

THE GRIMOIRE OF GAME RULES

Official Game Rules
for
Legendary Quest®

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Most of the illustrations in this book are selected woodcuts, drawings, and etchings taken from old artisans (such as the famous woodcut master Albrecht Dürer). However, some of the drawings of the various faery races (elves, dwarves, orcs, and nymphs) were created in modern times by Matthias Bäuerle. As their creator, Matthias Bäuerle retains all rights to his works but has allowed us to incorporate them with the same copyright restrictions described above. If you like Matthias's work and would like to contract his talents for your own commercial venture, feel free to contact him at Alerionh@alerionh.de.

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John Kirk

Introduction	2	Class Tables	52
So what is Legendary Quest?	3	Lists of Cultures & Time Periods	57
Dealing with Dice	4	Arthurian Legend (Modified Celtic)	57
Creating a New Character	5	Babylonian / Sumerian	57
Attributes	5	Celtic (Western Europe)	57
Races	6	Dark Ages (The Spanish Inquisition)	58
Setting Attributes	9	Greek / Roman	58
Deriving Attributes	10	Egyptian	58
Attribute Descriptions	10	Nordic (Scandinavian/ Germanic)	59
Effects of Damage	13	The Renaissance	59
Alignment	14	Slavonic (Eastern European)	59
The Heart of Legendary Quest	16	Low Order Classes	60
Experience Points	16	High Order Classes	85
Character Level	16	Talents	137
E.P Needed to Obtain Character Level	16	Skills	151
Skills and Lore	18	Mundane Lores	168
The Role of Lore	18	Equipment	176
The Concept of Classes	21	Armor	176
Level in Crafts & Mage Spells	22	Black Powder and Gunpowder	178
Total E.P. vs. Unspent E.P.	22	Faulty Bomb Table	178
Explanation of Combat Characteristics	23	Hardware Price List	179
The Rolls of Legendary Quest	25	Livestock Price List	180
Attribute Checks	25	Potions Price List	181
Rolls Pitting Skill vs. Skill	27	Weapons	181
The Attack Roll	27	Damage	181
The Luck Roll	27	Firing Time	181
The Success Roll	28	Recovery Time	181
Collective Rolls	29	Parry Factor	181
Combat Rules	30	Size	181
Basic Combat Rules	31	Minimum Physical Strength to Use	181
Damage	33	Hand-Held Weapons	182
Surprise!	34	Polearm Weapons	183
Advanced Combat Rules	34	Range Weapons	184
Initiative Modifiers	36	Cannons	186
Missiles	36	Entrapment Weapons	187
Number of Attacks	37	Character Sheets	188
Attacks for Range Weapon	37		
An Example Confrontation	40		
Magic: Spellcasting Rules	44		
Spell Formats	44		
Mage Spell Format	45		
Priest Magic's Unique Characteristics	45		
Mage Magic's Unique Characteristics	46		
Universal Spell Characteristics	47		
Magic Item Use	48		
Luck Rolls and Attribute Checks	51		

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Introduction

If you're reading this intro to find out whether you hold in your hands a game worthy of your money: you do. Honest. Please proceed to the check-out counter.

Unconvinced? That's not surprising. There are literally hundreds of role-playing games out there and *any* game writer worth his alt-key will tell you how spectacularly wonderful his game is. Most are either lying or are so dazzled by their own egos that they overlook that their treasured games are competing with Dracula in terms of raw suckage.

We're different, though. You can trust us when we tell you that *Legendary Quest™* doesn't suck (*blink* *blink*). Of course, backing that statement up with a few facts can't hurt.

Legendary Quest has a lot of classes and skills, an impressive array of spells, and a staggering selection of monsters. Few games can compete with *Legendary Quest* based solely on these criteria. Let's face it, though—if you're looking for a new game, the one you're abandoning probably isn't losing you because it lacked quantity.

For those of us who have been playing year after year, it's quality that counts. Unfortunately, you can't judge the quality of a system of gaming rules until you actually play the game. And if you have played a few different game systems you know it to be true.

This is really where *Legendary Quest* shines. Not because the game designers were brilliant and anticipated all possible problems with the rules from their inception—quite the contrary—many of the original rules stank. Badly. But how should this convince you to buy this game?

Simple: we didn't publish the original rules. Or the rules that came after that. Or the ones that came after that. Or the next. Or the next. In fact, before the public ever saw this game, it went through *six* editions that were thoroughly playtested by dozens of experienced gamers over a period of *fifteen* years. After each edition was distributed to the playtesters, new ideas were constantly proposed and tried. When the cumulative rule changes warranted a new game version, the next edition was written and released. On average, there were about two or three years of playtesting between each

“The result is that the game is imbued with an underlying consistency that makes it easier for players to forget that they are sitting around a kitchen table rather than battling trolls and ogres.”

edition and each took a substantial step forward in system quality.

Does all this necessarily make *Legendary Quest* the best game on the market? Of course not. *Is* this the best game on the market? Asking that question *is* a little like asking the mothers at a PTA meeting their opinions about who the cutest contestant was in the school's talent show. Even so, in our humble opinions, this baby is the clear winner.

If you are still skeptical, keep in mind that our own personal biases do not necessarily make us wrong. In a world of so many billions, there must have been at least one claustrophobic who met a horrible bloody death in a trash compactor.

In the end, a truly excellent game must provide more than a solid foundation of rules. It must also promote interesting and flavorful story lines where each character you play forms a vivid picture in your mind. Here again, *Legendary Quest* excels. Consider these facts:

Fact #1

Folklore and mythology permeate *Legendary Quest* like salt in sea water. The rules provide an adequate framework by themselves, but it is the fantasies and whimsical tales of long ago that give the game its distinctive flavor. While other games draw many of their ideas from these same sources, the designers of *Legendary Quest* worked hard to exclude all features lacking a basis in ancient fable. The result is that the game is imbued with an underlying consistency that makes it easier for players to forget that they are sitting around a kitchen table rather than battling trolls and ogres.

Fact #2

***Legendary Quest* allows great flexibility in customizing characters.** Of late, there has been a great deal of debate about the advantages of class systems

“Constant but subtle cues help you summon a living personality out of the stale numbers written on your character sheet.”

verses pure skills systems.

Class systems are easy to use since they quickly stamp a specific collection of abilities on a character. By declaring yourself a thief, for example, you give your alter ego a predetermined group of thieving skills. Thereafter, your character can perform the abilities endowed by that class. No more. No less. Such systems have fallen out of favor lately because of the restrictions they place on your character's personality.

Skill systems, on the other hand, provide the ultimate in flexibility. In most of these systems, characters somehow "buy" their skills via some sort of "skill point" tally and pick up additional abilities whenever they have gained enough experience. The drawback of these systems is that, without a great deal of focus on the player's part, the resulting characters often end up being "Jacks-of-all-trades" without any distinctive personality of which to speak.

Legendary Quest takes the best of both systems. In this game, experienced characters can have several classes, each of which provides a group of talents and skills. If you want, your player often has the option of picking up a desired skill "out of class."

Fact #3

To provide even more flavor for magic-using characters, the game's magic system draws a strong distinction between priests and wizards. In short, holy men perform miracles by tapping energy provided by the gods they follow. Pupils of the arcane arts have only their own strength and cunning on which to draw but are not bound by the dictates of higher beings. The spell casting rules are designed to remind you of your character's loyalties and inherent limitations every time he throws a spell. These rules provide constant but subtle cues to help you summon a living personality out of the stale numbers written on your character sheet.

One final note. During the one-and-a-half decades that this game was being developed, neither the players nor the authors received any monetary compensation for their efforts. Not one farthing.

This game is truly a product of love.

**"The adventure unfolds in the
theatre of your mind."**

So what is Legendary Quest?

Legendary Quest™ is a game of skill, resource, luck, and imagination. To grasp what *Legendary Quest* offers, you must understand the premise of all such fantasy role playing games.

First of all, a fantasy game is just that: fantasy. It involves each player creating a character, an alter ego. You manage your character, the goal being to survive in a world where magic and monsters are facts of life. Your character is placed in a setting created by a referee (referred to as the Overlord in *Legendary Quest*). The goals of your character and your friends' characters are as varied as are the ambitions and interests of yourself and your friends. Generally, characters try to gain as much power and treasure as possible without getting killed in the process. The usual tactic is to seek out and subdue evil-doers through a combination of wits, combat, stealth, and magic. Of course, you won't actually go out hacking away at imaginary monsters with plastic swords. Rather, the adventure unfolds in the theatre of your mind.

To be successful, you must develop the skills necessary to recognize when a foe is too tough to fight. A beginning character with little experience should stay away from dragons and giants. Defeating these formidable opponents is nearly impossible until your character has overcome less imposing odds. You must content yourself with goblins, zombies, and other such less impressive critters at first.

When your character completes his first crusade, his "life" is far from over. Having gained some confidence and skill from his past escapades, your character will generally seek out another quest to satisfy his wanderlust. With diligent play, he may eventually win the prize of a magical sword or wand.

In all fantasy role-playing games, there is one player who acts as an unbiased referee. To assure his impartiality, this player has no character involved in the game. Known as the Overlord in *Legendary Quest*, this referee dictates the scenarios and plots involving your character. He or she also judges your actions to determine whether they are possible in the game environment. Regardless of how Overlords judge a situation, their word is LAW. Obviously, they have a great deal of power over game situations. In an Overlord's world, his authority is indeed limitless. Of course, if your Overlord is truly unfair, you may simply seek entertainment in some other campaign.

Dealing with Dice

You will use several types of dice in *Legendary Quest*. Because of the many ways needed to generate random numbers, the old classical six-sided die proves insufficient alone. Luckily, you can buy many other types of dice at nearly any hobby store. *Legendary Quest* uses a four-sided (tetrahedral) die, the classic six-sided (cubical) die, an eight-sided (octahedral) die, a ten-sided (decahedral) die, a twelve-sided (dodecahedral) die, a twenty-sided (icosohedral) die, and ESPECIALLY a thirty-sided (biggestohedral) die.

The dice used depend on the number range from which the player wishes to generate a number. For a number between one and eight, use an eight-sided die. The vast quantity of number ranges used in this game encourages the use of shorthand when referring to them. For the number range of one to eight we use the shorthand 1-8. Sometimes we express it as 1d8, representing 1 DIE 8 or one roll of an eight-sided die. For the number range of two to twelve, 2-12 or 2d6 (2 six-sided dice) appears.

If you find yourself without a thirty-sided die, roll a ten-sided die and a six-sided die instead. If the six-sided rolls a 1 or 2, add nothing to the ten-sided. If the six-sided rolls a 3 or 4, add 10 to the ten-sided roll. If a 5 or 6 appears on the six-sided, add 20 to the ten-sided.

Voila! Insta-thirty-sider.

Sometimes the Overlord gives a percent chance for a particular event to occur. In these cases roll a ten-sided die twice to generate a number between one and one hundred (a 00 indicates 100). If the number generated is less than or equal to the percent chance, the event occurs. For example, suppose the Overlord has decided that a 35% chance exists for the roof of a cavern to collapse when disturbed by a loud noise. A party of adventurers wanders into the cavern and promptly meets a giant bat. The thief of the party, terrified of the dark, emits a loud shriek. The Overlord then rolls percentile dice to determine if the cavern caves in. To do this he rolls a ten-sided die twice. The first time he rolls it, he obtains a 2. The second roll comes up with a 7. This means that he generated the number 27 randomly from a range of 1-100. Since this is smaller than the 35% chance given, the cavern ceiling collapses and crushes the adventurers.



Dwarf Fighter

“A party of adventurers wanders into the cavern and promptly meets a giant bat. The thief of the party, terrified of the dark, emits a loud shriek. The Overlord then rolls percentile dice to determine if the cavern caves in.”

Creating a New Character

In order to get a new player “up and running,” it’s best if beginning players start by learning only the bare essentials. When you create your new character, you will decide what race, sex, occupation, and with some limitations, what attributes your character has. This section explains these components in detail and shows you how to use the **Legendary Quest** character sheet to create your new character. The character sheets appear at the end of this book. You are welcome to photocopy these, or you can download and print the online versions at www.legendaryquest.com.

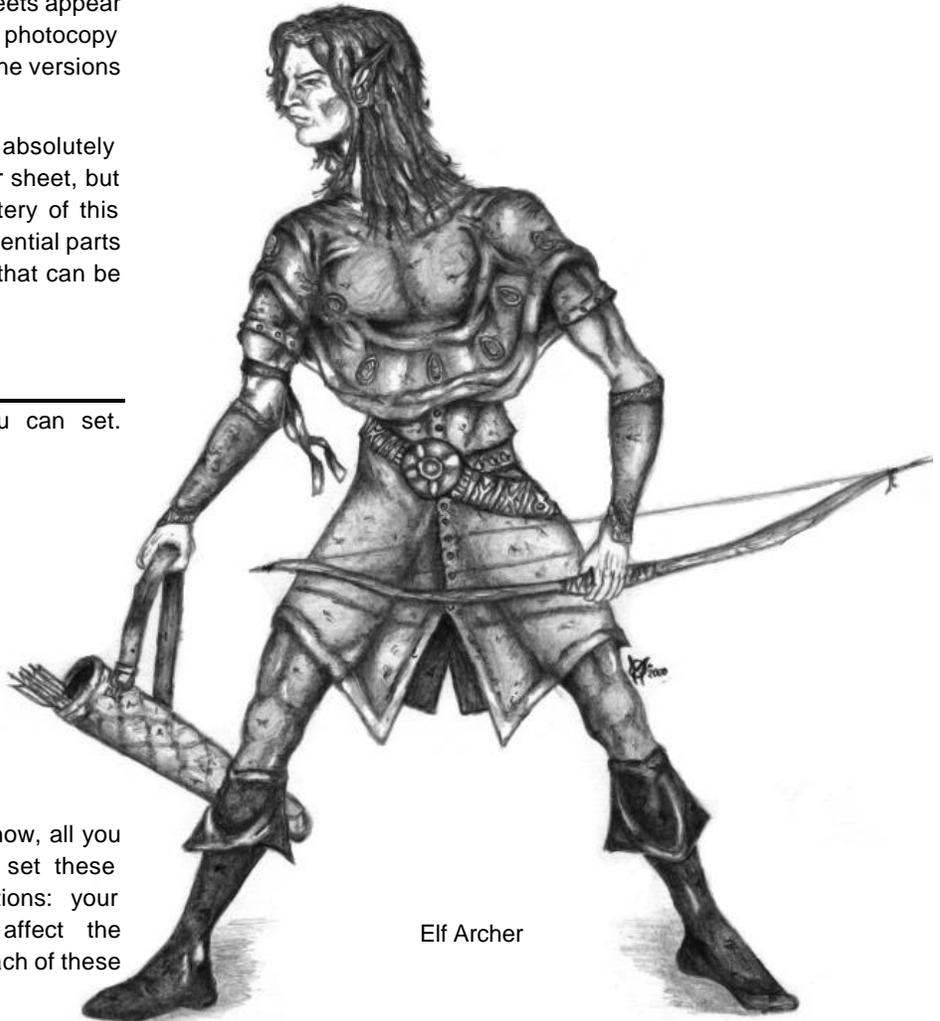
Note: Playing *Legendary Quest* does not absolutely require you to use all parts on your character sheet, but incorporating all of them leads to true mastery of this dynamic game. This section explains the essential parts of the character sheet and references parts that can be incorporated later.

Attributes

Characters have seven attributes that you can set. These are:

Physical Strength:	PS
Stamina:	ST
Agility:	AG
Manual Dexterity:	MD
Perception:	PC
Willpower:	WP
Faith:	FA

The attributes are fully explained later. For now, all you need to know is that you are allowed to set these attributes for your character with two stipulations: your character’s race and experience level affect the maximums and minimums you can have in each of these areas.



Elf Archer

Races

Your character will not live in a world populated entirely by humans. Since *Legendary Quest* is largely based on mythology and folklore, you can create characters who are members of fantastical or faery races.

Dwarves

Dwarves are short, stout, bearded beings standing anywhere from 3 to 5 feet tall. They are a grim race with a serious countenance and disdain for waste and frivolity. They commonly inhabit underground catacombs where they have easy access to the gems and metals that they covet. Most of the finest miners and smithies come from the dwarven race as dwarves hold these professions in the highest regard. Many members of this race harbor great animosity toward elves and tremendous hatred to goblins and orcs.



Elves

Elves are thin and lithe faeries standing anywhere between 4 and 6 feet tall. They have pointed ears, fair complexions, and large almond shaped eyes that sparkle with mirth. Most of these generally social creatures live in wooded areas and excel in woodcraft. Their archery skills are renowned and some of history's most clever wizards and witches were elves. Nevertheless, elven priests are often weaker than their human counterparts due to the race's flighty nature. The history of the long-lived elves offers much lore, artwork, and poetry to those deft enough to learn.



Gnomes

Gnomes are extremely short faeries with gnarled limbs, scraggly beards, and bulbous noses. Few gnomes ever grow to be more than 3 feet tall, which suits them just fine since it allows them to squeeze through narrow niches which bar the larger dwarves. Their diminutive size, therefore, often provides them with



first pick of the colorful gemstones they prize. Although gnomes are excellent miners, they have no qualms about pilfering their coveted baubles when the occasion arises. Gnomes rarely enter into battle willingly, as they make poor fighters who are incapable of using large weapons of any type. However, few races rival gnomes in the arena of thieving.

Goblins

Goblins are lithe, ugly humanoids with malicious grins and cackling laughs. Many have long, crooked noses and warty complexions, and their postures are often bent forward from their long treks through cramped tunnels. When standing upright, goblins range from 3-5 feet tall.



As a general rule, goblins are loathe to place themselves personally in harm's way and tend to avoid hand-to-hand combat when possible. However, they delight in the chaos created by warring factions and will not hesitate to add to the mayhem from a relatively safe distance. Thus, goblins train heavily in archery and other skills that deal death from afar. They are also among the first to swoop down on a battlefield after the killing is finished to ghoulishly pilfer whatever booty they can find from the bodies of those fallen on both sides. To most goblins, killing and stealing are two sides of a very golden coin.

Half-Elves, Half-Goblins, Half-Orcs



Any race described as a half-race refers to a cross between a human and another race. Society often shuns these individuals. Therefore, they often lead rather solitary lives. The most notable half race is that of the Half-Nymph, since the race of Nymph is notably absent from the tables. This omission was intentional since mythology dictates that pure

Nymphs are strongly tied to specific locales (a particular tree or mountain) and cannot travel far. It was felt that this restriction would be too great to allow a playable character. It should be noted, however, that a number of the ancient Greek heroes were Half Nymphs and were entirely human in appearance.

Hob



A hob, hobgoblin, or halfling, is a small, stout individual with a pleasant, friendly disposition. The hob race is one of the smaller faery races, whose members reach heights of only 2 to 3 1/2 feet. Hobs love good tobacco, rich foods, and a quiet peaceful life. Once a hob's plump belly has been satisfied with honey cakes and ale, a pleasant smile is always forthcoming as he contentedly puffs on his pipe. Hobs hate adventures

although occasionally one relents to undertake an important quest. They stubbornly resist change, especially if it means giving up in-between meal snacks. Due to their small size, hobs share the gnomish incapacity of using large weapons of any type. Their quick reflexes more than make up for their small size, however.

Human

Humans, humans, humans. What can be said about humans? Perhaps the greatest characteristic of humanity is its supreme adequacy. Humans are neither as beautiful as nymphs, nor as oddly formed as goblins. Their poetry does not rise to the elfish level, but easily outshines any orcish bard's creation. Dwarves laugh at their frailty while gnomes admire their fortitude. No human could match an orc's brawn, but most could wrestle any hob with ease. Humans have no compelling speciality, and yet humanity fears neither arctic tundra nor blazing desert. Whatever challenge presents itself to this eternally second-rate race, its abilities always prove 'adequate' to the task. In short, humans are the standard against which all other races are measured.

Orc

Orcs are large, muscular and ugly, standing between 5 and 7 feet tall. They have balding heads, pointed ears, and small beady eyes. From underneath their wide lower lips protrude large upward pointing canine teeth resembling small tusks. Their facial features have a distinctly pig-like theme, although only a fool would point out this fact to an orc. Although relatively clumsy, the strength and fortitude of orcs make them excellent fighters. Many orcs view elves and their allies as tasty treats rather than civilized individuals.



Attribute Maximums by Race (Female)

Race	PS	ST	AG	MD	PC	WP	FA
Dwarven	4	4	2	3	2	2	4
Elven	1	1	5	4	4	5	1
Gnomish	-1	2	6	4	6	2	2
Goblin	1	2	5	6	5	2	0
Half-Elven	1	2	5	3	4	4	2
Half-Goblin	3	2	3	5	4	2	2
Half-Nymph	2	3	5	4	3	0	4
Half-Orcish	4	6	4	1	2	1	3
Hob	-1	3	6	5	4	1	3
Human	2	3	4	3	3	3	3
Orcish	6	8	3	-1	2	-1	4

Attribute Maximums by Race (Male)

Race	PS	ST	AG	MD	PC	WP	FA
Dwarven	5	4	1	3	2	2	4
Elven	2	1	4	4	4	5	1
Gnomish	0	2	5	4	6	2	2
Goblin	2	2	4	6	5	2	0
Half-Elven	2	2	4	3	4	4	2
Half-Goblin	3	2	3	5	4	2	2
Half-Nymph	4	3	4	3	3	0	4
Half-Orcish	5	6	3	1	2	1	3
Hob	0	3	5	5	4	1	3
Human	3	3	3	3	3	3	3
Orcish	7	8	2	-1	2	-1	4



Goblin (Kobalos variety)

Setting Attributes

When you create a new character, you get to choose the race you wish to play from the previous list. Write your character's race name in the appropriate blank on the character sheet.

At this point, you have a total of 21 **Attribute Points** to spend. You may spend these points on your character according to the following guidelines:¹

The minimum any score can be is -2, so if you spend nothing on a given Attribute, its value remains -2. To bring any Attribute to an even 0, you must spend at least 2 points.

In most situations, spending one **Attribute Point** raises one *Attribute* by one point. Thus, for a human fighter to have a *Physical Strength* of 3, the player must "spend" 5 **Attribute Points** (remember, the initial 2 points just bring the value to 0). This means that a player desiring an extremely high *Physical Strength* must sacrifice elsewhere to attain it.

Folklore historically gave different Faery races different strengths and weaknesses. For example, a gnome is generally considered to be much weaker physically than an orc but considerably more agile. As *Legendary Quest* mimics folklore whenever possible, it must enforce some rules to differentiate between races. The tables on the previous page show the maximums a character can easily attain on any given *Attribute*. As long as a character's *Attribute* is less than the value on the table, he can raise it by one point by spending a single **Attribute Point**. However, to raise any *Attribute* to a value above that shown on the table, the character must spend two **Attribute Points** to raise the *Attribute* by a single point.

For example, a male gnome character wants to have a *Physical Strength* of 2. However, the table shows gnomes as having a maximum of 0 on *Physical Strength*. The gnome is still allowed to raise his *Attribute* to 2, but it will cost him dearly. First, he must spend 2 **Attribute Points** to attain the 0 maximum shown. Next, he must spend two **Attribute Points** for every point above this

maximum he raises his *Physical Strength*. Thus, he must spend 4 additional points to raise his *Physical Strength* by another 2 points. All total, the gnome spent 6 **Attribute Points** to attain a 2 *Physical Strength*.

A character actually starts out with 20 **Attribute Points** and gains one more for every *Character Level* attained (see *Character Level* under *Experience Points* in *The Heart of Legendary Quest* section). Thus, a character who is 10th *Character Level* has a total of 30 **Attribute Points**.

Once you have chosen where to spend your **Attribute Points**, write your *Attribute* scores in the appropriate blanks on the character sheet under **Attributes**, as in the example at left. We suggest you use pencil, as you will be changing the scores as you gain experience.

“Since *Legendary Quest* is largely based on mythology and folklore, you can create characters which are members of fantastical or faery races.”

ATTRIBUTES

=Racial Max	HE: _____	FA: _____	IN: _____
VG: _____	PC: _____	WP: _____	IN: _____
CD: _____	AG: _____	MD: _____	CH: _____
ST: _____	PS: _____	BR: _____	Attribute Bonuses Used _____

¹ Your character starts with 20 initial Attribute Bonuses, and throughout the game gets 1 point per *Character Level*. All characters start at first level, so all characters start with 21 points to spend. Details on your "Character Level" are found later in this book.

Deriving Attributes

In addition to the seven Attributes you just generated, *Legendary Quest* uses an additional ten Attributes that are *derived* from the main attributes. The derived Attributes are:

Coordination:	CD
Vigor:	VG
Hand / Eye:	HE
Brawn:	BR
Charisma:	CH
Intelligence:	IN
Speed:	SP
Damage Tolerance:	DT
Daily Healing Rate:	DHR
Raw Defense:	RD

To determine your character's Derived Attributes, use the following formulas:

CD	=	AG	+	MD
VG	=	PS	+	AG
HE	=	MD	+	PC
BR	=	PS	+	ST
CH	=	FA	+	WP
IN	=	PC	+	WP
SP	=	(VG+PC) x 5 + 40		
DT	=	(4 x BR) + 32		
DHR	=	ST + 10		
RD	=	AG + 15		

Calculate all ten derived *Attributes* and write them in the appropriate blanks.

Attribute Descriptions

In any fantasy game, a character's Attributes somehow enter into the outcomes of player actions. Most of your character's Attributes determine the adjustments you will make to various die rolls. For example, you will commonly hear your Overlord (game referee) say, "Make a Luck Roll with Agility adjustments." In this situation, you will roll a 30 sided die and add your Agility to the result. This way, your Attributes directly affect the game. See the section, "**The Rolls of Legendary Quest**" for descriptions of the various die rolls and how they are

used in the game. Here are the descriptions of your character's attributes:

Physical Strength (PS):

Physical Strength refers to the general build of your character. Your character may barely lift 150 pounds plus 50 pounds per point of *Physical Strength*. He may carry 25 pounds plus 10 pounds per *Physical Strength* point for long distances. He may carry 15 pounds plus 5 pounds per *Physical Strength* point totally unencumbered.

Physical Strength comes into play when a character must make an *Attribute Check* or *Luck Roll* against a force trying to overpower the character partly through strength. Use the attribute as a bonus on any such rolls.

Physical Strength also factors into the damage your character delivers. When striking a foe with a hand-held or polearm weapon, add your character's Physical Strength to the damage he delivers. When using bows and thrown weapons, add half his Physical Strength.

For other weapons, like crossbows or whips, Physical Strength is not as important, so you aren't allowed any Physical Strength adjustment to the damage you inflict. (Note that all blows deliver at least 1 point of damage, even if your character's *Physical Strength* would otherwise lower it to zero.)

Stamina (ST):

Stamina refers to your character's ability to run long distances and survive the effects of poison. Sometimes unusually strong characters fall behind weaker characters over long distances because the weaker characters have greater "staying power." A character may run for 2 minutes plus ½ minute for every point of *Stamina* at maximum *Speed*. At this point, the character drops from exhaustion. He must rest for 5 minutes before continuing.

Use *Stamina* on *Attribute Checks* and *Luck Rolls* when a character is poisoned or when he must resist the effects of disease (see **Luck Rolls and Attribute Checks**).

Stamina also determines how quickly your character "bounces back" from a mutilating ordeal. *Daily Healing Rate*, derived from *Stamina*, describes how quickly a character regains lost *Damage Tolerance* due to physical wounds. He heals physical damage (DT) at a rate equal to his *Daily Healing Rate*. Mild exercise, such as walking or riding a horse, halves this value. No character can regain lost *DT* while exerting himself (without the use of magic).

Agility (AG):

Agility refers to your character's natural reflexes and overall quickness. The quicker the character, the more easily he avoids the blows of another's attacks. The more nimble, the greater his ability in feats of balance.

Agility is used in *Attribute Checks*, *Luck Rolls*, and *Success Rolls* in situations where a character's quick reactions aid him.

Raw Defense (RD), derived from *Agility*, refers to your character's natural ability to jump out of harm's way when an opponent attempts to strike him in combat.

A character with a 4 *Agility* may fall 10 feet without taking damage. A character with a 6 *Agility* may fall 20 feet without taking damage and may prevent himself from tripping in combat if he makes an *Agility Check* against a threshold of 12. For information on how to make an *Attribute Check*, see **The Rolls of Legendary Quest**.

Manual Dexterity (MD):

Manual Dexterity refers to the deftness of your character's fingers and wrists. Through the derived attribute of *Coordination*, *Hand/Eye*, *Manual Dexterity* affects a character's proficiency in using small hand-held and entrapment weapons.

Manual Dexterity enhances your character's natural ability in throwing daggers, darts, or other range weapons. Several skills, such as *Picking Pockets*, use *Manual Dexterity* on *Success Rolls*.

Perception (PC):

Perception indicates how well your character observes the world around him. A creature with a good *Perception* is much more difficult to surprise than one with a poor *Perception*. In addition, *Perception* enhances attacking with range weapons through the derived Attribute of *Hand/Eye*.

Use *Perception* when rolling *Surprise*, when making *Success Rolls* for perceptive skills (such as *Finding Traps*), and in *Attribute Checks* when the Overlord needs to determine whether your character has noticed something "out of the ordinary." For more information on surprise, see **Surprise** in the **Combat Rules**.

Willpower (WP):

"Any character may safely own and use a number of magic items equal to 4 plus his Willpower. Owning more invites insanity."

Willpower is your character's mental strength. This allows him to resist torture, handle emotionally difficult

situations, and spurn magic affecting his mental capacities.

All characters desire a good *Willpower*. *Legendary Quest* uses *Willpower* to limit the number of magic items a character may possess. In this game, the use and possession of magic items subtly affects a character's mind. Any character may safely own and use a number of magic items equal to 4 plus his *Willpower*. Owning more invites insanity.

If a character comes into possession of more than his normal "quota" of magic items, he will begin experiencing a mild headache. Over the course of a few hours, the headache will increase to a dull throbbing that will slowly magnify into an intense migraine. After another few hours, the pain will slowly subside.

If the character does not heed the warning and fails to immediately dispense with the excess items he has gathered, he must make an *Attribute Check* against his *Willpower* (see **Luck Rolls and Attribute Checks**). (The *Attribute Check* threshold that he must overcome equals 5 plus the total number of items carried.) One such roll must be made every day the character insists on retaining his dangerous collection of baubles. Any *Willpower Check* failure indicates he is afflicted with some random form of insanity (see **Insanity** in the **Trauma** section of **The Tome of Terrors** for details). Even after the initial failure, checks must still be made every day. Any failures after the first will simply increase the severity of the character's initial form of insanity. Thus, a character afflicted with mild kleptomania who insists on retaining his oversupply of magic will soon be stealing everything in sight regardless of personal risk. Eventually, he will end up assaulting close friends to obtain any worthless trinket he sees. The insanity remains until a priest uses a **Restore Sanity** spell on him and removes the item(s) in question.

Willpower is also used on *Attribute Checks* and *Luck rolls* against the effects of mental spells.

Faith (FA):

"Faith provides a gauge of your character's 'inner peace.'"

Faith provides a gauge of your character's "inner peace." If your character follows a deity, *Faith* provides a measure of your character's belief in his gods. However, even if your character practices no religious beliefs of any kind, this attribute is still applicable simply as a gauge of his *Faith* in himself. In other words, it quantifies your character's self-confidence, whatever its origin.

Not too surprisingly, having a high *Faith* is vital for priests. Even if a character is not a priest, though, *Faith* is still important. This is because a character's *Faith* is added into the damage he delivers to spirits and undead of opposing *Good*, *Neutral*, or *Evil* alignment when striking with any hand-held or polearm weapon.

Thus, a *Good* character will add his *Faith* to any blow striking an *Evil* or *Neutrally* aligned undead creature or spirit (such as a demon or zombie). Likewise, an *Evil* character would do the same to a *Neutral* or *Good* spirit (such as an genie or angel). A *Neutral* character would deliver this additional damage to both *Good* and *Evil* spirits (but not *Neutrally* aligned spirits).

When your *Faith* does not apply:

You may not apply this added damage against any living creature—only supernatural creatures (elementals, demons, devils, angels, undead, etc.) can be affected by your character's faith.

The damage delivered by range weapons of all types is likewise unaffected by *Faith*. Only a direct physical link between the weapon's wielder and the targeted creature allows the adjustment. (Note that all blows deliver at least 1 point of damage, even if a character's *Faith* would otherwise lower the damage delivered to zero.)

Coordination (CD) AG + MD

Coordination indicates how well your character controls his hands and body in a combative manner. Add *Coordination* to your character's *Attack Bonus* when using *Small Hand Held* and *Entrapment* weapons.

Vigor (VG) PS + AG

Vigor indicates your character's raw athletic ability. It incorporates both the strength of your character and his overall dexterity. Many of the larger, heavier weapons depend on this attribute in combat. Add *Vigor* to your character's *Attack Bonus* when using *Medium* and *Large Hand Held* weapons and when using any *Polearm* weapon.

Hand / Eye (HE) MD + PC

Hand/Eye determines your character's ability to coordinate the actions of his hands with the events he observes. It incorporates both the Manual Dexterity of the character as well as his Perception. Range weapons depend on this attribute in combat. Add *Hand/Eye* to the character's *Attack Bonus* when using *Range* weapons of any type.

Brawn (BR) ST + PS

Brawn evaluates your character's raw physical presence. The greater a character's brawn, the greater

his overall toughness. It is the only factor used in determining a character's *Damage Tolerance*. Use *Brawn* in *Attribute Checks* in determining whether a character can accomplish a difficult weight-lifting task for an extended period. (Such as carrying a piano up a few flights of stairs.) See **The Rolls of Legendary Quest** for information on how to make *Attribute Checks*.

Charisma (CH) FA + WP

Charisma gauges the overall power of your character's personality. It helps him in bartering and in diplomatic actions. Use *Charisma* in *Attribute Checks* when a character attempts to persuade non-player characters (NPCs) to action. The difficulty of the check depends on the cost of the favor asked (Overlord's discretion). See **The Rolls of Legendary Quest** for information on how to make *Attribute Checks*.

Intelligence (IN) PC + WP

Intelligence primarily gives the Overlord a gauge on the cunning of non-player characters so that he can more easily determine the actions they would logically take. As much as possible, *Legendary Quest* avoids stamping a set level of smarts on the characters of players. After all, a character is only as smart (or stupid) as the player who controls him. The Overlord should never try to change a player's mind based on his character's *Intelligence*. Why? "Gee, Billy, I think your character *would* stick his head in the lion's mouth. He only has a 0 intelligence, after all."

The only other game purpose *Intelligence* plays is in limiting the number of classes, or professions, that a character may gain. A character is effectively limited to 3 classes plus 1 per 2 points of *Intelligence* (round down). Thus, if a character is dim-witted enough to have a negative *Intelligence*, he may end up with a maximum of only one or two classes. A character with a 4 *Intelligence* may have up to 5 classes (3 + 4/2). Note that, if a character's *Intelligence* somehow drops to -6, he is simply too stupid to profess any classes at all. Such a character may still be played, but can only pick up individual skills and weapon proficiencies at a *Schooled Training Classification*. Details of how this is accomplished appear later in this book.

“The Overlord should never try to change a player's mind based on his character's *Intelligence*. Why? ‘Gee, Billy, I think your character *would* stick his head in the lion's mouth. He only has a 0 intelligence, after all.’”

Damage Tolerance (DT) (BR x 4) + 32

Damage Tolerance refers to the maximum amount of physical abuse a character's body can take before he falls unconscious or dies.

Whenever a weapon or damaging spell injures a character, dice are rolled to determine the damage taken. Subtract this number from the remaining *DT* (*Damage Tolerance*).

Note that the formula used in determining a character's *Damage Tolerance* is not necessarily the same as that used by encountered creatures. The formula is actually only applicable to the races that a player may select for his character. For example, the *DT* of a Tarantula would probably be only a few points while the *DT* of a Giant or Dragon can easily reach into the hundreds simply because of their great bulk.

The Effects of Damage

A character (or monster) does not immediately die as soon as his *DT* falls to 0. In fact, a character's *DT* may enter the realm of negative numbers for an extended period without a fatal result. When a character's *DT* reaches 0, he is incapacitated. He can no longer swing a sword or cast a spell. But he can observe events around him, talk quietly, and use small amounts of concentration to activate magic items.

A character retains consciousness as long as his negative damage does not exceed 10 plus twice his *Willpower*. **Death** results when the negative damage exceeds 15 plus 5 times *Stamina*. For example, Biff the Bandit has a *Willpower* of 2 and a *Stamina* of 3. Thus, Biff falls to the ground when he reaches 0 *DT*, retains consciousness until his wounds accumulate to more than -14 *DT*, and dies when his wounds exceed -30 *DT*.

Fatigue verses Physical Damage

In *Legendary Quest*, damage actually comes in two basic forms: *Physical Damage* and *Fatigue*. Both types accumulate in the same basic way and both can incapacitate a character.

Fatigue represents damage caused by overexertion and light bruising. Mages also suffer from the effects of *Fatigue* from the spells they cast (which comes in the form of *Stress* – a term representing *Fatigue* due to spellcasting). *Fatigue* heals at a rate equal to 1 point per hour of rest.

Physical Damage indicates actual physical wounds that your character has sustained. It heals with the use of magical potions, herbal medication, and rest. You will find the healing effects these potions and herbs invoke under the various character skills that produce them. A character may also rest to allow his body to heal itself.

He heals *Physical Damage* at a rate equal to his *Daily Healing Rate* for every day of rest. If a character performs mild exercise, he heals at half that rate. *DT* never rises above the normal maximum for any character.

Since *Fatigue* and *Physical Damage* heal at such different rates, many players maintain the accumulation of *Fatigue* separately from *Physical Damage*. (This is especially true for players with mage characters.) Like you probably expect, the total amount of damage sustained (*Fatigue* plus *Physical Damage*) determines when a character becomes incapacitated, falls unconscious, and dies.

Speed (SP) (VG+PC) x 5 + 40

Speed refers to the number of yards an unhindered character can run in a straight path in one turn (10 seconds). A character wearing armor or otherwise encumbered has his *Speed* reduced according to the *Speed Penalty* given by the armor type (see **Armor** for specific values).

Speed refers to your character's MAXIMUM speed, not his normal movement rate. Characters normally walk at a *Speed* of around 8 to 10.

Raw Defense (RD) AG + 15

Raw Defense refers to a character's natural ability to leap out of harm's way. It is a major contributor to a character's overall *Defense* (which includes other factors such as the *Parry Factor* of the weapon in hand, etc.)

Filling in Some Miscellaneous Blanks

In the **Experience Points** section of the character sheet, put a 0 in both the **Total** and **Unspent** blanks.

We recommend your character wield only one weapon at a time. As you gain familiarity with the rules, you may want your character to use one weapon in each hand. Although the rules allow this, it adds an unneeded complication to the game for beginners. If you insist on wielding two, see **Wielding Two Weapons Simultaneously** in the **Advanced Combat Rules**.



Alignment

Your character's *Alignment* refers to his general outlook on life. It provides you a basis from which you determine how your character acts when dealing with other individuals. For the most part, it is up to you to choose your character's alignment, but some alignments are dictated by the class you choose (you cannot be a Good Assassin). It is the Overlord's responsibility to keep track of how your player acts in certain situations and to judge whether you actually play your chosen alignment.

There are three general categories of alignment. The first depends on how a character treats friends and close associates (is he *Social* or *Antisocial*). The second is how a character views the organization and laws of civilization (is he *Lawful* or *Unlawful*). The last is how a character views the world and how he reacts to pleas of mercy (is he *Good* or *Evil*). In any or all of these categories a character may simply not care. In such a case, he is *Neutral* in that classification. Detailed descriptions of the alignment classifications follow.

Social

A *Social* character befriends others through his trustworthy acts. He helps any other character in desperate need if possible. *Social* characters also expect others to aid them in their needful times.

Antisocial

An *Antisocial* character uses other party members to suit his own needs. He quickly picks fights with those standing in his way. Of course, he may act highly social as long as it serves his needs.

Lawful

A *Lawful* character obeys the rules and restrictions put upon him by governments. Others rightly trust him in legally binding agreements. Most *Lawful* characters try to change laws they disagree with to further their own causes. Of course, if one enters a country with vastly different moral outlooks than those of his homeland, he may rebel.

Unlawful

An *Unlawful* character disregards the laws put forth by governments. He has no reservations about robbing a bank or jewelry store. These characters see no reason to follow any legal restrictions and do solely as they please.

Good

A *Good* character has mercy on those who ask and deserve it. He serves justice and demonstrates kindness to all he meets. Good characters defend townships from evil invasions. They save fair princesses from evil

wizards. A good character would attempt to slay any slaving, vicious, hungry ogre threatening a nearby orphanage. Conversely, a good aligned character more easily gets help when needed. Defending a town from an angry ogre endears a character to those townsfolk saved.

Evil

An *Evil* character delights in the misery of others. He strives for personal power and allows no sense of mercy or justice to interfere with gaining it. Glory and wealth are the major aims of an evil character but his methods may seem perfectly innocent on the surface.



Some Additional Characteristics

Physical Appearance

The physical appearance of your character is basically up to you. Feel free to fill in the Height, Weight, and Hair/Eye Color blanks on your Character Sheet however you wish. Keep in mind, though, that your Overlord has the absolute right to preempt any decisions you make so make it something that is not unreasonable for your character's race. (If you ask nicely, your Overlord might allow you to read the more detailed descriptions of your race (found in *The Tome of Terrors*TM and other Overlord source books).

Handedness

To determine whether your character is right or left handed, roll 1d6 and 1d12. If the twelve-sided die rolls the larger number, then your character is right handed. If it rolls the smaller number, your character is left handed. Your character is ambidextrous (able to use both hands equally well) if the two dice roll equal numbers.

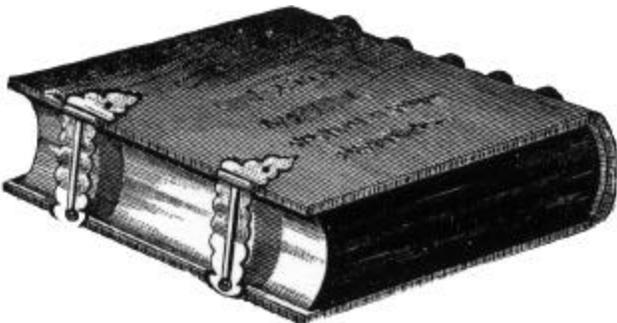
Literacy

Although most people read and write in today's society, only lucky individuals could do so in medieval times. Therefore, written messages may seem like scribbling to many characters even though the players are themselves quite literate. Of course, some classes teach their members this art. Wizards and magi must understand their spell books and many priests study holy works and hymns. Nevertheless, literacy is not guaranteed for many others. The Literacy Table lists the percent chances of a member of any given race to be literate.

A literate character gains the talent of *Reading and Writing* (described later in the book in the **Talents** section). He can read and write the language common in his country of origin. It does not give him the ability to read all languages he encounters.

Literacy Table
(% chance by race)

Race	Literacy
Dwarven	15%
Elven	30%
Gnomish	20%
Goblin	10%
Half Elven	25%
Half Goblin	10%
Half Nymph	15%
Half Orcish	5%
Hob	25%
Human	15%
Orcish	5%



The Heart of Legendary Quest

Welcome to the concepts of experience points, skills, levels, and classes. Here we have a problem: all of these concepts are so integrally tied together in this game that it is as if the player must understand everything before he knows anything. Thankfully, the concepts themselves are simple to comprehend.

Here we pause to emphasize an important fact. The rules presented in this section truly represent the very heart and soul of *Legendary Quest*. You could add, change or remove various monsters and still rightly claim to play this game. You could delete entire spellcasting classes or change the most powerful spells and still justly call yourself a *Legendary Quest* player. You may even kill off the entire race of elves to replace them with hairy tentacled intelligent swamp slugs and still enjoy the benefits of this magnificent rulebook. **But alter these few fundamental rules and you no longer play *Legendary Quest*!**

Experience Points

When a party of adventurers defeats a foe, they learn from the ordeal how to more easily conquer the next foe. *Legendary Quest* progresses fighting, thieving, and spellcasting skills by awarding experience points (E.P.). All beginning characters start with zero experience points.

Characters are awarded more and more E.P. for defeating tougher and tougher monsters. Of course, this does not mean that a beginning character ought to immediately seek out a fire-breathing dragon. While the total amount of E.P. given for overpowering such a creature is enormous, a beginning character has absolutely no chance of victory in so dangerous an encounter. Instead, the beginning character must slowly defeat weaker monsters before tackling so awesome an opponent.

Most monster descriptions list the E.P. values to be awarded for the creature's defeat. Overlords divide this number according to how much individual characters contributed.

In cases where a party is made up of characters having widely varying degrees of experience, more powerful characters usually have a much greater influence in battle. In such cases, totaling the *Character Levels* of all party members often helps in dividing E.P. Simply add up the *Character Levels* of everyone in the group and divide the earned E.P. by the total. This gives the number of E.P. everyone earns per *Character Level*. This way, the high level characters are given awards

reflecting their efforts.

Character Level

The total number of EP your character has accumulated gives you a good estimation of the overall power of your character. Your *Character Level* increases according to how many experience points you have earned. The table, "*E.P. Needed to Obtain Character Level*," will be a handy reference.

Obviously, since all characters start with zero E.P., all have a beginning *Character Level* of 1. Notice in the table that the required number of E.P. to gain the next level is twice that of the previous one. (Excepting 2nd *Character Level*.) By using this relationship, you can determine the requisite number of E.P. to gain any *Character Level*.

E.P. to Obtain Character Level

Legendary Quest handles *Character Level* differently than players of other games might expect. In LQ, your *Character Level* gives you a quick summation of your character's success to date. *Character Level* benefits you in three basic ways: it aids your *Defense* and *Luck Rolls* (explained later) and allows you to add additional points to your character's *Attribute* scores. The following sections contain further information on how *Character Level* aids these aspects of a character: Defense, Luck Rolls and Attribute Checks, Raising Attribute Scores.

Character Level	Accumulated E.P.	Character Level	Accumulated E.P.
1	0	9	3200
2	25	10	6400
3	50	11	12800
4	100	12	25600
5	200	13	51200
6	400	14	102400
7	800	15	204800
8	1600		

“You could kill off the entire race of elves to replace them with hairy tentacled intelligent swamp slugs and still enjoy the benefits of this magnificent rulebook. But alter these few fundamental rules and you no longer play *Legendary Quest*!” 

Your character's abilities are a function of his race, career choice (class), and, of course, level. Most characters have *talents*, which they gain as part of their class training. In addition to *talents*, characters will have some combination of skills, lores, and possibly spells. By "spending" E.P., you can increase your character's ability in these areas. The table below explains the difference between the types of abilities your character can have.

Character Abilities

	Spending E.P. in these areas increases your level in the area	You cannot spend E.P. in these areas
Prerequisites exist You can acquire any Craft, Mage Spell, or Priest Spell for which your character meets the requirements. Your class does not give you these directly.	Crafts Mage Spells	Priest Spells
No Prerequisites exist Skills, Lores, and Talents are "gifts" that a class grants your character. A few may be picked up "out of class."	Skills Mundane Lores Arcane Lores	Talents

Skills and Lore

A skill is any feat of dexterity, strength, or cunning over which your character strives to gain better and better mastery. *Legendary Quest* allows you to apply your experience points to any of your skills. In this way, you can perfect your skill of picking pockets, become a more deadly swordsman, and cast more effective spells.

Proficiency in weapons, spells, thieving and other skills takes the form of *Levels*. For any given skill, its *Level* is the character's *Raw Level* in the skill (earned through experience point expenditures) plus any *Level Adjustments* the character possesses from exceptional training in the skill (earned through various character classes).

Of course, some skills are harder to perfect than others, and these skills require you to spend more experience points to advance in them than others. Each skill has a *Base* that specifies the required number of experience points you must expend to gain a *Raw Level* of 1 in its use. The smaller the *Base*, the easier your character can master the skill.

For example, the skill of *Blithering* could be described as follows:

Blithering (PC)

Base: 16

Blithering is a skill which few people can truly master. With it, your character confuses those to whom he speaks. When you state that your character is attempting to Blither, you must make a *Success Roll* with *Perception Adjustments*. Success indicates that your listener not only fails to understand what you are saying, he also temporarily loses his connection to reality: The names of close relatives elude him; his home address slips from his mind—if he can even remember he *has* a home. If you are particularly successful, by rolling a natural 30 on the *Success Roll*, your listener bleeds from his ears. He loses blood at a rate of 1d4 damage every turn for a number of turns equal to the level in *Blithering*.

Since **Blithering** has a *Base* of 16, a character possessing the skill must spend 16 experience points to obtain a *Raw Level* of 1 in its use.

“As the knowledge of the universe was rather poor in the Middle Ages, much of the ‘knowledge’ contained in any lore is unadulterated crap.”

The Role of Lore

Areas of Lore play an important role in defining what your character knows and what he doesn't. In *Legendary Quest*, there are basically two types of lore: *Mundane Lore* and *Arcane Lore*. *Arcane Lore* covers knowledge about magic and its workings. *Mundane Lore* covers knowledge concerning the various lores and beliefs common in the Middle Ages. As the knowledge of the universe was rather poor in the Middle Ages, much of the “knowledge” contained in any lore is unadulterated crap. It is composed mainly of rhymes, rules of thumb, and wives tales that have been passed from generation to generation. While the ‘lore’ learned by characters in this game would be considered highly primitive by today's scientific standards, it is the best available to the players.

Knowledge of lore does not usually affect a character's abilities directly. However, more abilities are available to characters with greater Intelligence. For example, every mage spell lists a number of *Arcane Lore* requirements that a character must meet before he may even attempt to learn it. Similarly, certain abilities only become available to characters who meet some minimum requirements in *Mundane Lore*. Abilities that require your character to meet certain “Lore” prerequisites before obtaining the ability are known as Crafts. This may most easily be demonstrated by an example:

Filibuster

Lore Requirements

Trivia: 8

Statistics

Base: 4

A character who has been elected to high office and who has this craft can bring an entire nation's government to a complete standstill. To succeed without interruption, the character must make a *Success Roll* with *Stamina Adjustments* against a *Success Threshold* of 20. Success indicates he prevents any new law from passing for a period of 1 hour per level in **Filibuster**. At the end of the period, another attempt may be made to continue the filibuster. As soon as the *Success Roll* fails, the filibuster is broken.

Any character with the lore of *Trivia* may learn *Filibustering* when he attains 8th level in *Trivia*. Once the craft is obtained, he gains levels in it as if it were any other ordinary skill.

Note that simply having the required levels in lore does not mean that your character automatically gains all skills for which he meets the requirements. He must still somehow gain the skill, craft, or spell in some manner, be it training from another person already possessing the

skill or a textbook or scroll giving the necessary instructions.

A craft or spell will often list a number of other useful statistics about its use along with the Base (e.g. cost to perform the craft, how long it takes to perform the craft, etc.).

Gaining Levels in Skills, Lores, Crafts, & Mage Spells

Whenever you spend experience points on a skill, lore, craft, or mage spell, keep track of the amount spent on each under the heading *Spent E.P.* While maintaining this information for every skill your character possesses may seem like a lot of bookkeeping, you will soon realize how much simpler this makes the game.

As stated before, when a character wishes to begin mastering a skill, he must first spend an amount of experience points equal to the skill's *Base*. After sacrificing the requisite points, he obtains a *Raw Level* of 1 in the skill. (This *Raw Level* is usually given an additional boost by the Classes your character possesses via *Level Adjustments* to obtain an overall skill *Level*. These adjustments are explained later.)

Since you keep track of the total amount of experience points you spend on every skill, it's easy to determine how much you need to spend to gain the next *Raw Level* in the skill. Gaining a *Raw Level* in a skill requires your character to spend an additional amount of experience points equal to the total amount already spent. You need to **DOUBLE the previous amount you spent on a skill to advance to the next Raw Level.**

For example: if your character has spent 8 experience points to gain 1st *Raw Level* in a skill, you must spend another 8 to gain a *Raw Level* of 2. This means that, at a *Raw Level* of 2, you have spent a total of 16 experience points. If you want to advance to a *Raw Level* of 3 in the skill, you must raise the total amount of E.P. spent in the skill to 32. This, of course, means that you must spend another 16 E.P.

It doesn't take a genius to figure out that if you add up all of the listings under *Spent E.P.* and add it to the character's *Unspent E.P.*, the sum should equal the character's *Total E.P.*

The table on the next page lists all of the required total experience point costs to gain a *Raw Level* for any given base. Notice how the total E.P. cost for any *Raw Level* is ALWAYS twice that of the previous level.

Total E. P. Cost to Gain a Raw Level for Any Given Base

Level

Base	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	1	2	4	8	16	32	64	128	256	512	1024	2048	4096	8192	16384
2	2	4	8	16	32	64	128	256	512	1024	2048	4096	8192	16384	32768
3	3	6	12	24	48	96	192	384	768	1536	3072	6144	12288	24576	49152
4	4	8	16	32	64	128	256	512	1024	2048	4096	8192	16384	32768	65536
5	5	10	20	40	80	160	320	640	1280	2560	5120	10240	20480	40960	81920
6	6	12	24	48	96	192	384	768	1536	3072	6144	12288	24576	49152	98304
7	7	14	28	56	112	224	448	896	1792	3584	7168	14336	28672	57344	114688
8	8	16	32	64	128	256	512	1024	2048	4096	8192	16384	32768	65536	131072
9	9	18	36	72	144	288	576	1152	2304	4608					
10	10	20	40	80	160	320	640	1280	2560	5120					
12	12	24	48	96	192	384	768	1536	3072	6144					
14	14	28	56	112	224	448	896	1792	3584	7168					
16	16	32	64	128	256	512	1024	2048	4096	8192					
18	18	36	72	144	288	576	1152	2304	4608	9216					
20	20	40	80	160	320	640	1280	2560	5120	10240					
22	22	44	88	176	352	704	1408	2816	5632	11264					
24	24	48	96	192	384	768	1536	3072	6144	12288					
26	26	52	104	208	416	832	1664	3328	6656	13312	...get the drift?				
28	28	56	112	224	448	896	1792	3584	7168	14336					
30	30	60	120	240	480	960	1920	3840	7680	15360					
32	32	64	128	256	512	1024	2048	4096	8192	16384					
34	34	68	136	272	544	1088	2176	4352	8704	17408					
36	36	72	144	288	576	1152	2304	4608	9216	18432					
38	38	76	152	304	608	1216	2432	4864	9728	19456					
40	40	80	160	320	640	1280	2560	5120	10240	20480					
48	48	96	192	384	768	1536	3072	6144	12288	24576					
64	64	128	256	512	1024	2048	4096	8192	16384	32768					

The Concept of Classes

A class is a collection of talents, skills, and areas of lore. You will choose a class for your character by reviewing the different benefits each class presents. All classes have some minimum attribute requirements the character must meet. *Legendary Quest* breaks its classes into two general categories **Low Order Classes** and **High Order Classes**. You will ALWAYS start out by choosing a Low Order Class for your beginning characters. High Order Classes can only be obtained when your character advances in experience and meets the *Prerequisites* of the High Order Classes. The next example shows some differences between low and high order classes.

Town Fool (Low Order Class Example)

Town fools often lurk near the busiest streets in a town or city. Here they try to pick up new friends by merrily babbling about their hobbies, the weather, so-and-so's new baby, modern fashion trends, and any other meaningless topics their feeble minds can comprehend. Of course, since the IQ of a town fool barely approaches that of a sewer rat, these merry gossipers fail to grasp anything anyone says. When questioned on a particular subject, a town fool simply talks nonsense for a while, after which he gives his questioner an "Any more questions?" look.

Attribute		Requirements				
PS	ST	AG	MD	PC	WP	FA
—	2	—	—	2	—	—

Talents

Falling Off Walls

Skills

Versed in: *Blithering*

Reviewed in: *Beating Around the Bush*

Weapon Proficiencies

Versed in: *Wielding a Wet Noodle*

Blithering Idiot (High Order Class)

Many players pick up this class in the mistaken notion that they are becoming true politicians. This is largely because many of the most powerful politicians also happen to be blithering idiots. A blithering idiot prides himself in the unparalleled speaking ability of *Blithering*. With it, a blithering idiot believes he impresses everyone he talks to with his brilliance and charm. **Note:** the *Willpower* requirement listed below is REALLY necessary. Nobody is born this stupid. He must work at it.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	—	3	—

Prerequisites

The character must obtain 5th level in *Blithering*.

Skills

Expert in: *Blithering*

Weapon Proficiencies

Specialized in: *Wielding a Wet Noodle*

Politician (High Order Class Example)

Many men choose this vocation as it pays great wages for little work. All that is required of the position is for a man to convince others that he is the "right man for the job." Unfortunately, the credentials of most applicants revolve around a straight set of teeth and a good hairdresser.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	—	—	2

Prerequisites

5th level in *Beating Around the Bush*

Alignment Restrictions

Character cannot be *Lawful*

Talents

Kissing Babies

Skills

Expert in: *Beating Around the Bush*

Areas of Mundane Lore

Versed in: *Trivia*

Explaining the Example Classes

A **Town Fool** has certain skills (namely *Blithering* and *Beating Around the Bush*). Because the **Blithering Idiot** class can be obtained if a character meets the prerequisite of 5th level in *Blithering*, a **Town Fool** can become one. Similarly, since the **Politician** class can be obtained if a character meets the prerequisite of 5th level in *Beating Around the Bush*, a **Town Fool** may choose to gain this class too (once he obtains 5th level in the skill). In any case, it is entirely up to you to decide what classes your character gains—as long as you meet all requirements for a given class.

Unless otherwise stated, gaining any High Order class requires three months (game time) of intensive training and study. There is one major restriction to this process: Your character may accumulate a maximum number of classes (low and high order combined) equal to 3 plus half his *Intelligence* (round down).

Other than advancing to High Order Classes, you need to understand only a few conventions to grasp the benefits a class offers. First, **Talents** are gifts the class endows on a character when he becomes a member of the profession. Once a *Talent* is gained, no further advancement is possible in these abilities. A character either possesses a **Talent** or he does not.

Second, different classes emphasize the use of different abilities and skills. When a class emphasizes one skill or lore over another, members of that class are automatically more advanced in the emphasized ability than in the less emphasized one. The degrees of concentration are indicated by making its members **Expert in**, **Specialized in**, **Versed in**, or **Reviewed in**: a particular skill. **Expert in**: indicates the highest degree of training while **Reviewed in**: shows the lowest.

Your character *can* pick up abilities and skills not given him directly by his class. However, you cannot use these additional skills with as great proficiency as if he had gained them through the acquisition of a class. When your character picks up additional skills in this way, he is said to be **Schooled in**: that skill. (The skills table indicates skills that may be picked up out of class.)

When your character spends experience points in gaining proficiency in a skill, he determines his *Raw* (or unadjusted) *Level* in the skill. If the skill was obtained out of class, that would be all there was to it. However, abilities gained through classes get an added boost. Depending on the *Training Classification* given in a skill or lore by a class, a *Level Adjustment* is added to obtain the character's overall *Level* in the skill. The *Level Adjustment* is determined by the *Training Classification* according to the following table:

Training Classification	Level Adjustment
Expert	+4
Specialized	+3
Versed	+2
Reviewed	+1
Schooled	+0

For example, suppose the **Town Fool** in the example above spends the required number of experience points to obtain a *Raw Level* of 3 in *Blithering*. Since the class of **Town Fool** gives him a *Training Classification* of

Versed in Blithering, the fool's overall *Level* in *Blithering* equals 5 (3+2). (As a side note, this fulfills all the *Prerequisites* needed to obtain the **Blithering Idiot** class.)

Through the accumulation of several classes, it is quite common for a character to have more than one *Training Classification* specified for a given skill. In these cases simply use the best *Training Classification* specified for the skill by all of the classes obtained by the character. For example, a **Town Fool** is *Reviewed* in the skill *Beating Around the Bush* while a **Politician** is *Expert* in the same skill. Thus, a **Town Fool/ Politician** is considered *Expert* in *Beating Around the Bush*.

Level in Crafts & Mage Spells

Unless a class explicitly states that it trains its members in a particular craft or mage spell, assume that it gives NO additional training. The character is simply *Schooled* in any spell or craft he acquires. (Note that none of the classes listed in this book specify any form of additional training for mage spells or crafts. Who knows what we'll do in future volumes, though.)

Total E.P. vs. Unspent E.P.

It is ESSENTIAL to keep track of all awarded experience points under the two headings of *Total E.P.* and *Unspent E.P.* The concepts of these two headings can most easily be explained by analogy. If you kept track of every dollar you ever earned from the day you were born, you would put that information under a heading like **Running Total of All Money Earned to Date**. Similarly, a player must keep *Total E.P.* of all experience points a character has earned throughout his entire adventuring career. A character's *Total E.P.* determines his *Character Level*.

In addition, you could put the current level of your checking account under a heading like **Amount of Money Remaining in Checking Account**. If you did so, you would know exactly how much money you could spend on a new sweater or shoes. Similarly, characters earn experience points and spend them when they advance in skills. Keep track of any unspent experience points under the heading *Unspent E.P.*

Your beginning character is given no experience points. Your *Total E.P.* and *Unspent E.P.* Equal 0. Consequently, your *Raw Level* in all of his skills equals zero, as in the example below. Your overall *Level* in a given skill may be greater depending on the *Training Classification* given by your initial class. In the example at right, the character who is wielding this dagger chose a class that is *Versed* in using daggers, which allows him a +2 level adjustment.

Explanation of Combat Characteristics

We are now down to the last important block on the character sheet: the **Combat Characteristics**. Generating your character has been a long process, but the work you have done enables you to boil your character's major Combat Characteristics down to a few numbers. These are his *Attack Bonus*, his *Combat Level*, his *Defense*, and his *Speed In Armor*. (*Absorption* and *Damage* are determined by your weapon.) Here's how to fill in your Combat Characteristics:

- 1 Put a 1 in the **Character Level** blank.
- 2 Fill in the **Level** blank with your character's overall Level in the weapon he will normally wield in his hand. The level may be that of any weapon that may be used to parry blows. These include all hand-held weapons, polearm weapons, and a select few entrapment weapons (including whip and cat-o-nine-tails). In our example, this character is level 2 in dagger, so we wrote a 2 in the "Weapon in Hand" Level blank.
- 3 Fill in the **Combat Level** blank with the average of the Character Level (1) and the Weapon Level rounded up.
- 4 Fill in the **Parry** blank with the Parry of the weapon your character normally wields.
- 5 Fill in the **Raw Defense** blank with your character's Raw Defense. (This equals your character's Agility (AG) plus 15.)
- 6 Choose an armor type from the **Armor Table** and fill in the **Armor Type** blank. (Note: mages cannot cast spells when encumbered with armor. Priests have no such restriction.) Your Overlord may require you to purchase any armor that you wear. Ask him how much money your character has to spend. (Rule of thumb is percentile dice times 2.)
- 7 Fill in the **Defense Penalty** blank according to the chosen **Armor Type**. If you are wearing no armor, put a 0 in this blank.
- 8 Add the Character Level, Parry, Raw Defense, and Defense Penalty and put the sum in the **Defense** blank.
- 9 Fill in the **Speed Penalty** blank according to the chosen **Armor Type**. If you are wearing no armor, put a 0 in this blank.

- 10 Subtract the *Speed Penalty* from the character's *Speed (SP)* and place the result in the **Speed in Armor** blank.

Attack Bonus

When attacking, the higher the *Attack Bonus*, the better chances you have of hitting your opponent. You'll add your attack bonus to your 30-sider roll.

Here's how to calculate your character's *Attack Bonus* for every weapon he uses:

- 1 Set your Attack Bonus equal to your weapon level (Raw Level plus the level adjustment according to your Training Classification in the weapon). If you haven't gained any levels and your class has not instructed you in the weapon's basic use, your Attack Bonus is -4.
- 2 Add to this value an adjustment given for appropriate Attribute scores.

Weapon Type	Add Your...
Large & Med. Hand-held or polearm	Vigour (VG)
Small hand-held & entrapment	Coordination (CD)
Range weapons (bows, sling)	Hand/Eye (HE)

Thus, a character having attained 5th level in wielding a dagger (a small hand-held weapon) and having a *Coordination* of 7 (the *Attribute* pertinent to small hand-held weapons) has a total *Attack Bonus* of +12.

COMBAT

Character Level	Weapon Level → Avg	Combat Level
Parry	Weapon in Hand	Speed
Raw Defense (AG+15)	Armor	Minus
Shield	[]	Speed penalty
Encumbrance	[]	Speed in Armor
Defense	Absorption	Speed in Armor

Use this section of your character sheet to record your combat information.

Combat Level

Combat Level indicates a character's relative competence in melee combat situations. A character's *Combat Level* equals the average of his *Character Level* and the *level* he has attained in the hand-held weapon he uses in combat (rounded up). **Thus, a character's *Combat Level* changes every time he switches to a different weapon.**

- If a character uses two weapons simultaneously, use the higher weapon level when determining *Combat Level*. (This is usually limited by the level in the skill Florentine.)
- If the character has no weapon in hand or has a weapon other than a hand-held weapon (such as a bow), simply average his *Character Level* with 0 to obtain the *Combat Level*.

Defense

Defense describes the ease or difficulty an adversary has in striking a blow in combat. It shows a character's expertise in jumping out of harm's way and his ability to block or divert blows.

Here's how to determine the *Defense* of your character:

- 1 Start with the character's *Character Level*.
- 2 Add the *Parry Factor* of the weapon in hand. (If the character uses two weapons, use the higher *Parry Factor* and add 1. **See *Wielding Two Weapons Simultaneously*** in the **Advanced Combat Rules** for restrictions.)
- 3 Add the character's *Raw Defense*.
- 4 Subtract from this number the *Defense Penalty* of the character's armor (see **Armor**). (Using a shield gives a bonus rather than a penalty.)

