foot and when flexed, extends the foot such as when standing on tippy-toes.

This wound will bleed excessively, especially when upright. Every round that the opponent's head is higher than their hacked foot, they must pass a Health check with a TH of 70 or fall unconscious from blood loss. Otherwise, the wound will take 2d6 months to heal and restrict them to $\frac{1}{2}$ Movement rate when they become proficient with crutches.

09% Patella or kneecap

Opponent's leg is disabled, and the kneecap itself is dislodged by the hacking weapon. The leg is unusable until replaced, which will probably be never or by a wish spell. Otherwise, the opponent is restricted to crawling or crutches.

10-11% Fibia or smaller and outermost of two main lower leg bones.

Opponent's leg is disabled for d8 days, yielding $\frac{1}{2}$ Movement rate.

12-14% Tibia or shin bone, largest of two main lower leg bones.

Opponent's leg is disabled for 2d8 days, yielding $\frac{1}{2}$ Movement rate.

15-21% Femur or thigh bone, longest bone in the body.

Opponent's leg is disabled for 3d8 days, yielding $\frac{1}{4}$ Movement rate.

22% Tarsal bones or ankle bones include tarsus, calcaneus, talus, navicular, cuboid, lateral cuneiform, intermediate cuneiform, and medial cuneiform.

1. If desired, roll d8 to determine which ankle bone is hacked.

2. Opponent's ankle is unusable for 2d8 weeks and is limited to limping or crutches ($\frac{1}{4}$ Movement rate).

23-28% Common plantar digital nerve extends into each of the toes.

Opponent's leg is disabled for 2d6 days, yielding $\frac{1}{4}$ Movement rate and restricting them to crawling or crutches.

29-36% Femoral nerve supplies motor impulses to the thighs and legs, while receiving sensory input as well.

Opponent's leg is disabled for 3d4 days, yielding $\frac{1}{4}$ Movement rate and restricting them to crawling or crutches.

37-42% Plantar digital nerve is located on the inner side of the big toe.

Opponent's leg is disabled for 3d6 days, yielding $\frac{1}{4}$ Movement rate and restricting them to crawling or crutches.

43% Plantaris or small muscle in back of knee.

The hacking attack forces the opponent off-balance and they fall to the ground. If in melee, you gain initiative on them in the next round.

44-45% Pectineus muscle connects the thigh to the torso in front, flexing when one brings their thigh up toward their body.

Opponent's leg is hindered by 15 Strength and down to $\frac{1}{4}$ Movement for 2d4 days.

46-47% Hallux muscle is located on the lower portion of the frontal lower leg and top of foot, it is a long, thin, vertical muscle which moves the big toe.

Opponent's leg suffers -102 Strength and $\frac{1}{2}$ Movement rate for 2d4 days.

48-49% Soleus muscle on the back of the lower leg forms the lower portion of the calf.

Opponent suffers $\frac{1}{2}$ Movement rate for 2d4 weeks.

50-51% Tibialis anterior muscle covers the shin.

Opponent suffers $\frac{3}{4}$ Movement rate for 3d4 weeks.

52-54% Gastrocnemius muscle on the back of the lower leg forms the upper portion of the calf.

Hacking the upper calf restricts the opponent to $\frac{1}{2}$ Movement rate for 2d8 weeks.

55-61% Peroneus longus muscle a long, strap-like muscle located on the outside of the lower leg.

The opponent suffers $\frac{1}{2}$ Movement rate for 2d8 weeks.

62-63% Vastus medialis or muscle along the lower and inner thigh.

Opponent suffers $\frac{1}{2}$ Movement rate for 2d8 weeks.

64-72% Vastus lateralis or muscle along the outside of the thigh.

Opponent suffers $\frac{1}{2}$ Movement rate for 2d8 weeks.

73-86% Hamstring muscles cover the back of the thighs and are comprised of three parallel muscles: biceps femoris, semitendinosus, and semimembranosus. These have been listed from largest to smallest and from middle to inside of leg.

1. If desired, roll d6 to determine which of the three hamstring muscles are hacked (1-3 biceps, 4-5 semitendinosus, 6 semimembranosus).

2. Opponent is delimited to $\frac{1}{2}$ Movement rate for 2d6 weeks.

87-97% Rectus femoris or central thigh muscle.

Opponent is delimited to $\frac{1}{4}$ Movement rate for 3d6 weeks.

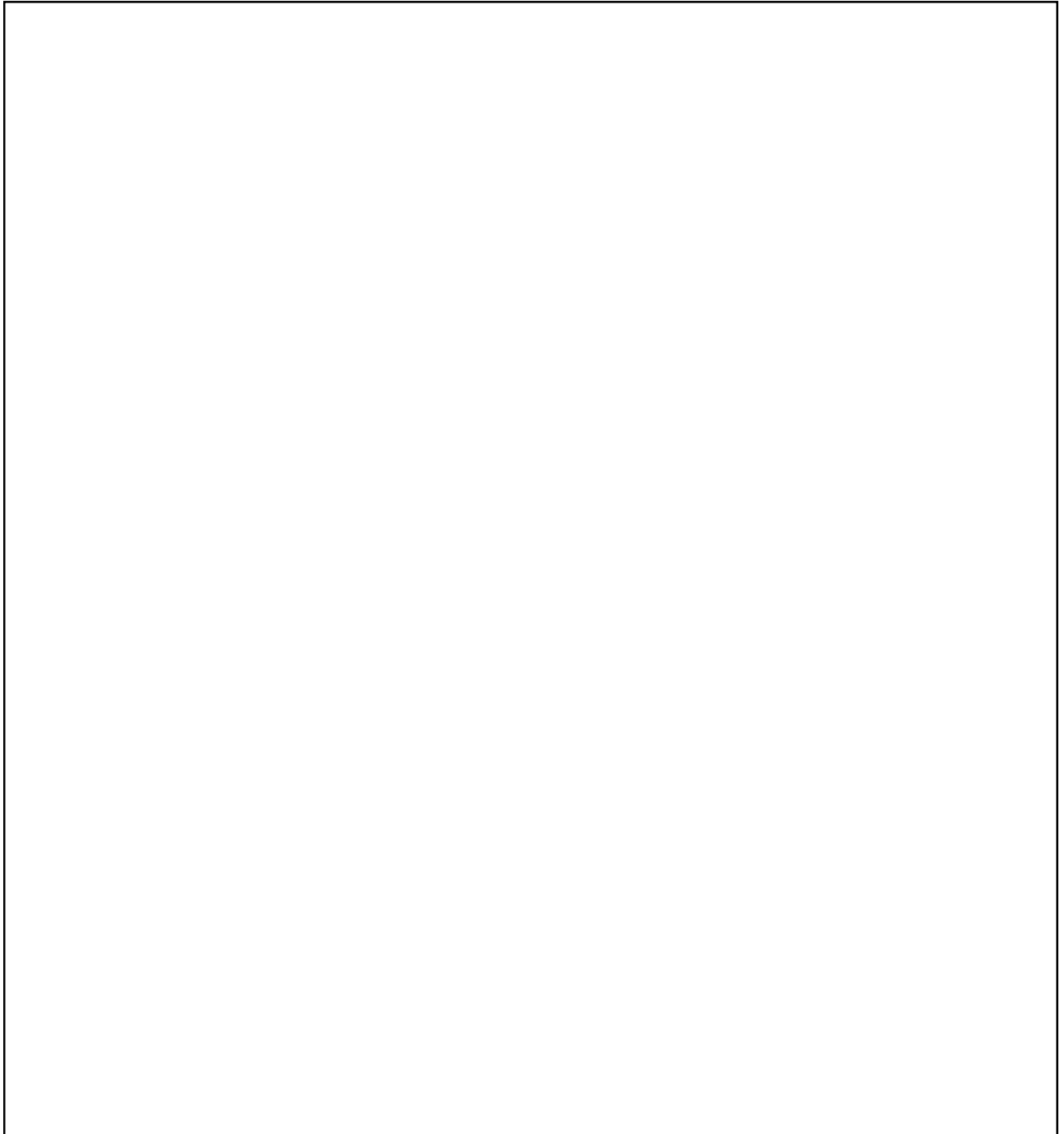
98% Gracilis muscle or inner thigh near the groin.

Opponent's inner thigh, home to arteries and much blood, is gashed. They must pass a Health check with a TH of 50 every other round or fall unconscious from the blood loss, though each round they accrue an additional -10 penalty; they only make four checks. Otherwise, they are restricted to $\frac{3}{4}$ Movement rate for d4 weeks. Calcaneal tendon, also known as the Achilles tendon; the thickest, strongest, and most exposed human tendon, it connects the calf muscle to the heel bone.

Opponent's leg is disabled indefinitely, the foot flops about now beyond all attempts for control. The opponent may now only move about by crawling or by crutches, and even when used to it, crutches will be bothersome. A limited wish or greater magic is needed to restore one's calcaneal tendon to its original and unharmed condition.

99%

100%+ Dismemberment! The leg has been completely and permanently hacked from the rest of the body. Roll a d4 to determine where it was severed (1=ankle, 2=shin, 3=knee, 4=thigh). Blood gushes forth and the victim must pass a Health check at TH 70 or fall unconscious for d20 hours. If failed (and hence unconscious), another Health check must be passed at TH 70 to avoid dying in d20 rounds from loss of blood.



Hacking Torsos

01%	Omentum or fatty fold of membrane hanging in front of intestines. If the opponent is obese, fat may seep from the wound. Otherwise, there is no special effect other than damage.	12%	Scapula or shoulder blade bone. 1. Roll to determine on left or right side. 2. The opponent suffers -20 to all attack rolls that require the use of the appropriate arm for d6 weeks.
02%	Belly Button Opponent's belly is hacked, though no critical organs behind it. The small intestine may (70%) spill forth. If it does, the sight of this causes the opponent to need to pass a Health check at TH 50 or be stunned for 2d4 rounds.	13%	Manubrium or upper third of sternum. There is a 40% chance that 1-2 ribs are separated from the sternum. If so, the opponent must pass a Health check at TH 50 or fall unconscious. Further, the ribs will not reattach themselves without Cure Critical Wounds or more potent magic applied. In any case, any required movement of the arms will suffer -15 to the roll.
03%	Nipples and Areolas (or darker area surrounding the nipple). 1. Roll to determine on left or right breast. 2. The nipple and surrounding areola is hacked, causing the opponent to suffer -15 Strength with the appropriate arm for 2d6 days.	14%	Xiphoid process or lower tip of sternum. 1. The tip of the sternum will break free from the sternum with 70% chance. If broken, it can only be reset with Cure Critical Wounds or greater magic. 2. If it does break free, then the opponent must pass a Health check at TH 50 or die immediately as the bone and the weapon enter the heart.
04%	Anus While the hacking object did not enter the ass, it gashed the orifice, causing them to feel pain during the following 2d4 days involving defecating and, if female, alternative sexual practices.	15%	Pubis or the smallest of three pelvic bones. 1. Roll to determine on left or right side. 2. While the bone is not broken, it is injured and causes the opponent to be only able to crawl or use crutches until it heals d6 months later. In the meantime, they are reduced to ½ Movement rate.
05%	Rectum or short muscular tube for storage of excretions. The hacking weapon enters the rectum mid-stroke, and the opponent feels pain during the following d4 weeks involving defecating and, if female, during alternative sexual practices. There is a 25% chance that the hacking releases (roll d6: on a 1-5 this is the number of chunks released, on a 6 it is runny instead) chunks of defecation from the confines of the body.	16%	Ischium or lowest of three pelvic bones. 1. Roll to determine on left or right side. 2. While the bone is not fractured, it is injured and causes the opponent to be only able to crawl or use crutches until it heals d4 months later. In the meantime, they are reduced to ½ Movement rate.
06-11%	Gluteus maximus, strongest muscle of the body. 1. Roll to determine on left or right cheek. 2. Opponent's movement rate is halved for 2d6 days and will find sitting a painful experience.	17%	Coccyx or tail bone 1. Opponent is unable to sit comfortably in any position for d6 weeks due to a chipped bone. 2. Also, opponent must pass a Health check at TH 50 or be stunned for d4 rounds.

18% Ilium, hip bone, or the uppermost of three pelvic bones.

1. Roll to determine the left or right hip.
2. The hip bone is chipped, so the opponent is restricted to $\frac{1}{4}$ Movement rate for 2d4 months.

19-20% Clavicle or collarbone, the most painful bone of the body to break.

1. Roll to determine the left or right side.
2. As the most painful bone in the body has been broken, the opponent must pass a Health check at TH 90 or fall unconscious for d8 hours. If this is passed, they must pass another Health check at TH 50 or be stunned for 3d4 rounds. Otherwise, until naturally healed 3d6 weeks later, the opponent's arm will be unusable and will overall suffer a -5 to Strength.

21% Body, or main middle portion, of sternum.

1. There is a 50% chance that d4 ribs are separated from the sternum. If ribs are separated, this part of the wound will not heal on its own, requiring limited wish or greater magic to heal.
2. If ribs are separated from the sternum, the opponent must pass a Health check at TH 90 or fall unconscious.
3. Finally, there is a 5% chance that the heart was hacked, causing instant death.

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22-24% Ribs (12 pair or 7 true pair and 5 false pair whose cartilage doesn't reach the sternum directly, though the last two pair have no cartilage attachments at all and are called floating ribs).

1. Roll d12 to determine on which rib the hack was centered.

1-7 = true pairs

8-10 = false pairs with cartilage

11-12 = floating ribs

2. Roll to determine on left or right side.

3. The limbs on the same side of the body are unusable for 2d6 months, and the other side will still suffer a -15 to Strength. Magical healing with Cure Critical Wounds or higher magic may speed this process.

25% Appendix, (on right side only) a troublesome organ attached to the bottom of the large intestine.

Though this organ does nothing useful, it can be quite painful when hacked. The opponent suffers -5 Health for d6 days.

26% Cowper's (bulbourethral) glands (L/R) are about the size of peas and produce a lubricating fluid when sexually aroused.

1. Roll to determine whether the left or right gland are the center of the hacking.
2. This wound necessitates a Health check at TH 50 to avoid further effects (besides just the damage). If failed, they fall to their knees, stunned for d4 rounds.

27% Large Intestine or colon (actually very small) lies between the stomach and small intestine.

The innards of the large intestine spill forth. They must pass a Health check at TH 50 or fall unconscious for d8 hours. If conscious, they must pass a Health check at TH 50 or be stunned for d2 rounds.

28% Pancreas is right behind the stomach and similar in size. It secretes digestive juices, insulin, and bicarbonate which neutralizes stomach acid.

Opponent suffers from heartburn for next 3d6 hours, warranting a -5 to all attack rolls for the duration.

29%	<p>Stomach</p> <p>Stomach acid spills onto the opponent's body and coats the hacking weapon. Opponent will not be hungry or desire food for d8 days. The stomach acid reddens the skin upon contact.</p>	34%	<p>Small Intestine (very large, on average 21' long in an adult).</p> <p>There is a 60% chance the intestine spills forth from the wound. If this happens, the sight of one's own intestine necessitates a Health check at TH 80 or they fall unconscious. Otherwise, they will experience persistent naval pains for 2d4 days, suffer a $\frac{3}{4}$ Movement rate, and -5 to all attack rolls.</p>
30%	<p>Liver or largest gland in the body located at the top of the abdomen which purifies blood.</p> <p>Opponent begins feeling weak, suffering -10 STR for 2d6 hours until the blood becomes properly purified.</p>	35%	<p>Bladder is in the lower center of the torso, receives waste from kidneys, and transmits it to the urethra or urinary tract for expulsion.</p> <p>Urine sprays from this hacked wound for d2 rounds and the opponent suffers -10 to all attacks while urine trickles down their body.</p>
31%	<p>Spleen (on left side only) on top of abdomen stores emergency blood and produces some of white blood cells.</p> <p>Opponent bleeds internally and uncomfortably. A Health check at TH 50 must be passed or they fall unconscious and lose 1 hp per round until death unless curative magic is applied. If passed, the opponent remains conscious, but feels nauseous for 2d6 weeks and suffers -15 to all attack rolls.</p>	36%	<p>Kidneys are located on the sides of the lower back; these organs filter blood.</p> <ol style="list-style-type: none"> 1. Roll to determine the left or right kidney. 2. Opponent suffers a -10 penalty to Current Armor and also a -10 to Health, both for d6 weeks.
32%	<p>Gallbladder (on right side only) is a small organ between the liver and intestines which creates bile.</p> <p>The opponent must pass a Health check at TH 50 or the bile created by the gallbladder leaks into nearby organs, causing nausea and a -10 to all attack rolls for d4 hours.</p>	37-39%	<p>Pectoralis minor muscles run vertically, allowing one to move their scapula up and down.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer -10 to all attack rolls for 2d4 weeks.
33%	<p>Adrenal gland is above the pancreas in the right portion of the body. It is responsible for sexual hormones and steroids.</p> <p>The opponent must pass a Health check at TH 50 to only fight now with a penalty of -10 to all attack rolls for d4 hours due to a lack of necessary adrenaline. If failed, they receive a temporary boost of adrenaline, allowing them to fight with a +10 to all attack rolls and they must pass Health checks at TH 50 each round for ten rounds to remain conscious. Eight hours of bed rest should bring their body back to equilibrium.</p>	40-41%	<p>Teres major muscles cover the lower portion of the scapula, assisting in bringing the arm to one's side.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer -10 to all attack rolls for 2d4 weeks.

