Dark Coast

A Fantasy Role-Playing Game

Torben Ægidius Mogensen

Preface

"Dark Coast" is a set of rules for a Fantasy role-playing game (RPG) in a heroic setting. The rules are complete, but not fully playtested.

The rules mechanics are reasonably generic, but the character types and the set of abilities are instantiated to fit the Heroic Fantasy genre. While the rules are not strongly tied to any specific setting, a setting called "The Grey Age" is sketched at the end of the rules. The title "Dark Coast" has no particular relation to this setting (as it was chosen before the setting was made) and is suggestive of heroic fantasy rather than alluding to a specific place or setting.

I assume basic knowledge of RPGs, so if you haven't played an RGP before, you should read one of the many introductions that can be found on the web, such as

`http://www.rpg.net/oracle/essays/`
`whatisrpg.html`

or

`http://mailedfist.blogspot.com/2011/03/`
`what-is-role-playing-game.html`

I personally can't draw a straight line without a ruler or a circle without a compass, so there is no artwork in these rules apart from the cover picture and a couple of other out-of-copyright works I have found on the internet. In a way, I also think artwork is mostly redundant or might even get in the way of imagination. Few Fantasy novels are illustrated apart from covers, so why should Fantasy RPGs be any different? That said, artwork and fiction *can* work well together, as many good graphic novels have shown in the past, so I might change my mind and add more illustrations later.

A rather plain character sheet can be found at the URL shown on the facing page. More material and updates to Dark Coast will appear at irregular intervals in the same place.

Contents

Chapter 1

Creating and improving characters

Each player will usually control one fictional character. This character is described on a character sheet which will be filled in during character creation and later during play.

Character creation proceeds in the following steps, which are described in more detail in the following sections:

1. Select a cultural background

2. Choose Quirks

3. Determine past experience

4. Determine speed and health points

5. Determine possessions

1.1 Cultural background

The available cultural backgrounds depend on the setting. Below are some sample cultural backgrounds suitable for a Fantasy setting. You are welcome to change these or add and remove backgrounds to fit any particular setting, including the setting described at the end of the book.

When creating a character, choose any of the listed backgrounds and apply the changes described to your character sheet.

Next, you choose a gender (male or female) and note this in the "Gender" field. Then choose a name according to the name tradition of the culture your character is from and write it in the "Name" field.

The following backgrounds correspond to different species or sub-species of sentient creatures. Following RPG tradition, I will refer to these as "races". Different races can not generally interbreed unless assisted by magic, and even then the offspring is often sterile (like mules). So crossbreeds are rare and, hence, not described as player backgrounds. All cultural backgrounds have their own languages, but all can also speak Grolar at least at a rudimentary level.

1.1.1 Human

Humans are to all intents and purposes the Homo Sapiens we know so well.

Humans are very territorial, so they tend to make a big deal of land ownership and territorial borders and will often wage wars over control of land. Human rulers may allow other peoples to live on parts of what they consider "their" land, but will often collect taxes from such "tenants" – whether they are human or otherwise. This has been known to generate friction and occasional rebellion.

The territoriality of humans also enter professions: There are often complex rules that serve to restrict certain professions to members of a specific guild or society. Where such restrictions are not supported by law, guilds tend to harass competing non-members to either leave the area or join the guild. Many guilds accept only members of one gender and rarely accept non-humans. Practicing law is, for example, in many guilds restricted to men while clothworking may be restricted to women. Trade, learning and military careers are, however, mostly open to both genders and all races, though there might be special millitary companies or orders that are exclusive to one gender or race.

Human names normally consists of a calling name and a last name, which may be a patronym, a family name, a profession or a nickname. It is common to combine several last names, so a human may have both a family name or patronym, a profession name and a nickname. The name traditions differ from area to area, so you can usually tell roughly where a person is from by his or her name.

Humans get the following special ability:

Adaptable: Humans pay 10% less for level increases in all Flairs for all Talents (but not for the Talents themselves).

Gender difference: Human males pay 10% less for level increase in the Brawn and Reason Talents and Human females pay 10% less for level increases in the Perception and Spirit Talents.

Character sheet modifications:

- Write "Human" in the "Cultural background" field.

- Add "Adaptable" and either "Gender difference: Male" or "Gender difference: Female" as special abilities.

1.1.2 Niss

Niss are small humanoids with a strong affinity to nature. A grown Niss is 60-70 cm tall and weighs around 5 kg. The skin of a Niss is light to medium brown and their hair colour range from light to dark mossy green. The lower part of the legs of Niss are covered in dense fur, and instead of human feet Niss have deer-like cloven hoofs (note this as a Quirk). Niss are by nature forest dwellers, but some Niss have adapted to rural or urban living, providing the towns they live in are not too sparse in natural plant and animal life. Niss eat vegetable food and dairy products, but never meat or eggs (also noted as a Quirk).

When a Niss turn seven years of age, she learns the Life-magic spell Gain familiar (see Section 7.7) and obtains a familiar animal as described in the spell description. The familiar is of size and ability as the standard difficulty-level spell with no extra boons. Common familiars are foxes, owls, hares and similar wild animals.

Small: Niss have only one third the health points (HP) that are calculated in Section 1.4, and they can only lift small weights, as described in Section 4.4. Niss do not add their Strong flair to damage they deal in combat. However, being small also makes you harder to hit, as described in Chapter 4. Niss must use small versions of weapons that give one third damage (rounded to nearest integer) and has one third the range of normal-sized weapons.

Nature affinity: Niss pay 30% less for level increases in the Spirit Talent and 30% less for level increases in the Animal Handling, Empathy and Life Magic Flairs.

Familiar animal: Niss start with knowing the Gain familiar spell and having a familiar animal as described above.

Character sheet modifications:

- Write "Niss" in the "Cultural background" field.

- Add "Small", "Natural affinity" and "Familiar animal" as special abilities.

- Add "Hoofs" and "Vegetarian" as Quirks.

1.1.3 Lutran

Lutrans are a race of bipedal otter-like creatures. They have short oily fur that ranges in colour from chestnut brown to grey, usually with a lighter shade on front. Lutrans have thick, furred tails that they use for balance and when swimming. Lutrans have broad cat/dog-like snouts and long whiskers. They are mainly carnivorous, preferring seafood. They are somewhat smaller than humans, ranging from 4 to 5 feet tall when standing and weigh 30–50 kg as adults. People of other races can rarely tell male and female lutrans apart, except when females are pregnant or nurse small children. Lutrans don't tend to differentiate genders by naming conventions or clothes (which tend to be sparse), so this doesn't make it any easier to tell them apart.

In lutran communities, child rearing is usually shared between all females that have children, but the birth mother will always have the final say over her own children. This common child-rearing allows females to pursue their trade while having small children, albeit usually on a smaller scale. Males are expected to give financial aid to the common child rearing, and females tend to prefer partners that are known to give large contributions.

Lutrans usually live near water and make a living as sailors, fishermen, pearl divers, sea merchants and occasionally as pirates.

Lutran names include barking and clicking sounds that are virtually impossible for other races (except Avials) to reproduce, so when outside their own soceties they tend to use a calling name that can either be descriptive (such as "Brownfur") or a (very) rough approximation of their name in a form that can be pronounced by others.

Lutrans are very agile and excellent swimmers, so they get the following special abilities:

Swimmer: Lutrans can swim twice as fast as described in the Swim action and add two to their Talent level when resolving a Swim action.

Agile: The XP cost to increase the Agility Talent and all Agility Flairs is decreased by 20%.

Character sheet modifications:

- Write "Lutran" in the "Cultural background" field.

- Add "Agile" and "Swimmer" as special abilities.

1.1.4 Seeker

Seekers are a peculiar race. Once they reach adulthood, they never age physically, though they are as

susceptible to death by disease, deprivation and violence as any other race. They resemble humans somewhat but their skin is pitch black and they are completely hairless and without visible sexual characteristics. Seekers are mostly sexless, though they will occasionally "go into heat", at which time they will seek similarly minded seekers for short liaisons, which often end with both partners becoming pregnant. They will then separate and raise their children on their own, until the children reach adulthood and take up their own solitary lives. Seekers do not live in communities of their own, but live for shorter or longer periods in other communities before travelling on to find a new place to stay. Seekers are often motivated by search for knowledge, though the knowledge they seek may often seem esoteric and useless to others.

Seekers are widely regarded as advisors and healers, so they are usually welcomed into whatever communities they choose to visit or whatever groups of travelers they select to join. Seekers will usually feel obliged to use their knowledge and skill to aid the people they join, but will expect to be fed or paid in return for their efforts. Seekers will never participate in combat, even of long-time acquaintances are being attacked. Conversely, it is considered extremely unethical (and bad luck) to attack a Seeker, so they are generally safe from attack by people of all cultures. Wild animals, however, have no such restrictions, so Seekers generally travel with people who can protect them from such.

Seekers don't have names as such, but tend to call each other by function, such as "Child", "Parent", "Healer" or such. Others usually just call a Seeker "Seeker", as there normally is only one around.

Seekers get the following special abilities:

Ageless: Seekers never age once they reach adulthood.

Cerebral: The XP cost to increase the Reason Talent and all Reason Flairs *except* Necromancy is decreased by 40%.

Non-magical: Seekers can not learn any magic at all.

Non-combatant: Seekers do not participate in combat, and are generally safe from attacks.

Character sheet modifications:

- Write "Seeker" in the "Cultural background" field.

- Add "Ageless", "Cerebral" and "Non.magical" as special abilities.

Note: Seekers do not have genders, so keep the "Gender" field on the character sheet blank.

1.1.5 Avial

Avials are large, colourful parrot-like birds weighing around 5 kg and having a wingspan of around 120 cm. Avials are primarily vegetarians, preferring energy-rich foods such as nuts, fruit and seeds, but they also eat insects. Avials can use claws and beak for carrying and manipulating objects, but they are hardly dextrous. While the Avial language consists of squawks and whistles that are almost impossible for humanoids to learn, Avials are very good at imitating sounds, so they can learn to speak other languages quite well.

Avials are capable of flight, though they are not particularly agile or fast in flight compared to most other birds.

Avials usually live in colonies in forests, where they live by gathering fruit, nuts and seeds. While Avials usually don't farm as such, they do plant seeds and nuts to ensure a suitable growth of food-bearing trees and bushes, and they will also keep insect attacks down by eating or squashing any larvae of harmful insects that they encounter.

Avails living in climes where food is not abundant all year will gather and store food for winter. While Avials are not very materialistic by nature, most Avials have a small number of prized possessions that they either carry in pouches around their necks or keep in special hiding places.

When Avials go outside their home forests, it is mainly out of curiosity and sense of adventure, but they well understand that they will need funds to feed themselves, so they will take jobs or undertake missions to earn money. Avials are often employed as messengers, scouts or spies. Avials are known for their loyalty and they tend to stay with the same employers for a long time if they are treated fairly.

Avial names consist of shrieks and whistles that other races find hard to distinguish and even harder to reproduce, so Avials that travel outside their own communities take calling names that others can pronounce. In oblique mockery of the other races' limited speech, Avials tend to take very simple calling names like "Al" or "Po".

Avials get the following special abilities:

Flying: Avials can fly at the speed for sprinting as calculated in Section 1.4, but they can not run or sprint when on the ground, and their walking speed is one quarter of what is indicated in Section 1.4. Avials can fly for up to two hours at a time without getting exhausted, less if carrying a heavy load. See Section 4.4 for details.

Small: This special ability is described under the Niss background, except that weapon use is limited as described below.

No hands: The claws and beak of Avials are ill suited for dextrous activities, so the XP cost of increasing the Dexterity Talent and all Dexterity Flairs is doubled. The claws and beak of Avials can be used as weapons and are listed as such in the weapons list 5.1. Avials can carry darts and stones that they drop on opponents, but they are not able to use other weapons.

Keen eyes: The XP cost of increasing the Perception Talent and all Perception Flairs is reduced by 20%.

Character sheet modifications:

- Write "Avial' in the "Cultural background" field.

- Add "Flying", "Small", "No hands" and "Keen eyes" as special abilities.

1.1.6 Giant

Giants are born the same size as human babies but continue to grow all their life. As giants grow, their limbs and bones become more robust to support their added weight. Giants are intuitive by nature. This means that they take longer to learn to do specific tasks than other races, so they are often considered dim-witted. This is, however, not the case – they just learn differently and less specialised than other races do, and given enough time (which giants have plenty of), they can become as competent as anyone.

A giant is considered adult when (s)he is about 30 years of age. At this age, the giant is typically around 200 cm of height and weights around 105 kg, but will grow about one cm per year until their deaths. If they live until natural death, giants can become over 200 years old, making them nearly 4 meters high. The weight of a giant is roughly $13 \times h^3$ kg, where h is its height in meters. An old giant can weigh nearly 800 kg.

In spite of their fearsome size and strength, giants tend to be peaceful and will normally only fight to defend people, places or animals they hold dear, but when this happens, they will fight fiercely and with little regard to own safety.

Giants tend to live with their parents until adulthood, whereupon they will leave their home to gather experience and find a mate, which usually takes them 20 to 30 years, partly because they are in no hurry but also because they mate for life and will only commit if they are sure they have found their true partner. When settling, giants tend toward farming, herding or crafts such as blacksmithing and masonry.

When wandering, giants take many kinds of employ to find what suits them best. It may take several years for giants to decide if they like a certain kind of work, so they tend to stay in jobs for 2–4 years before moving on. Giants rarely become soldiers, as violence doesn't fit their tempers, but they may become guardians to people they consider worthy of their protection, often children.

Giants have only single names, but a Giant name consists of at least four syllables and usually no less than six. The name is normally chosen so it will be unique, but occasionally two Giants have the same name, as their parents were unaware of the other. Giants always use their full name when talking or referring to each other, but will allow their names to be shortened (usually to the first two syllables) by non-Giants that they work with.

