

BLADEMASTER!

Fantasy Roleplaying Game

Dark Age Rules for Sword & Sorcery Gaming

PLAYTEST MATERIALS
FINAL BUILD
Version 1.0

Written & Designed by
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MAKING SWORD & SORCERY CHARACTERS

1. Determine Attributes. Roll 3d6 six times, assign those values between DEX, STR, CON, POW, APP & CHA. Then roll 2d6+6 twice and assign those values between SIZ & INT. Calculate Secondary Attributes & Resistance Tests based on the instructions found in those sections.
2. Determine Culture. Roll on the Cultures chart.
3. Determine Social Class. Roll on the Social Class chart.
4. Determine Occupation. Roll on the Occupation by Social Class chart. This Occupation will determine some of your starting TSRs.
5. Determine Other Skills. Roll 1d6+2, note that number. Select that many Skills from those not already determined by your Occupation. Roll 1d20+5 and multiply the result by 2 (rounding any fractions up) to determine the Skill Rating for each Other Skill that you have selected.

ROLLING TESTS

Basic Tests = d100 less than or equal to Total Skill Rating

Total Skill Rating = Base Chance + Skill Rating

Attribute Tests = d100 less than or equal to Attribute x 5

Test Results

1/20 of Failure	Fumble. Worst plausible outcome.
Greater than TSR	Failure. Nothing achieved.
Less than TSR	Success with consequences if appropriate.
Less than 1/2 TSR	Success. uncomplicated.
Less than 1/5 TSR	Critical. Best possible outcome. Special in combat.

OPPOSING SKILL TESTS

In an Opposing Skill Test, one skill is designated as the active/offensive skill and the other as the passive/defensive skill. First, make a skill roll for the passive character; if the roll is successful, subtract the full value of that character's skill rating from the active/attacking skill's rating. If the passive skill Test fails, the attacking skill is unmodified.

A passive fumble turns the attacker's roll into an Easy Test. If the passive skill is higher than the active skill, the attacker still has a default 5% chance for success with any skill rating of 5% or higher.

RESISTANCE TESTS

Resistance Tests never involve skills, instead pitting characteristics or other measurable quantities against each other. To make a resistance roll, compare the active factor to the passive factor on the resistance table. The active factor is the party or force trying to influence the passive factor. The following are all examples of Resistance Tests:

- Potency 17 venom (active) poisons your character with a CON 15 (passive). The venom is trying to inflict damage on your character, so the venom is active.
- Your character has STR 18 (active) and tries to move a SIZ 25 (passive) boulder. Your character is trying to move the boulder, so their STR is active.

The base chance of a Resistance Test equals $50\% + (\text{active characteristic} \times 5) - (\text{passive characteristic} \times 5)$. If the active and passive factors are equal, the active factor has a 50% chance of success. Every point the active factor exceeds the passive factor by modifies the chance of success by +5%, while passive factors higher than active factors modify the base chance by -5% for every point of difference. Differences of 10 points or more result in automatic success or failure, though your gamemaster may allow a roll of 01 or 00 to succeed or fail, respectively, where results would otherwise be automatic. Some specific uses of the resistance table include:

- **Potency vs. CON:** All diseases and poisons are measured in terms of Potency (POT) and match this rating against the target's CON to determine the effects. Depending on the venom or illness, even a failed roll can impair the target.
- **POW vs. POW:** A classic contest of willpower. In addition to winning the resistance roll, success in a POW vs. POW contest gives the active character an opportunity to raise their POW score if they win vs. a higher POW opponent.
- **STR vs. STR:** Used in arm wrestling, as well as attempts to force open a stuck door or bend an iron bar. These contests involve inflexible obstacles, not heavy ones.
- **Damage vs. CON:** Knockout attacks and blows to the head match the rolled damage against the CON of the target to determine if the target is stunned or knocked out.
- **STR+SIZ vs. STR+SIZ:** Overbearing attacks attempt to use the mass and strength of the attacker to knock down the target.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-	-
3	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-	-
4	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-	-
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-	-
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-	-
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-	-
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-	-
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-	-
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-	-
11	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-	-
12	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-	-
13	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-	-
14	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	-
15	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
16	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
17	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
18	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
19	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
20	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65	70
21	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60	65
22	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55	60
23	-	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50	55
24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05	10	15	20	25	30	35	40	45	50

For success, roll D100 equal to or less than the indicated number.

DIFFICULTY & SITUATIONAL MODIFIERS

Some tasks are more difficult to complete than others and thus the Skill Rating that is used for these situations is changed in different ways. The first of these ways are the three Difficulties: Easy, Average, and Hard. Sometimes we also use Situational Modifiers as detailed in the Situational Modifiers Table on the next page.

Easy: Some actions are Easy, even for the untrained. Shooting a target at point blank range, climbing a tree with many handholds, or recalling the most fundamental points of an academic discipline are all Easy actions. For an Easy action, double the skill rating. Easy Characteristic Checks use a multiplier of $\times 10$ or double the normal Characteristic Check.

Average: Most actions fall within this category. If a skill or characteristic roll doesn't have a modifier before—such as an Easy Listen roll—assume it's Average. Use the base rating for Average actions, though they may have circumstance modifiers. Average characteristic rolls use a multiplier of $\times 5$ and are the default on your character sheet.

Difficult: Fighting an opponent you can't see, climbing a sheer surface, or remembering obscure scientific minutiae are all Difficult tasks. To determine the skill rating or characteristic rating for a Difficult action, divide the appropriate skill or characteristic roll in half (round up).

Table 1.8: Situational Modifiers Table

Condition	Description	Modifier
Task Complexity	Unfathomably complex with no apparent solution or guidance	-50%
	No clear solvable condition and/or needlessly complex	-20%
	Relatively straightforward, the solution somewhat apparent	+20%
	Relatively straightforward, the solution somewhat apparent	+50%
Equipment	No equipment when equipment is required	-50%
	Poor or improvised equipment	-20%
	High-quality equipment and superior supplies	+20%
	High-quality equipment and superior supplies	+50%
Environment	Distracting environment, highly unstable ground, pitch black, stormy, etc.	-50%
	Unpleasant or unsanitary conditions, unsteady footing, darkness, bad weather, etc.	-20%
	Favorable conditions, good footing, plenty of space, relative quiet, etc.	+20%
	Pristine or immaculate environment ideally suited for the task at hand	+50%
Familiarity	Completely alien and beyond human experience	-50%
	Strange and using unfamiliar principles	-20%
	Relatively well-known subject matter	+20%
	Routine and completely familiar	+50%
Range	Far beyond the normal range	-50%
	Outside the range of comfort	-20%
	Well within range	+20%
	Perfectly placed and ideally situated for the attempt	+50%
Time	Nowhere near enough time to perform the task	-50%
	Rushed and stressed about it	-20%
	Plenty of time	+20%
	Activity can be done at leisure, with contemplation and deliberation	+50%
Understanding	No common means of interaction with subject	-50%
	Limited methods of communication available	-20%
	Subject is familiar and amenable to interaction	+20%
	Subject well-known, enthusiastic about interaction	+50%

ATTRIBUTES

In *Whatever This Is Called (name not final)* there are eight Primary Attributes: Dexterity, Strength, Constitution, Size, Intelligence, Power, Appearance, & Charisma. Each of these Attributes can be Tested in and of themselves but also determine the Base Chance for all Skill Tests.

Dexterity (DEX): A measure of the character's agility, reflexes, and manual dexterity. Also influences Speed. Attribute Limit (AL) 21.

Strength (STR): A measure of the character's brawn. Also influences Damage Bonus. AL 21.

Constitution (CON): A measure of the character's physical endurance. Also influences Life Points, Fatigue Points, and Healing Rate. AL 21. Characters die at 0 CON.

Size (SIZ): Determines Height & Weight. Also influences Life Points. AL 21.

Intelligence (INT): A measure of the character's problem solving, spatial reasoning, and ability to learn. No AL.

Power (POW): A measure of the character's will & attunement to the aether. Also influences Arcane Points & Sanity.

Appearance (APP): A measure of the character's comeliness. AL 21.

Charisma (CHA): A measure of the character's magnetism & leadership. AL 21.

SECONDARY ATTRIBUTES

There are eight Secondary Attributes: Life Points, Fatigue Points, Sanity, Arcane Points, Luck, Movement, Healing Rate and Experience Bonus.

Life Points (LP): Measure of how much damage the character can take. Equal to CON+SIZ. There are seven primary Hit Locations: Head, Chest, Stomach, Right Arm, Right Leg, Left Arm, and Left Leg. Each of these is rated at a portion of the character's total Life Points as below.

Primary Hit Location Life Point Distribution

Hit Location	LP Percentage
Head	30%
Chest	40%
Stomach	40%
Arm (per)	30%
Leg (per)	30%

Additionally there are four Secondary Hit Locations: Right Hand, Right Foot, Left Hand, and Left Foot. These locations receive the full amount of LP as their associated Arm or Leg. These cannot be normally targeted during combat unless an ability explicitly allows for their targeting.

Fatigue Points (FP): Measures how quickly the character tires during strenuous activity. On average, a character loses 1 FP per Round of strenuous activity. This rate can be altered by factors e.g. what armour the character is wearing. Regained at a rate of 1 FP per an Hour of Rest. Equal to CON.

Sanity (SAN): See the section on SAN later in this document. Equal to POWx5.

Arcane Points (AP): Measures the reservoir of connection to the Wyrd the character can access in order to cast magic spells. Regained at a rate of 1 AP per an Hour. Equal to POW.

Luck (LCK): Luck Points can be used to reroll Tests, swap the numbers rolled on a d100 (so a 97 becomes a 79 or an 82 becomes a 28), or force an opponent in an Opposed Test to reroll the Test. Each character receives 1 Luck Point for every 6 points of POW at the beginning of each session. Luck Points refresh per session and they do not carry over between sessions.

Movement (MOV): MOV is always measured in yards. A character's base MOV is equal to $\frac{1}{2}$ DEX (rounded up) per Segment). Characters can run up to MOVx3 plus one yard for every 6 points of CON. Armor modifies running.

Healing Rate (HR): A character's HR indicates the number of LP returned to a Location per Time Period of Resting. A character's Healing Rate is equal to 1+1 for every 6 points of CON. Minor Injuries heal on a day to day basis, Serious Injuries a week to week basis, and Grievous Injuries a month to month basis. HR only applies while Resting, otherwise HR is always 1d3 per Time Period.

Experience Bonus (EB): For every 6 points of INT the character receives a +1 DM to all Skill Increase Rolls made during downtime carousing.

PASSIONS

Characters in the world of Avruan are fueled by honor, loyalty to their lieges, hatred, vengeance, and greed among others. These are defined as Passions: distinct emotional connections to various entities, groups, places, or even oneself. When starting, choose a Primary Starting Passion to determine your main motivation for adventuring. This Passion is automatically rated at 80%. Additionally, your Culture will give you two Passions whose ratings are determined as normal.

Devotion (deity): Devotion to a god or divine force represents a personal devotion of one's life to a deity or some divine force or entity. This indicates a sincere emotional dedication and strong faith. When used for inspiration, that faith manifests within the character, imbuing them with some small measure of courage.

Fear (type or individual): Fear is perhaps one of the strongest passions, driving all manner of behavior, for better or worse. Fear can cause an individual to flee from the subject or act irrationally to escape its presence, or it can even cause an adverse reaction. To inspire the character, the subject of the Fear must either be present, or their presence imminent. One cannot be motivated by Fear when the subject is hundreds of kilometers away and shows no sign of arrival. The threat of confronting the subject must be real and immediate.

Hate (group or individual): Hatred unfortunately motivates many people, whether through racism, bigotry, or based on a particular hatred for a past wrong, real or imagined. When used for inspiration, Hatred can only be used against a specific subject or type of subjects and does not apply to those allied with the subject of the hatred. Hates can also be aimed at specific people, usually for specific personal reasons.

Honor: Honor is a martial virtue, a personal code of dignity, integrity, and pride. Personal honor is not a slippery issue, subject to interpretation. The difference between honorable action and dishonorable action is clear to everyone, no matter how they behave. The Dishonor table lists things that most people agree are dishonorable actions for an average person. Performing these deeds diminishes honor.