Speed In Armor

A character's *Speed In Armor* determines how fast a character can run when encumbered with armor. This is determined simply by subtracting the *Speed Penalty* of the character's armor from his normal *Speed (SP)*. This resulting number indicates how many yards a character can run in a single turn.

Congratulations!

You have just finished working up your character. If you don't have anyone to explain the rules as you go along, you need to read **The Rolls of Legendary Quest** and the **Basic Combat Rules**. Ignore the **Advanced Combat Rules** until you feel comfortable with the basics.



The Rolls of Legendary Quest

In simplifying the rules of *Legendary Quest* to their present state, we noticed that players need to learn three types of rolls:

- *Rolls governed by the skills of opposing forces.*
- *Rolls governed by a character's natural abilities and his environment.*
- *Rolls governed predominantly by chance.*

For example, if you ever read the classic tale of **Robin Hood**, you will undoubtedly remember Robin Hood's first encounter with Little John. Both characters were crossing a river in opposite directions by way of a tree that had fallen across it. When they met in the middle, neither would give ground to allow the other to pass. Instead, one challenged the other to a match of quarterstaves to see who would remain standing on the log after the bout. The contest was long and furious, but Little John, the obvious master in quarterstaves, overcame Robin Hood by knocking him into the cold river water.

An analysis of this contest shows that it uses all three types of rolls. First, it is inevitable that each combatant will swing his staff at his opponent to try and knock him off of the narrow bridge. The first question brought up in this situation is: ***Who swings first and thus gains the first opportunity to knock the other off?*** Since both are skilled fighters using the same weapons, a simple roll of the dice must answer this question. In other words, the third type of roll described above determines the initiative.

Next: ***When one of the combatants swings his quarterstaff, does the blow land soundly on his opponent's body?*** In determining the answer to this question, the "odds" must take into account the attacker's skill with the staff AND the defender's ability to parry or dodge the blow. In other words, the skills and talents of both forces enter into the chances. Of course, this is perfectly described by the first type of roll given above.

Finally: ***Whenever a blow lands on a contestant, can the struck combatant retain his balance on the fallen log?*** The variables entering into this question's answer lie predominantly with the struck character's *Agility* and the width of the log on which he stands. This, of course, falls into the second type of roll category listed above.

How Do We Use This Information?

Now that we recognize the similarities in the various situations governed by dice rolls, we can use them to simplify play. Unfortunately, the third type of roll described above defies further simplification. In this category falls all of the random events which characters have no control over (such as meeting 1-3 ogres, finding 2-12 gold coins, sustaining 2-16 damage from a blow, etc.). The vast universe of number ranges simply cannot be boiled down to a single, all-encompassing rule. Fortunately, these rolls generate the smallest amount of controversy in any game. Rarely will a player argue that a troll simply CANNOT deliver 4-32 points of damage in a bite.

Attribute Checks

The second type of roll, in which a character pits his raw attributes against the opposing forces, easily lends itself to simplification into a single, easy-to-use rule. The most common example of this situation occurs when your character decides to single-handedly lift a portcullis or bend iron bars. You argue that certainly SOME force in the universe can accomplish these feats, and your character is much stronger than most. Usually, the Overlord lacks a degree in Physics or simply does not want to calculate the exact forces necessary to accomplish such a feat. He intuitively knows, though, that such tasks are extremely difficult even if they are not impossible. He may even decide that your character has some small chance of accomplishing them.

To determine if a character can perform some task:

- 1 Roll a d10.
- 2 Add to that your *Attribute* score (of the Attribute that is being checked).
- 3 Compare the result to a threshold given by the Overlord. If your number is greater than or equal to the threshold, your character succeeds.

Obviously, the larger the threshold, the more difficult the check. Such rolls are known as *Attribute Checks*.

When an *Attribute Check* must be made, the Overlord will generally say something like, "Make a *Perception Check* against a *Threshold* of 8." This is an abbreviated expression meaning: "Roll a d10, add your *Perception* and compare the result to 8." All he really needs to know is if the end result was greater than or equal to the given threshold. For further information on these types of rolls, see **Luck Rolls and Attribute Checks**.

How Levels Influence Attribute Checks

Threshold = $5 + (1/2 \text{ level of opposing force, rounded up})$

The levels of external influences sometimes factor into the threshold of an *Attribute Check*. For example, your character may become entangled in a magical web created by a spell. The strength of the web is determined by the level of the spell, but your *Character Level* does not have any bearing on whether you can tear yourself free. Only your *Physical Strength* is applicable. Unless otherwise stated, the *Threshold* you must overcome in these situations equals 5 plus half the level of the opposing force (rounded up). Thus, if the magical web were cast at 9th spell level, the *Threshold* that you must overcome equals 10 ($5 + 9/2$ rounded up).

Cumulative Attribute Checks

Sometimes, two or more individuals can combine their efforts to accomplish a goal. For example, suppose Ivan the Impulsive encounters an enormous spider web and he decides to launch himself into it to test his physical prowess. To Ivan's embarrassment, he discovers that the *Attribute Check* threshold he must overcome is a stunningly high 12. A number far too high for any hope of solo escape. The escapade has once again proven not only that spider's silk is stronger than steel, but also that Ivan is dumber than dirt. Sheepishly, Ivan calls to his friend, Ted the Ticked-Off, for help. Ted reluctantly comes to his aid. He grabs ahold of Ivan and gives a good yank, adding his own strength to Ivan's. At this point, each character rolls his own d10 and adds his *Physical Strength* to the resulting roll. The two values are then added together before comparing the result to the *Threshold*. If the sum of both Ivan's and Ted's efforts total 12 or more (the stated *Threshold* for the web), Ivan is freed from his self-imposed trap.

Cooperative Attribute Checks

At times, characters will actively help one another in a given task, but the situation does not logically enable one character to directly add his abilities to his comrade. For example, two characters might find themselves standing on slippery ice and will "hang on" to each other for support. Ordinarily a single individual would make an *Attribute Check* against his *Agility* to remain standing. However, it is not reasonable to allow two such

individuals to "accumulate" their *Agility Checks*, effectively making the group as a whole twice as agile and making it a virtual certainty that neither will slip. The best that can be allowed in this situation is to simply allow all individuals in the group to make their *Attribute Checks* using the highest pertinent *Attribute* of the group as a whole. (The Combat Rules determine *Surprise* using cooperative *Perception Checks* in this manner.)

Competing Attribute Checks

At times, one character will pit his physical or mental abilities directly against those of another character. An arm wrestling competition is a good example of this. In such a contest, one character pits his ***Physical Strength*** against another. It would be a simple matter to decide the contest by simply having each contestant make a normal *Physical Strength Check* (rolling a d10 and adding his *Physical Strength*) and give the contest to the winner. However, this is completely unsatisfying. A single roll of a d10 could overwhelm the odds and too easily give the contest to an obviously weaker contestant. For extremely rapid competitions in game play (those lasting a few seconds or so), this technique is satisfactory since sheer luck might factor heavily into the outcome. However, most contests are far more heavily dependent on *Attribute* values rather than random luck.

In any contest pitting one person's *Attribute* against that of another, have each contestant roll a d10 and add to the roll whatever *Attribute* is appropriate for the contest. If the winner's score is 10 or greater than his opponent's, he immediately wins. If not, a similar roll is made for each turn (10 seconds) of the competition. Each player will keep a running total of all of his *Attribute Checks*. Whenever one contestant's running total rises to 10 or more above his opponent's, he wins.

For example, suppose Mark the Manly is competing against Bruce the Bicep in an arm wrestling competition. Mark has a 3 *Physical Strength*, while Bruce has a 5. On the first turn of the competition, Mark rolls a 7 on his d10 (for a total *Attribute Check* of 10 after adding PS) and Bruce rolls a 4 (giving him a total of 9 after adding PS). Since Bruce's score is only a single point lower than Mark's, the contest is far from over. On the next turn, Bruce rolls an 8 while Mark rolls a 2. Thus, Bruce's running total has risen to 22 (again, adding in his PS) while Mark's is a mere 15. The tide has turned in Bruce's favor, but the difference between the two running totals is still less than 10, so both competitors continue straining

“Ivan the Impulsive encounters an enormous spider web and he decides to launch himself into it to test his physical prowess...an escapade proving not only that a spider's silk is stronger than steel, but also that Ivan is dumber than dirt.”

against the other. On the next turn, Bruce rolls a 5 while Mark rolls a disappointing 3. Bruce's running total is now 32 and Mark's is merely 21. The difference is now greater than 10, indicating that Bruce has pinned Mark's arm to the table. Bruce the Bicep, still undefeated, sits back and gives Mark a satisfied smile.

Rolls Pitting Skill vs. Skill

All rolls predominately pitting one's skills against another's are all handled differently than the *Attribute Checks* just described. All skill-verses-skill rolls, though, are very similar to one another. If you understand how these rolls work, you undoubtedly understand how to handle the vast majority of situations that arise in the game environment. Essentially, these rolls can be broken down into three extremely similar roll types. One roll is offensive, another is defensive, and yet another is neither offensive nor defensive.

All three rolls use a d30 (a thirty-sided die). This unusual die was chosen because it provides a wide number range (1 to 30). In essence, it allows a character to use adjustments from a wide variety of sources without allowing those adjustments to overwhelm the odds. We could have used percentile dice (d100) instead to provide an even greater range, but a d100 forces players to deal with addition and subtraction of much larger numbers. Most people would agree that it is somewhat easier to add 9 and 17 than to add 36 and 67. The difference, of course, is not really felt until you do it dozens of times over the course of an evening.

Fundamentally, all of the "skill vs. skill" rolls require that your character roll a d30 and add adjustments for his deftness in the situation. For your character to succeed in any type of attempt, you must obtain a number that is at least equal to a certain *Threshold*. Obviously, your character's ability to succeed in a given situation depends greatly upon his training and practice in the circumstance. The greater his skill, the greater the adjustments on the roll. Nevertheless, the difficulty of the situation in which your character finds himself also greatly influences your chances. The more difficult the circumstance, the greater the *Threshold* you must overcome.

The Attack Roll

You will use an offensive roll, known as an *Attack Roll*, when your character or monster targets an attack directly on some individual. The quick reflexes of the targeted individual may avoid the attack. **To determine if an attack succeeds:**

- 1** Roll a d30
- 2** Add your *Attack Bonus* to your d30 score.
- 3** If the total equals or exceeds your target's *Defense*, your blow lands soundly.

The effects of a successful *Attack Roll* vary depending on the form of the attack and the nature of the target. Most *Attack Rolls* (although not all) will result in some form of damage being delivered to the target. The specifics of how much damage is delivered by an attack is discussed later in the **Combat Rules**.

The Luck Roll

You will use a defensive roll, known as a *Luck Roll*, when your character tries to avoid some baneful force. *Luck Rolls* apply to characters in an affected area or when you must avoid a force other than parrying, dodging, and blocking, which are included in a character's *Defense*.

To make a luck roll:

- 1** Roll a d30.
- 2** Add your *Character Level* and any *Attribute* pertinent to avoiding the baneful force to your d30 score.
- 3** If the total equals or exceeds a set *Threshold*, your *Luck Roll* succeeds. Unless otherwise stated, you must overcome a *Threshold* of 15 plus the *level* of the baneful force.

Of course, the Overlord may make additional adjustments to the *Threshold* for unusual circumstances.

The Success Roll

A Success Roll deals with situations that are neither offensive nor defensive. You will use it when your character tries to accomplish some task but needn't overcome the active influences of opposing skills. For example, when your character tries to pick a lock, stealth unheard, or train animals. Of course, the environment may influence your character's chances. For example, a highly adept locksmith may have been hired to fashion a lock to foil lock pickers, a floor may be covered with dry leaves to stop the silent movements of thieves, or an animal may be just plain stupid. **To make a success roll:**

- 1** Roll a d30.
- 2** Add your character's pertinent *skill level* and appropriate *Attributes* to your d30 score.
- 3** If the total equals or exceeds a set *Threshold*, your *Success Roll* succeeds. Unless otherwise stated, the *Threshold* that any *Success Roll* must overcome equals 15 plus the level of any opposing agent.

The Overlord may give additional environmental adjustments for unusual circumstances.



Collective Rolls

Although rather rare, the game occasionally requires a group of characters to make a *Success Roll* or *Attack Roll* collectively. In these cases, a single roll determines the fate of the entire group.

The crews of sea-going vessels most commonly make such rolls. In these cases, the entire crew must work together for their ship to overcome some obstacle (such as weathering a harsh storm).



Collective rolls are made in a manner quite similar to the normal *Attack Rolls* and *Success Rolls* used throughout the rest of the game. A d30 is rolled, a bonus is added, and the result is compared to a given threshold value. The only trick is in determining the specific bonus that should be used.

In the situations demanding collective rolls, there is often a set number of participants which is considered a “full complement.” For example, a ship may require 40 sailors to man the vessel in order to be considered “fully manned.” A lesser number of sailors may still be able to effectively handle the ship, but they will be somewhat handicapped due to their weak numbers.

When a value defining a “full complement” has been specified and there are not enough participants to make up the full complement, calculate the roll bonus as follows:

Add up the individual bonuses of each crew member in the appropriate skill (i.e. *Seamanship* for sailors struggling against an ocean storm) and divide this sum by the full complement number.

If there is no full complement value given, or the number of participants equals or exceeds this number, simply average the bonuses of all participants in the roll.

Some situations demand a minimum number of participants to even attempt a roll. If the available number of participants is less than the minimum, the roll will usually fail automatically. At the very least, the adjustments that would be provided by the crew must be ignored. Unless otherwise stated, simply assume the roll fails.

Review of Roll Types

Roll Type	Threshold	Bonuses
Attack	Opponent's Defense	Character's Attack Bonus
Luck	15+skill level of opposing force	Character Level + pertinent Attributes
Success	20+ skill level of opposing agent + environmental adjustments	Skill level + pertinent Attributes

Combat Rules

In any fantasy game, rules direct the outcome of combat. In this game, generation of characters was made more difficult to simplify combat rules.

Of course, these rules cannot possibly cover all events that can arise in a game situation. The diversity in this game rivals that of everyday life. Nonetheless, the following rules have proven useful. They determine who swings a sword or casts a spell at a given time. They also cover how much damage a bitten, stomped on, or crushed character suffers. After playing a short while, you should easily remember all of these rules. You will not need to review them for every combat.

All of the following rules apply to both sides of any battle. In other words, monsters have equal rights.

A Word of Suggestion

The game divides its combat rules into two sections: **Basic Combat Rules** and **Advanced Combat Rules**. The **Basic Combat Rules** list only four fundamental concepts used in all combat situations. If you learn just these four rules, you will be able to handle 90% of the combat situations that arise. It is a good idea to ignore the **Advanced Combat Rules** for the first few gaming sessions. Once you are familiar with the basic rules, you can slowly incorporate the more advanced rules as you see fit.

Although you dealt with many adjustments and modifiers when working up your character, you may now enjoy the fruits of your labor. Most of the **Combat Rules** use only six units on your character sheet. These are: *Combat Level*, *Attack Bonus*, *Defense*, *Damage Tolerance*, *Damage*, and *Absorption*. In addition, you will occasionally use your character's *Attribute* scores in various *Luck Rolls* and *Attribute Checks*. You may basically ignore all of the other numbers on the character sheet for most combat situations.

The rules listed in the following sections provide an excellent and comprehensive description of *Legendary Quest's* combat mechanics. However, it is often difficult for beginners to see the cohesive whole from the individual parts. In order to ease this task, an example combat scenario, entitled **An Example Confrontation**, exists at the end of the **Combat Rules** section to illustrate how the rules are used.

Some Basic Definitions

Before we get into the actual combat rules, it will make the task of understanding the rules simpler if we provide a few simple definitions:

Basic Damage: damage delivered by a weapon equal to the roll of the weapon plus the wielder's *Physical Strength* and any pertinent magical adjustments. Basic damage is delivered by a weapon regardless of whether the target is a living creature or a supernatural non-living entity.

Faith Damage: a damage adjustment made to blows striking supernatural (non-living) creatures. It is based on the *Faith* attribute of the aggressor and the alignments of both the attacker and target.

Firing Time: refers to the amount of time (in seconds) required to prepare a range weapon for use. These values are listed in the weapons tables.

Flurry: A *flurry* of attacks is those attacks normally allotted to a combatant in a turn of combat. Many monsters have multiple attacks in a flurry (i.e., bite, claw, claw), although characters usually have only one. For those using the **Advanced Combat Rules**, a "flurry" may include additional attacks depending on the number of weapons wielded and the *Combat Levels* of the attacker and defenders.

Initiative: refers to which side of two opposing forces goes first on any given turn of combat.

Recovery Time: the minimum *Initiative* advantage needed to obtain an additional flurry of attacks when using a given hand-held or polearm weapon. These values are listed in the weapons tables.

Segment: A *segment* is $1/10^{\text{th}}$ of a turn, or 1 second.

Severity Damage: *Severity Damage* refers to "bonus" damage inflicted on a living target. Rather than gauge the "force" with which a weapon hits its target, the additional damage simulates the sensitivity or vulnerability of the struck body part without getting into the gritty details of what was struck. In general, *Severity Damage* is applicable to all living creatures, but is ignored on blows striking non-living creatures (undead, elementals, spirits, etc.) because non-living creatures have no "vital organs" or "vulnerable" parts.

Turn: the basic unit of time in *Legendary Quest*. It equates to a period lasting 10 seconds. All combat situations are broken down into turns.

“All of the following rules apply to both sides of any battle. In other words, monsters have equal rights.”

Basic Combat Rules

Initiative

The character or monster who gets the initiative swings his sword, fires his crossbow, or casts his spell first. Differing types of attack require different methods in determining initiative.

Remember that both sides are swinging weapons, dodging blows, and drinking potions at the SAME time. Nevertheless, the side that wins initiative finds its opportunity to strike through an opponent's defenses first. Therefore, if an initiative winner lands a killing blow on a creature, that creature will not be able to finish the turn of combat and return the blow. In the case that the initiative rolls are equal, all blows land simultaneously and are fully effective regardless of any deaths.

Hand-to-Hand Combat

During hand-to-hand combat, many factors influence the timing of weapon blows. *Legendary Quest* handles initiative in these combat situations by having both sides roll a d10. The resulting numbers give the *segments*, or seconds, in which the combatants strike their blows during the turn. Thus, a character who gets to strike his blows on *segment 4* gains the initiative over someone who must wait until *segment 7*. If the numbers tie, both forces gain simultaneous attacks.

All weapons used in hand-to-hand combat have *Recovery Time* values. These numbers are only used when there is a large difference in the initiative rolls of opposing forces. If the difference between the opposing initiative rolls is greater than the *Recovery Time* for a given weapon, the character wielding that weapon is allowed an additional “flurry” of attacks with the weapon. Of course, only the *Initiative* winners gain any such advantage.

Weapons that have unusually low *Recovery Time* values will occasionally be allowed more than one extra flurry if the initiative difference is great enough. For example, a weapon with a *Recovery Time* of 3 will gain 2 extra flurries on any turn that its wielder wins the initiative by 6 or more. He will gain 3 extra flurries if he wins initiative by 9 or more. See the tables on the next page for clarification.

Every attack with a hand-held or polearm weapon requires a minimum of 1 second to enact. If a character

delivers multiple attacks on a given turn, his first attack will fall on the *segment* indicated by the *Initiative* roll. Every additional attack will fall on subsequent seconds, one after another, in a round-robin fashion until all attacks are used or the turn ends, whichever comes first. Any attacks that fall outside of the normal range of the turn are lost.

For example, suppose a dragon engages some foe in combat utilizing three attacks per turn (bite, claw, claw). On the first turn of combat, the deadly reptile rolls an 8 on *Initiative*. Thus, its first attack (a bite) falls on the 8th second of the turn, its second attack (a claw) falls on the 9th second, and its third attack (another claw) falls on the 10th second. On the next turn of combat, the same beast rolls a 10 on *Initiative*. Its first attack therefore falls on the 10th (and last) second of the turn, forcing it to lose its second and third attacks altogether. Of course, the same rules apply to characters as well.

Range Combat

Range weapons, such as arrows and spells, fire at specific rates. No random events generally influence the successful completion of the attacks. In these situations, a set *Firing Time* is given. For example, the *Firing Time* for a great bow equals 6. This means that the bow takes 6 *segments* (or seconds) to load, aim, and fire. Since 10 *segments* exist in a turn, the second and third arrows will be shot on the 2nd and 8th *segments* of the second *turn*, the 4th and 10th *segments* of the third *turn*, and the 6th *segment* of the fourth turn, etc.

Attacking

Whenever a character swings a sword or fires an arrow, the attack may or may not strike its intended target. To determine if the attack lands successfully, the attacker must make an *Attack Roll* (described in **The Rolls of *Legendary Quest***).

A blow AUTOMATICALLY strikes its intended target if a character *Attack Roll* naturally rolls a 28, 29, or 30.

A blow AUTOMATICALLY misses if a character rolls a 1, 2, or 3.

“Both sides are swinging weapons, dodging blows, and drinking potions at the SAME time. Nevertheless, the side that wins initiative finds its opportunity to strike through an opponent's defenses first.”

Attacking in Melee Combat

Note that general mêlée combat is usually highly confused. Characters in mêlée cannot always direct their attacks to the most desirable target. To determine which nearby opponent is the target of a character's swing, the Overlord rolls an appropriately-sized die giving equal weight to each opponent. If the player states that she is concentrating her attacks on a particular opponent, the Overlord is free to give the desired target a greater weight in the roll.

Attacking in Range Combat

If an archer rolls a natural 1 on a d30 during range combat, his projectile actually hits a target other than the one he intended. The Overlord then rolls randomly among all creatures reasonably within the field of fire to determine which was actually struck. On top of the normal weapon damage, an additional 1d10 points is added to simulate the accidental *Severity* of the hit. (If the misfired projectile strikes a creature that is unaffected by *Severity Damage*, simply disregard the d10).

Note that most spells strike their targets automatically. If the caster must make an *Attack Roll* like a normal weapon, the spell description states this fact. (In addition, most spells cannot deliver *Severity Damage* unless explicitly stated in the spell description. A spell's effects do not normally include the possibilities of puncturing kidneys or lacerating intestines as normal weapons can.)

☞ Example: how a Monster gains Extra Attacks ☞

	Explanation	Monster	Party	Dif. of	Monster's Extra Attacks
Normal Attack	This monster's regular attack consists of: Bite, Claw, Claw.	3 attacks			
Combat Level	For every 2 levels difference in <i>Combat Level</i> , the monster gets one extra attack.	10 th Combat Level	5 th Combat Level	5	2 Combat Level attacks +3 regular attacks = 5 attacks
Initiative Rolled	Monster attacks first, four seconds before the party can.	Rolled an initiative of 5	Rolled an initiative of 9	4 seconds	
Weapon's Recovery Time	If your <i>Recovery Time</i> is equal to or less than the difference in initiative, you get an extra <i>Flurry</i> . ♦ You can get two extra flurries if initiative is in your favor and the difference equals your recovery time times two.	Recovery time of 4	Monster has an Initiative advantage of 4 seconds, so it gets an extra flurry of attacks⇒		5 + 5 = 10 attacks

♦ (Your flurry may change each battle depending on the Combat Level of your opponent)

☞ Example round ☞

Second #	1	2	3	4	5	6	7	8	9	10
Monster's Action	∅	∅	∅	∅	Bite	Claw	Claw	Bite	Claw	Claw ♦
Party's Action	∅	∅	∅	∅	∅	∅	∅	∅	Attk.	Attk.♦♦

♦Note: The round ends before the monster can finish its four remaining attacks.

♦♦Note: Only party members who have the ability to *Florentine* can attack twice this round.

Damage

If an assailant successfully strikes his opponent, the blow inflicts damage to the opponent's body. On the weapons tables, each weapon is listed with the basic range of damage it can deliver. However, calculating the total damage delivered by a weapon also depends on the nature of the target. In *Legendary Quest*, damage delivered by a weapon is divided into three basic constituents. The first is the Basic Damage, which is damage delivered regardless of any characteristics of the target. The second is *Severity Damage*, which is applicable only to living creatures. The last is *Faith Damage*, which is applicable only to non-living creatures (undead, demons, elementals, etc.).

Basic Damage

Basic Damage is always delivered for any physical blow affecting a targeted creature (be it living or non-living). Of course, if a creature is specifically immune to an assailant's attack, even the *Basic Damage* is ignored.

To calculate the *Basic Damage* delivered by a blow:

- 1 Roll the damage dice for your type of weapon. The weapons tables provide this information.
- 2 Add magical adjustments, if any.
- 3 If your weapon is a *Hand Held* or *Polearm* weapon, add your *Physical Strength*.
- 4 If your weapon is a *Shot* or *Thrown* weapon (i.e. bows, throwing daggers, etc.), add half of your *Physical Strength* (rounded up).
- 5 Add your severity damage, if applicable and if your opponent is a living creature. See the next section for details.

Note that fired and entrapment weapons (i.e. pistols, crossbows, etc.) do not allow any adjustment for *Physical Strength*, and *Entrapment Weapons* never deliver *Severity Damage*.

Notify the Overlord of the damage you did to your opponent. The Overlord will then subtract the damage (along with any pertinent *Severity Damage* or *Faith Damage*) from your opponent's *Damage Tolerance*.

Severity Damage

Severity Damage is applied only to living creatures. It is intended to provide a crude gauge on the placement of a weapon's blow. *Severity Damage* is calculated by simply taking the difference between the assailant's overall *Attack Roll* and the target's *Defense*.

For example, suppose Alvin the Archer shoots Bart the Barbarian with an arrow. Alvin rolls his *Attack Roll* and obtains a roll of 21 on his d30. To this he adds his *Attack Bonus* of +12 for a grand total of 33: an obvious hit since Bart's *Defense* is only a 27. Since Bart is alive, he is susceptible to *Severity Damage*. Therefore, Bart sustains 6 points of *Severity Damage* (33-27) on top of the arrow's *Basic Damage*.

Other than a very few rare cases, spells cannot inflict *Severity Damage*. Their magics are simply not capable of reaching vital organs. Instead, they merely inflict flesh wounds. If a spell can deliver *Severity Damage*, it explicitly states so.

Faith Damage

Faith Damage is applied only to non-living creatures. More specifically, though, it is applicable only if the assailant and target have differing alignments (with respect to *Good* and *Evil*). Thus, *Good* characters deliver *Faith Damage* to *Neutral* and *Evil*, *Neutral* characters deliver *Faith Damage* to *Good* and *Evil*, and *Evil* characters deliver *Faith Damage* to *Good* and *Neutral*. In all such cases, simply add the assailant's *Faith* to the weapon's *Basic Damage*. (If a character's *Faith* is less than zero, it will actually lower the damage delivered.)

For example, suppose Patricia the Pious Priestess strikes Doug the Dirty Demon with her staff. Patricia is of *Good* alignment and has a *Faith* of 4. Doug is *Evil* and is, as his name suggests, a demonic spirit. Therefore, Patricia delivers an additional 4 points of *Faith Damage* to Doug with the mighty blow of her staff. (Note that, if Doug were immune to magical weapons and Patricia's staff was not magical, Patricia's blow would deliver no damage at all.)



Surprise!

A surprising party gains an advantage in combat. When a party first enters a room or encounters a monster, the monster, characters, or neither may be surprised.

To determine whether one side is surprised:

- 1 Both sides make *Perception Checks* (using the highest *Perception* of either force by rolling a d10 and adding their “best” *Perception*).
- 2 If either side has any bonuses or penalties in surprising opponents, add them to the roll. For example, giants often have surprise penalties due to their great bulk.
- 3 The side with the lower overall number is surprised.
- 4 The difference between the generated numbers of the two sides indicates the number of *segments* the losing force is surprised. Thus, the losing side has an *Initiative Penalty* equal to this difference on the first turn of combat. (see **Initiative** for details).
- 5 If the loser’s adjusted *Initiative* is greater than 10, he irrevocably loses all attacks on the first turn of combat.

Note: If one side is already aware of the other (i.e., is lurking in a dark alleyway ready to pounce), then that side cannot be surprised even if they “lose” the surprise roll. The worst that can happen is that they gain no surprise from their hidden attack. The skulking party’s perceptiveness does not enter into the roll. However, the rapidity of their attack very well might. Consequently, when it makes sense, the ambushing party should use an *Agility Check* in place of the *Perception Check* in determining Surprise.

For example: Grog the Orc Enforcer bursts into a room which he knows is occupied by three Goblins playing poker around a table. Since the Goblins were not expecting the intrusion, the Overlord demands a *Surprise* roll. Grog knows what lies on the other side of the door, so the Overlord decides that Grog cannot be surprised and has him replace his *Perception Check* with an *Agility*

Check. Unfortunately, Grog has an *Agility* of –1, so he is not too happy with the judgment. Grog rolls a 9, giving him an overall roll of 8 when his *Agility* is factored in. The Goblins roll a 2 and add the best *Perception* of the group (which is a 3) for an overall roll of 5. The Goblins are thereby surprised for 3 *segments* (8-5) *Initiative* is rolled and Grog obtains a 5 while the Goblins roll an 8. This is bad news for the Goblins since their adjusted *Initiative* roll is a total of 11. Therefore, Grog swings his weapon on 5 but the Goblins lose all of their initial attacks (since their adjusted *Initiative* is greater than 10) and must await next turn’s *Initiative* roll before striking back.

Advanced Combat Rules

Circumventing Opponents

You will often want to break through the front ranks of an opposing force to attack the bowmen and spellcasters they protect. Obviously, the front ranks are loathe to allow any breach in their defensive line. To settle the issue, the defending side makes a cumulative *Agility Check* with each defender adding half his *Combat Level*. Thus, each front-rank defender rolls a d10 and adds his *Agility* and half his *Combat Level* (rounded up). The individual rolls are then summed up to provide a cumulative result.

At the same time, each aggressor attempting to circumvent the defender’s front line makes his own similar *Agility Check*.

The defending line selects the priority in which the aggressors will be blocked. One by one, the defending line selects the highest priority aggressor and subtracts that aggressor’s *Agility Check* result from their cumulative total. If the result is 0 or greater, that particular aggressor is barred from passage. Once the cumulative total falls below zero, all the remaining ‘lower-priority’ aggressors pass through the defending ranks automatically.

For example, two Orcs having *Agilities* of 1 and *Combat Levels* of 5 form the front line of a small group of bandits consisting of themselves and a single Goblin archer. Letting greed get the better of them, they have ambushed your obviously wealthy Elven ranger. To their horror, your Elf is anything but an easy mark, having an *Agility* of 4 and a *Combat Level* of 9. Since you would rather not let their Goblin fire arrows at you with impunity, your

“Letting greed get the better of them, two Orcs have ambushed your obviously wealthy Elven ranger. To their horror, your Elf is anything but an easy mark, having an *Agility* of 4. Since you would rather not let their Goblin fire arrows at you with impunity, your ranger attempts to circumvent the Orcs and attack the archer directly.”

ranger attempts to circumvent the Orcs and attack the archer directly.

The Overlord has the front ranks of the bandits make a cumulative *Agility Check* as described above. Thus, each Orc rolls a d10 and adds his *Agility* (1) and half his *Combat Level* (5/2 rounded up = 3). On the first turn of combat, the first Orc rolls a 3 (giving him a result of 7 overall) while the second rolls an 8 (providing an overall result of 12). Thus, the cumulative roll is a 19. Your Elf rolls a 4 on his d10 and adds his *Agility* (4) and half his *Combat Level* (9/2 rounded up = 5) for a result of 13. Since 19 minus 13 is obviously not less than zero, your ranger's initial circumvention attempt fails.

On the second turn of combat, you try once again. The Orcs come up with a 3 and a 5 on their d10 rolls to give a cumulative result of 16. Your Elf, on the other hand, rolls a hearty 8 on his d10, giving him an overall result of 17. Even though they outnumber you by 2 to 1, the Orcs are unable to prevent your spry ranger from slipping through their front line and you proceed to sack the defenseless archer.

Attempting circumvention does not take away any of your attacks. You may still swing at your opponents even if the circumvention attempt fails.

Defense of Surprised Creatures

It is not unusual for a character to sneak up on an unsuspecting opponent and attack from the shadows. Such a tactic can be very beneficial to the aggressor. In these situations, the question always arises: "What is the target's *Defense*?" Obviously, the target is at a great disadvantage. However, the attacker is not swinging at a post. The defender will probably be able to react in some small way before the blow lands. Although a defender might be involved in one of a great variety of actions at the time of the attack, the circumstances generally boil down to a few basic types. Descriptions of these situations, and the corresponding *Defense* of the target are listed below. Keep in mind that these are only guidelines. The Overlord is perfectly free to alter the values depending on the situation.

Defender is Asleep or Unconscious

Obviously, if the surprised target has been knocked out or is unconscious due to intoxication or poison, he is completely unable to defend himself in any way. In this case, the target's *Defense* equals 0.

If the target is merely asleep, he still has some small awareness of his environment. In general, this awareness increases as characters gain experience.

➤The *Defense* of a sleeping target equals half his *Character Level* plus his *Perception* (for monsters use the creature's *Combat Level* in place of *Character Level*).

Defender is Conscious but Unaware of Danger

➤If the target is conscious but is basically unaware of any nearby threat, his *Defense* is cut to ¼ normal (rounded up) for the first blow struck against him, but will immediately thereafter rise to normal.

Keep in mind, though, that it does take some time to draw a weapon, so his *Defense* will more than likely be calculated without any *Parry* and his *Combat Level* will be correspondingly reduced.

Defender is Conscious and Aware of Danger

If the surprised target is conscious and is aware of some nearby danger (i.e. is engaged in combat with other opponents), his senses are abnormally heightened. Even though surprised, his reflexes are ready for action. His *Defense* should be cut in half for the first blow struck against him, but will immediately thereafter rise to normal. (Again, the surprised creature may not have a parryable weapon in hand, so his normal *Defense* and *Combat Level* may be affected as well.)

Fighting Blind

In the chaotic action of combat, blindness has severe consequences:

A blinded character has his *Attack Bonus* cut in half (round up).

In situations where the blinded character fights a sighted opponent, the blinded character's *Defense* is also cut in half (round up).

If blinded opponents combat one another (e.g. a brawl within a **Darkness** spell), the *Defenses* of all involved are not affected.

Since a blinded character can only sense by sound, he may have great difficulty in distinguishing between friend and foe. In a chaotic *mêlée* situation, the Overlord must roll randomly to see who a blinded combatant strikes. The rolls may be weighted if an enemy or comrade makes obvious and distinctive noises.

Foregoing Attacks to Defend

If your character concentrates more in parrying blows than in attacking, he gains additional *Parry* bonuses on his *Defense*. Every two points sacrificed from his *Attack Bonus* gives him one point of *Parry* (round down). You can extend this *Parry* adjustment only to the point of dropping his *Attack Bonus* to a +0. If you completely

sacrifice the remaining +0 attack (i.e. you make no *Attack Roll* at all), you gain one additional point of *Parry*.

If your character uses two weapons, he may perform a similar action. Obviously, a second weapon provides greater parrying opportunities, provided your character knows what he is doing (i.e. has the skill of *Florentine*). Thus, for every three points sacrificed from the *Attack Bonus* of **both** weapons, two points are added to your *Defense*. This process continues until one or the other *Attack Bonus* drops to a +0. Any *Attack Bonuses* remaining with the “better” weapon may be further sacrificed as if it were a single weapon (i.e. one *Parry* per two *Attack Bonuses*.) If you sacrifice the meager attacks remaining, your character gains one additional point of *Parry* for each weapon.

Initiative Modifiers

Initiative for Drawing and Ready Weapons

While drawing a sword or readying an ax takes time, the amount needed is generally too short to lose attacks. Therefore, characters drawing and readying weapons have initiative modifiers according to the weapon size. A character drawing a small weapon must adjust his initiative roll by +1. Drawing a medium weapon adjusts the initiative roll by +2. Similarly, drawing a large weapon alters the roll by +3. Use these same initiative adjustments for sheathing weapons in favor of some other form of attack. Any attacks that fall after the 10th second of any turn are automatically lost.

Initiative Against Non-Defending or Defenseless Creatures

An attack taken against an opponent who is unwilling or unable to defend himself is always treated as if the d10 for the *Initiative* roll produced a 1. No sane character would simply stand patiently poised in front of a powerful wizard, axe in hand, allowing the wizard to complete his casting of **Lightning Bolt**.

Magic Item Use

Magic items triggered by command words, actions of the owner, or other triggering event take as much time casting spells as actual spellcasters do. Therefore, all magic spells cast from items can have no better than the same *Casting Time* as spells cast directly. Additionally, magic items must be readied and triggered by the owner. The overall consequence is

that a magic item takes one *segment* longer than an actual spellcaster to complete a spell. These initiative modifiers are not applicable to items that use a constant magic such as swords, maces, etc.

Missiles

Defense Against Missiles

Parry never helps in defending your character against projectiles. Even so, targets at a distance have their *Defenses* automatically increased by 5 points simply because they are at a range. This means that the *Defenses* of most monsters remain the same at a range since all monsters are assumed to have a *Parry* of 5. (Of course, this rule does not apply to any monster wielding a *Hand Held* weapon.)

Firing Missile Weapons in Combat

You will inevitably find yourself in a situation where you are tempted to fire arrows and bolts in combat when creatures attack you directly. Nevertheless, it is nearly impossible to knock an arrow or load a bolt while dodging the sword thrusts of an opponent. If your character insists on firing arrows or bolts in combat, he has no *Parry* and must cut his remaining *Defense* to 3/4 normal (round up). Even after this great sacrifice, a solid blow may foil your attack. You must make an *Avoidance Roll* with *Manual Dexterity Adjustments* against a *Threshold* of 15 plus the amount of damage sustained in each blow. Failing any roll ruins the attack.

Firing Missile Weapons Into Combat

If you launch projectiles into active *mêlée*, you suffer great risk in striking allies with stray shots. For most situations, firing missiles into combat is feasible only if your character has a clear line-of-sight to the target. Such a line of sight is automatic if the target is substantially taller than your allies (i.e. the target is a Giant or your allies are all gnomes who are fighting ordinary men). Otherwise, range attacks are reasonable only if your character is at a substantially higher elevation or your enemies are far enough away that a fired arrow will safely arc over your comrades' heads before finding its mark. (Typically, “arching” requires the enemy to be at a distance of a least half the weapon’s normal range and your own allies at a substantially closer distance.)

If you insist on firing arrows into an active *mêlée* situation without a clear line-of-sight, your range attacks are

“If you insist of firing arrows into an active *mêlée* situation without a clear line-of-sight, your range attacks are suddenly constrained by normal melee rules. That is, you must patiently await an opportunity for your allies to ‘get their butts out of the way.’”

suddenly constrained by normal *mêlée* rules. That is, you must patiently await an opportunity for your allies to “get their butts out of the way.” In effect, you must make your own *Initiative* roll to determine when you may fire.

For example, suppose you have an Elven archer using a longbow in the ranks behind a platoon of Elven warriors who are fighting a band of Goblins. Since Elves and Goblins are about the same size, there is no obviously clear line-of-sight to your target. Since the *Firing Time* for a longbow is 5, on the turn that you are preparing your weapon, you must spend at least the first 5 seconds preparing. You roll a d10 for *Initiative* that results in a 9. Luckily, this means your arrow is ready when your opportunity arrives to fire. Thus, on your first turn, you find an opportunity to safely fire through your front ranks. Starting on 10, you start readying another arrow. Since knocking an arrow requires 5 seconds for a longbow, this means that you cannot fire until 4 of the next turn. On the next turn, however, you roll a 3 for *Initiative*. Unfortunately, by the time you have knocked your arrow, your opportunity has already passed. You are forced to wait until the next turn for another chance.

Even if you are careful about having a clear line-of-sight during range attacks, you may still strike a friend with a misfired projectile. If you roll a natural 1 on your *Attack Roll*, your arrow strikes some target other than the one you intended. Determine randomly, among all possible foes and allies, who was struck. For most situations, every creature within reasonable range and position has an equal chance of falling victim to the weapon's deadly tip. Of course, big creatures may be given a greater chance of falling victim to the stray shot. Roll damage as normal for the misfired arrow. If applicable to both the weapon and target, add an additional 1d10 points of *Severity* damage.

Number of Attacks

Attacks per Weapon

Allow one attack per *Hand Held* weapon used every turn. Wielding two *Hand Held* weapons simultaneously requires the combatant to have gained the skill *Florentine*. (See **Wielding Two Weapons Simultaneously**.) After the first attack, all other attacks occur in one-second intervals, following the turn's *Initiative* roll. Any attacks that fall after the 10th second of any turn are automatically lost.

Attacks for Range Weapons

Range weapons have a set *Firing Time* that determines the number of seconds needed to prepare, aim, and fire the weapon. This frequently allows multiple attacks on a given *turn* due to their firing times. For example, a Great Bow has a *Firing Time* of 6. This means that on the first turn of combat, the weapon is fired on the 6th second of the turn (provided a clear line-of-sight to the target exists). Six seconds later, which corresponds to the 2nd second of the following turn, another shot is fired. The weapon is again fired on the 8th second, etc. Thus, as long as an archer has a clear line-of-sight, a Great Bow has the following firing time sequence:

Turn	Second
1	6
2	2
2	8
3	4
3	10

The firing times of all the range weapons are detailed in the **Range Weapons** table under *Firing Time*.

Attacks for Superior Combat Level

A character engaging an opponent in hand-to-hand combat who has a substantially lower *Combat Level* gains extra attacks. He gains one extra attack for every two *Combat Levels* superiority he has over his opponent (round down). Thus, a character with a *Combat Level* of 7 gains 2 extra attacks (per flurry) on a character with a *Combat Level* of 2.

If the character happens to fight a group of opponents of differing *Combat Level*, the overall *Combat Level* of the opposing force equals the average of all of them.

All additional attacks are made in one-second intervals following the turn's *Initiative* roll. Any attacks that fall after the 10th second of any turn are automatically lost.

Combatants get additional *Combat Level* attacks in a round-robin fashion through all the available attacks for the creature. For example, a Griffon, which normally has a flurry consisting of a bite and two claws, and which gains an additional 2 swings for superior *Combat Level*, attacks as follows: bite, claw, claw, bite, claw.

Tripping and Fumbling in Melee

A character in combat may have the problem of dropping a weapon, tripping, or accidentally breaking his weapon. In this game, fumbling occurs when a character makes an *Attack Roll* with a *Hand Held* or *Polearm* weapon and rolls a 1 on the d30. In this case, roll the d30 again to determine what sort of fumbling occurs by using the following table:

Roll	Type of Fumble
------	----------------

1-10	Minor Fumble: Lose all <i>Parry</i> adjustments on <i>Defense</i> and cut the <i>Combat Level</i> in half (round up) until the next attack. The next attack is also lost in recovering from the fumble.
------	--

For those using droppable weapons, simply consider the fumble to be a weapon drop and the recovery to be the re-acquisition of the weapon. The next attack needn't be lost if the fumbler simply draws another weapon.

In this case, *Parry* and *Combat Level* are only affected as long as the fumbler has no weapon in hand.

(The *Parry* of the weapon is still applicable the second it is dropped. On subsequent seconds, all benefits of holding the weapon are lost.)

Moderate Fumble: The attacker has tripped. Cut the *Defense* of the tripped character in half until the second indicated by the next turn's *Initiative* roll. Any unused attacks remaining in the current turn are lost.

21-30	Major Fumble: The weapon performing the attack has struck poorly. It breaks if it fails a <i>Luck Roll vs. Crushing Blow</i> . The <i>Physical Strength</i> of the wielder is added into the <i>Threshold</i> of the <i>Luck Roll</i> (see Luck Rolls and Attribute Checks).
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Note: Some characters, such as *Acrobats*, have a chance of avoiding some types of fumbling through the use of *Attribute Checks*.

Use of Non-Proficient Weapons Similar to Proficient Ones

Obviously, a fighter skilled in the use of longswords may use a rapier without formal training in its use. In fact, he can use it with much better skill than a novice to swordplay. If any character needs to use a weapon in which he has no training, he will normally use it with a -4 penalty on his *Attack Bonus*. However, if he has skill in the use of a highly similar weapon, the *level* at which he fights with it is half the *level* of his skilled weapon. Of course, *Minimum Physical Strength Requirements* still apply for all weapons.

For weapons to be similar, they must be wielded in basically the same way. For instance, many medium blade weapons are similar. Rapiers, sabres, longswords, and shortswords are all wielded using basically, although not exactly, the same fighting style. A one-handed hammer and a one-or-two-handed hammer may be considered similar. Also, a one-or-two-handed hammer and a two-handed hammer may be considered similar. Nevertheless, a one-handed hammer and a two-handed hammer cannot. The great size difference of these two weapons necessitates too great a difference in the methods used to wield them. In general, your Overlord should not have too much difficulty judging when two weapons are similar.

A character wishing to gain *levels* in a weapon similar to one he already uses must begin at 0 *Raw Level*. For example, a Duelist who is 8th *Level* in *Wielding Rapier* wishing to gain *Levels* in *Wielding Longsword* must begin at a 0 *Raw Level* (adjusted according to any *Training Classifications* pertaining to longswords.) He does this even though he would otherwise wield the sword at 4th *level* AS HE WOULD A RAPIER.

Wielding 2 Weapons Simultaneously

Occasionally, a player decides he wants his character to wield a weapon in each hand. Although this is possible, the techniques and skills involved are not easy to acquire. It is not simply a matter of picking up a couple of swords and using them as if each hand moved independently. Both hands must act with coordinated, fluid motions to prevent one weapon from blocking and hindering the other.

To wield two hand-held weapons simultaneously, a character must first attain the skill of *Florentine*. Once accomplished, he may wield two weapons simultaneously with the restrictions described under that skill. In any case, the character's *Attack Bonus* in each weapon is reduced by an amount depending on his *Coordination*. The following table gives the appropriate adjustments:

Coordination	Two-Handed	Attack Bonus	Supplement
CD	Major Hand	Minor Hand	Ambi-dextrous
-4	-4	-5	-4
-3	-3	-5	-4
-2	-3	-4	-3
-1	-2	-4	-3
0	-2	-3	-2
2	-1	-3	-2
4	-1	-2	-1
6	-0	-2	-1
8-	-0	-1	-0

To determine a character's major hand, see **Handedness**.

Any character lacking the skill *Florentine* may still attempt to wield two weapons. Nevertheless, his *Weapon Level* in each weapon is cut in half, and he still suffers from the *Attack Bonus* adjustments given on the previous table.

When wielding two weapons, it is somewhat easier to parry blows than when using only a single weapon. A character's overall *Parry* when wielding two weapons equals the better *Parry Factor* of the two weapons plus 1. (The additional +1 is allowed only if the character has obtained the skills necessary to wield both weapons.)

Of course, monsters using claws and bites can use all of their attacks without schooling themselves in *Florentine*. Instinct alone guides their actions. In these cases, *Attack Adjustments* for multiple weapon use have already been taken into account. Similarly, a character fighting with his fists may attack with both hands without the need of *Florentine* training. Even so, he must still use the *Attack Adjustments* given above.



Saracen Warrior

An Example Confrontation

In order to clarify how all of these rules are applied in most situations, let us present you with an example combat scenario played through to its conclusion. In order to flesh out the scene, let's create the characters of the two opposing sides:

The Bad Guys in our scenario are comprised of a single Orc fighter with the following statistics:

Targ the Enforcer

PS	ST	AG	MD	PC	WP	FA
6	5	1	-1	0	-1	-2

Combat Level: 3 Race: Orc

Attack Bonus: +10 Defense: 24

Damage Tolerance: 80 Absorption: 0

Damage: 2d8 (Two-Handed Hammer) + 6 (PS)

The Good Guys consist of a dwarven squire and an Elven Bowman:

Gloin the Squire

PS	ST	AG	MD	PC	WP	FA
5	3	1	-1	0	0	0

Combat Level: 2 Race: Dwarf

Attack Bonus: +8 Defense: 21

Damage Tolerance: 64 Absorption: 8 (Chainmail)

Damage: 2d8 (Bastard Sword) + 5 (PS)

Fletch the Bowman

PS	ST	AG	MD	PC	WP	FA
2	-1	2	3	3	-1	0

Combat Level: 2 Race: Elf

Attack Bonus: +6 Defense: 17 (Short Sword)

+9 24 (Long Bow)

Damage Tolerance: 30 Absorption: 0

Damage: 1d8 (Long Bow) + 1 (PS / 2)

1d8 (Short Sword) + 2 (PS)

The Scenario Begins

We start our scenario with Gloin and Fletch walking down a lonely path through a dense wood. Targ, a particularly ugly Orc, is hiding in a bush on one side of the path because: 1) he hates Elves and 2) the woods are full of them.

Turn 1: Targ Attacks

“Targ, a particularly ugly Orc, is hiding in a bush on one side of the path because:

- 1) He hates Elves, and**
- 2) The woods are full of them.”**

As the travelers approach, Targ sees that the advancing party consists of only two members: an Elf and a Dwarf. In addition, the Elf looks particularly wealthy. Confident that he is more than a match for them both, he leaps out from his cover in an attempt to surprise his quarry. Since the Orc is lying in ambush and cannot be surprised in this situation, *Surprise* must be determined by a contest between the Orc's *Agility* (1) and the travelers' best *Perception* (3). Thus, the Orc makes an *Agility Check* while the travelers make a cooperative *Perception Check*. Both checks require the use of a d10:

	<u>Bad Guys</u>	<u>Good Guys</u>
Roll:	d10	d10
Raw Result:	6	4
Attribute:	AG (+1)	PC (+3)
Overall Result:	7	7

The Orc rolls the higher number, but the adjusted rolls bring both parties to an even result. Fletch sees the Orc crashing through the woods in plenty of time to shout a warning to his comrade. Neither side is surprised and both prepare for combat. The squire draws his sword and steps forward. The Elf knocks an arrow. *Initiative* is rolled.

	<u>Bad Guys</u>	<u>Good Guys</u>
Roll:	d10	d10
Raw Result:	4	3

The good guys roll the lower number. The rolls indicate that Gloin will swing on the 3rd second of the turn, while Targ must wait until the 4th second.

Gloin makes an *Attack Roll* (d30) and rolls an 18. To this he adds his *Attack Bonus* with his weapon (+8) to obtain a total of 26. Since this is greater than Targ's *Defense*

(24), the blow lands soundly. Damage is rolled for the weapon using the 2d8 specified for the weapon. The dice produce a sum of 7 and to the result is added Gloin's *Physical Strength* (5). In addition, Targ is a living creature and so is subject to *Severity Damage*. Since Gloin's *Attack Roll* was 2 greater than Targ's *Defense*, Gloin delivers an additional 2 points of *Severity Damage* with the blow. The results are summed for a total of 14 points, which are subtracted from Targ's *Damage Tolerance*. Targ bellows furiously as the fight's first blood is drawn by the Dwarf.

Meanwhile, Fletch is knocking an arrow and aiming. The Overlord decides that Fletch has a clear line-of-sight since Gloin, a Dwarf, is significantly shorter than Targ, a large beefy Orc. Since the *Firing Time* of a Longbow is (a constant) 5 seconds per shot, he must wait until the 5th and 10th second of each turn to fire.

On the 4th second of the turn, Targ gets his chance to swing. He makes an *Attack Roll* (d30) and obtains a 5. Adding his *Attack Bonus* (+10) to this roll gives him a mere 15. As this is less than Gloin's *Defense*, the swing misses Gloin entirely.

On the 5th second of the turn, Fletch fires his first arrow at Targ. He makes an *Attack Roll* using a d30 and obtains an 8. To this he adds his *Attack Bonus* of +9 to get a total of 17. The arrow misses Targ by 7 points.

With his 2nd shot, falling on the 10th second of the turn, Fletch gets a total of 29 on his *Attack Roll* (including his *Attack Bonus*). Since this beats Targ's *Defense* of 25 by 4 points, the arrow hits him squarely. Damage is rolled for the arrow (1d8) to produce a value of 4. To the roll is added half of Fletch's *Physical Strength* (the damage attributed to *PS* is cut in half since Fletch is using a range weapon). Finally, the *Attack Roll* beat Targ's *Defense* by 4 points, so the blow inflicts 4 points of *Severity Damage* as well. Targ sustains a total of 9 points from the missile. His *Damage Tolerance* has fallen to 57 points from his wounds.

Turn 2: Combat Continues

The first turn of combat is over and *Initiative* is rolled for the next.

	<u>Bad Guys</u>	<u>Good Guys</u>
Roll:	d10	d10
Result:	5	7

This turn, Targ wins the *Initiative* and swings on the 5th second of the turn. Coincidentally, Fletch fires his first arrow of the turn at the same time.

Targ's *Attack Roll* with his hammer totals a 25, well above Gloin's *Defense* of 21. He rolls the weapon damage (2d8) for a result of 8 and adds his *Physical Strength* for a

total of 14 points. Since Targ beat Gloin's *Defense* by 4 points, he adds an additional 4 points of *Severity Damage* to the blow (for a grand total of 18 points). Fortunately, Gloin is wearing chainmail armor that absorbs 8 points from the blow. He actually sustains only 10 points of damage.

Fletch's *Attack Roll* with his first arrow of the turn totals only 14. The arrow embeds itself in a nearby tree.

On the 7th second of the turn, Gloin gets his chance. He swings his sword and obtains a total of 24. Good enough to hit Targ's 24 *Defense*, but any lower and he would have missed. Rolling damage on 2d8 (weapon) and adding his *PS* totals up to 13 points. Targ is not pleased.

On the 10th second of the turn, Fletch again fires his bow at the offensive Orc. Once more he misses with a disappointing *Attack Roll* totaling only 19 points.

Turn 3: Fletch Misfires

With the second turn of combat over, both sides once again roll *Initiative*:

	<u>Bad Guys</u>	<u>Good Guys</u>
Roll:	d10	d10
Result:	7	9

Both *Initiative* rolls are greater than 5, and so both Gloin and Targ must wait until after Fletch fires his first arrow midway through the turn. Making up for his previous two misfires, Fletch rolls a natural 29 on the d30. Adding his *Attack Bonus* of +9 to the roll of 29, he obtains a 38. This is 14 points over Targ's *Defense*, so the arrow delivers an additional 14 points of damage. Rolling a 6 on a d8 (for the arrow) and adding 1 (for *PS*) provides a respectable 7 points of damage. However, this sum is dwarfed by the 14 points of *Severity Damage* due to Fletch's high *Attack Roll*. Overall, the missile skewers Targ for 21 points! The unhappy Orc yells out in pain but continues fighting.

On the 7th second of the turn, Targ is quite fed up with Fletch's arrows and attempts to get around Gloin to get at the infuriating Elf directly.

“Overall, the missile skewers Targ for 21 points! The unhappy Orc yells out in pain but continues fighting.”

This is a classic circumvention attempt, so the Overlord demands that both Gloin and Targ make *Agility Checks* adjusted by half their respective *Combat Levels* (rounding up):

	<u>Targ</u>	<u>Gloin</u>
Roll:	d10	d10
Raw Result:	3	7
Attribute:	AG (+1)	AG (+1)
Combat Level/2:	2	1
Overall Result:	6	9

Fortunately for the Elf, Targ loses this contest and is therefore unable to breach Gloin's line of defense.

Fletcher is out of Targ's reach, so Gloin will have to do. Rolling a 24 on a d30 and adding his *Attack Bonus* of +10, Targ gets a grand total of 34 on his *Attack Roll* against Gloin's relatively insignificant *Defense* of 21. Since the difference between the *Attack Roll's* total and Gloin's *Defense* is 13, Gloin sustains an additional 13 points of *Severity Damage* from the blow. Rolling Targ's damage of 2d8 (hammer) + 6 (PS) and adding the additional 13 points of *Severity Damage*, the hammer delivers a total of 22 points. Ouch! Luckily, Gloin is still wearing his trusty chainmail. The chainmail once again lessens the damage by 8 points. Gloin actually sustains only 14 points. Even so, Gloin has a really nasty bruise.

Fletcher again has an opportunity to fire on the 10th second of the turn. Unfortunately, he rolls a natural 1 on his *Attack Roll*. Not only does this miss his intended target, any fired missile having a natural roll of 1 on the *Attack Roll* will automatically strike some other nearby target. Since Gloin is the only other target within reasonable range, the arrow imbeds itself in his back. Normal damage of 1d8 (arrow) plus 1 (PS) generates a sum of 7 points. On top of this, 1d10 of accidental *Severity Damage* is applied to the misfired arrow for a grand total of 12 points. Gloin's chainmail absorbs 8 of these points, but 4 get through. Gloin is annoyed at his partner's fumble but has far more important matters on his mind.

“Although Gloin is incapacitated, he is barely conscious. He begins staunching the flow of blood from his many cuts and scrapes. Initiative is rolled.”

Turn 4: Gloin Gets Hammered

The third turn of combat is over and *Initiative* is rolled:

	<u>Bad Guys</u>	<u>Good Guys</u>
Roll:	d10	d10
Result:	9	1

Wow! The good guys win by a huge gap. Since the *Recovery Time* of a Bastard Sword is 8 and Gloin won *Initiative* by 8 or more points, he gets an extra swing with his sword!

On the turn's first second, Gloin attacks Targ and gets a total of 25 on the *Attack Roll*. Good enough to hit Targ's 24 *Defense*, but it only delivers 1 point of *Severity Damage*. The 2d8 of his bastard sword, added to his PS of 5 indicate that Gloin deals a disappointing blow of 12 points to Targ. Even so, the Orc is visibly distressed. Of the 80 *Damage Tolerance* with which he started, only 11 remain.

On the 5th second of the turn, Fletcher fires an arrow. Rolling a paltry 7 on the d30, the arrow misses and careens off into the woods.

“Targ, in obvious discomfort from his many injuries, lifts his hammer once again and swings.”

The 9th second of the turn arrives and Gloin has the opportunity to make his second swing. At the same time, Targ brings his own hammer to bear. Unfortunately, Gloin rolls a natural 1 on the d30 and the rules for *Fumbling* are brought into play. Tossing the d30 once again, Gloin obtains a value of 6. The *Fumble Table* indicates that Gloin has dropped his weapon.

Even as Gloin is dropping his weapon, Targ is swinging. For the 9th second of the turn, Gloin is still considered to hold his weapon and maintains the benefits of its *Parry* adjustments on his *Defense*. Targ swings and obtains a 15 on the d30. Adding his *Attack Bonus* of +10 to the roll, the total beats Gloin's *Defense* of 21 by 4 points. After Targ rolls damage for his weapon and *Physical Strength*, Gloin takes a blow of 19 points. Gloin's armor, as usual, reduces the severity of the blow by 8 points.

On the 10th second of the turn, Gloin's *Combat Level* has dropped to a mere 1 since he no longer wields a weapon. Targ now has a *Combat Level* of 2 greater than his foe's, thereby gaining an extra attack. With a diabolical grin, Targ brings his hammer down hard. On his *Attack Roll*, Targ gets a natural 29 on the d30. Adding his *Attack Bonus* gives him a total of 39. Even if Gloin had his weapon in hand, this would be a harsh blow. Without his weapon, Gloin loses his *Parry* adjustment of 7. His normal *Defense* of 21 has dropped to 14. This means that Targ will deliver an additional 25 points of damage with his blow (39 - 14 = 25). The dice indicate that Targ's weapon itself delivers 8 points and his *Physical Strength*

adds another 6. Gloin sustains a devastating strike of 37 points! Even with the absorption given by his chainmail, Gloin's *Damage Tolerance* drops to -9. He falls to the ground.

Fletch looses an arrow on the 10th second of the turn, even as Gloin falls. His *Attack Roll* totals a 26 and hits the Orc. The arrow delivers a blow of 5 points.

Turn 5: Targ Teeters

Ignoring Gloin's plight, Targ quickly advances on the Elven archer. Fletch drops his bow and readies his short sword. Although Gloin is incapacitated, he is barely conscious. He begins staunching the flow of blood from his many cuts and scrapes. *Initiative* is rolled.

	<u>Bad Guys</u>	<u>Good Guys</u>
Roll:	d10	d10
Result:	7	4

Since Fletch simply dropped his bow, no penalties are incurred on his *Initiative* for the action. However, in drawing a medium-sized weapon, a penalty of +2 is made on the *Initiative* roll giving an overall result of 6. Fletch barely readies his weapon in time and has his opportunity to swing first.

Fletch's *Attack Roll* results in a value of 19 on the d30. Adding his *Attack Bonus* of +6 gives a total of 25 which indicates a successful hit. Fletch rolls damage for his weapon (1d8) and adds his *Physical Strength* (2) along with 1 point of *Severity Damage*. Fletch deals a light blow of only 5 points.

Teetering on the verge of collapse, Targ swings his massive hammer at the nimble Elf on the 7th second of the turn, but automatically misses with a disappointing natural roll of 3.

Turn 6: Fletch Wins the Day

The mêlée's fifth turn is finished and *Initiative* is rolled:

	<u>Bad Guys</u>	<u>Good Guys</u>
Roll:	d10	d10
Result:	3	7

Targ, in obvious discomfort from his many injuries, lifts his hammer once again and swings. His *Attack Roll* totals a 27 which gives Targ a solid hit against Fletch's 24 *Defense*. Rolling damage for the hammer and adding Targ's *Physical Strength* and the 3 points of *Severity Damage* indicated by the *Attack Roll*, the blow deals a punch of 18 points to the frail Elf.

On the 7th second of the turn, Fletch desperately attacks, knowing he cannot last too long against so impressive an adversary. He obtains a 22 on the d30 for his *Attack Roll*. Adding his *Attack Bonus* of +6 gives him a 28 total. A hit! Damage for Fletch's short sword (1d8), his *Physical Strength* (2), and the 4 points of *Severity Damage* sum up to 12 points.

Despite the Orc's great fortitude, the fight has simply been too much for him. His *Damage Tolerance* falls to -11 and he slowly sinks to the ground.

The Elf, being of *Lawful* and *Good* alignment, binds the outlaw securely with a rope. As soon as his comrade is able to travel, the Orc will be handed over to the local authorities for trial.

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As soon as his comrade is able to travel, the Orc will be handed over to the local authorities for trial.”

Magic: Spellcasting Rules

A spell is a funnel that a mage or priest uses to direct and control magical energy. The effect a spell has on the world may range from simply allowing a person to breathe water to the destruction of entire towns through earthquakes. Obviously, spells come in a wide variety of types and abilities. Therefore, they defy any simple categorization to completely describe. Nevertheless, all spells have some characteristics in common.

The spell descriptions in *Legendary Quest* take advantage of the few universal characteristics of spells to give the players a vantage point with which to compare and use them. Several categories in the spell descriptions list these common attributes with the specific descriptors of each spell. After these universal categories are given, a short textual explanation further describes the exact nuances and quirks of each incantation.

Unfortunately, no sooner can we mention these “universal” descriptors than we must point out the exceptions. In *Legendary Quest*, two separate magic systems exist that emphasize the fundamental differences between magic granted by the gods and magic generated and controlled solely by mortals. All magical energy is basically the same. The differences in the systems lie in the fact that all magical energy must have a source. If no external source exists from which a character can draw, he must, logically, obtain the energy directly from himself.

Spellcasters are either **priests** or **mages**. Priests gain magical energy from their gods and use it to cast their spells. Because their source of magic is bestowed upon them, priests feel no ill effects when the magical energy is expended. Mages, on the other hand, tap the energies bound up within their own bodies to control supernatural spirits. The spirits, in turn, produce the effects the mages desire. Different types of spirits are capable of different effects, so there are a wide variety of mage classes that specialize in controlling the various known spirit types. Because controlling these spirits exerts considerable stress on the mind and body,

mages feel a general draining and fatigue whenever they use magic.

Before we continue, we must emphasize one important point: **No character can ever be both a priest and a mage.** While some deities are tolerant and even friendly toward mages (wizards, witches, magi, etc.), none would ever allow one of his priests to practice these arts. The gods want their priests dependent solely upon them for their power (to keep them in line). Any priest studying the arcane arts would immediately and permanently lose all power bestowed upon him by his deity.

Spell Formats

Each spell has its own description that details the quirks and characteristics of the cantrip. The descriptions all follow a similar format as follows:

Priest Spell Format

“The exact spells your priest has ‘learned’ is your choice...There exist nine separate spell categories: Battle, Curses, Divination, Healing, Miracles, Nature, Ritual, Symbol, and Wrath.”

“In *Legendary Quest*, two separate magic systems exist that emphasize the fundamental differences between magic granted by the gods and magic generated and controlled solely by mortals.

All magical energy is basically the same.

The differences in the systems lie in the fact that all magical energy must have a source.”

Religious Requirements

This section describes the level a priest must obtain in the skill of *Piety* before acquiring the spell.

Mythological Restrictions

This section describes which religious mythologies and pantheons are capable of casting the spell. Additional

bonuses given to characters with specific religious beliefs are described here as well. If this section is absent from a spell description, no mythological restrictions exist on its use.

Alignment Restrictions

This section details any alignment restrictions the caster must meet. For example, many healing spells require the caster to have a *Good* alignment. If this section is absent, the spell has no alignment restrictions on its use.

Statistics

Mana Cost: gives the number of Mana points that must be expended in invoking the spell (described later). Usually, the Mana cost is given as a simple numeric value. Rarely, a formula or textual description of how the Mana cost is calculated may be given instead.

Affected Area: gives a short

textual description of the area covered by the spell.

Casting Time: describes how long the caster takes in invoking the spell.

Duration: provides a description of how long the spell lasts once invoked.

Range: describes how far the spell may be thrown. Usually, this is given as a distance, in feet, from the caster.