Giants have the following special abilities:

Growing: Giants grow throughout their life as described above. Whenever any Talent (excluding Brawn) is increased by 1, the Brawn Talent is automatically increased by $\frac{1}{3}$. For example, increasing Reason from $\frac{2}{3}$ to 1 would add $\frac{1}{3}$ to the Brawn Talent. Additionally, the XP cost of increasing the Brawn Talent is reduced by 20%.

Intuitive: Giants can not learn Flairs, only Talents.

Character sheet modifications:

- Write "Giant" in the "Cultural background" field.

- Add "Growing" and "Intuitive" as special abilities.

1.2 Quirks

Quirks are various handicaps, abilities, backgrounds and such that can be added to characters to make them more interesting to play. There is no fixed list of Quirks to choose from (though some are suggested below) – you just have to get the GM's approval of the Quirks you choose. The only exception is that Quirks can not affect earning or use of XP.

Quirks can be chosen when a character is created or added or removed during play if, for example, the character gains or loses an enemy or contact, gets permanent injuries or gains notoriety.

For inspiration, some examples of Quirks are shown below.

- The character is colourblind.

- The character sometimes gets flashes of intuition that allows her to see connections that most would miss.

- The character has a bad temper and is easily provoked.

- The character has contacts that he can ask for help. The type of contact (government, underworld, religious, guild, etc.) must be specified.

- The character has a stutter that is especially bad in stressful situations.

- The character is very pretty or handsome.

- The character has a physical deformity such as a large scar or a hump.

- The character is ambidextrous.

- The character has one or more specified enemies that actively seek to hurt the character or his reputation.

- The character occasionally gets uncontrolled prophetic visions. The visions are cryptic or vague and require interpretation.

- The character adheres strictly to a specified code of conduct.

- The character has a reputation for good or bad that may or may not be deserved, but which certainly affects people's reactions to her.

- The character has a phobia or is completely fearless about certain things that would scare most people.

- The character is a member of a guild or society that both makes demands on the character and offers support in certain situations.

1.2.1 Quirk points

If a Quirk seriously gets in the way of a character's actions, the player earns a Quirk point that they note on the character sheet. Extreme cases of hindrance or danger caused by Quirks can earn the player multiple Quirk points. In all cases, the GM decides if the situation merits Quirk points. If a player, just to earn Quirk points, deliberately brings her character into a situation where a Quirk can get in the way, the GM should not award any points, as this would be acting out-of-character.

Quirk points can be spent to use a Quirk to gain a significant benefit. If no significant benefit is gained, using a Quirk costs nothing. The amount of Quirk points needed in a given situation is decided by the GM.

The GM can activate a character's Quirk for good or bad and award or take Quirk points for this. For example, if a character has a bad temper and is provoked, the GM can decide that he *will* lose his temper regardless of the player's wishes, and if a character

gets occasional visions, the GM can trigger a vision at any time.

A character starts out with two Quirk points and can have no more than five Quirk points at any one time – if you already have five Quirk points, you won't gain more until you have spent some.

To get the most benefit of Quirks, good Quirks should be balanced by bad, so Quirk points can be both earned and spent. A single Quirk can have both advantages and disadvantages and, as such, balance itself. For example, being extremely cautious can help you avoid risk but will also cause you to miss opportunities.

1.3 Determine past experience

You determine your past experience by spending a total of 3000 XP (experience points) as described in Section 1.6. You can split your XP across Talents and Flairs as you like (observing racial restrictions), and you can even keep some unspent XP. Note that many special abilities change the cost in XP to increase specific Talents and Flairs.

Some Flairs give you items to use with the Flair, such as weapons or tools. These are only given if the Flair is obtained at character-creation time.

1.4 Speed and health points

Speed is (5+Agility) plus one for each level of the Fast Flair. Your Speed changes if your levels of Agility or Fast does (even if this is only temporary).

In a tick you can walk half your speed in meters, run your full speed in meters or sprint twice your speed in meters. You can keep up your walking speed for a full day without getting exhausted, but you must take a break after one hour of running or two minutes of sprinting to avoid exhaustion.

Health points (HP) are a measure of how much damage you can take before losing consciousness or dying. You have (12+Brawn) HP plus 1 for each level of the Tough Flair. If Brawn or Tough change levels, your HP is modified. If you have the special ability Small, you divide this number by three (after adding modifications from Brawn and the Tough Flair) and round to the nearest integer.

1.5 Possessions

Each character will in addition to items gained through Flairs start with two sets of working clothes as well as plain overclothes and footwear suitable for traveling. Additionally, each character will have 100

pina in cash. These can be used to buy additional possessions, but it is advised that a character retains at least 20 pina in cash to use for daily expenses.

1.6 Experience points

When you work on a job, train or when you go adventuring, you will gain experience. This is measured in experience points (XP) and can be applied to improving Talents or Flairs, both when creating a character and during play.

One normal day of work will earn you one XP. If you are just lazing about, you won't get any XP, but if you train or study intensively with a tutor or when on an adventure, you can earn up to 3 XP per day. Note that intensive training precludes doing work that will earn you money and that hiring a tutor can be quite expensive. Adventuring can also have boring days, where you just travel or wait for something, so not all adventuring days will earn you XP.

You don't add XP individually for every day of adventure and play. Usually, XP is added (and used) at the end of each "chapter" of an adventure or after a period of not being on adventure.

The GM can also award bonus XP to all characters in the group for completing an adventure. The bonus can depend on how well the group did on the adventure and how challenging the adventure was.

1.6.1 Using XP

To start a new Flair at level one or increasing a Flair you already have by one level costs 100 XP. The level of the Flair can not exceed the level of the correspondng Talent, except as noted below.

When you want to increase or gain a new Flair, you must have an explanation of how this happened, such as having studied or trained the Flair during work, in your spare time or when adventuring. Training a Flair will sometimes require teachers, tools or similar. For example, you will need a teacher to learn Magic, and new spells must be learned either from a teacher or a written source. Sailing requires a boat, Crafts and Arts that you have the appropriate tools, Learning that you have access to knowledge and so on. Your explanation must cover such requirements to the satisfaction of your GM.

Increasing a Talent is considerably more expensive: 750 XP is required to increase a Talent by one level. For this reason, you can partially increase a Talent for 250 XP.

On the character sheet, the circles that count your Talent levels are divided into three sections each. Each partial increase of the Talent fills in one section, so three partial increases gives one full increase.

Each partial increase of a Talent allows one of the related Flairs to exceed the level of the Talent by 1. Two partial increases do *not* allow one Flair to exceed the level of the Talent by two levels, but it does allow two Flairs to exceed the level of the Talent by one level each.

Additionally, each partial increase of a Talent allows you to once per day increase the Talent by 1 in a single resolution roll (either as an action or as a reaction). For example, if you have used 500 XP to gain two partial increases of your Brawn Flair, you can twice a day increase your Brawn Talent in a resolution roll. It is usually easy to remember if your character has already used these daily increases, but if you break off a game session in the middle of a game-world day, you should make a note of how many increases you have already used. Actions that take more than one hour to complete do not gain benefit from partial increases.

Many special abilities modify the cost of gaining or increasing Flairs or Talents by a percentage. The table below shows costs after modification by different percentages.

Normal cost	-10%	-20%	-30%	-40%	×2
100	90	80	70	60	200
250	225	200	175	150	500
500	450	400	350	300	1000
750	675	600	525	450	1500
1500	1350	1200	1050	900	3000

1.7 Sample characters

The following sample characters can be used as inspiration or for games where you want to skip the character creation process. No attempt has been made to "optimise" the characters for adventuring. The characters are specified by a cultural background and a profession. While the cultural backgrounds determine special abilities, the professions have no rules implications and are solely indications of what the characters have been doing so far, which explain their choice of Talents and Flairs. When these are not adventuring professions, the player should find a reason for the character to go adventuring.

Partial increases of Talents are shown as thirds, so a Talent of 1 with two partial increases is written as $1\frac{2}{3}$. On the character sheet, these partial increases should be noted by filling in trisections of the Talent circles.

For each Talent, the total number of used XP for the Talent and its Flairs is noted. These numbers should not be transferred to the character sheet, but are shown only as a help to people who want to modify the sample characters or see how the total XP cost is derived.

1.7.1 Human magician

Blood magic and necromancy have rather unsavoury reputations, which you feel is unfair, though, in fairness, a few practicioners have misused their craft. So you strife to dispel superstitious notions about magic by using it only for wholesome purposes. Even so, you have sometimes had to defend yourself against superstitious peasants, so you have learned to do so reasonably competently.

Special abilities: Adaptable (10% reduced cost for all Flairs), Gender difference: Male (10% reduced cost for Brawn and Reason Talents).

Brawn	1	Used XP	945
Strong	0	Brawl	0
Tough	0	Recovery	1
Smash	1	Blood magic	1

Dexterity	0	Used XP	0
Fencing	0	Juggling	0
Crafts	0	Sailing	0
Thieving	0	Spellbinding	0

Agility	$\frac{1}{3}$	Used XP	340
Dodging	1	Acrobatics	0
Armour use	0	Throwing	0
Fast	0	Spell weaving	0

Perception	0	Used XP	0
Reaction	0	Tracking	0
Alertness	0	Searching	0
Missile combat	0	Arcane magic	0

Spirit	0	Used XP	0
Negotiaton	0	Empathy	0
Arts	0	Languages	0
Animal handling	0	Life magic	0

Reason	2	Used XP	1710
Tactics	0	Engineering	0
Learning	0	Medicine	2
Puzzles & games	0	Necromancy	2

XP Pool	5	Used XP	2995

Speed: 5, HP: 13

Spells: Mend (Blood), Ease recovery (Blood), Compass (Necromancy), Preserve (Necromancy), Mend (Necromancy), Detect enchantment (Necromancy).

Quirks: Fights to dispel bad reputation of Blood magic and Necromancy. Intense dislike of people contributing to this reputation.

Possessions: Two sets working clothes, overclothes, boots, knife, hand axe, soft leather armour, large wooden shield, weapon belt, linen bandages (4m), bottle of clean water.

Money: 20p

1.7.2 Human archer-priestess

In early childhood your parents made you enter an order of female archer-priestesses, as they did not have the means to care for you yourself. You remember almost nothing of your childhood prior to joining the order. All during your childhood, you have practiced archery and religious training. At the age of 19, you were sent out as a representative of your order to further the causes your order stands for (and to send back part of your earnings to support the order).

Special abilities: Adaptable (10% reduced cost for all Flairs), Gender difference: Female (10% reduced cost for Perception and Spirit Talents).

Brawn	1	Used XP	0
Strong	0	Brawl	0
Tough	0	Recovery	0
Smash	0	Blood magic	0

Dexterity	0	Used XP	0
Fencing	0	Juggling	0
Crafts	0	Sailing	0
Thieving	0	Spellbinding	0

Agility	0	Used XP	0
Dodging	0	Acrobatics	0
Armour use	0	Throwing	0
Fast	0	Spell weaving	0

Perception	2	Used XP	1980
Reaction	2	Tracking	0
Alertness	2	Searching	0
Missile combat	2	Arcane magic	1

Spirit	1	Used XP	945
Negotiaton	1	Empathy	1
Arts	0	Languages	0
Animal handling	0	Life magic	1

Reason	0	Used XP	0
Tactics	0	Engineering	0
Learning	0	Medicine	0
Puzzles & games	0	Necromancy	0

XP Pool	75	Used XP	2925

Speed: 5, HP: 12

Spells: Cat's Eyes (Arcane), Hawk's Eyes (Arcane), Heal damage (Life), Heal affliction (Life),

Quirk: Member of a religious order – you must give 10% of your income to the order, but you can always find free food, lodging and advice in the temples of your order. You must follow the code of conduct of the order and may be asked to perform tasks for the order, but you can also ask more junior members of your order to perform tasks for you. You will by your mode of dress be recognizable as a member of the order, which will influence other people's reactions towards you.

Possessions: Two sets working clothes, overclothes, boots, knife, composite bow, soft leather armour, weapon belt, quiver with two dozen arrows.

Money: 26p

1.7.3 Niss forest ranger

You are in charge of handling a small forest owned by a local lord. You tend animals and plants, clear paths and look out for poachers.

While you are vegetarian by nature, you know that predation is part of the cycle of nature, so you don't mind predators or people who hunt for food. In fact, your familiar animal is a hawk and you have trained a lynx to be your protector and riding animal. You are not entirely happy about the lord's occasional hunting parties, as you think these are too indiscriminatory and disruptive, but you accept them as being preferable to the forest being cleared for farmland, which would likely happen if the lord did not use the forest for hunting.

Since you are known as a healer, you are often visited by people who seek your services for themselves or their animals.

Special abilities: Small, Nature affinity (30% reduced cost for the Spirit Talent and Animal Handling, Empathy and Life Magic Flairs), Familiar animal (knowlegde of the spell Gain familiar and possession of a familiar animal).

Brawn	1	Used XP	850
Strong	0	Brawl	0
Tough	1	Recovery	0
Smash	0	Blood magic	0
Dexterity	0	Used XP	0
Fencing	0	Juggling	0
Crafts	0	Sailing	0
Thieving	0	Spellbinding	0
Agility	1	Used XP	0
Dodging	0	Acrobatics	0
Armour use	0	Throwing	0
Fast	0	Spell weaving	0
Perception	0	Used XP	0
Reaction	0	Tracking	0
Alertness	0	Searching	0
Missile combat	0	Arcane magic	0
Spirit	3	Used XP	2135
Negotiaton	0	Empathy	3
Arts	0	Languages	0
Animal handling	2	Life magic	3
Reason	0	Used XP	0
Tactics	0	Engineering	0
Learning	0	Medicine	0
Puzzles & games	0	Necromancy	0
XP Pool	15	Used XP	2985

Speed: 5, HP: 5

Spells: Gain familiar, Ripen fruit, Repel insects, Heal damage, Heal affliction, Tame animal, Tangle.

Quirks: Hoofs, Vegetarian.

Possessions: Two sets working clothes, overclothes, knife, 20m light rope, riding tack and saddle bags for lynx, hawk (familiar), lynx (trained animal).