Dishonorable Acts

Dishonorable Act	Honor Lost
Attacking an Unarmed Foe	-5%
Cowardice	-5%
Desertion From Battle	-5%
Refusing To Offer Mercy to Honorable Foes	-5%
Plundering a Holy Place	-5%
Discourtesy to Guests	-10%
Flagrant Cowardice	-15%
Treason	-15%
Breaking an Oath	-25%
Attacking or Stealing From the Weak	-25%
Killing Someone Weaker Than Oneself	-25%
Killing Family Members	-50%

Honor is specific to the character and does not include other social obligations. One's Honor is not abused if someone insults their family. Likewise, someone insulting one's god should consult the Devotion (deity) or Loyalty (temple) Passion, not Honor. Honor can include almost anything that a character chooses it to, and their own individual code of honor should be developed when this passion is taken. Someone with an extremely high Honor may be offended by anything that anyone says that could be construed as an insult, while a character with low or no Honor may not care what is said of them.

Loyalty (group or place): Loyalty is the cornerstone of all of society beyond the family. It is the social bond which members of a community feel for each other. With it, one can call upon that community for support. A character with conflicting loyalties may use their respective Loyalty ratings to determine an appropriate course of action. The player can choose based on the higher Loyalty rating or test them as an opposed roll. Thus, a player can use an opposed roll to determine if their character will obey their hometown loyalty or to an individual if those loyalties are in conflict.

Loyalty (community) is the measure of the bond a character has with their culture. It typically includes an obligation to avenge slights or injuries against that community or its members. Loyalty (community) is used to gain the support of the community in question.

Loyalty (location) is the measure of one's willingness to live, fight, and die for a location they feel immense attachment to. This can be a hometown, a city, or even a country.

Loyalty (individual) is the measure of a character's bond to a specific individual, such as a ruler, boss, or another patron. A warrior owes personal loyalty to their leader; in return, the leader rewards their followers with compensation, support, or other privileges. Loyalty (individual) is also used to gain the personal support of that individual.

Many other Passions exist and you can work with your Referee to come up with others when the situation requires it. Some of these are: Avenge, Distrust, Greed, and Redemption.

TESTING PASSIONS

If you are ever put into a situation where you want to act in a way contrary to a Passion that you have, you must Test a Passion. On a Success or better the Passion **Holds True**. On a Failure or Worse your character **Falters**.

When a character **Falters**, freely proceed with the choice that you were going to make but reduce the Rating by 1d6 percent. A character who **Holds True** will rethink their actions. You can deliberately violate an Oath when a character **Holds True** but that automatically incurs 1d8 Sanity Damage.

CALLING ON A PASSION

To call on a Passion, roll a Test versus its rating. On a Critical, the character becomes **Driven** and the Passion's rating is increased by +10%. On a Success, the character becomes **Determined** and the Passion's rating is increased by +5%. On a Failure, a **Crisis of Faith** is triggered. Likewise on a Fumble but the Passion's rating is also decreased by 5%.

Driven: Character gains a +50% Rating Bonus to a single Skill Test. Lasts until the situation that caused the character to Call On a Passion changes.

Determined: Same as **Driven** but bonus is +25% instead.

CRISIS OF FAITH

A **Crisis of Faith**, is triggered whenever a character fails/fumbles the roll to Call On a Passion or fails completely in a situation that is pertinent to a particular Passion. Test the Rating of the Passion against the following table.

Crisis of Faith	
d20 Result	Consequences
Critical	Melancholia
Success	Hysteria
Failure	No Effect

Crisis of Faith

Fumble

Reduce Oath by -1d6%

If the character was Determined when the Crisis of Faith was triggered, add +25% to the Passion's rating for this Test. If the character was Driven when the Crisis of Faith was triggered or if the Crisis of Faith was triggered by the character's own actions, add +50% to the Passion's rating for this Test instead.

A character who fails to uphold their Passions will inevitably suffer from **Hysteria**, the length of time during which they are Hysterical is determined by the Rating of the Passion they failed to uphold. Hysteria is an acute form of madness that can afflict anyone, Hysterical characters are simply Not In Play for the duration of their Hysteria.

For Passions with a Rating below 20%, the character is Hysterical for 1d6 Hours. For Passions with a Rating between 21%-50%, the character is Hysterical for one Day. For Passions with a Rating between 51%-75%, the character is Hysterical for 1d6 Days. For Passions with a Rating of 75% or more, the character is Hysterical for 1d6 Weeks. An NPC or a PC with a Relationship (Lover), Relationship (Spouse), or Relationship (Friend) can attempt to cure a Hysterical character by succeeding on a Relationship Test.

Melancholia is a much longer term condition, with no proper cure, for it's a dull sort of heartache. Eventually with time the character will recover back to something resembling normal but permanently loses 1d3 POW that can never be recovered. During the first ¼ of the duration of the Melancholia, the character suffers a -25% Rating to all Tests. For the middle 2/4 of the duration, the character suffers a -10% Rating to all Tests. During the last quarter of the duration the character suffers a -5% Rating to all Tests.

For Passions with a Rating below 20%, the character is Melancholic for one Week. For Passions with a Rating between 21%-50%, the character is Melancholic for 1d6 Weeks. For Passions with a Rating between 51%-75%, the character is Melancholic for 1d6 Months. For Passions with a Rating of 75% or more, the character is Melancholic for 1d6 Years.

Melancholic characters are still perfectly capable of adventuring and are always fully In Play.

Hysteria & Melancholia can also be the result of Losing Sanity

RATING PASSIONS

Passions may easily be gained during play. Characters should get many opportunities to gain enemies, loved ones, allies, and loyalties. Both the player and Referee should agree upon introducing a new passion. When something significant occurs to the character, the Referee or player may suggest that a passion has been generated. When you gain a new passion, roll $3d6 \times 5$ to generate its initial rating.

SANITY

Your character's Sanity (SAN) is a special characteristic which represents their psychological well being and resiliency to traumatic events. The more Sanity points a character has, the more psychologically stable they are. Sanity points are lost through trauma: encounters with horrific or unearthly monsters, witnessing death or violent events, or undergoing deliberate physical harm like torture.

When exposed to Sanity-challenging events, characters roll against their current SAN. Failure means a loss of SAN points (result is over), while success sometimes means only less SAN is lost (result is under). Sanity points can be regained through indulging in vice, successfully defeating the source of the SAN loss, or by personal betterment.

Your character's starting SAN score is equal to their POW \times 5. Your character also has Temporary Insanity Score (TIS) equal to half of their starting SAN. If your character ever loses enough SAN for their current SAN score to drop below their TIS, then they become temporarily insane. Your Referee should then roll on the Temporary Insanity Duration Table and Insanity Type table.

Temporary Insanity Durations

d6 Result

Consequences

Temporary Insanity Durations

1-2	1d12 Turns
3-4	1d12 x 10 Hours
5-6	Until SAN is Restored to Above TIS

Temporary Insanity Type

d100 Result	Consequences
01-20	Catatonic
21-30	Helpless, Uncontrollable Weeping or Laughter
31-40	Frightened
41-50	Babbling, Cannot cast spells
51-60	Amnesia
61-70	Hallucinations, -5 to All Tests
71-80	Paranoia, -5 to Social Tests and Reaction Rolls
81-90	Test SAN, Attacks Allies on Failure
91-95	Unconscious, Cannot be woken
96-00	Hysterical

RESTORING SANITY

Your character can regain lost SAN, but never to an amount exceeding their starting Sanity total. Following are some ways SAN can be restored:

Success: Defeating or destroying a cause of SAN loss can be worth an amount equal to half the potential SAN loss the cause threatened. Your Referee should interpret the conditions for 'defeating' and determine the exact amount restored.

Self-Improvement: Attaining a new level instantly restores 2d6 SAN points, representing the self-confidence and discipline associated with mastering a skill (this is a one-time bonus).

Vice: Your character decides to indulge in a vice, be it gambling, alcohol, lechery, or other more exotic substances. Restore 1d6 SAN and gain an Addiction.

RELATIONSHIPS

Relationships function basically the same to Passions. Down to the determination of Rating and the manner in which they are Tested and Called On. Establishing a new Relationship will always reduce an existing Relationship by -5%.

Relationships also have one other function: dealing with Sanity. You can use a Relationship to deal with Sanity in three different ways: **Take It Out** on the Relationship (if this is approved in your group's Session 0 or pregame talk), **Catch Up With** the Relationship, or **Isolate Yourself** from the Relationship.

TAKE IT OUT

If the character has any FP left, reduce the Sanity Damage by that amount. The next time the character interacts with the subject of the relationship, they **Take It Out** on that person. This can be angrily lashing out, snubbing the person, belittling the person, or any other manner of taking it out on someone that is appropriate. **THIS OPTION IS ONLY ON THE TABLE IF IT WAS AGREED TO BY ALL THE PLAYERS AT THE TABLE.**

CATCH UP WITH

To **Catch Up With** the subject of a relationship, the character spends some amount of time just hanging out with the person, going on a date, and fulfilling the obligations of normal life. Test the Relationship against the following table.

Catch Up With Results

Test Result	Consequences
Critical	Improve Relationship by +2d6%, Restore 1 SAN
Success	Improve Relationship by +2d6%
Failure	Improve Relationship by +5%
Fumble	Reduce Relationship by -5%, Lose 1 SAN

ISOLATE YOURSELF

To **Isolate Yourself**, you seclude yourself in a room with none of the distractions of the world. Reduce one Relationship by -5%, then Test Sanity. On a success, Restore 1d4 SAN or 4 with a Critical. A Failure restores 1 SAN damage and on a Fumble Lose 1 SAN.

TRAITS

The Personality Traits consist of the 12 Virtues and their corresponding Depravities. Each of these is Rated out of 20. Each corresponding pair adds up to a total of 20 (for example Chaste 5/Lustful 15). The Virtues & Depravities are:

1. Chaste/Lustful
2. Energetic/Lazy
3. Forgiving/Vengeful
4. Generous/Selfish
5. Honest/Deceitful
6. Merciful/Cruel
7. Modest/Proud
8. Prudent/Reckless
9. Spiritual/Worldly
10. Temperate/Indulgent
11. Trusting/Suspicious
12. Valorous/Cowardly

Personality Traits are Tested in the same way as Passions, so to Test the Trait multiply its Rating by 5. Occasionally an Opposed Trait Test is necessary, in these cases of the character Falters they Test the opposing Trait (either Virtue or Depravity) instead of the normal result of Faltering. On a Success, the character is compelled to act in accordance with the opposing Trait. On a Critical, the character is compelled to act in accordance with the opposing Trait and increase its Rating by 1 (this decreases the originally Tested Trait by 1). On a Failure, the character can act however the player chooses. On a Fumble, the character instead Holds True to the originally Tested Trait and increases its Rating by 1.

For each left-hand Trait except one roll 2d6+3. For the one that you elected to not roll in the previous step roll 2d6+6. For any Traits that your Culture deems to be Virtues that are not on the left-hand column, instead roll the right-hand column.

When you are done rolling, subtract each rolled value from 20. The result of that is the Rating of the opposing Trait.

SKILLS

All Skills are divided into six Skill Categories: Physical, Social, Academic, Knavery, Perception, and Combat Styles. Each Skill Category has a formula for calculating the bonus it provides to Skill Ratings. Combat Styles are detailed here but acquired in Social Class/Occupation & Culture. Values of Attack & Parry are calculated separately from each other.

PHYSICAL SKILLS

Physical Skills Skill Category Bonus Calculation

	STR	DEX	POW	SIZ
Above 12	+1 per	+1 per	+1 per	-1 per
Under 9	-1 per	-1 per	-1 per	+1 per

Physical Skills & Base Chances

Skill	Base Chance
Unarmed	20%
Climb	40%
Dodge	DEXx2
Jump	5%
Ride	25%
Swim	25%
Throw	25%
Wrestle	25%

SOCIAL SKILLS

Social Skills Skill Category Bonus Calculation

	CHA	APP	INT	POW
Above 12	+1 per	+1 per	+1 per	+1 per
Under 9	-1 per	-1 per	-1 per	-1 per

Social Skills & Base Chances

Skill	Base Chance
Bargain	15%
Disguise	15%
Fast Talk	15%
Orate	5%
Play Instrument	5%
Persuade	15%
Sing	5%

ACADEMIC SKILLS

Academic Skills Skill Category Bonus Calculation

	INT	Other Classes Years over 25	Nobility per Year over 25
Above 12	+2 per	+1 per	+2 per
Under 9	-1 per		

Academic Skills & Base Chances

Skill	Base Chance
Alchemical Guild Skills	See Alchemical Guild Skills
Assess Treasure	15%
Chirurgery	10%
First Aid	30%
Navigate	10%
Speak Native Tongue	INTx5
Speak Other Tongue	0%
Literacy (per Tongue)	0%

Language Fluency

Skill Rating	Fluency
01-05	Know a few dozen words, count to 10. Very simple communication. Nothing that Requires a Social Skill Test.
06-25	Simple Request, less broken Tongue. Social Skill Tests are always Difficult.
26-50	Speak about as well as a grade school child. Only complicated Social Skill Tests are Difficult.
51-75	Effectively as fluent as a native speaker but still speak with an accent. No modification to Social Skills.
76-00	Fully fluent. Can speak as if college educated and have no accent when speaking. No modification to Social Skills.