Casting Req.: describes what requirements exist in invoking the spell. This section describes whether words are spoken (Verbal), hand motions are made (Gestural), or physical components are required (Material).

Luck: details the chances the target has in avoiding the spell's influence.

Spell Description

The spell description covers all aspects of the spell not already detailed by the sections above.

Mage Spell Format

Arcane Lore Requirements

This section describes all of the areas of *Arcane Lore* needed in invoking the spell. Along with each *Arcane Lore* is a numerical value that gives the minimum level a character must attain in the lore before learning the spell.

Alignment Restrictions

This section details any alignment restrictions the caster must meet. For example, many black magic spells require the caster to have an *Evil* alignment. If this section is absent from the spell description, no alignment restrictions limit the spell's use.

Statistics

Stress Factor: describes the basic amount of fatigue damage a mage sustains when invoking the spell (This value is altered by the caster's *Willpower* as described below).

Affected Area: gives a short textual description of the area covered by the spell.

Casting Time: describes how long the caster takes in invoking the spell.

Duration: provides a description of how long the spell lasts once invoked.

Base: gives the spell's base. (The number of experience points the character must expend to attain 1st level in the spell. Unlike priests, mages gain levels in individual spells.) Since no *Training Classifications* are bestowed

for individual spells, a character's *Raw Level* in a spell equals his overall *Level*.

Range: describes how far the spell may be thrown. Usually, this is given as a distance, in feet, from the caster.

Casting Req.: describes what requirements exist in invoking the spell. This section describes whether words are spoken (Verbal), hand motions are made (Gestural), or physical components are required (Material).

Luck: details the chances the target has in avoiding the spell's influence.

Disbelief: In some instances, a spell's effects are purely illusory. That is, they trick the mind of the target into perceiving something that does not exist. In such cases, this section is provided to indicate the effects of a successful disbelief attempt (described later).

Physical Description

Sometimes a spell creates a physical object (such as a potion) with an interesting physical appearance. If this is the case, this section describes the item's physical qualities.

Spell Description

The spell description covers all aspects of the spell not already detailed by the sections above.

Priest Magic's Unique Characteristics

Cost of Spellcasting

Priests use magical energy previously granted by a deity to cast spells. Keep track of the amount of magical energy given a pious follower in the form of *Mana points* (see **Piety**). A priest casting a spell must sacrifice *Mana points* to complete it. Subtract the *Mana Cost* of a spell from the spellcaster's remaining *Mana* whenever he casts it.

Level of Spellcasting

Whenever a priest spell indicates a level at which the spell is cast, it refers to the level in *Piety* the caster has attained. Religious spellcasting requires only that the priest

“Selecting a spell for a priest requires no special scrolls or training on his part. He simply requests the ability from his deity and it is automatically granted.”

expend experience points in *Piety*. They do not gain *levels* in individual spells. In reality, a priest does not comprehend the magical forces he wields. He must rely on “divine grace” to direct the spell in the appropriate manner. Individual spells or character classes may alter the *level* at which a spell is directed.

Limitation of Spell Power

A priest can never cast a spell having religious requirements greater than what the character has attained. This restriction even applies to priests using special prayers to their deities requesting “emergency aid.”

Number of Spells Allowed

A priest is generally limited to “knowing” two spells per *level* attained in *Piety*. Thus, a character 1st *Piety level* wields only 2 *Piety* spells. A character 2nd *Piety level* knows 4 *Piety* spells. Of course, the character can cast these spells only as many times as his *Mana* allows.

The exact spells your priest has “learned” is your choice. Nevertheless, you must choose your spells from the categories given by the priestly professions. (For example, a religious *Healer* casts *Healing* spells.) There exist nine separate spell categories. These are: *Battle*, *Curses*, *Divination*, *Healing*, *Miracles*, *Nature*, *Ritual*, *Symbol*, and *Wrath*.

There actually exists one additional spell category for priests. It is the *Universal* category. In this category are spells which are available to ALL priests (although some still possess mythological and alignment restrictions). These spells do not need to be selected by any religious caster to invoke. They are always available, provided the priest meets all of the Mythological and Alignment Restrictions listed with the spell.

A priest is not required to immediately “grab” spells every time he gains a level in *Piety*. He may choose to reserve his selection for a later time. Once a spell is selected and invoked the first time, however, that selection is permanent. Thereafter, he may invoke the spell any time he has the requisite *Mana*.

It is important to note that selecting a spell for a priest requires no special scrolls or training on his part. He simply requests the ability from his

deity and it is automatically granted. Of course, most deities do require their priests to obtain one or two certain spells when the character has the opportunity. In these cases, the priest must take the spell demanded.

“If a party of adventurers overthrows a powerful wizard, what prevents the group’s (tough but admittedly dull) Orc warrior from using the wizard’s magic staff?”

What hinders him in commanding it to annihilate innocent monsters with lightning bolts?

What is the difference between a pair of boots that allows the wearer to walk silently and a wand that allows the wielder to sunder the heavens by calling forth meteor showers?”

Mage Magic’s Unique Characteristics

Cost of Spellcasting

Casting any mage spell causes physical stress to the caster that weakens him. *Stress Factor* describes the amount of stress the spell induces on the mind and body. From the *Stress Factor* is subtracted the mage’s *Willpower* to obtain the number of *Fatigue* points sustained by the mage when casting the spell. Thus, any stress that cannot be absorbed by the mage’s mind is transferred to his body. (A mage always sustains at least 1 point of *Fatigue* anytime he casts a spell, even if the *Stress Factor* of the invoked spell is less than the mage’s *Willpower*).

Thus, when a mage invokes a spell, he loses *Damage Tolerance*. Due to this tiring of the body, a single sword thrust may kill the spellcaster even though he had not been struck during *mêlée*.

Like all *Fatigue* damage, the *Fatigue* due to spellcasting returns at a rate of 1 per hour of rest or through healing magic that specifically states that it is capable of healing *Fatigue*. Herbal balms (e.g. those created by the skill *Create Herbal Balms*) and most priestly healing spells only affect *Physical Damage*. They are completely ineffective against *Fatigue*. If a spell can restore *Fatigue*, it will explicitly state the fact in the spell’s description.

Level of Spellcasting

Invoking a spell requires much time and study. The mage must gain *levels* in each spell he wishes to cast.

Levels are gained in spells by expending experience points in the same manner as all other skills. Thus, each spell lists a *Base* to use when spending experience points (see **Gaining Levels in a Skill**).

Whenever a mage spell indicates a *level*, it refers to the *level* attained by the spellcaster in that particular spell. Casting a spell requires the

“When a mage invokes a spell, he loses *Damage Tolerance*. Due to this tiring of the body, a single sword thrust may kill the spellcaster even though he had not been struck during *mêlée*.”

spellcaster to have attained at least first *level* in its use.

Limitation of Spell Power

One of the biggest burdens accepted by mages is the requirement to remain unencumbered while casting spells with Gestural components. Since the hand and body motions must be absolutely precise to successfully complete a spell, no mage spell that requires Gestural components can be invoked while the caster is wearing armor or is similarly restricted. (Note that no such restriction is placed on priests. Their power basically lies in beseeching their deity to perform miracles. The hand and body motions required of religious spells are more or less a ritualistic formality.)

Obviously, if a spell requires no Gestural components, the spell may be cast even by armored spellcasters. In addition, if a Wizard is lucky enough to find a suit of magical chainmail that is completely non-encumbering, he is perfectly free to wear the armor and cast his spells as normal.

For a mage to be able to learn a spell at all, he must have obtained sufficient knowledge about his particular areas of Arcane Lore. Each spell lists the minimum lore requirements needed to cast a spell. For example, in the spell **Ball Lightning**, the areas of Arcane Lore are listed as follows:

Ball Lightning

Arcane Lore Requirements

Rain: 8 Water: 8

This means that a spellcaster must attain at least 8th level in *Rain* and 8th level in *Water* to cast this spell. Of course, spells using other areas of Arcane Lore require knowledge of different subjects.

Number of Spells Allowed

Other than the cost of obtaining a new scroll, no limits exist on mages concerning the number of spells they may learn. Of course, if they obtain too many spells, they will not have enough experience points to spread around.

“Sometimes, the way items use directed magics allows a novice to use them.

For example, a *Strength* spell may be placed on a ring that affects only the wearer when speaking a command word.”

Universal Spell Characteristics

Affected Area:

Description of the area a spell affects falls under the heading *Affected Area*. It may give a radius, indicate a single creature, or detail the extent of the spell's effects in just about any other way imaginable.

Casting Time:

Casting Time gives the length of time, usually in *segments* (or seconds), needed to complete a spell. This means that if a spell takes less than a full *turn* of combat, the spellcaster may have a few *segments* left to begin casting his next spell.

When a spellcaster switches from casting one spell to a different one, he must use an additional 2 *segments* to adjust his frame of mind and ready components.

Casting Requirements:

Casting Requirements describes actions and materials required to complete a spell. Three basic categories exist: *Verbal* (V), *Gestural* (G), and *Material* (M). A spell requiring a verbal part needs the caster to quote some rhyme. Gestural spells require using hand or finger positions such as pointing, crossing fingers, etc. Material spells need some physical object, such as a Husk of Will-o-Wisp, to work. Players do not need to memorize the verbal or gestural components of any spell. Nevertheless, it is sometimes necessary to know a spell requires them. Any unusual material components or rituals required by the spell will be described in this section.

Duration:

The length of time a spell lasts once invoked falls under *Duration*. This may be as short as *Instantaneous* (0) or as long as *Permanent*.

Range:

Spells cannot be invoked thousands of miles away from the caster. Therefore, all spells have a *Range*. This describes how far the caster can effectively throw a spell and is normally measured in feet.

Luck:

The luck of those targeted by some spells may allow them to free themselves from the full effect of the spell. In these cases, allow the target to make a *Luck Roll* (see **Luck Rolls and Attribute Checks** for further details).

Description

Following all of these general characteristics lies a more specific and explanatory description of the spell. Here fall the quirks, odd uses, and other limitations of the spell.

Spellcasting in Combat

Usually, spellcasters wish to invoke spells at opponents from a range. Nevertheless, their foes rarely cooperate and often will attack spellcasters directly. If a spellcaster insists on casting a spell while under attack, he loses all *Parry* adjustments on his *Defense*. Even worse, his remaining *Defense* is cut to 3/4 normal due to the intense concentration the caster must maintain.

If the caster is struck, the spell he is casting may be ruined. The caster must make a *Luck Roll*. For mages, the *Luck Roll* is adjusted by their *Willpower*. For priests, *Faith* is applicable. The roll must overcome a *Luck Threshold* of 15 plus 1 per point of damage sustained during spellcasting. If the roll fails, the spell fails. No *stress* is taken and no *Mana* is sacrificed.

Of course, for every rule there are exceptions. Some spells, most notably a number of priestly battle spells, are specifically designed to be invoked while the caster participates in combat. If a spell may be invoked in the chaos of *mêlée*, it will specifically state the fact in its description.

Magic Item Use

If a party of adventurers overthrows a powerful wizard, what prevents the group's (tough but admittedly dull) Orc warrior from using the wizard's magic staff? What hinders him in commanding it to annihilate innocent monsters with lightning bolts? What is the difference between a pair of boots that allows the wearer to walk silently and a wand that allows the wielder to sunder the heavens by calling forth meteor showers? Understanding the answers to the first two questions is easier after answering the last question first.

All magic spells and powers, whether priestly or arcane, fall into two distinct categories: *directed magic* and *non-directed magic*. Non-directed magic, once triggered, follows its own course regardless of the actions of the one triggering it. In this category fall magics such as **Battle Rage** (Priest), **Pallid Eye** (Mage), and **Invisibility** (Mage). Directed magic, once triggered, needs further

“In general, if a magic item requires any form of pointing, looking, or thinking to use, a novice cannot direct it...”

Any attempt to use a directed magic by a character that does not have the necessary abilities to handle it may prove fatal...”

instruction from the triggerer about where or how to happen. In this category fall **Earthquake** (Priest), **Lesion** (Mage), and **Force Field** (Mage).

To direct magic invoked from a magic item crafted using the arcane arts, a character must have gained proficiency in all Areas of Arcane Lore needed to cast the spell. That does not mean that a character must

have attained sufficient levels in all Areas of Arcane Lore to cast the spell himself. Only that he has some proficiency in all necessary areas. For example, for a character to direct a magic wand that casts the powerful spell **Dragon's Breath: Flame**, a character is only required to have attained 1st level in the lore of Fire.

Religious artifacts and holy relics have similar restrictions. For a character to direct magic provided by such an item, he must be at least first level in *Piety*. Therefore, only a priest could use an item that casts **Fire and Brimstone**. In addition, the user is still limited by the item's alignment and mythological restrictions.

Keep in mind that these restrictions apply only to directed magic. Anyone can use magic items that provide non-directed powers.

Although weapons such as swords require direction to strike blows, the magic on a sword simply causes extra damage or allows bonuses in attack. The magic only keeps the blade sharper or more balanced. Magic, in this case, needs no direction to work and so is usable by non-spellcasters.

Items That Use Directed Magic in a Non-Directed Way

Sometimes, the way items use directed magics allows a novice to use them. For example, a **Strength** spell may be placed on a ring that affects only the wearer when speaking a command word. The simple triggering of the item is all that is necessary to invoke the magic. Of course, an item like this cannot bestow a **Strength** spell on any creature other than the ring's wearer. In general, if a magic item requires any form of pointing, looking, or thinking to use, a novice cannot direct it.

“For the fumes of magical incense to be effective at all, they require a room free of heavy drafts...”

Be careful, the smell of them may attract monsters...”

Attempts to Use Directed Magic by Characters Lacking the Necessary Abilities

Any attempt to use a directed magic by a character that does not have the necessary abilities to handle it may prove fatal. The magic item does not “know” whether the wielder can direct the magic. Once triggered, a magic item will provide the energy for a directed spell. Nevertheless, it CANNOT direct the magic itself. If the wielder does not direct the magic, the expended energy is released as a magical shock wave. Every creature in a 20 foot radius takes damage equal to 1d10 per *Stress Factor* or 2d10 per *Mana Cost* of the spell triggered. Allow a *Luck Roll* with *Agility* adjustments for all but the person triggering the item. In addition, any object in this area (including the magic item), must make a *Luck Roll* vs. crushing blow or be destroyed.

Magical Elixirs, Potions, and Incenses

Most potions come in glass vials with glass stoppers. Some, such as the **Tear Gas** and **Grenade** potions, come in glass nodules without openings of any kind. These always break with any sudden impact. Of course, buyers must carefully pack away nodules in cloth or cotton. Brave adventurers, though, might take their chances hoping they don't fall into any pits!

The potion's brewer may make more than one potion of a single type at a time. He must first have enough material components to make the additional potions as required by the spell description. In addition, he must be able to take the amount of *stress* indicated in the spell description for each potion brewed. An alchemist can rarely create more than 10 potions of even the most popular elixirs per month. He must keep a wide variety on stock to retain a thriving business. He never has more than 5 or 6 at a time as the more useful potions sell quickly. Often, an alchemist sells only 1 or 2 of the most sought after potions at the price listed. The rest he auctions off at a base price equal to the *Value* listed with the potion. Alchemists are, as a rule, greedy.

The potion spell descriptions omit *Range*. In potion brewing, an alchemist must maintain frequent contact with the brewing potions. In addition, all potion brewing requires *Gestural* and *Material*

components.

Value and *Material Cost* were added to potions so the Overlord will have some idea of the value of potions in relation to each other. *Value* considers potions made at 8th level. If they are made at lower or higher levels, adjust the *Value* accordingly. *Material Cost* describes the difficulty in obtaining the rare material components required in creating a single vial of the magical elixir.

Potions are treated like other magic items in that a character can carry and use only a limited number. Their usage is restricted by the possessing character's *Willpower*. (see *Willpower* for further details.)

Note on Incenses

Although incense can be burned in an open room, they burn better when

placed within an incense burner. Using incense without a burner lowers the spell level of the incense by 2 levels. For the fumes of magical incense to be effective at all, they require a room free of heavy drafts. All incenses require one hour to burn. Normally, anyone using incense must remain in the *Affected Area* for the entire burning for the magic to take effect. Be careful, the smell of them may attract monsters...

Illusions

Illusions are spells that trick the mind and senses into perceiving something that does not exist. The best illusions are those that so closely mimic common, real-world situations that you would never suspect their trickery. The most powerful illusionists, consequently, are those who limit their displays.

You may attempt to disbelieve anything your character witnesses, illusory or otherwise. In making a disbelief attempt against any illusion, you must specifically state what it is that you are disbelieving. Thus, if you simply enter a room and declare, “I disbelieve everything in the room,” your disbelief attempt can be successful only if

everything in the room is an illusion. If you believe that a monster you have encountered is mere fakery, you will need to declare something like, “I disbelieve the monster exists.”

When making a disbelief attempt, you may choose to *Actively* disbelieve or *Passively* disbelieve. *Active* disbelief

“Simply creating the illusion of a bridge can never provide passage across a chasm or moat. Once an illusion has proven itself fake, the affected individual can never again be fooled by that illusion (without recasting the spell). Of course, belatedly realizing his mistake won't help the poor slob who tried to cross the chasm on that bridge.”

“The best illusions are those that so closely mimic common, real-world situations that you would never suspect their trickery. The most powerful illusionists, consequently, are those who limit their displays.”

requires you to come in physical contact with the suspected illusion, possibly suffering ill consequences if disbelief fails (or the disbelieved threat actually exists). Attempting *Passive* disbelief requires no such action.

Disbelief requires a *Luck Roll* with *Willpower* adjustments. *Active* disbelief allows you to make the *Luck Roll* with your normal adjustments for *Character Level*. *Passive* disbelief forces the *Luck Roll* to succeed without this benefit. In any case, the Overlord should roll all the dice necessary in the *Luck Roll* himself. Allowing you to do so may unfairly provide you with information on the "reality" of an illusion.

When you choose to *Passively* disbelieve an illusion, your Overlord should roll the required die and record its value. She should use this same number later if you attempt to *Actively* disbelieve the same illusion. Failure to do this gives your character an unfair advantage in that he would otherwise gain two distinct *Luck Rolls* against a single illusion (the first *Passive* and the second *Active*). If your character successfully disbelieves an illusion, he "peers" through its trickery.

Making a disbelief attempt against any effect (illusory or otherwise) forces you to forego any *Luck Rolls* against the effect. In other words, if you attempt to disbelieve a real **Dragon's Breath: Flame** spell you will be allowed no *Luck Roll* for reduced damage. The same applies for an illusion your character attempts to disbelieve but fails.

Note that you cannot simultaneously disbelieve an event AND leap out of harm's way "just in case." If doubt exists in your mind when attempting disbelief, no chance of success exists. You will be allowed only one attempt at disbelieving per spell and each separate disbelief attempt requires a minimum of 5 seconds. In any case, illusionists are never affected by their own illusions.

If your character realizes an illusion as fake, he may attempt to convince others of its trickery. To do so, he must demonstrate the fakery of the illusion. For example, if one character successfully disbelieves an illusionary wall, he may show its insubstantial nature by simply walking through it. If such a demonstration is completed, allow all observers another *Luck Roll* with *Willpower* adjustments. This time, though, neglect the penalties given for the illusion's *spell level*. If this second *Luck Roll* fails, no amount of demonstrations or arguments can ever convince a character of the true nature of the spell.

With illusions of *Instantaneous* duration, no character has time to demonstrate the illusion's trickery to another. Even arguments presented later cannot convince an 'injured' character that his illusionary wounds are fake. Nevertheless, if a character takes damage from an illusion but then perceives it for what it is, allow him a normal *Luck Roll* for all wounds sustained from it. For example, an illusionist strikes you with an **Illusionary**

Weapon and inflicts illusionary damage. A few turns later, you realize the weapon is only a trick and successfully disbelieve its existence. After a moment's reflection, you realize that the wound you sustained previously must also be fake. You make another *Luck Roll* and your wound vanishes.

No illusion can kill. The most an illusion can accomplish is to render a victim unconscious. The illusion stops working as soon as the target's mental faculties do.

Only those targeted by an illusionary spell feel the effects of any illusion. Although some illusions fool only single individuals, others deceive any creatures within sensing distance.

To use illusions properly, an illusionist knows that nothing he creates has any basis in reality. Simply creating the illusion of a bridge can never provide passage across a chasm or moat. Fashioning an illusionary Pegasus cannot provide an instant-flying steed. The recipients of the illusion's effects simply believe these objects to exist in their own minds, but actually trying to use them in the manner described immediately shows the trickery of the spell. Once an illusion has proven itself fake, the affected individual can never again be fooled by that illusion (without recasting the spell). Of course, belatedly realizing his mistake won't help the poor slob who tried to cross the chasm on that bridge.

Luck Rolls and Attribute Checks

Events that are potentially deadly inevitably occur in the careers of all adventurers. A character's reactions to these events may have a great influence on determining whether a life threatening situation becomes simply unpleasant. *Legendary Quest* uses *Luck Rolls* and *Attribute Checks* to decide the outcomes of such events.

Luck Rolls

For information on how to make *Luck Rolls*, see **Luck Rolls** under **The Rolls of *Legendary Quest***.

Luck Rolls for 1/2 Damage:

Some spells, such as **Dragon's Breath: Flame**, indicate that a *Luck Roll* may be made to avoid taking the full effect with the declaration "**Luck:** ½." In these cases, a successful *Luck Roll* indicates the character takes only half damage (rounded up).

Luck Rolls for Items

If your character successfully makes a *Luck Roll* against the affects of some damaging event, you can simply assume that his possessions made it through unscathed. In other words, if you make your *Luck Roll*, so does your equipment.

On the other hand, you will eventually fail a *Luck Roll* against an explosion, an area spell, or some other similar effect. When you do so, your items, both normal and magical, must make *Luck Rolls* to survive the ordeal unscathed. The table *Thresholds for Various Materials* gives a good starting point in determining the *Thresholds* different materials must beat against a variety of effects. Of course, highly sensitive materials (such as gunpowder) lose their *Luck Rolls* against the effects that trigger them.

Normal items

When a normal item makes a *Luck Roll*, the *Threshold* it must overcome equals the value given on the table *Thresholds for Various Materials* plus the appropriate *level* of the damaging influence. If the item rolls a number greater than or equal to the *Threshold*, it remains unaffected. A total less than this destroys the item.

Magic items

When a magic item makes a *Luck Roll*, the *Threshold* it must overcome equals that of a non-magical item of the same material and craftsmanship. However, magic items get a bonus on the roll equal to the *level* at which the item was enchanted (if unknown, count as +8) For example, a magical ivory wand casting at 8th *level* is hit by a 12th level **Dragon's Breath: Flame**. It must overcome a *Threshold* of 28 (ivory vs. flame + 12) and has a bonus of +8 on its roll. The owner must therefore roll a 20 on a d30 to succeed.

Attribute Checks

Sometimes, your character must accomplish some task where his past experience does him little. Tasks such as lifting heavy weights and jumping long distances are a couple of examples of such situations. In these cases, physical prowess is the only factor involved with success or failure. When an *Attribute Check* is necessary, a d10 is rolled. To this die value is added the attribute in question. If the result is greater than or equal to a set *Threshold*, the roll succeeds. For more information on *Attribute Checks*, see **The Rolls of *Legendary Quest***.

Thresholds for Various Materials

Material	Cold	Cutting Edge	Crushing Blow	Electricity	Flames
Cloth	18	20	10	15	23
Glass	16	12	24	11	15
Ivory	15	16	18	13	16
Leather	13	18	12	10	15
Metal	**11	3	5	20	11
Parchment	10	20	17	15	25
Rock	15	5	18	13	10
Wood	13	16	11	12	21
Gemstone	14	11	24	14	12

** Failure indicates that the item has an additional penalty of 5 against crushing blow for 2d10 turns. (Any metal weapon affected by cold must make a normal *Luck Roll* when striking in combat for the duration).

Class Tables

This section gives you a table to help you find your way around *Legendary Quest's* class system. This table helps beginning players appreciate the flexibility of *Legendary Quest's* rules and gives advanced players a quick overview of some of LQ's options. The table shows a wide variety of possible career paths that your character may take when gaining different classes.

Keep in mind that the table simply gives a view of some of the more popular career paths for characters; it is in no way complete.

In the leftmost column of the table is listed the Low Order classes *Legendary Quest* provides. In the columns to the right are some of the various options a character has when choosing his next class. Thus, a class that is to the left of another class fulfills all of the prerequisites to attain the class (as far as skills go, the character must still attain the required levels in the skills before he gains the class).

Class lists appear after this table. These lists detail subsets of the classes, stressing particular time periods and mythos. Some Overlords may want to restrict their players to one or more of these lists, which gives a world a more distinctive flavor.

Complete Class List

Low Order	High Order		
Acolyte	Crusader	Knight	Champion Lord Paladin
	Cleric Ashipu Priest Elder	Holy Man Avatar Avenger High Priest	Prophet Patriarch
Amazon	Archer Army Officer	Master Archer Champion General	
	Huntsman Raider	Ranger Centurian Marauder Swordsman Master Stavesman	General Master Swordsman
Apothecary	Stavesman Knave	Assassin Fencer Spy	Master Assassin
	Puffer	Aeromancer Alchemist Aquamancer Geomancer Pyromancer	Conjurer Wizard Magus
Bandit	Army Officer Brigand Highwayman Cavalryman Raider	Swordsman Trap Specialist Fence Archer Marauder	Master Swordsman Master Archer
Barbarian	Berserker Raider	Berserk Archer Marauder	Master Archer
	Sagamore Shaman Warrior	Patriarch Warlord	
Bounty Hunter	Spy	Forger Fence	
	Tomb Robber Trap Specialist	Assassin	Master Assassin
Bowman	Archer	Army Officer Master Archer Archer Master Stavesman	General Army Officer
	Sherwood Outlaw		
Burglar	Cat Burglar	Acrobat Fence Forger	
	Con Artist		

Low Order	High Order		
	Safe Cracker Spy	Demolitionist	
Cutpurse	Pickpocket Knave Safe Cracker	Fence Fencer Spy	Villain Forger
Cutthroat	Assassin	Master Assassin Trap Specialist	
	Pirate Spy	Corsair Villain	Knave
Demagogue	Healer Iconoclast Elder	Cleric Avatar High Priest	Prophet Patriarch
Druid	Cleric Iconoclast Elder Sagamore Stavesman	Prophet Bard High Priest Prophet Master Stavesman	Patriarch
Duelist	Cavalier Fencer Musketeer	Lord Swordsman King's Musketeer	Master Swordsman
Enforcer	Berserker Executioner Warrior Witch Hunter	Warlord Inquisitor	Cult Leader General
Footsoldier	Artillerist	Army Officer Demolitionist General	
	Cavalryman Warrior Buccaneer Knave	Warlord Explorer Fencer Spy	Forger
Freebooter	Pirate	Corsair Swashbuckler Marauder	Swordsman
Gladiator	Raider Champion	Warrior Cavalryman Pythian Priest Swordsman	Warlord High Priest Master Swordsman
Grave Robber	Marauder Raider Tomb Robber Villain	Brawler Swordsman Archer Swordsman Fence Blackguard Fencer Knave	Master Swordsman Master Archer Master Swordsman Spy
Gypsy	Acrobat Con Artist Knave Knife Thrower Pickpocket	Cat Burglar Forger Villain Fence	Fence Lapidary
Hood	Assassin Knave Spy	Master Assassin Trap Specialist Villain Forger	Fence Pick Pocket
Illusionist's Apprentice	Illusionist	Black (Witch) Master Mage Thaumaturgist	Necromancer Demonologist Enchanter White (Witch)
Legionnaire	Army Officer	General Archer Trap Specialist General	Master Archer
Magician's Apprentice	Centurian Magus	Aeromancer Aquamancer Enchanter Geomancer Master Mage	Conjurer Alchemist Thaumaturgist Archmage

Low Order	High Order		
		Pyromancer Mystic	Conjurer Demonologist Necromancer White (Witch)
Mercenary	Archer	Army Officer	General Lord General
	Artillerist	Army Officer Demolitionist	
	Cavalryman	General	
Monk	Friar	Hermit Prophet Holy Man Sherwood Outlaw Master Stavesman	Wise Man Archer
	Stavesman		
Mountaineer	Alpine Explorer	Miner Ranger	Geomancer Lapidary Trap Specialist Lord
	Army Officer	Trap Specialist	
Nomad, Desert	Crusader	Ashipu Priest Elder Sem Priest	Prophet High Priest Patriarch
	Explorer Raider	Archer Marauder	Swordsman
Nomad, Plains	Raider	Archer Marauder Ranger Healer Prophet	Swordsman Hermit Avatar Cleric
	Huntsman Sagamore Shaman		
Oracle	Healer Pythian Priest Elder	Cleric Avatar High Priest	Avatar Patriarch
Peasant	Ranger	Army Officer	Swordsman Lord
	Sherwood Outlaw Stavesman	Hermit Archer Master Stavesman	Master Archer
Pikesman	Army Officer	General Lord Swordsman	Champion Master Swordsman
	Halberdier		
Privateer	Buccaneer Naval Officer	Explorer Corsair Explorer Corsair Swordsman	Master Swordsman
	Pirate Swashbuckler		
Prospector	Geomancer	Alchemist Conjurer Creationist Demolitionist Lapidary Trap Specialist Warrior	White (Witch) Warlord
	Miner		
Rogue	Blackguard Fencer Knave Pickpocket	Villain Cat Burglar Fence	
Sailor	Buccaneer Naval Officer Argonaut Swashbuckler	Explorer Corsair Explorer Swordsman	Master Swordsman
Saracen Warrior	Archer Raider Sheik	Master Archer Marauder Emir Swordsman	Master Swordsman
Scout	Army Officer	General Trap Specialist Ranger	Assassin Archer Explorer
	Huntsman		

Low Order	High Order		
			Lord
Second Story Man	Spy Cat Burglar Fence Knave	Acrobat	
	Safe Cracker	Fencer Villain Demolitionist	Trap Specialist
Sectarian	Prophet Zealot	Cult Leader Iconoclast	
Smithy	Armorer	Master Armorer	Enchanter Pyromancer High Priest
	Crusader	Priest	
Smuggler	Blackguard Buccaneer Con Artist Pirate Swashbuckler	Pick Pocket Explorer Forger Corsair Swordsman	Master Swordsman
Sorcerer's Apprentice	Sorcerer	Black (Witch) Creationist Demonologist Illusionist Necromancer	Thaumaturgist Master Mage Thaumaturgist Mystic
Squire	Cavalier Knight Errant	Lord Knight	Black Knight Champion Lord Paladin
Street Thief	Fence Knave	Fencer Villain	
	Pickpocket		
Swindler	Con Artist Knave Pickpocket	Forger Villain Fence	
Swordsman's Apprentice	Swordsman	Cavalier	Lord
		Master Swordsman Warrior	Warlord
Thug	Blackguard Brawler Knave Safe Cracker	Pick Pocket Villain Demolitionist	Fence Trap Specialist
Torturer	Executioner Knave	Assassin	Master Assassin Trap Specialist Cult Leader
	Witch Hunter	Inquisitor	
Trapper	Archer	Master Archer	Lord
	Hermit Huntsman Trap Specialist	Ranger Stavesman Sherwood Outlaw Assassin	Master Stavesman Ranger Master Assassin
Ulfhamr	Berserker Elder Huntsman Raider	Berserk Cleric Archer Marauder	Prophet Master Archer
Viking	Berserker	Berserk	Cleric Elder Prophet
	Explorer Huntsman Raider Warrior	Archer Marauder Warlord	Master Archer
Wab-Priest	Sem-Priest Healer	Prophet Elder	High Priest

Low Order

High Order

Witch Initiate	Witch	High Witch	Creationist Geomancer Witch, Black Witch, White
Wizard's Apprentice	Wizard	Aeromancer Aquamancer Creationist Geomancer Enchanter Mystic Pyromancer Thaumaturgist	Conjurer Alchemist Mystic Demonologist White (Witch)
Woodsmen	Archer Army Officer Hermit Huntsman Sherwood Outlaw Stavesman	Master Archer Ranger Ranger Master Stavesman	Swordsman Explorer Lord



Gypsy

Class Lists of Cultures & Time Periods

In the following class list:

- (*) indicates a **rare** class
- (!) indicates a **common** class, or a class which is characteristic of the culture
- (!!)

Arthurian Legend (Modified Celtic)

Low Order Classes

Acolyte, Apothecary, Bandit, Bowman, Burglar, Cutpurse, Cutthroat, Demagogue, Druid, Enforcer, Footsoldier, Gypsy, Hood, Illusionist's Apprentice, Mercenary, Monk, Peasant!, Pikesman, Prospector, Sailor, Scout, Second Story Man, Sectarian, Smithy!, Sorcerer's Apprentice, Squire!, Street Thief, Swindler, Swordsman's Apprentice, Thug, Torturer, Trapper, Witch Initiate, Wizard's Apprentice, Woodsman

High Order Classes

Acrobat, Alchemist*, Archer, Archmage*, Armorer!, Army Officer, Avatar, Avenger, Blackguard, Black Knight!, Black Witch, Brawler, Cat Burglar, Cavalier, Champion*, Cleric, Con Artist, Crusader, Cult Leader, Elder, Enchanter, Executioner, Explorer, Forger, Friar, General, Geomancer, Halberdier, Hermit, High Priest, High Witch, Holy Man*, Huntsman, Iconoclast, Illusionist, Knave, Knife Thrower, Knight!!, Knight Errant!, Lapidary, Lord, Marauder, Master Archer*, Master Armorer, Master Mage*, Master Stavesman, Master Swordsman, Miner, Paladin!, Patriarch, Pick Pocket, Prophet, Puffer, Pyromancer, Raider, Ranger, Sagamore, Shaman, Sherwood Outlaw, Sorcerer, Spy, Stavesman, Swordsman, Thaumaturgist, Warlord, Warrior, White Witch, Witch, Wizard, Zealot

Babylonian Sumerian (Middle Eastern)

Low Order Classes

Acolyte, Bandit, Barbarian, Bowman, Burglar, Cutpurse, Cutthroat, Demagogue, Desert Nomad, Enforcer, Footsoldier, Gladiator, Illusionist's Apprentice, Magician's Apprentice, Mercenary, Monk, Oracle, Peasant, Plains Nomad, Sailor, Scout, Saracen Warrior!!, Second Story Man, Sectarian, Smithy, Street Thief, Swindler, Swordsman's Apprentice, Thug, Torturer, Woodsman

High Order Classes

Aeromancer, Alchemist, Aquamancer, Archer, Archmage*, Armorer, Army Officer, Ashipu Priest, Assassin!!, Avatar, Avenger, Brawler, Cleric, Champion, Conjuror, Cult Leader, Demonologist, Elder, Emir*, Executioner, Healer, Hermit, High Priest, Iconoclast, Illusionist, Knave, Lapidary, Magus!, Marauder, Master Archer, Master Armorer, Master Assassin!, Master Mage, Master Stavesman, Master Swordsman, Miner, Mystic, Naval Officer, Patriarch, Pick Pocket, Prophet, Puffer, Pyromancer, Raider, Sheik!, Spy, Stavesman, Swordsman, Thaumaturgist, Warlord, Warrior, Zealot

Celtic (Western Europe)

Low Order Classes

Acolyte, Apothecary, Bandit, Barbarian, Bowman, Burglar, Cutpurse, Cutthroat, Demagogue, Druid!, Enforcer, Footsoldier, Grave Robber, Gypsy, Hood, Illusionist's Apprentice, Mercenary, Mountaineer, Oracle, Peasant!, Plains Nomad, Prospector, Sailor, Scout, Sectarian, Smithy!, Sorcerer's Apprentice, Squire!, Street Thief, Swordsman's Apprentice, Thug, Torturer, Trapper, Witch Initiate, Woodsman

High Order Classes

Acrobat, Alpine Explorer, Aquamancer, Archer, Armorer, Army Officer, Avatar, Avenger, Barbarian, Black Witch, Brawler, Cavalryman, Cleric, Con Artist, Conjuror, Creationist, Crusader, Cult Leader, Elder, Enchanter, Explorer, Forger, Geomancer, Hermit, High Priest, High Witch, Holy Man*, Huntsman, Iconoclast, Illusionist, Knave, Knife Thrower, Lapidary, Marauder, Master Archer*, Master Armorer, Master Mage*, Master Stavesman, Master Swordsman, Miner, Patriarch, Mystic, Pick Pocket, Prophet, Puffer, Raider, Ranger, Sagamore, Shaman, Sorcerer, Spy, Stavesman, Swordsman, Thaumaturgist, Warlord, Warrior, White Witch, Wise Man, Witch, Zealot

The Dark Ages (The Spanish Inquisition)

Low Order Classes

Acolyte*, Alpine Explorer, Apothecary, Bandit, Bounty Hunter, Bowman, Burglar, Cutpurse, Cutthroat, Demagogue, Enforcer!, Footsoldier, Gypsy, Hood, Illusionist's Apprentice*, Mercenary, Monk*, Mountaineer, Peasant, Pikesman, Prospector, Rogue, Sailor, Scout, Second Story Man, Sectarian!, Smithy, Smuggler, Sorcerer's Apprentice*, Squire, Street Thief, Swindler, Swordsman's Apprentice, Thug, Torturer!, Trapper, Witch Initiate*, Woodsman

High Order Classes

Acrobat, Aeromancer*, Alchemist*, Aquamancer*, Archer, Archmage*, Armorer, Army Officer, Bandit, Bard, Blackguard, Black Knight, Black Witch, Brawler, Buccaneer, Cat Burglar, Cavalier, Cavalryman, Champion*, Cleric, Con Artist, Conjuror, Creationist*, Crusader*, Cult Leader!, Demonologist, Elder, Enchanter*, Executioner, Explorer, Fence, Fencer, Forger, Friar*, General, Halberdier, Hermit, High Priest, High Witch*, Holy Man*, Huntsman, Iconoclast, Inquisitor!, Knave, Knife Thrower, Knight, Knight Errant, Lapidary, Lord, Marauder, Master Archer, Master Armorer, Master Mage*, Master Stavesman, Master Swordsman, Miner, Mystic*, Necromancer, Paladin*, Patriarch, Pick Pocket, Puffer*, Elder, Prophet, Pyromancer*, Raider, Ranger, Sherwood Outlaw, Sorcerer*, Spy, Stavesman, Swashbuckler, Swordsman, Thaumaturgist*, Tomb Robber, Trap Specialist, Warlord, Warrior, Wise Man*, White Witch*, Witch*, Witch Hunter!!, Zealot!

Greek / Roman

Low Order Classes

Acolyte, Amazon!, Apothecary, Bandit, Barbarian, Bowman, Burglar, Cutpurse, Cutthroat, Demagogue, Enforcer, Footsoldier, Gladiator!, Gypsy!, Hood, Legionnaire!, Mercenary, Monk, Mountaineer, Oracle!, Peasant!, Pikesman, Plains Nomad, Prospector, Sailor!!, Scout, Second Story Man, Sectarian, Smithy, Sorcerer's Apprentice*, Street Thief, Swindler, Swordsman's Apprentice, Thug, Torturer, Trapper, Wizard's Apprentice, Woodsman

High Order Classes

Acrobat, Alchemist*, Alpine Explorer, Aquamancer!, Archer, Archmage*, Argonaut!, Armorer, Army Officer,

Avatar, Avenger, Bandit, Blackguard, Brawler, Cat Burglar, Centurion!, Champion, Cleric, Con Artist, Creationist, Cult Leader, Demonologist*, Elder, Enchanter, Execut118oner, Explorer, Fence, Forger, General, Healer!, Hermit, High Priest, Huntsman, Iconoclast, Knave, Knife Thrower, Lapidary, Marauder, Master Archer, Master Armorer, Master Mage, Master Stavesman, Master Swordsman, Miner, Mystic, Naval Officer, Patriarch, Pick Pocket, Prophet, Puffer*, Pythian Priest!, Raider, Ranger, Safe Cracker, Sorcerer, Spy, Stavesman, Swordsman, Thaumaturgist*, Trap Specialist, Warlord, Warrior, Wise Man, Wizard*, Zealot

Egyptian

Low Order Classes

Acolyte, Bandit, Barbarian, Bounty Hunter, Bowman, Burglar, Cutpurse, Cutthroat, Demagogue, Desert Nomad, Footsoldier, Hood, Illusionist's Apprentice, Mercenary, Monk, Plains Nomad, Oracle, Peasant, Pikesman, Prospector, Sailor, Scout, Second Story Man, Sectarian, Smithy, Street Thief, Swindler, Thug, Torturer, Wab-Priest!!, Woodsman

High Order Classes

Acrobat, Armorer, Army Officer, Assassin, Avatar, Avenger, Blackguard, Brawler, Burglar, Cat Burglar, Cleric, Champion, Con Artist, Conjuror, Creationist, Cult Leader, Elder, Executioner, General, Geomancer, Healer, Hermit, High Priest, Iconoclast, Illusionist, Knave, Lapidary, Marauder, Master Assassin, Master Mage, Master Stavesman, Miner, Necromancer, Patriarch, Pick Pocket, Prophet, Raider, Sem Priest!, Spy, Stavesman, Thaumaturgist, Tomb Robber, Trap Specialist, Wise Man, Zealot



Nordic (Scandinavian/ Germanic)

Low Order Classes

Bandit, Barbarian!, Demagogue, Enforcer, Illusionist's Apprentice, Mountaineer, Oracle, Peasant, Plains Nomad, Prospector, Sailor, Scout, Sectarian, Smithy!, Sorcerer's Apprentice, Street Thief, Swordsman's Apprentice, Thug, Trapper, Ulfhamr!!, Viking!!, Witch Initiate, Wizard's Apprentice*, Woodsman

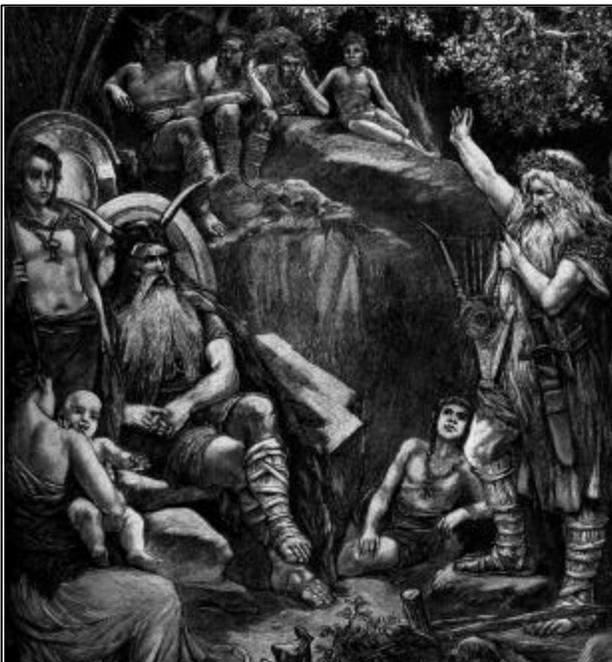
High Order Classes

Alpine Explorer, Archer, Archmage*, Armorer!, Avatar, Avenger, Berserk!, Berserker!, Black Witch, Cleric, Creationist, Geomancer, Elder, Enchanter, Executioner, Explorer, Hermit, High Priest, High Witch, Holy Man*, Huntsman, Iconoclast, Illusionist, Knave, Lapidary, Marauder, Master Archer, Master Armorer, Master Mage, Master Stavesman, Master Swordsman, Miner, Necromancer*, Patriarch, Pick Pocket, Raider, Ranger, Sorcerer, Stavesman, Swordsman, Trap Specialist, Spy, Warlord, Warrior, White Witch, Witch, Wizard*, Zealot

The Renaissance

Low Order Classes

Acolyte, Apothecary!, Bandit, Bounty Hunter, Bowman, Burglar, Cutpurse, Cutthroat, Demagogue, Duelist!, Enforcer, Footsoldier, Freebooter, Grave Robber, Gypsy, Hood, Illusionist's Apprentice, Mercenary, Monk, Mountaineer, Peasant, Pikesman, Privateer!, Prospector,



Rogue, Sailor, Scout, Second Story Man, Sectarian, Smithy, Smuggler, Sorcerer's Apprentice, Squire, Street Thief, Swindler, Swordsman's Apprentice, Thug, Trapper, Witch Initiate, Wizard's Apprentice, Woodsman

High Order Classes

Acrobat, Aeromancer, Alchemist!, Alpine Explorer, Aquamancer, Archer, Archmage*, Armorer, Army Officer, Artillerist, Avenger, Blackguard, Black Knight*, Black Witch*, Brawler, Brigand, Buccaneer!, Cat Burglar, Cavalier, Cavalryman, Champion, Cleric, Con Artist, Conjuror, Corsair, Creationist, Cult Leader*, Demolitionist, Demonologist*, Elder, Enchanter, Executioner, Explorer, Fence, Fencer!, Forger, Friar, Geomancer, Halberdier, Hermit, High Priest, Highwayman, High Witch, Holy Man, Huntsman, Iconoclast, Illusionist, King's Musketeer, Knave, Knife Thrower, Knight, Knight Errant, Lapidary, Lord, Magus, Marauder, Master Archer, Master Armorer, Master Mage, Master Stavesman, Master Swordsman, Miner, Musketeer, Mystic, Naval Officer, Necromancer*, Paladin, Patriarch, Pick Pocket, Pirate, Prophet, Prospector, Puffer!, Pyromancer, Raider, Ranger, Safe Cracker, Sorcerer, Spy, Stavesman, Swashbuckler!, Swordsman, Thaumaturgist, Tomb Robber, Trap Specialist, Villain, Warlord*, Warrior, Wise Man, White Witch, Witch, Wizard, Zealot*

Slavonic (Eastern European)

Low Order Classes

Bandit, Barbarian, Bowman, Burglar, Demagogue, Enforcer, Footsoldier, Grave Robber, Hood, Mercenary, Monk, Oracle, Peasant, Pikesman, Plains Nomad, Prospector, Sailor, Scout, Second Story Man, Sectarian, Smithy, Smuggler, Sorcerer's Apprentice, Squire, Street Thief, Swordsman's Apprentice, Thug, Trapper, Witch Initiate, Woodsman

High Order Classes

Aeromancer, Archer, Armorer, Army Officer, Avatar, Avenger, Blackguard, Black Witch!, Brawler, Brigand, Cavalier, Cavalryman, Champion, Con Artist, Creationist, Cult Leader, Demonologist, Elder, Enchanter, Executioner, Fence, Forger, General, Geomancer, Halberdier, Healer, Hermit, High Priest, High Witch, Huntsman, Iconoclast, Knave, Knight Errant, Knight!, Lapidary, Lord, Master Archer, Master Armorer, Master Stavesman, Master Swordsman, Miner, Patriarch, Pick Pocket, Ranger, Safe Cracker, Shaman, Sorcerer, Spy, Stavesman, Swordsman, Trap Specialist, Spy, Volkhv Priest!, Warlord, Warrior, White Witch, Witch!, Witch Hunter, Zealot

Low Order Classes

Acolyte

An acolyte is a member of a religious sect, cult, or religion. As he has not proved himself yet to be a truly devoted follower, his powers are few and his tasks are many. Nevertheless, the deity to which he pledges grants him some power to aid him in proving his worthiness. He is expected to use it wisely in furthering the deity's cause. Acolytes, as pious representatives of a deity's following, are granted the ability to cast religious spells from the category of **Healing**.



Any actions not in line with the teaching preached by the acolyte's religion are treated swiftly and harshly. For more information on the various religions and the added training given to priests of each deity, see "**Pantheons of the Gods**" in *The Manual of Mythology*TM.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	—	—	2

Alignment Restrictions

Character cannot be *Evil* and must follow a deity whose alignment matches his exactly.

Talents

First Aid, Reading and Writing

Skills

Versed in: *Piety*

Reviewed in: Inspiring Loyalty, Raising Morale

Weapon Proficiencies

Reviewed in: Using his deity's major weapon (the god's description in the "**Pantheons of the Gods**" details the weapons utilized by the priesthood).

"The amazon code is harsh, but forges soldiers of remarkable fortitude. In fact, most amazons sacrifice a breast to improve their accuracy with bows."

Amazon

The Amazons are a nation of women warriors described in ancient Greek lore. As a whole, amazon society shuns and despises men and will kill or enslave all males encountered. The only reason all males are not immediately slain on sight is that, whatever their attitude toward the opposite sex, men are necessary to produce new generations of fighters. Any male offspring are killed or abandoned. The amazon code is harsh, but forges soldiers of remarkable fortitude. In fact, most amazons sacrifice a breast to improve their accuracy with bows.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	2	1	0	0	—	—

Alignment Restrictions

Good aligned amazons will insist on the mere banishment of men from amazon territory rather than their automatic execution.

Mythological Restrictions

Character must be female and a follower of a Greek or Roman female deity.

Talents

Crafting Bows, Deadly Aiming with Bows, First Aid, Gardening, Skinning Animals, Swimming

Skills

Versed in: *Grappling*

Reviewed in: Horsemanship, Passing Without a Trace, Rural Stealth

Areas Of Mundane Lore

Reviewed in: *Forest Lore*

Weapon Proficiencies

Versed in: shooting *Bows*

Reviewed in: wielding *Quarterstaff*, wielding and throwing *Spear*



Apothecary

Apothecaries mix chemical powders and liquids with various herbs to produce substances either helpful or harmful to others. Their main source of wealth lies in curing illnesses and deadening pain. Nevertheless, they skillfully concoct deadly poisons for customers desiring to rid themselves of “pests.”

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	1	1	—	—

Talents

Ciphering, First Aid, Glass Blowing, Minor Surgery, Mixing Black Powder, Reading and Writing

Skills

Expert in: Creating Herbal Balms

Specialized in: Manufacturing Hallucinogenic Poisons, Remediating Ailments

Versed in: Identifying Elixirs, Identifying Poisons

Reviewed in: Manufacturing Toxic Poisons

Areas Of Mundane Lore

Versed in: Anatomy, Herb Lore

Weapon Proficiencies

Versed in: wielding *Dagger*

Alternates

In worlds without gunpowder, substitute the talent *Mixing Black Powder* with *Gardening*

Bandit

Bandits often group together to form ambushes on caravans and wealthy nobility. They constantly try to invent new ways to trap and overcome opponents normally considered too powerful to defeat. Of course, they frequently set up their surprises in ravines and mountain passes, but imaginative ploys always inspire these thieves. They realize that only a limited number of ambushes are safe at a given spot before some REAL force shows up.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	1	—	0	—	—

Alignment Restrictions

Character cannot be *Lawful*

Skills

Versed in: Rural Stealthing, Setting Rural Traps

Reviewed in: Climbing Walls, Horsemanship, Tracking

Weapon Proficiencies

Versed in: wielding medium hand held weapons, firing crossbows

Reviewed in: using large entrapment weapons

Barbarian

Barbarian tribes struggle against the forces of nature for their survival. They view this struggle as a just challenge that all strong men must meet. To meet their trials, they train exhaustively in the arts of hunting and all know the value of having a good steed. The harsh life a barbarian leads gives him a sharp edge in combat against those lacking his background.



Barbarians disdain civilization. They view its influence as an evil plague that devours their natural homeland without care. Since barbarians respect the gods, they welcome the company of clerics and priests who emphasize the value of nature. Of course, all barbarians loathe wizardry, witchcraft, and other magics, which do not recognize the power of the gods they worship. They are sworn to destroy all creatures and objects related to these “ungodly” abilities.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	0	—	0	—	0

Talents

Crafting Bows, Crafting Wooden Weapons, Fletching Arrows, Skinning Animals, Swimming

Skills

Specialized in: Creating Herbal Balms

Versed in: Tracking, Horsemanship

Reviewed in: Rural Stealthing

Areas Of Mundane Lore

Reviewed in: Forest Lore, Plains Lore

Weapon Proficiencies

Versed in: wielding hand held weapons, shooting bows, wielding and throwing *Spear*

Bounty Hunter

Bounty hunters make their living capturing outlaws or procuring rare antiques. Because they must usually bring prisoners back alive, bounty hunters use entrapment weapons that exhibit a lower fatality rate than the more conventional utensils. These individuals generally do not show great aversion to bending a few laws beyond their breaking points. But woe be unto he who breaks a contract made with a bounty hunter.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	1	—	2	—	—

Skills

Specialized in: Setting Rural Traps

Versed in: Grappling, Rural Stealthing, Tracking

Reviewed in: Listening Through Doors, Weapons Resourcefulness

Weapon Proficiencies

Specialized in: using entrapment weapons

Reviewed in: wielding small hand held weapons

Bowman

Armies expend great amounts of time and effort in sustaining fully trained troops of bowmen. A good general realizes that neglecting these long-range attackers spells doom in any battle. Bowman slavishly practice their skills in archery through drilling in speed of fire and accuracy of aim. Their training is harsh and the competition is fierce. Nevertheless, a bowman continually hones his skills to outshine those of his peers. His hard work pays off when he is rewarded with the coveted title of Archer.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	—	1	1	—	—

Talents

Deadly Aiming with Bows and Crossbows, Fletching Arrows

Weapon Proficiencies

Versed in: shooting bows, firing crossbows

Reviewed in: wielding *Short Sword*

Burglar

Burglars are common house robbers. Their street training teaches them basic techniques of combat. Nevertheless, their skills concentrate mostly on procuring valuables while avoiding dangerous confrontations. When a burglar encounters a situation where he must fight to gain his booty, he will use any trick or ploy that gains him an advantage. He has no reservations about attacking guards from behind or poisoning guard dogs.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	—	0	0	0	—	—

Alignment Restrictions

Character cannot be *Lawful*

Talents

Backstabbing

Areas Of Mundane Lore

Reviewed in: *Guild Lore*

Skills

Specialized in: Removing Traps, Opening Locks

Versed in: Finding Traps, Listening Through Doors, Urban Stealthing

Reviewed in: Climbing Walls, Weapons Resourcefulness

Weapon Proficiencies

Reviewed in: wielding small and medium blade weapons



Cutpurse

A cutpurse stalks the streets looking for dangling pouches stuffed with jingling coins. When he finds one carried by a particularly wealthy looking pedestrian, he calmly cuts the leather strap of the pouch and walks off with his prize. Of course, if the pouch's owner notices the cutpurse's actions, he will take appropriate measures to bring the filthy little thief to justice. Nevertheless, a quick cutpurse may escape with life, limb, and loot.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	0	—	—

Alignment Restrictions

Character cannot be *Lawful*

Talents

Backstabbing

Areas Of Mundane Lore

Reviewed in: *Guild Lore*

Skills

Specialized in: Picking Pockets

Versed in: Urban Stealthing

Reviewed in: Hiding in Crowds, Opening Locks

Weapon Proficiencies

Versed in: wielding *Dagger*

Cutthroat

When an individual needs to rid himself of bothersome competition but cannot afford the price of a full-fledged assassin, he finds himself a cutthroat. A student of this trade has little moral where money is involved. This trait proves rather dangerous, as all cutthroats try to involve themselves in money whenever possible. The only restraint holding back a cutthroat from killing his employer, oddly enough, is his reputation. Without a "good" reputation, a cutthroat knows he can never earn the large sums paid highly skilled spies and assassins.

“When an individual needs to rid himself of bothersome competition but cannot afford the price of a full-fledged assassin, he finds himself a cutthroat.”

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	—	1	—	—	1	—

Alignment Restrictions

Character must be *Unlawful* and *Evil*

Talents

Backstabbing, Sign Language

Areas Of Mundane Lore

Reviewed in: *Guild Lore*

Skills

Specialized in: *Opening Locks*

Versed in: Urban Stealthing

Reviewed in: Identifying Poisons, Weapons Resourcefulness

Weapon Proficiencies

Versed in: wielding small and medium blade weapons

Demagogue

A demagogue is a disciple of an established religious order. Demagogues are often quick to anger and swift in taking action, especially where the honor of their deities are concerned. Because of their solid convictions and vocal natures, demagogues are often seen as societal and religious leaders. As pious proponents of their deities' causes, demagogues may cast religious spells from the category of **Battle**.

Any actions not in line with the teaching preached by the demagogue's religion are treated swiftly and harshly. For more information on the various religions and the added training given to priests of each deity, see "**Pantheons of the Gods**" in *The Manual of Mythology* ^o.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	—	—	—	—	1

Alignment Restrictions

Character must follow a deity whose alignment matches his exactly

Talents

First Aid, Reading and Writing, Weaponry Care

Skills

Versed in: Grappling, Pummeling

Reviewed in: *Piety*

Weapon Proficiencies

Versed in: Using his deity's major weapon (the god's description in the “**Pantheons of the Gods**” in *The Lexicon of Lore™* details the weapons utilized by the priesthood).

Druid

A druid is a priest of the ancient Celtic cults. Instead of worshipping specific gods, these priests worship various aspects of nature. Specifically, they have divided themselves into four basic cults. These cults worship Animals, Heights, Trees, and Water. A beginning druid has not yet devoted himself to any particular cult. Before he does so, he is expected to go out and learn about his place in the world.

All Druids are given the power to cast religious spells from the category of **Nature**. For more information on the various religions and the added training given to priests of the Celtic gods and cults, see “**Pantheons of the Gods**” in *The Manual of Mythology™*.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	2	—	2

Alignment Restrictions

Character must be *Neutral* in all alignment aspects

Mythological Restrictions

Character must be a follower of the Celtic religion.

Talents

First, Aid, Gardening, Skinning Animals, Swimming

Skills

Versed in: *Piety*

Reviewed in: Creating Herbal Balms

Areas Of Mundane Lore

Reviewed in: Forest Lore, Mountain Lore, Wood Lore

Weapon Proficiencies

Reviewed in: wielding *Dagger*, wielding *Quarterstaff*

“Duelists fight for honor. They save maidens from mustached villains and shrug it off as nothing.”

Duelist

Duelists fight for honor. They save maidens from mustached villains and shrug it off as nothing. Nevertheless, no duelist ever claimed modesty, just chivalry. Whenever possible, duelists settle arguments with fair duels. A duelist's unusual fighting style and confidence gives him an edge in swordplay.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	—	1	—	—	—

Alignment Restrictions

Character must be *Lawful*

Talents

Etiquette, First Aid

Skills

Versed in: Florentine

Weapon Proficiencies

Specialized in: wielding *Foil*

Versed in: wielding *Rapier* and *Main Gauche*

Reviewed in: firing *Dueling Pistol*

Alternates

In worlds without gunpowder, substitute firing *Dueling Pistol* with throwing *War Darts*



Enforcer

Enforcers, often feared by society in general, appoint themselves as guardians and promoters of their own radical causes. Some seek to destroy all evil present in the world to make untamed lands safe for habitation. Others simply seek to subjugate entire nations under their control. Occasionally, an enforcer strives to eliminate all lawbreakers in a community by annihilating even the lightest offenders. As these fanatical individuals want to further their causes in the quickest possible manner, they don't pussyfoot around with any weapons but the most lethal. If it can't cleave armor plating, it isn't worth swinging.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	0	—	—	—	—	—

Alignment Restrictions

Character must be *Antisocial*

Talents

Weaponry Care

Skills

Reviewed in: Disarming Opponents, Interrogating

Weapon Proficiencies

Versed in: wielding large hand held weapons

Footsoldier

Oftentimes, a peasant, farmer, or tradesman is drafted against his will into military service. As these men must quickly learn the arts of war for survival, their superiors train them in easily handled weapons. These weapons provide other benefits besides the minimal amount of training required. Their ease of manufacture makes them cheap enough for an officer to equip many footsoldiers for the price of a single, finely crafted sword.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	—	0	—	—	—	—

Talents

First Aid, Reduced Encumbrance in Padded Armor, Weaponry Care

Skills

Reviewed in: Disarming Opponents

Weapon Proficiencies

Versed in: wielding hammers, maces, and mace and chains

Reviewed in: firing *Cannon*, wielding polearms

Alternates

In worlds without gunpowder, substitute firing *Cannon* with firing *Ballista*

Freebooter

Freebooters are carefree spirits, usually sailors, who travel the world in search of treasure. While they may join a pirate ship in terrorizing the seas for a time, they never remain loyal to any particular captain or crew for long. Their "loyalty" is firm only as long as treasure keeps accumulating. Indeed, a freebooter will even abandon the sea herself if he hears that pillaging wealthy inland villages is more "in-season" than plundering cargo-laden ships.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	—	0	0	1	—	—

Alignment Restrictions

Character must be *Unlawful*

Talents

Holding Liquor, Playing Instruments, Quickdrawing Pistols, Swimming

Skills

Versed in: Opening Locks, Weapons Resourcefulness

Reviewed in: Florentine, Pricing Jewels, Rural Stealthing, Urban Stealthing

Areas Of Mundane Lore

Reviewed in: Seafaring Lore

Weapon Proficiencies

Versed in: firing *Pistols*, wielding *Cutlass*

Reviewed in: throwing *Daggers*

Alternates

In worlds without gunpowder, substitute firing *Pistols* with firing *Medium Crossbows*

“As these fanatical individuals want to further their causes in the quickest possible manner, they don't pussyfoot around with any weapons but the most lethal. If it can't cleave armor plating, it isn't worth swinging.”

Gladiator

Enslaved and forced to fight powerful opponents to gain liberty, most gladiators fight for the cause of freedom whenever possible. Though they are friendly to all character classes, freed gladiators tolerate no attempts to control them and they despise the governments that enslaved them. This striving towards the elimination of slavery does not infect all gladiators, however. Some even opt to remain slaves when offered freedom.



Gladiator Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	—	—	—	—	—

Talents

First Aid, Weaponry Care

Skills

Reviewed in: Defending with Buckler, Florentine

Weapon Proficiencies

Versed in: wielding Short Sword and Trident, using Cat-o-Nine-Tails

Reviewed in: using medium entrapment weapons, wielding medium hand held weapons

Grave Robber

Grave Robbers are thieves that have come to the conclusion that picking a wealthy merchant's pockets is much easier after he has been buried. While the thought of their ghoulish enterprise horrifies most civilized individuals, many grave robbers enjoy a rather profitable livelihood. Only a few are ever caught by the local authorities. Unfortunately, the profession of robbing graves has its own dangers. Occasionally an exhumed corpse will express its displeasure at having its "rest" disturbed.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	—	—	—	0	—

Alignment Restrictions

Character cannot be *Lawful* or *Good*

Talents

Concealing Small Items, Disguising

Skills

Versed in: Weapons Resourcefulness

Reviewed in: Fast Talking, Rural Stealthing

Areas Of Mundane Lore

Reviewed in: *Ghost Lore*

Weapon Proficiencies

Versed in: wielding *Machete*, firing *Pistols*

Alternates

In worlds without gunpowder, substitute firing *Pistols* with throwing *Daggers*

Gypsy

Gypsy families roam the countryside in colorful wagons that they often convert into stages to entertain local people. Any curious townsman can find out what his future holds for the price of a few silver coins by having his palm read by the leader of the Gypsy family. Everyone knows that these roving bands learn the lost arts of miracle healing and astrology. They might even teach you these skills for the right price.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	0	1	—	0	—	0

Talents

Dancing, Juggling, Palm Reading, Playing Instruments, Throwing Voice

Skills

Versed in: Rural Stealthing

Reviewed in: Picking Pockets, Pricing Jewels, Tightrope Walking, Weapons Resourcefulness

Weapon Proficiencies

Versed in: throwing *Daggers*

Reviewed in: wielding *Dagger*



Hood

“A hood is the type of unscrupulous character who sneaks into a king's kitchen, plants a slow acting poison in the wine, and wanders out of the castle long before his victim takes his last breath.”

Whenever a pesky noble interferes with profitable, though illicit, enterprises, he makes many enemies. If he is smart, he surrounds himself with formidable bodyguards to make physical attacks unlikely. It is in these situations that a hood makes his living. A hood is the type of unscrupulous character who sneaks into a king's kitchen, plants a slow acting poison in the wine, and wanders out of the castle long before his victim takes his last breath.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	1	1	2	—

Alignment Restrictions

Character must be *Unlawful* and *Evil*

Talents

Disguising

Skills

Specialized in: Identifying Poisons, Manufacturing Toxic Poisons, Manufacturing Hallucinogenic Poisons, Harvesting Venom

Reviewed in: Urban Stealthing, Listening Through Doors

Areas Of Mundane Lore

Reviewed in: *Guild Lore*

Weapon Proficiencies

Versed in: shooting *Blowgun*

Reviewed in: wielding small blade weapons

Illusionist's Apprentice

Illusionists specialize in fooling the senses. As such, they make wonderful entertainers and magicians. The best achieve great acclaim in their presentations to kings and emperors. The Illusionist's lowly apprentice, of course, is completely ignored. He can only dream of the day that he will stand in center stage.

Every illusionist starts out as an apprentice with a single spell to seek his fortune. The young spellcaster lacks

sufficient knowledge to produce the powerful visual illusions for which the profession is famous. His starting spell must manipulate other senses. The beginning illusionist must choose a spell from the following list to place in his spellbook. See *The Lexicon of Lore™*.

- *Intensify Pain*
- *Mask Sound*
- *Numb Pain*
- *Tickle*

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	3	2	—

Talents

Imitating Voices, Playing Instruments, Reading and Writing, Throwing Voice, Wine Tasting

Areas Of Arcane Lore

Reviewed in: Smell, Touch, and Hearing

Weapon Proficiencies

Reviewed in: any single *Hand Held*, *Range*, or *Polearm* weapon of his choice.