Money: 55p

1.7.4   Lutran pearl diver

You spend most of your time diving after oysters and other seafood to bring home to your village, but you supplement this by collecting sponges and pearls to sell in the town market. You secretly hope to find a pearl big and perfect enough to make you rich, but so far all you have found are occasional small pearls that allow you to save up a bit of money. Even so, taking these to market is not entirely without risk, so you have learned to make account of yourself in a fight.

Special abilities: Agile (20% reduced cost for Agility and Agility Flairs), Swimmer.

Brawn	$\frac{1}{3}$	Used XP	350
Strong	0	Brawl	0
Tough	0	Recovery	1
Smash	0	Blood magic	0

Dexterity	$\frac{2}{3}$	Used XP	800
Fencing	0	Juggling	0
Crafts	0	Sailing	1
Thieving	1	Spellbinding	0

Agility	1	Used XP	1000
Dodging	1	Acrobatics	1
Armour use	0	Throwing	1
Fast	1	Spell weaving	1

Perception	1	Used XP	850
Reaction	0	Tracking	1
Alertness	0	Searching	1
Missile combat	0	Arcane magic	0

Spirit	0	Used XP	0
Negotiaton	0	Empathy	0
Arts	0	Languages	0
Animal handling	0	Life magic	0

Reason	0	Used XP	0
Tactics	0	Engineering	0
Learning	0	Medicine	0
Puzzles & games	0	Necromancy	0

XP Pool	0	Used XP	3000

Speed: 7, HP: 12

Spells: Dry, Calm sea

Quirk: Frugal – you don't like spending coins on things that are not absolutely necessary. While this saves you money, you also miss out on good deals and give an impression of stinginess.

Possessions: Two sets working clothes, overclothes, boots, small sailing boat (2.5 m), spear, fishing net, fishing line, knife, weapon belt.

Money: 35p

Chapter 2

Talents and Flairs

The six different Talents and their associated Flairs are described below. Actions associated with each Talent are described in Chapter 4.

2.1 Brawn

Brawn is a measure of how big, strong and tough you are. The Flairs for Brawn are described below.

1: Strong You add 1 to your Brawn whenever you use your Brawn to carry, lift, push or punch something or someone. For example, you add one to the damage you deal with any muscle-powered weapon, including bows and slings.

2: Tough You add 1 to your health points (HP) and add 1 to your Brawn Talent when resisting unconsciousness or permanent injury.

3: Smash You add one to your Talent level (but not to damage) when using a smashing weapon. If you get this Flair during character creation, you can choose one smiting weapon as a starting possession: At one level of Smash, you can choose between a mace, a flail, a hand axe or a scythe. At two or more levels, you can choose any one of the weapons listed in the weapon list that has uses the Smash action.

4: Brawling You add one to your Talent level when doing unarmed combat such as boxing or wrestling.

5: Recovery You add 1 your Brawn Talent level in any recovery roll.

6: Blood magic You can do blood magic – magic that affects the body and the Earth element. You add one to your Brawn Talent level when attempting or resisting blood magic. Additionally, you learn two blood-magic spells per level of the blood magic Flair.

2.2 Dexterity

Dexterity is a measure of fine motor control and hand-eye coordination. The Flairs for Dexterity are described below.

1: Fencing You add one to your attack and melee defense when using a fencing weapon. If you get this Flair during character creation, you can choose a fencing weapon as a starting possession: At one level of Fencing, you can choose between a spear, a quarter staff, a dagger or a short sword. At two or more levels, you can choose any one of the weapons listed in the weapon list that has uses the Fence action. Fencing does not help when defending against missile attacks.

2: Craft You have learned a craft such as carpentry, smithing or leatherworking (choose any craft you want and write it next to the Flair name). Add two to your Talent level when practicing this craft. Multiple levels of the Craft Flair can be used to either get additional bonuses (two per level) in the same craft or to add additional crafts. If you get this Flair during character creation, you will get the basic hand tools required for the craft as starting possessions. A blacksmith will, for example, get a selection of tongs and hammers, a potter will get a simple turntable and a weaver will get a simple spinning wheel and carding tools. Note that this does not include very large or expensive equipment such as kilns, anvils, looms etc.

3: Thievery You are trained in shadier activities such as picking locks, disarming mechanical traps or stealing things. You add one to your Dexterity Talent level when doing such things. If you get this Flair during character creation, you will get a set of lockpicks.

4: Juggling You are trained in precisely timed throwing and catching of small objects. Not only can you use this Flair to juggle on a stage, you can also use it to catch moving objects and to throw things around. Note that you don't have

much force in these throws, so the Flair is not useful for combat, except for throwing poisoned darts (where the poison does all the damage). You add one to your Dexterity level for each level of this Flair when it is applicable to your action.

5: Sailing You are trained in steering wind-powered boats and ships by adjusting sails, rudders and weight distribution. You add two to your Dexterity level per level of this Flair when steering such vessels.

6: Spellbinding You can spellbind, which affects fire and light and can be used to create things with magical properties. You add one to your Dexterity Talent level when attempting or resisting spellbinding. Additionally, you learn two spellbinding spells per level of the spellbinding Flair.

2.3   Agility

Agility is a measure of coordination, balance and quickness of movement. The Flairs for Agility are described below.

1: Dodging You add one to your Talent level when defending against missile attacks or close combat attacks.

2: Armour use This Flair reduces the penalty for wearing armour. If you get this Flair during character creation, you get as starting possession a suit of armour with total protection equal to the Armour use Flair.

3: Fast You increase your Speed rating by 1.

4: Acrobatics You get a bonus of 1 when performing acrobatic or athletic maneuvers such as jumping, climbing and swimming.

5: Throwing You add 1 to your Agility talent when throwing a weapon. If you get this Flair during character creation, you can choose a throwing weapon as a starting possession: At one level of Throwing, you can choose between a throwing axe, a spear, a javelin or a dozen darts. At two or more levels, you can choose any one of the weapons listed in the weapon list that has uses the Throw action.

6: Spell weaving You can weave spells that affect movement and the Water element. You add one to your Dexterity Talent level when attempting or resisting spell weaving. Additionally, you learn two spell-weaving spells per level of the spell-weaving Flair.

2.4   Perception

Perception is a measure of how well you observe your surroundings, such as discovering things out of place, remembering how persons or things look or judging distance, wind speed, size and so on. It also includes the sense of balance. The Flairs for Perception are described below.

1: Reaction You react quickly, so you add one to your initiative in every encounter for every level of the Reaction Flair. You can also use Reaction when trying to keep your balance or balancing objects in your hands.

2: Alertness You are more likely to notice something amiss, so you get a bonus of 1 when you use Perception to oppose an action against you, such as any attempt to sneak past you or steal from you. You can also use Alertness if you yourself want to sneak past someone.

3: Missile combat You add one to your Talent level when shooting with any missile weapon. If you get this Flair during character creation, you can choose a missile weapon as a starting possession: At one level of Missile combat, you can choose between a sling, a staff sling, a dozen darts or a shortbow. At two or more levels, you can choose any one of the weapons listed in the weapon list that has uses the Shoot action.

4: Tracking You are trained in following tracks left by passing people, creatures or vehicles. You gain a bonus of 2 to your Perception when attempting to track something.

5: Searching You get a bonus of 2 to your perception when searching for hidden things.

6: Arcane magic You can do arcane magic, which affects the senses and the Air element. You add one to your Perception Talent level when attempting or resisting arcane magic. Additionally, you learn two arcane spells per level of the arcane magic Flair.

2.5   Spirit

Spirit is a measure of your connection with all living things, including other people. You can use your spirit to discover the motives and feelings of other people, so it is useful for interacting with other people, as well as with animals: A person with high Spirit will more easily be able to tame animals or judge their moods. The Flairs for Spirit are described below.

1: Negotiation You add one to your Talent level for negotiating trades, seducing people or otherwise persuading them to see things your way. It works both on individuals and crowds.

2: Art You are trained in performance or creative art such as poetry, painting, music, dancing or singing. At level 1, you can perform or create passably well so you won't embarrass yourself or friends when doing it. At level 2, you might be able to earn a few coins by performing in a tavern or marketplace or by selling examples of your work. At level 3 or above you might make a decent living of it. At level 5 and above you will be renowned in your field. If learn this Flair at character creation time, you will start with tools or instruments required for the art at a quality suitable for your level. When you get this Flair, you choose one form of art that you can do. When adding levels to the Flair, you can either increase the level of an art you already have or choose a new art at level 1.

3: Animal handling You add one to your Talent level when trying to calm or tame a wild animal or when trying to make a tame animal do you bidding. If you get this Flair during character creation, you can choose a small trained animal (no larger than a dog) for each level of the Flair or a larger animal (such as a horse) for two levels.

4: Empathy You are aware of the moods of people and creatures around you, so you can usually tell if they are friendly, happy, truthful or such.

5: Languages You add one to your Talent level when trying to communicate with a person whose primary language is not your own. Also, you will know as many foreign languages as your level in Languages. Each time you gain a level in Languages, you will select a language to add to your list of known languages.

6: Life magic You can do life magic, which affects living things. You add one to your Spirit Talent level when attempting or resisting life magic. Additionally, you learn two life spells per level of the life magic Flair.

1: Tactics If you have time (at least a minute) to plan tactics with your fellows before an encounter, you *all* add one to your initiative for this encounter for each level of the Tactics Flair. If several people in a group have this Flair, only the highest level counts – more tacticians don't make for better tactics.

2: Learning You have knowledge of one academic area of knowledge such as history, philosophy, art, literature, mathematics, religion or foreign culture. Multiple levels of this Flair can be used to learn additional academic areas or to increase the level of expertise in an area you know. You will add two to your Reason Talent level for each level of Learning when working in the area of knowledge. Note that Learning in art or literature doesn't imply ability to create or perform. For that you need the Art Flair. If you have Learning of a foreign culture or historic period, you will understand the language of that culture or period at a level corresponding to the Language Flair at half your Learning Flair (rounded down).

3: Puzzles and games You add one to your Reason Talent level when playing games of skill and chance or when trying to solve or devise puzzles of all kinds – mechanical, logical or philosophical.

4: Engineering You are trained in constructing mechanical contraptions (such as mills, siege engines or traps) and building construction (such as vaults, arches and bridges). You will add 2 to your Reason roll when constructing or assessing works of engineering.

5: Medicine You know how to treat wounds and diseases.

6: Necromancy You can do necromancy, which affects the once-living and information. You add one to your Reason Talent level when attempting or resisting necromancy. Additionally, you learn two necromancy spells per level of the necromancy Flair.

2.6 Reason

Reason is a measure of how clever you are: Your Talent to reason the truth from the evidence at hand and to make effective plans. It also measures your degree of learning, i.e., how "cultured" you are. The Flairs for Reason are described below.

Chapter 3

Action resolution

3.1 Talent and Challenge levels

A Talent level is a measure of how able a character is in a specified field.

An action uses one of the six Talents and may get bonus from Flairs and penalties from armour or other factors that may inhibit your effectiveness. When a type of action is described in the rules, it will list the required Talent and the Flairs that add to the Talent for this action. Penalties that are specific to certain kinds of actions are described under these actions, but penalties that apply to broad classes of actions are described separately.

When not otherwise stated, any reference to Talent level is to the current effective Talent level including bonuses from Flairs and penalties from circumstances.

The Challenge level of an action is a measure of the difficulty of achieving the goal of that action. The Challenge level may depend on the Talent levels of opponents (if any) and on a myriad of other factors. The descriptions of actions in Chapter 4 describe the relevant factors in determining the Challenge level for that action.

If the effective Talent level or the Challenge level is below zero, increase both by the same amount to make one of them zero. For example, if your effective Talent level is -2 and the Challenge level is 1, you add 2 to both to make the Talent level 0 and the Challenge level 3.

If the difference between Talent level and Challenge level is large, the GM can decide that the action either automatically succeeds or automatically fails so the normal action resolution can be bypassed.

3.2 Actions and flow of time

There are three types of actions: Trivial, minor and major actions. See Chapter 4 for more details about these type of actions.

Outside of tense situations like combat or chases, only approximate track of time is kept, but when things get hectic, you keep time in two-second inter-vals called "ticks". Each character can in one tick do any number of trivial actions, one minor action and initiate, continue or resolve one major action. Any of these steps may complete the major action. You can not initiatie a new major action in the same tick that you complete another, but you can abort an ongoing major action and initiate another. Instead of initiating a new major action, a character may perform an extra minor action, but if a character has an ongoing major action, this needs to be aborted if an extra minor action is done.

The GM should keep track of the passing of ticks and of when major actions are initiated, resolved and completed.

3.2.1 Position and facing

Outside of tense situations, players do not need to specify precisely where they stand realtively to each other or which way they face (though the GM can ask for this if he deems it relevant), but if combat or other things happen where positions are relevant, players should keep track of position and facing of their characters.

This can be done by placing miniatures or other figures (such as dice or chessmen) on a table to represent their relative positions. The placement does not need to be exact or to any specific scale as long as players and GM can agree on, for example, who is close enough to whom to attack.

3.2.2 Working together

Some tasks, such as lifting or carrying large objects or searching an area, are amenable to teamwork. In cases where the task can be divided into clear sub-tasks for each participating person, it can be resolved by resolving each subtask separately. This could, for example, apply to searching an area by dividing the area into subareas searched by individual people. When a combined effort is required, such as when lifting a boat or other large object, the rules below can be used.

For all such tasks, there is a limit to how many people can effectively work on the task at the same time: When lifting a rowboat, it would be difficult for more than half a dozen people to work together without getting in the way of each other. Eventually, adding more participants may actually hinder the task. So the GM must judge to which extend each additional "helper" can effectively help.

If the GM judges that all participants can contribute unhindered, the participants can add their effective Talent levels together to get a combined Talent level.

If the GM judges that helpers may benefit the main performer of a task, they can add a fraction of their Talent levels to the effective Talent level of the main performer. This fraction can be anywhere from 0 to 1, depending on the judgment of the GM and it can decrease for each additional helper. For example, the GM may judge that the first helper can add half his effective Talent level, the second helper a third of his and so on. In all cases, the fractional Talent levels are added together and rounded to the nearest integral number, which is added to the effective Talent level of the main performer.