Available Languages: Arothuon, Atan, Cairaian, Cimric, H'Reidite, Myosian, Orthese, Sarnii, Tuonuon, Vounoese, West Gostrian, High Gamiraic, Low Gamiraic

ALCHEMICAL GUILD SKILLS

Each Alchemical Guild Skill that creates an alchemical item is not purchased in percentages but instead a rank of 1 through 20 that allows for the creation of that specific Potency of the alchemical item to be made given the required ingredients are purchased and one hour per Potency rank is taken to prepare the decoction. The process of preparing an alchemical decoction for the prices listed on the table at the end of this section always creates one Imperial sextarius that can be divided into four doses which are each equal to one Imperial quartarius/one Imperial ounce (1/12 of a pound (livre)).

Acid: Does damage to LP or Structure Points (SP) equal to its Potency. Lye is Potency 2.

Antidote: Antidotes are special. Each antidote is a cure to a specific Venom or Poison. To create an Antidote, the alchemist must spend 24 hours in one week period and 2,000 groats to study the Poison/Venom and develop the antidote. Once the Alchemist knows the recipe for the antidote, they can produce it at a cost of 10 groats per sextarius.

Venom: Like acid but only works against biological creatures. Venom only affects the hit location the wound that delivers it is on. Applying venom to any bladed weapon (spears, axes, swords, arrows). One dose covers 5 arrowheads, 2 spear points, or 1 sword. Applied venom evaporates after one hour. Venom remains applied for three hits that don't penetrate armor or for one that causes damage. The Antidote to the Venom must be taken prior to the Venom being applied.

Poison: Poison, unlike Venom, must be ingested. When the Poison is ingested, the Poison makes a Resistance Test versus the target's CON. If the Poison wins the Resistance Test, it deals damage to the target's CON equal to its Potency. If the Poison does not immediately kill the target, the Resistance Test is repeated at the end of the next turn if the target is not given the Antidote to the Poison.

Healing Potions: Healing Potions speed up the rate of natural healing, adding their Potency to the Healing Rate of the creature that ingests them.

Alchemist Skills Summary

Skill	Training Cost	Cost per Dose	Sale Cost
Acid	500 groats/Potency	5 groats/Potency	50 groats/Potency
Antidotes	1000 groats/Potency	10 groats/Potency	100 groats/Potency
Venom	1000 groats/Potency	10 groats/Potency	100 groats/Potency
Poison	400 groats/Potency	4 groats/Potency	40 groats/Potency
Healing Potions	2000 groats/Potency	20 groats/Potency	200 groats/Potency

KNAVERY SKILLS

Knavery Skills Skill Category Bonus Calculation

	DEX	CON	INT	SIZ
Above 12	+1 per	+1 per	+1 per	-1 per
Under 9	-1 per	-1 per	-1 per	+1 per

Knavery Skills & Base Chances

Skill	Base Chance
Conceal Object	15%
Hide	20%
Move Silently	20%
Pick Lock	5%
Pickpocket	0%
Set/Remove Traps	5%

PERCEPTION SKILLS

Perception Skills Skill Category Bonus Calculation

	INT	POW
Above 12	+1 per	+1 per
Under 9	-1 per	-1 per

Perception Skills & Base Chances

Skill	Base Chance
Insight	15%
Listen	15%
Scent	15%
Search	20%
See	15%
Track	10%

COMBAT SKILLS

Combat Skills have a Base Chance of 0%.

Attack Ability Combat Style Bonus Calculation

	STR	INT	POW	DEX
Above 12	+1 per	+1 per	+1 per	+1 per
Under 9	-1 per	-1 per	-1 per	-1 per

Damage Bonus Combat Style Bonus Calculation

STR+SIZ	02-16	17-24	25-40	41-50	51+
Melee	-1d6	n/a	+1d6	+2d6	+3d6
Missile	-1d4	n/a	+1d4	+2d4	+3d4

Each weapon & shield listed in the equipment section of this rulebook is its own Skill.

CULTURE

Culture Determination

1d100	Culture
01-05	Arothuon
06-15	Atan
16-25	Cairaian
26-35	Cimric
36-40	H'Reidite
41-45	Myosian
46-55	Orthese
56-65	Roxolonian
66-75	Sarnlander
76-80	Tuonuon
81-90	Vounoese
91-00	West Gostrian

AROTHUON - DECADENT

The kingdom of Ael Aroth is the last remaining extent of the former Azure Empire, the last Empire to rule over most of the continent of Eredurn. Over the course of the centuries that the Azure Empire reigned the Arothuon have mutated and warped their bodies through blood sorcery, contracts with the power of Chaos, and – according to legends – interbreeding with dragons & demons. They often adventure seeking items of magical import and furthering the cause of the Dragonlords their people bound themselves to millenia ago in the Age of Wyrms and to bring about the true reign of their Eternal King. They are often tall and of a slender build with extremely pale or alabaster skin and either raven black or silver-white thick, straight hair and blue or lilac eyes. Arothuon are always Light-Framed and of the Noble Social Class.

Native Tongue: Arothuon **Attribute Modifiers:** +1d6 INT, +2d6 POW, +1d3 SIZ

Passions: Dedication (Sorcery), Loyalty (Eternal King)

Virtues: Energetic, Vengeful, Cruel, Proud, Valorous

ATAN - SEDENTARY or NOMADIC

The Atans are the people of Central Eredurn, from the Iron Coast, across Coudor and the Marches of Flach, all the way to the Dragon Wastes. Their complexion ranges from fair to a dark ruddy tan. They almost all have brown hair of various shades and brown or hazel eyes. The social organization of the Atans varies across the territories they inhabit. In the Iron Coast, Coudor, and Flach they live in a feudal society not unlike those of the southron kingdoms of the West Gostrians and the Orthese. In the Republic of Atan itself political life is controlled by the National Senate located in Rensykwat. Those few Atans who make the Dragon Wastes their home live more as nomads than their cousins in other lands. Atans can be of any Body Type (1d6: 1-2 Light-Framed, 3-4 Medium-Framed, 5-6 Stocky-Framed). They are of any Social Class or Occupation using either the Sedentary or Nomadic tables depending on what polity they originate from.

Native Tongue: Atan **Attribute Modifiers:** +1d6 CON

Passions: Loyalty (lord) or Loyalty (community), Devotion (City's Patron God)

Virtues: Energetic, Forgiving, Generous, Honest. Proud

CAIRAIAN - SEDENTARY or NOMADIC (SEMI-NOMADS)

The horselords of the vast steppe-forests east of the vast desert of H'reid comprise the kingdoms of Caira, Falairne, and Braecan. They tend to live in semi-nomadic bands that range across the steppe-forests during the warm, wet summers and congregate into their cities during the colder, dry winters. Some of the Cairaians have begun to settle into these cities as agricultural technology from further east that lets them grow rice during the summers have been introduced to their society. They are famous in Western Eredurn for their elaborately woven rugs and cloaks. Cairaians are always Stocky-Framed and can be of any Social Class or Occupation using either the Sedentary or Nomadic tables depending on whether they still live in a traditional band or in the cities.

Native Tongue: Cairaian **Attribute Modifiers:** NONE

Passions: Loyalty (lord), Devotion (Band's Patron God)

Virtues: Lustful, Energetic, Generous, Honest, Proud

CIMRICONES - SEDENTARY

The people of Ariarn, or the Cimricones in their own tongue, are a hardy folk from the islands just off the northwestern shore of the continent. Once the furthest west and north that the Azure Empire stretched, the isles are now home to the kingdom of the Deceangl Dynasty. The land is rich, home to both vast forests and abundant farmland. The people of Ariarn are slightly shorter on average and of a pale complexion. Red, brown, and blonde hair occurs among them in basically equal amounts as well as all imaginable eye colors. They are equally likely to be merchants, thieves, or scholars as they are to be knights or farmers. The Cimricones also have a rich tradition of nature worship alongside the larger Arcissan tradition of local patron gods. Cimricones can be of any Body Type (1d6: 1-2 Light-Framed, 3-4 Medium-Framed, 5-6 Stocky-Framed). They are of any Social Class or Occupation using the Sedentary table.

Native Tongue: Cimric **Attribute Modifiers:** +2 INT, +2 SIZ

Passions: Loyalty (lord), Devotion (City's Patron God)

Virtues: Chaste, Energetic, Generous, Modest, Temperate

H'REIDITE - NOMADIC

The folk of the vast H'reid desert and its adjacent steppes are a hardy breed, typically possessing skin bronzed by the sun and a prevalence of brown hair and eyes. Primarily known as nomads and shrewd traders, the H'reidites also field fierce warriors, most notably their renowned horse archers. H'reidites can be of any Body Type (1d6: 1-2 Light-Framed, 3-4 Medium-Framed, 5-6 Stocky-Framed). They are of any Social Class or Occupation using the Nomadic table.

Native Tongue: H'Reidite **Attribute Modifiers:** +1d6 DEX

Passions: Loyalty (warlord), Devotion (Agridpanit)

Virtues: Energetic, Forgiving, Generous, Honest, Proud

MYOSIAN - SEDENTARY

The folk of the great city-state of Myos, situated along the shores of the inland sea beneath the rugged mountainous peninsula of the same name, are a people of distinctive bearing. They are notably taller than the average of the other peoples of Avruan, possessing a fair complexion and a full spectrum of natural hair colors. Among the men, it is a common custom to cultivate beards, which they meticulously oil with ox fat and adorn with intricate rows of gold and chiklom shell beads. Myosians are always Medium-Frame. They are of any Social Class or Occupation using the Sedentary Table.

Native Tongue: Myosian **Attribute Modifiers:** NONE

Passions: Loyalty (home city), Devotion (City's Patron God)

Virtues: Energetic, Generous, Honest, Proud, Temperate

ORTHESE - SEDENTARY

The folk of Oraith, a semi-tropical and arid peninsula situated to the south of the Gostrian kingdoms, are a hardy breed of short stature and bronzed complexion. Unlike the great kingdoms to their north, the Orthese comprise a series of petty kingdoms, all of whom owe fealty to a high king elected by a council of their peers. Orthese can be of any Body Type (1d6: 1-2 Light-Framed, 3-4 Medium-Framed, 5-6 Stocky-Framed). They are of any Social Class or Occupation using the Sedentary table.

Native Tongue: Orthese **Attribute Modifiers:** +1d6 CHA, -3 SIZ

Passions: Loyalty (lord), Devotion (City's Patron God)

Virtues: Chaste, Forgiving, Merciful, Modest, Temperate

ROXOLONIAN - TRIBAL

The folk of Roxolonia, a frozen domain of glacial fjords, rugged mountains, and icy lakes situated in the northernmost reaches of Eredurn known to some as Hyperborea, are a hardy breed of distinctive bearing. They are notably taller than the average of the other peoples of the continent, typically possessing a pale complexion and a prevalence of blonde hair and grey or blue eyes. Cousins to the Gostrians and Cimricones, the Roxolonians dwell in the harsh northern climes in a manner mirroring that of their ancient ancestors. Roxolonians are always Stocky-Framed. They are of any Social Class or Occupation using the Tribal table.

Native Tongue: Roxolonian **Attribute Modifiers:** +1d3 STR, +1d3 SIZ, -1d3 CHA

Passions: Loyalty (clan chief), Devotion (The Old Gods)

Virtues: Generous, Indulgent, Proud, Valorous, Worldly

SARNLANDER - NOMADIC

The folk of Sarmland, a rugged domain defined by its treacherous fens, bogs, and glacial fjords, are often regarded as a brutish and uncivilized breed by the other peoples of Eredurn. Dwelling in fortified clan hillforts and attired in distinctive, patterned trousers, they are renowned for their frequent maritime raids upon the shores of Ariarn. Perhaps most peculiar is their martial custom of stripping bare and adorning their bodies with intricate warpaint before venturing into the fray. Among the Sarnlanders, red hair and green eyes occur with exceptional prevalence, and it is their common fashion to meticulously groom their facial hair into forked beards or prominent muttonchops. The Sarnlanders are also famed as herders of reindeer and rough bog sheep. Sarnlanders can be of any Body Type (1d6: 1-2 Light-Framed, 3-4 Medium-Framed, 5-6 Stocky-Framed). They are of any Social Class or Occupation using the Nomadic table.