Legionnaire

The legionnaire is the sturdy and loyal backbone who supports the mighty Roman army. The Roman Legions are marched across desert and wilderness to meet any dangerous threat to the nation's security. They are similarly employed to invade neighboring countries when the Roman senate decides it needs the political support gained from the successful annexation of a fresh land.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	0	—	—	—	—

Talents

First Aid, Forced March

Skills

Reviewed in: Defending with Medium Shield, Rural Stealthing, Setting Rural Traps

Weapon Proficiencies

Versed in: wielding *Short Sword*, wielding and throwing *Spear*

Magician's Apprentice

Tales abound concerning the mystical works of magi. Ali Baba and his forty thieves benefited from a magus' secret "Open Sesame" cave entrance. Aladdin grew rich by stealing a magic lamp in which a magus trapped a djinni. Thus, the fame of these Arabian magicians swelled.

Most magus start out as a magician's apprentice with a single spell to aid in his adventures. As the beginning magus knows little of the mystical powers he involves himself with, his spells lack great power. He must therefore choose a spell from the following list.

- *Dancing Blade*
- *Snake Charm*

See *The Lexicon of Lore*™ for further descriptions of these spells.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	2	1	—

Talents

Ciphering, First Aid, Sleight Of Hand, Reading and Writing

Areas Of Arcane Lore

Reviewed in: Wind, Rain, Dust, and Flame

Weapon Proficiencies

Reviewed in: wielding *Scimitar*

Mercenary

Mercenaries love warfare and ceaselessly search for adventure. They quickly join parties if promised treasure. Mercenaries are good with mechanisms and can set large traps such as covered pits and deadfalls. In addition, mercenaries build siege machines for attacking fortresses. Of course, they must build these on site due to their enormous size.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	—	—	0	—	—

Talents

Fashioning Siege Machines, First Aid

Skills

Versed in: Setting Rural Traps

Weapon Proficiencies

Versed in: firing *Ballista*, firing crossbows, using small range weapons, wielding small and medium hand held weapons

Reviewed in: shooting bows, wielding polearms

Monk

A Monk is a devoted religious follower who has sworn himself to a life of celibacy and poverty. Removal of the temptations of material possessions and pleasures of the flesh enable these holy men to purify their souls. When a monk is not venturing throughout the world preaching the benefits of a pious life, he faithfully tends his gardens.



For their unselfish sacrifice, a monk's deity bestows on him the ability to cast religious spells from

the category of **Nature**. For more information on the various religions and the added training given to priests of each deity, see "Pantheons of the Gods" in *The Manual of Mythology* Ⓞ.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	—	—	—	—	—

Alignment Restrictions

Character must follow a deity whose alignment matches his exactly.

Talents

First Aid, Gardening

Skills

Versed in: *Piety*

Reviewed in: Creating Herbal Balms

Areas Of Mundane Lore

Reviewed in: Herb Lore, Forest Lore

Weapon Proficiencies

Reviewed in: wielding *Quarterstaff*

Mountaineer

It takes a sturdy frame, a sure-footed gait, and an air of quiet confidence to be a mountaineer. These independent souls tromp through the most hazardous alpine areas with seeming indifference to the many dangers surrounding them. Those people lucky enough to befriend a mountaineer soon learn, though, that the harsh life imposed by the mountain range environment sharpens a person's natural awareness. The seemingly casual attitude of the mountain man is not a facade that hides his fears. Rather, it simply indicates the individual's confidence that he can handle any emergency that is likely to arise.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	1	—	0	—	—

Talents

First Aid, Iron Grip, Long Jumping

Skills

Versed in: Climbing Walls, Throwing Grapnel

Reviewed in: Creating Herbal Balms, Setting Rural Traps

Areas Of Mundane Lore

Reviewed in: Mountain Lore

Weapon Proficiencies

Versed in: wielding medium picks

Nomad, Desert

Desert nomads live harsh lives in arid lands. The unforgiving climate in which they dwell forces them to develop and learn many skills to survive. Of course, the major concern of these desert people is finding water to replenish their supplies. Most importantly, though, a desert dweller cannot squeamishly refuse any gifts nature provides. Those who do, die. Desert nomads often eat lizards and insects to nourish themselves when they can find nothing else. They welcome few outsiders and often rob those they encounter. They take little for granted and disdain those who do.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	—	—	—	—	—

Talents

Locating Water, First Aid, Skinning Animals

Skills

Versed in: Horsemanship

Reviewed in: Navigating, Rural Stealthing

Areas Of Mundane Lore

Reviewed in: *Desert Lore*

Weapon Proficiencies

Versed in: wielding *Scimitar*

Nomad, Plains

Nomadic tribes and families wander plains following large herds of migrating antelope, buffalo, and cattle. Most of these peoples recognize no formal government other than their immediate families. They scoff at more civilized communities which buy and sell land as if they could truly own it. They realize that it is the land that owns its people. Only a foolish dog believes it owns its master because the master feeds him every day.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	0	—	—	—	—	—

Talents

Crafting Bows, Fletching Arrows, Knapping, Skinning Animals

Skills

Specialized in: *Tracking*

Versed in: Horsemanship, Passing Without a Trace

Reviewed in: Rural Stealthing

Areas Of Mundane Lore

Reviewed in: *Plains Lore*

Weapon Proficiencies

Versed in: shooting medium bows, throwing *Spear*, wielding *Hand Axe*

“Only a foolish dog believes it owns its master because the master feeds him every day.”

Oracle

An Oracle is a priest of an established religion to whom the religion's followers go for advice. Often, a king or general will seek out an oracle before a major battle to determine whether the gods favor one side over another. Nevertheless, the prophecies given by Oracles are sometimes vague or couched in riddle. One famous prediction given to a general seeking advice from an Oracle on whether his army would triumph in an upcoming battle was told merrily that if the general attacked the opposing nation, "a great army will fall." Unfortunately, the general took this as an excellent omen and led his "great army" to ruin. Needless to say, oracles cast spells from the category of **Divination**.

Any actions not in line with the teaching preached by the Oracle's religion are treated swiftly and harshly. For more information on the various religions and the added training given to priests of each deity, see **Pantheons of the Gods** in *The Manual of Mythology*™.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	—	—	1

Alignment Restrictions

Character must follow a deity whose alignment matches his exactly

Talents

First Aid, Reading and Writing, Speaking in Foreign Languages

Skills

Versed in: *Piety*

Reviewed in: Identifying Elixirs, Identifying Poisons

Weapon Proficiencies

Reviewed in: Using his deity's major weapon (the god's description in the **Pantheons of the Gods** details the weapons utilized by the priesthood).



Pearl Diver

For those who love the sea, pearl diving is often considered to be the ideal life. The most generally accepted view of pearl divers is that they live simply. They are usually found in tropic island paradises, where the natives dress only in scant loincloths if they wear anything at all. The diver rows out daily to a nearby reef in a small boat and plunges into his beloved underwater realm to search for oysters and to play with dolphins and

mermaids. His rewards are many and his responsibilities are few.

The reality of the situation is more sobering. Ocean reefs are not only home to mermaids and friendly sea creatures. Sharks and giant squid seek out these food-rich waters and would never pass up the opportunity to taste a juicy diver morsel. In addition, islands that are known to produce pearls are also known to attract pirates. On the other hand, these very dangers may be the greatest attractions for many adventurers. Perhaps it is an ideal life after all.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	2	—	0	1	—	—

Talents

Faery Bonding with Mermaids, Sign Language, Swimming

Skills

Specialized in: *Holding Breath*

Versed in: Underwater Combat

Reviewed in: Seamanship, Pricing Uncut Gems

Areas Of Mundane Lore

Reviewed in: *Ocean Lore*

Weapon Proficiencies

Versed in: wielding *Trident* and *Dagger*

Reviewed in: throwing *Harpoon*

Peasant

Peasants, though generally poor, are honest, hard-working members of the farming community. It is through their hard labor that society is fed and flourishes. Without their toil, civilization could not exist. Even so, it is they who often bear the burden of unjust taxes imposed by indifferent lords. Many a lord has learned a hard lesson about their peasant's limits at the end of a pitchfork.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	—	—	—	—	—

Talents

Faery Bonding with Killmoullis (a sub-race of Hob), Gardening, Skinning Animals

Skills

Reviewed in: Animal Training, Rural Stealthing

Areas Of Mundane Lore

Reviewed in: *Faery Lore*

Weapon Proficiencies

Versed in: wielding *Flail*, *Sickle*, and *Scythe*

Reviewed in: wielding *Trident* (pitchfork) and *Quarterstaff*

Pikesman

Pikesmen specialize in the use of polearms, or weapons consisting of long wooden poles capped with blades. The front lines of many armies use the pikesmen's long reach to keep opposing armies at bay. A line of pikesmen in front of an army is a difficult barrier to breach.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	0	—	—	—	—	—

Talents

First Aid, Weaponry Care

Areas Of Mundane Lore

Reviewed in: Battle Tactics

Skills

Reviewed in: Raising Morale

Weapon Proficiencies

Specialized in: wielding polearms

Reviewed in: wielding medium hand held weapons

Privateer

Privateers are mercenaries of the sea. Most privateers take to sailing as an escape from their past lives. Some run from the law to avoid the axe. Others sneak from their childhood homes in search of adventure. Still others run from debts they can never pay. Many simply want to get far away from nagging wives. These sailors lack education, act boorish, and cheer comrades in rowdy drunken brawls. Due to the unsavory background and behavior of privateers, society shuns and distrusts them, often with good cause.

As rough seas occasionally sink ships, privateers spurn armor. Even on land they refuse to consider wearing such protection.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	1	—	1	—	—

“Most privateers take to sailing as an escape from their past lives...”

Talents

Cursing in Foreign Languages, First Aid, Holding Liquor, Superb Balancing, Swimming

Skills

Reviewed in: *Seamanship*

Weapon Proficiencies

Versed in: wielding *Dirk*, wielding medium swords

Reviewed in: firing *Cannon*

Alternates

In worlds without gunpowder, substitute firing *Cannon* with throwing *Grapnel*

Prospector

Those traveling through rocky, mountainous country often encounter prospectors searching for the mother lode. They constantly chip at rock formations and scan the strata of nearby cliffs. Since prospecting takes a great deal of equipment, mules always accompany these characters on their extended searches. Driven by greed and the hope that his fortune lies just over the next hill or under a nearby boulder, prospectors forget their appearance, which often repulses travelers they encounter. They probably wouldn't bathe at all if the lure of gold dust didn't draw them to streams.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	—	—	—	1	—	—

Skills

Specialized in: Pricing Uncut Gems, Prospecting

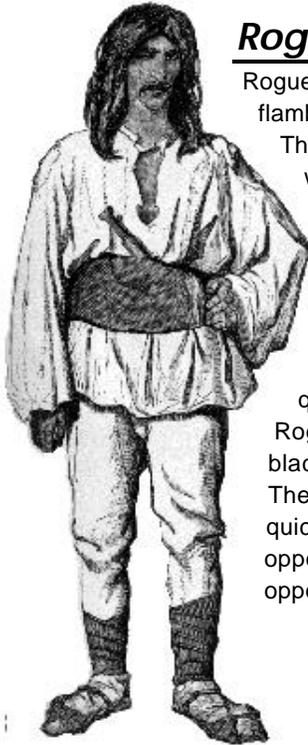
Reviewed in: Finding Secret Doors in Stone Structures

Areas Of Mundane Lore

Reviewed in: Mountain Lore, Stone Lore

Weapon Proficiencies

Versed in: wielding picks



Rogue

Rogues dress in the most fashionable, flamboyant wardrobes of their time.

They arrogantly flaunt their weaponry skills and often use them to mock law-abiding citizens. A rogue's apparel frequently gives the impression that he is, in fact, a duelist. Nevertheless, his actions and snotty manner quickly show his true nature.

Rogues generally carry small, quick blades such as rapiers and sabres. These weapons allow a rogue to quickly skewer a challenged opponent before he has an opportunity to draw his weapon.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	—	1	—	—	—

Alignment Restrictions

Character must be *Unlawful*

Talents

Snobbery

Skills

Versed in: Weapons Resourcefulness

Reviewed in: Florentine, Opening Locks, Picking Pockets

Weapon Proficiencies

Versed in: wielding medium blade weapons, wielding *Foil*

Reviewed in: firing *Blunderbus*

Alternates

In worlds without gunpowder, substitute firing *Blunderbus* with firing *Crossbow*.

Sailor

These hardy men are drawn to the adventure and wealth promised by the sea. Some grow rich while others are lost in violent storms. As a rule, sailors start their careers with a bright outlook and a great deal of energy, ready to conquer the world. Experience teaches them, however, that while the sea can usually be navigated with careful preparation, it can never be tamed. She is a fickle mistress.

As rough seas occasionally sink ships, sailors always spurn armor. Even on land they refuse to consider wearing such protection.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	1	—	0	—	—

Talents

First Aid, Speaking Foreign Languages, Swimming

Areas Of Mundane Lore

Reviewed in: Seafaring Lore

Skills

Specialized in: *Seamanship*

Reviewed in: *Florentine*

Weapon Proficiencies

Versed in: wielding *Cat-O-Nine-Tails*, wielding *Dirk*, wielding medium swords

Reviewed in: throwing *Harpoon*, using large entrapment weapons



Saracen Warrior

Saracen warriors are the hardy desert fighters of Syria and Arabia. The most famous of these fighters were the Saracens from Saladin. As the Middle East is an arid region with blistering sun, Saracen warriors always dress themselves in lightweight, loose fitting clothing. In so hot a climate, anyone wearing armor is at a severe disadvantage. Consequently, they shun armor. A Saracen warrior's training focuses on heightening his dexterity so that he can avoid his opponent's blade. Combining this training with the Middle Eastern practice of riding highly maneuverable ponies more than makes up for the lack of protection afforded by armor.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	2	—	0	—	—

Talents

First Aid

Skills

Reviewed in: Defending with Large Shield, Horsemanship

Areas Of Mundane Lore

Reviewed in: *Desert Lore*

Weapon Proficiencies

Versed in: wielding *Scimitar* and *Spear*

Reviewed in: shooting *Short Bow*



Scout

When a general needs to know the strengths and weaknesses of an opposing army, he sends his best-trained scouts. A scout learns methods of stealthy reconnaissance to quickly obtain information about outposts, fortresses, and marching armies. When needed, he slips into dangerous territory to deliver messages vital to his leader's plans. Spending most of his time away from civilization, a scout quickly learns the layout of the lands through which he travels. He depends only on his wilderness skills for food and shelter. A scout is always prepared.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	—	—	2	—	—

Talents

First Aid, Swimming

Skills

Specialized in: *Rural Stealthing*

Versed in: Finding Secret Doors, Finding Traps, Passing Without a Trace

Reviewed in: *Tracking*

Weapon Proficiencies

Versed in: wielding *Dagger*, wielding *Hand Axe*, wielding medium swords

Reviewed in: shooting *Short Bow*

Second-Story Man

These thieves had the intelligence to figure out a fact that many people overlook. When a rich merchant, banker, or heiress tries to think of ways of keeping robbers out of his estate, he inevitably worries about his front door. That's the logical place to come and go through. After all, that's how he gets in and out. After a few puffs on his pipe, the plump, rich nobleman dreams up a brilliant, elaborate trap for any unwelcome visitor skulking in the entry hall. After installing his masterpiece, he smilingly trots off whistling down the street worry free. Invariably, the pompous fool leaves the upstairs windows unlatched. A second story man trains in the skills necessary to teach these fellows a lesson in household defense. Lock your windows.

“A second story man trains in the skills necessary to teach fellows a lesson in household defense. Lock your windows.”

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	2	1	0	—	—

Alignment Restrictions

Character cannot be *Lawful*.

Skills

Specialized in: Climbing Walls, Throwing Grapnel

Versed in: Opening Locks, Urban Stealthing

Reviewed in: Finding Secret Doors, Pricing Jewels

Weapon Proficiencies

Versed in: wielding small blade weapons

Sectarian

Sectarians are devoted members of a sect or cult. Their fanatical loyalty to their cult and enthusiasm for blindly fulfilling any evil and despicable commandments given them by cult leaders has earned them prestige among other cult members. The evil deity of Sectarians bestows upon them the ability to cast spells from the category of



Curses.

Actions not in line with the teaching preached by the Sectarian's cult are treated swiftly and exceedingly harshly. For more information on the various religions and the added training given to priests of each deity, see **Pantheons of the Gods** in *The Manual of Mythology*™.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	1	—	1

Alignment Restrictions

Character must be *Evil* and must follow a deity whose alignment matches his exactly.

Talents

Backstabbing, Concealing Small Items, Reading and Writing

Skills

Versed in: *Piety*

Areas Of Mundane Lore

Reviewed in: *Demon Lore*

Weapon Proficiencies

Reviewed in: using his deity's major weapon (see the god's description in the **Pantheons of the Gods** for details).

Smithy

No town is complete without a smithy to forge steel. With a complete workshop, a smithy can create many useful utensils and implements. Indeed, many townships simply spring up around remote blacksmith shops set up along major trails. Travelers never have problems finding the smithy in any town. The ringing of a hammer on anvil resounds throughout whole blocks drawing interested customers. Children often gather around a smithy's shop to get a chance to work his huge bellows or feed the hungry fire with coal. The showers of sparks sent flying with every beat of the blacksmith's hammer inspires wide-eyed amazement in their faces.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	0	—	0	0	—	—

Talents

Repairing Armor, Weaponry Care

Skills

Versed in: *Smithery*

Areas Of Mundane Lore

Reviewed in: *Metal Lore*

Weapon Proficiencies

Reviewed in: wielding One-Handed Hammer, wielding One-or-Two-Handed Hammer

Smuggler

These enterprising men risk the dangers of lawful punishment by sneaking materials across national boundaries. Often, the items they stealthily carry are not specifically banned from ownership. Rather, they hide objects, such as gems, gold, and jewelry, to avoid the burden of import taxes and fees. More often than not, these characters simply provide a service to clients unwilling to involve themselves personally. Of course, these clients take the additional risks imposed by the low moral character common to most smugglers.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	0	0	0	—

Alignment Restrictions

Character must be *Unlawful*

Talents

Backstabbing, Concealing Small Items, Disguising, Reading and Writing, Speaking Foreign Languages, Swimming

Skills

Versed in: Urban Stealthing

Reviewed in: Forging Documents, Seamanship, Weapons Resourcefulness

Areas Of Mundane Lore

Reviewed in: *Guild Lore*

Weapon Proficiencies

Versed in: wielding medium blade weapons

Reviewed in: firing *Pistol*

Alternates

In worlds without gunpowder, substitute firing *Pistols* with throwing *Dagger*

Sorcerer's Apprentice

Those aspiring to wield the power of Sorcery must first apprentice themselves to practitioners of this evil art. This is not always easy, as Sorcerers covet the powers they control. They view anyone having comparable powers as a threat. The main reason a Sorcerer agrees to having an apprentice at all is to keep up appearances with his peers. A Sorcerer long without an apprentice may be seen as too weak to control one. Most just

obliterate their apprentices when they become too powerful.

Apprentices can ONLY obtain spells from their mentors. Obtaining spells from any other source would be considered a grave insult to the apprentice's master. Nobody, not even other Sorcerers, wants grudges held against them by Sorcerers. A Sorcerer's Apprentice starts out with one of the following spells:

- *Bloodlust*
- *Icy Fingers of Death*
- *Summon Imp*

For more information on these spells, see **The Lexicon of Lore™**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	0	—	2	—	2	—

Alignment Restrictions

Character must be *Evil*.

Talents

Ciphering, Reading and Writing

Areas Of Arcane Lore

Reviewed in: Two of the following Arcane Lore's of his choice: *Bile*, *Blood*, and *Phlegm*

Weapon Proficiencies

Reviewed in: wielding *Kris (Dirk)*

Squire

A squire is a knight's apprentice. The grueling lessons of the code of chivalry tax the squire to the limits of his endurance. The knight relentlessly pushes him in his training. He also expects the squire to slavishly shine his armor and sharpen his weapons. Even slight smudges left on an otherwise mirror-like kite shield sends the squire's master into furious lectures on how the youths of the world lack respect for their elders. The poor squire has no choice but to acquiesce to his master's sometimes-unreasonable demands. A squire must have a good reference from his master if he ever hopes to attain knighthood.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	0	—	—	—	—	-1

Alignment Restrictions

Character must be *Lawful*.

Talents

First Aid, Heraldry, Reduced Encumbrance in Chainmail, Weaponry Care

Skills

Reviewed in: Horsemanship, Jousting

Areas Of Mundane Lore

Reviewed in: *Chivalry*

Weapon Proficiencies

Versed in: wielding large hand held weapons and polearms

Reviewed in: wielding medium hand held weapons

Street Thief

Many orphans and homeless children grow to adulthood depending only on their wits and talents for survival. Lacking practical skills, they must turn to pilfering their basic needs as they can rarely find labor. Nevertheless, the training their harsh life gives them suits them well to adventuring. What their skills in the wilderness lack, their street wisdom makes up for. Their knowledge of the alleys and sewer systems of major cities stands unrivaled from other classes. Unfortunately, they despise their own lifestyles. Most dream of becoming professional thieves such as fully trained *Pick Pockets* or *Fences*.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	1	0	0	—	—

Alignment Restrictions

Character cannot be *Lawful*.

Talents

Backstabbing

Skills

Versed in: Hiding in Crowds, Appraising, Urban Stealthing

Reviewed in: Climbing Walls, Opening Locks, Picking Pockets

Areas Of Mundane Lore

Reviewed in: *Guild Lore*

Weapon Proficiencies

Specialized in: wielding *Stiletto*

Swindler

A swindler is a small-time Con Artist. These characters set up portable sidewalk booths where they promote their “businesses.” One swindler may defraud “customers” with card tricks or bogus shell games. Another may sell “miracle tonics” to cure any and all ills. Usually, a swindler has a partner in the audience that plays the part of the “satisfied customer.”

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	1	—	—

Alignment Restrictions

Character must be *Social* and *Unlawful*

Talents

Beguiling, Concealing Small Items, Disguising, Imitating Voices, Juggling, Sleight of Hand

Skills

Versed in: Hiding In Crowds, Urban Stealthing

Reviewed in: Fast Talking, Picking Pockets

Areas Of Mundane Lore

Versed in: Guild Lore

Weapon Proficiencies

Versed in: wielding *Dagger*

Swordsman’s Apprentice

The apprentice of a swordsman spends hours every day practicing swordplay in an attempt to satisfy his master’s high standards. He knows that all the difficult work will eventually pay off when he must demonstrate his skills to some insolent boob that insults his honor.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	—	0	—	1	—

Talents

First Aid, Quickdrawing, Weaponry Care

Skills

Reviewed in: Disarming Opponents, Florentine

Weapon Proficiencies

Versed in: wielding swords

Thug

Even cheaper than Cutthroats.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	1	—	—	0	—	—

Alignment Restrictions

Character must be *Unlawful* and cannot be *Good*

Talents

Backstabbing, Concealing Small Items

Skills

Versed in: Grappling, Pummeling, Florentine

Reviewed in: Opening Locks, Urban Stealthing, Interrogating, Weapons Resourcefulness

Weapon Proficiencies

Versed in: wielding *Blackjack*, *Club* and *Dagger*

Torturer

“Although their livelihood puts them in contact with people of all social levels, they rarely keep friends for long.

A torturer's reputation, and therefore his pay, pivots on the amount and accuracy of information he obtains from those in his ‘care.’”

Torturers earn their living wresting information out of “clients” and inflicting punishment on criminals. Understandably, society shuns torturers from social activities and harbors much fear and superstition about the trade. Although their livelihood puts them in contact with people of all social levels, they rarely keep friends for long. A torturer's reputation, and therefore his pay, pivots on the amount and accuracy of information he obtains from those in his “care.” Oddly enough, effective torturing requires extensive medical knowledge and emergency training from the practitioner to keep his prisoners alive.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	0	—	0	1	2	—

Alignment Restrictions

Character must be *Antisocial* and *Evil*

Talents

Beguiling, First Aid, Minor Surgery, Skinning Animals

Skills

Specialized in: *Torturing*

Versed in: Identifying Poisons, Interrogating

Reviewed in: Grappling, Pummeling

Areas Of Mundane Lore

Reviewed in: *Anatomy*

Weapon Proficiencies

Versed in: wielding *Dagger*, using *Cat-O-Nine-Tails* and *Whip*

Reviewed in: wielding axes



Trapper

Trappers are rugged individuals who make their living by selling the skins and furs of animals they have captured and slain. On the whole, they are a lonely, independent group since their trade necessitates their living away from civilization for extended periods. In fact, the only contact that many trappers have with society is during their infrequent visits to remote trading posts. Here their furs are traded for the simple tools and gear they need to carry on their work. Polite society rarely acknowledges the fact that the fabulous furs and garments they demand are provided by the industry of gruff hermit-like woodsmen who would quickly be ejected from their own socialite cliques. Of course, no self-respecting trapper would ever consider joining such an elitist group anyway. It is quite ironic that trappers and the social elite, which despise and ridicule one another to such a degree, depend so heavily on each other to sustain their own lifestyles.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	—	0	0	2	0	—

Talents

Crafting Wooden Weapons, First Aid, Sign Language, Skinning Animals, Swimming

Areas Of Mundane Lore

Versed in: Leather Lore

Reviewed in: *Forest Lore*

Skills

Specialized in: Setting Rural Traps

Versed in: Tracking, Rural Stealthing

Reviewed in: Animal Training

Weapon Proficiencies

Versed in: wielding *Dagger*, wielding *Clubs* of all sizes, shooting *Short Bow*, using *Sling*



Ulfhamr (“Wolf-Shaped”)

Ulfhamrs are Nordic priests who closely associate themselves with wolves and wolfish characteristics. They adopt these attributes because Ulfhamrs have the greatest respect for the cunning and courage of the wild canines. Ulfhamrs adopt these virtues in combat, demonstrating an often-frightening relish for conflict. In fact, most Ulfhamrs aspire to the status of berserker.

In battle, Ulfhamrs wear wolf skin cloaks with the wolf heads fashioned into hoods to obscure their identity. With their close scrutiny of the habits of wolves, Ulfhamrs make excellent trainers for wolves and wargs and are often accompanied by one or two.

Because of their devotion to the Nordic gods, Ulfhamrs are given the ability to cast priest spells from the category of **Nature**. When they attain sufficient level to cast the priest Nature spell **Transformation**, they must select this spell. In addition to the forms normally allowed by the spell, an Ulfhamr casting **Transformation** may shift his form into that of a wolf.

Any actions not in line with the teaching preached by the ulfhamr’s deity are treated swiftly and harshly. For more information on the various religions and the added training given to priests of each deity, see “**Pantheons of the Gods**” in *The Manual of Mythology*TM.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	2	—	—	1	—	—

Alignment Restrictions

Character must follow a deity whose alignment matches his exactly

Mythological Restrictions

Character must be a follower of the Nordic religion.

Talents

First Aid, Skinning Animals

Skills

Versed in: Training Animals

Reviewed in: Piety, Rural Stealthing

Weapon Proficiencies

Reviewed in: Using his deity's major weapon (the god's description in the **Pantheons of the Gods** details the weapons utilized by the priesthood).



Viking

Legends of these Nordic seamen spread throughout the medieval world. Their bravery is unmatched in battle and deeds. Much of a Viking's ferocity in meeting challenges comes from the Nordic philosophy. This religion upholds that even the gods face death. The best that both men and gods can accomplish is to meet death bravely. Consequently, these grim seafarers never show fear of their mortality. They live with a fervor unknown to other men as they explore continents and plunder seacoasts.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	—	—	—	—	—

Mythological Restrictions

Character must be a follower of the Nordic religion. His behavior, however, may be far from pious.

Talents

Swimming, Weaponry Care

Skills

Versed in: Seamanship

Reviewed in: Navigating, Pummeling, Throwing Grapnel, Rural Stealthing

Areas Of Mundane Lore

Reviewed in: Seafaring Lore

Weapon Proficiencies

Versed in: shooting bows, throwing and wielding *spear*, wielding medium and large bladed hand held weapons



“Much of a Viking's ferocity in meeting challenges comes from the Nordic philosophy. This religion upholds that even the gods face death.”

Wab-Priest

A wab-priest is a low-ranking priest of the ancient Egyptian temples. They are the temple's "purifiers." In other words, they scrub the floors, prepare the food, and wash the garments of the higher-ranking temple priests. Like all Egyptian priests, wab-priests are required to be entirely clean-shaven. This includes more than just the beard and head. Every bit of hair on a wab-priest's body must be removed. These religious servants are also forbidden to clothe themselves in any form of wool or leather. Consequently, they generally adorn themselves with plain linen robes and boots made from the leaves of papyrus.

All wab-priests are given the power to cast religious spells from the category of **Miracles**. For more information on the Egyptian cults and the added training given to priests of the various Egyptian deities, see "Pantheons of the Gods" in *The Manual of Mythology™*.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	—	—	2	—	1

Alignment Restrictions

Character must have the same alignment as his chosen deity.

Mythological Restrictions

Character must be a follower of the Egyptian religion.

Talents

Artistry, First Aid, Reading Hieroglyphics, Swimming

Skills

Reviewed in: *Piety*

Weapon Proficiencies

Versed in: wielding
Dagger



Witch Initiate

From Baba Yaga to the Good Witch of the North, witches and warlocks have remained legendary for centuries. Beginning witches study and commune with nature, seeing good and evil as indivisible. A warlock or witch character starts as an initiate of a coven of witches and has a mentor within it. The character's mentor teaches him spells, potion brewing, and sympathetic magic.

Since most covens shun outsiders, warlocks rarely find anybody other than their original mentors to freely relinquish spellcasting knowledge to them.

A warlock attains the ability to cast spells of increasing power as he gains experience and knowledge. Unlike other spellcasters, witches do not learn their spells from scrolls. This is sometimes frustrating as few covens hold a full repertoire of spells. Not even the most powerful witches and warlocks know all the spells, but they may know where to find them.

A Witch (or Warlock) Initiate starts with the knowledge of how to cast a single spell. Since he has not yet attained any measure of power, this first spell must be relatively simple to cast. The player must choose ONE of the following spells for his character to cast:

- *Animal Tongues*
- *Breakfall*
- *Faery Pinch*
- *Firelight*
- *Gecko Gecko*
- *Hare's Leap*
- *'Squito Sense*

For further descriptions of these spells, see *The Lexicon of Lore™*.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	2	—	2	—

Talents

First Aid

Skills

Reviewed in: Creating Herbal Balms

Areas Of Arcane Lore

Reviewed in: Two of the following Arcane Lore of the character's choice: *Autumn, Spring, Summer, and Winter*

Areas Of Mundane Lore

Reviewed in: *Forest Lore*

Weapon Proficiencies

Reviewed in: wielding *Dagger*

Wizard's Apprentice

A Wizard is a spellcaster versed in the Arcane Lore of *Air, Earth, Fire, and Water*. The ability to manipulate these elements enables these spellcasters to gain awesome power. Nevertheless, attaining the required level of knowledge to wield this deadly power skillfully is quite difficult. The gesticulations of spellcasting demand perfection and the necessary mental images require clarity. The more knowledge a wizard gains in his areas of Arcane Lore, the more difficult and powerful the spells he can learn.

Every wizard starts out as an apprentice with a single spell to seek his fortune. The young wizard has not experienced enough to cast spells of great power. His starting spell must be relatively simple to cast. The beginning wizard must choose a spell from the following

list to place in his spellbook.

- *Armor*
- *Blazing Bolts*
- *Blue Flame*
- *Extinguish*
- *Fire Dart*
- *Frostbite*
- *Glowing Aura*
- *Glue*
- *Light Flash*
- *Oil Slick*
- *Spark*

Until an Apprentice attains the rank of Wizard, he can obtain spells ONLY from his mentor. Obtaining spells from other sources is a grave insult to the apprentice's master. For detailed descriptions of these spells see **The Lexicon of Lore™**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	3	—	2	—

Talents

Ciphering, First Aid, Reading and Writing

Areas Of Arcane Lore

Reviewed in: Two of the following Arcane Lore of the character's choice: *Air, Earth, Fire, and Water*

Weapon Proficiencies

Reviewed in: wielding *Quarterstaff*



Woodsmen

Woodsmen enjoy traveling the countryside and sleeping under the stars. They abandon city living to fulfill a longing for the open expanses of the plains and the pine scents of cedar forests. They live entirely off the land by crafting all of the tools they need and hunting for their food. Woodsmen often travel with others possessing a desire for natural surroundings.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	2	—	—	1	—	—

Talents

Crafting Bows, Crafting Wooden Weapons, First Aid, Fletching Arrows, Knapping, Skinning Animals, Swimming

Skills

Versed in: Passing Without a Trace, Tracking

Reviewed in: Animal Training, Carpentry, Creating Herbal Balms, Rural Stealthing

Areas Of Mundane Lore

Reviewed in: Wood Lore, Forest Lore

Weapon Proficiencies

Versed in: wielding *Club*, *Quarterstaff*, and small or medium axes

Reviewed in: firing bows



High Order Classes

Acrobat

Acrobats perform many amazing feats of tumbling and bounding. These gymnasts constantly twist and contort in ways that would leave most people paralyzed for life. The fluid grace of an acrobat's movements belies his true strength. Of course, the best acrobats glide through their routines so effortlessly that others try to mimic them. Few survive without torn ligaments or bruised muscles.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	2	0	0	—	—

Prerequisites

8th level in *Tightrope Walking*

Talents

Acrobatics, Dancing, Juggling, Long Jumping, Superb Balancing, Tumbling

Skills

Specialized in: *Tightrope Walking*

Versed in: *Climbing Walls, Urban Stealthing*

Reviewed in: *Rural Stealthing*



Aeromancer

An Aeromancer specializes in the Areas of Arcane Lore dealing with the awesome power of hurricane force winds and the sublime grace of flight. Although this class is often unfairly ridiculed for its lack of firepower, nobody doubts its defensive effectiveness. Few spellcasters can compete with the tactical advantages an aeromancer gains when he disappears in a puff of smoke.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	—	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 8th level in *Air* or *Wind*
- 4th level in 3 of the following: *Cold, Air, Sky, Smell, Wind, and Winter*
- 10th level in *Cold, Sky, Smell, or Winter*

Areas Of Arcane Lore

Versed in: *Air and Wind*

Reviewed in: *Cold, Sky, Smell, and Winter*

Alchemist

Alchemists are spellcasters attempting to amass great wealth by discovering the secret of turning lead into gold. This time consuming research, unfortunately, requires vast sums of wealth to support as the laboratory equipment and materials require exacting precision. To offset the drain of money this research requires, many Alchemists manufacture magical potions, which they sell to customers rich enough to afford them.

Alchemy itself is a branch of magic that specializes in studying the relationships of the elements and the transmutations of one into another. Early scholars noticed that cold, wet water could, through heating, be transformed into hot, wet air. They hypothesized that other catalysts would transmute one element into another.

These researchers reasoned that the right catalyst should transform one element, such as earth, into a different form of the same element. The quest for the catalyst that would accomplish this embodied the major emphasis of all alchemical research. Alchemists named this undiscovered catalyst the *Philosopher's Stone* after Aristotle, the father of Alchemy. If found, this catalyst could turn lead into gold. Obviously, finding this miraculous substance would provide riches beyond any man's wildest dreams.

To date, no Alchemist has succeeded in this elusive endeavor. Nevertheless, their research provided many clues on manufacturing magical potions, incenses, powders, and elixirs.

Obviously, only an unusually wealthy city can support the uncommon sight of an Alchemist's tower. At night, flashes of light, billows of smoke, and the retort of an occasional explosion stupefy passing pedestrians as they gather to watch the frightening pyrotechnics. In legend, only thirteen alchemists exist at a time. In this way, they maintain a monopoly to drive the price of their wares as high as possible. To date, no Alchemist has found the elusive secret that taunts them night and day.



Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	1	1	—

Prerequisites

A position for a new alchemist must “open up” and the character must meet one of the following groups of requirements:

- 6th level in 2 of the following: Hot, Wet, Cold, Dry, and Spirit
- 10th level in Hot, Wet, Cold, Dry, or Spirit

Talents

Familiarizing, First Aid, Magic Sense, Reading and Writing

Areas Of Arcane Lore

Versed in: Hot, Wet, Cold, Dry and Spirit

Areas Of Mundane Lore

Reviewed in: *Herb Lore*

Skills

Specialized in: Identifying Elixirs

Versed in: Identifying Poisons

Alpine Explorer

Alpine Explorers have the unshakable belief that “the grass is always greener on the other side” and, by golly, they are going to prove it. This particular attitude does not have any great effect on the lives of such dreamers in most populated terrains, but in frontier mountain ranges it quickly evolves into a career. There is always someone needing a guide to lead a caravan through uncharted mountain passes. Anyone with knowledge of how to lessen the duration or danger of such ventures is bound to make a tidy profit. A reputable Alpine Explorer can quickly find such work when he wants. However, while these free spirits are not above helping out the odd caravan to pay for supplies, they usually just wander through their beloved hills searching for new areas to explore.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	2	—	2	—	—

Prerequisites

The character must meet one of the following groups of requirements:

- 6th level in Throwing Grapnel, Climbing Walls, and wielding any medium pick

- 8th level in Mountain Lore and Prospecting

Talents

Long Jumping, Map Making, Scaling Walls, Superb Balancing

Areas Of Mundane Lore

Specialized in: *Mountain Lore*

Skills

Specialized in: Climbing Walls, Throwing Grapnel

Versed in: Navigating

Reviewed in: Tracking, Prospecting

Weapon Proficiencies

Versed in: wielding medium picks, wielding Quarterstaff

Aquamancer

An Aquamancer, known more formally in folklore as a “Hydromancer,” is a spellcaster who is highly versed in all aspects of water. Rivers, ponds, oceans, brooks, and springs are all intimately familiar to these mages. While the power of these spellcasters is obviously reduced in arid regions, it is truly terrifying when encountered on the ocean.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	2	—	—	2	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 8th level in Wet, Rain, Sea, or Water
- 4th level in 3 of the following: Wet, Rain, Sea, Spring and Water
- 10th level in Ocean Lore or Spring

Areas Of Arcane Lore

Versed in: Wet, Rain, Sea, and Water

Reviewed in: *Spring*

Areas Of Mundane Lore

Specialized in: *Ocean Lore*

Archer

Archers specialize in launching arrows and bolts. While they are poor fighters in close combat, their missiles prove deadly when shot from range. Many see the advent of archery as the downfall of heavy armor. Even platemail stands little chance against showers of arrows raining from overhead. Of course, true archers overcome

their foes through their incredible accuracy rather than overshadowing them with sheer numbers.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
-1	—	—	1	2	—	—

Prerequisites

8th level in shooting any bow

Talents

Crafting Bows, Deadly Aiming with Bows, Fletching Arrows

Weapon Proficiencies

Specialized in: shooting bows

Archmage

An Archmage is a spellcaster who attained power unparalleled in his time. In fact, since some Overlords view this class as so elite, anyone attaining this class may best be called *The Archmage*. In even the most magical of worlds, only a handful of spellcasters can ever attain this rank. A suggestion: If your character ever attains this rank, play him in one more glory filled adventure. Then retire him. You won.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	—	4	—

Prerequisites

The character must gain a total of 4 mage classes (i.e. Wizard, Thaumaturgist, Enchanter, and Illusionist), must attain 13th level in 4 areas of Arcane Lore, and must first obtain the class of Master Mage.

Talents

Attracting Followers, Quick Casting, Reading Archaic Languages, Reading Hieroglyphics

Areas Of Arcane Lore

Expert in: Four areas of Arcane Lore (i.e. *Air*, *Earth*, *Fire*, and *Water*) of the character's choosing that the character already possesses. Note: this has no effect on the **Bases** of any spells, only on the **Areas of Arcane Lore** themselves.

Argonaut

Argonauts are perhaps the most fearless and heroic of all sea-faring souls. The original Argonauts were comprised of a number of famous Greek personalities, including the hero Heracles and the poet Orpheus. This group assembled to aid Jason in his quest to obtain the Golden Fleece and claim his throne as king of Iolcus. The term *Argonaut* derives from the name of Jason's vessel, the Argo. After Jason's death, both the Argo and the Golden Fleece were placed in the heavens as constellations.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	2	2	—	—	—	—

Mythological Restrictions

Character must be a follower of the Greek religion.

Prerequisites

The character must have the *Swimming* talent, must have attained 10th level in *Seamanship* and in wielding a medium sword.

Talents

Playing Instruments, Pressing Advantage with Medium Swords, Speaking Foreign Languages

Skills

Expert in: *Seamanship*

Versed in: Holding Breath, Navigating, Underwater Combat, Throwing Grapnel

Reviewed in: Rural Stealthing

Areas Of Mundane Lore

Expert in: Seafaring Lore

Reviewed in: *Mythology*

Weapon Proficiencies

Specialized in: wielding a single medium sword of his choice

Armorer

Armorers skillfully fashion sheet metal into armor plates. They temper the finest steel into strong swords and war axes. No militia could stand long without a skilled armorer to fix damaged weapons and armor. History relates many heroic victories of one champion over another because the victor's weapon held strong when his opponent's shattered from a heavy blow. Consequently, armorers prove invaluable to traveling bands of adventurers. A party lucky enough to have an experienced armorer has a great advantage over those lacking.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	—	1	1	—	—

Prerequisites

5th level in *Smithery*

Talents

Altering Armor, Fashioning Metal Armor, Forging Metal Weapons, Repairing Armor, Weaponry Care

Skills

Specialized in: *Smithery*

Areas Of Mundane Lore

Versed in: Metal Lore

Reviewed in: Leather Lore

Weapon Proficiencies

Versed in: wielding One-Handed Hammer, wielding One-or-Two-Handed Hammer

Army Officer

Veterans seasoned through years of harsh war earn respect from less experienced warriors who look to them for guidance. An experienced fighter can quickly turn a group of disorganized recruits into a formidable coordinated force. The knowledge and cunning of an army's leaders always plays a crucial role in the outcome of battles. Good officers know the limits of their men and frequently push them there. This forces the officer's underlings to be all that they can be in his army.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	—	—	—	1	0

Prerequisites

The character must satisfy one of the following groups of requirements:

- 8th level in *Setting Rural Traps*
- 7th level in *shooting any bow and Rural Stealthing*
- 6th level in *wielding any hand held or polearm weapon and 5th level in Raising Morale or Disarming Opponents*

Talents

Fashioning Siege Machines, First Aid

Skills

Specialized in: Raising Morale, Setting Rural Traps

Versed in: Interrogating, Finding Traps, Grappling, Pummeling

Reviewed in: Removing Traps, Rural Stealthing, Disarming Opponents, Florentine

Areas Of Mundane Lore

Reviewed in: Battle Tactics

Weapon Proficiencies

Versed in: wielding clubs, maces, staves, swords

Reviewed in: firing bows

Artillerist

Artillerists are those brave souls who load, aim, and fire cannons. They also design and build other siege equipment vital to the capture of forts and castles. No army could hope to conquer a besieged fortress quickly and decisively without these skilled mercenaries. Their skills and tactics were truly indispensable in the sieges of the Middle Ages.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	2	1	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 4th level in *firing Cannon*
- 5th level in *firing Ballista*

Talents

Ciphering, Fashioning Siege Machines, Map Making, Reading and Writing

Skills

Versed in: Carpentry, Setting Rural Traps

Reviewed in: Tunneling, Removing Traps

Weapon Proficiencies

Specialized in: firing *Ballista*, firing *Cannon*

Alternates

In worlds without gunpowder, substitute firing *Cannon* with *Expert* in firing *Ballista*

Ashipu Priest

An ashipu priest is a cleric of the ancient Babylonian / Sumerian mythology. It is they who are called upon to exorcise demons and ghosts from the bodies of innocents. The ashipu also have the responsibility to avenge insults to the gods.

Ashipu priests are given the power to cast religious spells from the categories of **Miracle** and **Wrath**. For more information on the Babylonian / Sumerian religion and the added training given to the priests of its deities, see “**Pantheons of the Gods**” in *The Manual of Mythology* \hat{O} .

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	—	—	2	—	2

Alignment Restrictions

Character must have the same alignment as his chosen deity.

Mythological Restrictions

Character must be a follower of the Sumerian/ Babylonian religion.

Prerequisites

The character must have attained 5th level in *Piety*.

Talents

Etiquette, First Aid, Locating Water, Reading and Writing, Swimming

Skills

Versed in: Animal Training, Piety

Reviewed in: Raising Morale

Assassin

The term “Assassin” is derived from the Crusaders’ mispronunciation of the the Persian name “Hashashin.” The Hashashin was a Middle-Eastern sect of highly skilled killers having fanatical devotion to their sect. They blindly obeyed the orders of their sect’s founder, Hassan Sabah, including plunging their blades into the heart’s of Hassan’s enemies even though their own lives would thereafter be forfeit. Eventually, the term assassin came to represent anyone devoted to the profession of killing, especially those who murder in surprise attack.

Many would-be assassins fail the harsh training required in attaining this class. Most simply do not realize that it takes a focused will to skulk up behind an unsuspecting person, insert a blade between his ribs, and walk away. Assassins commonly use garrotes, blowguns, poisons, and small blade weapons to fulfill their contracts. The best assassins advertise to drive their fee up. A confident assassin may, for example, always leave a torn ace of spades card as

the only clue to a murder. By mocking law enforcers in their futile searches to find the assassin, his reputation and his purse builds with every successful kill. Of course, he also risks prosecution for several murders if the law ever catches him.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	—	2	—

Alignment Restrictions

Character must be *Unlawful* and *Evil*

Prerequisites

The character must obtain 6th level in wielding a small or medium hand held blade weapon and satisfy one of the following groups of requirements:

- 6th level in *Identifying Poisons* and *Urban Stealthing*
- 7th level in *Setting Booby Traps* and *Rural Stealthing*

Talents

Concealing Small Items, Disguising

Skills

Specialized in: Identifying Poisons, Urban Stealthing

Versed in: Assassinating, Climbing Walls, Opening Locks

Reviewed in: Finding Traps, Manufacturing Toxic Poisons, Setting Booby Traps

Areas Of Mundane Lore

Reviewed in: Anatomy, Mechanism

Weapon Proficiencies

Versed in: shooting *Blowgun*, using *Garrote*, wielding small and medium blade weapons.

Many would-be assassins fail the harsh training required in attaining this class. Most simply do not realize that it takes a focused will to skulk up behind an unsuspecting person, insert a blade between his ribs, and walk away.”

Avatar

“If your character ever attains this rank, play him in one more glory filled adventure. Then retire him. You won.”

The term “avatar” literally means the embodiment of a deity in human form. Of course, the title does not actually imbue the honored priest with any divine characteristics, but it certainly underscores the value placed on temples’ most successful and courageous members. Bestowing the title of “avatar” on a priest is never taken lightly and must be personally approved by the deity in question (through whatever omens the deity prefers). Since the honor holds no administrative responsibilities, there is never a minimum number of avatars needed to ensure the temple’s smooth operations. Consequently, many deities actually have *no* avatars in the mortal realm. Few have more than one or two.

Even if an avatar performs actions that may appear to stray from his deity’s chosen path, he will rarely be questioned by his fellow clergymen.

Of course, avatars still answer to their god and may be judged harshly by the highest-ranking priest of the temple if they allow their egos to get the best of them.

To aid an avatar in his many important quests, his deity bestows on him the power to cast religious spells from **any single spell category of his choice** in line with his deity’s dictates. Thus, an avatar of an evil deity may choose to add the category of Curses to his repertoire while the avatar of a good deity may elect Healing.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	—	—	2	1	5

Alignment Restrictions

Character must have the same alignment as his chosen deity

Prerequisites

14th level in *Piety* and in wielding his deity’s favored weapon. In addition, a priest must have proven his total devotion to his god in the successful completion of a critical holy quest at great risk to his own life. In this quest, he must have demonstrated tremendous courage and unswerving commitment to his god’s moral dictates.

Talents

Reading and Writing, Reading Archaic Languages, Speaking Foreign Languages

Skills

Expert in: *Piety*

Areas Of Mundane Lore

Expert in: *Mythology*

Weapon Proficiencies

Expert in: Using his deity’s major weapon. If the chosen deity does not wield a weapon personally, the character may choose a single weapon used by the god’s priests (the god’s description in the “**Pantheons of the Gods**” details the weapons utilized by the priesthood).

Avenger

An Avenger is a devout religious follower that has sworn to right a great wrong against his faith. Although he is constrained in his actions by his religious beliefs, nothing short of death can sway him from his quest. Money, power, and pleasure are set aside until he has completed his vow. To aid him in his holy quests, his deity bestows upon him the ability to cast religious spells from the category of **Battle**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
3	2	—	—	—	—	2

Alignment Restrictions

Character must have the same alignment as his chosen deity

Prerequisites

The character must have attained 7th level in *Piety* and 8th level in any weapon. Finally, the character must accept a holy quest in the service of his deity that he must immediately undertake.

Talents

Attracting Followers, Quoting Religious Phrases, Weaponry Care

Skills

Versed in: Horsemanship, *Piety*, Tracking

Reviewed in: Defending with Medium Shield, Disarming Opponents, Grappling, Pummeling

Weapon Proficiencies

Versed in: wielding his deity’s major weapon. If the chosen deity does not wield a weapon

personally, the character may select a single weapon utilized by the god's priesthood.

Berserk

Berserks are the most feared warriors of the Norse. They are easily identified by their helms decorated with eagles honoring Odin, the All-Father. Other than these helmets, Berserks wear no armor. They place their trust in Odin's protection in battle. Odin bestows spellcasting ability on these favored followers. Berserks may cast religious spells from the category of **Battle**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
4	3	—	—	—	—	2

Alignment Restrictions

Character cannot be *Social* or *Lawful*

Mythological Restrictions

Character must be a follower of the Nordic religion. Most choose Odin as their personal deity.

Prerequisites

The character must have obtained the class *Berserker* and 12th level in wielding any bladed or large hand held weapon

Talents

Berserking

Skills

Versed in: *Piety*

Areas Of Mundane Lore

Versed in: *Herb Lore*

Weapon Proficiencies

Specialized in: wielding bladed hand held weapons and large hand held weapons

Berserker

Berserkers are the favored warriors of the Nordic God Odin. In combat, Odin bestows upon them a terrible fury giving them unusual fighting prowess. All Berserkers shun armor as they believe Odin will protect them from all harm in combat. If a Berserker is severely wounded in combat, the pain only serves as punishment for his imperfect faith in Odin. A berserker may have other classes, but disavows these practices in combat. He opts instead for the glory of fighting. The most favored of the Berserkers are honored with

“These vile scoundrels delight in acting in the most contemptible manner possible. In fact, the term ‘obnoxious’ does them no justice.”

the eagle adorned helmet of the Berserk.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
3	2	—	—	—	—	0

Alignment Restrictions

Character cannot be *Social* or *Lawful*

Mythological Restrictions

Character must be a follower of the Nordic religion.

Prerequisites

The character must be a follower of the Nordic religion and must have attained 7th level in wielding any bladed or large hand held weapon

Talents

Berserking

Areas Of Mundane Lore

Reviewed in: *Herb Lore*

Weapon Proficiencies

Versed in: wielding bladed hand held weapons and large hand held weapons

Blackguard

These vile scoundrels delight in acting in the most contemptible manner possible. In fact, the term “obnoxious” does them no justice.

A blackguard's favorite pastime is starting fights in bars, alleys, ballrooms, churches, nunneries, or any other peaceful abode that allows him in the door. No sanctuary, holy temple, or monastery can consider itself safe against an intrusion from one of these despicable villains. The grasp of a blackguard never hesitates to pilfer the holiest of relics or the lowliest of baby rattles.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	—	—	2	—	—	—

Alignment Restrictions

Character must be *Unlawful* and *Evil*

Prerequisites

The character must satisfy one of the following groups of requirements:

- 5th level in *Picking Pockets* and *wielding a medium blade weapon*
- 5th level in *Weapons Resourcefulness* and *Urban Stealthing*

Talents

Backstabbing, Cursing in Foreign Languages, Holding Liquor, Quickdrawing, Snobbery

Skills

Specialized in: Weapons Resourcefulness

Versed in: Florentine, Picking Pockets, Urban Stealthing

Reviewed in: Listening Through Doors

Weapon Proficiencies

Versed in: wielding medium blade weapons

Black Knight

A Black Knight is the vilest of lords for any peasant to serve. His laws are unjust, his punishments harsh, and his taxes unbearable. Nevertheless, revolts by the surrounding peasantry are often squashed before they begin. The actions and traits of a Black Knight are so evil that the powers of darkness give him great abilities for his service to their cause. Thus, a Black Knight gains levels in *Piety* as any religious follower. He may choose his powers from the *Piety* spell categories of **Curses** and **Battle**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	1	—	—	—	—	1

Alignment Restrictions

Character must be Antisocial, Lawful, and Evil

Prerequisites

The character must have attained knighthood (via the *Knight* class) and 10th level in Jousting and 12th level in wielding any medium or large hand-held weapon

Talents

Etiquette, Reading and Writing, Wine Tasting

Skills

Expert in: Jousting, Horsemanship

Versed in: *Piety*

Reviewed in: Identifying Poisons

Brawler

Brawlers are rowdy boorish bullies that often hang around bars or dark alleys looking for fights. Shunned by most of society, brawlers often turn to burglary or even murder as a means of income. Some of the more civilized individuals, however, are highly prized as excellent bouncers for the local taverns. Others are found in makeshift fighting rings where onlookers gawk and place bets. Some of the more inventive of these individuals

travel from town to town building reputations so they can land huge profits by “taking a dive in the 9th.”

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	0	—	—	—	—

Alignment Restrictions

Character cannot be *Lawful*

Prerequisites

The character must have attained 6th level in 2 of the following: *Pummeling*, *Grappling*, *Weapons Resourcefulness*, wielding any *Club*.

Talents

Cursing in Foreign Languages, Holding Liquor

Skills

Specialized in: Pummeling, Weapons Resourcefulness

Versed in: Grappling, Urban Stealthing

Weapon Proficiencies

Specialized in: wielding *Club*



Brigand

Simply put, brigands are highway robbers. One is often the leader of a small band of bandits who make it their lives' work to wait in ambush for wealthy travelers to pass. When a particularly juicy score is spotted, the band hides until the leader signals. At this point, the brigand and his crew step out from their cover and surround their prey with readied crossbows. Few survive who refuse their demands.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	2	—	—

Alignment Restrictions

Character must be *Unlawful* and cannot be *Good*

Prerequisites

6th level in *Rural Stealthing* and in firing any *Crossbow*

Talents

Backstabbing, Ciphering, Deadly Aiming with Crossbows, Imitating Voices, Sign Language, Throwing Voice

Skills

Specialized in: *Rural Stealthing*, *Setting Rural Traps*

Versed in: *Horsemanship*

Reviewed in: *Appraising*, *Inspiring Loyalty*, *Pricing Jewels*, *Torturing*

Weapon Proficiencies

Specialized in: firing *Crossbows*, throwing *Nets*

Buccaneer

These freebooters merrily join any ships without care as to the destination or cargo. A buccaneer is just as happy hauling spices as he is slaves. Often, these sailors join pirates in raiding shipping lanes and plundering coastlines. In fact, the only law these strong fighters slavishly follow is that of superstition. No buccaneer will board a ship carrying a woman. Anyone even suggesting he do so risks death.



Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	0	—	—	—	—

Alignment Restrictions

Character cannot be *Lawful*

Prerequisites

The character must have the *Swimming* talent, must have attained 5th level in *Seamanship*, and must satisfy one of the following groups of requirements:

- 5th level in firing *Pistols and Weapons Resourcefulness*
- 7th level in wielding *Sabre, Cutlass, or Cat-O-Nine-Tails*

Talents

Iron Grip, Playing Instruments, Swimming

Skills

Versed in: *Florentine*, *Weapons Resourcefulness*, *Seamanship*

Reviewed in: *Navigating*, *Raising Morale*

Areas Of Mundane Lore

Versed in: *Seafaring Lore*

Weapon Proficiencies

Specialized in: wielding *Cutlass* and *Sabre*

Versed in: *Firing Pistol*

Alternate

In worlds without gunpowder substitute *Firing Pistols* with *Throwing Knives*.

Cat Burglar

Cat burglars mystify police. A cat burglar may climb up the outside of a mansion, slip in through a window, open the safe, and take a family's prize heirloom. They steal only the best, feeling it beneath their dignity to trifle with anything less valuable than precious gems and jewelry. Oftentimes, a cat burglar does not need the cash but steals for adventure.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	3	2	1	—	—

Alignment Restrictions

Character cannot be *Lawful*

Prerequisites

The character must be 8th level in *Climbing Walls* and *Urban Stealthing* and must satisfy one of the following requirements:

- 9th level in *Opening Locks*
- 7th level in *Tightrope Walking*

Talents

Disguising, Etiquette, Long Jumping, Scaling Walls

Skills

Expert in: Climbing Walls

Specialized in: Opening Locks, Removing Traps

Versed in: Finding Traps, Listening Through Doors, Pricing Jewels, Urban Stealthing

Reviewed in: Finding Secret Doors, Rural Stealthing, Tightrope Walking

Areas Of Mundane Lore

Versed in: Guild Lore

Cavalier

These gallant horsemen search the countryside for chances to demonstrate heroic acts of chivalry. Nevertheless, their haughty attitude more often finds them saving themselves from insulted comrades instead of rescuing beautiful maidens from evil dragons. They often overlook basic necessities of survival but never forget the requirements of civilization. A true cavalier can never be found without a proper handkerchief and a modest box of snuff.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	—	—	1	1	—	—

Alignment Restrictions

Character must be *Lawful*

Prerequisites

The character must obtain 7th level in wielding a medium or large sword and satisfy one of the following groups of requirements:

- 5th level in *Horsemanship*
- 8th level in *Florentine*

“Many poets write verses describing the unique splendor of the cavalry riding over the hill in the nick of time to save a worn and weary castle from its enemies.”

Talents

Dancing, Etiquette, Reduced Encumbrance in Platemail Armor, Reading and Writing, Snobbery, Speaking Foreign Languages, Wine Tasting

Skills

Specialized in: *Horsemanship*

Versed in: Disarming Opponents, Florentine

Reviewed in: Pricing Jewels

Areas Of Mundane Lore

Versed in: *Chivalry*

Weapon Proficiencies

Versed in: wielding *Foil* and *Sabre*

Cavalryman

When a king must send military support quickly to a distant fortress under siege, he sends the cavalry. Traveling on horseback without worrying about footsoldiers allows these military men to defend a large area.

A cavalryman trains with his horse for hours every day. He and his steed learn to trust each other's instincts and abilities. Often, cavalrymen communicate with their mounts with such subtle signs, it seems as if each listens to the other's thoughts. Many poets write verses describing the unique splendor of the cavalry riding over the hill in the nick of time to save a worn and weary castle from its enemies.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
3	—	—	1	1	—	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in *wielding any Mace* and *Chain*
- 6th level in *wielding Two-Handed Sword*
- 4th level in *Horsemanship* and *wielding Cutlass*

Talents

Playing Instruments

Skills

Expert in: *Horsemanship*

Versed in: *Animal Training*

Reviewed in: *Rural Stealthing*

Areas Of Mundane Lore

Versed in: Beast Lore

Weapon Proficiencies

Versed in: wielding *Two-Handed Sword*, wielding any mace and chain, wielding *Cutlass*

Centurion

A centurion is a roman officer in command of a century, a group of roman soldiers comprised of 100 men. His duty is to fearlessly lead his men in carrying out the orders given him by his superiors. Only the most brave and hearty soldiers become centurions. Likewise, only the craftiest and successful centurions are ever offered the title of General. Those who are, however, are glorified throughout the land.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	—	—	2	1	0

Alignment Restrictions

Character cannot be *Unlawful*.

Mythological Restrictions

Character must be a follower of the Greek / Roman mythology.

Prerequisites

The character must have attained 8th level in wielding *Short Sword* and *Spear* and must have proven his courage in battle defending his nation.

Talents

Ciphering, Fashioning Siege Machines, Map Making, Reading and Writing, Reduced Encumbrance in Breastplate, Speaking Foreign Languages

Skills

Versed in: Horsemanship, Inspiring Loyalty, Raising Morale

Reviewed in: Animal Training, Interrogating, Navigating, Rural Stealthing

Weapon Proficiencies

Specialized in: wielding *Short Sword*, wielding and throwing *Spear*

Champion

In many societies, the truth of any issue can be determined by having two combatants of opposing views battle. These peoples believe that good always triumphs over evil. Since only one of the combatants sides with truth, the victor proves the view he upheld to be the right one. Of course, some disputes arise between men and

women unskilled in combat. The government allows these people to choose and hire champions to fight in their stead. Alas, since the most powerful champions charge exorbitant fees, "truth" often sides with the rich. A champion may gain expert proficiency in a single weapon. To do so, he must seek out a world-renowned champion in the weapon's use to teach him the fine subtleties of the weapon's handling.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	—	1	—	1	0	0

Prerequisites

12th level in wielding any hand held weapon and 10th level in either *Florentine* or *Disarming Opponents*

Talents

First Aid, Reduced Encumbrance in Scalemail and Chainmail, Weaponry Care

Skills

Specialized in: *Florentine*

Versed in: Disarming Opponents, Identifying Poisons

Reviewed in: Grappling, Pummeling

Weapon Proficiencies

Expert in: wielding a single weapon which his master uses expertly

Cleric

Priests who have shown unusual devotion to their religion get promoted to cleric. A cleric seeks to further the causes of his deity through quests and campaigns. He wants to personally enforce the dictates passed down by his god by bringing down the wrath of his god upon dissenters. His deity sees great promise in his ability and grants him great power and allows him to cast religious Nature and Wrath spells.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	—	—	2

Alignment Restrictions

Character must have the same alignment as his chosen deity

Prerequisites

The character must have attained 7th level in *Piety* and in using his deity's favored weapon

Talents

Reading and Writing, Reading Archaic Languages

**Skills**Versed in: *Piety*

Reviewed in: Inspiring Loyalty

Areas Of Mundane Lore

Versed in: Demon Lore

Weapon Proficiencies

Versed in: using his deity's major weapon. If the chosen deity does not wield a weapon personally, the character may choose a single weapon used by the god's priests (the god's description in the "**Pantheons of the Gods**" details the weapons utilized by the priesthood).

Con Artist

A good con artist can convince the average person of just about anything. Eloquent with speech, he thinks up the most outrageous yet believable excuses for all crimes. He always carries several deeds to various estates, museums, and bridges and can always find his most loyal customers great bargains on jewelry. On all of his items, though, you must act fast. He always has some other client thinking seriously on buying your bargain out from under you.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	1	1	0	—

Alignment RestrictionsCharacter cannot be *Lawful***Prerequisites**

The character must satisfy one of the following groups of requirements:

- 4th level in *Rural Stealthing, Picking Pockets, and Pricing Jewels*
- 5th level in *Fast Talking and Hiding in Crowds*
- 6th level in *Listening Through Doors*
- 6th level in *Forging Documents*

Talents

Beguiling, Ciphering, Dancing, Disguising, Etiquette, Reading and Writing

SkillsSpecialized in: *Fast Talking*

Versed in: Forging Documents, Listening Through Doors

Reviewed in: Hiding in Crowds, Picking Pockets

Areas Of Mundane Lore

Versed in: Guild Lore

Conjurer

A Conjurer is a powerful magician who calls upon the major spirits which control the four worldly elements. Depending on his mastery over his skills, a Conjurer can summon and control spirits of varying power. Even so, a Conjurer must be wary not to offend elementals of great power. Although elementals have much nicer temperaments than their demonic cousins, it is foolish to believe them to have the temper of angels.

Conjurers invoke powers that allow them to summon and control the most powerful and basic worldly spirits: the Elementals. An elemental has great sway and power over elements of its own domain. A powerful water elemental could easily sink a ship by creating an enormous whirlpool. A fire elemental could cause an entire building to erupt into flames. Even better, elementals demand no direct payment for their services. Nevertheless, they will perform actions on behalf of the summoner only after he explains, in simple terms, how the requested actions further the cause of the element summoned. As described in the various spells used by this class, an unsatisfactory explanation can drive the elemental to unpredictable actions.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	2	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 10th level in *Land, Sea, Sky, or Sun*
- 6th level in two of the following: *Land, Sea, Sky, and Sun*

Areas Of Arcane Lore

Versed in: Land, Sea, Sky, and Sun

Reviewed in: *Tetrangle***Corsair**

Corsairs are the pirates that other seafaring cutthroats idolize. More often than not, Corsairs are actually bored, retired Naval Officers yearning for sea adventure. Occasionally, a group of Corsairs gathers on a single "Corsair ship" to terrorize the sea. These groups rarely stay together for long, though, as friction over the captaincy often ends in mutiny.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	2	—	—	—	—

Alignment RestrictionsCharacter cannot be *Lawful***Prerequisites**

The character cannot presently be serving in a nation's navy and must have attained 10th level in *Seamanship*, 12th level in *Seafaring Lore*, and satisfy one of the following groups of requirements:

- 11th level in *wielding Cutlass or Sabre*
- 8th level in *firing Cannon*

Talents

Attracting Followers, Map Making, Speaking Foreign Languages, Swimming

Weapon ProficienciesExpert in: *wielding Cutlass and Sabre*Specialized in: *wielding Cat-O-Nine-Tails, firing Cannon***Skills**Specialized in: *Seamanship*Versed in: *Navigating***Areas Of Mundane Lore**Expert in: *Seafaring Lore***Creationist**

Creationists alter the shape and form of their environment to suit their needs. Theirs is the power of shape, form, and size. They change people into frogs and create unusual creatures. Although many cultures fear the creatures produced by these spell casters, many creationists chose this field of study simply to better understand the ways nature balances its own forces. They experiment, for example, in changing the color of rabbits from white to purple while preventing them from growing extraneous appendages or slavering fangs. On the other hand, some more evilly bent creationists do the opposite.