The same rule applies to multiple opponents: If a single character acts against multiple opponents, they may join forces in the same way.

For example, if two teams do a tug-of-war with a rope, the GM may judge that all members of a team can apply their full Brawn Talent and Strong Flair to the task and, hence, adds up all of these for each team.

In some cases, teamwork does not improve the quality of the work nor the likelyhood of success, but may complete a task faster than one person. For example, several cooks working together will not usually make better food than a single cook, but if one is designated as coordinator and delegates tasks to the other cooks, the food can be made faster. In these cases, the effective Talent level of the coordinator is used as the Talent level for the teamwork, an the GM must judge how much faster the task is done. Baking or boiling times, for example, can not usually be rushed. If the helpers are unskilled and their tasks not trivial, the combined Talent level may be reduced by one.
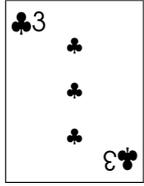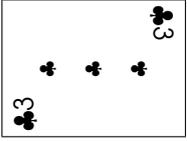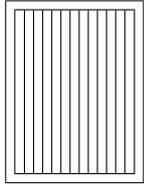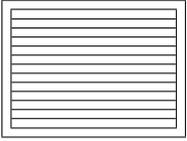
3.2.3   Initiative

When a tense situation starts, each character involved in the situation determines his initiative. This is done using a normal deck of 52 playing cards (i.e, excluding jokers).

Cards are ranked by the value of the cards with the suit as tie breaker (spades over hearts over diamonds over clubs). The value of a card is equal to its normal numeric value counting knaves as 11, dames as 12, kings as 13 and aces as 14.

Each character draws a number of cards equal to her Perception (including initiative bonuses from Reaction and Tactics Flairs). A character having a Perception of 0 will draw two cards and keep only the lowest of these. The resulting initiative cards are public. If a character has several cards, these are sorted from highest to lowest rank and shown in a stack before the player with the highest ranking card on top, but in such a way that all card values are visible.

The orientation of a player's initiative card stack indicates what major or minor actions the player has already taken in a given tick:

	Portrait	Landscape
Face up	♣3 ... (No action taken)	♣3 ... (Minor action taken)
Face down	(Major action taken)	(Both actions taken)

So all cards will start a tick face up in portrait orientation and will be flipped over or rotated when actions are taken.

Note that certain events can move initiative cards between players, but this does not effect which actions the players have used, the players just place the gained cards in their stacks without changing the orientation of the stacks.

3.2.4   Playing a tick

In each tick, players take turns in order from highest initiative to lowest initiative, as indicated by the card ranking. If a player has several initiative cards, he may act in any of the rankings indicated by his cards. When the turn comes to his highest ranking card, the player chooses whether to act now or wait until later. If he waits, his top card is moved to the bottom of his stack so the next card is shown. If he acts now, he turns his initiative stack over, rotates it or both depending on which kind of action (minor, major or both) he takes, as described above.

When acting, a player decides what to do with his remaining actions.

The player can do these things with his major action:

- If the player has an ongoing major action (initiated in an earlier tick), he can decide to continue this (which might resolve or complete it) or he can abort it and instead initiate a new major action or replace the aborted major action with a minor action that can be used now or later in the same tick.

- If the player has no ongoing major action, he can choose to initiate a new major action or, instead, get an extra minor action that can be used now or later in the same tick.

- The player can postpone his major action til a later initiative card ranking.

If a player has an ongoing major action but does not continue or resolve it during the tick, it is automatically aborted.

Any unused minor actions can be used when a player acts, but up to one can be saved for later in the tick. If the player saves a minor action for later the initiative card stack is placed in portrait orientation, otherwise it is placed in landscape orientation. The stack will still be face down, as the player has no unused major action.

Unused minor actions can be used outside a player's own turn for adding a Flair when opposing an action against the player or when doing a resistance roll (see Section 3.3). But if a minor action is not used at the end of the tick, it is lost. A player that needs to resist or oppose somwthing, and has already used her minor action but not her major action, can convert her unused major action to a minor action and use this. Any ongoing major action she might have is aborted and the initiave card is turned face down. The minor action is used immediately, so the card remains in landscape orientation.

For example, if the acting character completes an attack against a character who has not yet used any actions, this character can decide to use her minor action to oppose the attack or just use a trivial action when opposing, thus saving the minor action for later. If she chooses to oppose only with a trivial action, she can do the minor action when her turn comes or save it for opposing actions from characters with lower initiative.

Note that a player can use a minor action actively only when she is active, i.e., when one of her initiative cards is the currently active card. Outside her own turns, actions can only be used when opposing or resisting.

When all players, NPCs, animals and monsters have had their turn(s), the tick is complete and all initiative card stacks are sorted, turned face up and in portrait mode for the next tick. Once the tense situation ends, all initiative cards are shuffled back into the deck so new cards can be drawn from a fresh deck at the next tense situation.

3.3 Resolving actions

When a character resolves a major action, the following steps are taken:

1. You determine the character's effective Talent level T by combining Talent and Flairs as described in the action description.

2. You determine the Challenge level C from the action description.

3. You roll $T + 1 + C$ dice, remove the T lowest and the C highest and use remaining die as the result.

The value on the resulting die is interpreted in the following way:

1: The actions fails miserably: It does not achieve its intended purpose and three Mishaps happen.

2: The actions fails badly: It does not achieve its intended purpose and one Mishap happens.

3: The actions fails, but no other adverse effect occurs.

4: The actions succeeds with its intended effect.

5: The actions succeeds with its intended effect and you get one Boon.

6: The actions succeeds with its intended effect and you get three Boons.

Intuitively, the set of dice rolled represent possible outcomes, and the character can use his Talent level T to remove the T outcomes that are worst for him. Similary, the GM uses the Challenge level C to oppose the character by removing the C outcomes that would be best for the character.

Instead of removing both the T lowest and the C highest dice and using the single remaining die, you can equivalently (and more quickly) remove the T lowest and use the lowest remaining die, or you can remove the C highest and use the highest remaining die. The result will be the same. Example: A character has effective Talent level $T = 3$ and the challenge level is $C = 2$. The player rolls $T + 1 + C = 6$ dice giving 1 2 2 4 4 6. If you remove the T lowest (1 2 2) and the C highest (4 6), the remaining die is 4. If you remove the three lowest, the *smallest* remaining is 4. If you

remove the two highest, the *highest* remaining is also 4. In all cases, the result is the same.

A player may not always know the Challenge level of an action *before* attempting it, but will normally know the Challenge level *when* the action is resolved. So the GM need only give an approximate challenge level before the deciscion to attempt the action is made, but reveal the exact Challenge level just prior to the roll, so the player can make the roll himself. In some cases, the GM may want to keep the exact Challenge level secret even after the attempt is made, in which case he secretly rolls the dice and only informs the player about the result.

3.3.1 Opposed actions and resistance

When acting against another character, the Challenge level of the action is typically equal to the Talent level of the opponent. If the opponent uses a minor action to actively oppose the action, she can add a relevant Flair to her Talent level when opposing, otherwise the raw Talent Level is used as Challenge level. Circumstances may further modify the Challenge level. For example sneaking past an alert guard is hard, so this makes the Challenge level higher. Section 4.3 describes typical modifiers to common actions.

Sometimes a character will need to oppose something that is not an action by another character, such as dodging falling rocks, staying conscious or resisting poison or magic. Even though these events are *against* the character, they are resolved as if the character makes an action using his Talent level against the challenge level of the event. If the character uses minor action to oppose the event, a relevant Flair can be added to the Talent level, otherwise the raw Talent level is used. If the roll is successful, the character has successfully resisted or avoided the event. No Boons or Mishaps are applied. This is called a *resistance roll*, as the player tries to resist or avoid something happening to them.

3.3.2 Probabilities

Below are tables that show the probabilities (rounded to nearest whole percent) of succeeding with no, one or three Boons for different effective Talent levels (T) and Challenge levels (C). To find the probabilities of failure with no, one or two Mishaps, simply swap T and C and read Success as Failure and Boons as Mishaps.

Success with no Boons

$C \backslash T$	0	1	2	3	4	5	6	7	8
0	50	75	88	94	97	98	99	100	100
1	25	50	69	81	89	94	96	98	99
2	13	31	50	66	77	86	91	95	97
3	6	19	34	50	64	75	83	89	93
4	3	11	23	36	50	62	73	81	87
5	2	6	14	25	38	50	61	71	79
6	1	4	9	17	27	39	50	60	70
7	0	2	5	11	19	29	40	50	60
8	0	1	3	7	13	21	30	40	50

Success with one Boon

$C \backslash T$	0	1	2	3	4	5	6	7	8
0	33	56	70	80	87	91	94	96	97
1	11	26	41	54	65	74	80	86	90
2	4	11	21	32	43	53	62	70	77
3	1	5	10	17	26	35	44	53	61
4	0	2	5	9	14	21	29	37	45
5	0	1	2	4	8	12	18	24	31
6	0	0	1	2	4	7	10	15	20
7	0	0	0	1	2	3	6	9	13
8	0	0	0	0	1	2	3	5	8

Success with three Boons

$C \backslash T$	0	1	2	3	4	5	6	7	8
0	17	31	42	52	60	67	72	77	81
1	3	7	13	20	26	33	40	46	52
2	0	2	4	6	10	13	18	22	27
3	0	0	1	2	3	5	7	10	13
4	0	0	0	0	1	2	2	4	5
5	0	0	0	0	0	0	1	1	2
6	0	0	0	0	0	0	0	0	1
7	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0

3.4 Boons and Mishaps

Boons are normally chosen by the player who attempts the action and mishaps are normally chosen by the GM – even if the action is taken against a player character. The player need not take boons if he doesn't want them and the GM does not need to apply mishaps, but should do so in most cases.

Boons and Mishaps are chosen from the boons and mishaps tables (tables 3.1 and 3.2), but must be appropriate to the attempted action. For example, if you attempt to forge a sword, boons can be High quality or Faster completion and Mishaps may be Lost materials. If you attempt to climb a tree, a Mishap might be Accident, but Lost materials is not an appropriate Mishap. Some action descriptions specify Boons and Mishaps specific to the described action, but unless otherwise stated, you can always use the standard Boons and Mishaps (if applicable) in addition to these. The GM can also allow/chose additional Boons and Mishaps that he finds appropriate to the situa-

tion.

Some Boons and Mishaps (such as Double Magnitude or Accident) can be applied twice, but even if you get three Boons or three Mishaps you can not apply the same Boon or Mishap more than twice.

Boon	Effect
Double magnitude	If the action is one that has an effect with a stated magnitude (such as health points, distance, time, number of targets or bonus to Talents), this magnitude is doubled. If the effect has more than one magnitude (such as both time and distance), only one of these is doubled. Taking this boon twice allows two different magnitudes to be doubled or one magnitude to be tripled.
Faster completion	The remaining time to complete the action is halved (rounded down). If the boon is taken twice, the action completes immediately.
Take initiative	If your opponent has more than one card in her initiative card stack, you can take any one of these and add it to your own stack. This doesn't change the orientation of either stack, so no actions are gained or lost. You just get more initiative opportunities. If the opponent has not taken her major action in the current tick, she must still be left with a card that allows the action to be taken the current tick. You can take this Boon twice to take two cards, but the opponent must still be left with one card.
Minor action	You can make one more Minor action in this tick. Taking this boon twice allows you to make two more Minor actions. Note that you can only keep one unused minor action, so any excess must be used immediately.
Forced abort	If the opponent of your action has initiated but not yet resolved an action, this will be immediately aborted. If you take this boon twice, you can abort the opponent's action even if it has been successfully resolved but not yet completed.
Bypass armour	You find a way to bypass the armour of the opponent, so she gets no protection from armour or shields. This Boon can not bypass purely magical protection (such as Hard skin), but it can bypass enchanted armour.
Target location	You direct your attack at a special body part, such that a severe wound (see Section 6.3) will affect that body part.
Opponent Mishap	The opponent gets a Mishap of your choice (appropriate to the situation).

Table 3.1: The Boons table

Mishap	Effect
Accident	You get hurt while attempting to do the action. You take 2 HP damage (which is not reduced by armour or other forms of protection) with Severity 0 and Rate 1 day. If you get this mishap twice, the Severity is 1.
Clueless	If the attempted action is unopposed, any later attempts of the same action will be at one less effective Talent level until the situation changes in your favour. If you get this mishap twice, you can not even attempt the action again until the situation improves.
Dropped weapon or tool	You must make a resistance roll to avoid dropping the weapon or tool you are using. If the weapon or tool is held in one hand, the challenge level of the resistance roll is 3, if held in both hands, the challenge level is 2. If the mishap is taken twice, the challenge level of the resistance roll is doubled (to 6 and 4, respectively).
Fall	If you are trying to climb something, jump over something or balance across something, you will fall down in the attempt. See Section 6.4 for details of the effects of falling.
Dazed	Until the end of the next tick, your effective level in all Talents is reduced by one. If taken twice, the reduction lasts two ticks.
Off balance	You lose a minor action. If you have an unused minor action this tick, you lose this, otherwise you lose your minor action in the next tick. If you get this mishap twice, you will lose your next two minor actions. You can still convert major actions into minor actions without losing these.
Mixed blessing	You actually succeed in your action, but in such a clumsy way that you get three Mishaps in addition to a normal success. You can not take this Mishap if you got a result of 1 (fail with three Mishaps) in your roll.
Opponent Boon	The opponent gets a Boon chosen by the GM.

Table 3.2: The Mishaps table

Chapter 4

Actions

This chapter describes the most common actions. Each action describes the effect of the action, the Talent used to perform it, Flairs that can affect it, the time normally required to complete it and other requirements such as tools or additional costs.

There are three types of actions:

Trivial actions are essentially instantanious. You can do any number of these in a single tick as long as they don't conflict with other actions in the same tick. The most common trivial actions are listed in Section 4.1. Except for opposition and resistance rolls, trivial actions can not fail.