42%	<p>Serratus anterior muscles are between the pectoralis major and latissimus dorsi, serving to pull down and forward on the shoulder blade.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer -10 to all attack rolls for 2d4 weeks. 	82%	<p>Sacrum is the bone connecting the lowest lumbar of the spine to the coccyx and iliums.</p> <p>So small, the sacrum has been broken and the opponent's spine is separated from the pelvis and tail bone and they fall to the ground, their upper body unable to support even its own weight. They must pass a Health check at TH 90 or fall unconscious for 2d8 hours. If passed, they must pass another Health check at TH 60 or lie on the ground stunned for 3d4 rounds. Otherwise, they are incapable of movement except crawling and may move their arms, though not their legs. This wound will never heal unless a limited wish or greater magic is applied.</p>
43%	<p>Mammary glands or breasts.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right breast. 2. If female and pregnant, breast milk splatters. Otherwise, the corresponding arm will suffer -10 Strength for 2d6 days. 		
44-51%	<p>Pectoralis major or chest muscle.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer -15 to all attack rolls for 3d4 weeks. 	83%	<p>Vulva or external female genitalia including the outer lips.</p> <ol style="list-style-type: none"> 1. Roll d6 to determine whether the left (1-2), right (3-4), or both (5-6) lip(s) was/were hacked. 2. This (these) lip(s) die and will eventually fall off; she must pass a Health check at TH 50 or be stunned for d4 rounds. Further, she will not desire sex for 3d6 months.
52-61%	<p>Trapezius is a large muscle spanning the back of a person's neck, stretches behind the collarbones, and covers the central back.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. Opponent suffers -10 to all attack rolls involving that side of the body at all for d6 weeks. 	84%	<p>Vagina or penis receptacle</p> <p>The hacking weapon has amazingly entered the vagina. If she is a virgin, she will either bleed excessively in addition to what one might expect, or at least spot. The damaged tissue will heal in 2d6 weeks (since this organ was designed to be penetrated).</p>
62-71%	<p>Latissimus dorsi along one's side behind the serratus anterior and covering the sides of the back, these muscles usually pull one's arms toward their back as in rowing or swimming.</p> <ol style="list-style-type: none"> 1. Roll to determine the left or right side. 2. Opponent suffers -10 penalty to Current Armor for 3d4 weeks and is subject to excessive complaining of lower back pain. 	85%	<p>Penis</p> <p>This vital organ dies from being severed unless curative magic is applied. Drive is permanently reduced by 20 and Health by 5. As he realizes what has just been severed, he must pass a Health check at TH 60 or be stunned for d4 rounds.</p>
72-81%	<p>Rectus abdominis, a long vertical, flat muscle extending the length of the abdomen and used for sit-ups.</p> <p>Opponent's torso is restricted in movement; they cannot lean forward or backward, which results in a -10 to all attack rolls for d4 weeks.</p>	86%	<p>Glans or head of penis</p> <p>This puffy organ part is severed; the penis will never look the same! The subability Drive is permanently reduced by 15 and Health by 3. As he realizes what has just been severed, he must pass a Health check at TH 60 or be stunned for d4 rounds.</p>

87% Fallopian tubes connect the ovaries and the uterus.

1. Roll to determine the left or right tube.
2. To some, a dream come true! This female will only become pregnant 50% of normal odds in the next d6 months while the wound heals. The catch is that she also won't desire sex for d6 months.

88% Uterus, or womb, connects the vagina and the fallopian tubes.

1. If pregnant, child (80% likely) dies and is born dead. Mother, also, must pass a Health check at TH 90 or die immediately.
2. The tissue leading to the womb will heal in 3d6 weeks. Worse above all, this female will not desire sex for d6 months.

89% Ovaries produce eggs, estrogen, and progesterone, and are walnut-sized.

1. Roll to determine the left or right ovary.
2. A dream come true to some! This female's odds of becoming pregnant have been reduced by 50% permanently, as the ovary will not heal unless limited wish or greater magic is applied. Worse, this female will not desire sex for d6 months.

90% Clitoris

1. This female must pass a Health check at TH 90 or fall unconscious for 2d8 hours.
2. If still awake, she must pass a Health check at TH 50 or be stunned for d4 rounds.
3. Finally and worst, this female will not desire sex for 3d6 months.

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91% Thoracic vertebrae forming the middle spine in the chest area and each connect to ribs.

1. There are 12 thoracic vertebrae. Roll d12 to determine the specific vertebra. Let 1 = the highest thoracic vertebra, just below the neck.

2. Next, the opponent pass a Health check at TH 50 or become paralyzed in d6 body locations. Then determine which locations:

- Let
- 1=right leg
 - 2=left leg
 - 3=torso
 - 4=right arm
 - 5=left arm
 - 6=head

This paralysis is permanent unless limited wish or greater magic is applied.

92% Lumbar vertebrae forming the lower spine.

1. There are 5 lumbar vertebrae. Roll d6 (rerolling 6's) to determine the specific vertebra. Let 1 = base of skull and 6 = the lower neck.

2. Next, the opponent must save vs. paralysis or become paralyzed in d6 body locations. Then determine which locations:

- Let
- 1=right leg
 - 2=left leg
 - 3=torso
 - 4=right arm
 - 5=left arm
 - 6=head

This paralysis is permanent unless limited wish or greater magic is applied.

93% Lung. Note, the left lung is smaller as it encircles the heart.

1. Roll d6 to determine whether the left (1-2) or right (3-6) lung was sliced.
2. There is a 30% chance that as the lung is gashed, blood fills it and the opponent drowns in their own blood.
3. Otherwise, this lung is permanently collapsed; it will never heal, unless curative magic is applied.

- 94% Cervical nerves connect the cervical or upper spine with the brain.
1. There are 8 pairs of cervical nerves. Roll d8 to determine which is pinched.
 2. Roll to determine what the pinched nerve controls:
 1. Motor control of the arms.
 2. Motor control of the legs.
 3. Involuntary functions such as breathing (resulting in [1-4] coma or [5-6] death.)
 4. Motor control of torso.
- 95% Lumbar nerves connect the lower back with the brain.
1. There are 5 pairs of lumbar nerves. Roll d6 (rerolling 6's) to determine which is pinched.
 2. Roll to determine what the pinched nerve controls:
 1. Motor control of the arms.
 2. Motor control of the legs.
 3. Involuntary functions such as breathing (resulting in [1-4] coma, or [5-6] death).
 4. Motor control of the torso.
- 96% Thoracic nerves connect the middle back with the brain.
1. There are 12 pairs of thoracic nerves. Roll d12 to determine which is pinched.
 2. Roll to determine what the pinched nerve controls:
 1. Motor control of the arms.
 2. Motor control of the legs.
 3. Involuntary functions such as breathing (resulting in [1-4] coma or [5-6] death).
 4. Motor control of the torso.
- 97% Testes or testicles; each testis averages 200 million sperm per ejaculation.
1. Roll d8 to determine the left (1-3), the right (4-6), or both (7-8) have been hacked.
 2. If only one testis is gashed, then the opponent must pass a Health check at TH 90 or fall unconscious for 2d8 hours. Otherwise, while awake he will suffer -20 Strength, -15 Dexterity, and -15 Drive. Further and worse, he must pass a Health check at TH 50 or die. Finally, this testis will never function again unless limited wish or greater magic is applied. Otherwise, it is possible to ejaculate (when it heals) with only one testis. Regardless, his voice is noticeably higher in pitch.
 3. If both testes are gashed, then the opponent must pass a Health check at TH 95 or fall unconscious for 3d8 hours. Otherwise, while awake he will suffer -20 Strength, -20 Dexterity, -20 Drive. Further and worse, he must pass a Health check at TH 70 or die. Finally, his testicles will never function again (unless limited wish or greater magic is applied) and his voice will be noticeably higher in pitch.
- 98-99% Axilla, or armpit region, supplied heavily with blood from the axillary artery.
1. Roll to determine the left or right armpit.
 2. After the armpit is sliced open, this severely bleeding region is 50% likely to fill the lungs with blood, drowning the opponent in their own blood and killing them from suffocation in d4 rounds as they progress from pain to a cold numbness.
- 100+% Heart is about the size of your fist
- If the heart is hacked, the individual will die within d2 rounds unless limited wish or greater magic is applied.

Hacking Arms

01% Distal phalanges or smallest bone at end of finger.

1. Roll d6 to determine which fingertip is severed (rerolling 6's).

Let 1=thumb and 5=pinky.

2. Opponent's fingertip is severed and they will suffer -15 Dexterity with that hand until they adjust to its loss, then only suffering -10 Dexterity.

02% Middle phalanges or middle bone of fingers (does not exist in our thumbs).

1. Roll d4 to determine which finger is severed. Let 1=index finger and 4=pinky.

2. Opponent's finger is severed and they will suffer -15 Dexterity with that hand until they become accustomed to its loss, then only suffering -10 Dexterity.

03% Proximal phalanges or bone in finger closest to palm.

1. Roll d6 (rerolling 6's) to determine which finger is severed.

Let 1=thumb and 5=pinky.

2. Opponent's finger is severed and they will suffer -15 Dexterity with that hand until they become accustomed to its loss, then only suffering -10 Dexterity.

04-06% Lumbrical muscles in palm of hand, one to contract each finger.

1. Roll d6 (rerolling 6's) to determine which muscle is hacked.

Let 1=thumb and 5=pinky.

2. Opponent's palm is slashed and the appropriate finger is unusable for 2d6 weeks, while the hand in question suffers -15 Dexterity and -10 Strength for 3d6 weeks.

07-08% Metacarpals or bones through palm connecting the wrist to the fingers.

1. Roll d6 (rerolling 6's) to determine which bone is hacked in palm.

Let 1=thumb and 5=pinky.

2. The indicated metacarpal is severed and will heal naturally in 3d6 weeks. In the meantime, opponent suffers -20 Dexterity in this hand.

09-11% Radius or shorter forearm bone on the thumb side of the arm.

Opponent's arm is useless for 2d4 weeks.

12-15% Ulna or longer forearm bone closest to body when arms hang freely and palms facing forward.

Opponent's arm is useless for 3d4 weeks.

16-22% Humerus or upper arm bone.

Opponent's arm is useless for 3d6 weeks.

23-27% Ulnar nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for d6 months.

28-32% Median nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for d6 months.

33-37% Palmar nerves supply impulses to the sides of the fingers.

Opponent's fingers feel numb and are ineffective for d6 months.

38-42% Radial nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for d6 months.

43-47% Brachialis muscle is on the thumb side of upper arm below the bicep on the outer arm.

Opponent's arm suffers -5 Strength and Dexterity for 2d6 weeks.

48-50% Extensor carpi radialis muscle is close to the wrist on front or top of forearm.

Opponent's arm suffers -5 Strength and -10 Dexterity for 2d6 weeks.

51-55% Brachonadialis muscle is close to the elbow on front or top of forearm.

Opponent's arm suffers -5 Strength and -10 Dexterity for 2d6 weeks.

56-60% Flexor carpi radialis muscle is close to the elbow on inside of forearm.

Opponent's arm suffers -5 Strength and Dexterity for 3d4 weeks.

61-63% Flexor carpi ulnaris muscle is close to the wrist on inside of forearm.

Opponent's arm suffers -5 Strength and -15 Dexterity for 2d6 weeks.

64-66% Flexor retinaculum or wrist muscle on inside of forearm.

Opponent's wrist bleeds profusely. In fact, they lose 2 Life Points per round in blood-loss until they either die or bandage the wound.

67-76% Deltoid or outer shoulder muscle of upper arm.

Opponent's arm suffers -15 Strength for 3d6 weeks.

77-87% Biceps brachii or muscle on front of upper arm.

Opponent's arm suffers -15 Strength for 3d6 weeks.

88-98% Triceps brachii or muscle on back of upper arm.

Opponent's arm suffers -15 Strength for 3d6 weeks.

99% Carpals or wrist bones arranged in two rows of four: (upper row) triangular, pisiform, lunate, scaphoid, (and lower row) hamate, capitate, trapezoid, and trapezium.

1. Roll to determine which carpal is the focus of the hacking:

1. triangular (upper row closer to forearm)
2. pisiform
3. lunate
4. scaphoid
5. hamate (lower row closer to hand)
6. capitate
7. trapezoid
8. trapezium
9. Arm severed at the wrist; the hand falls off.
10. Reroll

2. The specified wrist bone shatters into numerous small fragments and will never heal naturally, but requires limited wish or higher magic. The hand is permanently useless (especially if severed) and attempts at usage result in penalties of -60.

100%+ Dismemberment! The arm has been completely and permanently hacked from the rest of the body. Roll a d4 to determine where it was severed (1=wrist, 2=forearm, 3=elbow, 4=shoulder). Blood gushes forth and the victim must pass a Health check at TH 70 or fall unconscious for d20 hours. If failed (and hence unconscious), another Health check must be passed at TH 60 to avoid dying in d20 rounds from loss of blood.

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Hacking Heads

01% Scalp

Though the skullcap is not entered by the hacking weapon, the scalp is hacked at an angle, ripping a large portion of it. Opponent suffers -15 to Facial Charisma until bandaged, then only -10.

02% Galea Aponeurotica or muscle on top of head underneath scalp.

Though the skullcap is not entered by the hacking weapon, a large portion of the scalp and muscle are ripped away by the hacking weapon. Opponent suffers -15 Charisma until bandaged, then only -10.

03% Ear Cartilage

1. Roll to determine the left or right ear.

2. Cartilage on outer ear is hacked and ripped off, impairing all future Sound checks by 50. Facial Charisma permanently suffers -15 penalty.

04% Parotid gland or saliva gland between ear and chewing muscle behind jawbone.

1. Roll to determine the left or right saliva gland.

2. Opponent's saliva gland is gashed and fails to produce saliva for 2d4 weeks unless curative magic is applied.

05-06% Mandible or jawbone

1. Roll d6 to determine if on (1-2) left, (3-4) chin, or (5-6) right.

2. This portion of the opponent's jawbone is fractured, lowers Facial Charisma by 20, and takes 2d6 weeks to heal naturally.

07-08% Mentalis muscle is on the chin and elevates and protrudes the lower lip.

While their jawbone isn't fractured, amazingly only their chin muscle is hacked. Facial Charisma is lowered by 5 for d4 weeks until healed.

09% Teeth, lower

Roll d20 (rerolling 15's - 20's) to determine how many teeth are dislodged from the blow. Facial Charisma will suffer -10 when smiling widely or eating.

10% Teeth, upper

Roll d20 (rerolling 15's - 20's) to determine how many teeth are dislodged from the blow. Facial Charisma will suffer -15 when smiling widely or eating.

11-12% Lip, lower

While not breaking any teeth within, slobber runs out the pierced lower lip and Facial Charisma suffers -15 for 2d4 weeks.

13-14% Lip, upper

While not breaking any teeth within, Facial Charisma suffers -10 for 2d4 weeks.

15% Maxilla or bone between upper teeth and nasal cavity.

Opponent's maxilla is fractured, lowering Facial Charisma by 2 for 2d6 weeks.

16% Epiglottis is a flap of cartilage between the tongue and voice box which closes when we swallow, preventing us from swallowing food.

Opponent coughs uncontrollably for 2d4 rounds while eyes tear. Until this heals in 2d4 days, swallowing will be difficult at best.

17-18% Nasalis muscle depresses the cartilaginous part of the nose.

Opponent now breathes easier as this part of the face is gashed open. Opponent suffers -15 Facial Charisma for 2d4 weeks.

19-20% Cheek Bone

1. Roll to determine on left or right.

2. Opponent's cheek bone shatters and lowers Facial Charisma by 15 for 2d6 weeks.

21-24% Nasolabial furrow, or set of three striated muscles between the lip and eye, parallel to the nose.

1. Roll to determine on left or right side of face.

2. While the cheek bone is not itself fractured, the nearby muscles are slashed, reducing Facial Charisma by 15 for 2d6 weeks.

25-28% Obicularis Oris, a sphincter muscle that encircles the mouth and is called the “kissing muscle.”

1. Roll to determine on left or right side of mouth.
2. Speech is impaired as air wisps out from the gaping wound for 2d6 weeks. Facial Charisma suffers -10 for this duration.

29-31% Rosorius muscle is located alongside the mouth, commonly called the ‘laughing muscle.’

1. Roll to determine on left or right side of mouth.
2. Speech is impaired as air wisps out from the wound for 2d6 weeks. Facial Charisma suffers -15 for this duration.

32-34% Obicularis Oculi, called a sphincter muscle surrounds the eye, lying in the tissue of the eyelid.

1. Roll to determine on left or right side.
2. Opponent’s eye is not gashed by the hacking weapon, though the surrounding muscle is. The appropriate eye is useless for 2d4 weeks and Facial Charisma suffers -25.

35-39% Platysma or straining muscles connecting lower neck to chest and shoulder.

1. Roll to determine the left or right side.
2. The side of the opponent’s lower neck is hacked, severing some straining strands of this muscle. Their head is unable to look in the direction of the damaged side for 3d6 weeks.

40-41% Tongue

Opponent’s tongue is hacked, making each short phrase spoken only 15% likely to be understood, until it heals in 2d6 weeks. If a certain phrase is not understandable, it will not be understandable to anyone else while the tongue is injured.

42-43% Facial nerve or seventh cranial nerve branches out across the face performing both motor and sensory functions.

1. Roll to determine on left or right side.
2. Opponent’s side of face is temporarily paralyzed for 3d4 days.

44% Ear orifice

1. Roll to determine the left or right ear orifice.
2. The hacking weapon enters the ear orifice and (70% likely) ruptures the ear drum. If so, this ear will never hear again unless limited wish or greater magic is applied.
3. If this occurs with a Size M weapon or larger, there is a 30% chance the weapon could go further and into the brain, killing them instantly.

45% Bridge of nose between the eyes.

The bridge of cartilage breaks and the tear ducts overwhelm the eyes. The opponent is reduced to blindfighting or a -20 penalty to all attack rolls for d8 hours. Thereafter, they will suffer only -5 attack penalties and -10 Facial Charisma for 2d4 weeks while it heals.

46% Nasal Bone and cartilage

Opponent must pass a Health check at a TH of 30. Failure means the broken nose is launched into the brain, killing them instantly. If passed, the nose is only broken and the tear ducts overwhelm the eyes. The opponent is reduced to blindfighting or a -20 penalty to all attack rolls for d8 hours. Thereafter, they will suffer only -5 attack penalties and -10 Facial Charisma for 2d4 weeks while it heals.

47-48% Esophagus or muscular tube carrying food from the throat to the stomach.

Opponent’s food tube is severed, and consequently, they will not eat (only drink) for 3d4 weeks.



49-58% Sternocleidomastoid is a long muscle in the side of the neck.

1. Roll to determine on left or right side.
2. The side of the neck is sliced, and for 2d6 days the opponent cannot turn their neck in the direction of the wounded muscle.

59% Thyroid cartilage, more prominent in men than women due to sexual hormones, protects the larynx or voicebox.

Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their Current Armor suffers a -15 penalty.

60-62% Larynx or voicebox

Opponent's voicebox is gashed. First, they cough profusely for 3d6 rounds and are unable to attack as they gasp for air. During the coughing, their Current Armor suffers a -15 penalty. After the coughing, the opponent realizes they are permanently unable to speak unless limited wish or greater magic is applied.

63-65% Cervical vertebrae form the upper spine in the neck.

1. There are 7 cervical vertebrae. Roll d8 (rerolling 8's) to determine which is hit.

Let 1=base of skull while 7=base of neck.

2. This vertebra is hopelessly crushed and the opponent must pass a Health check at TH 65 or become paralyzed in d6 locations. Thereafter, determine which locations.

1=right leg

2=left leg

3=torso

4=right arm

5=left arm

6=head

This paralysis is permanent unless limited wish or greater magic is applied.

66-67% Cranium, parietal lobe or side of skull.

1. Roll to determine left or right side.
2. The side of the skull is gashed. The opponent immediately falls to the ground, unable to react. Though the brain is unaffected, they must pass a Health check at TH 90 to remain conscious. If passed, they may be somewhat aware of their surroundings, but they are unable to move.

68% Cranium, occipital lobe or back of skull.

The opponent is hacked in the back of the head and they immediately fall to the ground, unable to react. They are 50% likely to go blind and must pass a Health check at TH 90 to remain conscious. If passed, they may be aware of their surroundings (if they can still see), but they are unable to move.

69-70% Cranium, frontal lobe or front of skull.