Native Tongue: Sarnii **Attribute Modifiers:** NONE

Passions: Loyalty (clan chieftain), Loyalty (clan)

Virtues: Energetic, Generous, Prudent, Spiritual, Trusting

TUONUON - DECADENT

The folk of Ael Tuon, referred to in the Arcissan tongues as "The Emerald Isle" due to the deep green lake situated at the island's center, are the most immediate kin of the Arothuon. Akin to their cousins, the Tuonuon are typically tall and of a graceful build. Their eyes possess a metallic luster, appearing as bronze, gold, green, or silver. Their hair, which occurs in shades of pale blonde, platinum, silver, white, or raven black, is generally straight, thin, and worn long. Their skin tends toward distinctive metallic tones, frequently bronze or copper, though it sometimes possesses the radiance of shining gold or electrum. Tuonuon can be of any Body Type (1d6: 1-2 Light-Framed, 3-4 Medium-Framed, 5-6 Stocky-Framed). They are always Nobles.

Native Tongue: Tuonuon **Attribute Modifiers:** +3 DEX, +3 SIZ, +2 INT

Passions: Loyalty (Ael Tuon), Dedication (sciences)

Virtues: Energetic, Forgiving, Merciful, Proud, Valorous

VOUNOESE - SEDENTRAY

It is said that the Vounoese are descended from ancient Illiran stock and the similarity in their appearance lends some amount of credence to this idea. The people of the Most Serene Republic are tall and slim and of a ruddy complexion. They tend to wear their thick, wavy auburn hair in a short Illiran fade along with their elaborate facial tattoos. The Most Serene Republic is ruled by the Civil Council, a body consisting of representatives from the 11 noble families of the city which is headed by the Doge and the General Assembly who elects the Doge from one of the 11 families and must approve any legislation passed by the Civil Council. Vounoese are always Light-Framed. They are of any Social Class or Occupation using the Sedentary table.

Native Tongue: Vounoese **Attribute Modifiers:** +1d3 DEX, +2 SIZ

Passions: Loyalty (Vouno), Greed

Virtues: Chaste, Forgiving, Merciful, Modest, Temperate

WEST GOSTRIAN - SEDENTARY

The folk of the vast floodplains that comprise the southwestern reaches of the former Azure Empire are known as the West Gostrians. They are typically of an ivory complexion, possessing a prevalence of straight blonde or light brown hair and blue or green eyes. Gostrian society is defined by a rigid hierarchy, ruled by a class of hereditary warlords and nobles who, while maintaining significant local authority, owe fealty to their sovereign. While the common folk observe few distinctive customs, the nobility meticulously maintain familial heraldry, adorning themselves in their colors during grand tournaments and upon the field of battle. The West Gostrians are divided by the rugged Mourning Peaks into two domains: the kingdom of Beleria to the west and the kingdom of Gostria to the east. West Gostrians can be of any Body Type (1d6: 1-2 Light-Framed, 3-4 Medium-Framed, 5-6 Stocky-Framed). They are of any Social Class or Occupation using the Sedentary table.

Native Tongue: West Gostrian **Attribute Modifiers:** NONE

Passions: Loyalty (lord), Devotion (City's Patron God)

Virtues: Chaste, Forgiving, Merciful, Modest, Temperate

SOCIAL CLASS

Sedentary Social Class

1d100	Class	Money Mod	Background Resources
01-15	Servant	0.25	Resides in Servant's Quarters of a Noble's Manor; Few personal possessions or keepsakes
16-45	Cottar	0.5	Landless; bonded to labor on the manor; Lives in a small cottage on the outskirts of their local village; Own their own tools, personal possession, keepsakes, and simple weapons
46-70	Villien	0.75	Bonded to labor and tax of the lord in exchange for a portion of land; live in large homes on rented land; Own their own tools, personal possession, keepsakes, and simple weapons
71-85	Ceorl	1	Free tenant who rents land from the lord in exchange for military service in the lord's Heerbahn; owns a large house in the village and rents large fields outside the village. Often own some armor, weapons, furniture, tools, and at least four sets of clothes.
86-95	Artisan	2	Large house in the village; tools of trade; possibly armor and simple weapons; several sets of clothes; possibly employs a maid or washerwoman
96-99	Clergy	3	For local vicar: owns glebe (3d4 x 10 acres); furniture, tools, weapons & armour, mount, and several servants; support from the locals & taxes
100	Noble	->	See Father's Status Table

Father's Status

1d100	Status	Money Mod	Background Resources
01-40	Reeve	1	Owns a large house in the village; furniture, tools, weapons & armor, mount, several servants; overseer authority & answers directly to the Bailiff, the Mayor, and the Count
41-50	Bailiff	2	Owns largest house in the village; furniture, tools, weapons & armor, mount, several servants; overseer/arrest authority & answers directly to the Mayor, and the Count
51-70	Housecarl	3	Owns a small manse farmed by a portion of the villiens & cottars who would normally be due service to the Count; furniture, tools, weapons & armor, mount, several servants; noble authority; only answers to Count
71-85	Hearthguard	4	Owns a small manse farmed by a portion of the villiens & cottars who would normally be due service to the Count; furniture, tools, weapons & armor, mount, several servants; noble authority; only answers to Count; additionally rides directly with the Count into battle
86-95	Mayor	4	Owns the largest house in the County's central town; may owe military service but is generally speaking the Count's direct representative in most civilian/secular matters; furniture, tools, weapons & armor, mount, several servants; noble authority; only answers to Count
96-99	Baron	4	Owns a small manse farmed by a portion of the villiens & cottars who would normally be due service to the Count; furniture, tools, weapons & armor, mount, several servants; noble authority; only answers to Count; additionally rides directly with the Count into

			battle
100	Count	5	Owens the castle and its lands which are worked by all villiens & cottars not allocated to their vassals; furniture, tools, weapons & armor, mount, several servants; noble authority

Starting Wealth: 4d6 x 75 silver groats

Nomadic Social Class

1d100	Class	Money Mod	Background Resources
01-05	Exile	0.25	Clothes on their back
06-10	Slave	0.5	Resides in owner's residence, few keepsakes, a simple weapon and tools appropriate to Occupation, from a conquered people generally
11-90	Tribesperson	1	Possesses a mount, cart, or small boat, owns their own residence (generally a yurt), 1d6 livestock, weapons, armor
91-00	Chieftain	3	Possesses many mounts, carts, or boats, large yurt, weapons, armor, slaves, fealty from their tribe and conquered peoples

Starting Wealth: 4d6 x 25 silver groats

Tribal Social Class

1d100	Class	Money Mod	Background Resources
01-05	Exile	0.25	Clothes on their back
06-15	Thrall	.5	Resides in owner's residence, few keepsakes, a simple weapon and tools appropriate to Occupation, from a conquered people generally
16-80	Tribesperson	1	Rents residence and farmland, owns tools and livestock, weapons
81-95	Thane	3	Owns a house and a farmstead, business, or ship; weapons & armor, mount, servants and/or thralls, support from locals
96-00	Jarl	5	As above but lives in a great hall.

Starting Wealth: 4d6 silver groats

OCCUPATION

Occupation Determination

01-10	Archer
11-15	Assassin
16-25	Bravo
26-35	Hunter
36-45	Merchant
56-60	Physician
61-70	Sailor
71-75	Scholar
76-85	Soldier
86-95	Thief
96-00	Troubador

ARCHER

As an Archer, you are used to fighting in the back lines of battle, specializing in the use of bows and crossbows. Many battles have been won off the back of a solid archery corps and in the dungeon you are used to providing covering fire for your frontline allies. Often Archers hail from the burghers of the free cities or wealthy peasants (ceorls) who lease from a noble in exchange for military service. Archers have the following skills and benefits:

1. 50% Rating in Attacking with one Missile Weapon of their choice
2. 40% Rating in a Weapon or Shield of choice in Attacking & Parrying
3. 30% Rating in a Weapon or Shield of choice in Attacking & Parrying
4. +20 yards to the range of Missile Weapons they use
5. Forgo using any movement in the Movement Phase in order to gain a +10% rating to the next Missile Attack Test that they perform
6. leather cuirass, cloth trousers, leather vambraces, bow or crossbow, quiver of arrows or quiver of quarrels, an Adventurer's Pack

ASSASSIN

Assassins have the following skills and benefits:

1. 50% Rating in a Weapon or Shield of choice in Attacking & Parrying
2. 40% Rating in a Weapon or Shield of choice in Attacking & Parrying
3. 30% Rating in a Weapon or Shield of choice in Attacking & Parrying
4. Rank 3 in Venom
5. Rank 3 in Poison
6. 25% Rating in Search
7. 40% Rating in Hide
8. 50% Rating in Listen
9. leather greaves, lamellar skirt, lamellar cuirass, leather vambraces, chain coif, all weapon proficiencies, an Adventurer's Pack

BRAVO

Unlike other Fighting-Men, Bravos are not trained for war directly. Instead they have spent their days training in the art of Bloßfechten (unarmored combat) over heavier armored combat. Basically always the second children of noble families, some might consider Bravos a menace to polite society. Bravos have the following skills and benefits:

1. 50% Rating in Rapier, Dagger, or Main-Gauche in Attacking & Parrying
2. 40% Rating in one of the weapons not chosen in Attacking & Parrying
3. 30% Rating in a Weapon or Shield of choice in Attacking & Parrying
4. When the Bravo meets a new sapient NPC they can take a Perform (Oratory) or Etiquette Test. On a Critical, the Referee's Reaction Test for that NPC receives a +4 DM. On a Success, that Reaction Test receives a +2 DM. On a Fumble, that Reaction Test receives a -4 DM.
5. rapier & dagger, or rapier & buckler, or estoc, an Adventurer's Pack

HUNTER

You are an experienced tracker, often hired to accompany parties of nobles and royals playing sport at hunting game. You know the backwoods well and can navigate through them with ease. In most organizations, you are an indispensable asset. Hunters have the following skills and benefits:

1. 30% Rating with a melee weapon of choice in Attacking & Parrying
2. 25% Rating with a missile weapon of choice in Attacking
3. 50% Rating in Set/Remove Traps
4. 50% Rating in Hide
5. 50% Rating in Track
6. chosen melee weapon, chosen missile weapon, cloth trousers, cloth gambeson, leather vambraces, and an Adventurer's Pack

MERCHANT

Merchants have the following skills and benefits:

1. 30% Rating in a Weapon of choice in Attacking & Parrying
2. 70% Rating in Speak Other Tongue (Low Garimaic)
3. 70% Rating in Literacy (Low Garimaic)
4. 70% Rating in Literacy (Native Tongue)
5. 40% Rating in Bargain
6. 80% Rating in Assess Treasure
7. chosen weapon and an Adventurer's Pack

PHYSICIAN

Physicians have the following skills & benefits:

1. 30% Rating in a Weapon of choice in Attacking & Parrying
2. 50% Rating in First Aid
3. 50% Rating in Chirurgery
4. 70% Rating in Speak Other Tongue (Low Garimaic)
5. 70% Rating in Literacy (Low Garimaic)
6. 70% Rating in Literacy (Native Tongue)
7. Rank 3 in Healing Potions
8. When an ally of the Physician dies, during the next Round the Physician can move their entire movement in the Movement Phase towards that ally and take a First Aid Skill Test adding the amount of yards multiplied by 5 as a bonus to Rating. On a Success, the character that would have died is brought back to life on 0 LP and unconscious. Any amount of damage done to the character will immediately kill them with no chance of bringing them back. Additionally, the Physician can ignore restrictions on Encumbrance for the purposes of moving the unconscious character during the next Round after using this ability.
9. chosen weapon, 5 cloth bandages, a set of chirurgical instruments, a tome on the properties of herbs and stones for their use in medicine, a handbook of medicinal alchemy, a Scholar's Pack

SAILOR

Roll 1d100, result of 81-95 = Mate, result of 96-00 = Captain Sailors have the following skills and benefits:

1. 40% Rating in a Weapon of choice in Attacking & Parrying
2. 50% Rating in Swim
3. 40% Rating in Climb
4. 50% Rating in See
5. If a Mate or Captain: 80% Rating in Navigate
6. chosen weapon and an Adventurer's pack, if a Captain: a small merchant vessel or a small war galley

SCHOLAR

Scholars have the following skills and benefits:

1. 70% Rating in Speak Other Tongue (High Garimaic)
2. 70% Rating in Literacy (High Garimaic)
3. 70% Rating in Speak Other Tongue (Low Garimaic)
4. 70% Rating in Literacy (Low Garimaic)
5. 70% Rating in Literacy (Native Tongue)
6. 40% Rating in First Aid
7. 25% Rating in Bargain
8. 25% Rating in Persuade
9. Scholars can have spent any number of years exceeding their rolled starting age. For each year, roll 5d6 and if the result is greater than the Scholar's current INT increase the Scholar's INT by 1. This represents the Scholar potentially becoming a Master or Doctor.
10. a dagger, two tomes on their current field of study, a Scholar's pack

SOLDIER

The workhorse of every army, Soldiers are fighter-men in the truest sense of the term. They form the core of the infantry and fight in the thick of the enemy during battles. Footmen are often the scions of wealthy peasants or merchant households who can afford to purchase their own equipment. While the cavalry is often, but not always, taken from among the lesser nobles. Soldiers have the following skills and benefits:

1. 50% Rating in a Weapon or Shield of choice in Attacking & Parrying
2. 40% Rating in a Weapon or Shield of choice in Attacking & Parrying
3. 30% Rating in a Weapon or Shield of choice in Attacking & Parrying
4. 65% Rating in Ride
5. +10 temporary modifier to their SAN when taking SAN tests caused by violence
6. leather greaves, lamellar skirt, lamellar cuirass, leather vambraces, chain coif, all weapon proficiencies, an Adventurer's Pack

THIEF

Thieves are not just criminals, they are the most talented criminals. They are conmen, assassins, acrobats, and treasure hunters. Most thieves are also thrillseekers and risk their lives delving into dungeons and going on adventures. Thieves have the following skills and benefits:

1. 45% Rating in Dagger in Attacking & Parrying
2. 35% Rating in Weapon of choice in Attacking & Parrying
3. 25% Rating in Speak Other Tongue (Low Garimaic)
4. 25% Rating in Literacy (Low Garimaic)
5. $((1d20+5) \times 2)$ % Rating in Assess Treasure
6. $((1d20+5) \times 2)$ % Rating in Climb
7. $((1d20+5) \times 2)$ % Rating in Jump
8. $((1d20+5) \times 2)$ % Rating in Conceal Object
9. $((1d20+5) \times 2)$ % Rating in Move Silently
10. $((1d20+5) \times 2)$ % Rating in Pick Lock
11. $((1d20+5) \times 2)$ % Rating in Pickpocket
12. $((1d20+5) \times 2)$ % Rating in Listen
13. $((1d20+5) \times 2)$ % Rating in Search
14. $((1d20+5) \times 2)$ % Rating in See
15. dagger, chosen weapon, leather trousers, a leather cuirass, leather vambraces, a Thief's pack

TROUBADOR

Troubadors have the following skills & benefits:

1. 60% Rating in a choice of Play Instrument (choice of one), Sing, or Orate
2. 60% Rating in a choice of Play Instrument (choice of one), Sing, or Orate
3. 40% Rating in Bargain
4. 40% Rating in Disguise
5. 40% Rating in Fast Talk
6. 25% Rating in a Weapon of choice in Attacking & Parrying
7. 25% Rating in Insight
8. 25% Rating in Speak Other Tongue (Low Garimaic)
9. 25% Rating in Literacy (Low Garimaic)
10. chosen weapon and a Thief's Pack

MAGIC

Magic is the science of analyzing and instrumentalizing the occult forces that underlie apparent reality. The forces include the Four Basic Elements, the Four Basic Kingdoms, the Three Primes, and the Ten Celestial Governances. The main forms of magic known to the world in this age are the invocation of sigils containing words of power (Natural Magic) and the summoning & binding of the various beings that inhabit the Terrestrial, Elemental, and Celestial spheres of creation (this is known as Astral Necromancy). Most Wizards know some amount of both forms of magic but some will specialize in one or the other. Ritual sacrifices can also be used to enhance the power of the Wizard and their spells.

BECOMING A WIZARD

To become a Wizard, a character must have a combined INT + POW of at least 32, an INT of at least 16, and usually join an association of Wizards called by some a cabal, some a cult, and by others a fellowship. There are some independent wizards or wizards who studied under a singular master across the world of Avruan but these core rules will provide the mechanics for those in one of five major Wizarding cabals: The Octavius Sodality, The Order of Carpothenes, The Cabal of Dragonspeakers, The Cult of Nhad'h, and The Brotherhood of Druids. As such, any character made using these rules has attended the academy run by the order they belong to, adding 4 years to the starting age you rolled for the character and graduating with an education equivalent to that provided to a student of the University of Paris in the 12th century, this adds +10% to the Rating of all Non-Alchemical Guild Academic Skills. Optionally, the character can attend for 6 years or 8 years instead of just 4. If 6 years is chosen, add an additional +5% to the Rating Non-Alchemical Guild Academic Skills and +10% to the Rating of Magic Skills. If 8 years is chosen, instead add an additional +10% Rating and +15% Rating instead. These choices are equivalent to a Master's and a Doctorate respectively. If a Wizard's INT drops below 16 all magical abilities are lost until the Wizard's INT can be restored to 16 or higher.

MEMORY

All magic runs into the limitations of the Wizard's own mind. To represent this each Wizard has a Special Attribute known as Memory and this Attribute is equal to Wizard's INT Attribute. The Wizard's Memory is the total amount of magic that they can have stored in their mind at one time. Knowledge of a Sigil (be it a Prime, Element, Kingdom, or Governance) costs 8 points of Memory, Readyng a

Spell Formula costs 1 point of Memory, the summoning formula for every Elemental cost 1 point of Memory, the summoning formulae for Terrestrial & Celestial daimons cost 1 point per die of POW. The rules for committing these things to memory appear in their respective sections.

NATURAL MAGIC

Natural Magic begins from an understanding of the natural world and the nature, the Spheres, and the mechanisms of occult causation. There are two components to Natural Magic – Spell Formulae and Spell Weaving – but they function in the same manner with one major difference, Spell Formulae are written instructions for the invocation of a particular effect with details on the gestures, words, and mechanisms of its enactment written in a large, ponderous tome called a grimoire while Spell Weaving is a process of in the moment improvisation of a spell from the Wizard's own knowledge of sigils and their effects.

All Natural Magic relies on the Invocation Special Skill, which begins play equal to the Wizard's INT + 2d10%.

SPELL FORMULAE

Spell Formulae are often the most tried and true spells, those that many Wizards have cast across the generations. There will be a catalog of Spell Formulae included alongside this rulebook for convenience. Spell Formulae are stored in grimoires that are not brought on adventures for two reasons: Books are fragile & lots of non-Wizards still fear/revile magic so being caught with a grimoire is dangerous. The Invocation Test in this case represents that Wizard remembering a Spell Formula and reciting it flawlessly. Spell Formulae have a level equal to the number of AP the Wizard is required to expend to cast it.

All Wizards begin play with a hidden library containing the grimoires of 1d6+3 levels of Spell Formulae. Additional Spell Formulae can be learned by one of three mechanisms: studying in your Order's academy library, being taught the Formula by another Wizard, or studying the grimoire in your own hidden library.

When studying in the library of the academy operated by the Order you belong to, first the Referee will roll 1d10 to determine the number of weeks that you must spend studying the Spell Formula. Then at the end of that number of weeks, roll 1d100 and if the result is less than your character's INTx3, your

Wizard has succeeded in learning the Spell Formula and created a grimoire that they can transport back to their hidden library. If the result is instead higher than your character's INTx3, the attempt was a failure and your Wizard must spend another 1d10 weeks at the academy studying and being mentored before attempting the Test to learn the Spell Formula again.

When being taught the Spell Formula by a mentor, the character spends one Week receiving instruction and then Tests their INTx1 (not an Attribute Test). On a Success or better, the Spell Formula is committed to their Memory and then they can spend another week to copy it into a grimoire. The mentor must know the Spell Formula and have it committed to their Memory for that Week.

When learning a Spell Formula directly from a grimoire, the character must spend at least three weeks in near constant study and meditation. At the end of this period, the Wizard makes the same test as when learning from a Mentor with the same result on a Success. It is also possible for an exceptionally powerful being from the Wyrd to grant a Wizard knowledge of a Spell Formula but this is a special narrative event and as such not covered by these rules.

READYING A SPELL FORMULA

In order to Ready a Spell Formula into the Wizard's Memory, the Wizard needs access to their grimoires and hidden library. Each Spell Formula takes an hour per level to Ready into the Wizard's Memory. Once a Spell Formula is Readied it remains in the Wizard's Memory until it is dismissed or the next time the Wizard Readies Spell Formula into their Memory.

SPELL WEAVING

Spell Weaving is an improvisational art and what can be woven by a given Wizard is determined by what Dominions & Governances they have knowledge of within their Memory. Each of these Sigils costs 8 points of Memory to maintain. The Wizard can choose to write down any Sigils that they know into a special grimoire. It takes one week to re-commit a Sigil to the Wizard's Memory from this grimoire once it is forgotten. In order to create any magical effects using Spell Weaving, the Wizard must have at least one Governance (to act) and one Dominion (to be acted upon) committed to their Memory. Each of the five Orders discount the cost of committing certain Sigils to Memory as listed in their descriptions. The amount of AP that must be expended to Weave a Spell from Sigils is equal to the Total Cost for each Sigil involved as listed on their Tables.

GOVERNANCES

Each Governance corresponds to one of the 11 Celestial Bodies (7 Planetary, 3 Lunar, 1 Solar).

Governance	AP Cost	Celestial Body
Communication	1	
Control	2	
Creation	2	
Destruction	3	
Movement	1	
Protection	1	
Repair	1	
Sensing	2	
Strengthening	1	
Transformation	3	
Weakening	1	

DOMINIONS

There are 11 Dominions, divided into the Primes (Body, Mind, Soul), the Elements (Air, Earth, Fire, Water), and the Kingdoms (Animal, Light, Plant, Sound). Each Dominion is also associated with one of the Alchemical Metals. In Spell Weaving, Dominions are the Objects for the Action of the Governance, the Wizard is always the Subject – the actor creating action in the Wyrd to create an effect.

Dominion	AP Cost	Alchemical Metal
Body	3	Salt
Mind	3	Sulfur
Spirit	2	Quicksilver
Air	3	Silver
Earth	2	Lead
Fire	4	Iron
Water	2	Gold
Animal	2	Cobalt
Light	2	Antimony
Plant	1	Bismuth
Sound	2	Cobalt

ASTRAL NECROMANCY

The process of Summoning is a long and complex one, often requiring sacrifices or the speaking of Names. Due to the differences in their natures, the process for Elementals and the process for Daimons differ slightly from one another, with the latter being quite a bit more elaborate. There are two skills which govern the arts of Astral Necromancy: Mediation & Binding. Mediation begins play equal to $((CON+POW/2)\times 3)$ and Binding begins play equal to $((POW+CHA/2)\times 3)$.

SUMMONING & BINDING ELEMENTALS

Elementals are the natural spirits of the world that inhabit the Dominions of the Four Elements (Air, Earth, Fire, & Water). The process for summoning & binding elementals is simple but an appropriate material object to bind the elemental to must be provided for a successful Binding. The process for this is:

1. First, the place must be prepared for the ritual. The Wizard draws a simple magical circle which consumes one Imperial ounce of salt and draws the magical symbol for the element corresponding to the Elemental that the Wizard is attempting to summon & bind to themselves inside of the circle. The circle (and the Wizard) must be within POWx3 yards of a source of the corresponding element (a campfire, a pond, a running stream, et cetera) for the summoning to work.
2. The Wizard then spends a minimum of 10 minutes in a deep trance, imbuing their occult power into the circle & symbol. At the end of this period, Test Meditation. On a Success or better, an elemental of the intended type is summoned into the magical circle. On a Failure, nothing is summoned and the Wizard can simply try again. On a Fumble, the Elemental is successfully summoned but immediately attempts to break out of the circle. When this happens, the Elemental makes a Resistance Test (as the active party) with its POW versus the Wizard's POW. If the Elemental wins the Resistance Test, the circle is broken and the Elemental immediately attacks the Wizard. At this time, the Referee also rolls all dice to determine the Attributes of the Elemental.
3. Once the Elemental is summoned and contained within the circle the Binding can occur. The Wizard incants the phrase "*By my power, be bound to me*" while holding the item that they intend to bind the Elemental within. Test Binding. On a Success, the Elemental is bound to the Wizard in the item and can be commanded freely by the Wizard to complete tasks within its power. A Critical has the same effect as a Success except that the Wizard also gains 1 point of POW as a result of the Binding. On a Failure, the Elemental is not bound and attempts to break free with a POW vs POW Resistance Test. A Fumble is the same as a Failure except that the Elemental will attack the Wizard if it wins the Resistance Test.