Creationism itself is the art of form alteration. A creationist studies the anatomy, habitat, food chain, and other biological data of hundreds of creatures and plants. This study gives him valuable knowledge on the interrelationships of the various organs of the body and their necessary configurations for various life forms. He observes how crystals and minerals develop and how their texture, size, and quality affects their roles in the environments they support. Only with this well-rounded education can a creationist safely practice the arts he

performs. The slightest mistake in lung capacity, heart rate, or digestive processes can spell the creationist's own death should he take on the form of some creature personally.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	1	—	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 10th level in *Flesh, Bone, or Earth*
- 5th level in *Flesh, Bone, and Earth*

Talents

First Aid, Legerdemain, Minor

Surgery, Reading and Writing, Magic Sense

Areas Of Arcane Lore

Versed in: *Flesh, Bone, and Earth*

Areas Of Mundane Lore

Specialized in: *Anatomy*

Crusader

A Crusader is a devoted disciple of an established religion. He responds to any call from his religious leaders to venture forth undertaking dangerous quests and campaigns. To aid him in his holy quests, his deity bestows upon him the ability to cast religious spells from the category of **Battle**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	1	—	—	—	—	1

Alignment Restrictions

Character must be *Good* and have the same alignment as his chosen deity

Prerequisites

The character must have attained 5th level in *Piety* or 7th level in any weapon. If he is not already a priest, he must at least be a devout follower of his deity.

Finally, the character must accept a holy quest in the service of his deity.

Talents

Reduced Encumbrance in Platemail and Chainmail Armor, Quoting Religious Phrases

Skills

Versed in: *Defending with Large Shield, Horsemanship*

Reviewed in: *Piety*

Areas Of Mundane Lore

Versed in: *Chivalry*

Weapon Proficiencies

Versed in: *wielding medium hand held weapons*

Cult Leader

A Cult Leader is the head of a (usually religious) sect. Although some cult members

may join the leader on their own volition, most are coerced through brainwashing. Some cult leaders are actual priests of evil deities while others are just greedy bastards trying to make a buck. Interestingly enough, a widespread cult may have many leaders which were "promoted" from the brainwashed cult members. Even as these cult leaders brainwash others, they fully believe in what they preach.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	1	2	—

Alignment Restrictions

Character must be *Evil* and cannot be *Social*

Prerequisites

The character must have attained 8th level in three of the following:

Brainwashing, Fast Talking, Inspiring Loyalty, Interrogating, Raising Morale, Torturing

Talents

Attracting Followers, Beguiling, Imitating Voices, Inciting Riots, Quoting Religious Phrases, Sleight of Hand, Throwing Voice

Skills

Expert in: *Brainwashing*

Specialized in: *Fast Talking, Interrogating*

Versed in: *Inspiring Loyalty, Raising Morale*

“Creationists experiment in changing the color of rabbits from white to purple while preventing them from growing extraneous appendages or slaving fangs.

On the other hand, some more evilly-bent creationists do the opposite.”

“Interestingly enough, a widespread cult may have many leaders which were ‘promoted’ from the brainwashed cult members.”

Reviewed in: Manufacturing Hallucinogenic Poisons,
Torturing

Demolitionist

Demolitionists are those brave souls who design, create, set, and detonate powder bombs. Usually, their motives are of the highest caliber. They usually are hired to speed the extraction of rare minerals from mines. Occasionally, they are summoned to blast unfortunate victims which have been trapped in collapsed mines. Of course, not all of these individuals have such noble goals. After all, who better than a demolitionist to blast open a stubborn safe?

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	1	2	1	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 7th level in Blasting Rock
- 8th level in Demolition
- 8th level in firing Cannon

**“Who better than a
demolitionist to blast
open a stubborn
safe?”**

Talents

Mixing Black Powder

Skills

Specialized in: Blasting Rock, Demolition

Versed in: Setting Structural Traps

Alternates

In worlds without gunpowder, substitute another class for this one. In other words: punt.

Demonologist

The term “demonologist” inspires images of a masterful magician rocking back and forth chanting near the edge of a meticulously drawn pentacle. Nearby, incense burns, silently filling the room with exotic, unsettling odors as its smoke slowly outlines a creature forming within the bounds of the five-pointed star. The great potential of power lures many to this dangerous profession. Nevertheless, a demonologist must realize that the power he wields is not his own. Forgetting this important fact spells his doom.

Demonology requires a spellcaster to write contracts, enforce his will, and inscribe glyphs and pentacles. The slightest incompetence in any of these areas ensures a demonologist's demise. The arts of demonology allow a spellcaster to summon and master spirits such as

demons or devils. These spirits exhibit a much higher degree of intelligence and a wider range of powers than the simple elementals invoked by conjurers.

A demonologist performing his arts must exhibit extreme caution. Enslaving a spirit which serves a deity, such as a devil, can bring tremendous penalties to the summoner. A god can think up and enforce punishments far worse than death to any belligerent mortal. Demonologists usually concentrate their skills on demons as they do not fall under the protection of the gods. Nevertheless, these hideous evil creatures warp the meanings of words in contracts presented them to the greatest possible detriment of their master. A demonologist must always protect his back.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	—	3	—

Alignment Restrictions

Character must be *Evil*

Prerequisites

The character must satisfy one of the following groups of requirements.

- 10th level in Blood, Pentacle, Spirit, or Law
- 5th level in Blood, Pentacle, Spirit, and Law
- 12th level in Demon Lore

Talents

Beguiling, Familiarizing, Reading and Writing

Skills

Reviewed in: Fast Talking

Areas Of Arcane Lore

Versed in: Blood, Pentacle, Spirit, and Law

Areas Of Mundane Lore

Expert in: *Demon Lore*

Elder

When an acolyte has shown his pious nature and proven his devotion to the laws of his deity, his church may advance him to the position of elder. The main goal of an elder is to sway others into accepting the dictates of his god. He may eventually be given authority over a small parish or temple. Many, however, turn down this offer to spread their religion throughout unknown lands or travel in the aid of the sick, dying, or oppressed.

As the elder has passed the first test of his deity, he has earned additional magical powers. An elder may cast religious spells in the category of **Symbol**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	0	—	2

Alignment Restrictions

Character must have the same alignment as his chosen deity

Prerequisites

The character must have attained 6th level in *Piety*.

Talents

Reading & Writing, Speak Foreign Languages, First Aid

Skills

Versed in: Piety, Raising Morale

Reviewed in: Remedying Ailments

Weapon Proficiencies

Reviewed in: wielding his deity's major weapon. If the chosen deity does not wield a weapon personally, the character may choose a single weapon used by the god's priests (the god's description in the "Pantheons of the Gods" details the weapons utilized by the priesthood).

Emir

An emir is a ruler of land in the Middle East. Although an emir will sometimes rule his own small independent state, he is usually subject to a Khan, Sultan, or Caliph. Even so, these leaders command their subjects like dukes, if not kings, and usually live surrounded by splendor in vast palaces. When the need arises, the emir will leave his comfortable abode to evict any threatening armies invading his lands.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	3	3	0	1	—	2

Alignment Restrictions

Character cannot be *Unlawful*

Mythological Restrictions

Character must be a follower of the ancient Babylonian / Assyrian religion.

Prerequisites

The character must attain 13th level in wielding *Scimitar*, 12th level in *Horsemanship* and 11th level in *Desert Lore*

Talents

Beguiling, Etiquette, Locating Water

Skills

Specialized in: Disarming Opponents, Horsemanship, Inspiring Loyalty, Raising Morale

Versed in: Florentine

Reviewed in: Appraising, Identifying Poisons

Areas Of Mundane Lore

Specialized in: *Desert Lore*

Weapon Proficiencies

Expert in: wielding *Scimitar*

Versed in: throwing *Dagger*

Enchanter

Enchanters create magic items and cast other charms and enchantments. This useful power not only allows them to store great powers for later use, it also provides an enormous source of income. The wealthiest nobles seek out the most skilled enchanters to create national treasures such as impervious armor or charmed swords. As enchanters do not wish to put themselves out of business, they follow a universal code of conduct:

- No enchanter shall create any magic item that has the ability of creating other magic items.
- No enchanter shall create a magic item which has the ability to charge other magic items.
- Any enchanter violating 1 or 2 shall die and the item in question shall be destroyed.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	2	2	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 13th level in *Metal Lore*, *Leather Lore*, or *Wood Lore*
- 10th level in *Tetangle*, *Law*, or *Matter*
- 5th level in *Tetangle*, *Law*, and *Matter*

Talents

Reading and Writing, Magic Sense

Areas Of Arcane Lore

Versed in: Tetangle, Law, and Matter

Skills

Reviewed in: *Smithery*

Areas Of Mundane Lore

Reviewed in: *Leather Lore*, *Metal Lore*, *Wood Lore*

Executioner

The black mask and glinting axe of the executioner inspires much terror in people's hearts because they envision themselves as the unlucky fellows forced to place their heads on the axeman's block. Of course, any executioner will guarantee a quick and painless death...for a small fee.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	1	—	—	—	2	—

Alignment Restrictions

Character must *Antisocial* and *Evil*

Prerequisites

The character must satisfy one of the following groups of requirements:

- 5th level in *Identifying Poisons* and *wielding a medium or large axe*
- 7th level in *wielding Two-Handed Axe*

Talents

Etiquette, Iron Grip, Weaponry Care

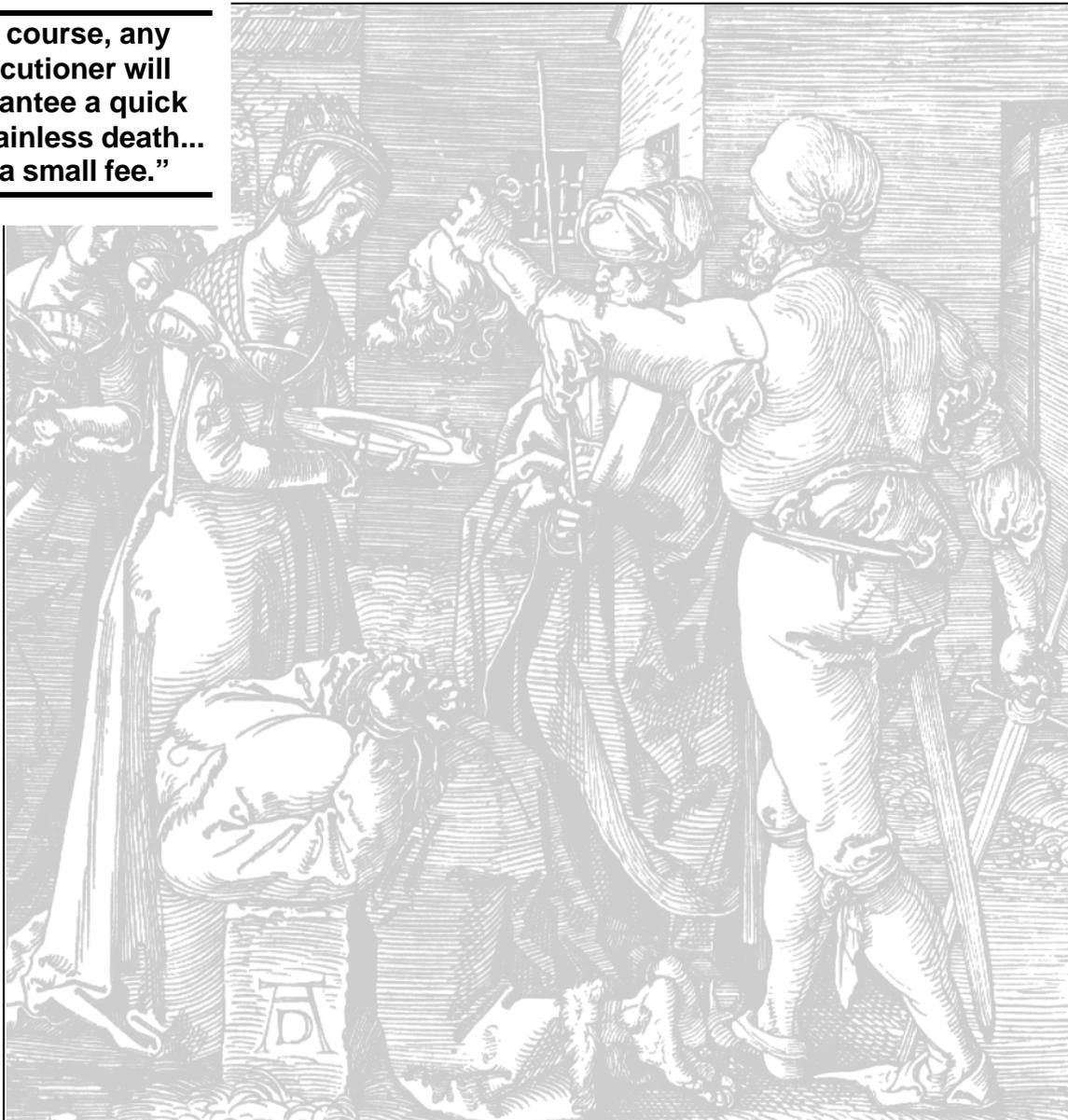
Skills

Versed in: *Identifying Poisons*, *Manufacturing Toxic Poisons*

Weapon Proficiencies

Specialized in: *wielding axes*

“Of course, any executioner will guarantee a quick and painless death... for a small fee.”



Explorer

These adventurers gave into the longing of their hearts to travel past the horizon. They lust to find out what lies beyond the sea. They want to experience cultures described in legends and see majestic views from mountaintops. In their eyes, excitement falls only to those willing to take the chances of earning it. They judge their wealth by experiences and memories instead of by the trinkets and baubles sought by so many others.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	0	—	—	2	1	—

Prerequisites

The character must be 7th level in *Navigating*.

Talents

Ciphering, Etiquette, Map Making, Reading and Writing, Speaking Foreign Languages

Skills

Specialized in: *Navigating*

Versed in: Inspiring Loyalty

Reviewed in: Horsemanship

Areas Of Mundane Lore

Reviewed in: Desert Lore, Seafaring Lore, Forest Lore



“Excitement falls only to those willing to take the chances of earning it.”

Fence

“When a thief suddenly ‘inherits’ a large collection of goods and wants to quickly turn it into a purse full of coinage, he visits his friendly neighborhood fence.”

When a thief suddenly “inherits” a large collection of goods and wants to quickly turn it into a purse full of coinage, he visits his friendly neighborhood fence. A fence specializes in evaluating and purchasing stolen items to resell them at a substantial profit. For success, he must be able to discern colored glass from real gems and know how much he can get for them. A fence cannot concentrate on a single type of stolen property. He never knows what goodies his “boys” will bring him so he must know a great deal about the demand for items, the effect quality or age has on their value, and the tricks his suppliers try to use to get more money from him.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	2	—	—

Alignment Restrictions

Character must be *Unlawful*

Prerequisites

The character must satisfy one of the following groups of requirements:

- 8th level in *Appraising and Pricing Jewels*
- 10th level in *Pricing Jewels*
- 10th level in *Appraising*

Talents

Ciphering, Concealing Small Items, Disguising, Reading and Writing, Wine Tasting

Skills

Specialized in: *Appraising, Pricing Jewels*

Versed in: *Identifying Elixirs, Identifying Poisons, Pricing Uncut Gems*

Reviewed in: *Picking Pockets*

Areas Of Mundane Lore

Specialized in: *Guild Lore*



Fencer

A fencer trains extensively in the art of fencing, or wielding foil. With one hand in the air for balance and the other dancing with deadly grace, this artist defies all challengers. He usually duels with other fencers during practice but retains his fearsome accuracy against the other trades of war. The skill requires excellent hand-eye coordination, quick reflexes, and a steady arm. Fencing necessitates free movement. Therefore, no fencer ever wears restrictive armor when manipulating the needle sharp tip of his foil.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	1	2	2	—	—

Prerequisites

The character must have attained 6th level in *wielding Foil*

Talents

Superb *Balancing*

Skills

Specialized in: *Disarming Opponents*

Weapon Proficiencies

Expert in: *wielding Foil*

Forger

A forger so expertly duplicates documents that they look virtually indistinguishable from the real thing. Given enough time, these artists can duplicate the paintings of masters and the royal seals of kings. Of course, these forgeries cannot fool true experts ... usually.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	3	—	—

Alignment Restrictions

Character must be *Unlawful*

Prerequisites

The character must have attained 9th level in *Forging Documents*.

Talents

Artistry, Ciphering, Reading and Writing

Skills

Expert in: Forging Documents

Reviewed in: Cutting Gemstones

Areas Of Mundane Lore

Reviewed in: *Guild Lore*

Friar

A friar is a quiet believer in an established religion. He leads a simple life trying to set a good example for others to follow. Whenever he can, a friar will help all those in need. He always offers a clean bed and a hearty meal to travelers as a token of good faith. He rarely pushes the religion he follows onto those he meets but merrily discusses its philosophies with those curious. Many take a friar's open attitude and friendly manner as a sign of weakness. A friar will happily show these mockers their error, though, by providing a good thrashing with his staff. For their devotion, a Friar's deity bestows on him the power to cast religious spells from the category of **Healing**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	—	—	1	—	2

Alignment Restrictions

Character must be *Good*

Mythological Restrictions

Character must be a follower of the Celtic or Nordic religions.

Prerequisites

The character must have attained 4th level in *Piety* and 5th level in wielding *Quarterstaff*.

Talents

Crafting Wooden Weapons, First Aid, Gardening, Reading and Writing, Reading Archaic Languages

Skills

Versed in: Creating Herbal Balms, Piety, Pummeling, Remedying Ailments

Areas Of Mundane Lore

Reviewed in: *Herb Lore*

Weapon Proficiencies

Versed in: wielding *Quarterstaff*



General

The glory of a victorious battle won against all odds goes to the man responsible for clever military strategies. History quickly forgets the names and faces of all the men who fought in combat risking their lives. It remembers only the leader who confidently challenged all opponents. Hannibal, a Carthaginian general believed to be the greatest military strategist of all time, successfully battled the Roman army throughout the empire for forty years before he lost his first encounter. Napoleon, France's notorious strategist, conquered nation after nation in his quest for world dominance. On the other hand, there's also Custer.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	2	0	0

Alignment Restrictions

Character must be *Lawful*

Prerequisites

The character must have attained 9th level in *Raising Morale* or 8th level in *Horsemanship*

Talents

Attracting Followers, Beguiling, Fashioning Siege Machines

Skills

Expert in: Inspiring Loyalty

Specialized in: Raising Morale, Setting Rural Traps

Versed in: Horsemanship

Areas Of Mundane Lore

Specialized in: *Battle Tactics*

Geomancer

Geomancers are spellcasters who specialize in the Areas of Arcane Lore dealing with geology. They are fascinated with minerals, gemstones, metals, rock, crystals, fossils, and faults. They go gaga over granite, rave over rubies, marvel at marble, and cheer for chert. Most other intellectuals do not understand their fanatical interest in dirt. However, few doubt the Geomancer's ability in finding precious minerals.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	2	—	—	1	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 12th level in *Prospecting or Cutting Gemstones*
- 10th level in *Stone Lore or Gem Lore*
- 8th level in *Land, Dust, Dry or Earth*
- 4th level in *Land, Dust, Dry, and Earth*

Areas Of Arcane Lore

Versed in: Land, Dust, Dry, and Earth

Areas Of Mundane Lore

Versed in: Stone Lore

Reviewed in: *Gem Lore*

Skills

Versed in: Prospecting

Reviewed in: Cutting Gemstones

“History quickly forgets the names and faces of all the men who fought in combat risking their lives.

It remembers only the leader who confidently challenged all opponents...

On the other hand, there's also Custer.”

Halberdier

A halberdier strictly trains in the combat techniques of using a halberd, one of the smaller polearms. His intensive study and devotion to this single weapon gives him a distinct advantage in battle. In fact, his expert use of this weapon often stuns opponents who can rarely track the bladed end with even the quickest glance.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	1	—	—	—	—

Prerequisites

7th level in wielding *Halberd*

Talents

Reduced Encumbrance in Banded, Splint, and Platemail Armor, Weaponry Care

Weapon Proficiencies

Expert in: wielding *Halberd*

Healer

A Healer is a pious priest of an established religion who heals those sick or injured. One of these righteous characters will risk life and limb to deliver aid. These services are not always given free of charge, however. The Oracles of Apollo would charge substantial fees for the privilege of sleeping in one of Apollo's temples. Supposedly, sleeping in the magnificent building overnight had remarkable curative powers. A Healer may cast religious spells from the category of **Healing**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	2	—	2

Alignment Restrictions

Character cannot be *Evil* and must have an alignment identical to his deity's

Prerequisites

The character must have attained 4th level in *Piety*.

Talents

First Aid, Gardening, Minor Surgery

Skills

Specialized in: Creating Herbal Balms, Remedying Ailments

Versed in: Identifying Poisons, *Piety*

Reviewed in: Raising Morale

Areas Of Mundane Lore

Reviewed in: *Herb Lore*

Hermit

Sometimes people become so disgusted with civilization and the company of others that they decide to live in total isolation. They trek out into the countryside and build crude cabins or live in caves. They learn through their harsh life many skills necessary to survive in the wilderness. When encountered they rarely welcome visitors, although they may help someone in desperate need for a short while. They may join up with small bands of adventurers having no more than three other members but usually choose to "go it alone."

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	2	—	—	0	—	0

Alignment Restrictions

Character must be *Antisocial*

Prerequisites

The character must have attained 6th level in wielding any wooden weapon and must satisfy one of the following groups of requirements:

- 5th level in *Tracking and Animal Training*
- 5th level in *Creating Herbal Balms*

Talents

Crafting Wooden Weapons, First Aid, Gardening, Knapping, Locating Water, Skinning Animals

Skills

Specialized in: Animal Training

Versed in: Creating Herbal Balms

Reviewed in: Setting Rural Traps, Tracking

Areas Of Mundane Lore

Reviewed in: *Herb Lore*, *Wood Lore*, *Swamp Lore*

Weapon Proficiencies

Versed in: wielding *Spear*, throwing *Spear*, wielding *Clubs* of all sizes, wielding *Quarterstaff*, wielding *Maces* of all sizes, wielding *Dagger*, wielding *Dirk*

High Priest

After a Priest has shown his devotion through every test of faith, his deity recognizes him as truly exceptional among his peers. He has faced death without faltering and upheld his god's laws without remorse; proven he would rather lose his life than ignore his religious background. For such wisdom, his god raises him to the level of High Priest. A High Priest gains the ability to cast religious **Divination** and **Ritual** spells.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	2	—	3

Alignment Restrictions

Must have the same alignment as his chosen deity.

Prerequisites

The character must have attained 10th level in *Piety* and must have completed a holy quest in the service of his deity.

Talents

Reading and Writing

Skills

Specialized in: *Piety*

Weapon Proficiencies

Versed in: using his deity's major weapon



Highwayman

Also known as highway robbers, a highwayman is simply a bandit with a gun. At times, these thieves gang up with several others of their ilk, but more often are found in pairs or simply alone. One thing is for certain: if you are stopped by one of these masked bandits, you can be sure that he has another loaded gun nearby!

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	2	—	—

Alignment Restrictions

Character must be *Unlawful*

Prerequisites

The character must meet one of the following groups of requirements:

- 8th level in *Rural Stealthing* and *Setting Rural Traps*.
- 6th level in *Rural Stealthing* and *firing Pistol* or *Arquebus*.

Talents

Deadly Aiming with Arquebus, Imitating Voices, Quickdrawing, Sign Language, Throwing Voice

Skills

Specialized in: Rural Stealthing

Versed in: Setting Rural Traps

Reviewed in: Appraising, Horsemanship, Interrogating, Urban Stealthing

Weapon Proficiencies

Specialized in: firing *Pistol* and *Arquebus*

Versed in: wielding medium swords

Alternates

In worlds without gunpowder, substitute the talent *Deadly Aiming with Arquebus* with *Deadly Aiming with Crossbows* and replace firing *Pistol* and *Arquebus* with firing all *Crossbows*

Holy Man (Holy Woman)

A holy man is a devoted follower of an established religion who has proven his faith to be absolutely pure. Every word spoken and every action taken by a holy man is performed with the aim of advancing his religious faith. He will make any sacrifice, even that of his own life, in upholding his beliefs. For his unparalleled devotion, a holy man's deity bestows on him the power of casting religious spells from the categories of **Healing** and **Miracles**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	2	—	3

Alignment Restrictions

The character must be *Good* and have same alignment as his chosen deity

Prerequisites

The character must have attained 12th level in *Piety*

Skills

Expert in: *Piety*

Huntsman

The resounding note of a bugle, the barking of dogs, and the sight of a terrified fox darting through the woods are sure signs that a huntsman is afoot in the forest. Huntsmen are sporty souls who thrive on the adrenaline produced by tracking challenging and crafty prey. The truest of these sportsmen do not work on a "first-come first-serve" basis. Rather, they proudly proclaim their prey of choice at the day's first light before setting out to win the prize. All other game winning opportunities are ignored until the huntsman has downed his stated quarry.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	2	—	—

Prerequisites

The character must have 6th level in *Rural Stealthing* or *Tracking* and must meet one of the following groups of requirements:

- 6th level in *Wielding* or *Throwing Spear*.
- 7th level in *Shooting Short Bow* or *Long Bow*
- 8th level in *Using Sling*

Talents

Deadly Aiming with Short Bow and Long Bow, Playing Instruments, Sign Language, Skinning Animals, Swimming

Areas Of Mundane Lore

Versed in: Forest Lore

Reviewed in: *Plains Lore*

Skills

Specialized in: Tracking, Rural Stealthing

Versed in: Animal Training

Reviewed in: Horsemanship

Weapon Proficiencies

Specialized in: using *Sling*, throwing *Spear*

Versed in: firing *Short Bow* and *Long Bow*, wielding *Spear*

Reviewed in: wielding *Dagger*



Iconoclast

An Iconoclast is a character who harbors an intense disdain for icons and symbols of traditional established religions, especially that of his own. He believes these statues and images distract the worshiper from concentrating on his god's true form. He actively seeks religious altars, scriptures, and artifacts. When he finds one of these, his hatred turns to a destructive fury. He destroys the icons and tools of opposing religions at the first opportunity. Of course, truly holy relics of his own religion are spared his anger. For his religious fervor, an Iconoclast's deity gives him the power to cast religious spells from the category of **Wrath**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	1	—	3

Alignment Restrictions

Character must have the same alignment as his chosen deity

Prerequisites

The character must have attained 8th level in *Piety* and in wielding his deity's favored weapon.

Talents

Attracting Followers, Inciting Riots, Reading Archaic Languages, Reading and Writing

Skills

Specialized in: *Piety*

Versed in: Inspiring Loyalty

Weapon Proficiencies

Specialized in: using his deity's major weapon. If the chosen deity does not wield a weapon personally, the character may choose a single weapon used by the god's priests (the god's description in the "**Pantheons of the Gods**" details the weapons utilized by the priesthood).

Illusionist

Illusionists make others perceive events that actually do not occur. The images created in this way seem so real that they create pain or pleasure. In fact, these spellcasters know that the power of suggestion can, at times, become more real to a human mind than reality. For example, a brave knight may lose consciousness from the flaming breath of an illusionary dragon even though no burns appear on his body. The suggestion of searing heat overcomes the knight's own perceptions that no dragon exists.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	1	3	2	—

Prerequisites

The character must have attained 5th level in three or 12th level in one of the following Areas of Arcane Lore:

Hearing, Mind, Smell, Touch, Taste, Triangle, Vision

Talents

Artistry, Concealing Small Items, Disguising, Magic Sense, Reading and Writing, Sleight of Hand

Areas Of Arcane Lore

Versed in: Hearing, Smell, Touch, Taste, and Vision

Reviewed in: Mind, Triangle

Skills

Reviewed in: Picking Pockets

Weapon Proficiencies

Reviewed in: any single *Hand Held, Range*, or *Entrapment* weapon of his choice.

“A brave knight may lose consciousness from the flaming breath of an illusionary dragon even though no burns appear on his body.

The suggestion of searing heat overcomes the knight's own perceptions that no dragon exists.”

Inquisitor

An Inquisitor is a character type that arose during the Dark Ages. An Inquisitor outwardly preaches the dictates of a good deity in efforts to sway others to follow his god's righteous path. He does not care who he has to torture or what towns he must burn to find heretics who preach against his religion. The most sought after blasphemers are those practicing Witchcraft or some other form of non-piety spellcasting. When one of these is captured, he is tortured until he confesses to any number of terrible, albeit fictional, crimes. Once the Inquisitor is satisfied, he burns the heretic at the stake.

Needless to say, no good deity would approve of such behavior from his followers. Inquisitors have deluded themselves for so long that they actually believe their actions are justified. What they have actually accomplished is to badly tarnish the deity's good name. This obviously pleases the deity's evil enemies who reward the Inquisitor with magical power in the form of Piety spellcasting. The Inquisitor, who does not realize the power's source, may choose spells only from the category of **Curses**.

Hypocritical in the extreme, Inquisitors may even use an item or two fashioned with the arts of Arcane Lore. He justifies his actions as "using the devil's own handiwork against him." As long as the items in question are not powerful enough to weaken the surrogate deity's control over the Inquisitor, the behavior is usually tolerated.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	2	—	—	—	1	1

Alignment Restrictions

Character must be *Evil*

Prerequisites

The character must have attained 8th level in *Torturing* and must have brought 3 "witches to 'justice.'"

Talents

Beguiling, Ciphering, Reading and Writing, Speaking Foreign Languages, Quoting Religious Phrases

Skills

Expert in: *Torturing*

Specialized in: Interrogating, Inspiring Loyalty

Versed in: Fast Talking

Reviewed in: *Piety*

Areas Of Mundane Lore

Versed in: Demon Lore



“Hypocritical in the extreme, Inquisitors may even use an item or two fashioned with the arts of Arcane Lore.

He justifies his actions as ‘using the devil’s own handiwork against him.’”

King's Musketeer

These extravagant characters were immortalized in the classic tale of *The Three Musketeers*. They are the absolute elite guard of the King and his family. Often, one of the King's Musketeers is sent off on an important mission for the nation's welfare or the King's purse. Success in these missions is rewarded handsomely. Failure is equally harsh.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	—	—	3	2	—	—

Alignment Restrictions

Character must be *Social* and *Lawful*

Prerequisites

The character must have obtained the *Musketeer* class and attained 10th level in wielding *Rapier* and firing *Musket*

Talents

Dancing, Deadly Aiming with Musket, Etiquette, First Aid, Holding Liquor, Quickdrawing, Snobbery, Speaking Foreign Languages, Weaponry Care

Skills

Expert in: Weapons Resourcefulness

Versed in: Horsemanship

Weapon Proficiencies

Expert in: firing *Musket*

Specialized in: wielding *Rapier*

Alternates

In worlds without gunpowder, this class is unavailable.

Knave

A knave is a shady, untrustworthy character who earns his living through deceit and treachery. Although knaves often do not have a great enough attention span to finely hone their thieving skills, they do have a flair with daggers, blackjacks, and other easily concealable weapons. Their most used tack is to lure an unsuspecting target into an alley. There the knave slams his prey into a wall while whipping out a blade from nowhere. With the blade firmly pressed against the gentleman's bare throat, the thief kindly requests the man's purse.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	2	3	—	—	—

Alignment Restrictions

Character cannot be *Lawful*

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in wielding any small *Hand-Held* weapon
- 7th level in *Urban Stealthing* and *Climbing Walls*

Talents

Backstabbing, Concealing Small Items

Skills

Versed in: Fast Talking

Reviewed in: Climbing Walls, Listening Through Doors, Urban Stealthing

Weapon Proficiencies

Specialized in: wielding small *Hand Held* weapons

Knife Thrower

All circus goers stand in open-mouthed disbelief at a knife thrower's expertise. They cringe as one of these masters quickly outlines a beautiful girl with flashing blades. Their astonishment, though, turns to horror as he re-demonstrates his talents BLINDFOLDED! Although a knife thrower lacks skill in combat, his amazing accuracy with knives leaves no opponent too confident.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	3	2	—	—

Prerequisites

The character must have attained 5th level in *Throwing Daggers*.

Talents

Blind Attacking, Deadly Aiming with Throwing Daggers, Pinning Clothing with Throwing Daggers

Weapon Proficiencies

Specialized in: throwing *Dagger*

Knight

A knight-errant or crusader must gain a widespread reputation to obtain knighthood from a ruler. His code of conduct consists of the laws and accepted courtesies of his people. His lord may grant sovereignty over a reasonable size tract of land. Of course, he must present references to his *Lawful* character and accomplishments. He must also succeed in all tests of combat his lord requires. The sovereign to which he pledges his loyalty then decides whether to grant knighthood and recognize his coat of arms. If he agrees, the character becomes a full-fledged knight.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	1	—	—	—	—	0

Alignment Restrictions

Character must be *Lawful*

Prerequisites

The character must have attained 8th level in Horsemanship, must have completed a major quest or favor for his liege, and must satisfy one of the following groups of requirements:

- 8th level in Piety and 10th level in using his deity's major weapon
- 9th level in wielding any medium hand held weapon and 6th level in Defending with Large Shield
- 10th level in wielding any large hand held weapon or polearm

Talents

Etiquette, Heraldry, Reading and Writing, Reduced Encumbrance in Fieldplate Armor, Wine Tasting

Skills

Specialized in: Jousting, Horsemanship

Versed in: Defending with Large Shield, Florentine

Reviewed in: Animal Training, Raising Morale

Areas Of Mundane Lore

Versed in: *Chivalry*

Weapon Proficiencies

Specialized in: wielding any single sword, mace, or axe of his choosing

Versed in: wielding large and medium hand held weapons, wielding polearms

Knight-Errant

When a squire has tuned his combat skill to a fine degree, his master sends him off on a quest to complete his training. No squire can ever be knighted who has not experienced the tribulations and lessons of actual warfare. Before the squire leaves on his assigned quest, his master teaches him additional skills needed when seeking fortune. When the squire learns these lessons, he heads out into the unknown world as a knight-errant. He vows never to return until he has successfully completed the assigned task. Of course, returning from a quest is not sufficient for knighthood. The knight-errant must prove that he finished the quest and pass many additional tests of skill and bravery.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	—	—	—	—	-1

Alignment Restrictions

Character must be *Lawful*

Prerequisites

The character must have obtained the *Squire* class and attained 5th level in wielding any large or medium hand held weapon or polearm.

Talents

First Aid, Speaking Foreign Languages, Reduced Encumbrance in Platemail Armor

Skills

Specialized in: *Horsemanship*

Versed in: *Jousting*

Reviewed in: *Florentine*



Lapidary

Lapidaries are craftsmen who cut, polish, and barter in gemstones. They have a keen eye for beauty and an appreciation of natural minerals. To be successful in this trade, lapidaries must also develop a sharp business sense. Many worthless trinkets are brought to them that have a lovely color and sparkle with a fire comparable to some of the finest gems. A lapidary knows that a gem's value lies mainly in its rarity and the popularity of its particular gem type. Like all other things, the law of supply and demand determines a gem's sale price.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	3	1	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in *Cutting Gemstones*
- 8th level in *Gem Lore and Pricing Uncut Gems*

Talents

Artistry, Ciphering, Etiquette, Knapping

Skills

Expert in: Cutting Gemstones

Specialized in: Pricing Uncut Gems, Pricing Jewels

Versed in: Appraising

Areas Of Mundane Lore

Versed in: Gem Lore



Lord

A lord is a ruler of one or more castles, fortresses, or citadels. He provides military protection for those in his domain who pay taxes in return. He holds court and decides life and death over those in his dominion. In order to raise an effective military, he is given the authority to knight others who swear fealty to him in exchange for lands of their own. Normally, two-thirds of a lord's land is granted in this way. The lord retains the remaining one-third as his *demesne*. Of course, he retains absolute authority in all the lands held by his vassals. Although lords hold much authority, their power falls far short of a monarch's. Of course, through political maneuvering, just leadership, and cunning military strategy, a lord may raise himself to the status of king or emperor.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	2	—	—	2	1	0

Alignment Restrictions

Character must be *Lawful*

Prerequisites

The character must swear fealty to a greater lord, attain 12th level in wielding a medium or large hand held weapon, and satisfy one of the following groups of requirements:

- 9th level in *Raising Morale*
- 8th level in *Pricing Jewels*

Talents

Attracting Followers, Ciphering, Dancing, Etiquette, Fashioning Siege Machines, Reading and Writing, Speaking Foreign Languages

Skills

Specialized in: Disarming Opponents, Inspiring Loyalty, Raising Morale

Versed in: Interrogating, Pricing Jewels

Reviewed in: Finding Secret Doors

Areas Of Mundane Lore

Versed in: Medieval Law

Magus (Magician)



The works of these spellcasters is recalled every time a tale is told about flying carpets, magic lamps, talking mirrors, or dancing swords. Known as magi in the plural, these Arabian and Indian miracle workers charm snakes, summon whirlwinds, and levitate themselves and other objects. Individually, the spells of a magus may seem less powerful than those of other spellcasters. Nevertheless, the powers of the great magi rival the powers of the fiercest sorcerers and wizards through creative combinations of magicy's diverse spells.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	2	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in two of the following lores: Wind, Rain, Dust, and Flame
- 10th level in one of the following lores: Wind, Rain, Dust, or Flame
- 12th level in Matter.

Talents

Familiarizing, Magic Sense, Reading and Writing

Areas Of Arcane Lore

Versed in: Wind, Rain, Dust, and Flame

Reviewed in: *Matter*

Areas Of Mundane Lore

Reviewed in: Desert Lore, Mathematics

Marauder

Marauders make a profession from plundering townships and sacking small coastal villages. A marauder takes anything beautiful that catches his eye and burns everything else. The classical image is that of a muscular man running from flaming buildings with a sack of loot thrown over one shoulder and a slim girl thrown over the other.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	—	2	—	—	—	—

Alignment Restrictions

Character cannot be *Lawful*

Prerequisites

The character must have attained 10th level in wielding any medium blade weapon

Talents

Holding Liquor, Inciting Riots, Swimming

Skills

Versed in: Disarming Opponents, Navigation, Pummeling, Raising Morale

Reviewed in: Urban Stealthing

Weapon Proficiencies

Specialized in: wielding medium blade weapons

Master Archer

Master Archers are the best of the best in archery. It is their nearly mythical abilities with the bow that generated the great legends that live to this day. Surely there are few children that do not dream of Robin Hood's uncanny ability with this weapon. (You didn't think he stopped at Sherwood Outlaw, did you?)

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	—	—	3	3	—	—

“Surely there are few children that do not dream of Robin Hood’s uncanny ability with this weapon. You didn’t think he stopped at Sherwood Outlaw, did you?”

Prerequisites

The character must have obtained the *Archer* class and 12th level in shooting any bow.

Talents

Crafting Bows, Deadly Aiming with Bows, Fletching Arrows, Pinning Clothing with Bows

Skills

Versed in: Rural Stealthing

Weapon Proficiencies

Expert in: shooting any single bow type (Short, Long, or Great) of the character's choosing.

Master Armorer

A Master Armorer is a smith who has so perfected his skills that his wares are capable of supporting enchantments. Indeed, his craftsmanship in metalworking is unsurpassed. Unfortunately, the secrets of these artists are jealously hoarded. No Master Armorer ever teaches his skill to more than a single apprentice. His apprentice, if not actually a close relative, is *at least* chosen from his own race and nationality. The skills themselves are often considered to be a national treasure and are always considered **TOP SECRET**. The greatest race of smithies is that of the dwarves but a few

“The skills themselves are often considered to be a national treasure and are always considered Top Secret.”

elves have attained this rank.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	—	2	3	—	—

Prerequisites

A character must have the class *Armorer* and 10th level in *Smithery*.

Talents

Ciphering, Reduced Encumbrance in Metal Armor, Reading and Writing

Skills

Expert in: *Smithery*

Areas Of Mundane Lore

Expert in: Metal Lore

Versed in: Leather Lore

Weapon Proficiencies

Specialized in: wielding One-Handed Hammer, wielding One-or-Two Handed Hammer

Master Assassin

Expert assassins showing unusual deftness and cunning advance their standing among their peers to that of Master. A Master Assassin charges exorbitant fees for his near-perfect skills. In fact, the “king's ransom” paid these unequalled killers often pays for a king's head. Of course, the high fees mean these executioners must take assignments others scoff at as impossible.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	2	2	2	2	—

Alignment Restrictions

Character must be *Unlawful* and *Evil*

Prerequisites

Character must have obtained the *Assassin* class and 11th level in *Urban Stealthing*

Talents

Disguising, Imitating Voices, Scaling Walls, Throwing Voice

Skills

Expert in: Assassinating, Identifying Poisons

Versed in: Climbing Walls, Manufacturing Toxic Poison, Opening Locks, Rural Stealthing, Setting Booby Traps

Reviewed in: Finding Secret Doors, Hiding in Crowds, Identifying Elixirs, Listening Through Doors

Areas Of Mundane Lore

Specialized in: *Guild Lore*

Versed in: *Anatomy*

Weapon Proficiencies

Specialized in: using *Garrote*, wielding small blade weapons

Versed in: *Medieval Law*

Master Mage

A Master Mage is a spellcaster who has attained unusually high respect even among the most powerful members of his own profession. His high degree of skill in spellcasting earned him this coveted title placing him above more common mages. This "rank" often gives him unusual privileges in mage societies and guilds. He is served the best wine, offered the most luxurious rooms, and provided with the most exceptional service. These lavish accommodations are lost, of course, when the guild's high Archmage is visiting town.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	—	3	—

Prerequisites

The character must have attained 10th level in six Areas of Arcane Lore.

Talents

Quick Casting, Reading Archaic Languages

Areas Of Arcane Lore

Specialized in: four *Areas of Arcane Lore* of the character's choosing that the character already possesses.

Master Stavesman

Master Stavesmen do one thing and they do it well: they wield quarterstaves. Many classic tales highlight these skilled combatants as brave and worthy heroes. Little John, in *The Tales of Robin Hood*, was skilled enough to give Mr. Hood himself a sound thrashing.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	3	—	—	—	—

Prerequisites

The character must have obtained the *Stavesman* class and have attained 11th level in wielding *Quarterstaff* and 10th level in *Disarming Opponents*.

Talents

Acrobatics, Pressing Advantage with Staff, Superb Balancing

Skills

Specialized in: *Disarming Opponents*

Weapon Proficiencies

Expert in: wielding *Quarterstaff*

Master Swordsman

When a swordsman's combat skills approach the best-known expert's, he attains the rank of Master. Other, less-talented swordsmen look to Masters for tips on parrying, dodging, and other necessary combat skills. Of course, no true swordsman charges his students for these lessons if they show sufficient devotion. Humiliating them in their chosen art form is payment enough.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	2	2	2	1	1	—

Prerequisites

The character must have obtained the class *Swordsman* and attained 12th level in *Disarming Opponents* and in wielding any sword.

Talents

Pressing Advantage with Swords

Skills

Specialized in: *Disarming Opponents*, *Florentine*

Weapon Proficiencies

Expert in: wielding any single sword of the character's choosing

"Of course, respect demands more than that the laws of chivalry be followed meticulously. It also needs a nice wardrobe."

Miner

Miners hew stone, dig minerals, and create the myriad dungeons that house many adventures. This arduous work requires a sturdy back and sturdier equipment. Pulverizing rock necessitates swinging huge picks and heavy hammers. A miner can determine the structural soundness of rock formations and stone structures.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	2	—	—	2	—	—

Prerequisites

The character must find an ore-rich vein, attain 5th level in *Prospecting* or *Tunneling*, and attain 6th level in wielding any pick or hammer.

Talents

Iron Grip

Skills

Expert in: Pricing Uncut Gems

Specialized in: *Tunneling*

Versed in: Finding Secret Doors in Stone Structures, Mining, Setting Structural Traps

Reviewed in: Blasting Rock, Masonry

Areas Of Mundane Lore

Versed in: Stone Lore

Weapon Proficiencies

Specialized in: wielding picks and hammers

Alternates

In worlds without gunpowder, substitute *Blasting Rock* with *Specialized in Mining*.

Musketeer

These flamboyant riflemen gallantly defend their nation and their honor when either is threatened. Noble of mind, musketeers always hold the security of the country above their own reputations. Nevertheless, they always seem to defend their integrities first. After all, an honorable nation requires respectable guards. Of course, respect demands more than that the laws of chivalry be followed meticulously. It also needs a nice wardrobe.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	1	1	—	—

Alignment Restrictions

Character must be *Lawful*

Prerequisites

The character must have attained 6th level in *firing Dueling Pistol* and in *wielding Rapier*.

Talents

Dancing, Etiquette, Holding Liquor, Quickdrawing

Skills

Versed in: Weapons Resourcefulness

Reviewed in: Grappling, Horsemanship

Weapon Proficiencies

Specialized in: firing *Musket*

Versed in: firing *Dueling Pistol*, wielding *Rapier*

Alternates

In worlds without gunpowder, this class is unavailable.

Mystic

Mysticism is the branch of Arcane Lore that delves into the mysteries of other worlds and their effects on this one. Mystics alter the fabric of space and time. They can make creatures age quickly, change the physical size or location of an object, or create extra-dimensional rooms. After attaining greater power, they can travel through portals to other planes of existence or travel vast distances in the twinkling of an eye. These abilities often prove invaluable when toppling nations or overthrowing powerful warlords.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	1	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in 2 of the following: Spirit, Matter, Motion, and Rest
- 10th level in *Spirit, Matter, Motion, or Rest*

Talents

Familiarizing, Magic Sense, Reading and Writing

Areas Of Arcane Lore

Versed in: Spirit, Matter, Motion, and Rest

Areas Of Mundane Lore

Versed in: Mathematics

Naval Officer

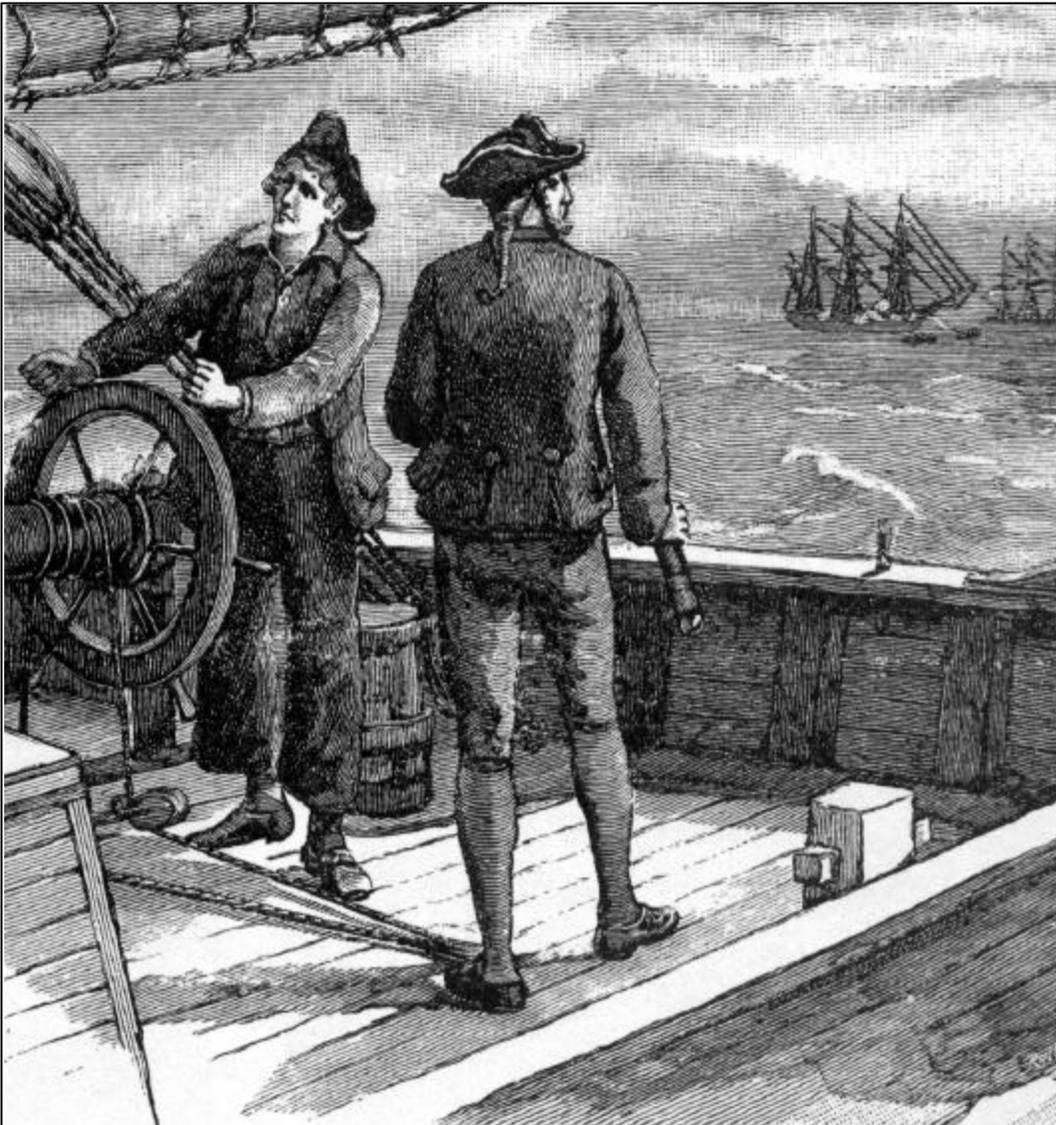
The romantic lure of military service and the prestige of a commander's uniform draws many sailors into their country's navy. Many dream of the medals of valor their king will bestow on them. Their mind ponders the commendations they will earn for their brilliant military strategies. For some, these fantasies come true. Nevertheless, the fierce competition in her majesty's navy allows only the most masterful and creative officers to rise to the higher offices of Captain and Admiral.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	—	—	—	1	—	—

Alignment Restrictions

Character cannot be *Unlawful*



Prerequisites

The character must have attained 6th level *Seamanship* and in wielding *Cutlass* or *Cat-O-Nine-Tails*.

Talents

Ciphering, Reading and Writing, Swimming

Skills

Specialized in: *Seamanship*

Versed in: Inspiring Loyalty, Navigating

Reviewed in: Raising Morale

Areas Of Mundane Lore

Versed in: Seafaring Lore

Weapon Proficiencies

Specialized in: wielding *Cutlass*, wielding *Cat-O-Nine-Tails*

Versed in: firing *Cannon*

Alternates

In worlds without gunpowder, substitute firing *Cannon* with *Versed* in firing *Ballista* and *Reviewed* in throwing *Grappnel*.

Necromancer

A necromancer is a dark mage who delves into the forbidden lore of summoning the dead from their graves in order to bring their subjects to a state between life and death. Necromantic powers can be used to both create and enslave the restless dead. Needless to say, few cultures condone the practice of these diabolical secrets. After all, nobody likes waking up to find his dearly departed mother standing over him with a meat cleaver. Necromancers, therefore, often stay clear of civilization.

Many of this breed promote their practices as mere parlor entertainment or, at worst, as the socially acceptable profession of "channeling." True necromancers, though, go far beyond the séances and visitations of psychics and charlatans. Their true interest lies in learning sufficient personal information about a recently deceased spirit to rebind it to its lifeless corpse and animate it as an unwilling slave. Most of the spells in a necromancer's repertoire create zombies, wights, skeletons, and other mindlessly obedient horrors..

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	3	—	3	—

Alignment Restrictions

Character must be *Evil*



"No one likes waking up to find his dear, departed mother standing over him with a meat cleaver."

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in two: *Spirit, Mind, Dust, Bone*
- 9th level in *Spirit, Mind, Dust, or Bone*

Talents

Reading and Writing, Reading Hieroglyphics

Areas Of Arcane Lore

Versed in: *Spirit, Mind, Dust, and Bone*

Areas Of Mundane Lore

Expert in: *Ghost Lore*

Paladin

A paladin is a holy knight who seeks out evil to combat. When faced with impossible odds, a paladin bravely trusts in the righteousness of his cause and strictly follows the holy laws passed down from his god. To aid these devoted followers, the gods grant them magical powers. Paladins, therefore, gain levels in *Piety*. They may choose spells from the categories of **Battle** and **Healing**. In return, the deity expects paladins to use most of the treasure they acquire to aid the poor and strengthen the faith of the deity's followers.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	1	0	—	—	—	2

Alignment Restrictions

Character must be Social, Lawful, and Good

Prerequisites

The character must have completed a major holy quest for his deity, obtained knighthood (via the *Knight* class) and attained 10th level in *Jousting* and 12th level in any large or medium hand-held weapon

Talents

First Aid, Reading and Writing

Skills

Expert in: *Jousting, Horsemanship*

Versed in: *Piety*

Reviewed in: *Disarming Opponents*

Areas Of Mundane Lore

Expert in: *Chivalry*

Patriarch

When a cleric has shown that his devotion to his deity is far above those of even the most faithful followers, his

deity rewards him with spells of awesome power. He gains the ability to cast **Battle** and **Wrath** religious spells. He is instructed to use the powers in protecting his faith from corruption and evil.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	2	—	—	1	—	3

Alignment Restrictions

Must have the same alignment as his chosen deity

Prerequisites

The character must complete a major quest in aid to his deity and must have attained 11th level in *Piety*.

Talents

Attracting Followers

Skills

Expert in: *Piety*

Weapon Proficiencies

Versed in: wielding his deity's major weapon. If the deity does not wield a weapon, the character may choose a single weapon used by the god's priests (the god's description in the "**Pantheons of the Gods**" details the weapons utilized by the priesthood).

Pickpocket

Pickpockets pilfer precious prizes. The best of these light-fingered thieves nimbly lift rings from fingers, helms from heads, broaches from breasts, and cloaks from backs. Pickpockets attempt to bend into city crowds while finding the fattest purses possible.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	0	3	0	—	—

Alignment Restrictions

Character cannot be *Lawful*

Prerequisites

The character must satisfy one of the following groups of requirements: 5th level in *Hiding in Crowds* and *Picking Pockets* and 8th level in *Picking Pockets*

Talents

Concealing Small Items

Skills

Expert in: *Picking Pockets*

Versed in: *Hiding in Crowds, Pricing Jewels*

Areas Of Mundane Lore

Versed in: *Guild Lore*

Pirate

Pirates ruthlessly rob sea vessels traveling established shipping lanes. They often come ashore to raid and burn seacoast towns. These cutthroats show no mercy for defenseless ships or their passengers. They take special delight in forcing prisoners to “walk the plank.” Of course, any captured woman not sold into slavery is killed to prevent any misfortune. After all, the female's presence on the raided ship certainly brought tremendous bad luck to those vanquished. The captain of a pirate vessel receives most of the stolen booty accumulated through his ship's efforts. His underlings, understandably, rarely feel content. Stories abound of crews turning on pirate captains immediately after burying treasure. Certainly many are true.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	—	1	—	—	—



Alignment Restrictions

Character must be *Unlawful*

Prerequisites

The character must have the *Swimming* talent, must have attained 7th level in *Seamanship* and in wielding a medium sword, and must satisfy one of the following groups of requirements:

- 7th level in *Identifying Poisons*, *Opening Locks* and *Urban Stealthing*
- 6th level in firing Cannon
- 7th level in firing Pistol

Talents

Backstabbing, Holding Liquor, Quickdrawing Pistols

Skills

Versed in: Opening Locks, Pricing Jewels, and Urban Stealthing

Reviewed in: Finding Traps, Identifying Poisons, Navigating, Seamanship, Setting Large Traps, Torturing, and Weapons Resourcefulness

Areas Of Mundane Lore

Versed in: Seafaring Lore

Weapon Proficiencies

Specialized in: firing *Pistol*, firing *Cannon*

Versed in: wielding medium swords

Alternates

In worlds without gunpowder, substitute the talent Quickdrawing Pistols and firing Pistols with Deadly Aiming with Throwing Dagger and Specialized in throwing Dagger.

“Of course, any captured woman not sold into slavery is killed to prevent any misfortune.

After all, the female's presence on the raided ship certainly brought tremendous bad luck to those vanquished.”

Prophet

Whenever a god needs to direct his flock of worshippers, he reveals his instructions to one of his own select group of prophets. In turn, the prophet loudly proclaims his god's commandments and predictions to all his followers. A god's followers must have absolute trust in his prophets when a god reveals vital commandments. To insure this, the god gives his prophets the power to answer questions posed by the god's followers in more mundane matters. By building a history of fulfilled prophecies, a prophet gains the trust and respect of his people. Thus, his deity bestows on him the power to cast religious spells from the categories of **Divination** and **Miracle**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	2	—	3

Alignment Restrictions

Character must have the same alignment as his chosen deity

Prerequisites

The character must have attained 12th level in *Piety*.

Talents

Attracting Followers, Reading and Writing, Reading Archaic Languages, First Aid

Skills

Specialized in: *Piety*

Versed in: Inspiring Loyalty

Puffer

Puffers are basically Alchemist wannabees. They gain their name from the colorful puffs of smoke arising from their chimneys due to their alchemic studies. Since the alchemists continuously strive to maintain a monopoly on production of their wares, there is a great animosity between them and the puffers. The puffers haven't perfected the arts of manufacturing many of the potions alchemists are famous for, and it is a rare puffer who can get ahold of any potion formula having any Arcane Lore requirements over 5th level. This is because the

“The pythia made his proclamation: ‘If you cross the river, a great army will fall.’ Taking this as an excellent omen, the general immediately set about his conquest and forded the river in question. Unfortunately, it was not his enemy’s great army that fell on that day. It was his own.”

alchemists will only barter or sell their formulas to other fully-fledged alchemists. The puffers claim they only want an honest day's pay for an honest day's work and condemn the alchemists for their greed. Of course, if an opportunity arises for a puffer to attain the status of alchemist, he will undoubtedly jump at the chance.

The puffer's plight is often so bad, he cannot afford to even buy bottles to contain his elixirs. To survive, he must craft his glassware personally from sand, hot coal, and sturdy set of lungs.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	0	—	1	2	2	—

Prerequisites

The character must have attained 4th level in Identifying Elixirs, Identifying Poisons, and Manufacturing Hallucinogenic Poisons

Talents

Glass Blowing, Reading and Writing

Skills

Specialized in: Identifying Elixirs

Versed in: Identifying Poisons, Manufacturing Hallucinogenic Poisons, and Manufacturing Toxic Poisons

Areas of Arcane Lore

Reviewed in: Hot, Wet, Cold, and Dry

Pyromancer

Pyromancers are some of the most feared spellcasters that exist. Their almost religious interest in all aspects of fire gains them great advantage when encountering an aggressive opponent. Unfortunately, a pyromancer has little more than offensive power. By the subject's very nature, the pyromancer's art is almost exclusively destructive.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	2	1	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 8th level in *Sun, Fire, Hot or Flame*
- 4th level in two of the following lores: *Sun, Fire, Hot, and Flame*

Areas Of Arcane Lore

Versed in: Sun, Fire, Hot, and Flame

Pythian Priest

A pythia is a cleric of the ancient Greek mythology. They are great advocates of athletic competition and heroic games. In fact, the Pythian games may have been the precursors to the more famous Olympian games.

The most famous Pythian priests lived at Apollo's temple in Delphi. Travelers from many lands would trek to Delphi to hear their wise prophecies. One such general was said to inquire about his army's fortune in an upcoming battle. The pythia made his proclamation: "If you cross the river, a great army will fall." Taking this as an excellent omen, the general immediately set about his conquest and forded the river in question. Unfortunately, it was not his enemy's great army that fell on that day. It was his own.

Pythian priests are given the power to cast religious spells from the categories of **Divination** and **Miracle**. For more information on the Greek mythology and the added training given to priests of its various deities, see "Pantheons of the Gods" in *The Manual of Mythology*.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	2	—	2	—	2

Alignment Restrictions

Character must have the same alignment as his chosen deity.

Mythological Restrictions

Character must be a follower of the Greek religion.

Prerequisites

The character must have attained 5th level in *Piety*

Talents

Acrobatics, Long Jumping, Swimming, Tumbling

Skills

Versed in: *Piety*

Reviewed in: *Grappling*

Weapon Proficiencies

Versed in: Throwing *Javelin*



Raider

Raiders track caravans across vast distances to overpower them by force and take the valuables they transport. When business is slow, a raider will not hesitate to charge into the nearest town to satisfy his greed for wealth and power. Most raiders lack all morals and keep few friends. Nevertheless, a crafty raider attracts many followers wanting to share in his fortune and notoriety. A few even build up enough force to overthrow entire townships from which they build small empires.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	1	—	0	—	—

Alignment Restrictions

Character cannot be *Lawful*

Prerequisites

The character must attain 6th level in *Horsemanship* or *Rural Stealthing*

Talents

Attracting Followers, Holding Liquor

Skills

Specialized in: *Horsemanship*, *Rural Stealthing*

Versed in: *Passing Without a Trace*, *Tracking*

Reviewed in: *Climbing Walls*

Weapon Proficiencies

Versed in: *wielding swords*, *shooting bows*

Ranger

Rangers live in the outdoor settings that they love. These honorable individuals protect the interests of nature and the safety of the wilderness by destroying any evil they encounter. A ranger enjoys the company of all types of people provided they basically agree with his environmental philosophies. Although students of this noble trade fight well, they consider fighting a last resort.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	—	—	2	—	0

Alignment Restrictions

Character must be *Good* and cannot be *Antisocial* or *Unlawful*

Prerequisites

The character must attain 10th level in wielding *Longsword* or *Quarterstaff* and must satisfy one of the following groups of requirements:

- *9th level in Rural Stealthing and Tracking*
- *10th level in Passing Without a Trace and Rural Stealthing*
- *11th level in Rural Stealthing and Faery Lore*

Talents

Crafting Bows, *Etiquette*, *Locating Water*, *Map Making*, *Playing Instruments*, *Skinning Animals*, *Swimming*

Skills

Specialized in: *Rural Stealthing*

Versed in: *Creating Herbal Balms*, *Passing Without a Trace*, *Tracking*

Reviewed in: *Horsemanship*, *Navigation*, *Raising Morale*, *Remedying Ailments*

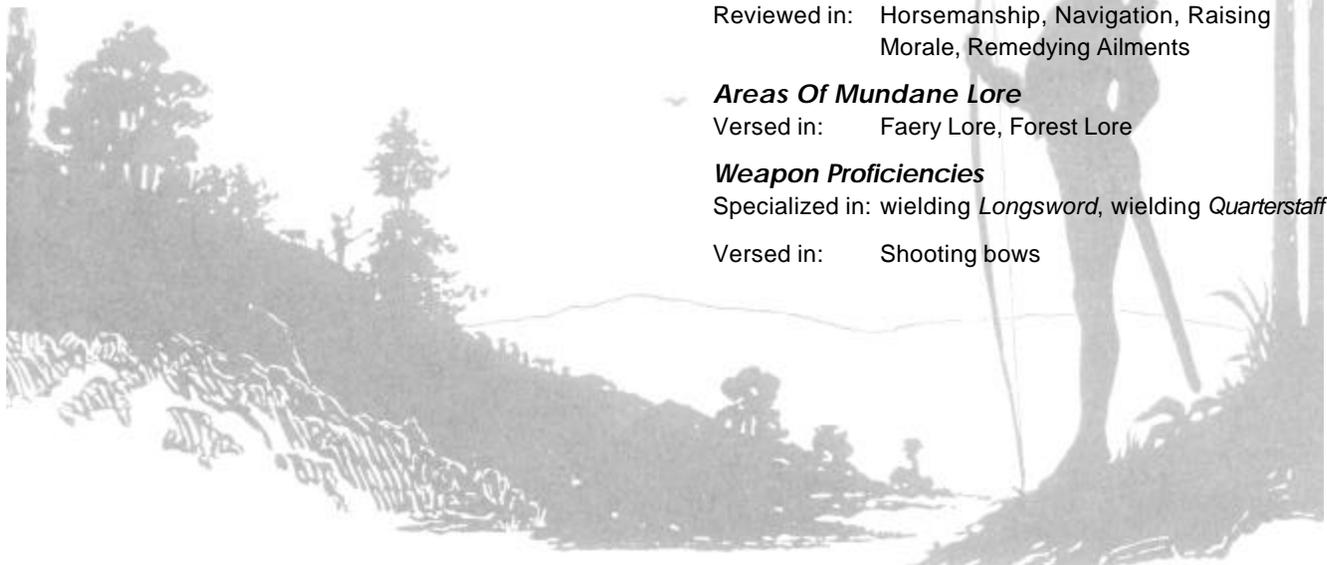
Areas Of Mundane Lore

Versed in: *Faery Lore*, *Forest Lore*

Weapon Proficiencies

Specialized in: *wielding Longsword*, *wielding Quarterstaff*

Versed in: *Shooting bows*



Safe Cracker

Cracking safes for a living requires steady hands, keen hearing, and intensive training. Most thieves only dream of tackling the tough jobs these individuals undertake. Although medieval locks and safes were crude by modern standards, it still took a highly talented robber to open the vaults of jewelry stores and banks. On a particularly tough lock, a safe cracker occasionally resorts to the crude measure of blasting it open with black powder.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	3	2	—	—

Alignment Restrictions

Character must be *Unlawful*

Prerequisites

The character must have attained 7th level in *Opening Locks*

Talents

Locksmithery

Skills

Specialized in: Opening Locks, Listening Through Doors

Versed in: Finding Traps, Removing Traps, Setting Booby Traps

Reviewed in: Urban Stealthing, Demolition

Areas Of Mundane Lore

Versede in: *Mechanism*

Reviewed in: *Guild Lore*

Alternates

In worlds without gunpowder, substitute *Demolition* with *Finding Secret Doors*.