The opponent is hacked in the forehead, penetrating the frontal skull. Immediately, they fall to the ground and are unable to react. They are only 10% likely to acquire a mental illness. If they do, refer to *Table 5-4: Random Mental Illness in Chapter 5: Mind*.

71-77% Occipitalis or large muscle on side of head connected to frontalis or forehead.

1. Roll to determine left or right.
2. While the skull is not cracked, the hacking weapon scrapes alongside the skull, raking off the muscle. Opponent must pass a Health check at TH 50 or fall unconscious for d8 hours.

78-80% Frontalis (Forehead)

While the skull is not penetrated, the forehead muscle is scraped off from a lateral impact. Facial Charisma suffers -15 until it heals 2d4 weeks later.

81-82% Eyes

1. Roll to determine the left or right eye.
2. The opponent permanently loses eyesight in this eye, unless limited wish or greater magic is applied.
3. The opponent must pass a Health check at TH 95 or the hacking weapon continues past the eye and into the brain, killing them instantly.

83-90% Temple

1. Roll to determine the left or right temple.
2. Opponent must pass a Health check at TH 95 to remain alive. If passed, they only fall unconscious for 3d8 hours.

91-93% Trachea or windpipe begins immediately below the larynx and descends to the sternum.

Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their Current Armor suffers a -15 penalty.

94-96% Brain

1. Roll to determine the left or right brain.
2. If the left brain is hacked, then Language, Math, and Analytic Intelligence suffer a permanent -30. There is a 50% chance of developing Depression (see *Chap. 5: Mind*).
3. If the right brain is hacked, then Spatial Intelligence and Intuition suffer a permanent -45. There is a 50% chance of developing Schizophrenia (see *Chap. 5: Mind*).
4. For both hemispheres, a Health check at TH 70 must be passed to remain alive due to the hacking weapon slashing the skull and entering the brain.

97% Jugular vein, one on either side of the neck, supplies deoxygenated blood back to the heart from the head. They are deep inside the neck and seldom injured.

1. Roll to determine the left or right jugular vein.
2. As the hacking weapon passes, blood begins gushing forth with each pulse of the opponent's heart. Each round the opponent loses d8 hit points until either death, extremely proficient bandaging, or curative magic.

98% Brainstem

The opponent's brainstem, and therefore the skull and also the brain, are hacked. They must pass a Health check at TH 99 or die. If they live, they will be invalids unless limited wish or greater magic brings them back.

99% Pituitary gland located in center of skull just behind the bridge of the nose; it is about the size of a pea and is responsible for hormones affecting growth, sexual development, metabolism, and the system of reproduction.

The opponent's pituitary gland is hacked. They must pass a Health check at TH 99 or die. If they live, they will be invalids unless limited wish or greater magic saves them.

Artwork Here

100% Dismemberment! Decapitation! The head has been completely and permanently hacked from the rest of the body. Roll d100 to determine the direction in which the head falls.

01-30 Forward, landing either at their toes or d6 feet in front of them and rolling d12 feet before stopping.

31-40 The head rolls off their right shoulder, landing on the ground within d6 feet and rolls d12 feet before stopping.

41-50 The head rolls off their left shoulder, landing on the ground within d6 feet and rolls d12 feet before stopping.

51-80 Backward, the head may bounce off their ass cheeks on the way to the ground. The head will land within d6 feet of their heels and roll d12 feet before stopping.

81-100 The head has been severed so cleanly that it does not immediately fall, but remains positioned atop the neck. As the headless body falls, the severed head will separate and fall on its own. Reroll this percentile roll if desired to determine in which direction the head falls from the body.

The headless body of the victim will spray blood out of its neck, gushing with every beat of its dying heart as it falls lifelessly to the ground. The appendages of the body may twitch and spasm for up to two minutes. The severed head may live for d12 rounds. While a severed head is still alive, the brain may think and the eyes may open and fixate on objects. Due to no throat or lungs, severed heads may not speak dying words.

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Pounding Legs

- 01% Plantaris or small muscle in back of knee.
Opponent is driven to the ground from a blow behind the knee. Damage results from the force of meeting the ground, mostly on their knee. You gain the initiative on them next round.
- 02-04% Plantar digital nerve is located on the inner side of the big toe.
Opponent's leg is disabled for d4 rounds, yielding $\frac{1}{4}$ Movement rate.
- 05-07% Femoral nerves supply motor impulses to the thighs and legs, while receiving sensory input as well.
Opponent's leg is disabled for d6 rounds, yielding $\frac{1}{4}$ Movement rate.
- 08-11% Common plantar digital nerve extends into each of the toes.
Opponent's foot is disabled for d4 days, yielding $\frac{1}{2}$ Movement rate.
- 12-13% Distal phalanges or smallest bone at the end of the toes.
1. Roll d6 (rerolling 6's) to determine which phalange. Let 1 = big toe.
2. Opponent's foot is disabled for d2 days, yielding $\frac{1}{2}$ Movement rate.
- 14-15% Middle phalanges or middle bone in toe (non-existent in the big toe).
1. Roll d4 to determine on which phalange (does not include big toe). Let 1 = pinky toe
2. Opponent's foot is disabled for d2+1 days, yielding $\frac{1}{2}$ Movement rate.
- 16-17% Proximal phalanges or bone in toe closest to foot.
1. Roll d6 (rerolling 6's) to determine on which phalange. Let 1 = big toe.
2. Opponent's foot is disabled for d4 days, yielding $\frac{1}{2}$ Movement rate.
- 18% Extensor muscles each serve to extend a toe downward and are located near the largest joints of the toes.
1. Roll d6 (rerolling 6's) to determine which toe is affected. Let 1 = big toe.
2. Opponent's foot is disabled for d4 days, yielding $\frac{3}{4}$ Movement rate.
- 19% Vastus medialis or muscle along the lower and inner thigh.
While the opponent's leg isn't broken, they are driven sideways to the ground. You gain initiative on them in the next round.
- 20% Hallux, located on the lower portion of the frontal lower leg and top of foot, it is a long, thin, vertical muscle which moves the big toe.
Opponent's leg is disabled for d4 days, yielding $\frac{1}{4}$ Movement rate.
- 21-22% Metatarsophatangeal joint or knuckles connecting the metatarsals and phalanges.
1. Roll d6 (rerolling 6's) to determine which knuckle. Let 1 = big toe.
2. Opponent's foot is disabled for d6 weeks, yielding $\frac{1}{4}$ Movement rate.
- 23% Soleus on the back of the lower leg forms the lower portion of the calf.
Opponent's leg is swept from underneath them and they fall harshly to the ground below. You have initiative on them in the next combat round.
- 24-26% Peroneus longus; a long, strap-like muscle located on the outside of the lower leg.
Opponent's leg is swept from underneath them and they fall harshly to the ground below. You have initiative on them in the next combat round.
- 27% Gastrocnemius muscle on the back of the lower leg forms the upper portion of the calf.
Opponent's leg is swept from underneath them and they fall harshly to the ground below. You have initiative on them in the next combat round.
- 28% Gracilis muscle or inner thigh near the groin.
Opponent must pass a Health check at TH 50 or be stunned for 1 round, unable to react. In either case, they temporarily fall to the ground.
- 29% Pectineus muscle connects the thigh to the torso in front, flexing when one brings their thigh up toward their body.
Opponent falls forward and to the ground.

30% Tibialis anterior muscle covers the shin.
Opponent falls backwards to the ground. You will have initiative on them in the next combat round.

31-34% Vastus lateralis or muscle along the outside of the thigh.
Opponent falls sideways to the ground. You will have initiative on them in the next combat round.

35-40% Hamstring muscles cover the back of the thighs and are comprised of three parallel muscles: biceps femoris, semitendinosus, and semimembranosus. These have been listed from largest to smallest and from middle to inside of leg.

1. If desired, roll d6 to determine which of the three hamstring muscles are hit (1-3 biceps femoris, 4-5 semitendinosus, 6 semimembranosus).

2. Opponent is driven forward and to the ground. You will have initiative on them in the next round.

41-46% Rectus femoris or central thigh muscle.
Opponent is driven backwards and to the ground. You will have initiative on them in the next round.

47% Flexor digitorum brevis muscle is along the central underside of the foot and when flexed, extends the foot such as when standing on tippy-toes.
Opponent's foot is disabled for d4 weeks, yielding $\frac{1}{4}$ Movement rate.

48-54% Fibia or smaller and outermost of two main lower leg bones.
Opponent's leg is disabled for d6 weeks, yielding $\frac{1}{4}$ Movement rate.

55-64% Tibia or shin bone, largest of two main lower leg bones.
Opponent's leg is disabled for 2d4 weeks, yielding $\frac{1}{4}$ Movement rate.

65-84% Femur or thigh bone, longest bone in the body.
Opponent's leg is disabled for 3d4 weeks, yielding $\frac{1}{4}$ Movement rate.

85-88% Tarsal bones or ankle bones include tarsus, calcaneus, talus, navicular, cuboid, lateral cuneiform, intermediate cuneiform, and medial cuneiform.

1. If desired, roll d8 to determine which ankle bone the pounding is centered upon.

2. Opponent's ankle is shattered, limb is disabled for 4d4 weeks and they are limited to crawling or crutches, though unless limited wish or greater magic is applied, their Movement rate will never heal beyond $\frac{3}{4}$.

89-92% Patella or kneecap.
Opponent's leg is disabled, breaking as it bends backward or sideways (attacker's choice). Leg is unusable for 4d4 weeks and they are limited to crawling or crutches, and furthermore, unless limited wish or greater magic is applied, their Movement rate will never heal beyond $\frac{1}{2}$.

93-99% Metatarsals or foot bones between ankle and toes and held in an arch.

1. Roll d6 (rerolling 6's) to determine which metatarsal is the focus of the pounding impact. Let 1 = big toe metatarsal.

2. Opponent's foot is disabled for 4d4 weeks, as the metatarsals shatter into hundreds of pieces, never to be repaired unless a limited wish or greater magic is utilized. Until such magic, the opponent will never attain more than $\frac{1}{4}$ their original or normal Movement rate.

100+% Calcaneal tendon, also known as the Achilles tendon; the thickest, strongest, and most exposed human tendon; it connects the calf muscle to the heel bone.

Opponent's leg is disabled indefinitely, the foot flops about now beyond all attempts for control. The opponent may now only move about by crawling or crutches, and even when used to it, crutches will be bothersome. A limited wish spell or greater magic is needed to restore one's calcaneal tendon to its original and unharmed condition.

Pounding Torsos

- 01% Omentum or fatty fold of membrane hanging in front of intestines
1. If the opponent is obese, fat may emerge from their wound.
 2. Otherwise, there is no special effect from this blow other than the damage.
- 02% Appendix, (on right side only) a troublesome organ attached to the bottom of the large intestine.
- Though the organ does nothing useful, it can be quite painful, especially when pounded upon. The opponent suffers -5 to Health for d4 days.
- 03% Nipple and/or Areola (darker area surrounding the nipple)
1. Roll to determine the left or right nipple.
 2. The opponent's specified nipple is squished, while the corresponding breast is bruised, causing -10 to Strength for actions involving that arm.
- 04% Anus
- The opponent's orifice was pounded, causing them to feel pain during the following 2d4 days involving defecating and, if female, alternative sexual practices.
- 05% Rectum or short muscular tube for storage of excretions
- The opponent's poop-chute was pounded, causing them to feel pain during the following 2d4 days involving defecating and, if female, alternative sexual practices.
- 06% Cowper's (bulbourethral) glands are about the size of peas and produce a lubricating fluid when sexually aroused (males only).
- Close together and most likely hit together, these injured glands necessitate a Health check at TH 50 from the opponent. If passed, they only suffer the effects of damage. If failed, they fall to their knees, stunned for d4 rounds.

07% Stomach

The opponent must pass a Health check at TH 50 or vomit profusely - warm, acidic, and undigested food launches upon the one causing the crucial hit, who in turn must pass an Agility check at TH 65 to avoid the flying puke. Otherwise, the opponent will not feel hunger for one full day.

08% Gallbladder (on right side only) is a small organ between the liver and intestines which creates bile.

The opponent must save versus poison, or the bile created by the gallbladder leaks into nearby organs, causing nausea and a -10 to all attack rolls for d4 hours.

09% Adrenal gland is above the pancreas in the right portion of the body. It is responsible for sexual hormones and steroids.

The opponent must pass a Health check at TH 50. If passed, they now fight with -10 to all attack rolls for d4 hours due to a lack of necessary adrenaline. If failed, they receive a temporary boost of adrenaline, allowing them to fight with a +10 to all attack rolls on the following round, but thereafter also suffer -10 to all attack rolls and must pass Health checks at TH 50 each round for ten rounds to avoid going unconscious. Eight hours of bed rest should bring their body back to equilibrium.

10% Mammary glands or breasts.

1. Roll to determine on left or right breast.
2. If female, the opponent must save vs. paralysis or be stunned for d4 rounds. Either way, she will suffer -15 to all attack rolls for 2d4 rounds with the appropriate arm.
3. If male, the opponent's chest is bruised and any ensuing actions involving that arm will suffer -10 to all attack rolls for d4 rounds.

11-12%	Gluteus maximus, strongest muscle of the body. 1. Roll to determine on left or right cheek. 2. Opponent is slowed to $\frac{3}{4}$ Movement rate for d10 hours and will find sitting to be a painful experience.	18%	Liver or largest gland in the body located at the top of the abdomen which purifies blood. Opponent begins feeling weak, suffering -10 Strength for 2d6 hours until the blood becomes properly purified.
13%	Serratus Anterior muscles are between the pectoralis major and latissimus dorsi, serving to pull down and forward on the shoulder blade. 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer -5 to all attack rolls for d4 hours.	19%	Bladder is in the lower center of torso, receives waste from kidneys, and transmits it to the urethra or urinary tract for expulsion. While the opponent's system is in the fight-end of 'fight or flight', this triggers the need to urinate. The opponent begins urinating down their leg for d2 minutes, and suffers a -10 to all attack rolls while urinating.
14%	Teres major covers the lower portion of the scapula, assisting in bringing the arm to one's side. 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer -10 to all attack rolls for 2d4 hours.	20%	Spleen (on left side only) on top of abdomen stores emergency blood and produces some of white blood cells. Opponent bleeds internally and uncontrollably. A Health check must be passed at TH 80 or they must fall unconscious and lose 1 LP per round until death unless curative magic is applied. If passed, the opponent remains conscious, but feels nauseous for 2d6 weeks and suffers -15 to all attack rolls.
15%	Large Intestine or colon (actually very small) lies between the stomach and small intestine. Opponent becomes constipated if they survive this combat. Otherwise, there is no special effect besides damage.	21%	Pectoralis minor muscles run vertically, allowing one to move their scapula up and down. 1. Roll to determine on left or right side. 2. Future actions involving the appropriate arm will suffer -10 to all attack rolls for d4 days.
16%	Small Intestine (very large, on average 21' long in an adult human). Opponent is disoriented due to persistent naval pains for 2d4 hours that cause -5 to all attack rolls and diminish the Movement rate to $\frac{3}{4}$.	22-23%	Rectus abdominis, a long vertical, flat muscle extending the length of the abdomen and used for sit-ups. Opponent's torso is restricted in movement; they cannot lean backwards or forwards, which results in a -10 to all attack rolls for d4 weeks.
17%	Pancreas is right behind the stomach and similar in size. It secretes digestive juices, insulin, and bicarbonate which neutralizes stomach acid. Opponent suffers from heartburn for 2d6 hours which is severe enough to warrant a -5 to all attack rolls.		

24-25%	Pectoralis major or chest muscle.	41%	Ischium or lowest of three pelvic bones.
	1. Roll to determine on left or right side.		1. Roll to determine on left or right side of pelvis.
	2. Opponent suffers a -15 to all attack rolls involving the appropriate arm for d4 days.		2. Due to shattered pelvic base, the opponent's move is restricted to crawling, or after proper attention, crutches for a duration of d6 months, after which they will recover to ½ Movement rate. Magical healing of at least a limited wish or greater is necessary to fully recover.
26-30%	Trapezius is a large muscle spanning the back of a person's neck, stretching behind the collarbones, and covering the central back.	42%	Pubis or the smallest of three pelvic bones.
	1. Roll to determine on left or right side.		1. Roll to determine on left or right side of pelvis.
	2. Opponent suffers a -10 to all attack rolls involving that side of the body at all for d6 weeks.		2. Due to a shattered pelvic side, the opponent is restricted to crawling, or after proper attention, crutches for a duration of 2d4 months, after which they will recover to ½ Movement rate. Magical healing of at least a limited wish or greater is necessary to fully recover.
31-33%	Latissimus dorsi is along one's side behind the serratus anterior and covering the sides of the back; these muscles usually pull one's arms toward their back as in rowing or swimming.	43-47%	Ilium, hips, or the uppermost of three pelvic bones.
	1. Roll to determine on left or right side.		1. Roll to determine the left or right hip.
	2. Opponent suffers a penalty of -10 to their Current Armor for 3d4 weeks and is subject to constant complaining of lower back pains.		2. Due to a shattered hip, the opponent is restricted to crawling, or after proper attention, crutches for a duration of 3d4 months, after which they will recover to ½ Movement rate. Magical healing of at least a limited wish or greater is necessary to fully recover.
34%	Kidneys located on the sides of the lower back, these organs filter blood.	48-49%	Manubrium or upper third of sternum.
	1. Roll to determine which kidney, on their left, or on their right.		1. Due to a shattered upper sternum, many upper ribs are disconnected. The opponent collapses to the ground and only retain motor control of their head, very limited neck movement, and their legs are unhindered. The rest, however, is unusable.
	2. Opponent suffers a penalty of -10 to their Current Armor and additionally suffers -10 to Health, both for d6 weeks.		2. Worse, they must pass a Health check at TH 60 roll or fall unconscious.
35%	Coccyx or tail bone.		3. This wound will not heal on its own and requires magical healing of Cure Critical Wounds or anything more potent.
	1. Opponent is unable to sit comfortably in any fashion for d6 weeks due to a chipped bone.		
	2. Opponent must also pass a Health check at TH 70 or be stunned for d4 rounds.		
36-40%	Scapula or shoulder-blade bone.		
	1. Roll to determine on left or right side.		
	2. Due to a shattered bone, the opponent suffers -15 to all attack rolls that require use of the appropriate arm for 2d6 weeks.		

50% Xiphoid process or lower tip of sternum.
1. The lower tip of the sternum breaks free from the remainder of the sternum. A Health check must be passed at TH 65 or the broken tip pierces the heart, killing the opponent instantly.

2. If passed, the opponent must pass a Health check at TH 50 or fall unconscious. They will awaken in d8 hours and this damage can only be healed magically, though any magic will suffice.

51% Fallopian tubes connect the ovaries and the uterus (Females only).

1. Roll to determine on left or right side of body.

2. This tube has been crushed shut, and while the Life Points will heal in time, the tube itself will never repair itself well enough to be usable. Therefore, healing magic is required to restore odds of the possibility or capability of pregnancy from 50% to 100% again.