Minor actions can be done at the same time as other non-conflicting actions, but you can not do an unlimited number of minor actions in a tick. Normally, you can do one minor action in a tick, but if you are not currently doing a major action, you can do an extra minor action instead. The most common minor actions are listed in Section 4.2. Except for opposition and resistance rolls, minor actions can not fail.

Major actions can take several ticks to complete and may fail, so you need to do a resolution roll to see if they succeed. More details can be found in Section 4.3, which also lists the most common major actions.

4.1 Trivial actions

While there is no fixed limit on the number of trivial actions you can do in one tick, you will rarely do more than two or three, as few situations call for more. The most common trivial actions are:

Dropping something You let go of something you hold in your hand. This does not include things that are fastened to your hand such as gloves, rings, armbands or such: The object should fall if you just open your hand. You can not aim what you drop at anything (this requires a Shoot action).

Opposing without Flair Opposing an action or making a resistance roll using a Talent level without any bonus from Flairs. For example, you can defend yourself from an attack but you can't use Flairs like Fencing or Dodging to increase the challenge level of the opponent.

Talk or shout You can say or shout a few words such as "Help!", "Look out!", "Over here!" or "En garde!". There is not time enough in a tick for long monologues or tactical discussions, so you will only be able to speak two or three syllables per tick, but it doesn't count as a major or minor action.

Turning to face opponent You can turn to face an opponent of which you are aware.

4.2 Minor actions

The most common minor actions are:

Moving about Taking a few steps in any direction, getting down on your knees from standing position, throwing yourself down or similar small movements. Note that such movement is neither sufficiently fast nor timed precisely enough to count as dodging and, hence, does not affect your defense.

Readying Drawing a weapon or tool from an easily accessible location such as a scabbard, quiver or open pocket or bag (that holds no other items), activating an amulet or other magical item that requires a minor action to activate, moving a missile from a quiver to a bow or sling, or similar actions. No attacks can be made as minor actions.

Putting away Putting an item you hold in your hand into an easily accessible location such as a scabbard, quiver, pocket or open bag.

Opposing with Flair If you want to use a Flair when opposing an action or making a resistance roll, you must use a minor action to do this.

4.3   Major actions

Major actions may take time to complete. If a major action is aborted before half the time (rounded up) required to complete the action have passed since the action was initiated, it has no effect and no cost (except the expended time). Otherwise, the action is resolved at this half-way point as described in Section 3.3. If the action fails, you immediately apply any mishaps and abort the action. If the action succeeds, you immediately apply any boons that reduce the completion time or cost of the action and apply the costs. This may complete the action immediately, in which case you immediately apply any remaining boons and the effects of the action. If more time is required to complete the action, you apply the remaining boons and the effects of the action when the remaining time has passed. If the action is aborted before it is completed, the remaining boons and the effect of the action is lost.

When you initiate a major action, you note the time it started and the time it should be resolved. When you resolve it, you mark the completion time.

A major action always uses a specific Talent and may use Flairs. The effective Talent level is the raw level of the Talent plus any bonuses for relevant Flairs.

4.4   List of actions

The action list below is divided into lists for each Talent. Each description lists the Flairs that can give bonuses, the normal completion time, which Talent and Flairs are used to oppose the action, and the effect of doing the action. Descriptions of unopposed actions also include challenge levels. The list does not include all possible actions, only the most common ones. The GM can use the list as a guideline for resolving other types of actions.

In addition to bonus from Flairs, you get a bonus of 1 to your effective Talent level for tasks where you clearly benefit from your cultural background. For example, an elf will get a bonus from her background when tracking an animal in a forest, a character with urban background will get a bonus for shadowing a person in a city or opposing a pickpocket, and anyone will get a bonus of 1 when negotiating with someone with a similar cultural background.

If the action allows other boons and mishaps than those described in Section 3.4, these are also described.

Using magic is described in Chapter 7.

Brawn actions

These all use the Brawn Talent for resolution.

Smash Completion time: 2 ticks. Flairs: Smash. Opposition: Either Agility with Dodge or Dexterity with Fencing, whichever is higher.

You make an attack with a smashng weapon.

If the target is small (such an Avial), the Challenge level is increased by 1.

Punch Completion time: 2 ticks. Flairs: Brawl. Opposition: Either Agility with Dodge or Brawn with Brawl, whichever is higher.

You make an unarmed punch, kick or swing at your opponent.

If the target is small (such an Avial), the Challenge level is increased by 1.

Grab Completion time: 3 ticks. Flairs: Brawl. Opposition: Either Agility with Dodge or Brawn with Brawl, whichever is higher.

If you successfully grab hold of your opponent, the only physical action the opponent can make is tring to break your hold. You can not make any Major physical action until you let go or the opponent breaks your hold. Letting go is a Trivial action.

Break hold Completion time: 1 tick. Flairs: Brawl. Opposition: Brawn with Brawl.

You attempt to break a hold an opponent has on you. If successful, you break free.

Lift Completion time: 1 tick. Flairs: Strong. Challenge level: Varies.

You try to lift an object. Normal success allows you to lift the object to hip level and walk around slowly with it for a few minutes. One Boon allows you to lift it over your head for a few minutes or carry the object at normal speed for about an hour. Two Boons mean you can carry the object with no significant extra effort or throw it a short distance. Note that throwing something as a weapon is an Agility action.

Weights can be carried in a rucksack, shoulder bag or harness or otherwise strapped to the body (such as armour). If you have free hands you can perform other actions while carrying or lifting once the initial lift action is completed.

The total carried weight and how good a grip you can get is what determines the Challenge level:

<5 kg: -2

5 – 12 kg: -1

12 – 25 kg: 0

Each extra 25 kg: +1

Hard to get good grip: +1

Can use only one hand: +1

Different rules apply to Niss and Avials. Niss can carry one fifth of what normal-sized people can, so they use the following modified table:

<1 kg: -2

1 – 2 kg: -1

2 – 5 kg: 0

Each extra 5 kg: +1

Hard to get good grip: +1

Can use only one hand: +1

An Avial can carry objects in their beak or in their claws, but the latter only when flying. For lifting with the beak, the Challenge level is calculated as follows:

<50 g: -2

50 – 120 g: -1

120 – 250 g: 0

Each extra 250 g: +1

Hard to get good grip: +1

The challenge level for carrying things in claws is calculated as follows:

<100 g: -2

100 – 250 g: -1

250 – 500 g: 0

Each extra 500 g: +1

Hard to get good grip: +1

Can use only one claw: +1

When flying with an object in its claws or beak, a normal success means that the Avial can fly slowly and for a short time (a few minutes) with the object, one Boon allows flying at normal speed for about an hour while two Boons allows flying with no significant extra effort. Objects can also be carried in a harness or otherwise strapped to the body (such as armour). This has the same Challenge level as carrying in claws.

Bash Completion time: 3 ticks. Flairs: Strong. Challenge level: Varies.

You try to push open or knock over something by moving your body against it. The challenge level depends on what you try to do. Here are some examples:

Push open normal locked door: 3

Push open reinforced or barred locked door: 4 or more

Door opens toward you: +2

Knocking over furniture: 1 per 40 kg of weight. More if it is low and wide or fastened to the wall or floor, less if it is tall and narrow.

Reload Completion time: 4 ticks. Flairs: Strong. Challenge level: 1–2.

You attempt to (re)load a staff sling or crossbow. A staff sling has Challenge level 0, a normal (light) crossbow has Challenge level 1 and a heavy crossbow has Challenge level 2.

Dexterity actions

These all use the Dexterity Talent for resolution.

Fence Completion time: 2 ticks. Flairs: Fencing. Opposition: Either Agility with Dodge or Dexterity with Fencing, whichever is higher.

You make an attack with a fencing weapon.

If the target is small (such as a Niss or an Avial), the Challenge level is increased by 1.

Make or repair Completion time: Varies. Flairs: Craft. Challenge level: Varies.

You attempt to make or repair an item. You must have the necessary tools and raw materials at hand to do so. The challenge level and time required depends on the type and size of the item and the extent of the repair. Generally, tasks that you would let an apprentice do have challenge level 1 to 3, tasks that you would set a journeyman to do have challenge level 4 to 5, and tasks that are normally done only by masters of a trade are at challenge level 6 and up. On a normal failure, you fail to make a useful item or repair, but you can use the raw materials in a future attempt. You can apply the following Boons and Mishaps in addition to those from the Boons and Mishaps tables:

Boon: The value of the object you make is of extraordinary quality and will have a value that is 50% more than average objects of the same type.

Mishap: The raw materials used in the attempted production or repair are rendered worthless and can not be used for later production or repair.

Mishap: The object you attempt to repair is broken beyond repair.

Pick lock Completion time: 10 ticks. Flairs: Thievery. Challenge level: Varies.

> You attempt to open a lock. The Challenge level depends on the type of lock but will be at least 1 even for the simplest kind of lock. No lock is completely proof from picking, but you can expect the lock on a nobleman's strongbox or a noblewoman's jewelry box to have a Challenge level of at least 3.

> You must have the required tools (lockpicks) to pick a lock. If you don't, you can try to use a thin metal object (such as a pin or the prong from a buckle) that you bend into shape. This increases the Challenge level by 1.

> A posible Mishap is that the lock jams, so further attempts to pick it is at one higher Challenge level.

Steal Completion time: 4 ticks. Flairs: Thievery. Opposition: Perception with Alertness.

> You attempt to steal a small (max 5cm on its longest dimension) object from an easily accessible place without being caught. If you fail, you will be caught. If you try to steal an object carried by a person, this person will be the opponent. If the object is not carried, the opponent is whoever nearby would have an interest in preventing you. If several, choose the one with the highest Perception (including Alertness).

> You can attempt to steal larger objects or objects that are less accessible. If you do so, you increase the challenge level:

Each doubling of object size:	+1
Object in open pocket, bag, scabbard etc.:	+1
Object in closed pocket, bag, scabbard etc.:	+2

Disarm trap Completion time: 10 ticks. Flairs: Thievery. Challenge level: Varies.

> You attempt to disarm a mechanical trap by disabling its mechanism. There are traps at all challenge levels, and it might not be easy to see how difficult a trap is to disarm. An Assess test (a Perception action) using the Thievery Flair can be made before the attempt to judge the difficulty.

> A possible Mishap is that the trap is set off.

Sailing Completion time: varies. Flairs: Sailing, Challenge level: 0+.

> This action is for sailing in a boat or ship. It does not include navigation – only management of sail, rudders, oars, crew and other things needed to effectively sail and steer without capsizing.

> You resolve the action once for a short trip lasting less than a day and for each day of a longer trip.

The base difficulty is 1, but the following factors modify this:

The boat or ship is longer than 4 m:	+1
The boat or ship is insufficiently crewed:	+1 − +3
The crew is inexperienced:	+1 − +2
The ship has a rigging unfamiliar to you:	+1
You are familiar with this particular ship or boat:	-1
The wind is gusty:	+1
There are stormy winds:	+2
There are hurricane-like winds:	+3
You need to steer through narrow passages or between reefs:	+1 − +3
The ship is damaged:	+1 − +3

A failure doesn't mean that you fail to move the ship, but that things don't go according to plan. You can use the following table of results as a guideline:

1. The ship capsizes or runs aground and is damaged in the process.

2. The ship is partially damaged such as damaged sail or rigging, broken rudder, lost oar, leaking hull, broken spars or such.

3. You sail at only half normal speed.

4. You sail at normal speed without mishaps.

5. You sail at 25% over normal speed.

6. You sail at 50% over normal speed.

Repeated damage may cause the ship or boat to sink.

Agility actions

These all use the Agility Talent for resolution.

Throw Completion time: 2 ticks. Flairs: Throwing. Challenge level: 1+

> You throw a weapon at a target. Apart from using different weapons and a different Talent and Flair, this works like the Perception action Shoot.

> If you get this Flair when creating your character, you start with one throwing weapon for each level of the Flair.

Climb Completion time: 5 ticks. Flairs: Acrobatics. Challenge level: Varies.

> You attempt to climb a structure such a a tree or a wall. Success will take you 2 meters up this structure. The challenge level depends on the type of structure you climb. These examples can serve as a guideline:

A tree with closely spaced branches:	0
A wall made of uncut stones:	2
A rock face with regular cracks and bulges:	3
A wall made of cut stones or bricks with small (1cm) indentations or gaps between stones/bricks:	4
A wall made of cut stones or bricks with nearly no gaps in the joins:	6
An over-hanging rock-face or wall:	8

If you have proper rock-climbing gear (rope, pitons, wedges etc.), you can reduce the challenge level by 2 (though not to less than 1), but using these tools take time, so you double the completion time.

Swim Completion time: 3 ticks. Flairs: Acrobatics. Challenge level: Varies.

You attempt to swim in a pool, lake, river or sea. Success will bring you forwards 5 meters, while a failure will cause you to flounder so you don't get anywhere. Mishaps can cause you to go under, in which case you need a success to get up again, see Section 6.5.

The challenge level depends on how calm the water is and how heavily you are loaded:

Calm water:	1
Small waves:	2
Large waves:	3–4
White water or surf:	6
Wearing non-minimal clothing:	+1
Each three kilograms Metal or other heavy material worn or carried:	+1
Using flotation device:	-2

The following Mishap can apply:

Go under If you are trying to swim, you will go under and will need a successful swimming action to get up. See Section 6.5 for details of the effects of going under.

Perception actions

These all use the Perception Talent for resolution.

Shoot Completion time: 2 ticks. Flairs: Missile combat. Challenge level: 1+

You shoot with a missile weapon at a target. The Challenge level depends on the distance to the target and if the target is stationary or mobile and a few other factors:

Range Short: 1, medium: 2, long: 3

Moving target +1 for walking speed, +2 for running speed, more for faster movement.

Dodging If the target is actively dodging the attack with a Minor action, replace the penalty for a moving target by Agility+Dodge of the target.

Size of target The standard difficulty is for man-sized targets. Each halving of target diameter increases the difficulty by 1 and each doubling reduces the difficulty by 1.

Cover If the target is partially covered, the difficulty depends on the size of the exposed part as above.