A summoned Elemental can also be instructed to perform a singular simple task, which it will perform and then disappear if the Wizard does not wish to bind it.

Elementals are also governed by the Four Dukes of the World, powerful entities who dwell deep in the Wyrd and rule from their palaces. The Wizard can contact them with an hour-long mediation that involves being submerged in their corresponding element (see Beseeking Elder Powers). These cannot be bound and must be negotiated with in a Social Conflict.

SYLPHS

Sylphs are the Elementals of Air. They appear as translucent androgynous figures of roiling pure air. They are often jovial & mischievous in nature, loving practical jokes, songs, and tales of lovers. Sylphs are invulnerable to normal attacks.

ATTRIBUTE	DEX	STR	CON	SIZ	INT	POW	CHA
DICE	4d6	3d6	3d6	2d6	4d6	3d6	3d6+3
AVERAGE	14	10-11	10-11	7	14	10-11	13-14

MOVE: 7 (9 Flying) **LP:** 17-18 **Damage Bonus:** None **Body Plan:** Humanoid

Attacks: Scouring Winds 50%, 1d10 (knockback, range of POW yards)

Skills: Dodge 75%, Speak Other Language (summoner's) 100%, Listen 75%, Scent 75%, Search 75%, See 75%,

Powers:

1. Cast Wings of the Sky (4) at will with no AP cost.
2. Carry messages to and from the summoner in a radius of 1 league.
3. Provide breathable air for one character at the cost of 1 LP per Round.
4. Destroy a salamander at the cost of its own life.
5. Turn invisible indefinitely at the cost of 1 AP. They reappear if commanded to by the summoner or they attack any creature.
6. Perform other mundane tasks, like lifting/carrying objects weighing less than 2 pounds from one place to another for less than 10 minutes. The weight of the carried objects can be multiplied by the number of sylphs involved in the task. What mundane tasks are reasonable always remains at the Referee's discretion.

GNOMES

Gnomes are the Elementals of Earth. They appear as stocky humanoids made of rock & dirt, with moss beards and birdnest hair. Gnomes have a surly attitude and simple minds but will nevertheless obey the Wizard who binds them.

ATTRIBUTE	DEX	STR	CON	SIZ	INT	POW	CHA
DICE	2d6	5d6+12	3d6+6	3d6	2d6	3d6	1d6+3
AVERAGE	7	29-30	16-17	10-11	7	10-11	6-7

MOVE: 4 **LP:** 26-28 **Damage Bonus:** +1d6 or +2d6 **Body Plan:** Humanoid

Attacks: Fist 50%, 1D6+DB (crushing)

Skills: Evaluate Treasure 50%, Speak Other Language (summoner's) 100%

Powers:

1. Cast Gift of the Earth (4) at will with no AP cost.
2. It can also sink into the ground and move at normal speed, emerging when it wishes. It can extend this ability to a character of its SIZ or smaller, engulfing them and moving the character through the earth unharmed at the elemental's normal MOV rate but cannot provide air.
3. In addition to being invulnerable to normal attacks, an earth elemental has a chance of breaking any normal weapon made of metal. If a character successfully strikes an earth elemental with a metallic weapon, they must make a Resistance Test of their weapon's hit points vs. the Gnome's CON. If the weapon's Test fails, it automatically breaks. If it succeeds, it does not break. This roll needs only to be made once at the first successful strike in a round, and it applies to weapons with magic spells or sorcery temporarily cast upon them, but not magical weapons.
4. Aware of precious metals within INTx100 yards but will not volunteer the information without a specific command. They will not obey a general command to say every time they sense such metals.
5. Destroy a Sylph at the cost of its own life.

SALAMANDER

Salamanders are the Elementals of Fire. They appear as four-legged reptiles made of fiery plasma. They scorch the ground where they walk, and smoke emerges from their mouths when they speak in their hissing, crackling voices. They are generally irritable and quick-tempered.

ATTRIBUTE	DEX	STR	CON	SIZ	INT	POW	CHA
DICE	4d6	2d6+6	3d6	3d6+6	2d6	3d6	1d6+3
AVERAGE	14	13	10-11	16-17	7	10-11	6-7

MOVE: 7 **LP:** 26-28 **Damage Bonus:** +1d4 **Body Plan:** Humanoid

Attacks: Flame Breath 50%, 1d10 per Round (fire, range POW yards)
Grapple 50%, 1d6 per Round (fire)

Skills: Dodge 50%, Speak Other Language (summoner's) 100%, Listen 50%, Scent 50%, Search 50%, See 50%

Powers:

1. Cast Flames of the Sun (4) at will with no AP Cost.
2. Cause a weapon they are bound in to ignite on command for 1 Minute, adding +1d6 fire damage to the weapon. Additionally the weapon has a 25% chance of igniting any flammable objects it contacts.
3. Destroy an Undine at the cost of its own life.
4. Ignite any flammable material it touches at will. Salamanders can never willingly extinguish a flame.

UNDINE

Undines are the Elementals of Water. They appear as beautiful aquatic, vaguely translucent human females the color of the sea, with greenish-blue hair and skin. They are alluring and usually are scantily clad or nude. If encountered on land, water elementals leave wet footprints and are constantly dripping with water. They are intelligent, thoughtful, and speak in gurgling voices.

ATTRIBUTE	DEX	STR	CON	SIZ	INT	POW	CHA
DICE	3d6	3d6+6	3d6+6	2d6	4d6	4d6	3d6+3
AVERAGE	10-11	16-17	16-17	7	14	14	13-14

MOVE: 5 **LP:** 23-24 **Damage Bonus:** None **Body Plan:** Humanoid

Attacks: Drowning 50%, see Powers

Skills: Dodge 75%, Speak Other Language (summoner's) 100%, Navigate 100%, Scent 50%, See 50%, Swim 100%

Powers:

1. Cast Bounty of the Sea (4) at will with no AP cost.
2. To drown an opponent, an Undine engulfs the target's mouth and nose in a bubble of water. If it has succeeded in a touch attack, all further drowning attacks against the target are Easy until the target has either broken free or is dead. This attack costs the water elemental an equivalent number of LP to the damage inflicted on the target. It may cease the drowning attempt at any time.
3. While submerged, an Undine can become invisible at will at the cost of 1 AP, though it reappears if commanded by the summoner, or if it attacks someone.
4. Hear at normal range underwater.
5. Destroy a Gnome at the cost of its own life.

SUMMONING & BINDING DAIMONS

Daimons are the astral intelligences that inhabit the Upper Terrestrial Sphere and the 11 Celestial Spheres that stand between the Wyrd (the astral film that infuses and covers the material world) and Elsewhere (the alien realms of the Outworlds). Collectively, these Spheres are often called "The Deep". Even the least of these Daimons are far more powerful than the Elementals. Due to this and their remoteness from the Wizard in astral space, the process for summoning Daimons is in proportion more elaborate and esoteric:

1. First the Wizard must specify what sort of Daimon they intend to summon & bind. Daimons of breeds from the First Sphere (Uryah) have 24d8 in Attributes with a minimum of 3d8 POW. For each Sphere beyond Uryah, Daimons will have 1 more d8 and a minimum of 4d8 POW. At this point the intended abilities & AP costs for the summoning should be calculated
2. Then the area must be prepared for the summoning. First an 11 foot wide hendecagram (the third stellation of a hendecagon) must be drawn (this can be prepared once as a summoning room in the Wizard's library). Then the Sigil which corresponds to the Sphere which the Wizard wishes to summon from and a scrawl of divine names are written in 11 ounces of salt. These can also be written in the blood of a fresh sacrifice. If that sacrifice is an animal, the Wizard adds +10% to all tests for the remainder of the process. If the sacrifice is a human, the Wizard adds +25% to all Tests for the remainder of the process.
3. The Wizard then imbibes a distillation of attar and enters a deep trance for 8 hours, transferring power into the magical devices (8 AP). At the end of this period, Test Meditation. On a Success or better, a Daimon of the intended type is summoned into the device. On a Failure, no Daimon is summoned and the ritual is over. On a Fumble, a Daimon is summoned but it immediately attempts to break out of the device and attack the Wizard. When this happens, the Daimon makes a Resistance Test (as the active party) with its POW versus the Wizard's POW. If the Elemental wins the Resistance Test, the circle is broken and the Elemental immediately attacks the Wizard. The Daimon remains bound in the device for a period of 11 days. It is at this point that the Referee rolls all dice to determine the Attributes of the summoned Daimon.

4. While the Daimon remains bound in the magical device, the Wizard must obtain its True Name. This can be done either through Negotiation or through attempting to overpower the Daimon and coerce it into revealing its True Name. Negotiation simply plays out as a Social Conflict. To coerce the Daimon into revealing its true name, the Wizard initiates a POW vs POW Resistance Test. If the Wizard wins the Resistance Test, the Daimon reveals its true name to the Wizard. If the Wizard loses the Resistance Test, the Daimon disappears and will never answer a summons from the Wizard again.
5. With the Daimon's True Name, the Wizard speaks the following words, "*[True Name], by my power be bound to me. You are my servant forevermore, sworn to obey my commands in the names of the Eleven Princes of the World.*" With those words spoken, the Daimon is bound to the Wizard. The Wizard can then dismiss the Daimon and recall them to perform tasks for the Wizard at any point.
6. The Wizard can choose to bind the Daimon into an item like a ring, an amulet, a piece of armor, a shield, or a weapon. Rings, amulets, or other non-armaments function only to contain the Daimon and allow the Wizard to more safely travel with their bound Daimons. A secondary benefit is that many Daimon powers can be used from a bound item which can increase other's perceptions of the Wizard's arcane might. Bound armor, bound shields, and bound weapons have specific benefits that are detailed under the heading "Daimon-Bound Armaments". The bound item must be inscribed with the Daimon's true name and a sigil of protection containing divine names and astral correspondences. The Wizard can cause the Daimon to emerge from the bound object at any time by speaking a command containing its True Name to the object.

See the attached handout for the Table of Daimon Powers and their AP costs.

DAIMON BOUND ARMAMENTS

Daimon Armor: Binding a Daimon into a piece of armor augments the AV of the armor that it is bound into based on the POW dice of the Daimon.

Daimon Shields: Binding a Daimon into a shield augments the SP of the shield that it is bound into based on the POW dice of the Daimon.

POW Dice	Augment Dice
3	1d6
4	1d8
5	1d10
6	1d10+1d2
7	1d10+1d4
8	1d10+1d6
9	1d10+1d8
10	2d10
11	2d10+1d2
12	2d10+1d4

Daimon Weapons: Weapons with bound Daimons are perhaps the most powerful and useful Daimon Bound Armaments. They have the following powers:

1. When a character wielding a Daimon Weapon successfully parries an attack or hits a location with armor, roll the dice based on the Daimon's POW Dice according to the table above and do that amount of damage to the weapon or armor's SP
2. Likewise, on successful hits the Daimon Weapon deals extra damage based on the bound Daimon's POW dice according to the table above.

ARCANE ORDERS

Each order has a set of Sigils that it discounts to counting as 4 points of Memory. They also have a set of restrictions, gifts, skills they offer training in, and Spell Formulae that they offer to their adherents.

Each order has five ranks of membership: Novitiate, Apprentice, Adept, Magister, and Archmage. If you begin play in an Order, it is as an Apprentice.

NOVITIATE

Novitiates are the lowest rung, aspirants who have not been fully inducted into the Order itself.

REQUIREMENTS/DUTIES

They will occasionally be called upon by higher ranking members of the Order to assist in specific duties. Likewise, they are required to pay a small tithe (usually 10 or less groats) or spend some amount of time staffing the headquarters of the Order as servants.