Sagamore

Sagamores lead barbaric tribes into battle bestowing upon them the blessings of their gods. Tribal leaders often seek out the advice of sagamores in determining favorable times to battle enemies. A tribe boasting a powerful sagamore has great advantages over any tribe lacking one. The sagamore gives both moralistic and magical support to the brave warriors that follow the teachings of his deity. Occasionally, a sagamore saves an injured combatant from certain death. For this favor, the sagamore earns that fighter's servitude until the favor is returned. A sagamore may cast spells from the spell categories of **Battle** and **Wrath**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	—	—	—	—	2

Alignment Restrictions

Character must have the same alignment as his chosen deity

Mythological Restrictions

Character must be a follower of the primitive Celtic or Slavonic religions. In addition, he must be a member of a tribal community.

Prerequisites

The character must complete a major quest for his deity and attain 6th level in throwing *Spear*, wielding *Hand Axe*, *Tracking*, *Horsemanship*, and *Rural Stealthing*.

Skills

Versed in: Piety, Tracking, Rural Stealthing

Reviewed in: Inspiring Loyalty

Weapon Proficiencies

Versed in: throwing *Spear*, wielding *Hand Axe*, wielding his deity's major weapon. If the chosen deity does not personally wield a weapon, the character may select a single weapon utilized by the god's priests (the deity's description in the "**Pantheons of the Gods**" details the weapons used by the priesthood).

Sem-Priest

A sem-priest is a cleric of the ancient Egyptian temples. As are all Egyptian priests, sem-priests are required to be entirely clean-shaven. This includes not only the beard and head—every bit of hair on a sem-priest's body must be removed. Despite the restrictions normally placed on the Egyptian priesthood regarding leather garments, sem-priests usually clothe themselves in the skins of leopards. They often wield daggers, known as netjeri blades, which are fashioned from meteoric iron.

Sem-priests are given the power to cast religious spells from the categories of **Nature** and **Symbol**. For more information on the Egyptian cults and the added training given to priests of the various Egyptian deities, see "**Pantheons of the Gods**" in *The Manual of Mythology*.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	1	—	—	2	—	2

Alignment Restrictions

Character must have the same alignment as his chosen deity.

Mythological Restrictions

Character must be a follower of the Egyptian religion.

Prerequisites

The character must have attained 5th level in *Piety*

Talents

Gardening, Reading Hieroglyphics, Skinning Animals

Skills

Versed in: *Piety*

Reviewed in: Animal Training, Finding Secret Doors in Stone Structures, Setting Structural Traps

Weapon Proficiencies

Specialized in: wielding *Dagger*

Shaman

Also known as witchdoctors and medicine men, shamens care for the spiritual and physical health of barbarian tribes. A shaman, able to speak with "the spirits," performs his magic by commanding evil to flee and good to remain. Faithful to the pure intentions of good spirits, he beseeches them to heal wounded tribesmen or to bring rain. By banishing the evil spirits lurking in the bodies of the sick and dying, he restores them to health. Needless to say, tribes regard their witchdoctors among the most worthy of tribesmen. A shaman may cast *Piety* spells in the **Healing** and **Nature** categories.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	2	—	—	—	—	1

Alignment Restrictions

Character must be *Good*

Mythological Restrictions

Character must be a follower of the primitive Celtic or Slavonic religions. In addition, he must be a member of a tribal community.

Prerequisites

The character must complete a major holy quest for his deity, attain 7th level in wielding his deity's major weapon and attain 6th level in either *Passing Without a Trace* or *Creating Herbal Balms*.

Skills

Versed in: Creating Herbal Balms, Remedying Ailments

Reviewed in: *Piety*

Areas Of Mundane Lore

Versed in: Ghost Lore



Sheik

A Sheik is a ruler of an Arabian village, town, or tribe. Quite often, he is looked upon as a sort of religious leader, although he is not necessarily a priest. His main duty is in leading his tribe's army in the defense of his people. For his bravery, his people reward him with gifts that may be viewed as a form of tax. The more courage he shows, the greater his people will reward him. A mighty warrior will surely become known as "a man with many goats."

Like the saracen warriors he commands, a sheik always wears loose fitting robes to remain cool in the hot desert



air. He will never consider wearing armor of any type, but will at times carry a shield that is often used as a sun block.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	2	—	0	—	0

Alignment Restrictions

Character cannot be *Unlawful*

Mythological Restrictions

Character must be a follower of the ancient Babylonian / Assyrian religion.

Prerequisites

The character must attain 8th level in wielding *Scimitar* and *Horsemanship* and 6th level in *Desert Lore*

Talents

Etiquette, Holding Liquor, Locating Water, Superb Balancing

Skills

Specialized in: *Horsemanship*

Versed in: Disarming Opponents

Reviewed in: Raising Morale

Areas Of Mundane Lore

Versed in: Desert Lore

Weapon Proficiencies

Specialized in: wielding *Scimitar*

Sherwood Outlaw

Robin Hood immortalized the Sherwood Outlaw. He and his band of merry men defied the local Sheriff of Nottingham by hunting in the royal forests. These outlaws feel great empathy for the poor peasants and serfs of the land and always strive to aid them. They feel that the taxes imposed on these underprivileged people serve no purpose other than making the wealthy even richer. Thus, these thieves always steal money from the rich and give it to the poor. In fact, a Sherwood Outlaw will always give no less than half of his booty to the peasantry.

A Sherwood Outlaw's method of highway robbery is particularly unique. Normally, several of these outlaws will wait in ambush for a passing noble or merchant. When one rides by, one of the outlaws will step out from the bushes, disguised as a poor peasant, and beg for a small sum of money. If the nobleman cheerily gives over the requested sum, he is allowed to pass by unhindered. On the other hand, if he ignores the "beggar's" pleas, the other outlaws will emerge to relieve the wealthy passer of his entire purse. Any resistance forces the outlaws to strip the nobleman to his underwear. Rarely will a Sherwood Outlaw kill a "benefactor," and then only in self-defense.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	—	0	—	0	—	—

Alignment Restrictions

Character cannot be *Lawful* and must be *Social* and *Good*

Prerequisites

The character must have attained 5th level in wielding *Quarterstaff* or shooting *Long Bow*

Talents

Crafting Bows, Crafting Wooden Weapons, Disguising, Etiquette, First Aid, Fletching Arrows, Sign Language, Throwing Voice, Tumbling

Skills

Versed in: Grappling, Rural Stealthing, Tracking

Reviewed in: Creating Herbal Balms, Passing Without a Trace

Areas Of Mundane Lore

Versed in: Forest Lore

Weapon Proficiencies

Versed in: wielding *Quarterstaff*, shooting *Long Bow*

Sorcerer

Sorcerers are the most evil spellcasters, rotten to the core. They use their power and knowledge to create new forms of pain and suffering. The mad light in a sorcerer's eyes betrays his wildly violent and dark personality. Even his closest friends feel uneasy when his eyelash starts twitching or his hands begin to shake in anticipation of his next victim.

Sorcery is the study of the vital humors, or fluids, of the human body. These liquids must remain in perfect balance to keep a body healthy and a mind sane. Unfortunately, magic can much more easily throw these humors wildly out of balance than bring them to equilibrium. Because of this, all good intentioned research in Sorcery as a means of health care was abandoned centuries ago. Nevertheless, spellcasters interested in bringing about disease, pain, and death to their enemies continued studying how to most effectively create imbalances. This branch of research now holds a reputation as the vilest form of dark lore.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	0	—	2	—	2	—

Alignment Restrictions

Character must be *Evil*

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in two of the following *Areas of Arcane Lore*: Bile, Blood, Flesh, Mind, and Phlegm
- 11th level in *Bile, Blood, Flesh, Mind, or Phlegm*

Talents

Familiarizing, Magic Sense, Minor Surgery

Skills

Reviewed in: Harvesting Venoms

Areas Of Arcane Lore

Versed in: Bile, Blood, and Phlegm

“The mad light in a sorcerer's eyes betrays his wildly violent and dark personality. Even his closest friends feel uneasy when his eyelash starts twitching or his hands begin to shake in anticipation of his next victim.”

Reviewed in: *Flesh and Mind*

Reviewed in: Guild Lore, Mechanism

Weapon Proficiencies

Reviewed in: wielding *Kris*

Spy

Kings employ spies who infiltrate enemy fortresses to bring back information vital to political or military victories. A spy does this by first obtaining the confidence of low government officials through expensive gifts and outlandish compliments. They then introduce themselves to higher and higher ranking officials using their newly acquired “friends” as references. The spy keeps up this process until he becomes the king's personal butler, guard, or advisor. Any information he obtains he hands over to the scouts his employer sends as message carriers.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	2	1	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in *Listening Through Doors* and 7th level in *Urban or Rural Stealthing*
- 5th level in *Finding Secret Doors*, *Finding Traps*, and *Rural Stealthing*
- 6th level in *Urban Stealthing and Opening Locks*

Talents

Backstabbing, Ciphering, Disguising, Etiquette, Reading Lips, Reading and Writing, Speaking Foreign Languages, Throwing Voice

Skills

Specialized in: Interrogating, Listening Through Doors, Urban Stealthing

Versed in: Finding Secret Doors, Identifying Poisons, Opening Locks

Reviewed in: Forging Documents, Hiding in Crowds, Picking Pockets

Areas Of Mundane Lore

Reviewed in: *Guild Lore*

Stavesman

Stavesmen live a rather focused existence. They have found the thrill of battling other stavesmen in bouts and tournaments to be exhilarating in the extreme. To this

end, they diligently train on the skills of balance and blurringly fast attack.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
0	0	2	—	—	—	—

Prerequisites

The character must attain 6th level in wielding *Quarterstaff*.

Talents

Crafting Wooden Weapons, Long Jumping

Skills

Versed in: Disarming Opponents

Reviewed in: Tightrope Walking

Weapon Proficiencies

Specialized in: wielding *Quarterstaff*

Swashbuckler

“Jovial to the end, swashbucklers often swill rum, mead, or wine when engaged in combat and laugh heartily at their own mistakes in battle.”

These flamboyant swordsmen travel far and wide in search of adventure. Many stories tell of swashbucklers swinging on chandeliers to quickly rescue maidens. They relate how these characters leap from ship to ship to combat rivals with swordplay. Although many swashbucklers constantly break the laws of established governments, all seek merely to have a good time. Jovial to the end, swashbucklers often swill rum, mead, or wine when engaged in combat and laugh heartily at their own mistakes in battle.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	2	2	0	—	—

Alignment Restrictions

Character must be *Social*

Prerequisites

The character must have the *Swimming* talent and must have attained 8th level in wielding Sabre, Cutlass, or Foil.

Talents

Acrobatics, Dancing, Etiquette, Holding Liquor, Speaking Foreign Languages

Skills

Specialized in: Disarming Opponents, Florentine, Weapons Resourcefulness

Versed in: Inspiring Loyalty, Navigating, Raising Morale

Reviewed in: Climbing Walls, Seamanship

Weapon Proficiencies

Versed in: wielding *Sabre*, *Cutlass*, and *Foil*

Swordsman

A swordsman views his uncanny skill with blades as an art form rather than as a mundane trade used to earn wages. The constant "parry, thrust, thrust, parry" motions of his practice quickly earn contempt from companions. Nevertheless, a true swordsman never allows others to keep him from his hobby. A swordsman's goal is to make his weapon a part of himself that he maneuvers as easily as his arm. Although most swordsmen good-naturedly take jokes concerning their devotion, they look down on those who fail to recognize the fluid grace of swordplay.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	0	—	1	—	1	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in Disarming Opponents and in wielding any sword
- 8th level in Florentine and in wielding any sword.

Talents

Quickdrawing, Sword Breaking, Sword Throwing, Weaponry Care

Skills

Versed in: Disarming Opponents, Florentine

Weapon Proficiencies

Specialized in: wielding *Swords*

“A swordsman's goal is to make his weapon a part of himself that he maneuvers as easily as his arm. Although most swordsmen good-naturedly take jokes concerning their devotion, they look down on those who fail to recognize the fluid grace of swordplay.”

Thaumaturgist

Thaumaturgy is perhaps the most fundamental of all branches of Arcane Lore. The term “thaumaturgy” literally means “the study of miracles” and can be viewed as a form of meta-magic. In other words, thaumaturgists delve into the inner workings of magical energy. To convey complex magical concepts to other spell casters, thaumaturgists created an intricate alphabet of glyphs, sigils, and runes. These symbols are combined, mutated, and shuffled to create magical scrolls used by all students of arcane lore.

Expert calligraphers, thaumaturgists can create exploding glyphs, protecting wards, and magical sigils to guard their homes from unwanted visitors. Only foolish thieves believe they can outwit a thaumaturgist without suffering highly unpleasant consequences.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	3	2	1	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in two of the following lores: Triangle, Tetrangle, Pentacle, and Star
- 8th level in Triangle, Tetrangle, Pentacle, or Star

Talents

Artistry, Ciphering, Familiarizing, Magic Sense, Reading and Writing, Reading Archaic Languages

Skills

Reviewed in: Forging Documents

Areas Of Arcane Lore

Versed in: Triangle, Tetrangle, Pentacle, and Star

Areas Of Mundane Lore

Versed in: Mathematics

Tomb Robber

Tomb Robbers spend their lives searching through ancient manuscripts, incomprehensible runes, and crumbling maps. Their endeavors all aim at a specific goal: to be the first to discover a crypt of a long dead pharaoh, king, or hero. Doing so promises untold wealth and prosperity in return for the arduous search.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	—	—	2	—	—

Prerequisites

The character must attain 5th level in *Rural Stealthing* and *Weapons Resourcefulness* and must attain 6th level in either using *Whip* or throwing *Dagger*.

Talents

Concealing Small Items, First Aid, Map Making, Quick drawing, Reading Archaic Languages, Reading Hieroglyphics

Skills

Specialized in: Finding Secret Doors in Stone Structures

Versed in: Finding Traps, Removing Traps, Rural Stealthing, Weapons Resourcefulness

Reviewed in: Appraising, Disarming Opponents, Pricing Jewels

Areas Of Mundane Lore

Versed in: Ghost Lore

Weapon Proficiencies

Specialized in: wielding *Whip*

Versed in: throwing *Dagger*

Trap Specialist

A trap specialist masters the art of designing and constructing traps in a variety of situations. All of these tinkers have a keen mechanical aptitude and a morbid fascination with inflicting pain.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	3	3	1	—

Prerequisites

The character must be 9th level in one of the following: *Setting Booby Traps*, *Setting Rural Traps*, *Setting Structural Traps*.

Talents

Reading and Writing, Ciphery, Crafting Bows, Crafting Wooden Weapons, Fashioning Siege Machines

Skills

Expert in: Finding Traps, Removing Traps

Specialized in: Setting Booby Traps, Setting Rural Traps, Setting Structural Traps

Reviewed in: Carpentry, Masonry

Areas Of Mundane Lore

Specialized in: *Mechanism*

“His overall image is that of a polished, refined gentleman, but his soul is that of a criminal mastermind.”

Villain

A villain is an unscrupulous character who presents a charming and likable facade. The classical picture of a villain is that of a tall man dressed in a black overcoat and top hat. He invariably grows a sporty handlebar mustache that is always neatly groomed. He usually carries a cane in which is hidden the long, thin blade of his weapon. His overall image is that of a polished, refined gentleman, but his soul is that of a criminal mastermind.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	2	2	—	—

Alignment Restrictions

Character must be *Unlawful* and cannot be *Good*

Prerequisites

The character must satisfy two of the following groups of requirements:

- 8th level in firing *Pistol* or wielding *Foil*
- 7th level in *Urban Stealthing* and *Hiding in Crowds*
- 7th level in *Opening Locks* and *Listening Through Doors*
- 9th level in *Rural Stealthing*

Talents

Beguiling, Concealing Small Items, Dancing, Etiquette, Reading and Writing, Sleight of Hand, Snobbery, Wine Tasting

Skills

Specialized in: Rural Stealthing, Urban Stealthing

Versed in: Opening Locks

Reviewed in: Appraising, Hiding in Crowds, Identifying Poisons, Listening Through Doors, Picking Pockets

Weapon Proficiencies

Versed in: wielding *Foil* and firing *Pistol*

Alternates

In worlds without gunpowder, substitute firing *Pistols* with shooting *Blowgun*

Volkhv Priest

A volkhv priest is a cleric of the ancient Slavonic mythology. As the Slav religion is highly primitive, its priests are highly versed in the faery folklore of the common peasantry. In fact, the Slavonic religion is a barely disguised folklore itself.

Slavonic lore holds horses in high regard. Volkhv priests are renowned for the training they give to war steeds.

Volkhv priests are given the power to cast religious spells from the categories of **Battle** and **Divination**. For more information on the Slavonic mythology and the added training given to priests of its various deities, see “**Pantheons of the Gods**” in *The Manual of Mythology* $\hat{\circ}$.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	2	—	2	—	2

Alignment Restrictions

Character must have the same alignment as his chosen deity.

Mythological Restrictions

Character must be a follower of the Slavonic religion.

Prerequisites

The character must have attained 6th level in *Piety*

Talents

Crafting Bows, Crafting Wooden Weapons, Fletching Arrows, Knapping

Areas Of Mundane Lore

Versed in: Faery Lore, Forest Lore

Skills

Versed in: Animal Training, Horsemanship, Piety

Weapon Proficiencies

Versed in: Shooting *Bow*

Warlord

A Warlord is a leader who retains his power through the use of brute force. Anyone disagreeing with the laws and dictates of a Warlord may express his displeasure at court. The hearing process is simple. The disgruntled person speaks loudly and openly the facts of his grievances and reasoning behind them. When the orator finishes, the Warlord leans back on his throne

“The hearing process is simple: When the orator finishes, the Warlord leans back on his throne and scratches his chin ...Next, the Warlord leaps, sword in hand, ramming his blade deep into the abdomen of the speaker. At this point, court is over and all other protestors shuffle on home.”

and scratches his chin while he considers the arguments. Next, the Warlord leaps, sword in hand, ramming his blade deep into the abdomen of the speaker. At this point, court is over and all other protestors shuffle on home.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
4	2	—	—	—	—	0

Alignment Restrictions

Character cannot be *Good*

Prerequisites

The character must have the *Warrior* class and must attain 12th level in wielding a large hand held weapon.

Talents

Attracting Followers, Reduced Encumbrance in Any Form of Armor

Skills

Versed in: Inspiring Loyalty, Horsemanship, Raising Morale

Weapon Proficiencies

Expert in: wielding one large hand held weapon of his choice

Warrior

Warriors are ruthless. Do NOT play against them! When one of these lustful, vengeful, immoral creatures joins a party, he'd better get his own way. Warriors have no qualms about performing their trade on fellow party members. Because of their brutish and macho self-images, warriors scorn little prissy weapons such as daggers and short swords. They know that the only efficient way to observe brains is with a single, clean blow of a REAL weapon!

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
3	1	—	—	—	—	—

Alignment Restrictions

Character cannot be *Social* or *Good*

Prerequisites

The character must have attained 8th level in wielding a large hand held weapon.

Talents

Iron Grip, Reduced Encumbrance in Chainmail, Weaponry Care

Weapon Proficiencies

Specialized in: wielding large hand held weapons

Wise Man

Wise men study the logic of nature and the validity of various philosophies. As he spends so much of his time simply asking "what if?", a wise man rarely finds himself lacking a thoughtful answer to the normally shallow questions posed him. This wisdom, though, never inflates his ego. The more he learns, the more he discovers hidden questions for which he has no answer. As these unusual individuals come more in touch with their surrounding universe, the power they have over it increases. Many choose to follow the teachings of deities from which they realize they can learn much. A wise man may cast *Piety* spells from the categories of **Divination** and **Nature**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	3	2	2

Alignment Restrictions

Character must be *Lawful* and *Good*

Prerequisites

The character must have attained 8th level in *Animal Training* and *Creating Herbal Balms*.

Talents

First Aid, Gardening, Reading and Writing

Skills

Specialized in: Animal Training, Creating Herbal Balms, Remedying Ailments

Versed in: Piety, Interrogating

Witch

From Baba Yaga to the Good Witch of the North, witches and warlocks have remained legendary for centuries. Many famous fables include a withered old crone selling poisoned fruits or a beautiful enchantress aiding lost travelers. These tales relate various facets of witchcraft and the higher orders of black and white magic.

Witchcraft is neither a collection of demonic rituals nor a collection of wondrous special effects. Rather, it is a form of magic that works with faeries and nature to attain desired ends.

Witchcraft summons the forces of nature and seeks the favor of faeries to accomplish the witch's goals. It is a simple and informal art in which most spellcasting lore is passed by word of mouth. On the rare occasions when spells are written, it is in a crude, recipe format which is readable by any witch or warlock (regardless of the talent *Reading and Writing*).

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	2	—	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in two of the following lores: Autumn, Spring, Summer, and Winter.
- 10th level in Autumn, Spring, Summer, or Winter.

Talents

Familiarizing, First Aid, Magic Sense

Areas Of Arcane Lore

Versed in: Autumn, Spring, Summer, and Winter

Areas Of Mundane Lore

Versed in: Faery Lore, Forest Lore

Skills

Reviewed in: Creating Herbal Balms

“Witchcraft is neither a collection of demonic rituals nor a collection of wondrous special effects. Rather, it is a form of magic which works with faeries and nature to attain desired ends.”

Witch, Black

Many fables tell of withered old crones, jealous of surrounding beauty and youth, who curse children with the evil eye, destroy crops with blight, and kill whole townships with

disease and rot. Although the powers of these dark spellcasters closely follow those found in tales, the appearance of a Black Witch or Warlock does not. Perhaps a Black Witch's greatest curse is avoiding detection as she blames citizen after citizen of the evil she brings herself. Luckily, most of these hateful spellcasters are loners, reluctant to share their secrets. A warlock just starting in black witchcraft may have a difficult time finding a willing mentor. Although most Black Witches gain the class after progressing through the High Witch class, occasionally one of these dark

spellcasters takes a different path. In this case, they simply add the title "Black" to their most favored class (i.e. Black Magician or Black Necromancer).

A practitioner of Black Witchcraft has the view that good and evil are indivisible parts of natural law. Such a person nurtures the perspective that death and suffering are always revealed to favor the strong in nature. This "fact" stokes the fires of hatred within a Black Witch until it swells within her.

This evil energy provides a Black Witch or Warlock with great strength, which she directs at others through dark arts. The witch toys with all the forces of evil by calling upon and enslaving its followers to her authority. She burns with the desire for mastery over all others and seeks to destroy anything she cannot own or control.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	2	—	2	—

Alignment Restrictions

Character must be *Evil*

Prerequisites

The character must have attained 12th level in one of the following Areas of Arcane Lore:

Comet, Moon, Mind

Talents

Familiarizing, Magic Sense

Areas Of Arcane Lore

Versed in: Comet, Moon, and Mind

Reviewed in: *Autumn*

Skills

Versed in: Identifying Poisons, Manufacturing Toxic Poisons

Witch, High

A Witch who progresses well beyond the norm for those in her coven may progress to the rank of High Witch. These individuals are invariably given this exalted position to prepare them for some specific task. Often, a High Witch will be chosen to assume leadership of the coven to which she belongs. Some establish new covens in remote locations and others are trained to enable them to fight some overpowering force.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	2	1	2	0

Prerequisites

The character must have gained the Witch class and must have attained 10th level in two of the following lores: *Autumn, Spring, Summer, and Winter*.

Talents

Familiarizing, First Aid, Magic Sense

Areas Of Arcane Lore

Specialized in: her choice of one of the following Arcane Lores: *Autumn, Spring, Summer, or Winter*

Reviewed in: *Sun, Moon, and Earth*

Areas Of Mundane Lore

Specialized in: *Faery Lore*

Skills

Versed in: Creating Herbal Balms

Witch Hunter

A Witch Hunter sees himself as a lone holy avenger out to right all of the wrongs of the world single-handedly. They blame demons and devils for all the ills of life and seek to destroy those who deal with them. A Witch Hunter believes all mages to have attained their powers from pacts with devils. No amount of evidence of good deeds can sway one of these characters from his beliefs. Consequently, a Witch Hunter would be perfectly happy slaying a White Witch or kindly old Wizard.

This does not mean a Witch Hunter does *no* good. He would gladly risk his life to destroy a vampire or dragon threatening a town. Of course, his self-righteous attitude would never allow him to acknowledge any deeds other than his own as heroic in such an undertaking.

Every Witch Hunter claims to follow the dictates of a good deity. In fact, a Witch Hunter usually sees himself as the exception to the deity's laws. Anything he does, he believes, is justified in overcoming his evil enemies. He has memorized many useful religious quotations common in the deity's worship and uses them to manipulate others. These characters often carry a holy book or symbol as if to ward off evil.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	—	2	1	0

Alignment Restrictions

Character must be *Evil*

Prerequisites

The character must “follow” a good deity and must attain 5th level in *Interrogating* and in using his deity’s favored weapon.

Talents

Beguiling, Inciting Riots, Quoting Religious Phrases, Snobbery

Skills

Specialized in: *Tracking*

Versed in: Torturing, Interrogating

Reviewed in: Identifying Elixirs, Raising Morale

Areas Of Mundane Lore

Reviewed in: *Demon Lore*

Weapon Proficiencies

Specialized in: using his chosen god's major weapon. If the deity does not possess a major weapon, the character may choose any single weapon utilized by the god’s priests.

Witch, White

A White Witch is the antithesis of a Black Witch. Where a Black Witch causes pain and suffering, a White Witch gives comfort and aid. Where the evil of Black Magic brings blight and disease, the good of White Witchcraft encourages growth and health. Using this area of magic requires the caster's complete devotion to purity and truth. Oddly enough, White Witches often are forced into a hermit-like existence as ignorance and fear of all forms of witchcraft often drives them from civil abodes. While most White Witches gain this class after advancing through the High Witch class, some members of this noble profession take a different route. These spellcasters simply add the term “White” to their most favored class (i.e. White Wizard or White Mystic).

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	1	—	2	—	2	0

Alignment Restrictions

Character must be *Good*

Prerequisites

The character must attain 12th level in one of the following Areas of Arcane Lore: *Sun, Spirit, Star*

Talents

Familiarizing, First Aid, Magic Sense

Areas Of Arcane Lore

Versed in: Sun, Spirit and Star

Reviewed in: *Spring*

Skills

Specialized in: Creating Herbal Balms

Versed in: Remediating Ailments

Wizard

Undoubtedly the first vision that springs to mind at the word “wizard” is that of a wizened man with a long flowing white beard. He invariably directs a lightning bolt from his fingertips to decimate his enemies. The most famous of these spellcasters is King Arthur's advisor Merlin, who was actually much more than a simple wizard. Nevertheless, the classical depiction of wizards is not far from true for those persistent enough in learning their art.

Wizardry is the study and control of elemental dragon spirits. Whether these spirits are the souls of dragons long dead or dragons not yet born is unknown. What is certain is that, even more than their living brethren, the dragon spirits command the four elements which make up the universe: Air, Earth, Fire, and Water.



“Wizardry is the study and control of elemental dragon spirits. Whether these spirits are the souls of dragons long dead or dragons not yet born is unknown.”

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	3	—	2	—

Prerequisites

The character must satisfy one of the following groups of requirements:

- 6th level in two of the following lores: Air, Earth, Fire, and Water
- 10th level in Air, Earth, Fire, or Water
- 12th level in Tetrangle

Talents

Familiarizing, Magic Sense, Reading and Writing

Areas Of Arcane Lore

Versed in: Air, Earth, Fire, and Water

Reviewed in: Tetrangle

Areas Of Mundane Lore

Versed in: Dragon Lore, Mathematics

Zealot

Zealots have an affinity for their religion. Well, maybe “affinity” isn’t the right word. “Attachment” fits better. Strong attachment. Intense attachment. Actually, “fanatical” falls closer to the mark. No, even that isn’t strong enough. Ya know the expression that comes to a rabid pit bull’s face when you take away his food dish? That comes pretty close. Zealots cast religious spells from the category of **Battle**.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
2	1	—	—	—	—	2

Alignment Restrictions

Character must be *Evil* and have the same alignment as his chosen deity.

“Ya know the expression that comes to a rabid pit bull’s face when you take away his food dish?”

This comes pretty close...”

Prerequisites

The character must have attained 5th level in *Piety*.

Talents

Backstabbing, Beguiling, Quoting Religious Phrases, Reading and Writing, Sign Language

Skills

Versed in: Piety, Brainwashing

Reviewed in: Torturing, Raising Morale

Weapon Proficiencies

Versed in: wielding his deity’s major weapon. If the chosen deity does not wield a weapon personally, the character may select a single weapon utilized by the god’s priesthood.



Talents

Acrobatics	Faery Bonding	Locating Water	Reading Lips ♦♦
Altering Armor	Familiarizing	Locksmithery	Reduced Encumbrance
Artistry ♦♦	Fashioning Metal Armor	Long Jumping ♦	Repairing Armor ♦♦
Attracting Followers	Fashioning Siege Machines	Magic Sense	Scaling Walls
Backstabbing	First Aid ♦	Map Making ♦♦♦	Sign Language ♦♦
Beguiling ♦♦	Fletching Arrows ♦	Minor Surgery	Skinning Animals ♦
Berserking	Forced March	Mixing Black Powder ♦	Sleight Of Hand ♦♦♦
Blind Attacking	Forging Metal Weapons	Palm Reading ♦♦	Snobbery ♦
Ciphering ♦	Gardening ♦	Pinning Clothing	Speaking Foreign Languages ♦♦♦
Concealing Small Items ♦	Glass Blowing ♦♦♦	Playing Instruments ♦♦♦	Superb Balancing
Crafting Bows ♦♦	Heraldry ♦	Pressing Advantage	Swimming ♦
Crafting Wooden Weapons ♦	Holding Liquor ♦	Quick Casting	Sword Breaking ♦♦
Cursing in Foreign Languages ♦	Imitating Voices ♦♦	Quickdrawing ♦	Sword Throwing
Dancing ♦	Inciting Riots ♦	Quoting Religious Phrases ♦	Throwing Voice ♦♦
Deadly Aiming	Iron Grip	Reading Archaic Languages	Tumbling
Disguising ♦	Juggling ♦	Reading and Writing ♦♦♦	Weaponry Care ♦♦
Etiquette ♦	Knapping ♦♦	Reading Hieroglyphics	Wine Tasting ♦♦

♦ This talent may be picked up "out of class" with 1 month training.

♦♦ This talent may be picked up "out of class" with 2 months training.

♦♦♦ This talent may be picked up "out of class" with 3 months training.

Acrobatics

The ability to acrobatically tumble and bound often comes in useful for those adventurers lucky enough to have learned this practice. An acrobat may avoid tripping in combat if he makes an *Agility Check* against a *Threshold* of 10. In addition, a character with this talent has an additional adjustment of +3 on his *Agility Check* whenever attempting to **Circumvent Opponents** (see the **Combat Rules** for details). Of course, to perform this talent, a character cannot be encumbered with any type of armor.

Altering Armor

Adventurers often acquire old armor from fallen foes. However, a newly found suit of armor remains useless until altered to fit its new wearer. Armor is not a "one size fits all" type of gear. Any unaltered armor has an additional *Encumbrance Value* of 1 to 3 worse than listed. Of course, any given piece of armor may prove totally unwearable for some characters. An Orc cannot wear platemail made for elves and vice versa. Shields are also subject to this limitation, although less so. The buckler of a large Orc may be the medium shield for a gnome or hob.

A character possessing this talent can adjust the armor to fit a new wearer provided he has a fully equipped blacksmith workshop. The character may adjust magical armor provided he has the required level in the *Smithery* skill to work the metal from which the armor was crafted. Of course, increasing the size of a suit of armor requires sufficient material be available. Altering armor takes an armorer much time, effort, and expense. Characters should expect to pay a skilled craftsman accordingly!

Artistry

A character with this talent studies the various techniques of painting, sculpting, sketching, and drawing. He may



create works pleasing or terrifying to behold. Many patrons of the arts support artists to fashion marble or bronze busts of themselves or craft grand monuments to their ancestors. Of course, everyone knows that artists are highly temperamental about their artwork. If a master asks your opinion, it better be favorable.

Attracting Followers

A character with this talent spreads his deeds of heroism and conquest throughout many lands. Many hear the tales and some seek out the mighty character to bask in the aura of his greatness. Others want hand outs from the legendary champion. These attracted individuals will remain loyal to the lordly character unless severely persecuted or unreasonably driven. (In these situations, *Inspiring Loyalty* proves useful.)

The number attracted depends greatly on the *Character Level* of the lordly character. You can attract one individual of a *Character Level* equal to half of your own. You can attract two more of a *Character Level* one lower and four of a *Character Level* one lower still. This continues in a like manner down through 1st *Character Level*. Thus, a lord 10th *Character Level* can attract one 5th level, two 4th level, four 3rd level, eight 2nd level, and sixteen 1st level followers. The class of individuals attracted depends greatly on the skills and abilities of the lord. Of course, it takes several months for the tales to spread and the followers to accumulate. Because of this, the legendary character must own a respectable castle or fortress to house his underlings.

Backstabbing

Thieves are a cowardly clan. As such, they often attack from behind to circumvent an opponent's defenses. To backstab, a character must approach unnoticed behind his victim. If successful in surprising his victim, he may backstab with a small or medium blade weapon. If the blow strikes, double the blade damage normally delivered. Only the first attack counts as a backstab, as thereafter the opponent notices the thief.

Beguiling

Eloquent with speech, characters possessing this talent charm those listening with their witty remarks and insightful comments. Their pleasant manner gives them double their *Charisma Adjustments* on *Success Rolls* when persuading others. The beguiler must have ample opportunity to talk, compliment, and persuade. This requires at least 15 minutes to accomplish.

Berserking

The berserkers of Nordic legend are renowned for their fearless and furious fighting style. Although the origin of their ferocity was a mystery to their enemies, historians have unveiled their secret. Apparently, their berserk rage was induced through the use of specially prepared poisonous mushrooms that the warriors ingested before battle.

The talent of berserking represents as much a physical resistance as it does a skill. Anyone having the talent of berserking has acclimated his body to the poisons of the fungi that induce their delirious fury. Without this talent, a person ingesting the mushrooms will quickly become incapacitated with stomach pains and terrible hallucinations.

The specially prepared mushrooms will begin having an effect 1d4 turns after being placed in the mouth. The effects will last for 5+2d10 turns. Once a character starts berserking, he fights in a furious mental fog until all movement within sight stops.

A berserker's demented mental state forces him to swing at anything that moves, walks, crawls, swims, or flies. In fact, he makes no distinction between friends and foes when the berserk fury overtakes him and will fight until his wounds force him to the ground. The rage does have its benefits, though. A berserker gains one extra attack per flurry and doubles his *Physical Strength Damage*. Unfortunately, his fearless drive for combat costs him a -2 penalty on his *Defense*.

Once the hallucinogenic effects of the mushrooms wear off, the berserker must make a *Stamina Check* against a *Threshold* of 10. Failure indicates he falls to the ground with cramps and retching spasms. He will be incapacitated for 1d10 turns.

Blind Attacking

A character with *Blind Attacking* is trained in the techniques of sightless aiming. He uses cues from sound and air movement to locate his target before attacking. Of course, this does not give the ability to distinguish friend from foe unless one or the other makes distinctive noises.

The *Attribute Adjustments* given *Attack Bonuses* for weapon use gauge how well a character is able to alter a weapon's path in mid-swing. Since a blinded character cannot sense well enough to use these fine mid-course corrections, no *Attribute*

“While this talent never allows him to find the restroom, order pizza, or pick up beautiful women, it can provide a quick bar room brawl when things get boring.”

Adjustments are allowed even for a character with this talent. Therefore, a character using his *Blind Attacking* skills has an *Attack Bonus* equal to his level in the weapon he uses. He gains no *Attribute Adjustments*.

Ciphering

Ciphering enables a character to perform simple arithmetic. He understands the basic rudimentaries of numbers, tables, and charts. Of course, almost any character can keep track of numbers under 20. Nevertheless, a character with this talent need not stop after he runs out of fingers and toes. He easily deals with addition and subtraction and can multiply and divide with difficulty.

Concealing Small Items

This talent enables a character to hide a small object on his person. For example, a dagger could be hidden in a boot or the Ace of Spades stashed up a sleeve. If a character is searched, the searcher must make a *Perception Check* against a *Threshold* of 10. Failure indicates the item was overlooked.

Crafting Bows

Characters with this talent may craft bows and crossbows with the skill of a professional. Doing so requires high-quality wood and cat gut. The bowyer must choose the wood himself to ensure confidence of the bow's integrity. Although a bowyer can make a crude bow with what he finds in the wilderness, the crafting of quality bows and crossbows requires a complete woodshop and about three days' time.

Crafting Wooden Weapons

Characters with this talent may fashion staves, maces, spears, and other similar weapons. To do so, they need only a tree or sapling and a knife (a sharp rock will do in a pinch). The time needed to craft a weapon depends greatly on the weapon type produced. Nevertheless, anything more complicated than a club takes at least half a day to complete.

Cursing in Foreign Languages

Characters with this talent instinctively pick up the local cuss words, slang expressions, and vile profanity of any population they visit. While this talent never allows him to find the restroom, order pizza, or pick up beautiful women, it can

provide a quick bar room brawl when things get boring.

Dancing

A character with this talent knows the steps used in square dances, bar shows, and high society balls. He can quickly learn new movements and combinations and often outshines those who instruct him in a short time.

Deadly Aiming

This talent allows a character to gain additional *Attack Bonuses* when he takes particular care in using a range weapon to hit his target. The talent is always given for use with a particular type of range weapon. For example, a character may gain *Deadly Aiming with Bows* or *Deadly Aiming with Throwing Daggers*.

Deadly Aiming can only be used against stationary targets or targets with slow, predictable movement. It cannot be used against an opponent actively engaged in melee.

To use this talent, the character must take double the normal amount of time he would normally take in throwing or firing his range weapon. When he does so, the character doubles his *Hand/Eye* adjustment on his *Attack Bonus*.

Disguising



Many professions use disguises. An actor often plays the role of a mysterious assassin sneakily drugging wine to poison a king. Assassins, on the other hand, must often act as entertainers to do the same. A character with *Disguising* has training in the use of makeup, clothing, and posture to appear as someone else. Of course, the disguise of a wizard or cleric does not give spellcasting

capabilities. Any wary observer doubting the disguised character is entitled to a *Perception Check* against a *Threshold* of 10. If this roll succeeds, the actor is revealed as phony. Allow all observers shown the imperfections of the disguise a similar *Perception Check* against a *Threshold* of 5.

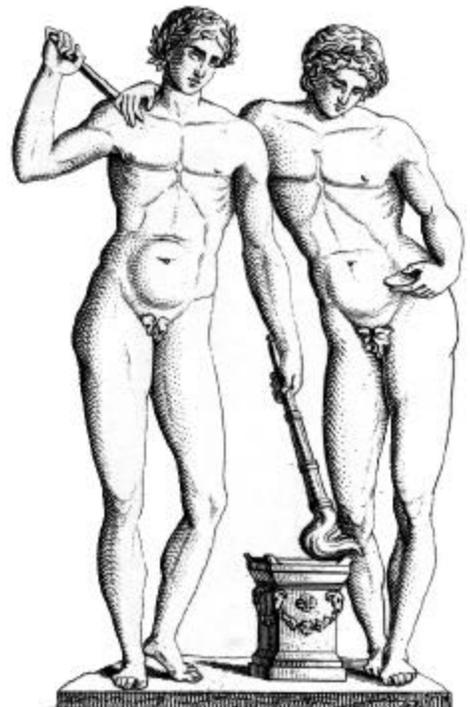
Etiquette

A character with *Etiquette* knows which fork to use when eating his salad. His teachers informed him exactly how low to bow to a duchess, duke, prince, or earl. Characters with this talent possess the social grace of small talk, an unusual form of communication in which nothing is actually said. He knows the proper steps for most of the ballroom dances and quickly learns the social faux pas of the local barony. Most important, even if he cannot read and write, he has a most impressive flowery signature.

Faery Bonding

A character with **Faery Bonding** is able to befriend with certain faery creatures with relative ease. The talent itself is usually given with certain restriction (i.e. *Faery Bonding with Brownies*, etc.) The character does nothing himself to actually attract the faery. Any faery of the appropriate type that the character encounters will recognize him as a potential companion. The faery will bond with the character if he makes a *Charisma Check* against a *Threshold* of 10. Once bonded, the faery will follow the character around and provide aid as long as the character

treats it with the greatest respect. At the smallest slight, the faery will leave the character forever. It will be 1d4 months before any other faery will bond with the character. Only one faery will bond with a character at any given time.



Familiarizing

Owls, bats, cats, and other small animals act as spies, message-carriers and kindred spirits for witches, wizards, and other spellcasters. These mages recite special incantations that establish mental links to these creatures. This mental link remains unbroken as long as the familiar remains within one mile of its master. This mental link allows the mage to see through his familiar's eyes and to always know its location up to a mile away. In addition, familiars do not die due to old age. Their natural life spans are extended to those of their masters.

As long as the spellcaster maintains a *Willpower* greater than the familiar's, it unquestioningly obeys all commands. Even though the loyal "pet" is always willing to obey its master, he must never forget that it effectively has the intelligence of a 3-year-old child at best. It cannot follow lengthy or complex commands. A few spellcasters risk familiarizing imps to their service hoping that their *Willpowers* never fall below the imps'. If it does, the imp seizes control, immediately kills its former master and devours or enslaves his fleeing soul.

If a familiar is killed, its master immediately falls into a state of **Severe Depression** (see **Insanity**). Of course, if the mage is in immediate danger, he will defend himself before falling into this depressive state. This condition lasts for 3 to 6 months or until successfully treated (i.e. a priest's **Restore Sanity** spell). After this, he remains a **Manic Depressive** until treated for this condition.

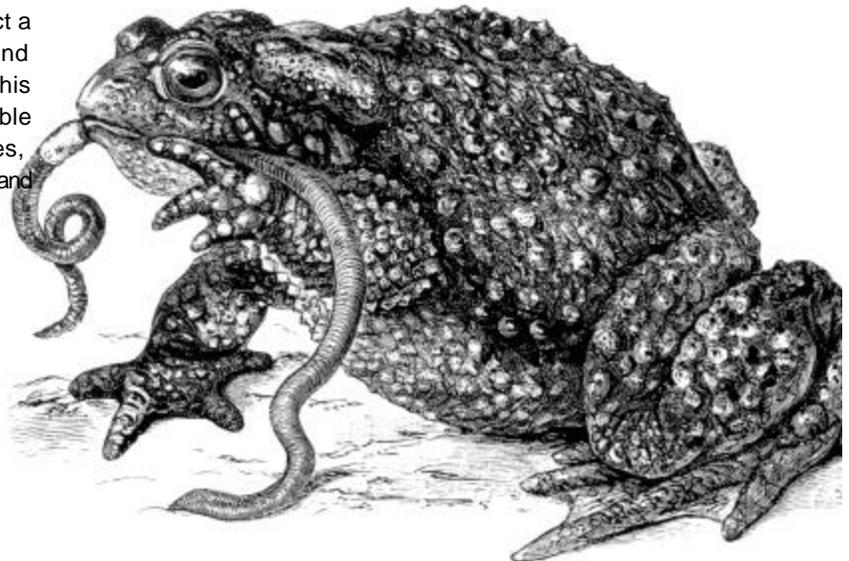
To obtain a familiar, a mage must first acquire the desired creature before birth or hatching. During birth, the spellcaster must recite special incantations to initiate the creature into the world. At least six months after birth must pass for the creature to fully link with its master and serve as his familiar. Additional ceremonies construct a bond between the familiar and his master. This bond gives the familiar's owner additional adjustments on his *Perception* equal to the familiar's when with it. The table above, which provides a number of popular species, gives the adjustments for various familiars during day and night.

PC Adjustments

Familiar Type	Day/Night
Bat	-2/+3 (+ sonar)
Cat	+1/+2
Falcon/Hawk	+3/-1
Ferret/Weasel	+2/+1 (+ keen smelling)
Imp	+2/+3
Lynx	+2/+1
Owl	-1/+4
Rat	+1/+1
Serpent	+0/+2 (+ heat vision)
Tarantula	+0/+2
Toad	+2/+0
Wolf	+1/+1

“A few spellcasters risk familiarizing imps to their service hoping that their *Willpowers* never fall below the imps'.

If it does, the imp seizes control, immediately kills its former master and devours or enslaves his fleeing soul.”





Fashioning Metal Armor

This talent allows a metal worker to fashion various forms of armor provided he has a fully equipped blacksmith workshop. He can craft only those armor types made of metal. These are: banded mail, chainmail, field plate, helmet, platemail, ringmail, scalemail, and shield. An armorer can use the more exotic metals (i.e. mithril, bright steel, adamantine) only after he obtains the requisite levels in *Smithery*.

Fashioning Siege Machines

Characters with this talent possess the engineering know-how to create the large devices used when besieging fortresses. Of course, almost anyone can fashion a battering ram from a felled tree. This talent, though, allows a character to instruct others in creating catapults, mobile towers, and other war machines. Its use encourages imagination on the part of the player. For example, many Trojans will testify to the deadly possibilities of large equestrian statues.

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First Aid

Characters with this talent practice the art of dressing wounds. They may deal with immediate medical emergencies such as staunching the flow of blood and treating shock. It allows them to dress wounds relatively effectively against the onset of infection. Their training teaches them to sew wounds closed to allow maximum use of the muscle after healing occurs. In addition, scars left by the expertly-dressed gashes appear less disfiguring than those bound by less experienced characters. A character with *First Aid* knows how to splint a broken arm or leg but lacks the training to set it himself.

Fletching Arrows

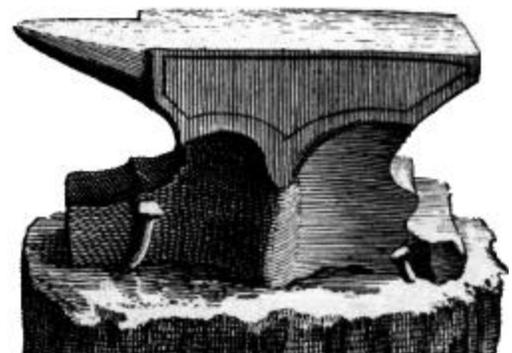
Characters possessing this talent can make their own arrows given an arrowhead, a wooden shaft, glue, and feathers. Fletching an arrow requires about 20 minutes per arrow but the glue takes at least 2 hours to dry.

Forced March

A character with this talent has the ability to travel at half his maximum *Speed* for a period of 8 hours with only a single, half-hour break. Most troops undergoing a *Forced March* will travel 40 miles in a day. No character with a *Stamina* less than zero may use this ability, even if they somehow obtain the talent. For every day of a forced march, a character must make a *Stamina Check* against a Threshold of 5 plus the number of days marching. On the first failure, the marcher must rest for one full day before continuing.

Forging Metal Weapons

A character with this talent may create metal weapons provided he has a fully equipped blacksmith shop. He understands the techniques necessary in providing swords with keen edges. The character may create weapons from exotic metals (i.e., mithril, bright steel, adamantine, etc.) only if he has attained the requisite levels in *Smithery*.

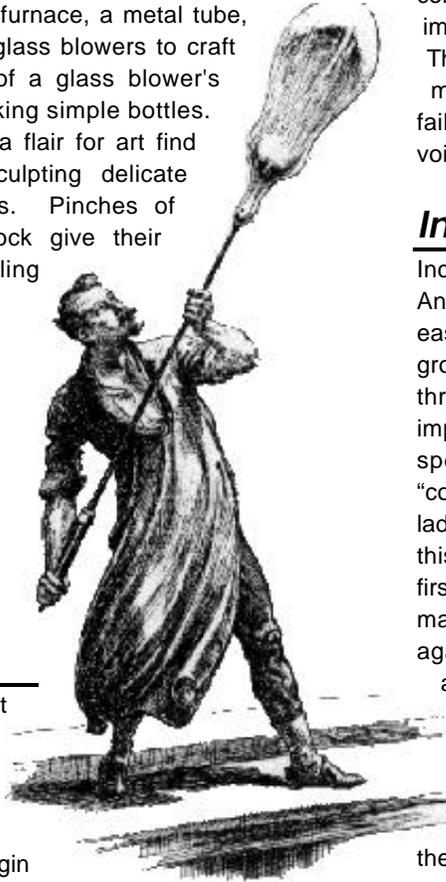


Gardening

Characters with this talent have green thumbs. They seem to restore sick or dying plants to life simply by talking to them. A gardener's neighbors envy his tomatoes which win blue ribbons while theirs never even ripen. In game terms, this talent has the greatest impact on those with the skill of *Creating Herbal Balms* since a proficient gardener can grow his own medicinal herbs.

Glass Blowing

A bag of sand, a searing furnace, a metal tube, and sturdy lungs enable glass blowers to craft glassware. The staple of a glass blower's business comes from making simple bottles. Nevertheless, those with a flair for art find themselves drawn to sculpting delicate swans, ships, and vases. Pinches of powdered metals and rock give their creations splashes of swirling colors that dazzle the eye.



Heraldry

A character with this talent is schooled in the various practices and customs surrounding family crests. Thus, he can quickly identify the origin of any person bearing the symbol of his heritage.

Holding Liquor

Characters with this talent have indulged in "protein" drinks to a far greater degree than the average person. In doing so, they developed a slight immunity to intoxication. A character able to "hold his liquor" can drink about twice the amount of "mother's milk" as others of his stature. Every mug of ale or shot of whiskey in excess of this amount forces him to make a *Stamina Check*. With the first drink, the check is made against a *Threshold* of 5. The second is rolled against a 6. The third requires beating a *Threshold* of 7 and so on. Any

failure indicates the character has exceeded even his own impressive limit and falls into a drunken stupor. Note that his talent does not mitigate the pulsing rivers of agony caused by the "cock-a-doodle-doo" of the rooster in the morning.

Imitating Voices

A character possessing this talent can disguise his voice to sound like that of another. To use this talent, the character must have heard the imitated person in conversation for at least 10 minutes. After this, the imitator must practice the voice over a 24 hour period.

Thereafter, anyone hearing the imitated voice must make a *Perception Check* against a *Threshold* of 8. A failure indicates that the hearer cannot distinguish the voice from the real thing.

Inciting Riots

Inciting a riot is both a difficult and dangerous task. Angry mobs of vengeful peasants cannot be controlled easily. To incite a riot, a character must gather a large group of people. He generates anger in the crowd through bold speeches against some injustice or impending danger. The inciter changes the mood of his speech to condemnation of the "cowering masses" and "content slaves." Finally, the inciter releases an emotion laden shout of "Are we going to take this anymore?!!!" At this point, the inciter must make a *Charisma Check*. The first riot a character tries to incite in any given town is made against a *Threshold* of 5. The next is made on against a *Threshold* of 6, then 7, etc. Each further attempt becomes more difficult. People quickly tire of rioting.

If the inciter is successful, the Overlord must roll percentile dice. The number rolled is the percentage of people in the crowd that actively join the rioting. Once a riot has started, the inciter leads the crowd to the castle of the oppressive ruler or the location of the impending doom. Other than this, the inciter has absolutely no control over the rioters. Once started, a riot cannot be stopped. A riot lasts 1d6 hours before it dies down.

If the inciter is caught having lied to the masses or no danger is threatening where the inciter leads them, the mob turns against the inciter.

Iron Grip

A character possessing this talent has the possibility of maintaining a grasp on his weapon when the combat rules indicate his weapon is dropped. To keep a firm grip on the weapon in question, the character must make a

Physical Strength Check against a *Threshold* of 10. Success indicates the weapon was not dropped and the character loses no attacks.

Juggling

Characters possessing this talent can sustain several objects in the air simultaneously by catching them and tossing them sequentially. These entertainers truly seem magical as they apparently defy gravity with their skills. A character with this talent can juggle one object for every 2 points of *Coordination* with no trouble. If more objects are juggled, the juggler must make a *Coordination Check*. The more objects juggled, the more difficult the check. If only one additional object is used, the roll must beat a *Threshold* of 5. Two requires a check against a *Threshold* of 6. Three demands a check against a *Threshold* of 7, etc. A successful roll indicates the character juggles the items in question for one minute, after which another roll is required.

Knapping

Characters with this talent can chip flint into useful shapes. People normally use the naturally sharp edges flint produces to make arrowheads, knives, and axes. A single such utensil requires at least an hour to fashion.

Locating Water

Characters with this talent know how to read signs from their surroundings on where to find water in arid regions. They watch the circling of birds and the patterns of the surrounding watershed. If a spring, creek, or watering hole exists within one mile of a character, he has a chance of finding it if he searches for one hour. To do so, he must make a *Perception Check* against a *Threshold* of 8. Of course, he cannot find water when the land simply won't supply it. The Overlord may adjust the difficulty of the roll depending on drought conditions or unusual terrain.

Locksmithery

Characters with this talent have extensive knowledge of the internal mechanisms of most locks. Townsfolk often call on them to install new locks or remove old ones. This talent automatically implies that a character is at least *Reviewed* in the *Opening Locks* ability. If a locksmith attempts to open a lock and fails, he may attempt a second time with a penalty of -5 on his *Success Roll*. This second attempt requires a full minute of uninterrupted concentration.

If a locksmith is given a wax impression of a key, he can fashion a duplicate in about two hours. To do so, he

must have a key blank (or a short flat metal band) and a file. The key has a chance of opening the lock equal to his *Opening Locks* skill. Of course, he can give the key to someone else to use.

Long Jumping

A character with this talent may jump 10 feet with relative ease if he has a 10 yard distance to run. He may jump 15 feet if he makes a *Vigor Check* against a *Threshold* of 10. He may jump farther if he dares. Of course, the difficulty of the jump increases. For every additional foot over 15, increase the difficulty of the roll by 1. For example, a jump of 16 feet is made against a *Threshold* of 11. A jump of 17 feet requires a check against a *Threshold* of 12, etc.

Magic Sense

Magic Sense is taught only to mages. It allows a mage to discern the magical aura surrounding spells, runes, and relics. To succeed, the mage must make a *Perception Check* against a *Threshold* of 8. The magic must be within 40 feet of the character and must be in plain sight. This ability requires that the character concentrate for at least 4 seconds to notice a magical aura. The concentration needed causes a slight fatigue to the character. Thus, every time the character attempts a **Magic Sense**, he takes one point of *Fatigue*, as if it were a spell.

Note: A familiar can aid greatly in this ability as it alters its master's *Perception*.

Map Making

Characters with this talent create accurate, highly detailed maps. This requires the character to possess several utensils. He must own dividers, a drafting compass, a magnetic compass, and a magnifying glass. Ink, quills, and parchment also come in handy. Simply having this talent indicates that a character is at least *Reviewed* in *Navigating*. The level of the character in *Navigating* and the amount of time spent drafting determines the accuracy of his work. Using a sextant obviously improves the quality of the map created. Provided he creates maps of well-trafficked areas, a mapmaker can generally earn 10 silver pieces per day for every level in *Navigating* he has earned.

Minor Surgery

A character with this talent skillfully lances wounds, enabling them to heal properly while leaving only a trace of scarring. Using *Minor Surgery*, a character can quickly staunch the flow of blood from severed limbs. Of course,



he cannot graft a lost limb back to its parent body. A character may use this talent to remove lodged arrowheads and broken blade tips buried deep in flesh. He can set broken bones and repair torn ligaments. The skills of a surgeon with *Minor Surgery*, though, lack the perfection necessary for severe internal injuries. The anesthetics he uses go little beyond supplying a stick to bite down on.

Mixing Black Powder

A character with this talent knows how to mix a few basic minerals to produce a crude form of gunpowder. Primitive firearms and fireworks use this powder for its explosive properties. To ignite, the powder must be kept absolutely dry. The slightest bit of moisture ruins the powder forever. The difficulty and danger in manufacturing and storing black powder drives its price higher and higher. Few adventurers can afford to use it wastefully. The exact price of the fiery substance varies from province to province. Nevertheless, it rarely sells for less than 10 silver pieces for a single pistol or musket charge. It costs about half that to make.

Palm Reading

A character with this talent knows the rules and superstitions surrounding the lines of the human palm. More importantly, after conversing a short time with a customer, the palm reader can make perceptive guesses on what his attentive questioner wants to hear. In this way he makes quick friends and bigger tips. Sorrowfully, while palm readers can spot the onset of arthritis, they otherwise make woefully inaccurate predictions.

Pinning Clothing

A character with this talent can dramatically proclaim his weaponry skills without opening his mouth. The talent gives him additional *Attack Bonuses* when attempting to pin his target's garments to a nearby post or a wall. The talent is always given for use with a particular type of range weapon. For example, a character may gain *Pinning Clothing with Bows* or *Pinning Clothing with Throwing Daggers*.

Pinning Clothing can only be used against stationary targets wearing loose fitting clothes such as robes or blouses. It cannot be used against an opponent actively engaged in melee.

To use this talent, the character must take double the normal amount of time normally required when throwing or firing his range weapon. When he attacks, his *Attack Bonus* is raised an additional 5 points. In addition, the attacker does not suffer the normal penalties for *Aimed*

Attacks (even if the **Detailed Combat Rules** are being used). If the attack fails by more than 10 points (or the attack die rolls a natural 1, 2, or 3), the weapon strikes the target directly for normal damage.

Playing Instruments

With this talent, a character learns how to play music on one or several instruments. If the character concentrates on a single instrument, he can perfect its use well enough to pass as a musician at a noble's court. If he studies two or more instruments, he plays each with less skill than a character that specializes in only one. Nevertheless, his diversity may give him a greater chance in picking up some extra cash moonlighting as a minstrel or organ grinder. When a character obtains this skill he must state which instruments he wants to learn and the degree of specialization. Of course, characters blaring out noise on ten different instruments obtain more rotten tomatoes and heads of cabbage than silver pieces.

Pressing Advantage

When listed with a class, this talent is usually limited to one or two weapon types. It can only be used in conjunction with *Hand Held* and *Polearm* weapons and *Entrapment* weapons that are "wielded" (i.e., whip, cat-o-nine-tails). For example, a character may possess the talent *Pressing Advantage with Foil*. When a character with this talent wields the weapon in question, his *Recovery Time* for that weapon drops by 2 points. However, the adjustment cannot drop the *Recovery Time* of any weapon below 3, even weapons that are magically endowed.

Quick Casting

For spellcasters, this is the most coveted talent in this book. **Quick Casting** gives a spellcaster the ability to cast spells in half the normal time (rounded up). Casting a spell in this manner, though, forces the caster to sustain DOUBLE the normal amount of stress for the spell. For example, a Wizard/Mage uses **Quick Casting** on the spell **Ball Lightning**. In doing so, he finishes the spell in only 6 seconds (instead of the normal 11 seconds) and sustains 20 stress (rather than the normal 10). Willpower is subtracted from the total only *after* the doubling.

Quickdrawing

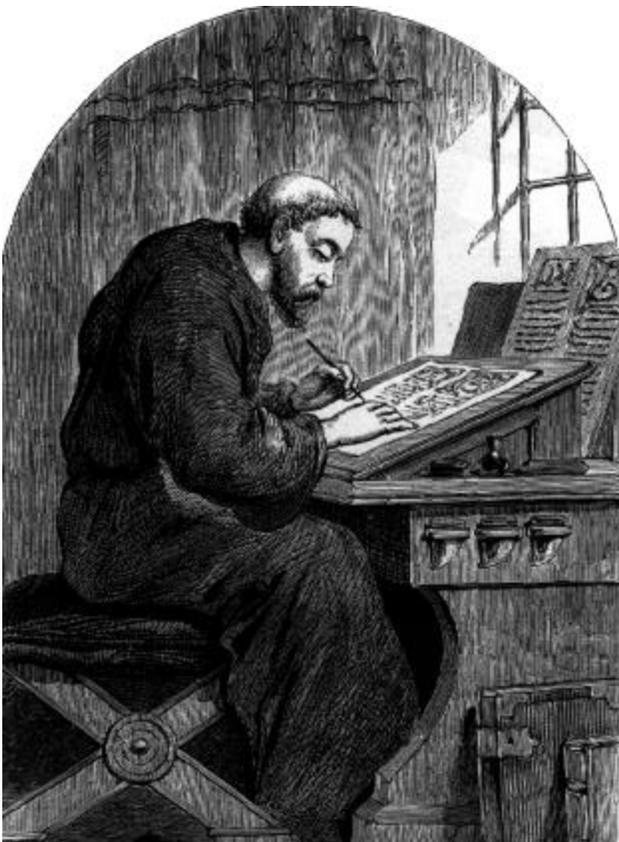
Some disciples of war teach their pupils the art of striking opponents with the same fluid motion used to draw a weapon. Characters with this talent suffer no initiative penalties when unsheathing their deadly blades or firearms.

Quoting Religious Phrases

A character with this talent has memorized a religious phrase for just about any occasion. If he wants to justify some action or silence an opponent debating with him, he will undoubtedly use this talent. Since the phrase is taken out of context, its meaning is easily warped. Any religious follower unschooled in the finer points of theology can be manipulated by these phrases. If such a person hears the religious phrase quoted, he must make an *Intelligence Check* against a *Threshold* of 10. Failure indicates he accepts the phrase as a valid reason or excuse for the speaker's actions or arguments.

Reading Archaic Languages

This talent enables a character to read a single ancient language that has fallen out of use. The choice of the specific language that the character understands is up to the player. Examples of languages that fall into this category include Latin and Greek. It does not bestow the ability to read magical tomes, scrolls, and runes common in Arcane Lore. Nor does it enable the character to read cuneiform or hieroglyphics. Its only practical use in society is found when participating in religious services. If a character manages to acquire this talent multiple times, he may choose an additional archaic language every time it is "regained."



Reading and Writing

Although most people read and write in today's society, only lucky individuals learned this in medieval times. Therefore, written messages may seem like scribbling to many characters even though the people playing them are quite literate. A literate character can read and write the language common in the country in which he lives. It does not automatically give him the ability to read all languages he encounters. However, if a character with this talent is able to speak a foreign language that uses the same basic alphabet as his native tongue, he may read that language as well.

Reading Hieroglyphics

This talent allows a character to comprehend the meaning of the ancient pictographic writings of ancient Egypt and the cuneiform of ancient Babylon. Although it is of no practical use in society, it can be invaluable when skulking about in an ancient pharaoh's tomb.

Reading Lips

A character with this talent has studied the motions of the mouth when speaking. Thereby, he can understand a speaker's words without actually hearing them, provided he has a clear view of his lips. Of course, this confers no ability to understand languages other than those already known by the lip reader.

Reduced Encumbrance

Characters with this talent train extensively in a specific armor type. This training reduces the *Encumbrance Values* for these armor types by one full point. (See **Armor** in **Armor and Weapons**). Any character class possessing this talent lists the types of armor to which it applies (e.g. *Reduced Encumbrance in Chainmail*).

Repairing Armor

A character with this talent knows enough about the arts of fashioning metal and working leather to repair damage done to armor. If he has a fully equipped blacksmith's shop, he can automatically fix metal armor. A leatherer's workshop provides him with all he needs to fix leather armor. If the character has the *Smithery* ability, he may fix minor problems with metal armor without the need of a forge. To fix a single point of damage done to an article of armor, the character must make a *Success Roll* with adjustments for both his *Manual Dexterity* and his level in *Smithery*. If successful, he may roll again to fix another point. He can continue in this way until he fails a roll. At this point, further damage is too extensive to fix without a forge. Every attempt requires 2 hours to complete.

Scaling Walls

Possessing this talent implies that a character is at least *Reviewed* in *Climbing Walls*. On top of his normal training, the character's lessons emphasized the methods used in climbing up sheer surfaces. These surfaces often give prohibitive penalties for a character attempting to climb them. Nevertheless, any time a character with *Scaling Walls* fails in an attempt to climb a section of a wall, he is allowed a *Manual Dexterity Check* against a *Threshold* of 10. Success indicates he manages to hang on to the wall, even though he gained no headway. He may then re-attempt to climb the wall segment.

Sign Language

A character with this talent is capable of quietly communicating with others possessing this talent through hand signals. Many dialects of sign language exist, but a character knowing one dialect can easily pick up others in a single day, if he has a tutor. Nevertheless, complex messages take a great deal of time to convey with this talent.



“A snob works hard to get others to pay him compliments while he insults them.”

Skinning Animals

Characters with this talent adeptly remove the furs, leathers, and hides of slain animals. They understand the techniques of scraping the leather and working it to insure a supple skin. In addition, a character with this skill knows how to create tanning acid from herbs and saps of trees. They use this acid to cure the leather for a variety of uses.

Sleight Of Hand

This talent involves amazing feats of manual dexterity. With it, a character can perform simple magic tricks with cards, coins, and the like. He can “hide” such small objects up a sleeve for handy retrieval at a later time. He can make a coin or card seemingly appear from nowhere or vanish into thin air. With practice, a character with this talent can learn to perform specialized tricks, such as tying shoelaces with only a single hand.

Snobbery

Characters with this talent specialize in belittling others. They see themselves as the upper crust of society and view “commoners” with contempt. A snob works hard to get others to pay him compliments while he insults them. The true snob honestly sees his own petty actions as miraculous feats of heroics while the brave deeds of others escape his attention. Only the best foods and wines suit him. He wears only the finest silks and lace and attends only the most exclusive restaurants and theaters. Needless to say, only snobs like snobs.

Speaking Foreign Languages

A character with this talent is able to speak one or several languages foreign to his native land. This talent does not bestow the ability to fluently speak any language encountered. Rather, it allows a character to obtain a working vocabulary in a foreign tongue. Thus, a character with this talent may understand most sentences and phrases in a language after totally devoting two months to learning it. If a character remains abroad, he will be able to fluently converse with the inhabitants within a year. Of course, only intense study can wipe all traces of accent from the character's speech. Every time the talent is “regained” in picking up a new class, the character learns the basics of a new language (although he retains a heavy accent).