Wind +1 for moderate wind, +2 for strong wind and +3 for stormy wind. If the wind is erratic, double the penalty.

Balancing Completion time: n/a. Flairs: Reaction. Challenge level: Varies.

You try to keep your balance while moving across narrow or unsteady surfaces. The base Challenge level is -1 for walking on a steady surface at least two foot wide. You modify the Challenge level for each of the following factors:

Narrow Each halving of width: +1

Unsteady surface +1 upwards depending on how quickly, how much and how irregularly the surface moves.

slippery surface +1 or more depending on how slippery. Rain-wet wood would be +1, compact snow +2, uneven ice +3 and black ice +4.

Support -1 or more if there are regular handholds or other supports.

Freedom of movement If your movements are restricted, for example if you carry something unwieldy or your feet are tied together, you add 1 or more.

Pushing If there is strong or gusty wind, if you are pelted with something or otherwise gets pushed around, you add 1 or more.

Track Completion time: 30 ticks. Flairs: Tracking. Challenge level: 0+

You try to follow the tracks of someone or something that has passed recently. The basic challenge level is 0, but the following factors add to the challenge level:

Terrain type Hard soil: +1. Rock: +2.

Time passed since track made 2-5 hours: +1. 6-23 hours: +2. 1-4 days: +3. 5-20 days: +4.

Other tracks If there are other, similar tracks on the path add +1 for each such.

Weather If rain or wind have partly worn away the tracks, increase the penalty for time passed depending on how strong the effect is.

The completion time is for discovering if a track is present in the immediate area (5 meter radius) and determining which way the track leads. If this succeeds, the tracker can follow the track without further checks until the conditions deteriorate (i.e., the challenge level increases). You can not follow a track across water, so you will have to find the track again on the other side of the water.

Search Completion time: varies. Flairs: Searching. Challenge level: 0+.

You search for things that are meant to be hidden from casual observers such as traps, secret doors, secret compartments, hidden locking mechanisms, etc. The completion time varies depending on the size and uniformity of the area that is being searched. The time to search an unadorned and unfurnished room is roughly one tick per square meter of the area of its walls and floor combined. A room of $3 \times 3 \times 2$ meter has 24m^2 walls and 9m^2 floor for a total of 33 ^{2} so it would take around 30 ticks (one minute) to search. A number of factors can increase the search time:

Decoration If there are tiles, carpets, wooden panels, tapestries or other decoration that can obscure cracks, the time is increased by a factor of 2 to 5 depending on how elaborate the decoration is.

Clutter If there is a lot of furniture or other objects in the room, the time increases by a factor of 2 to 5 depending on how much clutter there is.

The standard difficulty assumes a modest attempt at hiding something has been made, such that a casual observer is unlikely to spot it. If more serious attempts have been made, the difficulty can increase arbitrarily. Additionally, the difficulty will increase if the search is rushed: For each halving of time used in the search, increase difficulty by 1. Conversely, you can bring the challenge level down by 1 for each doubling of time spent.

The GM should roll search attempt made by players and only report the result: Was something found or not. If nothing is found, the player should not know if it was because the roll failed or if there just is nothing to find.

Assess Completion time: 5 ticks. Flairs: Varies. Challenge level: 2+.

You try to assess the value or quality of an item or the difficulty of an action. You can exploit any Flair that is relevant to the item or task that you want to assess, even if these are not Perception Flairs. For example, you can use a Craft Flair to assess the quality of an object used in or made by the Craft, you can use the Fencing Flair to assess the quality of a fencing weapon and the Thievery Flair to assess the difficulty of picking a lock or disarming a trap.

The normal challenge level is 2, but if the object has been made to hinder assessment, the challenge level can be increased. For example, if an expert forger has tried to counterfeit a piece of art, the assessment difficulty is increased by the Talent level of the forger. If the mechanism of a trap is concealed, the difficulty of disarming it may be harder to assess, and so on.

The GM will roll all assess rolls, so the players will not know how successful they are. A normal success will find the value of an object to within +/- 25% or the challenge level of a task to within +/- 1 of the actual level, and a normal failure will make the player/character realise that he/she has no idea about the value or difficulty. The following boons and mishaps can be applied by the GM in addition to the usual boons and mishaps:

Boon: A value of an object is no more than 10% from the assessed value and a difficulty level assessment is spot on.

Boon: A piece of information is obtained that reduces the challenge level of the assessed task by 1.

Mishap: The player/character believes that he/she has made a reasonable precise assessment, but the assessed value is around 50% too low or 100% too high or the assessed challenge level is 2 off. If you get this twice, the assessed value or challenge level can be anything.

Sneak Completion time: Varies. Flairs: Alertness. Opposition: Perception with Alertness.

You try to sneak past someone without them noticing. If you want to sneak past several people, use the highest Perception + Alertness of these as Challenge level. Additionally, some factors can modify the Challenge level:

Alert opponent: If the opponent(s) are actively on guard against people sneaking past, e.g., if they are guarding an entrance, add 2 to the Challenge level.

Close pass: If you pass within two meters of the opponent, add 1 to the Challenge level.

Unusual looks: If you look out of place where you are or carry large objects that are not usually carried around, add 1 to the Challenge level. If you are extremely conspicuous looking, add 2 to the Challenge level.

Noisy: If it is difficult to avoid making noise, e.g., if you must walk on squeaky floorboards or crusted snow or if you carry jingling objects, clothes or armour, add 1–3 to the Challenge level depending on how noisy the circumstances are and if there is ambient noise that might hide your own noise.

Many opponents: If there are 4–7 opponents, add 1 to the Challenge level and if there are 8 or more, add 2 to the Challenge level.

Bad visibility: If it is dark, misty or you can partially hide behind something when sneaking past, you can reduce the Challenge level by 1–3. The Challenge level can not be reduced to less than 0.

Distraction: If the opponents are distracted by other events, you can reduce the Challenge level by 1–3 depending on how distracting the events are. The Challenge level can not be reduced to less than 0.

Spirit actions

These all use the Spirit Talent for resolution.

Negotiate Completion time: 30 ticks. Flairs: Negotiation. Opposition: Spirit with Negotiation or Reason.

You try to negotiate or haggle with another person to change their behaviour, such as getting a trader to lower the price of an item, a guard to let you pass, a girl to go with you upstairs or some such. This is an opposed action, but the opponent gets a bonus to his/her Talent level depending on how adverse the opponent is to the proposed behaviour. Conversely, you can gain a bonus if you offer something in return. Some examples:

A trader is used to haggling about price and expects to modify his initial offer as long as he will still make a profit, so an attempt of lowering or increasing a price by 10% will not give the trader a bonus. But if you try to change the price by more than that, the trader will get a bonus. You can often get a bonus if you suggest a major trade, such as buying all remaining stock of something.

If a guard is mainly supposed to prevent unsavoury characters from entering town, he might get little or no bonus if you attempt to get in (especially if you offer a bribe), but the guard to the kalif's harem will have a hefty bonus against letting a male character get in. Bribes can give you a bonus, but if your negotiation fails, you risk being put in prison.

Interrogate Completion time: 30 ticks. Flairs: Negotiation or Empathy (whichever is highest). Opposition: Spirit or Reason. Challenge level: varies.

You try to gain information from an unwilling person. You play on the opponent's moods to get him to talk and observe reactions and body language to judge whether the speaker is honest.

The Challenge level depends on how strongly the opponent wishes to keep the information secret:

It is somewhat inconvenient or embarrassing for the opponent to reveal the information:	1
It is very inconvenient or embarrassing for the opponent to reveal the information:	2
The opponent can get in trouble by revealing the information:	3
The opponent can get in serious danger by revealing the information:	4
The opponent will be a hunted man if he reveals the information:	5
It is against the opponent's moral or religious beliefs to reveal the information: +1	

Sway crowd Completion time: 30 ticks. Flairs: Negotiation. Challenge level: Varies.

You try to sway a crowd of people to do what you want. The Challenge level depends on how attentive the audience is to you and how adverse the people are to what you suggest. If you are known and trusted by the crowd, the Challenge level is lowered.

A possible Mishap is that the crowd ignores you so no further attempts can be made to sway it. A double Mishap can turn the crowd against you, so they will verbally or physically abuse you.

A possible Boon is that the crowd is so fervent in doing what you suggest that any attempt at turning them away from their purpose is at increased Challenge level.

Create art Completion time: Varies. Flairs: Art. Challenge level: Varies.

You create a work of art. You must have the necessary tools and raw materials at hand to do so. The time required depends on the nature of the creation: Making a drawing or clay figure takes les time than a painting or statue, and composing a short song takes less time than a symphony.

The Challenge level depends on the artistic ambition: If you just want to make a reasonable likeness of something or someone or make a pleasing tune, the Challenge level is 2. If you want to make something that people will remember, the Challenge level is 4, and if you want to make something people will admire and imitate, the Challenge level is 6. A success means that you achieve your goals, while a failure means that you don't: The quality of your work does not meet the intended standards.

You can apply the following Boons and Mishaps in addition to those from the Boons and Mishaps tables:

Boon: You exceed your ambition and create something corresponding to one higher Challenge level.

Mishap: You not only fail to meet your ambition, there is a flaw in your art that jars the senses.

Perform Completion time: Varies. Flairs: Art. Challenge level: Varies.

You perform your art to an audience. You must have the necessary instruments and dress to do so. The time required depends on the nature of the performance: Singing or playing a song takes less time than performing a classical drama or playing a symphony. The Challenge level depends on the artistic and technical demands of the performance: A simple song, dance or tune is Challenge level 1, something that requires some practice to do well is Challenge level 2 and something that requires professional training and experience is Challenge level 4 and up. If you can consistently perform at Challenge level 6 or more, you will be a known and respected performer in your art.

A success means that you perform flawlessly, though possibly without elan, while a failure means that your performance is in some way flawed.

You can apply the following Boons and Mishaps in addition to those from the Boons and Mishaps tables:

Boon: Your performance is memorable and likely to bring rewards from the audience.

Mishap: You make obvious, grating mistakes in your performance, likely to get you booed out of the stage or bombarded with over-ripe fruit.

Calm animal Completion time: 30 ticks. Flairs: Animal handling. Challenge level: Varies.

You attempt to calm a wild or agitated animal so it won't attack you or run away. The challenge level depends both on how wild or agitated the animal is and on what you want to achieve. Examples:

Avoid attack:	0
Keep still:	1
Allow touch:	2
Allow capture:	4
Wild animal:	+2
Scared or agitated animal:	+2
Wounded animal:	+1
Domesticated animal:	-2
Animal is used to you:	-1

Tame or train animal Completion time: 1 week. Flairs: Animal handling. Challenge level: varies.

You attempt to tame an animal that you have captured or train an already tame animal. If you succeed, you will increase its level of domestication by one degree according to the table below:

1. The animal will not attack you or run away when you approach.

2. The animal will allow you to touch it and will take food from your hand.

3. The animal will allow you to hold it and guide its movements.

4. The animal will let you ride it or carry things for you.

5. The animal will do simple tricks or tasks on signals from you. This includes protecting you from attackers and fetching things such as thrown sticks or small animals that you have killed in a hunt.

6. The animal will do moderately complex tricks or tasks on signals from you. This includes herding animals or protecting objects and other people.

7. The animal will do very complex tricks or tasks on signals from you.

The challenge level depends on how easy the animal is to tame and train:

Commonly domesticated animal:	1
Non-predatory wild mammal or bird:	2
Predatory wild mammal or bird:	3
Reptilian:	4
Aquatic animal:	+1
Newborn or newly hatched animal:	-2
Young animal:	-1
Old animal:	+1
Has never seen humans before:	-1
Has attacked or been attacked by humans:	+1
Has been attacked by you:	+3
Has been successfully tamed by you before:	-1

A double Mishap can reduce the level of domestication of the animal that you attempt to tame or train.

Sense mood Completion time: 5 ticks, Flairs: Empathy, Challenge level: varies. Opposition: Spirit with Negotiation or Reason.

You try to sense the mood of an individual or group of people or animals. Individuals can try to hide their moods and thus oppose the action. If successful, you will know the overall mood of the opponent(s): Whether they are angry or calm, happy or unhappy, friendly or unfriendly, scared or unafraid and so on.

The Challenge level depends on your familiarity with the opponent:

Person(s) well known to you: 1

Person(s) of familiar cultures: 2

Person(s) of unfamiliar cultures: 3

Person(s) of a different race: +1

Individual animal you know well: 1

Familiar type of animal: 2

Unfamiliar type of animal: 3

The following Boons and Mishaps can apply:

Boon: You can tell if the opponent(s) are consciously trying to deceive, though you can not tell the nature of the deception.

Boon: You can predict the likely immediate actions or reactions of the opponent(s) or if the opponents are unsure of how to act/react.

Mishap: Instead of just failing to perceive the mood, you will gain a wrong impression of the mood. At a double mishap, the impression you gain is the opposite of the true mood.

Note that the GM should roll all Sense mood rolls in secret, so the players won't know if they succeed or get Mishaps.

Foreign language use Completion time: n/a. Flairs: Languages. Challenge level: varies.

You try to speak or understand a foreign language. The challenge level depends on a number of factors:

You know the language:	1
The language is closely related to one you know:	2
The language is somewhat related to one you know:	3
The language is unrelated to any you know:	4
The speaker is not him/herself fluent in the language spoken:	+1
The speaker speaks an uncommon dialect:	+1
The subject of conversation is complex or from a specialised field:	+1
The speaker is talking rapidly:	+1
You are able to ask for explanations:	-1
Reading text using unfamiliar alphabet:	+1
Reading text using unfamiliar ideograms:	+2

Reason actions

These all use the Reason Talent for resolution.

Solve puzzle Completion time: 30 ticks. Flairs: Puzzles and games. Challenge level: 0+

You attempt so solve a puzzle of mechanical, logical or philosophical nature. The challenge level will vary according to the difficulty of the puzzle with level 0 being rather easy puzzles that most people can solve quickly. Level 5 puzzles would be beyond most people to solve.