3. This female will not desire sex for d4 months.

52% Ovaries produce eggs, estrogen, and progesterone, and are walnut in size (females only).

1. Roll to determine on left or right side of body.

2. This ovary has been permanently crushed, unless a limited wish or greater magic is applied. Without such magic, their chance of pregnancy and sexual drive has just been reduced to 50%.

53% Lung - Note, the left lung is smaller since it encircles the heart.

1. Roll d6 to determine whether left (1-2) or right (3-6) lung was hit.

2. The opponent's lung has permanently collapsed, which causes the following adjustments: -10 Strength, -15 Health, and delimited to $\frac{3}{4}$ Movement rate. Only through Cure Critical Wounds or higher magic may this lung function again. If both lungs collapse, the opponent suffocates within d4 minutes.

54% Clitoris (females only).

The female opponent must pass a Health check at TH 90 penalty or fall unconscious from the pain for d6 hours. If passed, she must pass a Health check at TH 60 or be stunned for d4 rounds. Under all conditions, the affected female will not desire sex for 3d6 weeks.

55% Vagina or penis receptacle (females only).

As her vagina collapses, crushed from the pounding damage, the female opponent must pass a Health check at TH 70 or be stunned for d10 rounds. Further, the tissue of the vagina may heal in 2d6 weeks, but the vagina will not heal well enough to function, other than to accommodate the smallest of men. Only through Cure Serious Wounds or higher magic can the vagina fully recover. Under all circumstances, this female will not desire sex for 3d6 weeks.

56% Vulva or external female genitalia including the outer lips.

This female opponent's inner and outer lips swell from the impact and she must pass a Health check at TH 60 or be stunned for d4 rounds. In fact, due to significant swelling, some may assume from the bulge that she is a disguised man (15%). Though the swelling will return to normal in 2d8 days, she will not desire sex for 3d6 weeks.

57% Penis

The opponent's pounded penis swells and renders him incapable of an erection for 3d6 days, though his sexual desire will most likely persist. On the bright side, his clothed crotch will seem larger. Nonetheless, the opponent must pass a Health check at TH 70 or be stunned for 2d4 rounds.

58% Glans or head of penis

The opponent's pounded penis head swells and renders him incapable of an erection for 2d4 weeks, though his sexual desire will most likely persist. On the bright side, his clothed crotch will seem larger and boost his Bodily Attractiveness by 10 when seeking wenches, even if he undresses before them. Nonetheless, the opponent must pass a Health check at TH 70 or be stunned for 2d4 rounds.

59% Uterus, or womb, connects the vagina and the fallopian tubes.

1. If pregnant, take the number of months pregnant (for a human) times 10, convert the number directly into percent, and then roll percentile dice. This number must be exceeded for her to remain alive. Even if she lives, the unborn child must make a Health check at TH 80 or die.

2. The womb collapses, and while the tissue may heal in 3d6 weeks, the womb will not heal well enough to function again, and if she attempts pregnancy, she will always have a miscarriage. The only means to full recovery is by limited wish or greater magic.

60-64% Clavicle or collar bone.

1. Roll to determine on left or right side.

2. As this is the most painful bone in the body to break, the opponent must pass a Health check at TH 90 or fall unconscious for d8 hours. If this is passed, they must still pass a Health check at TH 70 or be stunned for 3d4 rounds. Otherwise, until naturally healed 3d6 weeks later, the opponent's appropriate arm will be unusable and will overall suffer a -5 Strength.

65% Sacrum is the bone connecting the lowest lumbar of the spine to the coccyx and iliums.

The opponent's spine is separated from the pelvis and tail bone and they fall to the ground, their upper body unable to support even its own weight. They must pass a Health check at TH 90 or fall unconscious for 2d8 hours. If passed, they must pass a Health check at TH 80 or lie on the ground stunned for 3d4 rounds. Otherwise, they are incapable of movement except crawling and may move their arms, though not their legs. This wound will never heal unless a limited wish or greater magic is applied.

66-70% Thoracic vertebra forming the middle spine in the chest area and each connect to ribs.

1. There are twelve thoracic vertebrae. Roll d12 to determine the specific vertebra. Let 1 = the highest thoracic vertebra, just below the neck.

2. This vertebra is hopelessly crushed, though the rib that attaches on its left and on its right must both pass a Health check at TH 60 or fracture as well.

3. Next, the opponent must pass a Health check at TH 60 or become paralyzed in d6 body locations. Then determine which locations. Let

1=right leg

2=left leg

3=torso

4=right arm

5=left arm

6=head

This paralysis is permanent unless limited wish or greater magic is applied.

71-75% Lumbar vertebrae forming the lower spine.

1. There are five lumbar vertebrae. Roll d6 (rerolling 6's) to determine the specific vertebra. Let 1=base of skull and 6=the lower neck.

2. This vertebra is hopelessly crushed and the opponent must pass a Health check at TH 65 or become paralyzed in d6 locations. Thereafter, determine which locations.

1=right leg

2=left leg

3=torso

4=right arm

5=left arm

6=head

This paralysis is permanent unless limited wish or greater magic is applied.

76% Cervical nerves connect the cervical or upper spine with the brain.

1. There are 8 pairs of cervical nerves. Roll

d8 to determine which is pinched.

2. Roll to determine what the pinched nerve controls:

1. Motor control of arms.

2. Motor control of legs

3. Involuntary functions such as breathing (resulting in [1-4] coma or [5-6] death)

4. Motor control of torso

77% Lumbar nerves connect the lower back with the brain.

1. There are 5 pairs of lumbar nerves. Roll d6 (rerolling 6's) to determine which is pinched.

2. Roll to determine what the pinched nerve controls:

1. Motor control of arms

2. Motor control of legs

3. Involuntary functions such as breathing (resulting in [1-3] coma or [5-6] death)

4. Motor control of torso

78% Thoracic nerves (12 pair) connect the middle back with the brain.

1. There are 12 pairs of thoracic nerves. Roll d12 to determine which pair is pinched.

2. Roll to determine what the pinched nerve controls:

1. Motor control of arms

2. Motor control of legs

3. Involuntary functions such as breathing (resulting in [1-2] coma or [4-6] death)

4. Motor control of torso

79% Axilla, or armpit region, supplied heavily with blood from the axillary artery.

1. Roll to determine on left or right side.

2. Opponent must pass a Health check at TH 60 or the artery bleeds internally. If failed, the blood may (10% chance) begin to fill the lungs, and if it does, they will drown in their own blood on the inside in d4+6 rounds. If Cure Serious Wounds is cast within this time, they will avoid death, though they may still fall unconscious.

80-94% Ribs (12 pair or 7 true pair and 5 false pair whose cartilage doesn't reach the sternum directly, though the last two pair have no cartilage attachments at all and are called floating ribs).

1. Roll d12 to determine on which rib the blow was centered:

1-7 = true pairs

8-10 = false pairs with cartilage

11-12=floating ribs

2. Roll to determine whether the blow landed on their left or right side.

3. The limbs on the same side of the body are unusable for 2d6 months, and the other side will still suffer a -15 to Strength. Magical healing of Cure Critical Wounds or higher magic may speed this process.

95-98% Body, or main middle portion, of sternum.

1. Due to a shattered sternum, the 7 upper or true pairs of ribs are all disconnected. The opponent collapses to the ground and only retains motor control of their head, very limited neck movement, and their legs are unhindered. The rest, however, is unusable.

2. Worse, they must pass a Health check at TH 90 or fall unconscious. This wound will not heal on its own and requires magical healing of Cure Critical Wounds or anything more potent.

3. Finally, there is a 10% chance that the heart was pierced with fragments of the sternum bone, causing cardiac arrest and killing them instantly.

99% Testes or testicles; each testis averages 200 million sperm per ejaculation.

1. Roll to determine whether the left, right, or both were crushed: (1-2/3-4/5-6)

2. If only one testis is crushed, then the opponent must pass a Health check at TH 90 or fall unconscious for 2d8 hours. Otherwise, while awake he will suffer -15 Strength, -15 Agility, and -15 Drive. Further and worse, he must pass a Health check at TH 70 or die. Finally, this testis will never function again unless limited wish or greater magic is applied. Otherwise, it is possible to ejaculate (when it heals) with only one testis. Regardless, his voice is noticeably higher in pitch.

3. If both testes are crushed, then the opponent must pass a Health check at TH 95 or fall unconscious for 3d8 hours. Otherwise, while awake he will suffer -20 Strength, -20 Agility, and -20 Drive. Further and worse, he must pass a Health check at TH 80 or die. Finally, his testicles will never function again (unless limited wish or greater magic is applied) and his voice will be noticeably higher in pitch.

100+% Heart is about the size of your fist

The character must pass a Health check at TH 90 or die.

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Pounding Arms

01% Distal phalange or smallest bone at end of finger.

1. Roll d6 to determine which fingertip is bludgeoned (rerolling 6's). Let 1=thumb and 5=pinky.

2. Opponent's fingertip is shattered and they will suffer -10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.

02-03% Middle phalange or middle bone of fingers (does not exist in our thumbs).

1. Roll d4 to determine which finger is bludgeoned. Let 1=index finger and 4=pinky.

2. Opponent's finger is shattered and they will suffer -10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.

04-06% Proximal phalange or bone in finger closest to palm.

1. Roll d6 (rerolling 6's) to determine which finger is bludgeoned. Let 1=thumb and 5=pinky.

2. Opponent's finger is shattered and they will suffer -15 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.

07-08% Extensor carpi radialis muscle is close to the wrist on front or top of forearm.

Opponent's lower forearm is bruised and when used, suffers -10 Strength until healed in 2d4 weeks.

09-10% Lumbrical muscles in palm of hand and one to contract each finger.

1. Roll d6 (rerolling 6's) to determine which muscle was crushed. Let 1=thumb and 5=pinky.

2. Opponent's palm was bludgeoned and the appropriate finger is unusable while the hand in question suffers -15 Hand-Eye Coordination and -10 Strength for 2d4 days.

11-12% Brachialis muscle is on the thumb side of upper arm below the bicep on the outer arm.

Opponent's upper and inner forearm is bludgeoned, causing a loss of 10 Strength for 2d4 days.

13-15% Brachonadialis muscle is close to the elbow on front or top of forearm.

Opponent's upper and outer forearm is bludgeoned, causing a loss of 5 Strength for 3d4 days.

16-17% Flexor carpi radialis muscle is close to the elbow on inside of forearm.

Opponent's upper and inner forearm is bludgeoned, causing a loss of 10 Strength with use of this arm for 2d4 days.

18-19% Flexor carpi ulnaris muscle is close to the wrist on inside of forearm.

Opponent's lower and inner forearm is bludgeoned, causing a loss of 10 Strength and 5 Hand-Eye Coordination with use of this arm for 2d4 days.

20-21% Flexor Retinaculum or wrist muscle on inside of forearm.

Opponent's wrist bones are not broken, but the muscle is badly bruised, causing a loss of 15 Strength and 15 Hand-Eye Coordination with use of this arm for 3d4 days.

22-24% Ulnar nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is useless for d6 weeks.

25-27% Median nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is useless for 2d6 weeks.

28% Palmar nerves supply impulses to the sides of the fingers.

Opponent suffers no loss of Strength with this arm or hand, but a loss of 30 Hand-Eye Coordination for 2d4 weeks.

29-31% Radial nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is useless for d6 months.

32-36% Deltoid or outer shoulder muscle of upper arm.

With the shoulder muscle bludgeoned, the opponent suffers -15 Strength with this arm for 2d6 days.

37-41% Triceps brachii or muscle on back of upper arm.

Opponent's arm suffers -15 Strength when used in the next 2d6 days.

42-46% Biceps brachii or muscle on front of upper arm.

Opponent's arm suffers -15 Strength when used in the next 2d6 days.

47-52% Metacarpals or bones through palm connecting the wrist to the fingers.

1. Roll d6 (rerolling 6's) to determine which metacarpal in the palm is the focus of the bludgeoning.

2. This finger is unusable for 2d6 weeks and the hand suffers -20 Hand-Eye Coordination in the meantime.

53-62% Radius or shorter forearm bone on the thumb side of the arm.

Opponent's arm is useless for 2d6 weeks.

63-76% Ulna or longer forearm bone closest to body when arms hang freely and palms facing forward.

Opponent's arm is useless for 2d8 weeks.

77-96% Humerus or upper arm bone.

Opponent's arm is useless for 3d6 weeks.

97+% Carpals or wrist bones arranged in two rows of four: (upper row) triangular, pisiform, lunate, scaphoid, (and lower row) hamate, capitate, trapezoid, and trapezium.

1. Roll to determine which carpal is the focus of the bludgeoning:

1. triangular (upper row closer to forearm)
2. pisiform
3. lunate
4. scaphoid
5. hamate (lower row closer to hand)
6. capitate
7. trapezoid
8. trapezium

2. The specified wrist bone shatters into numerous small fragments and will never heal naturally, but requires limited wish or higher magic. The hand is permanently useless and attempts at usage result in penalties of -60.

Pounding Heads

01%	Scalp A large portion of opponent's scalp was scraped away as the pounding tool caught it and ripped the flesh. Opponent suffers -15 Facial Charisma until bandaged, then only -10.	09%	Lip, lower While not breaking any teeth within, the lower lip swells from the impact and lowers Facial Charisma by 5 for 2d4 days.
02%	Galea Aponeurotica or muscle on top of head underneath scalp. A large portion of opponent's scalp and muscle are scraped away as the Pounding tool catches and rips the flesh. Opponent suffers -15 Facial Charisma until bandaged, then only -10.	10%	Lip, upper While not breaking any teeth within, the upper lip swells from the impact and lowers Charisma by 5 for 2d4 days.
03%	Mentalis muscle is on the chin and elevates and protrudes the lower lip. Opponent's chin swells as the mentalis reacts to the blow; Facial Charisma is lowered by 5 until healed. The swelling goes down after d4 weeks.	11%	Obicularis Oculi, called a sphincter muscle surrounds the eye, lying in the tissue of the eyelid. 1. Roll to determine on left or right side. 2. Opponent's eye swells shut from the impact, lowering Facial Charisma by 20 for 2d4 weeks.
04%	Nasalis muscle depresses the cartilaginous part of the nose. Opponent's face swells and suffers -10 Facial Charisma for d4 weeks.	12%	Parotid gland or saliva gland between ear and chewing muscle behind jawbone. 1. Roll to determine on left or right side. 2. Opponent's saliva gland is crushed and fails to produce saliva for 2d4 weeks unless curative magic is applied.
05%	Rosorius muscle is alongside the mouth, commonly called the "laughing muscle." 1. Roll to determine on left or right side of mouth. 2. Mildly impairing speech, the muscle swells and lowers Charisma by 10 for d4 weeks.	13%	Frontalis (Forehead). While skull is not cracked, the forehead muscle is scraped off from a lateral impact. Facial Charisma suffers -15 until it heals 2d4 weeks later.
06%	Obicularis Oris, a sphincter muscle that encircles the mouth and is called the "kissing muscle." 1. Roll to determine on left or right side of mouth. 2. Mildly impairing speech, the muscle swells and lowers Charisma by 10 for d4 weeks.	14%	Occipitalis or large muscle on side of head connected to frontalis. 1. Roll to determine on left or right side. 2. While skull is not cracked, the pounding tool scrapes the large muscle from the skull. Opponent must pass a System Shock or fall unconscious for d8 hours.
07-08%	Ear Cartilage 1. Roll to determine on left or right ear. 2. Cartilage on outer ear is ripped off, impairing hearing by 50% and Facial Charisma by 15 permanently.	15%	Nasolabial furrow or set of three striated muscles between the lip and eye, parallel to the nose. 1. Roll to determine on left or right side. 2. While the cheek bone was not broken, the nearby muscles swell in response to the pounding and lower Facial Charisma by 15 for 2d4 weeks.

- 16-19% Platysma or straining muscles connecting lower neck to chest and shoulder.
1. Roll to determine on left or right side.
 2. The side of the opponent's lower neck swells for 2d4 weeks and their head is unable to look in the direction of the sore muscle.
- 20% Facial nerve or seventh cranial nerve branches out across the face performing both motor and sensory functions.
1. Roll to determine on left or right side.
 2. Opponent's side of the face is temporarily paralyzed for 2d4 days.
- 21% Epiglottis is a flap of cartilage between the tongue and voice box which closes when we swallow, preventing us from swallowing food.
- Opponent coughs uncontrollably for 2d4 rounds while eyes tear. Until this heals in 2d4 days, swallowing will be difficult at best.
- 22% Esophagus or muscular tube carrying food from the throat to the stomach.
- Opponent's food tube is crushed, and as a result, they may not eat solids for d4 days.
- 23% Tongue
- Opponent's tongue is crushed, penalizing Enunciation by -80, until it heals in 2d4 days. If a certain phrase is not understandable, it will not be understandable to anyone else while the tongue is injured.
- 24-26% Teeth, lower
1. Roll d20 (rerolling 15's through 20's) to determine which tooth the blow is centered upon. Let 1= rear left and 14= rear right.
 2. If tooth number 4-11, tooth launches out of mouth. If tooth number 1-3 or 12-14, the tooth is loose within the mouth.
- 27-29% Teeth, upper
1. Roll d20 (rerolling 15's through 20's) to determine which tooth the blow is centered upon. Let 1=rear left and 14= rear right.
 2. If tooth number 4-11, tooth launches out of mouth. If tooth number 1-3 or 12-14, the tooth is loose within the mouth.
- 30-34% Mandible or jawbone
1. Roll d6 to determine if on (1-2) left, (3-4) chin, or (5-6) right.
 2. This portion of the opponent's jawbone is fractured, lowers Facial Charisma by 10, and takes 2d6 weeks to heal naturally.
- 35-36% Maxilla or bone between upper teeth and nose.
- Opponent's maxilla is fractured, lowering Facial Charisma by 2 for 2d6 weeks.
- 37-41% Cheek Bone
1. Roll to determine on left or right side.
 2. Opponent's cheek bone shatters and lowers Facial Charisma by 15 for 2d6 weeks.
- 42-48% Sternocleidomastoid is a long muscle in the side of the neck.
1. Roll to determine on left or right side.
 2. For 2d4 days, the opponent may not turn their head in the direction of the pounded neck muscle.
- 49% Jugular veins, one on either side of the neck, supply deoxygenated blood back to the heart from the head. They are deep inside the neck and seldom injured.
1. Roll to determine on left or right side.
 2. The opponent's jugular is squished. They must pass a Health Check at TH 70 or fall unconscious for d4 rounds.
- 50-51% Bridge of nose between the eyes
- The bridge of cartilage breaks and the tear ducts overwhelm the eyes. The opponent is reduced to using the Blindfighting skill to all attack rolls for d8 hours. Thereafter, they will suffer only -10 Facial Charisma for 2d4 weeks while it heals.