PRIVILEGES/MAGIC

They pay the normal rate for training with the Order in Skills (100 groats per week of training). Generally speaking, Novitiates are not allowed to learn magic or study in the occult libraries that the Order operates.

APPRENTICE

Apprentices are learners who have risen above the rabble and dedicated themselves to the ways of their Order.

REQUIREMENTS/DUTIES

To rise to the rank of Apprentice the character must have an at least 50% Rating in five or more of the Skills that the Order offers training in. They spend their time in their Order's Headquarters or Chapterhouse studying & training unless set out on a specific adventure to further the goals of the Order. Often these adventures will also serve the purpose of furthering the Apprentice's training. Apprentices are also expected to attend all rituals and meetings of the Order.

PRIVILEGES/MAGIC

They are provided housing in the headquarters of the Order or the chapterhouses that the Order operates in the region in which the Apprentice operates (some chapterhouses will be more open and some will be hidden depending on the attitude of that region of the world to the precepts of the Order). The daily needs of an apprentice are provided for by the Order. They also receive a small stipend (generally 40 pfennings a month, totalling 40 whole shillings or 2 Imperial pounds [livres] in a year). Apprentices only pay three-quarters price for skill training with the Order and are able to learn the magic taught by the Order.

ADEPT

Adepts are trained Wizards who have proven themselves to be competent and dedicated to the Order's precepts & goals. This is the first rank to be considered a fully fledged member of the Order's inner circle.

REQUIREMENTS/DUTIES

To become an Adept, the Wizard must have been an Apprentice with the Order for at least three years and have an at least 70% Rating in four or more of the Skills that the Order offers training in. They are also expected to spend at least some amount of time training Apprentices at the Order's headquarters or chapterhouses as well as actively recruiting those with magical potential into their Order while out on adventures.

PRIVILEGES/MAGIC

Adepts are afforded a great deal more freedom in selecting their adventures than Apprentices are. The Order will also provide them with a stipend of 5 Imperial pounds a year (paid in a lump sum) for the purposes of upkeeping their own arcane laboratory and associated library. Likewise, the Order will pay up to half of the price of the building of said laboratory up to a total construction cost of 400 Imperial pounds (so the Order will pay up to 200 Imperial pounds of cost). The Adept will also be provided with a staff of three Novitiates & two Apprentices for whom the Adept's Laboratory counts as a chapterhouse. These Novitiates & Apprentices are likely also trained as warriors to serve as guards from the Adept & their dwelling. Adepts pay half price for training with the Order and may have access to certain magics that Apprentices do not.

MAGISTER

Magisters are often the highest ranked and most powerful members of their Order in a given region. They often serve as headmasters of academies, viziers to emperors, or outright rulers of a grand fief in their own right.

REQUIREMENTS/DUTIES

To become a Magister, the Wizard must have been an Adept of the Order for at least five years and have an at least 90% Rating in three or more of the Skills that the Order offers training in. Magisters are expected to act as administrators for the chapter of the Order in the region that they hold authority.

PRIVILEGES/MAGIC

The Magister is provided with an income of 10 Imperial pounds a year by the Order. They are also provided with a staff of eight Novitiates, five second year Apprentices, and two Adepts to act as assistants for the Magister. Magisters can also requisition time and resources from the other Adepts that operate within their region (within reason, Adepts will rebel against unreasonable Magisters just as Barons will rebel against unreasonable Kings). Magisters pay one-quarter price for any training with the Order.

ARCHMAGE

An **Archmage** is generally the leader of their Order. Some Orders have multiple Archmages but most have only one. They may also serve as autocrats, grand viziers, or leaders of armies.

REQUIREMENTS/DUTIES

To become an Archmage, the Wizard must have been a Magister of the Order for at least a decade and have an at least 110% Rating in two or more of the Skills that the Order offers training in.

PRIVILEGES/MAGIC

Archmages have the entire resources of the Order at their disposal (again within what their followers will withstand). They can call wars, declare heresies, or even shift the entire scope of the Order to match their personal ambitions. They generally have a staff of 12 Novitiates, eight second year Apprentices, four Adepts, and a Magister who will act as their regent while the Archmage leaves the headquarters of the Order to pursue adventures.

THE CABAL OF DRAGONSPEAKERS

The Cabal of Dragonspeakers is an association of mostly (but not exclusively) Arothuon wizards who revere the Five Primeval Dragons of Unbridled Chaos: Kralkavorax, the Flame-Bridled; Andrabradax, the Frost-Bridled; Trochoneriax, Whose Mouth Melts The Sun; Sulchromalax, Whose Breath Smothers The Earth; and Ourochalcax, Whose Mane Shall Break The World. In the world this manifests by furthering the aims of the various Chosen, especially the Eternal King of Ael Aroth. There is considerable crossover between the Cabal and the religious cult of the Eternal King.

Skills: Disguise, Insight, Move Silently, Hide, Orate, Invocation Special Skill, Binding Special Skills

THE OCTAVIUS SODALITY

Skills: Insight, Listen, See, Search, Speak Other Language (High Gamiraic), Invocation Special Skill, Meditation Special Skill

THE ORDER OF CARPOTHENES

Skills: Listen, See, Search, Orate, Invocation Special Skill, Meditation Special Skill, Binding Special Skill

HEROIC COMBAT

While diplomacy and intrigue are an important aspect of the game, sometimes diplomacy fails and steel, spell, and claw clash until someone runs or someone falls. This is the tactical combat that your characters have been preparing for their entire lives. Before we discuss the details let's define some important terms:

Actor: An Actor is any creature who is involved in Heroic Combat.

Round: A Round is the largest and most basic unit of time in Heroic Combat. Lasting 12 Seconds, there are 5 Rounds in 1 Minute and 50 Rounds in 1 Turn.

Segment: Rounds are sub-divided into 12 one-second long Segments. Segments are used to provide the context of exactly when in relation to another action that an action took place.

Phases & Segment Phases: Phases & Segment Phases are game-side subdivisions of a Round & Segment respectively that administer the order of resolution for specific sorts of actions. Phases & Segment Phases do not take place over a specific period of time and characters would not perceive them occurring. All actions within a Segment are simultaneous for characters in the game world.

HEROIC COMBAT SCALE

Distances in Heroic Combat are measured in inches and 1 inch always equals 1 yard. This can be measured using tape measures or a 1 inch hex grid can be laid over the map. If a hex grid is used, movement can only be made through the six faces of the hexes.

ROUND STRUCTURE

Once swords clash and spells begin to fly, you have entered a Round. Each Round lasts 12 Seconds (so there are five of them in 1 Minute and fifty in 1 Turn). The Round is broken down into three Phases: the Initiative Phase during which you declare your character's Action and determine their Modified Dexterity Rank (MDR), the Action Phase during which you play through 12 Segments and their Segment Phases, and the Upkeep Phase where Morale is checked and Actors flee.

THE INITIATIVE PHASE

There are two sub-phases to the Initiative Phase: Declaration of Action and Determination of Initiative. During the Declaration of Action, each Actor declares the Combat Action that they will be taking for the Round. Each Actor can take one Action per Round. There are six Combat Actions: **Cast A Spell**, **Charge**, **Disengage**, **Fight**, **Shoot**, and **Retrieve An Item**. The descriptions of these Combat Actions will be in the next section of this Chapter.

Then during Determination of Initiative, each Actor adds any bonuses or penalties from Armor, Shields, or specific Combat Actions to their DEX Rating in order to determine their MDR for the Round. Each Actor's MDR determines the Segments that they act on. If the Actor's enemies are Surprised, they add +4 to their MDR. If an Actor's weapon or spell is readied before the Round starts they add +3 to their MDR. If an Actor is opening or closing a door, they subtract -1 from their MDR. If a spell is being cast, subtract its AP cost from MDR.

		Segments Acted In											
		1	2	3	4	5	6	7	8	9	10	11	12
A C T O R' S M D R	1-2	-	-	-	-	-	-	x	-	-	-	-	-
	3-4	-	-	-	-	-	x	-	-	-	-	-	x
	5-6	-	-	-	x	-	-	-	x	-	-	-	x
	7-8	-	-	x	-	-	x	-	-	x	-	-	x
	9-10	-	-	x	-	x	-	-	x	-	x	-	x
	11-12	-	x	-	x	-	x	-	x	-	x	-	x
	13-14	-	x	-	x	-	x	x	-	x	-	x	x
	15-16	-	x	x	-	x	x	-	x	x	-	x	x
	17-18	-	x	x	x	-	x	x	x	-	x	x	x
	19-20	-	x	x	x	x	x	-	x	x	x	x	x
	21-22	-	x	x	x	x	x	x	x	x	x	x	x
	23-24	x	x	x	x	x	x	x	x	x	x	x	x

THE ACTION PHASE

In the Action Phase all 12 Segments are played out with their Segment Phases.

THE SEGMENT PHASES

The **Orientation Phase** happens during Segment 12 only and is used for three different purposes: Firstly the durations of any active spells and ongoing conditions are marked down by 1 Round. Then any Actors that are Disoriented (see the conditions section) may take See Test, on a Failure that Actor is unable to Declare a new action during the next Declaration of Action sub-phase.

During the **Movement Phase**, all Actors may move simultaneously up to their MOVE rating, in one inch increments until all Declared Movement is resolved. Usually there are no Checks made to move, unless the movement involves climbing, jumping, or swimming. Alternatively an Actor can choose to **Charge**, during a Charge the Actor must move at least half of their SWT in a straight line towards the direct target of the charge (still keeping with moving simultaneously in one inch increments) into a Melee with another Actor. Successfully completing a Charge grants the Actor a +10% bonus to their Melee Attack Rolls

The **First Magick Phase** has two parts called sub-phases: the **Resolution** sub-phase and the **Begin Casting** sub-phase. During the **Resolution** sub-phase, any spells that would resolve during this Segment are resolved and their damage/effects noted (but not applied until the Application of Damage Phase). Then during the **Begin Casting** sub-phase any spells that were declared this Round are cast. An Actor that is casting a spell cannot take any other actions (including moving) for the entire Casting Time of the spell.

The **First Missile Phase** has two sub-phases: **Fire Readied Missiles** and **Finish Reloading**. During the **Fire Readied Missiles** sub-phase any Readied Thrown Weapons, or Loaded Missile Weapons (including Bows) may launch a volley. During the **Finish Reloading** sub-phase, any missile weapons that hit Reload count 0 during this Segment are reloaded.

During the **Melee Phase**, any currently joined melees are resolved. A Melee is considered to be joined if the Actors involved are base to base contact.

During the **Second Missile Phase**, any Bows can launch a second volley and any missile weapons with the Reload quality can begin reloading.

During the **Second Magick Phase**, all 0 AP cost spells are resolved.

During the **Application of Damage Phase**, any damage and injury effects that resulted from the current Segment are applied to all Actors. Additionally any special effects from spells that resolved this Round are also applied.

THE UPKEEP PHASE

The Upkeep Phase has two sub-phases: **Check Morale** and **Actors Flee**. During the Check Morale sub-phase all Actors who are engaged in Melee or have suffered damage Test POW. On a Fumble the Actor flees instantly, on a Failure the Actor takes a Fighting Retreat during the next Round, and on a Success they remain in the combat unaffected. During the Actors Flee sub-phase all Actors who fumbled their Morale Test are removed from combat.

COMBAT ACTIONS

CAST A SPELL

When an Actor undertakes the **Cast A Spell** Combat Action, they first declare what Spell they are Invoking, what the AP cost is, and the Target(s) of the spell (if there are any). Then once MDR is calculated the Actor deducts the total AP cost and begins to cast the Spell in the Segment that the Combat Action takes place in based on the Actor's MDR. The spell resolves after an amount of Rounds equal to its AP cost.

ATTACKING (RANGED & MELEE)

All Ranged Attacks (the Shoot Action) are a simple unopposed Skill Test with the relevant weapon skill. Damage is then rolled and applied to the appropriate Hit Location (see the Roll Table below). Melee Attacks (the Fight Action) are Opposing Skill Tests, the first the Actor being attacked declares whether they are Parrying or Dodging the attack. Then the attacking Actor Test the relevant weapon skill and the attacked actor Tests either Parry or Dodge. Reference the table below for the result. Each Actor may Parry any amount of times in a Round, taking a -30% penalty to each successive attempt.

FIGHTING RETREAT

When forced into a Fighting Retreat, the Actor must move backwards as far as they can but can remain with their Front Face (see Facing & Flanks) to any Enemy actors. The Actor cannot attack but can Parry & Dodge as normal.