If you don't succeed in solving the puzzle, you must double the time for each new attempt, so the second attempt is 60 ticks, the third 120 ticks and so on. This is in addition to whatever penalties you get by mishaps. If you increase level in Reason or Puzzles, you can retry using the standard completion time of 30 ticks.

Play game Completion time: varies. Flairs: Puzzles and games.

This is used for games involving more than one player (otherwise, it would be a puzzle). If only two players are involved, it is resolved like a normal opposed action. If three or more people play, all roll against a Challenge level equal to the lowest Talent level of the players. Whoever gets the highest level of success (or lowest level of failure if none succeed) wins the game. If the game can not end in a tie, this is repeated until there is a unique winner.

The above is for games that involve modest amounts of luck. If games involve a significant

of luck (such as most card games and dice games), the result determined how well you are at judging chances when betting on outcomes, so it should be applied to a sequence of games rather than to a single game. Conversely, if the game involves none or very little luck, you can roll multiple times and let the winner be determined by who does best overall.

Construction Completion time: varies. Flairs: Engineering. Challenge level: 0+

This is used for constructing mechanical contraptions such as mills, siege engines or traps and for building structures such as vaults, arches or bridges. For traps, the challenge level is equal to the intended difficulty (challenge level) of detecting or disarming the trap. For other constructs or structures, the Challenge level depends on the complexity of the structure. Here are a few examples:

Water mill:	4
Wind mill:	5
Siege tower:	2
Trebuchet:	3
Roman (round) arch:	3
Germanic (elliptic) arch:	4
Vault:	4–6 depending on size.

For larger constructions you will need helpers or workers assisting the construction. If these are trained in the type of work they do (carpentry, masonry, . . .), the Challenge level is not affected, but if you do not have qualified help, the Challenge level increases by 1.

Research Completion time: 10 ticks. Flairs: Learning. Challenge level: 0+

You try to remember or find information relevant to a specific problem. The Challenge level depends on the obscurity of the information. This is measured in how large a fraction of the population knows the information:

One in 2:	Challenge level 0
One in 20:	Challenge level 1
One in 200:	Challenge level 2
One in 2000:	Challenge level 3

and so on. If you have access to books, libraries or other sources of information, the challenge level is reduced according to the quality of these sources, but the completion time increases according to the volume of information that must be searched. A book could take from one hour to a day to browse and a library could take weeks or even months to search.

If you have the Learning Flair in the topic of research, you can add the Flair level to your roll. If you have the Learning Flair in a different, but related topic, you can add part of the Flair level to your roll.

Treat wound Completion time: 10 ticks. Flairs: Medicine. Challenge level: Wound severity.

You clean and bandage a wound too stop bleeding and keep infection out. This will give a bonus to recovery as described in Section 6.3.1. You need boiled water and boiled/sterile cloth for bandages to gain any benefit.

Diagnose Completion time: 20 ticks. Flairs: Medicine. Challenge level: varies.

If successful, you diagnose a disease or poison that afflicts the person you are examining. The challenge level depends on how rare the disease or poison is and how clear the symptoms are. The description of a disease or poison will state its challenge level. If you have encountered the same disease or poison before, you get a bonus of 1–3 to your roll depending on how often and how recently you have encountered it. If you have access to relevant litterature about poisons or disease, you may also gain a similar bonus. The GM should make the roll, so the player won't know if the diagnosis is right or wrong.

The following Boons and Mishaps apply:

Boon: Treatment. You can prescribe a treatment that can add one to the recovery rolls of the patient. This can be taken twice with cumulative effect.

Mishap: Misdiagnosis. You misdiagnose the affliction, so any treatment you prescribe will at best be without effect and at worst (if the mishap is taken twice) be detrimental (subtract one from recovery rolls).

Resuscitate Completion time: 20 ticks. Flairs: Medicine. Challenge level: 2.

You attempt to resuscitate a drowned or strangulated person. If successful, the next recovery roll of the person is given a bonus of +1. If a drowned person is still under water, you can only attempt resuscitation if you give him air from your own lungs or another source of air. This will increase the difficulty level to 4. Giving air will reduce the time you can stay under water by 5 ticks.

Navigate Completion time: varies. Flairs: Learning in appropriate subject. Challenge level: 0+.

You find your way towards a specific location. You resolve the action once for short travels and once per day for longer travels. Appropriate Learning include geography, cartography, astronomy and

geometry, though not all may apply at all times. For example, cartography only applies if you have a map and astronomy only at night. The base difficulty is 0, but the following factors can modify this:

You have traveled the same route before:	-1 – -2
You have a map:	-1 – -3
You have navigational instruments that you know how to use:	-1 – -3
You have been given directions prior to starting the trip:	-1 – -2
Long-range visibility is poor:	+1 – +3
There are no significant roads or landmarks along the route:	+1 – +3
The sky is overcast or not visible:	+1
You don't know where you are when you start the journey:	+1 – +3

A normal success means that you find you way with only minor backtracing or detours. A normal failure means that you spend twice the time on the journey or (for longer journeys) get only half the expected distance closer to your target. Mishaps include getting lost or getting into dangerous territory while Boons include getting towards the location faster than normally or getting a more precise fix on your location than normally.

Chapter 5

Weapons and armour

Characters will employ weapons and armour in combat to deal damage and prevent damage being dealt to themselves.

5.1 Weapons

Different weapons may require different types of actions to use. Each weapon lists this action and the initial damage, rate and severity of the wound given by the weapon on a successful hit. The damage may be increased by magic or Boons and reduced by armour. Magical bonuses and the Strong Flair are applied before Boons which are applied before armour, so if a base damage of 4 is increased by 1 by the Strong Flair, doubled by the Double Magnitude Boon and reduced by 3 for armour, the net damage is $(4 + 1) \times 2 - 3 = 7$.

If armour reduces the damage to 0 or less, no wound is scored. Poisoned weapons will, however, apply their poison unless the damage is reduced below 0. The effects of poison are applies as an affliction separate from the wound itself, see Section 6.6. Poison can not be applied with a blunt weapon.

What Talents and Flairs you use to defend from an attack depends on the action used by the attack, which again depends on the weapon:

Smash or Fence: Either Agility with Dodge or Dexterity with Fencing, whichever is higher.

Throw or Shoot: Agility with Dodge.

See the descriptions of the Shoot action (Section 4.4) for more detailed modifiers for the Shoot and Throw actions.

Some weapons may have minimum Brawn requirements due to their weight. The Strong Flair may be added to the Brawn Talent for meeting this requirement. If you do not meet the minimum requirement, add 1 to the completion time of attacking with this weapon.

5.1.1 Range penalties

Thrown weapons and missile weapons additionally list three ranges. Up to the first distance is considered short range. Between the first two distances is considered medium range and between the last two distances long range. For muscle-propelled weapons, the long range is extended in increments of the short range for each level of Brawn+Strong. The weapon can not reach outside the long range. The listed damage for a thrown or missile weapon is reduced by 1 for medium range and by 2 for long range. Additionally, the range affects the Challenge level as described under the descriptions of the Throw and Shoot actions: 1 for short range, 2 for medium range and 3 for long range.

Missiles that are dropped on a target from above do not have a maximum range, but the challenge level increases by 1 for each extra multiple of the long range. For example, a dropped stone (long range = 10 m) will have Challenge level 4 to hit a target that is between 11 and 20 meters below the drop. Additionally, the penalties for damage are reversed: -2 for short range, -1 for medium range and unmodified for long range or more, as it takes time for the dropped object to pick up speed. The ranges and damage of dropped objects are not modified by Brawn or Strong.

5.1.2 Weapon list

The weapon list below describes some common weapons. A GM can add more weapons to this list by using the examples as guidelines.

You can hold a one-handed weapon in each hand, but you normally only attack with one of them. The other can be used for parrying or feinting (using a fencing weapon and the Fencing Flair). A small shield is considered a fencing weapon, though it is mostly used for defense while wielding an attack weapon in the other hand. Shields and most two-handed fencing weapons add +1 to the Fencing Flair when defending from melee attacks.

Fist Action: Punch. Damage: 1. Severity: 0. Rate: 4 hours.

A fist is not really a weapon, but your own unequipped hand.

Kick Action: Punch. Damage: 2. Severity: 0. Rate: 4 hours.

A kick is not really a weapon, but your own booted leg (or, if you are a Niss, your bare hoof).

Knuckle duster Action: Punch. Damage: 2. Severity: 0. Rate: 4 hours.

A knuckle duster is a "brass knuckle" or a strap or glove studded with metal knobs.

Club Action: Smash. Damage: 3. Severity: 1. Rate: 12 hours.

A club is a short, heavy wooden stick that is thickened in the business end or which has an attached head. It is used one-handed.

Mace Action: Smash. Damage: 4. Severity: 2. Rate: 12 hours.

A mace is like a club but either made of metal or of wood with attached spikes or knobs of metal. It is used one-handed.

Heavy mace Action: Smash. Damage: 5. Severity: 2. Rate: 12 hours. Minimum Brawn: 1.

A heavier variant of a normal mace.

Morningstar Action: Smash. Damage: 5. Severity: 3. Rate: 12 hours. Minimum Brawn: 1.

A morningstar is a spiked or knobbed metal ball at the end of a long (2.5–2 meters) pole. It is used two-handed.

Ball-and-chain Action: Smash. Damage: 4. Severity: 3. Rate: 12 hours. Minimum Brawn: 1.

A ball-and-chain is a spiked or knobbed metal ball fixed with a chain to a handle. It is used one-handed.

Flail Action: Smash. Damage: 4. Severity: 1. Rate: 12 hours.

A flail is a farm tool that is often used as a weapon by peasants when they need to defend their homes. It consists of two poles (one longer than the other) connected with a flexible joint. It is used two-handed.

War flail Action: Smash. Damage: 5. Severity: 3. Rate: 12 hours. Minimum Brawn: 1.

A war flail is a spiked or knobbed metal ball or rod fixed with a chain to a long (2.5–2 meters) pole. It is used two-handed.

Hand axe Action: Smash. Damage: 4. Severity: 3. Rate: Day.

A hand axe is a broad axe blade fixed to a haft no longer than a lower arm. It is used one-handed.

Thrown axe Action: Throw. Damage: 2. Severity: 3. Rate: Day. Ranges: 4 m, 12 m, 36 m.

You throw your axe at the opponent. The axe must be balanced for throwing.

Pole axe Action: Smash. Damage: 5. Severity: 3. Rate: Day.

A pole axe is a broad axe blade fixed to a long haft (1.5–2 meters). It is used two-handed.

Halberd Action: Smash. Damage: 6. Severity: 3. Rate: Day. Minimum Brawn: 1

A heavier version of a pole axe.

Scythe Action: Smash. Damage: 4. Severity: 3. Rate: Day.

A scythe is a farm tool that is often used as a weapon by peasants when they need to defend their homes. A scythe is a long, slightly curved sickle blade fixed at a right angle to a long haft (1.5–2 meters). It is used two-handed.

Spear (held) Action: Fence. Damage: 4. Severity: 3. Rate: Day. +1 to Fencing when defending.

Spear (thrown) Action: Throw. Damage: 3. Severity: 3. Rate: Day. Ranges: 5 m, 15 m, 45 m.

A spear is a light double-edged blade fixed to a long haft. It is used two-handed. A spear can be used for fencing or thrown.

Javelin (held) Action: Fence. Damage: 3. Severity: 2. Rate: Day.

Javelin (thrown) Action: Throw. Damage: 3. Severity: 2. Rate: Day. Ranges: 8 m, 20 m, 50 m.

A javelin is a light spear mainly intended for throwing.

Avial claws/beak Action: Smash. Damage: 1. Severity: 1. Rate: Day.

Avials can use their claws as weapons with these characteristics. Note that Avials can not add their Strong Flair to damage.

Quarter staff Action: Fence. Damage: 3. Severity: 1. Rate: 12 hours. +1 to Fencing when defending.

A quarter staff is a long pole (1.5–2.5 meters) of wood, possibly with metal caps at the ends. It is used two-handed.

Heavy staff Action: Fence. Damage: 4. Severity: 1. Rate: 12 hours. Minimum Brawn: 1. +1 to Fencing when defending.

A heavier version of a quarter staff. Can be made of metal or of heavier or thicker wood than a normal quarter staff.

Knife Action: Fence. Damage: 2. Severity: 2. Rate: Day.

A tool that can be used as a weapon if needed. It is used one-handed.

Dagger Action: Fence. Damage: 3. Severity: 2. Rate: Day.

A dagger is a long double-edged knife. It is used one-handed.

Short sword Action: Fence. Damage: 4. Severity: 2. Rate: Day.

A short sword that can be one-edged or two-edged. It is used one-handed.

Long sword Action: Fence. Damage: 5. Severity: 2. Rate: Day.

A long sword that can be one-edged or two-edged. It is used one-handed.

Two-handed sword Action: Fence. Damage: 6. Severity: 2. Rate: Day. Minimum Brawn: 1. +1 to Fencing when defending.

A very long sword that is used two-handed. It is usually double-edged.

Stone Action: Throw (or Shoot if dropped). Damage: 1, Severity: 0, Rate: 6 hours. Ranges: 2 m, 5 m, 10 m.

This is a small stone (around 100 g) that is thrown at or dropped upon a target. Section 5.1.1 describes the effects of dropping missiles.

Dart Action: Throw (or Shoot if dropped). Damage: 1, Severity: 1, Rate: 12 hours. Ranges: 2 m, 5 m, 10 m.

This is a small dart that is thrown at or dropped upon a target. Section 5.1.1 describes the effects of dropping missiles.

Sling Action: Shoot. Damage: 2 (stone) 3 (lead bullet), Severity: 1, Rate: 12 hours. Ranges: 15 m, 45 m, 120 m

A sling is a string with a small pouch at the middle. You place a stone or piece of metal in the pouch and swing the sling while holding both ends of the string. When releasing one end of the string, the projectile is flung at the target. It is used one-handed.

Staff sling (shooting) Action: Shoot. Damage: 3 (stone) 4 (lead bullet), Severity: 1, Rate: 12 hours. Ranges: 15 m, 45 m, 120 m

Staff sling (fencing) Action: Fence. Damage: 3. Severity: 1. Rate: 12 hours.