52-54% Nasal Bone and Cartilage

Opponent must pass a Health check at TH 70. Failure means the broken nose is launched into the brain, killing them instantly. If passed, the nose is only broken and the tear ducts overwhelm the eyes. The opponent is reduced to the Blindfighting skill for all attack rolls for d8 hours. Thereafter, they will suffer only -10 Facial Charisma for 2d4 weeks while it heals.

55% Ear Orifice

1. Roll to determine the left or right ear.
2. The bludgeoning blow impacts the ear squarely, causing internal pressure to (50% likely) rupture the eardrum. If so, that ear will never hear again unless limited wish or greater magic is applied.

56-58% Trachea or windpipe begins immediately below the larynx and descends to the sternum.

Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their CA suffers a -15 penalty.

59-60% Thyroid cartilage, more prominent in men than women due to sexual hormones, protects the larynx or voicebox.

Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their CA suffers a -15 penalty.

61-62% Larynx or voicebox

Opponent's voicebox is crushed. First, they cough profusely for 3d6 rounds and are unable to attack as they gasp for air. During the coughing, their CA suffers a -15 penalty. After the coughing, the opponent realizes they are permanently unable to speak unless limited wish or greater magic is applied.

63% Eye

1. Roll to determine left or right eye.
2. There is a 50% chance the opponent permanently loses the ability of sight from that eye. Otherwise, the eye will swell shut for 2d4 weeks and lower Facial Charisma by 20 until healed.

64-77% Cervical vertebrae forming the upper spine in the neck.

1. There are 7 cervical vertebrae. Roll d8 (rerolling 8's) to determine which is hit. Let 1=base of skull while 7=base of neck.
2. This vertebra is hopelessly crushed and the opponent must pass a Health check at TH 80 or become paralyzed in d6 locations. Thereafter, determine which locations.
1=right leg
2=left leg
3=torso
4=right arm
5=left arm
6=head

This paralysis is permanent unless limited wish or greater magic is applied.

78-83% Cranium, Parietal Lobe

1. Roll to determine on left or right side.
2. The side of the skull is pulverized. The opponent immediately falls to the ground, unable to react. Though the brain is unaffected, they must pass a Health check at TH 90 to remain conscious. If passed, they may be somewhat aware of their surroundings, but they are unable to move.

84-88% Cranium, Occipital Lobe

The opponent is pounded in the back of the head and they immediately fall to the ground, unable to react. They are 50% likely to go blind and must pass a Health check at TH 90 to remain conscious. If passed, they may be aware of their surroundings (if they can still see), but they are unable to move.

89-95% Cranium, Frontal Lobe

The opponent is pounded in the forehead, cracking the frontal skull. Immediately, they fall to the ground and are unable to react. They are only 10% likely to acquire a Mental Illness. If they do, refer to *Table 5-4: Random Mental Illness in Chapter 5: Mind*.

96% Temple

1. Roll to determine on left or right side.
2. Opponent must pass a Health check at TH 95 to remain alive. If passed, they only fall unconscious for 3d8 hours.

97-98% Brain

1. Roll to determine on left or right side.
2. If the left brain is pounded, then Language, Math, and Analytic Intelligence suffer a permanent -30. There is a 50% chance of developing Depression (see *Chap. 5: Mind*).
3. If the right brain is pounded, then Spatial Intelligence and Intuition suffer a permanent -45. There is a 50% chance of developing Schizophrenia (see *Chap. 5: Mind*).
4. For both hemispheres, a Health Check at TH 70 must be made to remain conscious as the brain reverberates from the pounding. If failed, they are unconscious for 3d8 hours. If passed, there is a further chance of death. They must pass a Health Check at TH 85 or die.

99% Brainstem or center of brain

The opponent's brainstem is crushed. They must pass a Health check at TH 95 or die. If they live, they will be invalids unless limited wish or greater magic is applied.

100+% Pituitary gland located in the center

of the skull, just behind the bridge of the nose. It is about the size of a pea and is responsible for hormones affecting growth, sexual development, metabolism, and the system of reproduction.

The opponent's pituitary is crushed. They must pass a Health check at TH 99 or die. If they live, they will be invalids unless limited wish or greater magic is applied.

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Stabbing Legs

01%	<p>Distal phalanges or smallest bone at the end of the toes.</p> <ol style="list-style-type: none"> Roll d6 (rerolling 6's) to determine which tip of toe. Let 1=big toe and 5=pinky toe. There is a 50% chance the opponent's foot is disabled for d2 days, causing 1/2 Sprint speed. 	08%	<p>Tarsal bones or ankle bones include tarsus, calcaneus, talus, navicular, cuboid, lateral cuneiform, intermediate cuneiform, and medial cuneiform.</p> <ol style="list-style-type: none"> If desired, roll d8 to determine which ankle bone is stabbed. Opponent's ankle is unusable for 2d4 weeks and is limited to limping or crutches (1/5 Sprint speed).
02%	<p>Middle phalanges or middle bone in toe (non-existent in the big toe).</p> <ol style="list-style-type: none"> Roll d4 to determine which toe. Let 1 = index toe and 4 = pinky. There is a 50% chance the opponent's foot is disabled for d4-1 days, causing 1/2 Sprint speed. 	09%	<p>Patella or kneecap</p> <p>Opponent's leg is disabled, and the kneecap itself sticks to the object that stabbed it and removed from the body. The leg is unusable until replaced, which will probably be never or by a wish spell. Otherwise, the opponent is restricted to crawling or crutches (1/5 Sprint speed).</p>
03%	<p>Proximal phalanges or bone in toe closest to foot.</p> <ol style="list-style-type: none"> Roll d6 (reroll 6's) to determine which toe. Let 1 = big toe and 5 = pinky toe. There is a 50% chance the opponent's foot is disabled for d4-1 days, causing 1/2 Sprint speed. 	10%	<p>Metatarsals or foot bones between ankle and toes and held in an arch.</p> <ol style="list-style-type: none"> Roll d6 (rerolling 6's) to determine which metatarsal is the center of the stabbing wound. Let 1 = big toe metatarsal. Opponent's foot is disabled permanently, unless a limited wish or greater magic is applied. Otherwise, they will never heal beyond 1/5 Sprint speed, restricted to crawling or crutches.
04%	<p>Metatarsophatangeal joint or knuckles connecting the metatarsals and phalanges.</p> <ol style="list-style-type: none"> Roll d6 (rerolling 6's) to determine which toe is affected. Let 1=big toe. Opponent's leg is disabled for d4 days, causing 1/2 Sprint speed. 	11-30%	<p>Plantar digital nerve is located on the inner side of the big toe.</p> <p>Opponent's leg is disabled for 2d4 days, yielding 1/5 Sprint speed and restricting them to crawling or crutches.</p>
05%	<p>Fibia or smaller and outermost of two main lower leg bones.</p> <p>Opponent's leg is disabled for d6 days, yielding 1/2 Sprint speed.</p>	31-50%	<p>Femoral nerve supplies motor impulses to the thighs and legs, while receiving sensory input as well.</p> <p>Opponent's leg is disabled for 2d6 days, yielding 1/5 Sprint speed and restricting them to crawling or crutches.</p>
06%	<p>Tibia or shin bone, largest of two main lower leg bones.</p> <p>Opponent's leg is disabled for 2d4 days, yielding 1/2 Sprint speed.</p>	51-70%	<p>Common plantar digital nerve extends into each of the toes.</p> <p>Opponent's leg is disabled for 3d4 days, yielding 1/5 Sprint speed and restricting them to crawling or crutches.</p>
07%	<p>Femur or thigh bone, longest bone in the body.</p> <p>Opponent's leg is disabled for 3d4 days, yielding 1/4 Sprint speed.</p>		

- 71% Extensor muscles (5 each) each serve to extend a toe downward and are located near the largest joints.
Opponent's foot is disabled for 2d4 weeks, restricting them to $\frac{3}{4}$ Sprint speed.
- 72% Plantaris or small muscle in back of knee.
Opponent is thrown off balance as they are stabbed in the back of the knee and they will fall to the ground. If in melee, you gain the initiative on them in the next round.
- 73% Pectineus muscle connects the thigh to the torso in front, flexing when one brings their thigh up toward their body.
Opponent bends forward from the thrust and falls to the ground. You have initiative the following round if in melee combat.
- 74% Hallux muscle is located on the lower portion of the frontal lower leg and top of foot, it is a long, thin, vertical muscle which moves the big toe.
Opponent's leg is disabled for d4 days, yielding a $\frac{1}{4}$ Sprint speed.
- 75-78% Vastus lateralis or muscle along the outside of the thigh.
Opponent's outer thigh is stabbed. Sprint speed is reduced to $\frac{3}{4}$ for d4 weeks.
- 79% Vastus medialis or muscle along the lower and inner thigh.
Opponent's delimited to $\frac{3}{4}$ Sprint speed rate for 2d4 weeks.
- 80-81% Tibialis anterior muscle covers the shin.
Luckily for them, this muscle prevents the stabbing attack from penetrating their shin. Nothing special occurs here besides the damage.
- 82-83% Gastrocnemius on the back of the lower leg forms the upper portion of the calf.
Piercing the upper calf restricts the opponent to $\frac{1}{2}$ Sprint speed for d6 weeks.
- 84% Soleus muscle on the back of the lower leg forms the lower portion of the calf.
Stabbing the lower calf restricts the opponent to $\frac{3}{4}$ Sprint speed for d4 weeks.
- 85-89% Hamstring covers the back of the thighs and is comprised of three parallel muscles: biceps femoris, semitendinosus, and semi-membranosus. These have been listed from largest to smallest and from middle to inside of leg.
1. If desired, roll d6 to determine which of the three hamstring muscles are hit (1-3 biceps, 4-5 semitendinosus, 6 semi-membranosus).
2. Opponent is delimited to $\frac{1}{2}$ Sprint speed for 2d6 weeks.
- 90-91% Peroneus longus is a long, strap-like muscle located on the outside of the lower leg.
Opponent is delimited to $\frac{3}{4}$ Sprint speed for 2d4 days.
- 92-97% Rectus femoris or central thigh muscle.
Opponent is delimited to $\frac{1}{2}$ Sprint speed for 3d6 days.
- 98% Gracilis or inner thigh near the groin.
Opponent's inner thigh, home to arteries and much blood, is stabbed. They must pass a Health check at TH 70 every three rounds or fall unconscious from the blood loss, though each round they accrue an additional -10 penalty to the TH; they only make three checks. Otherwise, they are restricted to $\frac{3}{4}$ Sprint speed for d4 weeks.
- 99% Flexor digitorum brevis muscle is along the central underside of the foot and when flexed, extends the foot such as when standing on tippy-toes.
This wound will bleed excessively, especially when upright. Every round that the opponent's heart is higher than their stabbed foot, they must pass a Health check at TH 80 or fall unconscious from blood loss. Otherwise, the wound will take 2d6 months to heal and restrict them to $\frac{1}{5}$ Sprint speed when they become proficient with crutches.

100+% Calcaneal tendon, also known as the Achilles tendon; the thickest, strongest, and most exposed human tendon, it connects the calf muscle to the heel bone.

Opponent's leg is disabled indefinitely, the foot flops about now beyond all attempts for control. The opponent may now only move about by crawling or crutches (1/5 Sprint speed), and even when used to it, crutches will be bothersome. A limited wish or greater magic is needed to restore one's calcaneal tendon to its original and unharmed condition.

Stabbing Torsos

01-02% Omentum or fatty fold of membrane hanging in front of intestines.

If the opponent is obese, fat may seep from the wound. Otherwise, there is no special effect other than the damage.

03% Anus

While the stabbing object did not enter the ass, it stabbed the orifice, causing them to feel pain during the following 2d4 days involving defecating and, if female, alternative sexual practices.

04-06% Gluteus maximus, strongest muscle of the body.

1. Roll to determine on left or right cheek.
2. Opponent's Sprint speed is reduced to $\frac{3}{4}$ for 2d6 days and will find sitting to be a painful experience.

07% Nipple and Areola (or darker area surrounding the nipple).

1. Roll to determine on left or right breast.
2. The nipple itself, and maybe the surrounding areola, is stabbed, causing the opponent to suffer -10 Strength with the appropriate arm for 2d6 days.

08-10% Mammary glands or breasts.

1. Roll to determine on left or right breast.
2. If female and pregnant, breast milk splatters. Otherwise, the corresponding arm will suffer -10 Hand-Eye Coordination for 2d6 days.

11% Rectum or short muscular tube for storage of excretions

Amazingly, the opponent's ass has been invaded by a stabbing weapon! This causes them to feel pain during the following d4 weeks involving defecating and, if female, alternative sexual practices. There is a 40% chance that as the stabbing weapon is removed, it will be covered in defecation as well as blood.

12-13% Appendix, (on right side only) a troublesome organ attached to the bottom of the large intestine.

Though this organ does nothing useful, it can be quite painful when stabbed. The opponent suffers -5 Health for d6 days.

14% Scapula or shoulder blade bone.

1. Roll to determine on left or right side.
2. The opponent suffers -5 to all attack rolls that require use of the appropriate arm for d6 weeks.

15% Manubrium or upper third of sternum.

There is a 40% chance that 1-2 ribs are separated from the sternum. If so, the opponent must pass a Health check at TH 70 or fall unconscious. Further, the ribs will not reattach themselves without Cure Critical Wounds or more potent magic applied. In any case, any required movement of the arms will suffer a -15 to the roll.

16% Xiphoid process or lower tip of sternum.

1. The tip of the sternum will break free from the sternum with 70% chance. If broken, it can only be reset with Cure Critical Wounds or greater magic.
2. If it does break free, then the opponent must pass a Health check at TH 80 or die immediately as the bone and the weapon pierce the heart.

17% Pubis or the smallest of three pelvic bones.

1. Roll to determine on left or right side.
2. While the bone is not broken, it is stabbed and injured, causing the opponent to be only able to crawl or use crutches until it heals d6 months later. In the meantime, they are reduced to $\frac{1}{5}$ Sprint speed.

18% Ischium or lowest of three pelvic bones.

1. Roll to determine on left or right side.
2. While the bone is not fractured, it is stabbed and injured, causing the opponent to be only able to crawl or use crutches until it heals d4 months later. In the meantime, they are reduced to $\frac{1}{5}$ Sprint Speed.

19%	Coccyx or tail bone	28-35%	Trapezius is a large muscle spanning the back of a person's neck, stretches behind the collarbones, and covers the central back.
	1. Opponent is unable to sit comfortably in any position for d6 weeks due to a chipped bone.		1. Roll to determine on left or right side.
	2. Also, opponent must pass a Health check at TH 70 or be stunned for d4 rounds.		2. Opponent suffers -10 to all attack rolls involving that side of the body at all for d6 weeks.
20%	Ilium, hip bones, or the uppermost of three pelvic bones.	36-39%	Rectus abdominis, a long vertical, flat muscle extending the length of the abdomen and used for sit-ups.
	1. Roll to determine the left or right hip.		Opponent's torso is restricted in movement; they cannot lean forward or backwards, which results in a -10 to all attack rolls for d4 weeks.
	2. The hip bone is chipped, so the opponent is restricted to ¼ Sprint speed for 2d4 months.	40-45%	Latissimus dorsi along one's side behind the serratus anterior and covering the sides of the back, these muscles usually pull one's arms toward their back as in rowing or swimming.
21%	Pectoralis minor muscles run vertically, allowing one to move their scapula up and down.		1. Roll to determine on left or right side.
	1. Roll to determine on left or right side.		2. Opponent suffers -10 penalty to Current Armor for 3d4 weeks and is subject to excessive complaining of lower back pain.
	2. Future actions involving the appropriate arm will suffer -10 to all attack rolls for 2d4 weeks.	46%	Body, or main middle portion, of sternum.
22%	Serratus anterior muscles are between the pectoralis major and latissimus dorsi, serving to pull down and forward on the shoulder blade.		1. There is a 60% chance that d4 ribs are separated from the sternum. If ribs are separated, this part of the wound will not heal on its own, requiring limited wish or greater magic to heal.
	1. Roll to determine on left or right side.		2. If ribs are separated from the sternum, the opponent must pass a Health check at TH 90 or fall unconscious.
	2. Future actions involving the appropriate arm will suffer -10 to all attack rolls for 2d4 weeks.		3. Finally, there is a 5% chance that the heart was stabbed, causing instant death.
23%	Teres major muscle covers the lower portion of the scapula, assisting in bringing the arm to one's side.		4. Otherwise, any movement of the arms will suffer -20 to die rolls.
	1. Roll to determine on left or right side.		
	2. Future actions involving the appropriate arm will suffer -10 to all attack rolls for 2d4 weeks.		
24-27%	Pectoralis major or chest muscle.		
	1. Roll to determine on left or right side.		
	2. Future actions involving the appropriate arm will suffer -15 to all attack rolls for 3d4 weeks.		

47%	<p>Clavicle or collarbone, the most painful bone of body to break.</p> <ol style="list-style-type: none"> 1. Roll to determine on left or right side. 2. As the most painful bone to break has been broken, the opponent must pass a Health check at TH 90 or fall unconscious for d8 hours. If this is passed, they must still pass another Health check at TH 70 or be stunned for 3d4 rounds. Otherwise, until naturally healed 3d6 weeks later, the opponent's appropriate arm will be unusable and will overall suffer a -5 to Strength. 	50%	<p>Gallbladder (on right side only) is a small organ between the liver and intestines which creates bile.</p> <p>The opponent must pass a Health check at TH 70 or the bile created by the gallbladder leaks into nearby organs, causing nausea and a -10 to all attack rolls for d4 hours.</p>
48%	<p>Sacrum is the bone connecting the lowest lumbar of the spine to the coccyx and iliums.</p> <p>So small, the sacrum has been broken and the opponent's spine is separated from the pelvis and tail bone and they fall to the ground, their upper body unable to support even its own weight. They must pass a Health check at TH 90 or fall unconscious for 2d8 hours. If passed, they must pass an additional Health check at TH 70 or lie on the ground stunned for 3d4 rounds. Otherwise, they are incapable of movement except crawling (1/5 Sprint speed) and may move their arms, though not their legs. This wound will never heal unless a limited wish or greater magic is applied.</p>	51%	<p>Adrenal gland is above the pancreas in the right portion of the body. It is responsible for sexual hormones and steroids.</p> <p>The opponent must pass a Health check at TH 70 to only fight now with a -10 to all attack rolls for d4 hours due to a lack of necessary adrenaline. If failed, they receive a temporary boost of adrenaline, allowing them to fight with a +10 to all attack rolls and they must pass Health check at TH 60 each round for ten rounds to avoid going unconscious. Eight hours of bed rest should bring their body back to equilibrium.</p>
49%	<p>Ribs (12 pair or 7 true pair and 5 false pair whose cartilage doesn't reach the sternum directly, though the last two pair have no cartilage attachments at all and are called floating ribs).</p> <ol style="list-style-type: none"> 1. Roll d12 to determine on which rib the blow was centered. <ul style="list-style-type: none"> 1-7 = true pairs 8-10 = false pairs with cartilage 11-12 = floating ribs 2. Roll to determine on left or right side. 3. The limbs on the same side of the body are unusable for 2d6 months, and the other side will still suffer a -15 to Strength. Magical healing of Cure Critical Wounds or higher magic may speed this process. 	52-53%	<p>Large Intestine or colon (actually very small) lies between the stomach and small intestine.</p> <p>The innards of the large intestine spill forth. They must pass a Health check at TH 60 or fall unconscious for d8 hours. If conscious, they must pass a subsequent Health check at TH 70 or be stunned for d2 rounds.</p>
		54%	<p>Pancreas is right behind the stomach and similar in size. It secretes digestive juices, insulin, and neutralizes stomach acid.</p> <p>Opponent suffers from heartburn for next 2d6 hours, warranting a -5 to all attack rolls for the duration.</p>
		55%	<p>Belly Button</p> <p>Opponent's belly is stabbed, though no critical organs behind it. The small intestine may (50%) spill forth. If it does, the sight of this causes the opponent to need to pass a Health check at TH 70 or be stunned for 2d4 rounds.</p>

56-57% Stomach

Stomach acid spills out onto the opponent's body and coats the stabbing weapon. Opponent will not be hungry or desire food for d4 days. The stomach acid reddens the skin it contacts.