Attacker	Defender	Result
Critical	Critical	Parried or Dodged. No Damage.
Critical	Special	Partial Defense. Normal Damage Resolution.
Critical	Success	Normal Damage Resolution + Special Effect.
Critical	Failure	Critical. Double Damage + Special Effect. Bypass Armor.
Special	Critical	Parried or Dodged. No Damage.
Special	Special	Parried or Dodged. No Damage.
Special	Success	Partial Defense. Normal Damage Resolution.
Special	Failure	Normal Damage Resolution + Special Effect.
Success	Critical	Parried or Dodged. No Damage.
Success	Special	Parried or Dodged. No Damage.
Success	Success	Parried or Dodged. No Damage.
Success	Failure	Normal Damage Resolution.
Failure	-	No Damage. No Special Effect.
Fumble	-	Attacker rolls a Fumble.

	Front	R. Side	L. Side	Rear
Head	1-2	1-2	1-2	1-2
Chest	3-6	3-6	3-6	3-6
Stomach	7-10	7-10	7-10	7-10
R. Arm	11-13	11-14	11	11-13
R. Leg	14-15	15-18	12	14-15
L. Arm	16-18	19	13-16	16-18
L. Leg	19-20	20	17-20	19-20

SPECIAL EFFECTS

Different types of weapons do different types of damage upon special successes. There are three types of special damage: bleeding, crushing, and impaling.

BLEEDING

A special success with a slashing weapon inflicts bleeding damage on the target, who now has a vein or major artery severed and is rapidly losing blood. This does 1 additional damage on Segment 1 of each Round after the Round in which the wound is inflicted. Armor protects against the initial attack, but not against the effects of bleeding.

While in combat, the target may try to staunch the bleeding once per round, essentially putting an empty hand over the wound and applying pressure. At the end of each Round (during the Upkeep Phase), the target can try a CON Test to determine if the bleeding stops. If successful, the wound is held closed, and the target will not suffer any more bleeding damage. While doing so, any attacks, parries, or physical actions they attempt are Difficult. Attempting to dodge cancels the attempt to stop the bleeding. If unsuccessful, the bleeding continues, and if the target dodges or does any strenuous activity, the bleeding begins again.

The most reliable way to stop bleeding damage is to make a successful Chirurgery Skill Test on the injury. Success means that the bleeding stops and will not begin anew. Failure for this First Aid roll means that the bleeding continues until the target receives successful medical attention or dies from blood loss when they reach 0 Wounds.

If the bleeding is stopped for five Rounds, it stops entirely on its own.

CRUSHING

A special success with a crushing weapon—a club, staff, mace, or a particularly lucky unarmed strike—inflicts crushing damage upon the target. This is a particularly powerful blow, often causing massive bruising or even broken bones, frequently stunning.

A crushing special success doubles the damage modifier normally applied to the attack. If the attacker has a negative damage modifier, this becomes no damage modifier, and if there is no damage modifier, it becomes +1d4 (see the Damage Bonus chart). The weapon's damage is rolled normally, but the damage modifier is increased. A target suffering a crushing special success must also make a successful CON Test or be stunned for 1d3 rounds. Being stunned is a dizzying, disorienting experience, as stars dance in the target's eyes and their head swims from the pain of the sudden blow. A stunned target cannot attack while stunned.

and can only attempt to dodge or parry an attack if they make a successful INT Test for each attempt. Furthermore, all attacks against the target are Easy. The stunned target can attempt to flee, but to do so requires a successful INT Test to discern an escape path and a successful DEX Test to get out of danger.

If the target successfully parries against a crushing special success attack, they risk their weapon or shield breaking. The attacker rolls damage and the increased damage modifier, and applies half of that damage to the weapon or shield and half to the Arm which the hand carrying that weapon or shield belongs to.

IMPALING

A special success with a pointed or thrusting weapon inflicts impaling damage upon the target, piercing deeply within flesh and potentially striking internal organs. An impale doubles the dice and modifier for the weapon's normal rolled damage.

Only the weapon's damage is doubled. If the attacker has a damage modifier, the damage modifier is not doubled, but is instead rolled normally and added to the damage.

An impaling weapon is still lodged in the target's body until removed. If the weapon is a hand weapon, the attacker may immediately attempt a Difficult weapon Skill Test with the impaling weapon. If successful, the attacker can pull the weapon out after the impaling attack strikes home. Otherwise, the weapon is stuck in the body of the target.

If the attacker's weapon is still in the wound, and the attacker wants it back, they must attempt to retrieve the weapon. In this case, the attacker must focus on pulling the weapon from the wound. This raises the chance of retrieval to the attacker's full attack chance with the weapon, but any attacks against the attacker are considered Easy, and they obviously cannot parry or dodge while trying to extract their weapon from the target.

For thrown weapons such as javelins, daggers, or even arrows, the attacker must close with the target and succeed in a Difficult DEX Test to grab the weapon. The chance to remove the weapon on succeeding rounds is the attacker's full skill if the attacker wishes to ignore any attacks for that round and concentrate on retrieving the weapon, as described above.

An impaled target cannot be healed until the impaling weapon is removed, if it is larger than a knife. Tiny items such as arrowheads or bullets can be left in the wound, though this may present complications later, at the Referee's discretion. If impaled with a weapon like a spear or sword, whenever the target moves in any significant fashion, they take half the weapon's damage roll (roll again, without the damage modifier or armor protection) again (to the same hit location, if used) because the extruding weapon is catching on nearby surfaces, moving within them, and widening the wound, etc.

A target impaled with a weapon and attempting to remove it must make a STR Test. Success means that the weapon has been freed and is in the hands of the target, while failure means that they are unable to free it that Round and they take an additional 1d3 of damage from the activity. This action takes a full Round and ends with the target holding the weapon that formerly impaled them.

Outside of combat, any attempt at removing an impaling weapon is Easy, using the Chirurgery Skill.

SPOT RULES FOR HEROIC COMBAT

FACING & FLANKS

Each Actor has two Faces (Back & Front) and two Flanks (Right & Left). You can define each face by drawing imaginary lines through the front corners of the Actor's base, forming a cone. The cone coming out of the front side of the base is the Front Face and the cone coming out of the rear end of the base is the Rear Face. Likewise, the cones coming from the sides are the Left and Right Flanks respectively. Some rules, such as those regarding shields will reference the faces of an Actor.

LINE OF SIGHT

When measuring line of sight, always measure from the middle of the miniature to the middle of the miniature you are trying to determine line of sight to. If any terrain or solid object intersects the line, those two Actors cannot see one another. If the line passes through other Actors those two have soft cover from each other, offering a -35% Rating to all attacks made against the other Actor.

BACKSTABBING

If in the midst of hand-to-hand combat, your character can attack the unprotected Rear Face of a target, that one attack is Easy. If the target succeeds in a Difficult Listen or See Test, they can make a Difficult Dodge or Parry Test, but only if they have any remaining opportunities for defense. No additional damage is done by such an attack.

PARRYING

When you are attacked you may use a weapon or shield to parry Melee Attacks made against you. You may choose to do this after the attack has been declared successful but not after damage has been rolled. To do so, you roll a Parry Skill Test. You may Parry any number of times in a Combat Round but each successive attempt incurs a stacking -30% penalty.

FIRING INTO COMBAT

When an Actor takes the Shoot Combat Action and the Target is in melee range with another Actor, the Attack roll of the Shoot Combat Action takes a -30% Rating penalty.

DARKNESS

If an Actor is not within the area of a light source they take a -40% Rating penalty to all Attack rolls.

DISPATCHING HELPLESS OPPONENTS

If the Target of an Actor's Melee Attack is Helpless (see the Conditions section) then they receive an +80% Rating bonus to the Attack Roll and cannot Fumble.

CONDITIONS

Blinded

While blinded attack rolls are always Difficult for the blinded creature and all actions that require sight fail automatically.

Deafened

Any checks of any sort that require the sense of hearing, such as Listen Skill Tests are always Difficult for a deafened creature.

Exhausted

The creature takes a -6 penalty to STR & DEX. One hour of continuous rest causes the creature to become fatigued instead.

Fatigued

The creature takes a -2 penalty to STR & DEX. It takes 8 hours of continuous rest to remove this condition.

Grappled

A grappled creature has a move characteristic of 0". While being grappled you may only make melee attacks against the creature grappling you or attempt to Escape A Grapple or Reverse A Grapple vs that creature.

Helpless

A helpless creature is one that for some reason or another is unable to defend themselves against attack. They may be unaware of the danger of attack (a Baron eating a meal who has not seen the assassin sneak up behind him to deliver a stab to his throat), sleeping, or held in a pin. Any amount of damage, which exceeds their armor's damage rating, from a weapon or spell is enough to kill a helpless creature and their Hit Points are ignored.

Pinned

A pinned creature is considered grappled, helpless, and prone and may only attempt to Escape a Grapple.

Prone

Laying on the ground. Prone creatures cannot use ranged attacks. Melee attacks gain a +10% Rating bonus vs prone creatures. Prone creatures take a 10% Rating penalty on all attacks.

Unconscious

Completely unable to act or respond. Sleeping creatures are considered unconscious. Unconscious creatures are considered helpless.

Sickened

A sickened creature cannot willingly ingest food or any non-water drink or any sort of potion.

Stunned

A stunned creature cannot act or move for an amount of Combat Rounds equal to the value given. So a creature that is Stunned 3 cannot act for three Combat Rounds.

Table 5.3: Melee Attack Fumble Table

1d100	Fumble Result
01-15	Lose the next combat round and are effectively helpless.
16-25	Lose the next 1d3 combat rounds and are effectively helpless.
26-40	Fall prone.
41-50	Drop the weapon being used.
51-60	Throw weapon 1d8 inches away.
61-65	Lose 1d10 points of weapon's hit points.
66-75	Vision obscured, modify all appropriate skills by -30% for 1d3 combat rounds.
76-85	Hit nearest ally for normal damage or use result 41-50 if no ally nearby.
86-90	Hit nearest ally for special damage or use result 51-60 if no ally nearby.
91-98	Hit nearest ally for critical damage or use result 61-65 if no ally nearby.
99	Blow it; roll twice more on this table (cumulative if this result is rolled again).
00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

Table 5.4: Melee Parry Fumble Table

1d100	Fumble Result
01-20	Lose the next combat round and are effectively helpless.
21-40	Fall prone.
41-50	Drop the weapon being used.
51-60	Throw weapon 1d8 inches away.
61-75	Vision obscured; modify all appropriate skills by -30% for 1d3 combat rounds.
76-85	Wide open; foe automatically hits with normal hit.
86-90	Wide open; foe automatically hits with special hit.
91-93	Wide open; foe automatically hits with critical hit.
94-98	Blow it; roll twice more on this table (cumulative if this result is rolled again).
99-00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

LOCATION CRAWLING PROCEDURES

Trudging through the ruins of lost empires and the damp hideouts of strange cults is one of the most common sorts of adventure that characters will encounter over the course of their careers. As such there are very specific procedures of play that are applied to such a scenario.

Play in Location Crawling is resolved in Turns which correspond to five minutes of time in the game world. Each Turn PCs and nearby NPCs act in order of DEX rank from highest to lowest. On their DEX rank a character can move based on their encumbrance and perform one Standard Action. If a character selects not to move then they can either perform two Standard Actions or a Full Turn Action.

Encumbrance	Speed (feet/yards)
Stone up to 1/3 STR	120 feet/40 yards
Stone up to 2/3 STR	90 feet/30 yards
Stone up to STR	60 feet/20 yards
Stone up to 2x STR	30 feet/ 10 yards

For the purposes of Location Crawling one inch/square = three yards. Often a character will not utilize their entire movement allowance during a Turn, simply move to the next DEX rank once the player signals that they are finished. Most actions are Standard Actions, such as: casting most spells, searching for treasure, searching for traps, searching for secret doors, and listening at doors. Generally speaking Full Turn Actions are performed when a player wants their character to search an area more thoroughly or when a described action would take longer than a Standard Action by the Referee's Judgment. Moving Silently is not its own action but part of a character's movement but Hiding is a Standard Action.

Generally the Referee should allow the players a few minutes inbetween each Turn to discuss and coordinate their actions but this can be disallowed if the specific situation calls for it. This is left to each Referee's judgement though and all decisions regarding such discussions is ultimately the Referee's decision. Combat (both Heroic & Social) are not Crawl Actions and should be handled using the appropriate subsystems.

SOCIAL COMBAT