Superb Balancing

A character with this talent has developed an unusually high sense of balance. When necessary, he can easily remain standing on a narrow ledge or cross a chasm bridged by a narrow log. When in combat, the extensive training gives a character with this talent a bonus of +2 on his *Defense*. Of course, a character cannot use this talent when encumbered by armor or shield. Likewise, wielding any large weapon negates the effectiveness of this talent.

Swimming

Characters with this talent possess the ability to move about in water. Although characters with this skill can never out-race sharks, they can stroke their way through the waves faster than most land dwelling swimmers. In fact, a person with this talent can swim at a *Speed* equal to VG + 10.

Obviously, all movements of water-bound characters are severely slowed. If combat is attempted, cut the *Attack Bonuses* and *Defenses* of those swimming in half. This adjustment is not made for any creature native to a watery realm (i.e. mermaids, barracudas, etc.).

A character may swim long distances depending on his endurance. For every quarter mile swum by a character, he must make a *Stamina Check*. The first quarter mile is made against a *Threshold* of 5. The second is against a *Threshold* of 6. The third is against a *Threshold* of 7, etc. On the first failed check, roll percentile dice to determine the fraction of the quarter mile actually swum by the character before he must stop from exhaustion.

Calm water poses little threat to a character with the talent of *Swimming*. However, even an Olympic swimmer would soon drown if he tried the breaststroke armored in platemail. No character can swim encumbered by armor or heavy equipment. In fact, even skilled swimmers find it difficult to keep their heads above water when encumbered by only their clothes.

For those without this talent, water poses an additional threat - *Panic*. If a character who cannot swim enters the water, he must make a *Willpower Check* against a *Threshold* of 5. Failure indicates the floundering swimmer panics. A *Panicked* character wildly thrashes his arms and legs in a desperate attempt to remain above water. Treat these characters as if they were *Drowning* (as per the **Trauma** rules). A successful *Willpower Check* indicates the character can barely tread water and doggy-paddle for short distances.

Sword Breaking

This talent requires a character to have the *Disarming Opponents* skill. To use the talent, the character must be wielding a small or medium sword specially designed with a blade catching hook (commonly called a sword breaker). When a character with this talent successfully uses the *Disarming Opponent* skill on an opponent wielding a small or medium sword, he may attempt to break the opponent's blade. If he chooses to do so, the blade must make a *Luck Roll* verses a *Crushing Blow* against the level of the character in *Disarming Opponents*. Failure indicates the weapon breaks.

Sword Throwing

This talent gives a character the ability to throw his sword in a controlled manner up to a distance of 10 yards. His *Attack Bonus* when doing so equals half his normal level in the weapon plus *Hand/Eye Adjustments*. The damage delivered equals the weapon's normal damage plus half of the character's *Physical Strength* (plus any pertinent *Severity Damage*). In cases where a character throws multiple swords right after another, treat each weapon as having a *Firing Rate* equal to its *Recovery Time*. Note that this talent cannot be made to work in conjunction with the skill of *Florentine* to provide additional attacks.

Throwing Voice

A character with this skill practices the art of ventriloquism. He directs his own voice in a manner that makes it sound as if it originates a short distance away. The voice may appear to originate anywhere up to a 10 foot distance from the ventriloquist. As the speaker expertly refrains from moving his lips, nearby listeners rarely suspect the ploy. To use this talent successfully, the speaker must not be short of breath and must speak in a normal volume. Thus, a ventriloquist cannot cause a scream of "Help! Rape!" to emanate from the duchess' lips. Neither can the character whisper sweet nothings in her ear from across the room. Anyone suspecting a trick is entitled to an *Intelligence Check* against a *Threshold* of 10. Success indicates he spots the ventriloquist.

Tumbling

A character with this talent has trained his reflexes to react quickly when falling. These reflexes often save a character from extensive injuries when falling from tightropes, covered pits, and high balconies. The first 20 feet in any fall causes no damage to a character with *Tumbling*. Thus, a tumbler falling 50 feet takes damage for only a 30 foot fall. For more information on the extent of falling damage, see **Heights** in the "Natural Hazards"

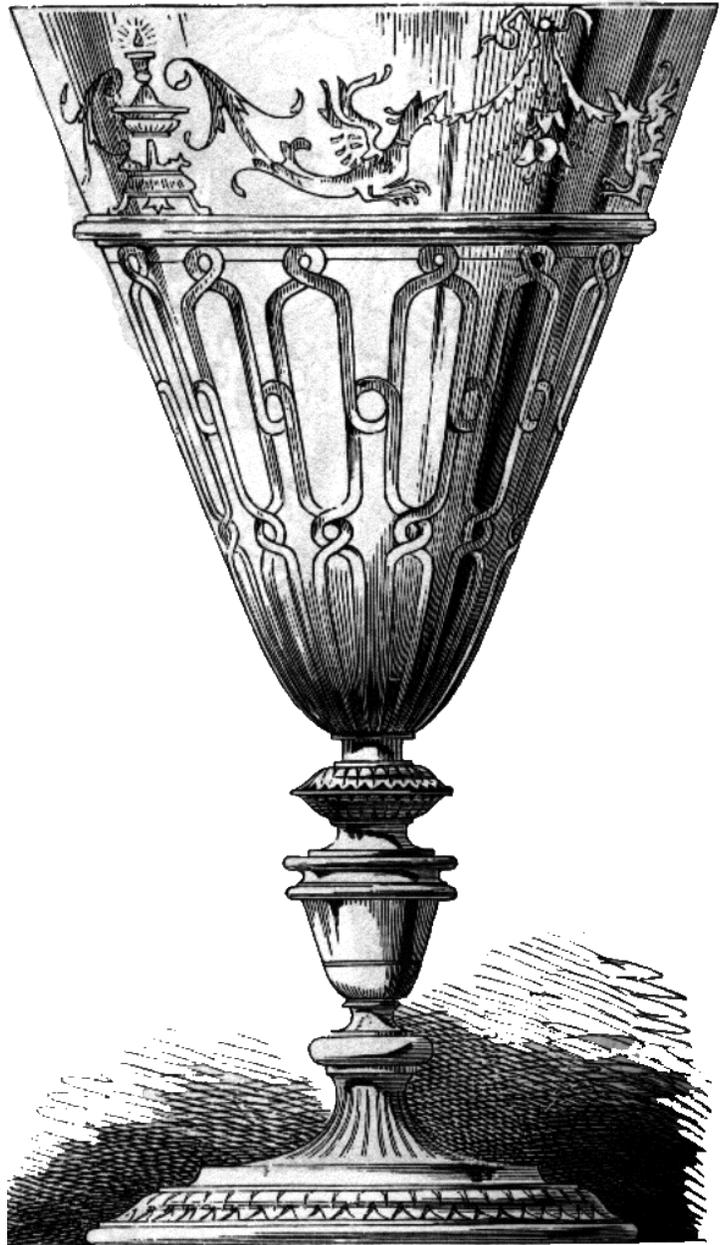
section of *The Handbook of Hazards and House Rules* for further details.

Weaponry Care

A character with this talent uses uncommon techniques in keeping his armor and weaponry in exceptional condition. Often he can restore a sword seemingly worthless with decay and age to its past glory. Allow the weapons and armor of a character possessing this talent an additional +5 bonus on *Luck Rolls* against breakage. The techniques he uses require much time in ongoing maintenance so he usually tends only his own weapons. Of course, apprentices with this talent usually tend to their master's weapons instead.

Wine Tasting

This talent gives a character a highly discerning palate to the quality of all wines he tastes. The character can automatically determine the type of wine and the general region of production. In addition, he can place its vintage to within 10 years without fail. If he makes a *Perception Check* against a *Threshold* of 8, he may determine the exact year the wine was created and the approximate combination of grape types used in its manufacture.



Skills

Skill (A-L)	Base	Skill (M-Z)	Base
Animal Training †	8	Manufacturing Hallucinogenic Poisons	16
Appraising †	16	Manufacturing Toxic Poisons	16
Assassinating	16	Masonry †	12
Blasting Rock	16	Mining	4
Brainwashing	16	Navigating	24
Carpentry †	6	Opening Locks	12
Climbing Walls †	16	Passing Without a Trace †	32
Creating Herbal Balms	16	Picking Pockets	8
Cutting Gemstones	40	Piety	48
Defending with Buckler	12	Pricing Jewels †	16
Defending with Large Shield	24	Pricing Uncut Gems †	8
Defending with Medium Shield	18	Prospecting	24
Demolition	24	Pummeling †	8
Disarming Opponents	24	Raising Morale †	16
Fast Talking †	16	Remedying Ailments	24
Finding Secret Doors †	24	Removing Traps	24
Finding Secret Doors in Stone Structures	8	Rural Stealthing	24
Finding Traps	16	Seamanship †	8
Firing Cannon †	64	Setting Booby Traps	32
Florentine †	16	Setting Rural Traps	32
Forging Documents	24	Setting Structural Traps	32
Grappling †	32	Smithery	24
Harvesting Venoms	8	Throwing Grapnel †	4
Hiding in Crowds	8	Tightrope Walking †	24
Holding Breath	8	Torturing	32
Horsemanship †	8	Tracking	8
Identifying Elixirs	32	Tunneling	40
Identifying Poisons	24	Underwater Combat	4
Inspiring Loyalty	24	Urban Stealthing	16
Interrogating	32	Weapons Resourcefulness †	64
Jousting †	24		
Listening Through Doors †	8		

† The skill may be picked up “out of class” with 1 month of training. The character must learn from an instructor who is at least 5th level in the skill. After this training period, he qualifies as *Schooled* in the skill. More advanced training (*Versed*, *Specialized*, etc.) can only be obtained by gaining a class which possesses the skill.



Animal Training

Base: 8

With *Animal Training*, a character can teach an animal to perform tricks or tasks. The length of time the training requires depends on the skill of the trainer, the difficulty of the task, and the intelligence of the animal. For example, an animal trainer can teach a parrot to say "Look out!" Nevertheless, he cannot train the parrot to yell this only when danger threatens. A parrot simply lacks the intelligence to associate these two circumstances.

For most animals, simple tasks such as fetching slippers, playing dead, and rolling over require only a few days to master. Pointing quietly, flushing quail, and returning with the uneaten kill requires much more extensive training. These complex tasks take at LEAST a month to train and often require years to perfect. The Overlord should determine the minimum length of time he believes an animal can learn a requested task.

A *Success Roll* with *Perception* and *Willpower Adjustments* indicates whether the creature learns the required tasks. The *Success Threshold* which the trainer must overcome depends upon the intelligence of the animal and the difficulty of the trick attempted (Overlord's discretion). Failure indicates that lessons must continue for a time period equal to the total time already spent. If done, allow another roll. This process may continue until the creature finally learns the task or the trainer gives up.

Appraising (PC)

Base: 16

With *Appraising*, a character places a monetary value on items of fine craftsmanship. In doing so, he considers the materials from which the article was made and the quality and difficulty of craftsmanship. Of course, while an appraiser can discern the value of a statue, silver candlesticks, or a chandelier, he cannot determine the worth of specialty items such as potions or gems. (He can discern the quality of a gem's setting though. This could give some indication of the jewels net worth.) A *Success Roll* with *Perception Adjustments* indicates whether he prices the item to within 10% of its actual value.

Assassinating

Base: 16

Characters possessing the ability to assassinate others have learned and extensively practiced the art of stealthy killing. To use this ability, a character must first sneak up behind his victim unnoticed and lunge with a small- or medium-bladed weapon. If the blade strikes and delivers a blow equal to or greater than one-quarter of the target's maximum *Damage Tolerance*, the target must make a *Stamina Check*. The check must be made against a *Threshold* equal to 5 plus half the attacker's level in *Assassinating* (rounded up). Failure indicates the blow has severed an important vein or artery. The victim will lose blood at the rate of 2d6 per turn until dead.

First Aid applied to the wound will reduce the blood flow to 1d4 per turn but has no other effect. A character with *Minor Surgery* may hastily stitch the wound closed in 2d4 turns if he has the proper materials and the patient is immobile. During the surgery, however, the blood loss will continue unabated.

Any healing spell or potion which heals physical wounds will first target the severed artery. If more than half of the wound's damage is healed magically, blood loss will cease. However, damage sustained directly from blood loss can only be restored through rest or spells such as the Healing spell **Restore Blood**.

Blasting Rock

Base: 16

Blasting Rock allows a character to blast through solid rock much faster than he could normally dig. Each charge pulverizes rock in a 5 foot by 5 foot area. The depth into the rock wall which the charge blasts depends on the skill level of the person setting the charge. In effect, each charge blasts a hole which is 1 foot deep per level in this skill.

When a character attempts to set a charge, the Overlord must make a *Success Roll* with *Perception Adjustments*. The roll must overcome a *Success Threshold* of 15. Failure indicates some flaw is present in the setup. Use the **Faulty Bomb Table** given in the **Equipment** section under **Black Powder and Gun Powder** to determine the resulting effects.

It takes two full hours of driving long stakes, packing powder, and setting fuses to properly set a charge. Each charge takes 10 pounds of black powder. Once the charge has been detonated, it takes additional time to clear the passage of rubble.

Brainwashing

Alignment Restrictions: Character must be *Evil*.

Base: 16

Brainwashing is a technique used to bring down the mind's defenses so that the victim believes anything the brainwasher says. The techniques of brainwashing are quite involved and lengthy. For this reason, the victims must usually be kidnapped and held against their will. Every brainwashing attempt takes a full week where the victims are allowed little sleep. During the week, the brainwasher instructs his "students" in the "proper" way of thinking and acting. The lessons teach that following the "suggestions" will result in eternal salvation, untold riches, eternal bliss, reincarnation, or whatever other noble goal the instructor fancies. For success, there must be some central theme around which the brainwashing focuses. This usually involves some real or imagined deity.

The brainwasher may attempt to brainwash only 1 individual per level in *Brainwashing* at a time. At the end of the week, every student is allowed a *Willpower Check* against a *Threshold* equal to 5 plus half the brainwasher's level in this skill. Failure indicates the individual has become a devoted believer in the brainwasher's message. Success indicates the individual does not believe. He may, however, feign belief in order to escape the brainwasher's clutches.

A brainwashed victim may be cured with the Healing Piety spell **Restore Sanity**. Obviously, only the most vile and evil of characters will learn this skill.

Carpentry

Base: 6

Carpentry is the art of woodwork and wood construction. It is a practical art used mainly in the construction of buildings and monuments. Although many carpenters are renowned wood-carvers, having the carpentry skill in itself does not make a character a great artist. It does, however, give him some knowledge of basic building design and the ability to measure and cut wood to proper shape for use in construction.

As a character's skills in *Carpentry* improve, he gains a greater repertoire of construction materials and can cut a wider variety of wood types according to the following table:

⌘Carpentry Table⌘

Level	Ability
1	Measure, Cut and Nail Planks
2	Cut Planks from Timber (requires two workers minimum)
3	Plane Boards
4	Hand Craft Soft Woods, Trimwork with Soft Woods
5	Cut Wood on Lathe (Poles, Chair Legs, etc.)
6	Fashion Basic Furniture, Cabinets
7	Hand Craft Hard Woods, Trimwork with Hard Woods
8	Water-Seal Wood Joints.
9	Inlay Wood Facade with Various Wood Types, Mother of Pearl, Precious Stones, etc.

Although *Carpentry* by itself is an admittedly unromantic skill, many highly prized crafts depend on it. Its practitioners often view *Carpentry* as a lore in itself.

Climbing Walls

Base: 16

This ability enables a character to ascend walls normally considered extremely difficult to climb. These include rough rock surfaces with minimal handholds and normal dungeon walls. The climber must make a *Success Roll* with *Physical Strength*, *Agility*, and *Perception Adjustments* when climbing every 20 feet or part thereof. The *Success Threshold* the climber must overcome depends greatly on the surface he is climbing. A rocky cliff might have a *Success Threshold* of 15 while a smooth, polished marble wall may have a *Success Threshold* of 30 or greater. Of course, climbing smooth walls requires the climber to use special equipment.

Creating Herbal Balms

Base: 16

Characters using this skill search wilderness areas for naturally occurring plants that they can make into medicinal poultices. A *Success Roll* with *Perception Adjustments* indicates whether the character found the necessary fauna for creating a single balm. A balm takes

8 hours to effect its healing properties. A person can receive the benefits of only one balm at a time.

If the character keeps a garden of the required herbs, allow three rolls per week for the garden alone. A character actively searching for an entire (8-hour) day may roll three times. Gathering herbs while traveling allows only 1 roll per day. The Overlord may penalize the searcher further in areas frequently crossed by others looking for the same herbs.

These poultices keep infections from entering wounds caused by combat and speed their healing. A character with *Creating Herbal Balms* can use these poultices more effectively than those that do not. These characters can apply a fresh herbal balm to open wounds or bruises to heal them for 2d6 points of *Damage Tolerance*. The skill of the poultice maker also adds somewhat to its healing properties. Add an extra point of healing to the balm's power for every 2 levels of the creator in this ability.

If the balm is applied by anyone other than a possessor of this skill, it heals only 1d6 points of damage.

Cutting Gemstones

Base: 40

A character using this skill transforms raw gemstones into dazzling faceted baubles. When the character cuts the gem, he must make a *Success Roll* with *Hand / Eye Adjustments* against a *Success Threshold* of 15. Success indicates the gem's value increases in value by 100 + 1d100 percent. Failure indicates its value lowers by 1d100 percent. For example, Lloyd the Lapidary successfully cuts a topaz originally valued at 1000 s.p. Rolling percentile dice gives him a 35. Since $100 + 35 = +135\%$, the value of Lloyd's topaz increases by 1350 s.p., to 2350 silver pieces total. Any natural roll of 3 or less on the *Success Roll* totally ruins the gemstone. Only a single successful roll can be made on any gem although multiple failures are allowed. Each attempt requires one-half day of work for every 1,000 silver pieces of value in the original stone.

Defending with Buckler

Base: 12

Some fighters train extensively in handling shields. This skill provides training in the use of small shields (bucklers) above and beyond what most fighters know. A character who uses a buckler in conjunction with *Defending with Buckler* gains an additional +1 bonus on his *Defense* for every five (5) levels he gains in this skill. Thus, he gains a +1 at 1st level, a +2 at 6th level, a +3 at 11th level, and a +4 at 16th level. In addition, the "buckler" level can be used in place of a weapon level if

the character drops his weapon in combat when calculating *Combat Level*.

Defending with Large Shield

Base: 24

Some fighters train extensively in handling shields. This skill provides training in the use of large shields above and beyond what most fighters know. A character using a large shield in conjunction with *Defending with Large Shield* gains an additional +1 bonus on his *Defense* for every five (5) levels he gains in this skill. Thus, he gains a +1 at 1st level, a +2 at 6th level, a +3 at 11th level, and a +4 at 16th level. In addition, the "shield" level can be used in place of a weapon level if the character drops his weapon in combat when calculating *Combat Level*.

Defending with Medium Shield

Base: 18

Some fighters train extensively in handling shields. This skill provides training in the use of medium shields above and beyond what most fighters know. A character who uses a medium shield in conjunction with *Defending with Medium Shield* gains an additional +1 bonus on his *Defense* for every five (5) levels he gains in this skill. Thus, he gains a +1 at 1st level, a +2 at 6th level, a +3 at 11th level, and a +4 at 16th level. In addition, the "shield" level can be used in place of a weapon level if the character drops his weapon in combat when calculating *Combat Level*.

Demolition

Base: 24

A character with this skill has learned the techniques of handling black powder in creating bombs and focused explosions. The know-how to properly pack the dangerous powder to attain the greatest impact for a given amount of material.

The powder must be packed in a strong container to allow the buildup of explosive gases. Simply placing a pile of powder on the ground accomplishes little other than creating an impressive short-lived flame. In all cases, black powder bombs are detonated through the use fuses. A properly made fuse burns at a rate of approximately 1 inch per second. A character with this skill can create 10 feet of fuse in an hour.

When a character with this skill attempts to make a bomb, the Overlord must make a *Success Roll* to determine whether the bomb has been made correctly. The character gains a *Success Bonus* equal to his skill level

plus *Hand / Eye Adjustments* and must overcome a *Success Threshold* of 15. If the roll succeeds, the bomb will perform as expected, provided it was made with appropriate materials. If it fails, its use will result in one of the possibilities listed on the **Faulty Bomb Table** listed in the **Equipment** section covering **Black Powder and Gunpowder**.

If the bomb is packed or unpacked by someone other than a character with *Demolition*, the bomb must make a *Luck Roll* against a *Luck Threshold* of 15. Failure indicates that some portion of the bomb's casing, fuse, or mechanism has been damaged. Its use results in one of the faults listed on the **Faulty Bomb Table** listed in the **Equipment** section covering **Black Powder and Gunpowder**.

The following table gives the affected areas and damages for various sized powder bombs:

⌘ Bomb damage ⌘

Black Powder Volume	Gun Powder Volume	Affected Area	Damage
10 lbs.	1 lb.	10' radius	2-20
20 lbs.	2 lbs.	15' radius	3-30
30 lbs.	3 lbs.	20' radius	4-40
40 lbs.	4 lbs.	25' radius	5-50
50 lbs.	5 lbs.	25' radius	6-60
60 lbs.	6 lbs.	30' radius	7-70
70 lbs.	7 lbs.	30' radius	8-80
80 lbs.	8 lbs.	35' radius	9-90
90 lbs.	9 lbs.	35' radius	10-100
100 lbs.	10 lbs.	40' radius	10-100

Any character within 5 feet of a detonating bomb sustains double the stated damage. In any case, allow a *Luck Roll* with *Agility Adjustments* for 1/2 damage. The *Luck Threshold* that must be overcome equals 15 plus 1 for every 10 pounds of black powder or 15 plus 1 for every pound of gunpowder.

Disarming Opponents

Base: 24

A character with this skill may attempt to disarm an armed adversary. For every attempt, he must forego one normal attack. Disarming an opponent involves twisting, parrying, and manipulating the foe's weapon in hand with the character's own weapon to wrench it from his grasp. Allow the opponent a *Luck Roll* with *Manual Dexterity* adjustments. He must overcome a *Luck Threshold* of 15 plus the disarmer's *level* in this skill. A failed roll indicates the disarming character threw the adversary's weapon out of arm's reach. Roll randomly to determine the direction the weapon was thrown (i.e., 1d8 for North, North-East, East, South-East, South, etc.) The weapon is thrown a distance of 2d10 feet. Obviously, the opponent may have to make an avoidance roll to get by his disarmer and regain his weapon (see **Circumventing Opponents** in the **Combat Rules**).

To use this skill, a character must use a weapon of equal or greater size than the targeted weapon.

In addition, this skill cannot be used in conjunction with the skill *Florentine* in a fashion allowing both an attack and a disarm attempt. However, if the character has a level in *Florentine* greater than or equal to the level in *Disarming Opponents*, allow him a +2 bonus on his disarming attempt when wielding two weapons.

To disarm an adversary, a character must use a weapon over which he has gained sufficient mastery. In other words, his *level* in wielding the weapon must be greater than or equal to his *level* in this skill. If it is not, he can use this skill at a *level* only equal to the *level* attained in the weapon's use.

Fast Talking

Base: 16

Fast Talking is a skill with many uses. A politician uses this ability to answer questions to which he has no answer. A swindler may use this ability to explain his way out of having his hand in the mayor's pocket. If the words of a fast-talker are ever analyzed carefully, they effectively say nothing.

A character may use *Fast Talking* to stall for time. If the fast-talked individual has urgent business elsewhere, he may be stalled for only 1d4 turns. Otherwise, he may be stalled for 1d6 turns plus one turn per level in *Fast Talking*.

To accomplish the desired goal, the *Fast Talking* character must make a *Success Roll* with *Charisma Adjustments*. The *Success Threshold* he must overcome

is highly dependent upon the situation, but it usually hovers around 15 (adjusted by the target's *Perception*).

Finding Secret Doors

Base: 24

Finding Secret Doors instructs its practitioner in the subtle clues that craftsmen must leave in the creation of hidden and secret doors. Thus, it allows a character to more easily locate well hidden doors or compartments in wood or stone structures. The searcher must state the exact location of investigation. A *Success Roll* with *Perception Adjustments* indicates whether he finds either the outline of the door or the triggering mechanism (Overlord's option).

Of course, this skill does not force its practitioner to forego a chance that anyone would have in finding a secret door when it is being actively sought. Such attempts normally demand a *Perception Check* against a *Threshold* of 5 plus half the level of the door's creator in its construction (i.e., in the craft of *Fashioning Secret Doors*.)

Finding Secret Doors in Stone Structures

Base: 8

This ability uses a character's expertise of geological traits to discover the presence of secret doors in stone structures. The searcher must state the exact location of investigation. A *Success Roll* with *Perception Adjustments* indicates whether he finds either the outline of the door or the triggering mechanism (Overlord's option).

Of course, this skill does not force its practitioner to forego a chance that anyone would have in finding a secret door when it is being actively sought. Such attempts normally demand a *Perception Check* against a *Threshold* of 5 plus half the level of the door's creator in its construction (i.e., in the craft of *Fashioning Secret Doors*.)

Finding Traps

Base: 16

With *Finding Traps*, a character can discover the presence of traps on chests, doorways, etc. The character must specifically state where he searches. A *Success Roll* with *Perception Adjustments* indicates whether the searcher discovers the trap. A roll of 1 indicates that the character inadvertently sprang the trap. Of course, finding a trap is impossible where none exists.

Firing Cannons

Base: 64

The skill of *Firing Cannons* gives a character the ability to load, aim, and fire any muzzle-loaded style cannon. The level a character obtains in this skill indicates the level at which the character will use all such weapons, so spending experience points in specific cannon sizes is not needed. Obviously, all muzzle-loaded cannons work in basically the same fashion, even if the largest ones are more cumbersome to use than the smaller ones.

Florentine

Base: 16

Characters possessing this skill may attack with one weapon in each hand. The character's level in *Florentine* acts as a ceiling to his *Weapon Level* when using two weapons. Thus, a character using two weapons fights at his normal *Weapon Level* only if his level in *Florentine* equals or exceeds it. Adjust his *Attack Bonus* in both weapons accordingly and alter his *Combat Level* if necessary.

In addition, the character suffers additional penalties on his *Attack Bonuses* due to his *Coordination*. For these adjustments, see the **Two-Handed Attack Adjustments** given in the **Advanced Combat Rules**.

For example, Bill the Barbarian uses a scimitar and a dagger. Through much diligence, Bill attained 7th *Character Level*, 8th level in scimitar, 4th level in dagger, and 6th level in *Florentine*. When he fights with both weapons, he still uses his dagger at 4th level but attacks with his scimitar at only 6th level. Since the scimitar is the higher weapon level, this weapon is used in calculating Bill's *Combat Level* (which is the average of his *Weapon Level* and *Character Level* rounded up). Thus, Bill has a *Combat Level* of 7 instead of 8 (For more information on how to determine *Combat Level*, see **Combat Level** in **Explanation of Combat Characteristics**).

In the case where two weapons with dissimilar *Recovery Times* are wielded, use the larger value. Consequently, a player must state that his character is using *Florentine* before initiative is rolled on any given turn. (Or, if he normally uses *Florentine*, he must state that he is *not* using *Florentine* prior to any initiative rolls.)

Obviously, the *Minimum Physical Strength* required to wield 2 weapons is often greater than that needed to wield only a single weapon. For those weapons having a *Minimum Physical Strength* of less than or equal to 0, the weapon may be wielded in a *Florentine* fashion without any additional strength requirement. For all other

weapons, add the *Minimum Physical Strength* requirements of both weapons together.

In cases where a character wishes to wield a 2-handed weapon in a single hand, double that weapon's *Minimum Physical Strength* requirement before adding it into the sum. For example, Grog the Orc Warrior wants to wield a 2-Handed Axe in each hand. He argues that a giant could certainly accomplish the task, if he were coordinated enough, so why shouldn't he be given the opportunity? Since a 2-Handed Axe requires a *Minimum Physical Strength* of 3 to wield, it is not too likely that Grog will get his wish. Each is a 2-handed weapon, so each has its own *Minimum Physical Strength* requirement doubled to 6. Then, the two are added together for a total of 12. Thus, while wielding two such weapons is within the realm of possibility, it almost *requires* a giant to accomplish the task.

Forging Documents

Alignment Restrictions: Character cannot be *Lawful*.

Base: 24

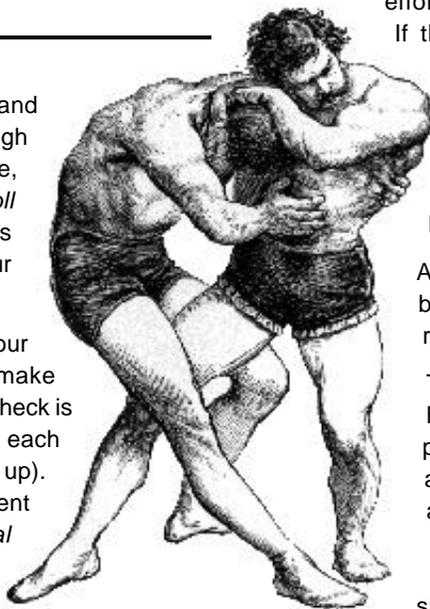
Some characters use their inborn artistic talents for dishonest practices. They create bogus contracts or duplicate another's handwriting. To the unwary, these can appear identical to the real thing. This ability determines how closely the forgery matches the original. A *Perception Check* indicates a casual observer takes it as authentic provided the forger copied it from an original. The *Threshold* the observer must overcome equals the forger's *Manual Dexterity* plus half his *level* in this skill. Roll individually for each observer.

Grappling

Base: 32

Grappling is the skill of wrestling and overbearing opponents through training and strength. To grapple, you must first make an *Attack Roll* (to which you add your character's *Coordination*) when attacking your opponent.

Once you have grabbed your opponent, both sides must make *Physical Strength Checks*. This check is adjusted by half the level of each combatant in *Grappling* (rounded up). Thus, both you and your opponent roll a d10, add your *Physical Strengths* and half your *Grappling* levels (if any). The



higher overall roll wins. The winner may decide whether to break the hold and end the contest or to continue grappling. If he continues, he may inflict 1d10 damage plus *Physical Strength Damage* on his opponent, although he may forgo this damage if desired. If the winner, whether you or your foe, decides to break off the contest but the loser wants to continue with the wrestling match, the loser must make an *Attack Roll* on the following turn to re-establish a hold.

In extended grappling contests, a similar *Physical Strength Check* is made by each side, every turn. Players keep a running sum of their checks while the Overlord keeps a running total of the opponent's. The combatant with the lower accumulated total remains under the control of his opponent, even though a single turn's *Physical Strength Check* may indicate a slight gain. Thus, only the grappler with the higher overall running total at any point has the option of breaking his hold and ending the competition. The grappler with the higher accumulated total may inflict damage of 1d10 + PS on his opponent, although this is never required.

When the accumulated sum of the winning side is 10 or greater than the losing side, the winner has incapacitated his opponent with a constricting hold. At this point, the loser's *Physical Strength Checks* cease as long as the winner maintains a firm grasp with both hands. He is at the winner's mercy. Once the winning side has incapacitated his opponent, he may press his advantage further or he may restrict himself to simply maintaining his absolute control over his opponent. If he continues pressing forward, he may inflict the normal wrestling damage stated above every turn with impunity. If he is feeling particularly cruel, though, he may exert all his efforts on a single limb in an attempt to break a bone

If this is done, the losing grappler must make a *Stamina Check* once per turn and compare the result to a similar *Physical Strength Check* made by the winning grappler. If the winner's *Physical Strength Check* comes out with the higher number, the winner breaks one of his hated foe's bones with a resounding "crack."

All grappling damage (with the exception of broken bones) is treated as *Fatigue* damage. Thus, it is regained at a rate of 1 point per hour of rest.

The skill of *Grappling* demands that the grappler's hands be free for grabbing, twisting, pulling, and pushing on his opponent's body. Consequently, as soon as a grappler draws a weapon, he loses any *Grappling* adjustments he has on his *Physical Strength Checks*. (Of course, for grapplers lacking this skill, this restriction is no great loss since they don't have any adjustments to begin

with.)

Even so, it is impossible for a grappler to attack with large weapons. Wielding a medium weapon while grappling forces the attacker to halve his normal *Attack Bonus* (round up). If a grappler attacks with a small hand-held weapon, however, he has a big advantage since his grappled opponent is quite vulnerable. He loses none of his normal *Attack Bonus* with small hand-held weapons and his opponent's *Defense* is cut in half (round up). The *Defenses* of all involved are similarly halved to any non-grappling parties.

In any grappling competition, one side may try to overwhelm the opposition by sheer numbers. If this is done, all individuals must make their own *Attack Rolls* to establish holds. Thereafter, all those on one side make individual *Physical Strength Checks* (as described above). All the *Physical Strength Checks* on each side are simply added together before comparing the result to the competition's total.

For example, Bif the Bartender wants to throw a raucous drunken orc out of his establishment. Not wanting to risk any lawsuits, he puts his club aside and tries to wrestle the obnoxious oaf instead. He makes an *Attack Roll* and rolls a 20 on the d30. To this he adds his *CD* of 4 and his levels in *Grappling* (7). The total adds up to 31, more than enough to grab the orc. The bawdy drunk, taken by surprise attempts to escape Bif's grasp. He doesn't have any levels in *Grappling*, but he has plenty of strength. Both sides roll *Physical Strength Checks* on d10's. The drunk obtains a 4 and adds his *PS* (5) for a total of 9. Bif rolls a 3 and adds his *PS* (3) and half his *Grappling* level (4) for a total of 10. Since this is only the first turn of combat, the accumulated difference between the two combatants is only 1 (10-9) so the orc is far from incapacitated. Nevertheless, he sustains *Fatigue* damage of 1d10 plus 3 (Bif's *PS*). The first turn's rolls indicate that the orc fails to escape the bartender's grasp. It won't be long before the orc, though drunk, will easily see that his chances of victory do not look favorable since his opponent obviously knows far more about this form of combat than he does. He must decide whether he should continue in his struggle or cry "uncle".

Harvesting Venoms

Alignment Restrictions: No *Good* character can use poisons on sentient creatures and will never use it to gain advantage in combat.

Base: 8

Characters with this skill are versed in extracting venomous poisons from the venom glands of vipers, dragons, and other beasts. In addition, the character knows how to properly preserve the venom in glass vials

to prevent deterioration. When a character wishes to harvest a creature's venom, he must make a *Success Roll* with *Perception Adjustments* as described in *Poisons* under "Hazards" in the **Handbook of Hazards and House Rules**. The *Success Roll* indicates how well the character was able to preserve the potency of the venom. Thus, if the character attempts to extract a *Deadly* venom from a viper but rolls only good enough to indicate a *Moderately Hazardous* venom, then the venom's potency is reduced to that level. Of course, the character cannot increase the venom's effects regardless of the roll.

Hiding in Crowds

Base: 8

This ability enables a character to "blend in" with a surrounding crowd. To use this skill, a character must make a *Success Roll* with *Perception Adjustments*. Successful use of this skill gives a +3 bonus on the *Success Roll* when *Picking Pockets*. Characters often find this skill useful when running from town guards, angry bartenders, and tax collectors. Allow only one *Hiding in Crowds* attempt when escaping by plunging into a crowd.

Holding Breath

Base: 8

This is a skill that is hard earned. The trades of some individuals necessitates they hold their breath for extended periods. One of the most famous examples of this ability is the unbelievable underwater constitution of pearl divers. Over the course of years, the lung capacities of these individuals slowly increases so that they can take deep breaths of air which sustain them for impressive periods.

Any character having this skill is able to hold his breath for a number of turns equal to his *Stamina* plus 1 turn per level in this skill before *Choking*, *Drowning*, or *Suffocation* damage begins taking effect (see **Choking / Drowning / Suffocating** in the **Trauma** rules for details). If the character is able to inhale deeply before holding his breath, he is allowed an additional 1d10 turns.

The character may be able to continue an impressive sequence of demonstrations in using this ability. If the character is able to take a deep breath before half of his allotted time is expended, he may use this ability again immediately without penalty. (In this case, a deep breath will require a minimum of 3 seconds.) If the character has held his breath for longer than this, he will need to gasp air for a period of time equal to the time he spent holding his breath. At this point, he will once again be ready to hold his breath. Once he begins sustaining

damage from suffocation, however, he will not be able to use this ability for a minimum of 5 minutes.

Horsemanship

Base: 8

This skill teaches the techniques of combating opponents from horseback. With it, your character may direct his mount by leg movements when both of his arms are otherwise occupied in defending and attacking. This skill also teaches proper care for the horse and necessary riding equipment. Your character can use this skill ONLY with fully-trained war horses, as untrained horses shy from the loud, fast actions of combat.

Your character's level in *Horsemanship* acts as a ceiling to his *Weapon* level when fighting from horseback. Thus, your character fights at his normal *Weapon* level only if his *Horsemanship* level equals or exceeds it.

Due to his less-mobile station on the horse's back, your character's *Defense* drops by 5 full points when mounted unless this lowers it below the horse's *Defense*. In this case, simply use the horse's *Defense* instead.

On the other hand, your horseman's raised elevation gives him quite an advantage in combat. Against any opponent having a height less than your character's height when mounted, he doubles the *Physical Strength* damage adjustment for all blows inflicted with hand-held weapons. Of course, only medium and large hand-held weapons have sufficient length to easily reach unmounted enemies. Thus, wielding small weapons is ineffective in cavalry combat.

Identifying Elixirs

Base: 32

With this ability, your character becomes versed in the smells, tastes, and colors of various potions. To use this ability, your character must closely inspect the liquid in question and must have encountered it in the past. By taking a -5 penalty on the *Success Roll* when identifying the potion, your character may forego tasting and smelling it. A *Success Roll* with *Perception Adjustments* indicates whether he identifies the properties of the liquid. Failure implies he cannot identify it. Allow only one roll per potion.

Identifying Poisons

Base: 24

If fully-trained in this skill, your character can accurately identify

the colors, smells, and textures of various poisons. To use this ability, your character must closely inspect the substance in question and must have encountered it in the past. By taking a -5 penalty on the *Success Roll* when identifying the substance, your character may forego smelling and touching the substance in question. A *Success Roll* with *Perception Adjustments* indicates whether he identifies it as poisonous or non-poisonous. If poisonous, he identifies the type (contact, ingested, etc.) and probable uses. A failed roll indicates he cannot identify it. Allow only one roll per substance.

Inspiring Loyalty

Base: 24

This ability taps a comrade's or subject's sense of honor to persuade him to follow your character's commands. For success, your character must have shown some heroic deed on the behalf of the follower. These deeds could be nothing more than replacing unjust laws with fairer ones against the wishes of other nobles. Lowering taxes often works in this way to appease a wide populace. Nevertheless, if your character gives a command highly unfavorable to the persuaded subject's condition, your character must make a *Success Roll* with *Charisma Adjustments*. Adjust the roll appropriately for the nature of the request. Thus, a command to stand firm in battle against an obviously superior force requires a substantial penalty in your character's chances.

Interrogating

Base: 32

With this ability, your character is taught the art of human logic, lies, and tricks. If given an opportunity to question a witness to a crime, an accused criminal, or his accuser, your character can often get a "feel" for who is telling the truth. A *Success Roll* with *Perception Adjustments* indicates whether your character notices the twitching of an eye or a certain inflection in the witness's voice that indicates he is lying. Of course, if the witness is telling the truth, you will notice nothing unusual.

Jousting

Base: 24

Your character needs this skill to ride in full-field plate armor upon great armored warhorses. In addition, it provides all of the training needed to wield and charge with lances of all sizes from horseback. Lowering the pole's deadly tip to the height of his foe's heart, your



character spurs his mount into a full gallop. The charge ends when one of the two opponents is slain or falls to the ground. Of course, if both you and your opponent fail to impact upon the other's shield, you are both expected to turn around to prepare for another charge.

The amount of damage inflicted by the lance depends greatly on the size of the war-horse ridden. A jousting rider on a heavy warhorse delivers 3d8 damage per blow (plus PS). A medium warhorse causes 3d6 damage, and a light war horse inflicts 3d4 damage. Figure the *Attack Bonus* and *Combat Level* of the jousting rider as if using a hand held weapon (see **Attacking** and **Combat Level** in the **Combat Rules**). This skill requires a character to be at least *Reviewed* in *Horsemanship*. For more information, see **War Horse** in **The Bestiary**.

Note that if your character possesses this skill, he need not gain levels in lance directly for use in mounted combat. The skill itself incorporates all such formalities.

Listening Through Doors

Base: 8

Using *Listening Through Doors*, your character hears noises coming from the other side of a closed door if he makes a *Success Roll* with *Perception Adjustments*. For success, no other noises can disturb your character who must put his ear on the door. He suffers severe penalties if those on the other side of the door make serious attempts to be quiet. A character may apply this skill to wooden walls and barriers as well, with corresponding alterations to the required *Success Threshold*.

Manufacturing Hallucinogenic Poisons

Alignment Restrictions: Character cannot be *Good*.

Base: 16

With this skill, your character becomes versed in the manufacture of substances that invoke delusions and delirium in humanoids. The greater your character's experience with producing these toxins, the more potent the poison produced. A more detailed description of the effects and forms of *Poisons* can be found under **Hazards** in the *Handbook of Hazards and House Rules*.

Manufacturing Toxic Poisons

Alignment Restrictions: No *Good* character can use poisons on sentient creatures and will never use it to gain advantage in combat.

Base: 16

With this skill, your character becomes versed in creating substances harmful to humanoids. Given proper components—mortar and pestle and basic glassware—your character can produce deadly toxins in a day's time. The greater his experience with producing these toxins, the more deadly the poison produced. A more detailed description of the effects and forms of *Poisons* can be found under **Hazards** in the *Handbook of Hazards and House Rules*.

Masonry

Base: 12

Masonry is the art of brickwork and stone cutting. It is a practical art used mainly in the construction of buildings and monuments. Although many masons are renowned sculptors, having the masonry skill in itself does not make your character a great artist. It does, however, give him some knowledge of basic building design and the ability to cut stones to proper shape for use in construction.

As your character's skills in *Masonry* improve, he gains a greater repertoire of construction materials and can cut a wider variety of stone types according to the following table:

Masonry Level	Ability
1	Pour Concrete
2	Mix Concrete
3	Lay Brick
4	Lay Pre-cut Stone
5	Lay Natural Stone
6	Cut Sandstone
7	Cut Limestone
8	Cut Marble
9	Cut Granite

Although *Masonry* by itself is an admittedly unromantic skill, many highly-prized crafts depend on it. Its practitioners often view *Masonry* as a lore in itself.

Mining

Base: 4

Picture this: Glint the Greedy Prospector spots a sparkling red ruby glittering in a newly discovered mineral vein. He is sure the bauble is worth a fortune and cannot wait to seize his prize. Because of his greedy nature,

Glint decides to dispense with the formalities of obtaining the Miner class and digs in with glee. To Glint's horror, the first delicate stroke of his pick sends a web of fractures shooting through his beloved prize. He faints as shards of worthless red splinters tumble to the floor.

This skill enables your character to cut precious natural gemstones and minerals from their surrounding rock without experiencing the nightmare described above. To accomplish the task for a given gemstone, your character must make a *Success Roll* with *Hand / Eye Adjustments*. Success indicates the stone is removed with its full value intact. Failure indicates the extracted gem's value is reduced by a random percentage (rolled on 1d100).

Characters lacking this talent may still remove a stone from its natural rock. Treat each attempt as an automatic *Mining* failure (i.e. the stone's value decreases by 1 to 100 percent).

Obviously, no *Mining* roll is needed when extracting metal ores as the value of a metal is maintained regardless of its form.

Navigating

Base: 24

With this ability, your character can read his approximate location from the positions of the stars in the night sky. A *Success Roll* with *Perception Adjustments* indicates whether your character determines his location to within 50 miles. Using a sextant or other similar navigation equipment gives him a +5 bonus. Failure indicates that he has miscalculated his position. In this case, your character believes his location to be anywhere up to 500 miles from his actual position. Allow only one roll per cloudless night.

Opening Locks

Alignment Restrictions: Hmm . . . well, . . . hmmm.

Base: 12

Opening Locks is a skill that is almost a lore in itself. It trains your character in specific techniques that thwart the mechanisms comprising all sorts of locks.

The skill gives your thief all of the knowledge necessary to pick the simplest of locks. This includes *Sequence Locks* and *Skeleton Key Locks* if he has the proper thieving tools. A *Success Roll* with *Manual Dexterity Adjustments* indicates whether the lock opens. Since your character knows when he has picked a lock, you can usually roll the die yourself. (Occasionally, the Overlord may wish to roll due to additional adjustments.)

An *Opening Locks* attempt requires one full turn on simple *Skeleton Key* locks. *Sequence Locks* require at least a minute to open in this fashion.

The mechanisms of other more complicated locks are also studied by the practitioners of this skill. These locks include such devices as *Combination Locks*. However, the complexity of these devices requires your thief to attain skills specifically geared toward these lock types. These additional specialized crafts can only be obtained after your character attains sufficient level in this skill.

For a full description of Combination Locks, Skeleton Key Locks, and Sequence Locks, see **Locks** in *The Handbook of Hazards and House Rules*™.

Passing Without a Trace

Base: 32

Passing Without a Trace allows your character to travel through all types of natural terrain without leaving much of a trail. When your character uses *Passing Without a Trace*, he raises the required *Success Threshold* for the follower's *Tracking* skill by an amount equal to his *Agility* plus 1 point per level.

For example, Willbend the elven ranger is trying to shake off the pursuit of a pesky goblin bounty hunter named Gudit. The goblin would normally have a *Success Threshold* of 15 to track his prey through the dense forest. However, Willbend is 6th level in *Passing Without a Trace* and has an *Agility* of 3. Therefore, Gudit must overcome a threshold of 24.

Using this ability, unfortunately, cuts your character's *Speed* to one-quarter normal.

Picking Pockets

Alignment Restrictions: Character cannot be *Lawful*.

Base: 8

Your thief uses this ability when the itching desire to steal something quick overcomes him. He must first approach his victim unnoticed, possibly by using *Stealth* or *Hide in Crowds*. If successful, he may attempt to pick the pocket he stalks. You must make a *Success Roll* with *Manual Dexterity Adjustments* against a *Threshold* of 15 plus the target's *Perception*. Success indicates your pilferer plunders the precious prize from the patsy's pocket. A rolled failure of 5 or more indicates the victim feels the touch of your less-than-clever fingers. He will, most likely, seek vengeance on your poor little thief. Everyone knows that the penalty for stealing is the loss of a hand.

Piety

Alignment Restrictions: Character must have same alignment as his chosen deity.

Base: 48

Gods bestow magical abilities upon their devoted followers by granting them *Mana*. Determine the amount of magic your priest expends by keeping track of his *Mana* points. A *Mana* point is a unit of magical energy that a deity gives a pious follower to use in pursuing the deity's needs and desires. Differing amounts of *Mana* points must be expended to successfully cast a particular spell. A pious follower gains *Mana* points at the beginning of each day when praying.

The *Piety* level of a follower determines how much *Mana* may be stored while his Faith determines how quickly he obtains it. A number of *Mana* points equal to your priest's Faith are gained at the beginning of every day. He may retain up to twice his *Piety* level if he saves *Mana* from previous days. For more information on priestly spellcasting, see *The Spellcasting Rules*.

Your priest may choose two spells per *Piety* level. Thus, at 5th level in *Piety* he has 10 spells. These spells must come from the spell categories given him by his particular religious classes. (i.e., Acolytes cast Healing spells, Druids cast Nature spells, etc.) Nine religious spell categories exist. These are: *Battle*, *Curses*, *Divination*, *Healing*, *Miracle*, *Nature*, *Ritual*, *Symbol*, and *Wrath*. Once the follower chooses the spells he wishes to cast, they remain fixed. He may cast them as many times as his *Mana* points allow but must wait until he has attained sufficient level to choose another spell. See **Pantheons of the Gods** for information on the deities your priest may follow.

Pricing Jewels

Base: 16

This ability gives your character the expertise to rate the value of cut gems and jewelry. The evaluation of a bauble considers the skill of cut and the type and quality of gems used. A *Success Roll* with *Perception Adjustments* indicates whether your character quotes a price within 10% of the actual value. Failure indicates he missed some flaw in the workmanship or crystal structure of the gems, which greatly affects its value. With this skill, your character can always spot fake jewelry if he inspects it closely.

Pricing Uncut Gems

Base: 8

With this skill, your character recognizes valuable stones in their uncut state. In addition, he can spot the major faults in these gems upon careful examination. A *Success Roll* with *Perception Adjustments* indicates whether your character rates the gem within 10% of its actual value. Failure indicates that the stone is not the type believed or has a greater or lesser quality than predicted.

Prospecting

Base: 24

This ability teaches your character about geological formations. He can read rock strata nearly as well as scholars read books. *Prospecting* also reviews your character in the color of clays and sediments that contain trace minerals and the fauna known to grow near ore rich deposits. A *Success Roll* with *Perception Adjustments* indicates that your character realizes if any types of mineral deposits lie nearby. This ability cannot give the size of the deposit or its exact location. Nevertheless, it provides clues as to where the deposit might lie. Of course, this ability can never lead your character to a nonexistent vein, but any roll of 1 indicates that the character mistakenly believes a large deposit lies buried nearby.

Pummeling

Base: 8

Pummeling is a polite name given to all-out, drag-down, no-holds-barred type of bar room brawling. The combat characteristics of your character when brawling follow:

His *Attack Bonus* with a fist equals 1 per level in *Pummeling* plus *Vigor Adjustments*. A pummeling character can attack with both fists if he uses the *Coordination Attack adjustments* for dual weapon use (see **Wielding Two Weapons Simultaneously** in the **Advanced Combat Rules**).

Each hit inflicts 1d3 damage plus *Physical Strength* adjustments. If leather, studded leather, chainmail or banded gauntlets are worn, damage increases to 1d4. Plate gauntlets deliver 1d6 damage per blow. If a cestus is held, damage increases by another 1d4 points.

When two opponents fight each other, figure *Combat Level* using each fighter's pummeling level. Figure the *Combat Level* of anyone pummeling an armed opponent using only half the *Pummeling* level as the *Weapon* level in hand. For more information on how to calculate *Combat Level*, see **Combat Level** in **The Final Touches**.

Figure your character's *Defense* using a *Parry Factor* of 2.

Your character's *Recovery Time* equals 3 when not encumbered by metal gauntlets (the minimum *Recovery Time* allowed). Metal gauntlets increase his *Recovery Time* to 5.

Raising Morale

Base: 16

When your character uses this skill, he lifts the spirits of those around him. He takes circumstances of impending doom and presents them as exciting challenges to be overcome. Your skilled orator can turn a group of army deserters into a determined squadron of unconquerable warriors. When using this skill, your character must make a *Success Roll* with *Charisma Adjustments*. If successful, those affected gain a bonus of +1 per two levels in this skill on all *Luck Rolls* against the effects of fear.

Remedying Ailments

Base: 24

This skill teaches your character about the medicinal values of various chemicals and herbs. Equipped with *Remedying Ailments* and given proper components, your character can treat infections and illnesses. Once treated by your healing hands, your sick patient gains a *Stamina Check* against the infecting illness against a *Threshold* of 10. Adjust his roll by half the *level* of your character in this skill (rounded up). A successful roll indicates the patient has thrown off the illness. The elixirs and powders used in this skill require 8 hours to work effectively.



Removing Traps

Base: 24

Removing Traps disarms a trap. To use this skill, your character must make a *Success Roll* with *Manual Dexterity Adjustments*. Failing the roll by 10 or more springs the trap. Of course, to remove a trap, your character must know it exists and must be able to identify and contact either the triggering mechanism or the trap itself.

Rural Stealthing

Base: 24

Rural Stealthing teaches your character the techniques of silently moving in woodland areas. It trains him in walking over fields covered in dry leaves and crackling grasses. This ability also teaches him how to move through underbrush without disturbing the upper branches whose motion could give away the stealthier.

To determine whether your character successfully stealths, make a *Success Roll* with *Agility Adjustments*. A failed roll indicates your character made some noise or exposed himself to view. That does not mean he is instantly spotted, though. On any failed stealth roll, the Overlord should simply allow any nearby creatures a *Perception Check* against a *Threshold* of 5 plus half your character's level in this skill to spot you (rounded up).

Anyone *actively* looking for your stealthing character will automatically spot him on a failed *Success Roll*. Even if your stealth roll was successful, however, you can still be spotted if the searcher makes a *Perception Check* against a *Threshold* of 5 plus half your character's level in this skill (rounded up).

Stealthing forces your character to move slowly. A stealthing character can move at a maximum *Speed* of 3 (9 feet in 10 seconds). When rolling surprise while stealthing, your character gains a +1 bonus TO surprise a creature for every 2 levels in this skill (rounded up). Trying a surprise attack on a highly perceptive creature, therefore, may fail even though the *Rural Stealthing* roll succeeds (since your target may win the surprise roll despite your efforts).

The Overlord will not allow your character to stealth at times. Regardless of how phenomenally well your thief stealths, he cannot simply duck behind a fern to lose the hot pursuit of a wary guard.

Seamanship

Base: 8

Seamanship is the skill that encompasses a sailor's expertise in manning a sea-going vessel. It does not delve deeply into the mythology of the sea, as do *Seafaring Lore* and *Ocean Lore*. Rather, it revolves around the proper techniques for hoisting sails, tying knots, and scrubbing ship decks. In short, *Seamanship* teaches your character how to handle the many diverse tasks that ocean travel requires.

Seamanship is a somewhat uncommon skill in that your character will rarely act alone with it. Just as sailing a ship requires the concerted efforts of many sailors, *Seamanship* is most often used as a collective skill (see **Collective Rolls** in **The Rolls of *Legendary Quest*** for details.) When a *Success Roll* is required in determining the success of this skill in harsh environments, your character is entitled to add *Stamina* and *Agility Adjustments* to his *Success Bonus*.



Setting Booby Traps

Alignment Restrictions: *Good* characters must be extremely careful when setting traps to ensure that innocent people are not killed or wounded.

Base: 32

Setting Booby Traps creates a device designed to ensnare, poison, or stab anyone triggering it. This requires your character to obtain whatever necessary parts the trap requires. Most booby traps take several hours to set and many take much longer. You must describe in detail the operation of the trap that you want to build for the Overlord to determine its probable damage and feasibility. A *Success Roll* with *Hand / Eye Adjustments* indicates a readied trap, able to trigger. If your roll fails by less than 3, your character believes that he succeeded in setting the trap but it actually remains useless. Failing the roll by more than 8 triggers the trap immediately. For descriptions of various booby traps, see **Booby Traps** in the **Hazards** section of the *Handbook of Hazards and House Rules™*. Once set, discovery of the mechanism requires a successful *Finding Traps* roll.

Setting Rural Traps

Alignment Restrictions: *Good* characters must be extremely careful when setting traps to ensure that innocent people are not killed or wounded.

Base: 32

Setting Rural Traps allows your character to make covered pits, deadfalls, etc. Anyone carefully looking automatically finds these traps. When building a trap, you must describe in detail its operation for the Overlord to determine its feasibility and deadliness. Any intelligent casual observer is allowed a *Perception Check* against a *Threshold* of 5 plus half your character's level in this skill. Success indicates the trap is discovered. Roll once for each observer. For descriptions of various possible rural traps, see **Rural Traps** in the **Hazards** section of the *Handbook of Hazards and House Rules*.

Setting Structural Traps

Alignment Restrictions: *Good* characters must be extremely careful when setting traps to ensure that innocent people are not killed or wounded.

Base: 32

Setting Structural Traps creates a device designed to trap, crush, or direct intruders. This requires your character to obtain whatever necessary parts the trap requires. Setting the trap usually takes more than a week

for the simplest traps and may take much longer. When creating a trap, you must describe in detail its operation for the Overlord to determine probable damage and feasibility. A *Success Roll* with *Hand / Eye Adjustments* indicates a readied trap, able to trigger. If the roll fails by less than 3, your character believes that he succeeded in setting the trap but it remains useless. Failing the roll by more than 8 triggers the trap immediately. For descriptions of various possible structural traps, see **Structural Traps** in the **Hazards** section of the *Handbook of Hazards and House Rules™*. Once set, discovery of the mechanism requires a successful *Finding Traps* roll.

Smithery

Base: 24

Blacksmiths use Smithery to create steel implements. If your character possesses this skill, he may fix steel armor if he has the use of a forge.

At 3rd level in *Smithery*, your character understands enough metalworking to fashion silver and gold implements. Attaining 6th level gives him the ability to forge *Meteoric* steel. At 9th level he may begin forging *Damascus* steel. Upon attaining 11th level, he may forge *bright* steel. Your character can forge *mithril* at 13th level and *adamantine* at 15th level.

Although the Smithery skill allows your smithy to form these exotic metals if he can obtain them, it does not give him the ability to create the metal alloys themselves from raw materials. These secrets are closely guarded and can only be learned by characters possessing sufficient knowledge of Metal Lore.

Several talents, such as Fashioning Metal Armor, Forging Metal Weapons, and Repairing Armor depend on this skill.

Throwing Grapnel

Base: 4

A grapnel and rope is a common piece of adventuring gear. The grapnel itself is nothing more than a small, three-pronged hook to which the rope is attached. When thrown over the top of a wall, the hook is likely to catch on any available protrusion and provide an anchor to secure the rope's end.

Of course, your character can repeatedly toss a grapnel and eventually get it to catch without this skill. However, such a tactic is likely to cause quite a bit of noise and makes you look rather foolish. A grapnel that fails to catch will tumble back down to the ground, often with a raucous clatter. Those below will need to scramble or

suffer more than a bruised ego as the metal hook plummet toward them. Anyone directly in the falling hook's path must make an *Agility Check* against a Threshold of 8 or be struck by it. The hook will deliver 1d4 damage for every 10 feet of falling plus an additional 1d10 points of *Severity Damage*.

Obviously, the taller the wall, the harder the task of securing the grapnel. To successfully anchor the grapnel, your character must make a *Success Roll* with *Hand / Eye Adjustments*. He must beat a *Success Threshold* equal to 1 per foot of height or 1 per 2 feet of distance. Thus, a wall 20 feet high requires the grapnel's thrower to overcome a threshold of 20. Similarly, a chasm that is 30 feet wide demands the thrower beat a threshold of 15. Of course, the Overlord is free to adjust these thresholds in situations where the available anchor points are few or non-existent.

Characters lacking this skill suffer a penalty of -5 on all such attempts and require 1d4 turns per throw.

Characters with *Throwing Grapnel* have special training in preparing and tossing the rope along with the grapnel so that it unrolls in mid-air without tangling. This gives added control over the rope and impressive speed in its delivery. If the rope is properly prepared prior to tossing, your character may swing and toss it in a quick fluid motion anchoring the rope within a period of 2-5 seconds. If the grapnel does not catch, your character may prepare it and re-throw within one turn.

A grapnel can be thrown to a maximum height of 20 feet plus 5 feet per point of *Physical Strength* or a maximum distance equal to 30 feet plus 5 feet per point of *Physical Strength*.

Tightrope Walking

Base: 24

This ability enables your character to traverse a rope or beam securely fastened at both ends. The rope can have no more than a 30 degree inclination for your character to walk it. It must also be able to lift vertically at least three times your character's weight. If it cannot, the increased stresses forced on the rope when used in this way automatically cause it to snap. A *Success Roll* with *Agility* and *Perception Adjustments* indicates that your character crosses a 20 foot length of tightrope. Of course, circumstances such as high winds may force severe penalties on a character's chances. Allow a +3 adjustment on the *Success Bonus* if your character uses a long pole for balance.

Torturing

Alignment Restrictions: Character must be *Evil*.

Base: 32

With this skill, your character uses pain to extract information from a bound victim. Allow the victim a *Willpower Check* against a *Threshold* of 5 plus half your character's level in this skill. Success indicates that he passes out before disclosing any secrets. Failure shows that he tells all he knows and must make another *Willpower Check* or gain some form of insanity (see **Insanity** in the **Core Rules**).

Tortured victims often lie to obtain relief from their suffering. If your torturer takes these lies as truths or fails to force an answer, the victim gains confidence in his fortitude. Allow the victim a +1 cumulative bonus on future *Willpower Checks* concerning torture. Spilling his guts to the torturer, though, penalizes him by -1 cumulative on all such future checks. Every torture session lasts 1d6 twenty minute periods. The tortured victim takes 1d8 damage every twenty minutes of torture.

Tracking

Base: 8

This ability allows your character to follow the trail of bent grass blades, torn leaves, and snapped twigs left by fleeing prey. When your character tries to track some quarry, make a *Success Roll* with *Perception Adjustments*. Success indicates you trail your target for one-half mile and may continue tracking further. If the roll fails, you may backtrack and try again. If you fail a second time, you lose the trail completely. The *Success Threshold* you must overcome equals 15 minus 1 for every individual in the group being tracked (plus any environmental adjustments as determined by the Overlord).

If you succeed on 3 successive rolls, your character's rate of tracking increases to 1 mile per level in *Tracking* on every roll. This rate continues until any single roll is failed.

Each tracking attempt requires your character to spend a minimum of 20 minutes (discounting travel time.)

Tunneling

Base: 40

This skill allows a miner or sapper to perform his craft. *Tunneling* training teaches your character how to cut structurally sound passages through clay, dirt, and rock. With this skill, your character can automatically perform simple tasks such as cutting rough stone blocks.

Tunneling allows your character to dig through rock at a base rate of 10 cubic feet plus 2 cubic feet per point of his *Brawn* every hour. In addition to this base rate, he digs an additional 2 cubic feet per skill level every hour. You may keep up this rate of digging for 5 hours plus 2 hours per point of *Stamina*. After digging for this amount of time, your character must rest for a minimum of eight hours to recover from the severe physical exertion. Of course, he must have basic digging equipment (picks, spikes, hammers, spades, buckets, etc.)

Using these rules, an average dwarven miner could dig a 3 foot by 5 foot passage at a rate of about 2 feet per hour. In a day, his passage increases in length by 8 to 10 feet.

If your character digs through clay or dirt, triple his rate of digging.

Underwater Combat

Base: 4

Normally, when a land-dwelling creature is submerged in water, his *Attack Bonus* and *Defense* are both cut in half. This can prove to be a devastating handicap when encountering a deadly shark or sea monster.

In learning this skill, your character has obviously spent a great deal of time in and under the water. To him, the water feels like a second home. When he is forced into underwater combat, his experience serves him well.

As a base starting point in calculating the combat characteristics of your character, cut his *Attack Bonuses* and *Defense* in half as normal for swimmers. His *Attack Bonus* penalty thus incurred is mitigated by 1 point per 2 levels in this skill. His *Defense* penalty is also reduced by 1 point per level.

For example, Paul the Pearl Diver normally has an *Attack Bonus* of +8 with his trident and a *Defense* of 30. Cutting these values in half when entering the water gives him an *Attack Bonus* of +4 and a *Defense* of 15. Fortunately, Paul has attained 5th level in *Underwater Combat*. This means that the -4 penalty on attack is reduced to a -1 and the -15 penalty on *Defense* is reduced to -10. Therefore, his *Attack Bonus* underwater equals +7 and his *Defense* only falls to a 20.

Obviously, this skill can only cut the penalties to -0. It cannot provide additional bonuses.

“Bar room brawl started and you had to check your mace at the door? In the depths of a dungeon and just broke your sword? Never fear.”

Urban Stealthing

Alignment Restrictions: The act of stealthing is not inherently illegal, but I certainly wouldn't trust anyone I caught doing it!

Base: 16

With urban stealthing, your character passes unwary guards and unwanted witnesses in city settings. *Urban Stealthing* involves a combination of moving quietly and concealing oneself in dark niches. When your character uses this skill, make a *Success Roll* with *Agility Adjustments* to determine whether he remains concealed. A failed roll indicates your character made some noise or exposed himself to view. That does not mean that his cover is automatically blown, however. The Overlord should simply allow any nearby creatures a *Perception Check* against a *Threshold* of 5 plus half your character's level in this skill (rounded up).

Any individual *actively* looking for your stealthing character will automatically spot him on a failed *Success Roll*. Even if your character is successfully stealthing, though, you can still be spotted if the searcher makes a *Perception Check* against a *Threshold* of 5 plus half your level in this skill.

Stealthing makes your character move slowly. He may move at a maximum *Speed* of 3 (9 feet in 10 seconds). Of course, nobody can quietly move in armor such as chainmail or plate, so don't expect your fully armored warrior to get any use out of this skill.

When stealthing, your character gains a +1 bonus TO surprise a creature for every 2 levels in this skill (the bonus being applied to your character's *Surprise Roll*). Trying a surprise attack on a highly perceptive creature, therefore, may fail even though the *Urban Stealthing* roll succeeds.

Your Overlord will probably allow you to try stealthing any time you want, even if you cannot succeed. Good players realize the impossibility of slipping past several alert, trained guard dogs!

Weapons Resourcefulness

Base: 64

Bar room brawl started and you had to check your mace at the door? In the depths of a dungeon and just broke your sword? Never fear. Being the dauntless fighter that you are, anything nearby instantly becomes a deadly weapon in your skilled hands. These skills are hard-earned. The only practice with these tools is usually gotten in the heat of combat after real weapons have been lost.

If a character with *Weapons Resourcefulness* finds himself with an actual *Hand Held* or *Polearm* weapon in which he has no other training, he may use it at a level equal to his level in this skill. However, its *Recovery Time* increases by 2 points. (If your character becomes at least *Schooled* in the weapon's use, this restriction is lifted). Of course, minimum *Physical Strength* restrictions still apply.

The accompanying Weapons Resourcefulness Table details the combat characteristics of some common barroom items. It is in no way complete. The characteristics of any other items that a character grabs and swings are left to the Overlord's discretion.