58% Cowper's (bulbourethral) glands are about the size of peas and produce a lubricating fluid when sexually aroused.

1. Roll to determine the left or right gland as the center of the stabbing.

2. This wound necessitates a Health check to be passed at TH 70 to avoid further effects (besides just the damage.) If failed, they fall to their knees, stunned for d4 rounds.

59% Spleen (on left side only) on top of abdomen stores emergency blood and produces some of white blood cells.

Opponent bleeds internally and uncomfortably. They must pass a Health check at TH 80 or fall unconscious and lose 1 LP per round until death unless curative magic is applied. If passed, the opponent remains conscious, but feels nauseous for 2d6 weeks and suffers -15 to all attack rolls.

60-63% Liver or largest gland in the body located at the top of the abdomen which purifies blood.

Opponent begins feeling weak, suffering a -10 Strength for 2d6 hours until the blood becomes properly purified.

64-70% Small Intestine (very large, on average 21' long in an adult).

There is a 60% chance the intestine spills forth from the wound as the stabbing weapon is removed. If this happens, the sight of one's own intestine necessitates a Health check at TH 85 or they fall unconscious. Otherwise, they will experience persistent naval pains for 2d4 days, suffer $\frac{3}{4}$ Sprint speed, and -5 to all attack rolls.

71% Vulva or external female genitalia including the outer lips.

1. Roll to determine whether the left or right outer lip was stabbed.

2. This lip dies and will eventually fall off, she must pass a Health check at TH 70 or be stunned for d4 rounds. Further, she will not desire sex for 3d6 months.

72% Penis

This vital organ dies unless curative magic is applied and will fall off in d6 months. Drive is permanently reduced by 15. As he realizes what has just been stabbed, he must pass a Health check at TH 70 or be stunned for d4 rounds.

73% Glans or head of penis

This puffy organ part is stabbed, and while it may heal, it may never look the same. Drive is permanently reduced by 15. As he realizes what has just been stabbed, he must pass a Health check at TH 70 or be stunned for d4 rounds.

74-75% Bladder is in the lower center of torso where it receives waste from kidneys and transmits it to the urethra or urinary tract for expulsion.

Urine sprays from this stabbed wound for d2 rounds and the opponent suffers -10 to all attacks while urine trickles down his body.

76-79% Kidneys are located on the sides of the lower back, these organs filter blood.

1. Roll to determine the left or right kidney.

2. Opponent suffers a -10 penalty to Current Armor and also a -10 to Health, both for d6 weeks.

80% Uterus, or womb, connects the vagina and the fallopian tubes.

1. If pregnant, child (80% likely) dies and is born dead. Mother, also, must pass a Health check at TH 90 or die immediately.

2. The tissue leading to the womb will heal in 3d6 weeks.

3. Worse above all, this female will not desire sex for d6 months.

81% Fallopian tubes connect the ovaries and the uterus.

1. Roll to determine the left or right tube.

2. To some, a dream come true! This female will only become pregnant 50% of normal odds in the next d6 months while the wound heals.

3. The catch, is that she also won't desire sex for d6 months.

82% Vagina or penis receptacle.

Amazingly, a stabbing weapon has penetrated the vagina. If she is a virgin, she will bleed excessively, or at least spot. The damaged tissue will heal in 2d6 weeks (since this organ was designed to be penetrated).

83% Ovary produces eggs, estrogen, and progesterone, and are walnut-sized.

1. Roll to determine their left or right ovary.

2. A dream come true to some! This female's odds of becoming pregnant have been reduced by 50% permanently, as the ovary will not heal unless limited wish or greater magic is applied.

3. Worse, this female will not desire sex for d6 months.

84% Thoracic vertebrae forming the middle spine in the chest area and each connect to ribs.

1. There are 12 thoracic vertebrae. Roll d12 to determine the specific vertebra. Let 1 = the highest thoracic vertebra, just below the neck.

2. Next, the opponent must pass a Health check at TH 70 or become paralyzed in d6 body locations. Then determine which locations:

Let 1=right leg

2=left leg

3=torso

4=right arm

5=left arm

6=head

This paralysis is permanent unless limited wish or greater magic is applied.

85% Lumbar vertebrae forming the lower spine.

1. There are 5 lumbar vertebrae. Roll d6 (rerolling 6's) to determine the specific vertebra. Let 1 = base of skull and 6 = the lower neck.

2. Next, the opponent must pass a Health check at TH 70 or become paralyzed in d6 body locations. Then determine which locations:

Let 1=right leg

2=left leg

3=torso

4=right arm

5=left arm

6=head

This paralysis is permanent unless limited wish or greater magic is applied.

86% Clitoris

1. This female must pass a Health check at TH 90 or fall unconscious for 2d8 hours.

2. If still awake, she must pass a Health check at TH 75 or be stunned for d4 rounds.

3. Finally and worst, this female will not desire sex for 3d6 months.

87-92% Lung. Note, the left lung is smaller as it encircles the heart.

1. Roll d6 to determine whether left (1-2) or right (3-6) lung was stabbed.

2. There is a 30% chance that as the lung is pierced, blood fills it and the opponent drowns in their own blood.

3. Otherwise, this lung is permanently collapsed; it will never heal, unless curative magic is applied.

Artwork Here

93% Cervical nerves connect the cervical or upper spine with the brain.

1. There are 8 pairs of cervical nerves. Roll d8 to determine which is pinched.

2. Roll to determine what the pinched nerve controls:

1. Motor control of the arms.
2. Motor control of the legs.
3. Involuntary functions such as breathing (resulting in [1-4] coma or [5-6] death.)
4. Motor control of torso.

94% Lumbar nerves connect the lower back with the brain.

1. There are 5 pairs of lumbar nerves. Roll d6 (rerolling 6's) to determine which is pinched.

2. Roll to determine what the pinched nerve controls:

1. Motor control of the arms.
2. Motor control of the legs.
3. Involuntary functions such as breathing (resulting in [1-4] coma or [5-6] death.)
4. Motor control of the torso.

95% Thoracic nerves connect the middle back with the brain.

1. There are 12 pairs of thoracic nerves. Roll d12 to determine which is pinched.

2. Roll to determine what the pinched nerve controls:

1. Motor control of the arms.
2. Motor control of the legs.
3. Involuntary functions such as breathing (resulting in [1-4] coma or [5-6] death.)
4. Motor control of the torso.

96-97% Testes or testicles; each testis averages 200 million sperm per ejaculation.

1. Roll d8 to determine the left (1-3), the right (4-6), or both (7-8) have been stabbed.

2. If only one testis is stabbed, then the opponent must pass a Health check at TH 90 or fall unconscious for 2d8 hours. Otherwise, while awake he will suffer -15 Strength, -15 Dexterity, -15 Wisdom, and -50 Drive. Further and worse, he must pass a Health check at TH 85 or die. Finally, this testis will never function again unless limited wish or greater magic is applied. Otherwise, it is possible to ejaculate (when it heals) with only one testis. Regardless, his voice is noticeably higher in pitch.

3. If both testes are stabbed, then the opponent must pass a Health check at TH 98 or fall unconscious for 3d8 hours. Otherwise, while awake he will suffer -20 Strength, -20 Dexterity, -20 Wisdom, and -50 Drive. Further and worse, he must pass a Health check at TH 85 or die. Finally, his testicles will never function again (unless limited wish or greater magic is applied) and his voice will be noticeably higher in pitch.

98% Axilla, or armpit region, supplied heavily with blood from the axillary artery.

1. Roll to determine the left or right armpit.

2. After the armpit is stabbed, this severely bleeding region is 90% likely to fill the lungs with blood, drowning the opponent in their own blood and killing them from suffocation in d4 rounds as the progress from pain to a cold numbness.

99+% Heart is about the size of your fist.

Impaled! If the heart is stabbed, the individual will die within d2 rounds unless limited wish or greater magic is applied.

Stabbing Arms

- 01% Distal phalanges or smallest bone at end of finger.
1. Roll d6 to determine which fingertip is pierced (rerolling 6's). Let 1=thumb and 5=pinky.
 2. Opponent's fingertip is shattered and they will suffer -10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.
- 02% Middle phalanges or middle bone of fingers (does not exist in our thumbs).
1. Roll d4 to determine which finger is pierced. Let 1=index finger and 4=pinky.
 2. Opponent's finger is shattered and they will suffer -10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.
- 03% Proximal phalanges or bone in finger closest to palm.
1. Roll d6 (rerolling 6's) to determine which finger is stabbed. Let 1=thumb and 5=pinky.
 2. Opponent's finger is shattered and they will suffer -10 Hand-Eye Coordination with that hand until it heals in 2d4 weeks. Until then, that specific finger is unusable.
- 04-05% Lumbrical muscles in palm of hand and one to contract each finger.
1. Roll d6 (rerolling 6's) to determine which muscle is pierced. Let 1=thumb and 5=pinky.
 2. Opponent's palm is pierced and the appropriate finger is unusable for 2d6 weeks, while the hand in question suffers -15 Hand-Eye Coordination and -10 Strength for 3d6 weeks.
- 06% Metacarpals or bones through palm connecting the wrist to the fingers.
1. Roll d6 (rerolling 6's) to determine which bone is pierced in palm. Let 1=thumb and 5=pinky.
 2. The indicated metacarpal is severed and will heal naturally in 3d6 weeks. In the meantime, opponent suffers -20 Hand-Eye Coordination in this hand.
- 07% Radius or shorter forearm bone on the thumb side of the arm.
- Opponent's arm is useless for 2d4 weeks.
- 08% Ulna or longer forearm bone closest to body when arms hang freely and palms facing forward.
- Opponent's arm is useless for 3d4 weeks.
- 09-11% Humerus or upper arm bone.
- Opponent's arm is useless for 3d6 weeks.
- 12-13% Brachialis muscle is on the thumb side of upper arm below the bicep on the outer arm.
- Opponent's arm suffers -5 Strength and Hand-Eye Coordination for 2d6 weeks.
- 14-16% Brachonadialis muscle is close to the elbow on front or top of forearm.
- Opponent's arm suffers -5 Strength and -10 Hand-Eye Coordination for 2d6 weeks.
- 17-19% Flexor carpi radialis muscle is close to the elbow on inside of forearm.
- Opponent's arm suffers -5 Strength and Hand-Eye Coordination for 3d4 weeks.
- 20-21% Flexor carpi ulnaris muscle is close to the wrist on inside of forearm.
- Opponent's arm suffers -5 Strength and -15 Hand-Eye Coordination for 2d6 weeks.
- 22-23% Extensor carpi radialis muscle is close to the wrist on front or top of forearm.
- Opponent's arm suffers -5 Strength and -10 Hand-Eye Coordination for 2d6 weeks.
- 24-28% Deltoid or outer shoulder muscle of upper arm.
- Opponent's arm suffers -15 Strength for 3d6 weeks.
- 29-33% Triceps brachii or muscle on back of upper arm.
- Opponent's arm suffers -15 Strength for 3d6 weeks.
- 34-38% Biceps brachii or muscle on front of upper arm.
- Opponent's arm suffers -15 Strength for 3d6 weeks.

39-53% Ulnar nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for d6 months.

54-68% Median nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for d6 months.

69-83% Palmar nerves supply impulses to the sides of the fingers.

Opponent's fingers feel numb and are ineffective for d6 months.

84-98% Radial nerves supply impulses to the muscles in the forearms and hands.

Opponent's arm feels numb and is ineffective for d6 months.

99% Carpals or wrist bones arranged in two rows of four: (upper row) triangular, pisiform, lunate, scaphoid, (and lower row) hamate, capitate, trapezoid, and trapezium.

1. Roll to determine which carpal is the focus of the stabbing:

1. triangular (upper row closer to forearm)
2. pisiform
3. lunate
4. scaphoid
5. hamate (lower row closer to hand)
6. capitate
7. trapezoid
8. trapezium

2. The specified wrist bone shatters into numerous small fragments and will never heal naturally, but requires limited wish or higher magic. The hand is permanently useless and attempts at usage result in -60 penalties.

100+% Flexor Retinaculum or wrist muscle on inside of forearm.

Opponent's wrist bleeds profusely. In fact, they lose 2 LP per round in blood-loss until they either die or bandage the wound.

Artwork Here

Stabbing Heads

01% Scalp

Though the skullcap is not pierced, the scalp is stabbed at an angle, ripping a large portion of it. Opponent suffers -15 Facial Charisma until bandaged, then only -10.

02% Lip, lower

While not breaking any teeth within, slobber runs out the stabbed lower lip and Facial Charisma suffers -10 for 2d4 weeks.

03% Lip, upper

While not breaking any teeth within, Facial Charisma suffers -10 for 2d4 weeks.

04% Galea Aponeurotica or muscle on top of head underneath scalp.

Though the skullcap is not pierced, a large portion of the scalp and muscle are ripped away by the passing stabbing weapon. Opponent suffers -15 Facial Charisma until bandaged, then only -10.

05% Ear Cartilage

1. Roll to determine the left or right ear.

2. Cartilage on outer ear is stabbed and ripped off, impairing hearing by 50% and Facial Charisma by -15 permanently.

06% Parotid gland or saliva gland between ear and chewing muscle behind jawbone.

1. Roll to determine the left or right saliva gland.

2. Opponent's saliva gland is stabbed and fails to produce saliva for 2d4 weeks unless curative magic is applied.

07-11% Platysma or straining muscles connecting lower neck to chest and shoulder.

1. Roll to determine the left or right side.

2. The side of the opponent's lower neck is stabbed. Their head is unable to look in the direction of the damaged side for 3d6 weeks.

12% Teeth, lower

1. Roll d20 (rerolling 15's through 20's) to determine which tooth the blow is centered upon. Let 1=rear left and 14=rear right.

2. Depending on size of stabbing weapon, neighboring teeth may be appropriately gone as well.

13% Teeth, upper

1. Roll d20 (rerolling 15' through 20's) to determine which tooth the blow is centered upon. Let 1=rear left and 14=rear right.

2. Depending on size of stabbing weapon, neighboring teeth may be appropriately gone as well.

14% Mandible or jawbone

1. Roll d6 to determine if on (1-2) left, (3-4) chin, or (5-6) right.

2. This portion of the opponent's jawbone is fractured, lowers Facial Charisma by 10, and takes 2d6 weeks to heal naturally.

15% Mentalis muscle is on the chin and elevates and protrudes the lower lip.

Their jawbone isn't pierced, amazingly only their chin muscle. Facial Charisma is lowered by 5 for d4 weeks until healed.

16% Obicularis Oris, a sphincter muscle that encircles the mouth and is called the "kissing muscle."

1. Roll to determine on left or right side of mouth.

2. Speech is impaired as air wisps out from the wound for 2d6 weeks.

17% Rosorius muscle is alongside the mouth, commonly called the "laughing muscle."

1. Roll to determine on left or right side of mouth.

2. Speech is impaired as air wisps out from the wound for 2d6 weeks.

18% Nasalis muscle depresses the cartilaginous part of the nose.

Opponent gains a new nostril as this part of the face is stabbed. Opponent suffers -10 Facial Charisma for 2d4 weeks.

19%	Maxilla or bone between upper teeth and nose. Opponent's maxilla is fractured, lowering Facial Charisma by 10 for 2d6 weeks.	32%	Nasal Bone and Cartilage Opponent must pass a Health check at TH 60. Failure means the broken nose is launched into the brain, killing them instantly. If passed, the nose is only broken and the tear ducts overwhelm the eyes. The opponent is reduced to the Blindfighting skill for all attack rolls for d8 hours. Facial Charisma suffers -109 for 2d4 weeks while it heals.
20%	Cheek Bone 1. Roll to determine on left or right. 2. Opponent's cheek bone shatters and lowers Facial Charisma by 15 for 2d6 weeks.	33%	Obicularis Oculi, called a sphincter muscle surrounds the eye, lying in the tissue of the eyelid. 1. Roll to determine on left or right side. 2. Opponent's eye is not stabbed, though the surrounding muscle is. The appropriate eye is useless for 2d4 weeks and Facial Charisma suffers -20.
21%	Nasolabial furrow or set of three striated muscles between the lip and eye, parallel to the nose. 1. Roll to determine on left or right side of face. 2. While the cheek bone is not itself pierced, the nearby muscles are hit, reducing Facial Charisma by 15 for 2d6 weeks.	34-35%	Facial nerve or seventh cranial nerve branches out across the face performing both motor and sensory functions. 1. Roll to determine on left or right side. 2. Opponent's side of face is temporarily paralyzed for 3d4 days.
22-28%	Sternocleidomastoid is a long muscle in the side of the neck. 1. Roll to determine on left or right side. 2. The side of the neck is stabbed, and for 2d6 days the opponent cannot turn neck in the direction of the wounded muscle.	36%	Esophagus or muscular tube carrying food from the throat to the stomach. Opponent's food tube is stabbed, and consequently, they will not eat (only drink) for 2d4 weeks.
29%	Epiglottis is a flap of cartilage between the tongue and voice box which closes when we swallow, preventing us from swallowing food. Opponent coughs uncontrollably for 2d4 rounds while eyes tear. Until this heals in 2d4 days, swallowing will be difficult at best.	37%	Thyroid cartilage, more prominent in men than women due to sexual hormones, protects the larynx or voicebox. Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their CA suffers a -15 penalty.
30%	Tongue Opponent's tongue is stabbed, making each short phrase spoken only 20% likely to be understood, until it heals in 2d6 weeks. If a certain phrase is not understandable, it will not be understandable to anyone else while the tongue is injured.	38%	Larynx or voicebox Opponent's voicebox is pierced. First, they cough profusely for 3d6 rounds and are unable to attack as they gasp for air. During the coughing, their CA suffers a -15 penalty. After the coughing, the opponent realizes they are permanently unable to speak unless limited wish or greater magic is applied.
31%	Bridge of nose between the eyes. The bridge of cartilage breaks and the tear ducts overwhelm the eyes. The opponent is reduced to the Blindfighting skill for all attack rolls for d8 hours. Facial Charisma suffers -10 for 2d4 weeks while it heals.		

39%	<p>Cervical vertebrae forming the upper spine in the neck.</p> <ol style="list-style-type: none"> 1. There are 7 cervical vertebrae. Roll d8 (rerolling 8's) to determine which is hit. Let 1=base of skull while 7=base of neck. 2. This vertebra is hopelessly crushed and the opponent must pass a Health check at TH 85 or become paralyzed in d6 locations. Thereafter, determine which locations. <ul style="list-style-type: none"> 1=right leg 2=left leg 3=torso 4=right arm 5=left arm 6=head <p>This paralysis is permanent unless limited wish or greater magic is applied.</p>	45%	<p>Cranium, Frontal Lobe or front of skull.</p> <p>The opponent is stabbed in the forehead, penetrating the frontal skull. Immediately, they fall to the ground and are unable to react. They are only 10% likely to go insane. If they do, refer to <i>Table 5-4: Random Mental Illness in Chapter 5: Mind</i>.</p>
40-42%	<p>Trachea or windpipe begins immediately below the larynx and descends to the sternum.</p> <p>Opponent coughs profusely for 3d6 rounds and is unable to attack as they gasp for air. During the coughing, their CA suffers a -15 penalty.</p>	46%	<p>Occipitalis or large muscle on side of head connected to frontalis.</p> <ol style="list-style-type: none"> 1. Roll to determine left or right. 2. While the skull is not cracked, the stabbing weapon scrapes alongside the skull, raking off the muscle. Opponent must pass a Health check at TH 70 or fall unconscious for d8 hours.
43%	<p>Cranium, Parietal Lobe or side of skull.</p> <ol style="list-style-type: none"> 1. Roll to determine left or right side. 2. The side of the skull is stabbed. The opponent immediately falls to the ground, unable to react. Though the brain is unaffected, they must pass a Health check at TH 90 to remain conscious. If passed, they may be somewhat aware of their surroundings, but they are unable to move. 	47%	<p>Frontalis (Forehead)</p> <p>While the skull is not penetrated, the forehead muscle is scraped off from a lateral impact. Facial Charisma suffers -15 until it heals 2d4 weeks later.</p>
44%	<p>Cranium, Occipital Lobe or back of skull.</p> <p>The opponent is stabbed in the back of the head and they immediately fall to the ground, unable to react. They are 50% likely to go blind and must pass a Health check at TH 90 to remain conscious. If passed, they may be aware of their surroundings (if they can still see), but they are unable to move.</p>	48%	<p>Jugular vein, one on either side of the neck, supplies deoxygenated blood back to the heart from the head. They are deep inside the neck and seldom injured.</p> <ol style="list-style-type: none"> 1. Roll to determine the left or right jugular vein. 2. As the stabbing weapon is removed, blood begins gushing forth with each pulse of the opponent's heart. Each round the opponent loses d10 LP until death, extremely proficient bandaging, or curative magic.
		49-53%	<p>Ear Orifice</p> <ol style="list-style-type: none"> 1. Roll to determine the left or right ear orifice. 2. The stabbing weapon enters the ear orifice and (80% likely) ruptures the ear drum. If so, this ear will never hear again unless limited wish or greater magic is applied. 3. If this occurs with a weapon of medium size or larger, there is a 40% chance the weapon could go further and into the brain, killing them instantly.

54-61% Eyes

1. Roll to determine the left or right eye.
2. The opponent permanently loses eyesight in this eye, unless limited wish or greater magic is applied.
3. The opponent must pass a Health check at TH 95 or the stabbing weapon continues past the eye and into the brain, killing them instantly.

62-69% Temple

1. Roll to determine the left or right temple.
2. Opponent must pass a Health check at TH 95 to remain alive. If passed, they only fall unconscious for 3d8 hours.

70-98% Brain

1. Roll to determine the left or right brain.
2. If the left brain is stabbed, then Language, Math, and Analytic Intelligence suffer a permanent -30. There is a 50% chance of developing Depression (see *Chap. 5: Mind*).
3. If the right brain is stabbed, then Spatial Intelligence and Intuition suffer a permanent -45. There is a 50% chance of developing Schizophrenia (see *Chap. 5: Mind*).
4. For both hemispheres, a Health Check at TH 70 must be made to remain conscious due to the stabbing weapon entering the brain. If failed, they are unconscious for 3d8 hours. If passed, there is a further chance of death. They must pass a Health Check at TH 85 or die.

99% Brainstem

The opponent's brainstem, and therefore the skull and also the brain, are stabbed. They must pass a Health Check at TH 95 or die. If they live, they will be invalids unless limited wish or greater magic brings them back.

100+% Pituitary gland located in center of skull

just behind the bridge of the nose, it is about the size of a pea and is responsible for hormones affecting growth, sexual development, metabolism, and the system of reproduction.

The opponent's pituitary gland is stabbed. They must pass a Health Check at TH 98 or die. If they live, they will be invalids unless limited wish or greater magic saves them.

Artwork Here

Fumbles

Anytime an attack is made and the percentile roll, before any modifications occur, is either 01 or 02, a fumble has occurred. Roll d100 and consult the table below to determine the General Cause of the Fumble. Note that common sense must be used in applying these results. For instance, an unarmored seductress (let's be honest - a whore) may fumble while attacking someone and the result indicates it is due to an armor anomaly, though she wears no armor or fallible equipment. In such nonsensical cases, reroll as necessary.

01	Punished by the Gods
02-17	Over-extension
18-33	Under-extension
34-49	Loss of grip upon the weapon
50-65	Loss of balance
66-84	Environmental cause (distractions, terrain, weather, etc.)
85-100	Armor anomaly

Interpretive Guide:

Punished by the Gods: Ah yes, the category of dread and regret.

- Ceiling Collapses on the unfortunate dungeon delver.
- Building Topples onto the character.
- Lightning strikes, as per the spell.
- Magical Gate from ages past has been triggered.

Over-extension: The bad fortune of misjudging your blow or your opponent and forcing yourself or your weapon too far. Examples include the following:

- Maul: Angered at the orc, Tenesmus swings his maul wildly, too wildly. The weight of the weapon forces him to take a compensating step forward and still another in the direction of the follow-through to regain control of the weapon. During this unfortunate fumble, the orc gains a free attack, the opportunity to plunge its shortsword into Tenesmus' exposed back.

- Polearm, Awl Pike: Counting on the distance between you and your opponent for your safety, the worst mistake you can make is overshooting your opponent with the tip of this polearm. The opponent rushes you for an additional attack with glee.

- Scourge: While the leather connects, the barbs of your scourge overshoot your target, so you do no lasting damage at all. Meanwhile, if possible the opponent gains an additional attack.

- Sword, Short: While attacking a bugbear, Austoßen thrusts too far with his short sword, temporarily over-extending himself before his larger opponent. Seizing the opportunity, the bugbear gains a free attack attempt at the extended arm of Austoßen.

- Sword, Zweihander: As this heavy blade is slow to swing, you misjudge your opponent's perceived position. As the blade swings, you wrongly step closer to compensate and with the majority of the blade behind them, connect so awkwardly and slowly that no lasting damage is done. Your opponent, however, receives an additional attack on you now.

- Warhammer: This bludgeoner is swung too far forward, effectively only hitting them with the pole portion awkwardly for no lasting damage. Your opponent receives an additional attack on you as you realize what just happened.

- Whip: Temporarily your timing is off in your technique as the snap of the whip occurs too late, not harming your opponent at all. If possible, they receive an additional attack.

Under-extension: The accident of misjudging your blow or your opponent by underestimation or the application of too little force.

- Bows: Surges of adrenaline and their resultant valleys of such an absence in the veins of Exmortius sometimes occur with poor timing. At this moment, he hurries to release two arrows on his menacing foes, though his finger slips and releases the arrow too soon. The flight arrow speeds ahead lazily only a few yards before falling to the earth, well short of its target.

- Fists: I misjudged and punched the air shy of my opponent with all of my might, confident I would connect and unsuspecting of their last minute

shifting of position. Punching air without reserve sure hurt my arm. As I recover, the opponent gains an additional attack on me.

- **Sword, Zweihander:** Well aware of this heavy weapon's tendencies at over-extension, Cingula habitually steps and simultaneously leans back with the weapon to counter that possible mistake, to proportion his mass as a better fulcrum. Further, Cingula does not want to wind up too far. Hence, his mistake this time is that the blade fails to get good momentum, follow-through, or projection. Unfortunately, the slow blade passes far from its intended victim very predictably. The town-guard gains an extra attack, the opportunity to maneuver around the large blade and thrust his longsword into the lower abdomen of the fumbler.

Loss of Grip: More common than one probably thinks in combat, weapons get dropped and not purposefully. Examples of this annoying and infuriating phenomenon follow:

- **Sweaty palms:** Well, in this case they don't mean money, but lubrication, and undesirable lubrication at that! I must remember to wipe my hands off now and then! My weapon flies from my hand, and it may be dangerous to retrieve it.
- **Leather Grips:** The leather grip gave/broke/twisted at an inopportune moment. Just my luck. I toss my weapon and it may be dangerous to retrieve it.

Environmental Cause: These fumbles can be frustrating because they usually originate beyond one's control, typically in the realms of weather, terrain, or simple distractions. Examples follow:

- **Wind:** The biting winds shift quickly during an unfortunate moment, forcing one to lose their balance.
- **Foot Fumble:** Beneath one's feet the (mud, snow, etc.) causes one to lose their footing.
- **Vision:** (Snow, rain, sand, hail, sweat, blood, hair, etc.) gets into your eyes, forcing you to have to wipe them during fighting. Aware of your momentary inconvenience, your opponent gains an extra attack and lunges forward with the opportunity of hitting you.
- **Distraction:** Nearby something occurs (a

companion says something, drops unconscious, you swear you hear something behind you, was that lightning in the distance?, etc.). Normally unaffected by such trivialities, this one captures your attention, though only for a second. It is during this second your opponent gains an additional attack, the opportunity to wound you.

Armor Anomaly: Incidents involving armor or equipment may occur only by one or by both parties simultaneously. Examples follow:

- **My Shield!:** Look damnit, I went to move my shield to protect against a blow I was ready for, but the damned thing hung up on (my shoulder plate, or whatever) at the last second and I couldn't move it to the right place to defend. He got an additional attack out of the deal and skewered me.
- **My Armor:** My damned (straps for some certain plates, links of some important chains, etc.) gave way at the wrong moment as I twisted just so in the fight. When the plates fell off (or my helmet shifted, whatever) it cost me as he gained an additional attack.
- **Our Armor:** The armor of both mine and my opponents locked up on each other as we made momentary contact. It took us d3 rounds to break free, during which time he gained an additional attack on me. My luck stinks!
- **My Equipment:** As I lunged forward, my backpack must have come open because a torch flew forward, bopping me in the back of the head on its way to the ground. Yep, my buddy though, this thief, his moved for a backstab but when he jumped in on the guy, his belt pouch which was filled with coins shifted and hit him squarely in the nards. Turns out he was the one surprised when his intended victim turned on him with an additional attack!

Chapter 11: Magic

What exactly is magic? How does it function? Most common folk in this game believe that magic exists, but they are unaware of magical theories and practices. This resultant uncertainty stemming from ignorance or sometimes misconceptions may cause the populace to react to spellcasters negatively, ranging from shunning and avoiding them to banishment or murder. Generally, common folk react negatively to sorcerers, have indifference or awe-inspired respect for mages and druids, and react differently to hierophants depending on the deity worshipped. Magical theory will only be epigrammatically explained here, avoiding detail.

The Fifth Element

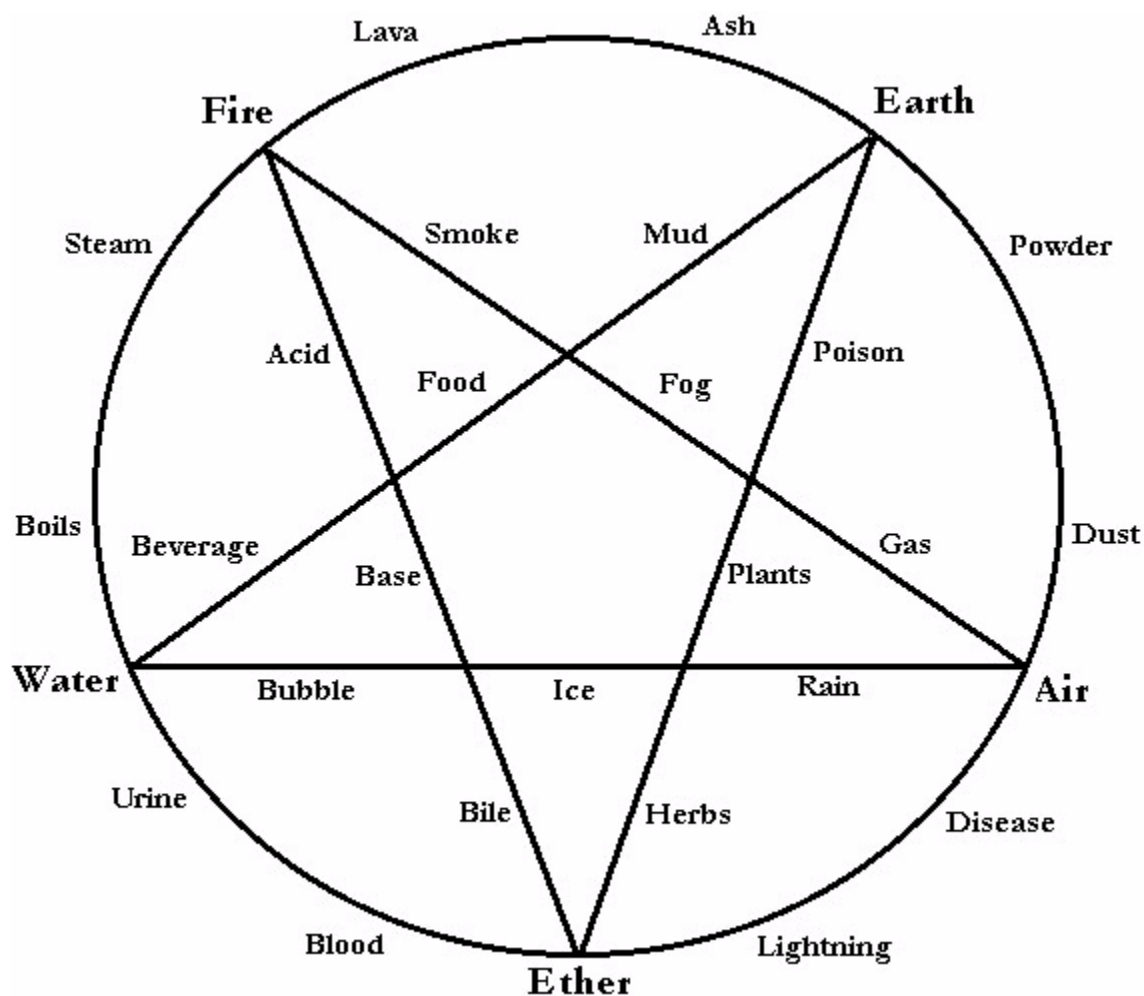
Thousands of years in the past, scholars made some interesting discoveries. Initially, it was understood that there are four elements, the foundations of all matter: air, earth, fire, and water. Aside from matter, the remaining empty space was called the void. From scholarly discussions of how light might travel through the void from one point to another, the explanation of ether was developed as a theoretical construct.

Ether replaces notions of empty space with the idea that what appears to be empty is in fact filled with ether. The whole universe is filled with ether, though it is permeable to matter. Further, ether acts as a binding force on the four elements. It is, then, the overall element of reality, and is now also referred to as the fifth element.

Possibly weightless, ether is small enough that it has never been observed with the eye, distinct from the other elements. Nonetheless, scholars of the arcane have successfully made many predictions of how ether acts and interacts both with and among the elements. The spirit is also considered to be subsumed by ether. The five elements are often represented by a pentagram.

Pentagrams are often worn with a single point facing upward, symbolizing the power of the mind, as ether or spirit, working creatively with matter. When worn upside down, the pentagram symbolizes the power of the mind hidden within matter. A spellcaster is one who attempts to manipulate the fifth element, and through it, usually the other elements.

Although the elements may combine in infinite ways, below is an illustration to elucidate some of the basics.



Few who are educated and familiar with the development of ether conceptually will argue against its existence. Theoretically, ether reacts as though it is infinitely small and without any observable effects from weight, sound, or light, other than conductivity. However, ether does react to metals. More specifically, only a portion of ether is affected. Magic, spirituality, and many other components comprise ether. However, only magic reacts with metals.

Magic is defined as a technique grounded in a belief in powers located in the soul and the surrounding universe, a technique that aims at imposing willpower on nature or others. Mana, magical power, is freely available in the ether. From the perspective of a spellcaster, mana needs a vessel or a channel; spellcasters seek to be or control such a channel. From the perspective of the general populace, magic is a popular explanation for misfortune; more specifically, any form of misfortune is likely to be blamed on the witchcraft of sorcerers.

A philosopher asserted a theory based on indivisible particles that, so far, has helped to explain the reaction of ether and metal. The magical or arcane particle in ether is termed mana, and a particle common only to metals is referred to as a defigere. It is hypothesized that if substantial amounts of defigere are within an inch or two of mana (magical energy), then the defigere inhibit the chances of mana functioning properly. As the metal and the mana separate, the mana begins reacting more normally. It is for this reason that spellcasters avoid wearing or carrying much metal such as armor.

In general, the heavier and more solid the metal, the more defigere it seems to possess. Since no one can see or physically measure mana and defigere, it is impossible to declare exactly how many of the particles have what effect. However, the estimated proportions seem correct. The effects of defigere on mana are constant and with few exceptions. Anytime a pound or more of metal is close to a spellcaster and a spell is cast, the spellcaster must consult *Tables 11-1 and 11-2*:

Table 11-1: Estimated Defigere per Pound of Metal

<u>Metal</u>	<u>Estimated Metarons per Pound</u>
Iron	16
Bronze	8
Carbon Steel	4
Silver	2
Copper	1
Gold	1

Table 11-2: Spell Failure

<u>Estimated Defigere</u>	<u>Chance of Spell Failure</u>
10 or less	0%
11-25	1%
26-75	2%
76-150	4%
151-300	8%
301-600	16%
601-1200	32%
1201-2400	64%
2401+	100%

To determine whether or not a spellcaster is successful at casting a spell, consider the number of pounds of metal, consult *Table 11-1*, and determine the number of defigere that may inhibit the spellcaster. For example, if a mage named Abacenis were to wear 4-in-1 chainmaille armor, which contains 160 defigere (40 pounds for 4-in-1 chainmaille armor multiplied times 4 defigere per pound of carbon steel), then whenever Abacenis attempts to cast any spell, he has an 8% chance of spell failure. If he rolls an 8 or less on percentile dice, then the spell fizzles. If, however, Abacenis rolls 9 or better, the spell is cast normally. For this reason, most spellcasters distance themselves from those with sufficient metals before casting.