⌘ Weapons Resourcefulness Table ⌘

Weapon Name	Damage per Blow	Parry Factor	Recovery Time	Min. PS To Use	Size
Bottle	1-4	3	5	-2	S
Branch or Stick	2-5	5	6	-2	M
Broken Bottle	1-6	3	4	-2	S
Broken Sword Hilt	1-6	4	5	-2	S
Chair or Stool	1-8	5	10	0	L
Cloak or Jacket ♦	0	5	6	-2	M
Hot Poker	2-5	4	6	-2	M
Moneybag	1-4	2	5	-2	S
Serving Tray	1-4	6	5	-1	M
Spittoon	1-6	3	5	-1	M
Table ♦♦	1-12	7	12	2	L
Torch	1-4 (1-8 fire)	3	5	-2	M

♦ Treat as an entangling entrapment weapon.

♦♦ Can only be used intermittently at opportune moments.

Mundane Lores

This section describes the various non-magical, or mundane, islands of knowledge available to characters. These lores are intended to provide non-spellcasting characters the same flexibility in skills that is enjoyed currently by mages and priests. In effect, these lores provide a gauge on how much a character knows about a certain topic. Presumably, the more he or she knows, the wider his or her range of skills should be.

The entire concept of Mundane Lores is far from being fully developed. There is little more than a simple description of every lore at this point. However, we believe that the new system will allow future enhancements to be made to many of the game's classes without requiring a new edition of this book to be released. In fact, it even allows an Overlord to easily add his own special crafts to his world without changing the classes described in this book. (Of course, all Overlords have the right to change anything they want. We just wanted to create a system that doesn't *require* it.)

So how is this miracle achieved? Simple. Anytime an Overlord comes up with a new skill that he wants to introduce into his world, he can write it up in a manner similar to those of our current mage spells. For example, suppose an Overlord wants to allow characters to learn the ability of riding dragons in his world. He first simply writes up the ability detailing the benefits and costs involved. Then, rather than create a whole new character class that has the ability (i.e., Dragon Rider), he simply places prerequisites on the use of the skill. For example, you might decide that your new skill should be usable by any character with 6th level in *Dragon Lore* and *Beast Lore*. Once these are added as prerequisites to the craft, he's done. At the time of this writing, there are already a few crafts available in *The Handbook of House Rules™*. These mainly center around the construction of various traps, secret doors, and the like, so they are rather limited in scope. Nevertheless, they do provide excellent examples of how crafts may be developed without interfering with character classes.

To offset the under-developed nature of the new system, many of the lores themselves provide your character with some ability. For example, simply gaining levels in *Ghost Lore* improves a character's chance of correctly

distinguishing a zombie from a ghoul.

All lores that are not marked as obtainable "out of class" are not commonly available, their secrets being closely guarded secrets by the practitioners of the arts. However, there is nothing inherently prohibitive about the lores that prevent anyone from learning them. An un-asterisked lore simply indicates that training in the lores will be extremely difficult, if not impossible, to obtain.

Mundane Lores & bases

Mundane Lore	Base
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Anatomy ✦	8
Battle Tactics ✦	8
Beast Lore	8
Chivalry ✦	8
Demon Lore	8
Desert Lore ✦	8
Dragon Lore	8
Faery Lore	8
Forest Lore ✦	8
Gem Lore	8
Ghost Lore	8
Guild Lore	8
Herb Lore ✦	8
Leather Lore ✦	8
Mathematics ✦	8
Mechanism ✦	8
Medieval Law ✦	8
Metal Lore	8
Mountain Lore	8
Mythology ✦	8
Ocean Lore	8
Plains Lore ✦	8
Seafaring Lore ✦	8
Stone Lore	8
Swamp Lore ✦	8
Wood Lore ✦	8

✦ The lore is commonly available and may be picked up "out of class" with 1 month of training. The character must learn from an instructor who is at least 5th level in the area of knowledge. After this training period, he qualifies as *Schooled* in the lore. More advanced training (*Versed*, *Specialized*, etc.) can only be obtained by gaining a class which possesses it.

"All Overlords have the right to change anything they want. We just wanted to create a system that doesn't *require* it."

Anatomy

Base: 8

Anatomy is a lore that provides a basic understanding of the organs and muscles of the body. The dissection and study of numerous animals provides this knowledge. While the goals of such study centers around furthering the knowledge of human (or demi-human) anatomy, the lore obviously teaches the internal structures of many creatures.

Battle Tactics

Base: 8

A student of Battle Tactics learns the war-time strategies of history's most successful generals. The student can utilize this knowledge in guiding his own armies in battle. While this body of lore does not make any leader a military genius, it can often aid him in avoiding obvious mistakes.

Any character with this lore may attempt to classify a battle maneuver he witnesses. In doing so, he must make a *Success Roll* with *Perception Adjustments*. The threshold he must overcome equals 15 plus the level of the lead general of the maneuvering force in *Battle Tactics*. Success indicates the character correctly identifies the basic nature of the maneuver in question despite the opposing general's efforts at misdirection. Failure by more than 15 points indicates the character mis-classifies the maneuver as something else. Any other failure simply indicates the character cannot determine any discernible tactical pattern.

Beast Lore

Base: 8

Beast lore studies the habitats, eating habits, mating requirements, and training aptitudes of the world's more ferocious creatures. As students of the lore are most interested in the practical uses to which "monsters" and other wild animals can be put, Beast Lore is focused mainly on this area. It does not delve into the identification and care of humanoid or sentient races. Nor does it deal with the variety of undead creatures that may be encountered.

Whenever a character with this lore encounters a non-humanoid living creature, he may attempt to identify its exact type. If such an attempt is made, the Overlord must make a *Success Roll* with *Intelligence Adjustments* against a *Success Threshold* of 20. A successful roll indicates the character correctly identifies the nature of the beast and recalls its basic feeding habits. An

unsuccessful roll provides the character with no information.

Chivalry

Base: 8

Chivalry is a lore that explains in great depth the proper course of action a knight should take in any situation. While the great majority of circumstances demand an obvious response, others introduce variables that greatly complicate matters. The nobility of most humanoid races are very forgiving of a blundering knight's actions as long as his intent is pure. In effect, the knight's crude acts will be overlooked as the bumbblings of a simpleton. Obviously, lacking knowledge of chivalry is not often a life-threatening handicap. It is, however, a career-threatening one to those who attend the royal court.

Having the lore does not in itself make a student chivalrous. Rather, it gives him knowledge of a knight's code of conduct. Following that code is entirely up to the individual.

Whenever a character with this lore wishes to determine the proper action in a given situation according to the laws of chivalry, he must make a *Success Roll* with *Intelligence Adjustments*. The *Success Threshold* he must overcome greatly depends on the complexity of the situation. It may vary anywhere from a 5 to a 30 or more (Overlord's option). Success indicates the character grasps all of the pertinent codes and knows how to apply them accordingly.

Demon Lore

Base: 8

Demon lore studies the diabolical actions, forms, and legends associated with evil spirits. It deals with the dangers of making contracts with these horrible disloyal creatures and the terrible punishments that have been exacted from those that trusted them in the past.

Whenever a character with this lore encounters a demon or devil, he may attempt to identify its exact type. If such an attempt is made, the Overlord must make a *Success Roll* with *Intelligence Adjustments* against a *Success Threshold* of 20. A successful roll indicates the character correctly classifies the monster. An unsuccessful roll provides the character with no information.

Desert Lore

Base: 8

Desert lore instructs its students in the grueling wilderness survival techniques demanded by a harsh desert environment. A desert lore pupil understands the delicate and tightly interwoven dependencies each desert plant and animal has with its environment.

The student of desert lore also learns of the many creatures that populate such regions and can identify most of them by their tracks and mating calls. Any character with this lore hearing the chirp, roar, or snort or seeing the clawprint or hoofprint of a desert dwelling creature may attempt to identify the species that produced it. To do so, he must make a *Success Roll with Intelligence Adjustments*. The threshold that must be overcome equals 20 for most creatures. The threshold may be adjusted for rare creatures with which the character is unfamiliar.

During normal desert climate conditions, any character with this lore can feed himself on the scarce bounty provided by the surrounding landscape. Anytime a character with this lore searches for food in a desert area, he must make a *Success Roll with Perception Adjustments* against a *Success Threshold* of 20. A successful roll indicates the character gathered enough food to feed one normal sized person for a single day. Each such attempt requires a period of 4 hours searching. Of course, the Overlord may adjust the *Success Threshold* during unusually harsh drought conditions or following an unusual period of rain.

Dragon Lore

Base: 8

Dragon lore studies every detail of the lives of the most feared of reptiles. It delves deeply into their natural habitats, eating habits, poisons, breath weapons, mating requirements, and hoarding practices. This knowledge can be put to great use when plundering a dragon's hoard or stealing a few of its prized eggs for later hatching.

Whenever a character with this lore encounters a dragon, he may attempt to identify its exact type. If such an attempt is made, the Overlord must make a *Success Roll with Intelligence Adjustments* against a *Success Threshold* of 20. A successful roll indicates the character correctly identifies the dragon's species which gives him foreknowledge of its likely breath weapons and modes of attack and defense. An unsuccessful roll provides the character with no information.

Faery Lore

Base: 8

Faery lore studies the origins, behavior, and appearance of the enormous variety of faeries existing in the world. Despite modern misconceptions about faeries, this lore covers topics ranging over far more than just the flighty elves, pixies, and sprites often found in forests. It also delves deeply into the darker faery species spoken about in folklore, such as goblins, bugaboos, and kelpies.

Whenever a character with this lore encounters a faery creature, he may attempt to identify its exact type. If such an attempt is made, the Overlord must make a *Success Roll with Intelligence Adjustments* against a *Success Threshold* of 20. A successful roll indicates the character correctly identifies the faery's nature. An unsuccessful roll provides the character with no information.

Forest Lore

Base: 8

Forest lore provides an education in wilderness survival in forests and wooded areas. The student of forest lore understands the interwoven dependencies the woodland animals have with their wooded abode.

The student of forest lore also learns of the many creatures that populate such regions and can identify most of them by their tracks and mating calls. Any character with this lore hearing the chirp, roar, or snort or seeing the clawprint or hoofprint of a forest dwelling creature may attempt to identify the species that produced it. To do so, he must make a *Success Roll with Intelligence Adjustments*. The threshold that must be overcome equals 20 for most creatures. The threshold may be adjusted for rare creatures with which the character is unfamiliar.

During normal temperate climate conditions, any character with this lore can easily feed himself on the bounty provided by the surrounding woods. Anytime a character with this lore searches for food in a wooded area, he must make a *Success Roll with Perception Adjustments* against a *Success Threshold* of 20. A successful roll indicates the character gathered enough food to feed 1d4 normal sized people for a single day. Each such attempt requires a period of 4 hours searching. Of course, the Overlord may adjust the *Success Threshold* during the winter months or during drought conditions.

Gem Lore

Base: 8

Gem lore studies the quality, texture, and crystalline structure of the various natural minerals commonly considered gemstones. A pupil of this lore is given a cursory knowledge of the origins of the stones, centering around what rock formations are likely to contain them and delves somewhat into the best techniques to use in cutting them to bring out their natural beauty. The lore also explores the innate magical properties which gemstones are commonly believed to possess.

Whenever a character with this lore attempts to identify a gemstone, allow him a *Success Roll* with *Intelligence Adjustments*. What most characters would identify as a highly prized emerald could be identified as being merely a peridot. Even better, a gemstone mistaken as a sapphire could be discerned to be a rare blue diamond. Overcoming a *Success Threshold* of 20 can identify most gemstones. However, some extremely rare gems (adamantine, morganite, heliodor, etc.) can be correctly categorized only by beating a *Success Threshold* of 30 or more.

Magic items are often encrusted with gemstones that act as material components for the powers enchanted therein. These often provide clues of the item's abilities. If a character with *Gem Lore* carefully inspects a magic item encrusted with gemstones, allow him a *Success Roll* with *Intelligence Adjustments* (again, against a *Success Threshold* generally around 20). Success indicates he gains some insight into the item's abilities (i.e., deals with "fire," "horses," "good health," "luck," etc.)

Ghost Lore

Base: 8

Ghost lore studies the origins, behavior, and appearance of the multitudinous variety of undead found in the world. It delves into the habitats and unpleasant feeding habits of these horrid abominations.

Whenever a character with this lore encounters an undead creature, he may attempt to identify its exact type. If such an attempt is made, the Overlord must make a *Success Roll* with *Intelligence Adjustments* against a *Success Threshold* of 20. A successful roll indicates the character correctly identifies the nature of the beast. An unsuccessful roll provides the character with no information. Allow one such roll for every group of similar creatures encountered. For example, one roll is allowed when a character spots a group of 3 ghouls. (He does not get 3 separate rolls in attempting to identify each ghoul individually.)

Guild Lore

Base: 8

This lore teaches your character various tales and myths concerning the most successful thieves of history. With it, you learn some of their techniques and are presented puzzles that are seemingly unsolvable by ordinary means. As levels in Guild Lore improve, the solutions to these puzzles become obvious, since you learn the specialties of the various underground organizations located in areas where the legends supposedly take place.

As your character gains levels in this lore, your character learns how to recognize and/or politely contact the members of the criminal organizations that exist in various cities. When your character encounters a symbol representing one of these organizations (i.e., a yellow, heel-less boot on a cobbler shop sign), he is entitled to a *Success Roll* with *Intelligence Adjustments* to determine whether he recognizes the symbol for what it is. Success indicates your character recognizes the organization indicated.

If your character has found an organization's trademarks, but has never had dealings with them in this area in the past, a second *Success Roll* (again with *Intelligence Adjustments*) indicates that your character knows the proper "etiquette" to use in contacting the organization without arousing suspicion. (Such as walking around the block three times wearing a pink carnation in your lapel.)

A failed roll (on any of the *Success Rolls* described herein) of 10 or more indicates your character has "out of date" information. The sign and/or contact information was altered unbeknownst to your character due to some weasely, blabbermouthed snitch. Using the outdated information is likely to draw great suspicion and danger from the contacted criminal organizations rather than aid.

Herb Lore

Base: 8

Herb lore gives an education in identifying a wide range of fauna for their medicinal and nutritional values. Any character with this lore that attempts to identify a natural herb must make a *Success Roll* with *Intelligence Adjustments*. The *Success Threshold* he must overcome depends on the scarcity of the herb. Overcoming a threshold of 10 can identify everyday garden-variety herbs. Beating a *Success Threshold* of 20 can identify herbs that are relatively scarce but which the character has observed before. Highly rare herbs require the character to exceed a threshold of 30. Of course, the Overlord is free to set the threshold at any value he deems appropriate.

Leather Lore

Base: 8

Leather lore deals with the treatment, care, and utility of various forms of leather. The skins and pelts of different animals have widely varying characteristics. Some are thin and supple while others are thick and hard. Certain leathers are excellent for the production of hats while others are more suited to armor.

Whenever a character with this lore attempts to identify the creature from which a sample of leather was taken, allow him a *Success Roll* with *Intelligence Adjustments*. Overcoming a threshold of 20 can identify most leathers. However, some extremely rare leathers (sphinx, roc, kraken, etc.) can be correctly categorized only by beating a *Success Threshold* of 30 or more.

Mathematics

Base: 8

Characters with this lore easily handle the arithmetic functions of addition, subtraction, multiplication, and division. They understand fractions and can even deal in rudimentary algebra. A character with mathematics can never be fooled by a play on numbers by anyone without this lore. A character with mathematics can deceive others with simple number games. The tricked individual is allowed an *Intelligence Check* against a *Threshold* of 5 plus 1 per 2 levels of the deceiver in mathematics (rounded up). "One for you, one for me. One for you, two for me. One for you, three for me..."

Mathematics is a highly-structured branch of knowledge where conclusions can be derived in a symbolic fashion from a given set of assumptions. The assumptions are provided with a stylized set of symbols that are manipulated in ways that change the symbolic representation of the assumptions at any given step but do not alter their underlying meaning. In a mathematical system, the manipulations are proven to introduce no new information into the equations. Therefore, if the initial assumptions are valid, the conclusions that are drawn are equally valid. In other words, we're talking math here.

Given the nerdy nature of a great many role-players, it is extremely important that we make a point here. For those engineers, computer scientists, physicists, and other geeky folk playing this game (a title which many of the authors hold proudly)—you already know far more math than your character will ever dream of learning.

The lore of mathematics covers arithmetic (adding, subtracting, multiplying, etc.), basic geometry (circles, lines, ellipses, cones, etc.), basic trigonometry (angles,

triangles, etc.), and set theory (an apple is contained within the set of all fruit). It does NOT cover calculus, differential equations, metric spaces, and non-euclidean geometry. In fact, it does not even cover analytical geometry! Believe it or not, it wasn't until the brilliant mathematician and philosopher Rene Descartes combined algebra with the Cartesian coordinate system in the 17th century that we could use algebraic expressions to describe geometric figures such as parabolas and circles. We've come a long way, baby!

Mechanism

Base: 8

A pupil of this lore studies the basic mechanics and dynamics involved in the design of mechanical devices. As the technological level dealt with in this game is relatively low, the contraptions covered by this lore are somewhat limited. Mechanism lore deals with devices made up of simple levers, gears, springs, wheels, weights, and catches.

A character possessing this lore is able to determine and diagram the basic principles involved in a working device. With these diagrams, a skilled smith or watchmaker should be able to reproduce the device given sufficient resources. Of course, diagramming any device requires the character to be able to view its internal working mechanisms. If internal access is gained, the character must make a *Success Roll* with *Intelligence Adjustments*. Success indicates a complete and accurate working schematic was created. Only one such attempt may be made for any given device. The more complicated the device, the longer the attempt will take. For most devices, one hour of diagramming is sufficient.

Medieval Law

Base: 8

Medieval Law began as a simple collection of a relatively few basic tenants. The major legal contract that permeated and guided medieval law was the contract made between lord and vassal. The vassal agreed to serve the lord in some fashion, and the lord gave the vassal something of value in return (often the use of land to farm). Unfortunately, as the ages progressed, this deceptively simple legal arrangement grew more and more complicated. As marriages between the daughters and sons of various lords took place, the previous legal arrangements became interwoven. The families of once powerful lords would lose stature while those of others grew. An ancient contract between an earl and his subordinate count would remain legally binding even after the count's family was raised to the title of duke or king.

In short, the legal arrangements binding medieval society together are a morass of legal precedents. Given a sufficiently skilled lawyer, ANYTHING can be justified in this archaic legal system. There are only two defenses against a legal argument:

Acquire the services of a lawyer more skilled at finding legal precedents than your opponent.

Maintain a bigger army than your opponent.

Whenever a character with this lore wishes to find legal justification for any given act or proposed action, he must search through the vast libraries of past legal contracts. In so doing, he must make an *Intelligence Check* adjusted by half the level of the lawyer in *Medieval Law*. The *Threshold* he must overcome greatly depends on the complexity of the situation. It may vary anywhere from a 5 to a 12 or more (Overlord's option).

A successful roll indicates the character finds a legally binding contractual path that places his client in a higher position than his opponent's. His opponent may attempt to counter with a more legally binding argument that gives stronger justification to his viewpoint. Any new points brought by the opposing lawyer may, in turn, be challenged again. Treat this as an agonizingly slow *Intelligence* contest. Once a point and counter-point are made, each side makes an *Intelligence Check* (as above). Each side keeps track of his accumulated total. The first to attain an accumulated total of at least 10 greater than his opponent's wins the contest. His opponent is simply unable to find a legal precedent to counter the arguments presented. Each attempt requires a full day of research in the local archives.

Note that this process is never applicable in determining questions between a lord and his direct vassals. There is no more legally binding contract in medieval law, especially if the agreement was made personally by the lord and his subordinate. Of course, if the lord allows his vassal's son to marry his daughter the situation can quickly change.

Metal Lore

Base: 8

Metal lore studies the many alloys, ores, and base metals used in the manufacture of civilization's most important tools. A pupil of this lore learns the smelting techniques used to extract the common metals from their natural ores. In addition, the lore delves into the metal combinations needed to create common alloys. Unfortunately, while the lore itself is quite thorough in the theory behind such endeavors, it is equally short on their practical implementations.

Whenever a character with this lore attempts to identify a sample of metal or metallic ore, allow him a *Success Roll* with *Intelligence Adjustments*. Overcoming a threshold of 20 can identify most metals. However, some extremely rare alloys (bright steel, mithril, adamantine, etc.) can be correctly categorized only by beating a *Threshold* of 30 or more.

Mountain Lore

Base: 8

Mountain lore provides an education in wilderness survival in hilly and mountainous areas. With mountain lore, your character has a keen eye for spotting safe routes through jagged terrain and knows the best survival techniques in the harsh climes of snow-capped mountain peaks.

Mountain lore also teaches the many creatures that populate such regions and can allow your character to identify most of them by their tracks and mating calls. Using this lore, your character can identify the mountain species producing a chirp, roar, or snort or a clawprint or hoofprint. To do so, he must make a *Success Roll* with *Intelligence Adjustments*. The threshold that must be overcome equals 20 for most creatures. The threshold may be adjusted for rare creatures with which the character is unfamiliar.

During normal temperate climate conditions, your character can easily feed himself on the bounty provided by the fauna found in mountain ranges. Anytime he searches for food in a mountainous area, he must make a *Success Roll* with *Perception Adjustments* against a *Success Threshold* of 20. A successful roll indicates the character gathered enough food to feed 1d4 normal sized people for a single day. Each such attempt requires a period of 4 hours searching. Of course, the Overlord may adjust the *Threshold* during the winter months or during drought conditions.

Mythology

Base: 8

Mythology provides your character with a background in the heroic legends and religious beliefs of many cultures. In every culture, the legends surrounding its gods provide important clues about the foundations of the society's laws and traditions. In addition, the artwork of all such cultures is highly influenced by the actions of its legendary heroes.

Occasionally your character will encounter a relic or sculpture that he believes could give him a vital clue to the successful completion of his current goal. Unfortunately, he is usually unable to read the

inscriptions engraved on or surrounding the item in question. With knowledge of Mythology, however, he may still be able to glean some useful information. To do so, he must make a *Success Roll* with *Intelligence Adjustments*. The threshold he must overcome depends on the obscurity of the legends and figures that the artwork depicts. Overcoming a *Success Threshold* of 15 or less (depending on the quality of the artwork) can identify artwork depicting a god in his classic pose (i.e., Zeus readying a lightning bolt). Scenes that portray nearly forgotten heroes demand much higher thresholds to identify. The *Success Threshold* required to identify any artifact is entirely dependent on the Overlord's discretion.

In most circumstances, obscure artwork tends to provide the most useful information. For example, suppose a party of adventurers discovers a large cavern underneath a decaying Babylonian temple. The cavern appears to have an exit which is blocked by a large boulder on which a word is inscribed. Unfortunately, none of the adventurers are capable of reading ancient sanscrit. Upon a more careful search, the group finds a small doll-like figure partially buried in the mud at the boulder's base. The priest of the party, well versed in mythology, identifies the tiny figurine as Ali Baba. Immediately recognizing the significance, he loudly exclaims "Open Sesame!" The group cheers as the ancient barrier grumbles and rolls aside to reveal a dank, dark passage beyond.

Ocean Lore

Base: 8

Ocean lore is a collection of knowledge dealing with the faeries, monsters, and creatures that inhabit the ocean. Not only does it delve into the classification of such creatures, but also provides some information about the cultures and societies that exist (or did exist) on the ocean floor. Tritons, mermaids, and selkies are a few of the races this lore studies in depth, since more knowledge has been gleaned about these peoples than any other. Even so, the information that has been gathered is scanty and somewhat unreliable.

If your character possesses ocean lore and encounters a sea-dwelling creature, he may attempt to identify its exact type. If such an attempt is made, the Overlord must make a *Success Roll* with *Intelligence Adjustments* against a *Threshold* of 20. A successful roll indicates the character correctly identifies the nature of the beast. An unsuccessful roll provides the character with no information. Allow one such roll for every group of similar creatures encountered. For example, one roll is allowed when a character spots a group of 3 great tritons. (He

does not get 3 separate rolls in attempting to identify each triton individually.)

Any character with this lore can easily feed himself on the bounty provided by the sea life found in ocean reefs. Anytime a character with this lore searches for food in a reef, he must make a *Success Roll* with *Perception Adjustments* against a *Success Threshold* of 20. A successful roll indicates the character gathered enough food to feed 1d6 normal sized people for a single day. Each such attempt requires a period of 4 hours of searching. Of course, the Overlord may adjust the *Success Threshold* depending on the available bounty.

Plains Lore

Base: 8

Plains lore provides your character with an education in wilderness survival in plains and grassland areas. He is taught the interwoven dependencies the grazing animals have with their environment.

He also learns of the many creatures that populate these regions and can identify most of them by their tracks and mating calls. When he hears the chirp, roar, snort or sees the clawprint or hoofprint of a plains dwelling creature, he may attempt to identify the species that produced it. To do so, he must make a *Success Roll* with *Intelligence Adjustments*. The threshold that must be overcome equals 20 for most creatures. The threshold may be adjusted for rare creatures with which your character is unfamiliar.

During normal temperate climate conditions, your character can easily feed himself on the bounty provided by the surrounding fauna. Anytime he searches for food in a plains area, he must make a *Success Roll* with *Perception Adjustments* against a *Success Threshold* of 20. A successful roll indicates he gathered enough food to feed 1d4 normal sized people for a single day. Each such attempt requires a period of 4 hours of searching. Of course, the Overlord may adjust the *Success Threshold* during the winter months or during drought conditions.

Seafaring Lore

Base: 8

Seafaring lore is mainly a vast collection of superstition and rhyme dealing with sailing and the sea. Buried within the lore are hidden nuggets of wisdom that have delivered many a sailor through puzzling trials. Much of the lore deals with the most urgent and pressing matters faced by sailors every day. The limericks can help guide

a sea captain through shallow reefs and help him avoid some of the nastier sea monsters.

One of the most important issues dealt with in *Seafaring Lore* is the topic of the weather. Although your character cannot touch a modern-day meteorologist in forecasting with this lore, it does provide some rules of thumb for him to live by. Whenever your character attempts to predict the weather in his immediate surroundings, the Overlord must make a *Success Roll with Intelligence Adjustments* against a *Success Threshold* of 20. A successful roll indicates he predicts tomorrow's weather correctly. An unsuccessful roll gives him a false reading.

Stone Lore

Base: 8

Stone lore studies the quality, texture, and structure of various natural minerals and rock. With this lore, your character learns of the many rock formations that contain the more common minerals. In addition, he has deep insight into the natural processes that form and shape stone. This learning often gives him an uncanny instinct about how a given rock will fracture when placed under stress.

Whenever your character attempts to identify a sample of ore or mineral, allow him a *Success Roll with Intelligence Adjustments*. Overcoming a threshold of 20 can identify most minerals. However, some rare minerals (mithril, adamant, etc.) can be correctly categorized only by beating a *Success Threshold* of 30 or more.

Swamp Lore

Base: 8

Swamp lore provides your character with an education in wilderness survival in

marshes, bogs, and swamps. He has a keen eye for spotting quicksand, swamp gas and other hazards of the area and has an excellent survival instinct when traveling in this dangerous environment.

Your character also learns of the many creatures that populate such regions and can identify most of them by their tracks and mating calls. A chirp, roar, snort or a claw print or hoof print of a swamp-dwelling creature provides your character with all the information he needs to identify the species that produced it. To do so, he must make a *Success Roll with Intelligence Adjustments*. The threshold that must be overcome equals 20 for most creatures. The threshold may be adjusted for rare creatures with which the character is unfamiliar.

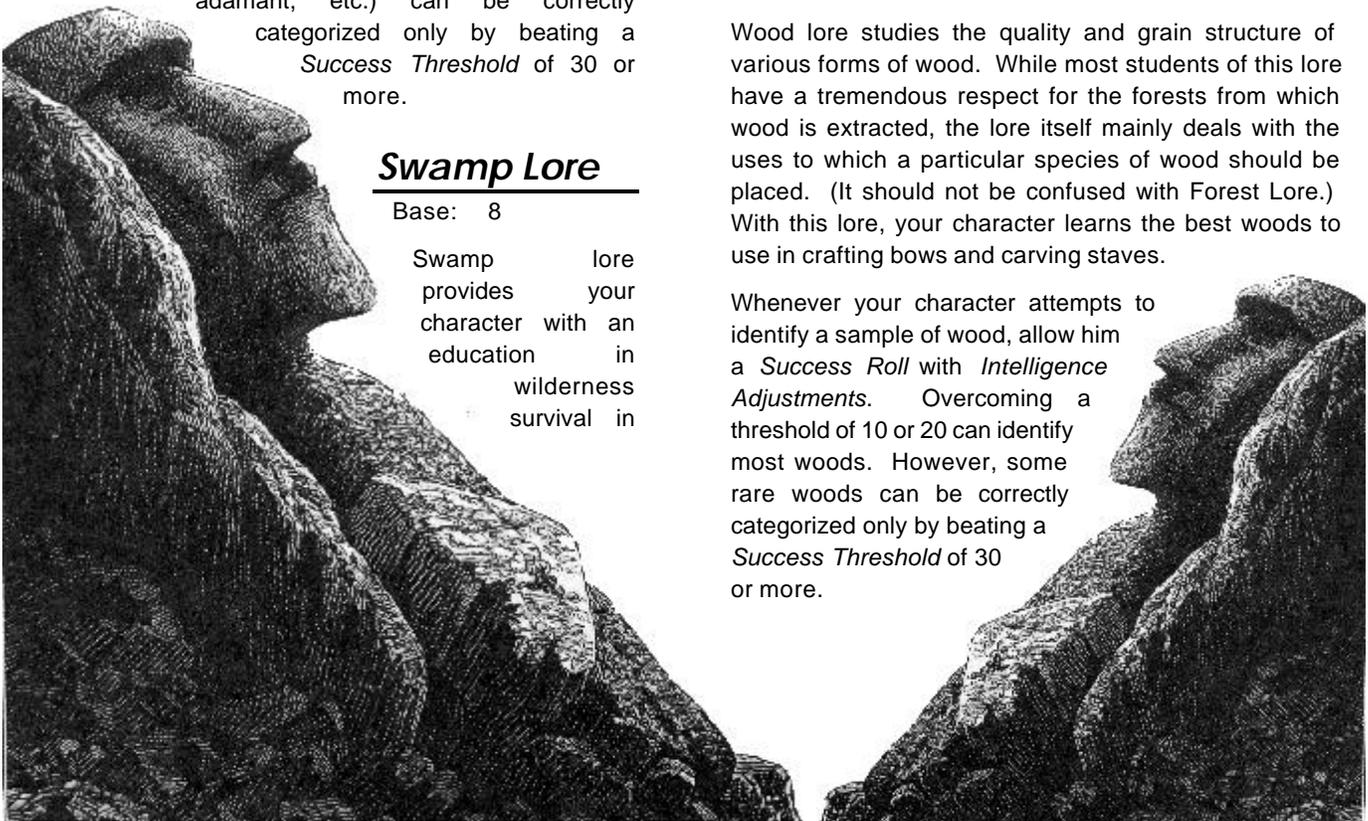
During normal temperate climate conditions, your character can easily feed himself on the bounty provided by the fauna found in swampy ranges. Anytime he searches for food in a swamp or marsh using swamp lore, he must make a *Success Roll with Perception Adjustments* against a *Threshold* of 20. A successful roll indicates the character gathered enough food to feed 1d6 normal sized people for a single day. Each such attempt requires a period of 4 hours searching. Of course, the Overlord may adjust the *Threshold* for environmental factors (i.e. during the winter months).

Wood Lore

Base: 8

Wood lore studies the quality and grain structure of various forms of wood. While most students of this lore have a tremendous respect for the forests from which wood is extracted, the lore itself mainly deals with the uses to which a particular species of wood should be placed. (It should not be confused with Forest Lore.) With this lore, your character learns the best woods to use in crafting bows and carving staves.

Whenever your character attempts to identify a sample of wood, allow him a *Success Roll with Intelligence Adjustments*. Overcoming a threshold of 10 or 20 can identify most woods. However, some rare woods can be correctly categorized only by beating a *Success Threshold* of 30 or more.



Equipment

Legendary Quest's monetary system is generally silver-based. The amount of goods a dollar can buy in modern times gives you a pretty good approximation of how much a silver piece will buy. The value of silver with respect to other metals follows:

1 copper = 1/50 silver

1 latten ♦ = 1/10 silver

1 electrum ♦♦ = 10 silver

1 gold = 50 silver

1 platinum = 250 silver

♦ Latten, also called latoun, is a copper alloy resembling brass or reddish gold. It is often used in decorating armor and weapons.

♦♦ Electrum is an alloy of silver and gold having a light golden tint.

This game commonly abbreviates different coin types. For example, we use c.p. for copper piece, s.p. for silver piece, g.p. for gold piece, and p.p. for platinum piece.

For simplicity, a coin weighs approximately one tenth of a pound. Therefore, carrying 4,000 silver pieces in a purse is impractical since it weighs 400 pounds. Of course, the equivalent value in platinum can be carried without too much difficulty.

Armor

Encumbrance and Absorption

Armor affects a character in several ways. The first (and really only beneficial aspect of armor) is that it protects the wearer from physical blows. The amount of protection provided by any armor type is given as an *Absorption* rating. This number describes how much damage the armor will absorb from any blow a character sustains.

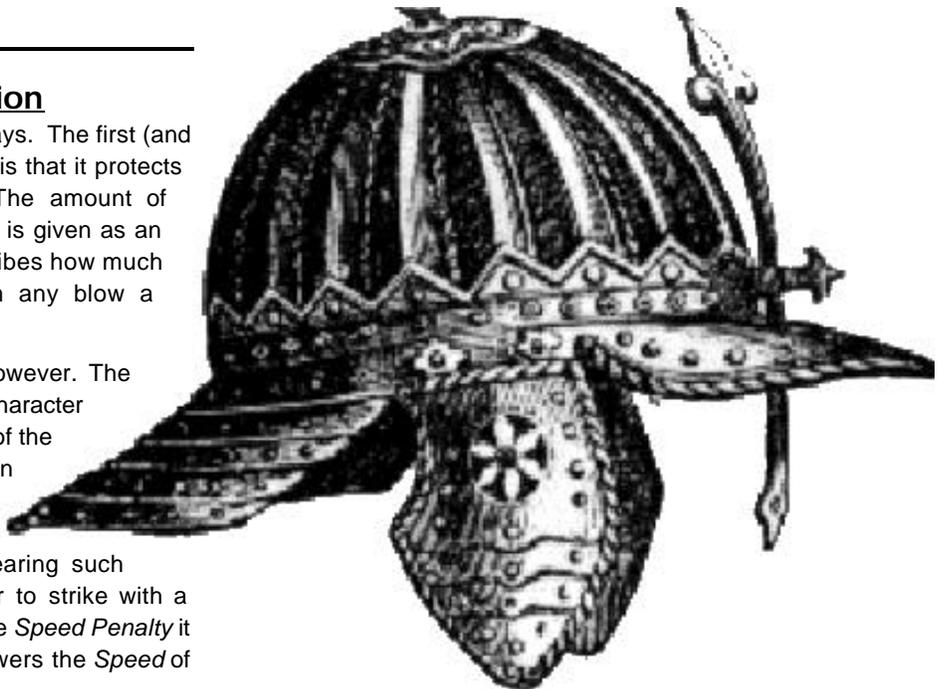
The protection of armor has its costs, however. The second aspect of armor that affects a character in combat is the *Encumbrance* value of the armor type. The *Encumbrance* is an adjustment that alters the *Defense* of the person wearing the armor. It takes into account that a person wearing such heavy and bulky equipment is easier to strike with a weapon. One final cost of armor is the *Speed Penalty* it imposes on its wearer. This value lowers the *Speed* of any character wearing armor.

Armor Combat Adjustments

Armor Type	Enc. ♦	Absorp- tion ♦♦	Speed Penalty
Banded	-5	10	20
Chainmail	-4	8	16
Chain and Breastplate	-6	12	24
Field Plate	-7	14	28
Leather	-1	3	4
Padded	-2	4	8
Platemail	-6	12	24
Scale	-3	6	12
Splintmail	-5	10	20
Studded leather	-2	4	8

♦ Adjustable through magic or the use of special materials (see below). In no case can magic bring the *Encumbrance* above zero.

♦♦ All blows deliver at least one point of physical damage.



Shields

As the following table shows, shields provide no *Absorption* against damage. However, they do give bonuses on *Defense*.

Shield Type	Defense Bonus	Speed Penalty	Cost New †	Repair Cost
Buckler	+1	4	25 s.p.	5 s.p.
Shield, med	+2	8	35 s.p.	10 s.p.
Shield, lg	+3	12	50 s.p.	15 s.p.

† Prices assume human-sized shields.

These bonuses are above and beyond whatever *Parry* values are obtained from any weapon held in the opposing hand. There are, admittedly, many similarities between wielding two swords simultaneously and using a sword and shield. However, there are no special skill requirements or *Attack Bonus* adjustments when using a shield (although the various *Defending with Shield* skills can augment a character's proficiency with them).

Note that a gnome's large shield, giving him a +3 on his *Defense*, can only be used as a medium shield (+2) by an elf or a buckler (+1) by an orc. In addition, a gnome could never use an orc's medium shield, as it would simply be too large and unwieldy.

Altering, Buying, and Repairing Armor

The better armor types, such as chainmail and platemail, are difficult to make and are rather expensive. Indeed, a rich noble family buying a suit of platemail compares with the average American family buying a car. When a character meets someone with such armor, he should realize that he is dealing with no ordinary fellow! Below is a table of standard costs for new armor, armor repair, and armor alterations.

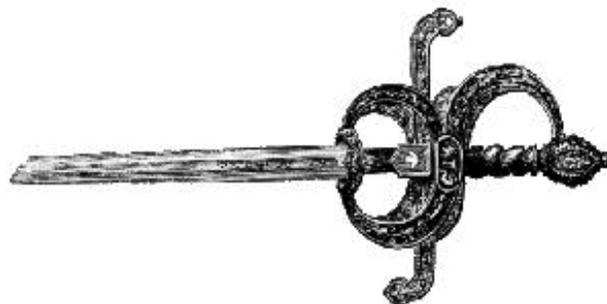


Armor

Armor Type	Cost New	Repair Cost †	Alteration Cost
Banded	850 s.p.	150 s.p.	450 s.p.
Chainmail	700 s.p.	100 s.p.	350 s.p.
Chain and Breast	850 s.p.	130 s.p.	350 s.p.
Field Plate	2500 s.p.	500 s.p.	1200 s.p.
Leather	30 s.p.	10 s.p.	15 s.p.
Padded	50 s.p.	10 s.p.	15 s.p.
Platemail	1800 s.p.	400 s.p.	800 s.p.
Scale	350 s.p.	100 s.p.	150 s.p.
Splintmail	800 s.p.	100 s.p.	350 s.p.
Studded leather	100 s.p.	50 s.p.	75 s.p.

† per point of damage

The tables list the costs at which adventurers may buy armor. They may not necessarily sell their armor for prices anywhere near these. The condition of the armor, the type of armor, and the demand for that type are all factors that must enter into the deal. Before the armorer can resell the armor, he must alter it to fit the buyer and still make a decent profit. Therefore, the value to him is that much less!



Sizing Armor

A newly-found suit of armor remains useless until altered. Armor is not a "one size fits all" type of gear. Unaltered armor has an additional *Encumbrance* adjustment of 1 to 3 worse than listed. In fact, the armor may not be wearable at all. An orc could not wear platemail made for elves and vice versa. Of course, shields are generally an exception to this rule.

Magical armor (or armor made from the rarer metals) is much more difficult to alter and repair than normal armor. It takes an armorer great skill, time, effort, and expense to refashion such powerful suits. Characters must pay so skilled a craftsman accordingly!

Black Powder and Gunpowder

Contrary to what you might expect, black powder was produced in many different grades and qualities even in the Middle Ages. Of course, weapons using black powder were not introduced until the end of this time period. *Legendary Quest* simplifies the situation by using only two grades of powder: gun and black. The term *gunpowder* as used here simply refers to fine-grained black powder since it is the grade of powder used in early guns. It would be extremely crude by today's standards and would be deemed crude black powder today. However, to keep the terms simple we will continue to refer to the fine-grain powder as "gunpowder" and the course-grained powder as "black powder." Black powder is primarily used in cannons and in mining operations. Obviously, gunpowder packs a much greater whollop per pound but costs a lot more to manufacture than black powder.

Any Overlord who is uncomfortable introducing firearms into his world is perfectly within his rights to disallow their use. Guns simply do not fit into many world scenarios.

As stated above, hand-held guns such as pistols, muskets, arquebus, and the like require the use of gunpowder. Their small gun barrels cannot handle the large grains making up the black powder used in cannons, nor could they tolerate the residue that would quickly build up from it. In addition, the small amount of black powder that fits in a gun barrel rarely provides a large enough explosion to propel the gun's projectile satisfactorily.

Cannons also require the use of a fuse to deliver the ignition flame safely to the volume of powder within the barrel. A fuse burns at a rate of 1 foot per turn.

The following table lists the powder types and their costs for various quantities. Of course, the table gives the actual weight of the powder. It discounts the weight of the kegs used to contain the powder.

☞ Powder Prices ☛

Powder type	Amount	Cost
Black Powder	20 lb. keg	500 s.p.
Black Powder	50 lb. keg	1100 s.p.
Black Powder	100 lb. keg	2000 s.p.
Gunpowder	1 lb. flask (30 shots)	300 s.p.
Fuse	per foot	1 s.p.

Of course, kegs of black powder can be used to create great explosions without the use of cannons. Setting the powder up correctly, though, is a tricky and dangerous business. Many problems can arise with a faulty bomb or charge. If one is somehow encountered, use the following table to determine the result of its usage.

Faulty Bomb Table

When using a faulty bomb, roll a d6 and consult the following table:

Roll Result

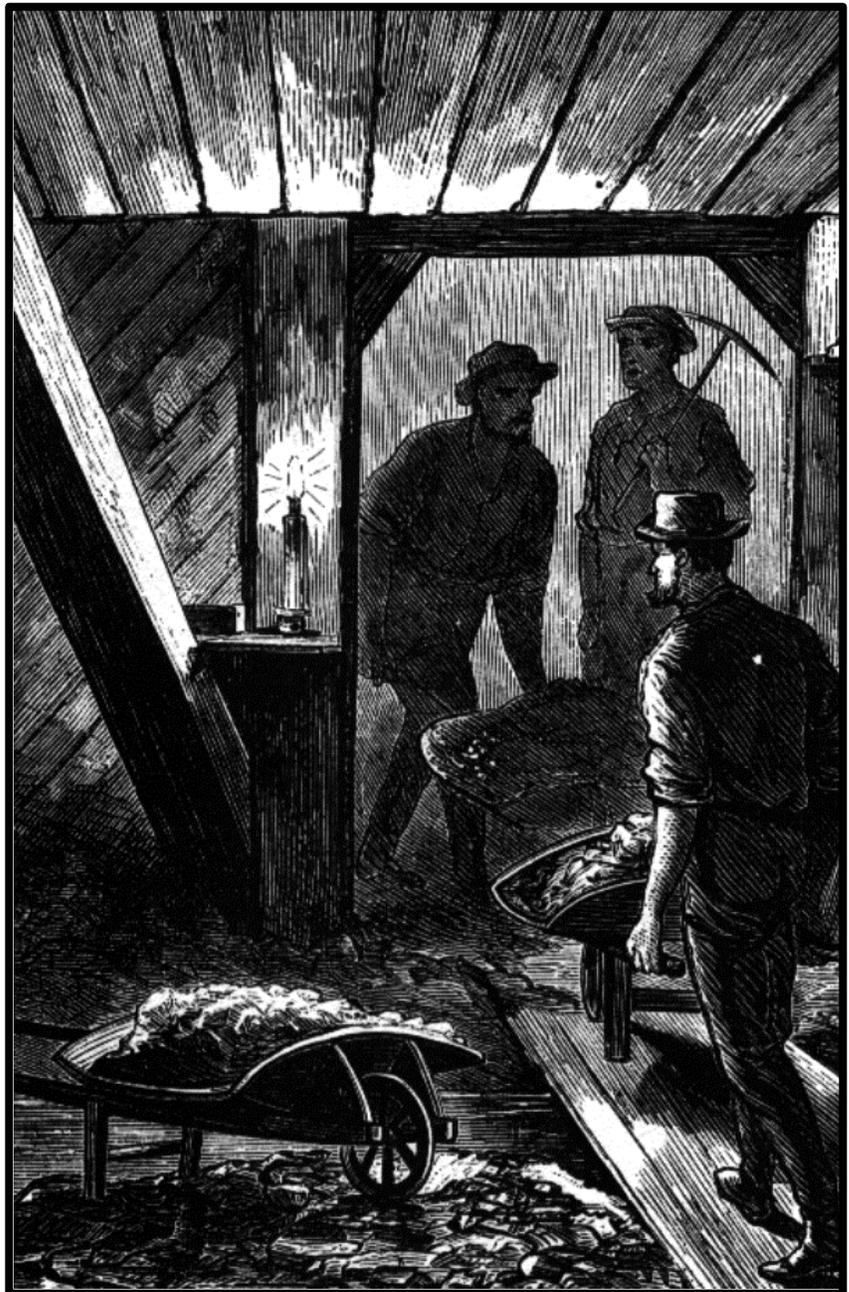
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| 1 | Fizzle—The fuse burns correctly until the powder is ignited. The powder simply burns furiously igniting combustibles around it. The entire charge is wasted without exploding. |
| 2 | Fast Fuse—The fuse burns at a rate of 1 foot per second. The bomb detonates normally. |
| 3 | Snuffed Fuse—The fuse burns as expected for a random percentage of its length and then simply goes out. |
| 4 | Smoldering Fuse—The fuse burns until just before it ignites the powder. There, the flame goes out due to lack of oxygen. Nevertheless, a small hot ember remains which will re-ignite the fuse and detonate the powder upon the slightest air disturbance (such as a character walking up to the bomb). The ember remains active for 1d6 hours. |
| 5 | Dud—The fuse burns completely but fails to ignite the powder. The powder may be reclaimed to create another bomb. |
| 6 | Improper Detonation—The bomb detonates improperly. The damage incurred due to the resulting explosion delivers only 1/2 the normal damage. |

To create a bomb properly, your character must have the skill of *Demolition*. If the bomb's creator lacks this skill but attempts to create a bomb with the proper materials, he risks great bodily injury. Treat him as if he had a *Success Bonus* of -5 when attempting the skill of *Demolition*.

Hardware Price List

Characters should be able to easily find this basic hardware in towns with a Blacksmith and General Store.

Item	Price (s.p.)
Backpack (small)	10
Backpack (large)	20
Belt	5
Belpouch (small)	5
Belpouch (large)	10
Boots (sturdy)	20
Boots (soft)	25
Cap	5
Cap (with plume)	10
Cart (2 wheel)	75
Cloak (plain)	10
Cloak (flashy)	25
Grapnel Hook	15
Hammer (one-handed)	10
Hat (silly looking)	1
Lantern	20
Lantern (with hood)	35
Mirror (small)	15
Mirror (full length)	150
Oil (one vial)	1
Oil (small keg = 50 vials)	25
Robe	10
Rope (50' length)	15
Saddle	30
Saddle bags (small)	15
Saddle bags (large)	25
Saddle blanket	1
Scabbard (plain)	10
Scabbard (flashy)	40
Spike	1
Tent (one man)	20
Tent (five man)	50
Tinder Box	5
Torch	1
Wineskin (1/2 gallon)	10
Wagon (4 wheel)	250
Chain (per foot of light)	5
Chain (per foot of heavy)	10
Chest, Iron (1 cubic foot)	30
Chest, Iron (3 cubic feet)	50
Chest, Wooden (2 cubic feet)	15
Chest, Wooden (4 cu ft)	25
Spade	10
Horseshoe	1



Livestock Price List

Characters often desire to buy horses to expedite travel or dogs to defend themselves and their property. There is no reason why a character should be prevented in buying such common beasts if they have the cash. Following is a list of common livestock available to almost any adventurer, provided they are in a region suitable for the creature (i.e., a camel could not be bought outside of a desert). All of the prices assume average animals of their type.

☞ Livestock Prices ☜

<u>Animal</u>	<u>Price (s.p.)</u>
Camel	250
Chick	1 for 5
Chicken / Rooster	2
Dog	75
Dog, Guard	200
Donkey/Pony	75
Falcon	225
Goat	25
Goose	15
Hog	150
Horse, Heavy War	5,000
Horse, Medium War	2,000
Horse, Light War	750
Horse, Riding	125
Mule	100
Pig	25
Sheep	25



Potions Price List

Elixir	Price (s.p.)
Bloodlust	6500
Fire Grenade	3000
Foam Grenade	600
Glue Grenade	3000
Hallucinogenic	900
Healing	2500
Hyper	5000
Incense of Hallucination	950
Incense of Healing	3200
Incense of Height. Perception	3200
Itching Powder	560
Magic Absorption	4500
Neutralize Poison	500
Numb Pain	800
Perfume of Irresistibility	2800
Philtre of Love	3000
Philtre of Sleeping	1500
Poison Gas Grenade	5000
Protection from Acid	4600
Protection from Heat	3600
Scentsless Soap	600
Shrapnel Grenade	1500
Sleep Gas Grenade	4000
Smoke Grenade	600
Sneezing Powder	4000
Strength	2600
Tear Gas Grenade	2500
Untiring Nourishment	2600
Vanishing Cream	2900
Vaporous Form	2500

Weapons

Following are the lists of all the weapons used in *Legendary Quest*. Each weapon is listed with various characteristics concerning size, ease of use, damage inflicted per blow, etc.

Damage

The amount of damage a weapon delivers in a single blow is given as a number range. See **Damage** in the **Combat Rules** for more information.

Firing Time

Range weapons have a set *Firing Time* that describes how many segments it takes to ready and use the weapon. See **Initiative** in the **Combat Rules** for further information.

Recovery Time

Hand-Held weapons have a *Recovery Time* which describes the amount by which the Initiative winners must beat the losers to gain an extra flurry of attacks. See **Initiative** in the **Combat Rules** for a more detailed description.

Parry Factor

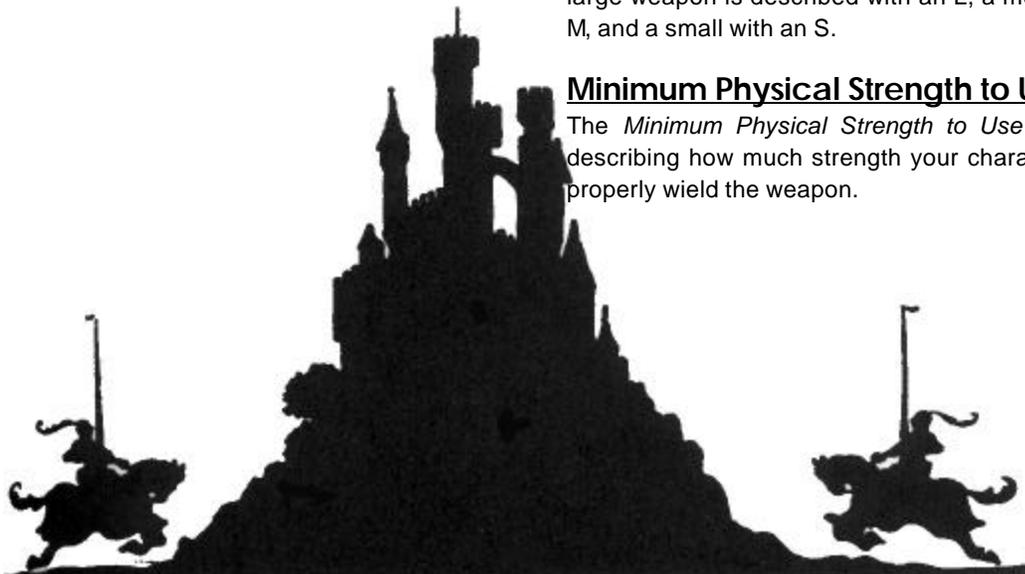
The *Parry Factor* of a weapon describes the ease with which a weapon blocks opposing blows. For more information, see **Defense** in **Explanation of Combat Characteristics**.

Size

Size refers to the overall dimensions of a weapon. A large weapon is described with an L, a medium with an M, and a small with an S.

Minimum Physical Strength to Use

The *Minimum Physical Strength to Use* is a number describing how much strength your character needs to properly wield the weapon.



Hand-Held Weapons

Hand-Held Weapon	Damage per Blow	Parry Factor	Recovery Time	Base	Min. P.S. to Use	Size	Price (s.p.)
Axe, Battle 2-H	2-20	5	9	40	3	L	75
Axe, Battle 1 or 2-H	1-10/2-12	7	8	32	0/-1	M	50
Axe, Hand (Francisca)	1-6	5	6	16	-2	S	25
Blackjack	1-6	2	5	8	-2	S	5
Club	1-4	5	5	8	-2	S	10
Club, 1 or 2-H	1-6	5	6	12	0/-1	M	2
Club, 2-H	2-12	5	7	16	1	L	2
Cutlass	1-10	6	6	24	-1	M	75
Dagger (stiletto, poignard, cinquedea)	1-4	5	4	8	-2	S	15
Dirk (seax, kris)	1-6	5	5	16	-2	S	20
Falchion (machete)	2-7	6	6	16	-1	M	25
Flail	2-7	5	7	24	-1	M	20
Foil	2-5	6	4	16	-1	S	40
Gladiator Glove	2-5	7	5	16	-2	M	
Hammer, 2-H	2-16	5	8	32	2	L	75
Hammer, 1 or 2-H	1-10/2-12	6	7	24	1	M	55
Hammer, 1-H	1-6	5	6	16	0	S	30
Hammer, War	2-7	6	6	16	0	M	50
Mace, 2-H	2-16	6	8	32	3	L	35
Mace, 1 or 2-H	1-10/3-13	6	7	24	1	M	25
Mace, 1-H	1-8	6	6	16	-1	S	15
Mace and Chain (1 or 2-H)	2-8/1-12	5	8	32	1	M	45
Mace and Chain (2-H)	1-20	5	9	40	3	L	90
Mace, Flanged	2-8	6	7	24	-1	M	50
Main Gauche	1-6	6	6	16	-2	S	35
Maul (2-H)	3-18	5	9	32	3	L	25
Morning Star	1-12	6	7	24	1	M	25
Pick-Axe	1-10	5	8	16	0	M	
Pick, 2-H	4-14	6	9	32	1	L	60
Pick, 1 or 2-H	3-9/2-12	6	8	24	0/-1	M	45
Pick, 1-H	2-8	5	7	16	-1	M	25
Rapier	1-8	7	5	24	-1	M	120
Sabre	2-8	7	6	24	-1	M	80
Scimitar	1-10	7	6	24	-1	M	95
Sickle	1-6	6	6	16	-1	S	30
Staff, Quarter	1-8	8	6	16	-1	M	5
Sword, Bastard (hand-and-a-half)	1-12/2-16	7	8	32	3/2	L	140
Sword, Broad	1-12	6	7	24	1	L	135
Sword, Long	1-10	6	6	24	0	M	100
Sword, Short	1-8	6	6	16	-1	M	80
Sword, Two-Handed (Flamberge, Claymore, Talwar)	3-18	5	9	40	3	L	200

Polearm Weapons

A polearm gains automatic initiative on closing opponents provided it outreaches the opponents' weapons.

Polearm Weapon	Damage per Blow	Parry Factor	Recovery Time	Base	Min. P.S. to Use	Length	Price (s.p.)
Guisarme, Bill	2-7	5	8	24	-1	7'-9'	25
Guisarme, Glaive	2-12	5	8	24	-1	7'-9'	35
Halberd	2-16	7	7	32	0	5'-9'	30
Hammer, Lucern	2-11	6	7	24	-1	4'-8'	32
Lance, Heavy War Horse †	3-24	4	7	24	1	8'-12'	40
Lance, Light War Horse †	3-12	4	7	24	1	8'-12'	
Lance, Medium War Horse †	3-18	4	7	24	1	8'-12'	
Lochaber Axe	1-10	6	8	24	-1	8'-11'	30
Partisan (ranseur)	2-5	5	5	16	-2	4'-8'	25
Pike † †	2-8	4	5	24	1	10'-18'	35
Poleaxe	2-12	5	7	24	-1	5'-8'	25
Scythe	1-12	6	9	32	0	5'-8'	35
Spear † †	1-8	7	6	24	-2	5'-11'	25
Trident	1-12	5	7	24	-1	6'-10'	35

† The various descriptions of lance all refer to the same weapon wielded on varying sized horses. The *Jousting* skill automatically provides a character with levels in lance. Characters who do not have *Jousting* but who want to wield lances in this manner may do so directly but do not gain the additional benefits of the *Jousting* skill.

† † Delivers 2-24 damage and gains automatic initiative if set against a charge. If done, allow no *Physical Strength Damage* adjustments.



Range Weapons

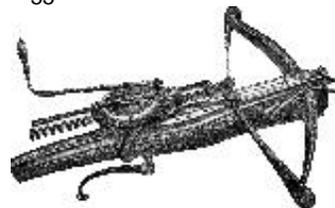
No range weapons have *Parry Factors* and none can be parried against.

Shot

Fired Weapon	Damage per Blow	Firing Time	Base	Min. P.S. to Use	Range	Size	Price (s.p.)
Arrow						(dozen)	12
Balista	3-30	24	32	0	125 Yds.	L	150
Blowgun	1†	6	16	-2	45 yds.	M	20
Bolt						(dozen)	24
Bow, Great	2-12	6	32	2	100 yds.	L	120
Bow, Long	1-8	5	24	1	75 yds.	L	80
Bow, Short	1-6	5	24	-1	50 yds.	M	50
Crossbow, Heavy	3-18	20††	12	0	50 yds.	L	100
Crossbow, Light	2-12	10††	8	-1	25 yds.	M	85
Crossbow, Medium	2-16	15††	8	0	35 yds.	M	55

† Cannot deliver *Severity Damage*.

†† If cocked and readied before combat, this weapon has an *Firing Time* of 1.

**Thrown**

Fired Weapon	Damage per Blow	Firing Time	Base	Min. P.S. to Use	Range	Size	Price (s.p.)
Atlatl	2-7	6	24	0	50 yds.	M	20
Axe, Throwing (Tomahawk)	1-6	5	24	-1	25 yds.	S	20
Boomerang	2-7	8	24	-1	35 yds.	S	15
Dagger, Throwing	1-4	5	16	-2	25 yds.	S	5
Dart, War	1-3	4	8	-2	25 yds.	S	5
Spear (Javeline)	1-8	6	24	0	35 yds.	M	25
Hammer, Throwing	1-6	8	24	2	20 yds.	S	20
Harpoon	3-18†	8	16	3	109 yds.	L	100
Sling (Slingshot)	1-4	5	24	-1	30 yds.	M	5
Trident	1-12	8	24	-1	30 yds.	M	85

† Weapon is barbed and remains embedded in wound until it is removed. In extracting the barb, a similar amount of damage is delivered.

☞ Firearms ☜

Firearm	Damage per Blow	Firing Time+	Base	Range	Size	Price (s. p.)
Arquebus	2-16	24	32	75 yds.	M	150
Blunderbus	3-18	24	16	50 yds.	M	200
Carbine	1-20	24	32	75 yds.	M	225
Musket	2-16	24	24	75 yds.	M	200
Pistol	2-12	24	8	30 yds.	S	100
Puffer	2-12	24	8	30 yds.	S	100

+ If readied before combat, all firearms have a *Firing Time* of 1 for their initial shot.



Cannons

Cannons can be used to fire either a cannonball or shot. A cannonball is made of either steel or stone. Shot is made up of gravel, nails, and metal fragments. When shot is fired, a cone of deadly fragments is propelled from the cannon's muzzle. The cone extends for 75 feet and has a base diameter of 30 feet. Any creature in this area must make a *Luck Roll* with *Agility Adjustments*. The *Luck Threshold* equals 15 plus the level of the cannon's firer in *Firing Cannon*. Success indicates the creature sustains only half the stated damage. Notes about cannons:

- *Cannons are rated according to the weight of the ball used in firing it. Thus, a 20 lb. Cannon fires a 20 pound ball.*
- *Obviously, a cannon is good for hitting only relatively stationary targets, such as castles or ships. It cannot be aimed at a moving creature. Its great bulk and weight prevents the small fine adjustments necessary in hitting such targets.*
- *If fired from long range, the castle's or ship's Defense should be adjusted accordingly. Of course, once a cannon hits its intended target, it is much easier for the crew to continue doing so. After an initial hit with a cannon on a stationary target, disregard the Defense adjustments for long range shots.*
- *Gaining levels in Firing Cannon (base 64) allows the use of any of the cannons described above. That is, gaining levels in one cannon provides levels in all.*



☞ Cannons ☜

Cannon	Ball Damage	Shot Damage	Firing Time+	Base ++	Range	Cannon Weight	Price (s.p.)
Cannon 10 lb.	2-40	2-20	36	64	125 yds.	250 lbs.	2,200
Cannon 18 lbs.	3-60	3-30	36	64	175 yds.	350 lbs.	3,400
Cannon 20 lbs.	4-80	4-40	36	64	225 yds.	450 lbs.	4,000
Cannon 24 lbs.	5-100	5-50	36	64	275 yds.	550 lbs.	6,500
Bombard (50 lbs.)	10-200	--	10 minutes	64	1/2 mile	4 tons	13,500

+ If readied before combat, all cannons have a *Firing Time* of 6 for their initial shot.

+ + Refers to the base of firing all cannons (as the skill *Firing Cannon*).

Gaining levels in one implies advancing in all.

Entrapment Weapons

Allow no *Physical Strength Damage* adjustments for entrapment weapons. All entrapment weapons lack *Parry Factors* except whips and cat-o-nine-tails. Both of these have *Parry Factors* of 4. In addition, no entrapment weapon can deliver *Severity Damage*. Those entrapment weapons providing a direct physical contact between the wielder and target can deliver *Faith Damage*, if the target is subject to these adjustments (i.e., is a demon, ghost, etc.)

Entrapment Weapon Genres

entangle The attacker must make a successful *Attack Roll*, inflicting the stated damage. On any successful hit, the defender must make a *Luck Roll* with *Agility* adjustments. The *Threshold* that must be overcome equals 15 plus the difference between the aggressor's overall attack (roll + *Attack Bonus*) and the defender's *Defense*.

If the *Luck Roll* fails, the weapon entangles the target. The entangled individual cannot participate in aggressive combat until he succeeds in a similar *Luck Roll*. While entangled, the target's *Defense* is cut in half (rounded up). Allow one such roll every turn.

Keep in mind that unusually large creatures (such as ogres, trolls, giants, etc.) cannot be easily toppled. Their enormous strength will easily rip the weapon out of the attacker's hands. If the attacker insists on entangling such a creature, he must make a successful *Physical Strength Check* against a *Threshold* of 5 plus the defender's *Physical Strength* every turn to hang on to the weapon. Success indicates the creature remains entangled for that turn.

strangle The wielder can use this weapon only on

SURPRISED creatures of medium size or smaller. The target suffers only 1d4 damage on the first turn of choking. On the second turn, he suffers an additional 2d4. The third turn delivers 3d4 and the fourth inflicts 4d4. This process continues in a like manner until the target resumes breathing or dies.

The defender may attempt to break the hold by cutting the catgut cord with a small blade. (Medieval garrotes were made from cat gut as the age's primitive metal wire was not strong enough for the task.) A successful *Attack Roll* indicates he cuts the cord. Nevertheless, an unsuccessful *Attack Roll* indicates the strangled individual inflicts damage on himself if he rolled a natural 10 or less on the die. In this case, the defender begins bleeding. Loss of blood forces the strangled victim to sustain an additional 1d4 points of bleeding damage every turn.

ensnare The wielder does not make an *Attack Roll*. Rather, the defender must make a *Luck Roll* with *Agility* adjustments against a *Luck Threshold* equal to 15 + the weapon level. If the *Luck Roll* fails, the defender's *Defense* is cut in half and his *Combat Level* is figured as if he held no weapon in hand. Obviously, he cannot continue in battle until removing the hindering weapon by cutting it with a small blade. This takes 2 turns to accomplish. As long as the defender struggles while entrapped, inflict the stated damage every turn.

⌘ Entrapment Weapons ⌘

Weapon	Damage Per Blow	Recovery/ Firing time	Base	Genre	Range/ Length	Size	Price (s.p.)
Bola	1-3	6	24	entangle	25 yds.	S	10
Cat-O-Nine-Tails	1-8	7	32	entangle	4 feet.	M	35
Garrote	0+	6	4	strangle	0 feet.	S	10
Lasso	0+	6	32	entangle	20 feet	L	5
Net	0+	7	40	ensnare	10 yds.	M	40
Net w/Hooks	2-5+	8++	40	ensnare	10 yds.	M	60
Whip	1-6	6	32	entangle	12 feet	L	45

+ Cannot deliver a *Severe Blow*. ++ Requires three turns to initially prepare.

⌘ Legendary Quest Skills Sheet ⌘

Character Sheets

The following four pages contain the Legendary Quest™ character sheets you will use to keep track of your characters during adventures.

General sheet—All characters use this sheet to keep track of general information, including attributes, weapons, equipment, and wealth.

Skills sheet—This sheet will also be used by all players.

Use this sheet to keep track of your talents, skills, and lore, among other things.

Priest sheet—This is the third sheet for players who choose to play a religious class that requires you to follow a deity. Use this sheet to keep track of your piety level, your deity's information, your spells, and the spell categories from which you may cast.

Mage sheet— This is the third sheet for players who choose to play a class that employs the Arcane lores. Use this sheet to keep track of your spells, their components, and the various lores you acquire.

You can also download electronic versions of the character sheets at:

www.legendaryquest.com