Spell failure results in a wasted spell.

Many magical scholars have unsuccessfully attempted to isolate a single mana. The study of the reactions of a single mana would be interesting, as theories about minimum magical effects could finally gain evidential support. While so far this seems impossible due to the smallness of the particle, it is clear that collections of these particles react to certain stimuli.

Two methods of magic have been discovered: ceremonial and chaos. These methods are described below.

Ceremonial Magic

As scholars study mana theories in efforts to learn about the manipulation of mana within ether, they are engaged in ceremonial magic. Only mages cast ceremonial magic, though sages and philosophers may study ether as well.

Ceremonial magic is not necessarily concerned with elaborate ceremonies, but an orderly and scholarly approach to magic. All spells that may be cast by practitioners of ceremonial magic may be cast using the same chant, ingredient, and ritual, regardless of which individual mage casts the spell. For each spell to be cast in ceremonial magic, the formula comprised of chant, ingredient, and ritual must be performed with precision. Failure to do so results in spell failure.

The relationship between the mana of ether and the other elements has led to the development of different disciplines of study. Each discipline entails different elemental relationships. These different relationships are separable by effect into ten disciplines. It has been the focus of scholars of each discipline to study these relationships to determine predictable patterns and reactions. In so doing, mages use magic by replicating experimental practices which usually involve recitation of magical phrasing of Ephesia Grammata, ingredients, and rituals. Some of these ceremonies last for several days and nights. Regardless of its complexity, the information to cast spells is recorded in books; a grimoire is a magical book. Only mages, however, utilize grimoires.

Chaos Magic

Aside from mages, all other spellcasters utilize chaos magic, though few, if any, use this term. Essentially, practitioners of chaos magic posit that the relationship between each spellcaster and the universe differ. Due to this difference, what works for one spellcaster may not work for another. To practitioners of chaos magic, the most powerful component is the will. Sorcerers and priests utilize chaos magic instead of studying mana theories.

Sorcerers discover how to cast spells on accident. Usually unaware of and disinterested in mana theories, most sorcerers seem superstitious about their magic. In addition to accidental discovery, it is also possible to teach sorcery to others, though the first precept that is taught to the student is that the exact method that works for the teacher will probably not work for the student. More than anything, instruction focuses on self-exploration. In any case, each time a sorcerer becomes able to cast a new spell, the player must determine whether or not a chant, ingredient, and ritual are necessary (see below).

Priests receive spells either directly from their god, or from an attendant entity. In either case, in return for their faith, worship, and devotion, spells are granted to a priest. Most priests are instructed through prayer to their deity, who often influences the spellcasting procedure. Typically, deities inform their clergy of what ingredients and chants are necessary to cast a spell. Priestly spellcasting is often perceived as personal or sacred between the priest and their faith. Each time a priest becomes able to cast a new spell, the MM must determine whether or not a chant, ingredient, and ritual are necessary (see below). If a chant is necessary, it is accomplished by the priest speaking in tongues. Speaking in tongues, also called glossolalia, is not understood by others, but consists of a priest opening his mouth while meditating and allowing spirits or powers of the religion to shape the words. Priestly chaos magic is more appropriately referred to as theurgia. Theurgical magic, a subdivision of chaos magic, is magic that inherently involves a religious aspect.

Many creatures have innate relationships with mana, so they are capable of conducting specific magical effects, though monsters may not, with-

out study, utilize other magical effects. For variations of this reason, many monsters may use limited selections of spells -- they are unable to cast spells available to mages. Some do not need to cast them, but may simply will their effect to happen.

Chants

Chants in chaos magic are, for game purposes, randomly determined sequences of characters. To sorcerers, it is the result of their self-exploration. To priests, it is the result of speaking in tongues. Priests usually utter chants aloud, while sorcerers usually whisper or hiss their chants. In ancient times, a chant was called klesis, meaning invocation. The chance of a chant being necessary to cast a spell using chaos magic is 75%.

To determine a chant for a spell for a sorcerer or priest, roll 3d10; this is the number of characters, including spaces, in the chant.

For each character, roll d8. 1-2 = Vowel, 3-7 = Consonant, 8 = Space.

Vowels: Roll d6: 1 = A, 2 = E, 3 = I, 4 = O, 5 = U, 6 = Y.

Consonants: Roll d20:

1 = B	11 = N
2 = C	12 = P
3 = D	13 = Q
4 = F	14 = R
5 = G	15 = S
6 = H	16 = T
7 = J	17 = V
8 = K	18 = W
9 = L	19 = X
10 = M	20 = Z

Note that ceremonial magic often utilizes chants, though these are not randomly determined but are the result of a consistent and elaborate magical language called Ephesia Grammata, which literally means magical words.

Ingredients

The chance that one or more ingredients is necessary to cast a spell using chaos magic is randomly determined each time. Roll percentile dice to determine the chance of needing one or more ingredients. Then, roll according to the previous role to determine whether or not an ingredient is necessary.

If it is determined that one or more ingredients are necessary, then roll d6 to determine the number of necessary ingredients. Proceed to *Appendix 5: Ingredients*.

Ritual

A ritual is a magical formula that must be followed for a spell to be successful, though not all spells require a ritual. The chance that a ritual is necessary to cast a spell of chaos magic is 10% per spell level. The nature of the ritual is determined by the MM after the chant and ingredients have been determined. MM's are encouraged to be creative and inventive, but above all appropriate. Gestures are ritualistic and, even though part of chaos magic, must be performed correctly. Although the rituals in chaos magic are usually shorter than those in ceremonial magic, all magic is often hard work; rituals may require hours, even days, of concentrated effort. In ancient times, the ritual or magical formula was sometimes called *teletai*, literally meaning celebrations of mysteries. Later, the term *praxis* became prevalent, meaning ritual.

Magical Effects

Certain compounds or combinations thereof produce specific magical effects. Spells are good examples of magical effects, though exacting the specific effects may be difficult to impossible depending on the specific spell and the experience of the caster. For instance, the power or degree of the effect of many spells increases predictably with the experience of the caster. Conversely, some spells are favored for their unpredictable qualities, though usually these are never totally unpredictable, but limited by certain boundary conditions.

The duration of magical effects varies considerably, from split-second to permanent. For example, magical items are items that have been im-

bued with mana. The duration of these effects is not fully understood, but it quickly becomes a complicated topic. Sometimes the experience of the caster has a significant effect upon duration, but more often it is relative to the spell and its specific application.

As most spellcasters become more experienced with magic, their accuracy and performance tends to improve. Typically, experience of the spellcaster extends the range and duration, expands the area, and increases the potency of the magical effects.

Those who work with magic observe that dawn and dusk are magical times, since they divide fundamentals such as day and night, light and dark. During the setting or rising sun, or more specifically, while the sun touches the horizon, all magical effects cast during this time are enhanced by 10%. Likewise, the transitions between seasons are magical times. For instance, the transition between fall and winter is a twenty-four hour period when the air is more dangerously charged with magical power than at any other time and many spirits take advantage of this, roaming freely. All magic effects cast on this day are enhanced by 50%. Otherwise, the transition from spring to summer is also markedly potent. All magical effects cast on this day are enhanced by 40%, while the other two seasonal transitions merit magical enhancements of 25%.

Further, those proficient in magic know that knowledge of the true name, the name given at birth, of another is synonymous with power over that individual. Oftentimes, the true name of the recipient is required to cast spells that affect a specific individual. More often, though, a popular magical theory known as the Theory of Contagion states that a magical relationship exists between a part and its whole, even after separation. Therefore, separated items such as locks of hair, old clothing, nail clippings, etc. are useful to a spellcaster for affecting a specific individual. However, imitative magic is not uncommon, either. Imitative magic utilizes a symbol to represent the real-world counterpart. Often, the symbol consists of a doll, painting, model, or actor.

Magic Points

For game purposes, whenever magic is used, Magic Points (MP) are being expended. As spellcasters increase in level, they gain more MP, and hence, are able to cast more spells. MP are also explained for priests and wizards in *Chapter 7: Occupations*. Magic Points may be considered to represent dormant and active mana or magical energy. Typically, when MP are listed, there is also an accompanying number which indicates how many MP are recovered per hour. For instance, if a monster has listed MP 20/5, when the monster is at full magic potential, they have 20 MP. When they use magic, they will recover MP's at a rate of 5 per hour. The higher the level of a spell, the more MP are expended upon casting it. Consult the table below to determine the number of MP's expended upon casting a given spell:

Table 11-3: MP's per Spell

Spell Level	Magic Points
1	8
2	16
3	24
4	32
5	40
6	48
7	56
8	64
9	270
10	1800

The reason that tenth level spells require so many magic points compared to others, is that MP's must be devoted to the spell for several days. Obviously, spells this powerful are extremely taxing.

Disciplines of Magic

Below are listed the ten disciplines of magic, not including universal magic. The disciplines have been differentiated according to the effect of the spell.

Annihilation: According to arcane scripture, this is the first discipline of magic ever explored. Annihilation spells are often described as barbaric magic. Annihilation is usually the result of energy and external forces.

Convocation: These are spells that call upon real things, often summoning others to serve the caster. A practitioner of convocation is called a conjuretor. Those who are summoned are often referred to as servitors.

Deterioration: Spells of this school ruin living matter. Unlike annihilation, which can also ruin living matter, deterioration usually occurs by pain perceived by a victim or the transmission of disease.

Domination: These spells alter mental states or control minds. When minds are altered, the caster usually dominates or controls the minds. A common use of domination spells is to cause a strumpet to suddenly know her place and submit to the will of the caster.

Eradication: These spells hinder others, preventing them from being able to do things or making them vulnerable or susceptible to certain effects or forms of attack. The casting of these spells is commonly used in conjunction with a planned follow-up form of attack.

Hallucination: Practitioners of hallucination magic call upon things that do not exist or are false. Illusions and delusions are popular examples of hallucinations.

Prognostication: Spells of this discipline offer means of detection and contact. These spells are used for discovery of the unknown.

Reformation: These spells alter the physical state, size, shape, or composition of beings and objects, though not mental states. Of all the disciplines, reformation allows the caster to be most creative.

Restoration: Spells that heal living matter compose the restoration discipline. Popular uses

of this discipline is to heal others, raise the dead, or animate corpses.

Supportation: Spells which support others belong to this discipline. Most supportation spells serve to protect or render a recipient invincible to forms of attack.

Convocation

Unless otherwise noted in the spell description, convocation spells that summon creatures require the spellcaster to draw a circle of nine feet in diameter with the caster in the center. The circle may be drawn on a floor with charcoal or on the ground with a sword or ceremonial knife. Depending on the spell and the creature summoned, there may be more circles and/or pentagrams within the outer circle, which is drawn to a diameter of ten feet, as well as magical writing. The most important requirement is that the circle must be unbroken. An unbroken circle is a symbol of eternity, since it has no beginning or end. The line that forms the circle becomes a defensive barrier against inimical creatures that are conjured. If the circle is broken by the spellcaster in any manner, the creature may enter at will.

Universal

Finally, there is a group of spells that do not belong to any of these schools, and are considered universal magic. Theorists speculate that the relationships of elemental mana are comprised of very few particles and are simple compounds. The simplicity of their structure and the fact that no mana compounds oppose universal mana has led scholars to consider these the basic building blocks of all magic.

Disciplines by Opposition

Each of the ten disciplines of magic is in fundamental opposition to another. Below are listed the disciplines by opposition:

Annihilation/Prognostication: Barbaric magic as opposed to diplomatic.

Convocation/Hallucination: Calling upon real things as opposed to fake things.

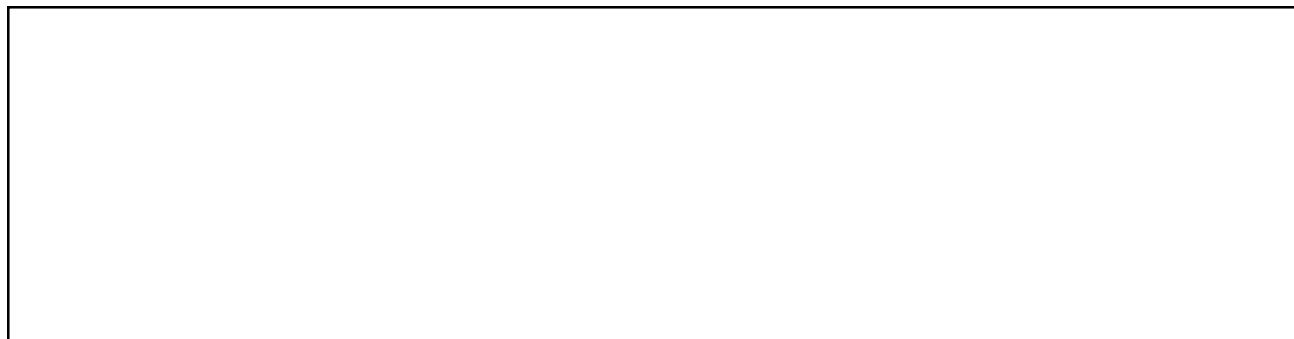
Deterioration/Restoration: Ruining living matter as opposed to healing it.

Domination/Reformation: Altering the mental state-of-being as opposed to physical.

Eradication/Supportation: Spells that hinder as opposed to supporting others.

The opposition of the disciplines affects different spellcasters differently. Hierophant priests of the various dieties are not hindered, since their spells are granted by their god. Druids, however, can cast from one, but not the opposite discipline. For example, the experience of casting Hallucination magic is so different from a druid's familiarity with Convocation magic, they are unable and unwilling to learn it. Sorcerers, like hierophant priests, are not affected by the fact that disciplines are polarized. Mages, however, may choose to specialize in one discipline. Such specialization earns the mage the name of magister. A magister is unable to cast spells from the discipline opposite their specialty, but they also gain a 10% bonus to learn spells. In more general respects, sorcerers and mages may choose to focus on one or two disciplines, but not benefits are gained.

Further explanations of magic will be divided into two sections: spells and magical items.



Discipline, Spell Level, and Norms

Below are a series of tables which show the norms of each magical discipline by spell level. These tables only provide norms, since individual spells may differ accordingly.

Annihilation

Spell Level	Annihilated Example
1	1 cat or 1d10 LP
2	1 dog or 2d8 LP
3	1 human or 2d20 LP
4	10 humans or 4d100 LP
5	100 humans or 4d1000 LP
6	1,000 humans or 4d1000 x 10 LP
7	10,000 humans or 4d1000 x 100 LP
8	100,000 humans or 4d1000 x 1,000 LP
9	1,000,000 humans or 4d1000 x 10,000 LP
10	10,000,000 humans or 4d1000 x 100,000 LP

Convocation

Spell Level	Convoked Example
1	1 familiar or 1d10 LP
2	1 dog or 2d8 LP
3	1 human or 2d20 LP
4	10 humans or 4d100 LP
5	1 dragon or 4d1000 LP
6	1,000 humans or 4d1000 x 10 LP
7	2 krakens or 4d1000 x 100 LP
8	1 lesser god or 4d1000 x 1,000 LP
9	1 intermediate god or 4d1000 x 10,000 LP
10	1 elder god or 4d1000 x 100,000 LP

Deterioration

Spell Level	Deteriorated Example
1	minor affliction or 1d10 LP
2	moderate affliction or 2d8 LP
3	severe affliction or 2d20 LP
4	terminal affliction or 4d100 LP
5	mass affliction or 4d1000 LP
6	100,000,000 cubic feet of disease
7	1 cubic mile of disease
8	1,000 cubic miles of disease
9	100,000 cubic miles of disease
10	1,000,000 cubic miles of disease

Domination

Spell Level	Dominated Example
1	1 cat or 1d10 LP
2	1 dog or 2d8 LP
3	1 human or 2d20 LP
4	10 humans or 4d100 LP
5	100 humans or 4d1000 LP
6	1,000 humans or 4d1000 x 10 LP
7	10,000 humans or 4d1000 x 100 LP
8	100,000 humans or 4d1000 x 1,000 LP
9	1,000,000 humans or 4d1000 x 10,000 LP
10	10,000,000 humans or 4d1000 x 100,000 LP

Eradication

Spell Level	Eradicated Example
1	Lesser elemental vulnerability
2	Lesser temperament vulnerability
3	Lesser disposition vulnerability
4	Greater elemental vulnerability
5	Greater temperament vulnerability
6	Greater disposition vulnerability
7	Mass elemental vulnerability
8	Mass temperament vulnerability
9	Mass disposition vulnerability
10	Total vulnerability

Hallucination		Restoration	
<u>Spell Level</u>	<u>Hallucinated Example</u>	<u>Spell Level</u>	<u>Restored Example</u>
1	1 cubic foot, 50% believability	1	1 cat or 1d10 LP
2	10 cubic feet, 75% believability	2	1 dog or 2d8 LP
3	100 cubic feet, 85% believability	3	1 human or 2d20 LP
4	1,000 cubic feet, 90% believability	4	10 humans or 4d100 LP
5	100,000 cubic feet, 94% believability	5	100 humans or 4d1000 LP
6	100,000,000 cubic feet, 96% believability	6	1,000 humans or 4d1000 x 10 LP
7	1 cubic mile, 97% believability	7	10,000 humans or 4d1000 x 100 LP
8	1,000 cubic miles, 98% believability	8	100,000 humans or 4d1000 x 1,000 LP
9	100,000 cubic miles, 99% believability	9	1,000,000 humans or 4d1000 x 10,000 LP
10	100,000,000 cubic miles, 99.9% believability	10	10,000,000 humans or 4d1000 x 100,000 LP
Prognostication		Supportation	
<u>Spell Level</u>	<u>Prognosticated Example</u>	<u>Spell Level</u>	<u>Supported Example</u>
1	Detect elements	1	Lesser protection
2	Detect temperament	2	Moderate protection
3	Detect disposition	3	Mass lesser protection
4	Detect surface thoughts	4	Greater protection
5	Detect thoughts and motives	5	Mass moderate protection
6	Find objects	6	Mass greater protection
7	Find beings	7	Lesser invincibility
8	Hypersensitivity	8	Moderate invincibility
9	Detect future	9	Greater invincibility
10	Detect the will of the gods	10	Mass greater invincibility
Reformation			
<u>Spell Level</u>	<u>Reformed Example</u>		
1	1d10 IP or LP		
2	2d8 IP or LP		
3	2d20 IP or LP		
4	4d100 IP or LP		
5	4d1000 IP or LP		
6	4d1000 x 10 IP or LP		
7	4d1000 x 100 IP or LP		
8	4d1000 x 1,000 IP or LP		
9	4d1000 x 10,000 IP or LP		
10	4d1000 x 100,000 IP or LP		