A staff with a sling in one end. It uses heavier projectiles than a one-handed sling and is shot with an overhead swinging action using two hands. Reloading is a major Brawn action. A staff sling can also be used like a quarter staff, but it is not as good for parrying.

Shortbow Action: Shoot. Damage: 4, Severity: 2, Rate: Day. Ranges: 15 m, 45 m, 120 m

A bow made from a single piece of wood.

Longbow Action: Shoot. Damage: 5, Severity: 2, Rate: Day. Ranges: 20 m, 60 m, 180 m. Minimum Brawn: 1

A larger and more powerful version of the shortbow.

Composite bow Action: Shoot. Damage: 5, Severity: 2, Rate: Day. Ranges: 20 m, 60 m, 180 m.

A recurved bow made by layering different materials. Its main advantage over a longbow is that less force is required to draw it, as the pull is more constant.

Crossbow Action: Shoot. Damage: 5, Severity: 2, Rate: Day. Ranges: 20 m, 60 m, 180 m.

A bow mounted on a stick. It is loaded with a lever, which is a major Brawn action. Note that a crosbow shot is not muscle powered, so you do not the Strong Flair to its damage.

Heavy crossbow Action: Shoot. Damage: 6, Severity: 2, Rate: Day. Ranges: 20 m, 60 m, 180 m.

A heavier form of the crossbow.

Small shield Action: Fence. Damage: 0, Severity: 0, Rate: 12 hours. +1 to Fencing when defending.

A small shield is mainly used to parry attacks, as it does little damage.

5.2 Armour

Armour is protective cover that reduces the damage of attacks. Large shields are considered armour, as they can only be used to block attacks and not to parry them.

Armour will normally hinder your actions. The normal penalty is that you subtract one to your Dexterity and Agility Talents for each point of damage reduction

the armour provides. The Armour-use Flair reduces this penalty by one point for each level of the Armour use Flair.

There are many types of armour that cover different parts of the body and which can absorb different amounts and types of damage, but for simplicity the protection from any combination of armour is reduced to a single number that is subtracted from all physical damage. Here are some guidelines for how much protection different combinations give:

Armour type	Damage reduction
Soft leather	1
Hardened leather	2
Chain mail	3
Full plate	4
Large shield	+1

Apart from the +1 bonus for a large shield, you don't add up protection if you wear several layers of armour. It is assumed that you wear appropriate padding under armour, so this is already counted into the protection.

Magic can improve the protection of armour or reduce the penalty for wearing it.

Avials and Niss can not carry heavy armour, so they can not get protection higher than 2, excepting enchanted armour.

Chapter 6

When things go bad

During play, a character can get hurt, sick or even die. This chapter describes various things that can affect a character's well-being and how the character can overcome these.

6.1 Health points

Your ability to withstand damage is measured by health points (HP).

When you are wounded, sick or otherwise damage your health, the damage is measured in HP.

6.2 Afflictions

Wounds, infections, disease, poison and other things that damage your health are collectively called "afflictions".

Each affliction is kept track of separately on your character sheet. The following information is recorded for each affliction:

Current damage: The number of HP of damage the affliction currently does to your health.

Rate: This is how often the damage will change over time when not given special treatment. This is stated as a time interval such as "minute", "hour", "day", "week" and so on.

Severity: This is how hard it is to recover from the affliction.

6.3 Being hurt

When the total damage from all of your afflictions exceed your HP, you lose consciousness unless you succeed a resistance roll (using Brawn + Tough) against a Challenge level equal to how much the total damage exceeds your HP.

For example, if you have a Brawn Talent of 1 and the Tough Flair at level 2, you will have a total of 15 HP. If you have taken a total damage of 17 HP, you must roll a resistance roll at Challenge level 2 (17-15). Brawn + Tough is 3, so your effective Talent level for the roll is 3.

Unlike other resistance rolls (see Section 3.3.1), you can add the Tough Flair to your Talent even if you don't spend a Minor action.

If you are unconscious you will stay that way until your total damage is healed back to your HP or less.

Any single affliction that does more damage than a quarter of the total HP of the character should reduce a Talent by 1 until healed below the quarter-HP threshold. Which Talents are affected depend on the type of affliction: Wounds will typically affect physical Talents (though a blow to the head may cause mental damage) while disease and poison may affect both physical and mental Talents.

If an affliction affects Talents, note this next to the other information about the affliction. You can use abbreviations like "B-1" for reducing Brawn by 1 and so on. A description of the form of damage (broken arm, pierced lung, concussion, etc.) can be added.

If a single affliction does more damage than your HP or if the total damage from all of your afflictions exceeds twice your HP, you must make a resistance roll (using Brawn + Tough) against a Challenge level equal to how much the single damage exceeds your HP or how much the total damage exceeds twice your HP (whichever is higher). As above, you can add your Tough Flair to your Brawn Talent. The outcome depends on the value of the resistance roll:

1. You die.

2. You get a serious permanent disability, such as an amputated or dead limb or loss of sight. This will permanently reduce one of your Talents by 2 and add a relevant Quirk (see Section 1.2). Additionally, you lose consciousness until the affliction that caused the roll is completely healed.

3. You get a minor permanent disability, such as an amputated or dead digit, loss of one eye, loss of hearing or a hideous scar. This will permanently

reduce one of your Talents by 2 and add a relevant Quirk (see Section 1.2). Additionally, you lose consciousness until the affliction that caused the roll is completely healed.

4. You lose consciousness until the affliction that caused the roll is completely healed.

5. You lose consciousness until the affliction that caused the roll is healed to half the original HP or less.

6. You lose consciousness until the affliction that caused the roll is healed by at least 1 HP.

No known magic can restore these permanent disabilities.

In short, you should try to avoid being damaged above your HP.

6.3.1   Recovery

At every passing of the time interval given as the rate of the affliction, you get a roll to attempt to recover from the affliction.

You roll a Brawn+Recovery roll against a Challenge level equal to the severity of the affliction. If you succeed, the damage of the affliction is reduced by one HP, otherwise it is increased by one HP. The following Boons and Mishaps apply:

Boon: The damage is decreased by one additional HP.

Boon: The severity of the affliction is reduced by one.

Mishap: The severity of the affliction is increased by one.

Mishap: The damage is increased by one additional HP.

When both damage and severity of an affliction are reduced to 0, the affliction is completely healed (except for permanent disabilities as noted above) and can be removed from the character sheet.

You make recovery rolls even if you are unconscious. You can get the following bonuses to your recovery roll:

Cleaned and bandaged: If a wound is kept clean and bandaged, you add 1 to your Brawn talent for the recovery roll.

Magic and medicine: Some magic spells and medicine may temporarily add to your Brawn talent for recovery rolls.

Additionally, some magic spells can immediately heal afflictions or give extra recovery rolls.

6.4   Falling

The damage from a fall is treated as a single affliction with weekly rate and severity 1. The damage you immediately receive depends on how far you fall and how hard the surface you fall onto is. In any case, the damage is reduced by your Agility level and if you use a Minor action to land softly, you can additionally reduce the damage by 1 HP for each level of the Acrobatics Flair. If you wear armour, the damage is reduced by 1 HP regardless of the type of armour. In addition to all of the above, 1 HP is absorbed by the body without doing actual damage.

The table below describes for different surfaces the distance you to fall to receive 1 HP of damage. For each multiple of this distance you recieve 1 HP. For example, if a person with Agility level 1, no Acrobatics Flair and no armour falls 5 meters onto a rock surface, he takes a total 3 HP damage – 5 minus Agility and the 1 that is absorbed by the body.

Rock, stone, wood or packed earth	1 m
Loose sand or dense brush/bushes	2 m
Soft mud or shallow (0.5 m – 1 m) water	3 m
Haystack or medium (1.5 m – 2.5 m) water	4 m
Deep (3+ m) water	5 m

6.5   Drowning

If you fail a swim test and go under, you need a successful swim test to get up to the surface again. If you stay under water too long, you will drown, which is fatal unless you are revived within a few minutes.

A character that is swimming can stay under water for $25 + 5 \times$ Brawn ticks. If the character conserves air by keeping still (no swim test can be made), this period is doubled. If the character doesn't receive air before the end of this period, he loses consciousness (drowns). Drowning is an affliction of Severity 3 and Rate one minute. Successful recovery requires air (either by being above water or from a source brought under water) and can be assisted by a person applying resuscitation (which is a Reason action).

6.6   Poison

It is not difficult to make or find poison that will kill people if they eat or drink sufficient quantities: There are plenty of poisonous plants and mushrooms that will do that. Poisons that work quickly or require small enough quantities that they can be applied to weapons are, however, more difficult to find and quite expensive to buy. Sale and possion of such poisons

are in most places illegal, so they are mainly used by professional assassins or other shady characters. It is generally considered unethical to use poisoned weapons even in places where violence is an accepted way to resolve conflicts. See Section 5.1) for more on the use of poisoned weapons.

Larger doses of a posion gives proportionally more damage to the recipient. For example, doubling the dose doubles the damage. Severity and rate are not affected by the size of the dose.

Some poisons can be treated with antidotes, but if a wrong antidote is applied, this can worsen the effects of the poison rather than helping the patient. To diagnose a poison, you need to use the Diagnose action described in Section 4.4.

Sleeping potions and tranquilisers are treated as poisons, but they do not cause permanent injury, though they may cause death due to overdose. So when following the instructions in Section 6.3, ignore any permanent disabilities (except death) that would otherwise be the result of an affliction with similar damage, but apply loss of consciousness as described. Sleeping potions and tranquilisers have severity 0 and usually also a fast recovery rate.

6.7 Disease

Diseases are normally caused by infections, which may be bacterial, viral or magical. Infections normally spread through the body from the infected spot, so there is little initial damage but there may be significant damage (and even death) later. Diseases are hence afflictions with no or low initial damage but by a high severity, so the damage is likely to rise. Mishaps for diseases should rarely increase the severity of the affliction and Boons should mainly be used to reduce the severity. Permanent disabilities from diseases are normally not loss of limbs but rather damaged organs such as reduced lung capacity, liver damage and so on. Loss of limbs can, however, come indirectly through amputations applied to stop an infection from spreading.

Many diseases are contagious. Contagions spreads through som media such as saliva, blood, feces or exhaled air. There may also be carriers such as insects, ticks, rats and so on that may not themselves be affected by the disease. In the general populace there is little knowledge about these mechanisms, but most know that keeping away from diseased persons is usually a good idea.

Magical diseases need magical means to spread, so they rarely spread directly from person to person. Typical causes can be magically infected weapons or curses.

6.8 Exhuastion

If you perform strenuous activities (mental or physical) for an extended period or if you don't get enough sleep, you can get exhausted. It is up to the GM to decide when and how much exhaustion should apply and how fast the characters recover, but the GM should warn players when their characters are about to be exhausted, so they can choose to rest.

Exhausted characters will perform worse than usual, so the GM can decide to reduce the effective Talent levels of exhausted characters by up to two levels depending on how severe the exhaustion is and how much the action (in the GMs estimation) is hindered by the exhaustion.

The rules for exhaustion are deliberately vague, as precise rules would require excessive bookkeeping. The GM should apply exhaustion when it fits the story, for example after a battle or chase or at the end of a long day of activity.

Chapter 7

Magic

Magic spells are done like most other actions: They are Major actions using a specific Talent with bonus from the relevant magic Flair. A difference is that you must have learned a spell to even attempt it, where most other actions can be attempted by untrained persons. Some magic spells have effects that last for a while after the spell completes. This is listed as *duration* in the spell descriptions. If no duration is listed, the spell effect is instant and lasting. For example, the reduction of damage done by a Heal spell is permanent.

Some spells are cast on the caster herself, others requires the caster to touch the person or object that the spell targets, and some can be cast at a distance or even affect everything near the caster. The *range* of spells can be one of the following:

Self: The spell works on the caster herself.

Touch: The caster must touch the targeted person or object with a bare hand for the duration of the spell casting. A spell with Range Touch can also be cast on the caster himself.

Visible: The spell affects any one target that is clearly visible to the caster, regardless of distance.

Area: The spell affects everyone or everything within a certain radius of the caster. The caster can exclude herself from the effect, but not anything else within the radius.

Whenever you get a magic Flair, you learn two spells of the magic associated with the Talent. For example, when you get the Arcane magic Flair, you learn two arcane spells. If you get several levels in a magic Flair, you gain two spells per level. You can choose which spells you learn from the lists below.

The GM or players with GM approval can design additional spells.

7.1 Resisting spells

When someone is targeted by successful magic, he can try to resist the effects of the spell. This is done as a resistance roll using the same Talent that was used to cast the spell (Brawn is used to resist blood magic and so on) and using the same challenge level as the spell itself. If you use a Minor action to resist, you can add your Magic Flair to the Talent level.

7.2 Magical Boons and Mishaps

In addition to applicable Boons and Mishaps from the Boons and Mishaps tables and spell-specific Boons and Mishaps described under the individual spells, all spells can have the following Boons and Mishaps:

Boon: Irresistable Resistance rolls against this spell are at twice the normal challenge level.

Mishap: Backfire The caster is infused with random magical energy that for the next week will affect all magic attempted by the caster: Whenever the caster gets a Boon when using magic, the Boon is accompanied by a Mishap. If you get multiple Boons, you also get multiple Mishaps. If you get a Backfire Mishap while already affected by a Backfire, the period of the original Backfire is extended by a week.

Mishap: Unintended effect The magic goes wrong and produces another effect than the intended. The effect should be within the sphere of influence of the type of magic used, as described in the sections below, though not necessarily corresponding to any listed spell. The effect should at least be annoying and may be genuinely harmful. For example, an unintended effect of a failed Boost Strength (a Brawn spell) could be that the hair of the recipient falls off, or that all iron and steel items carried by the caster become magnetic.

7.3 Blood magic

Blood magic uses the Brawn Talent. It can affect the body or the classical Earth element (stone, metal, etc.).

Spells typically have short range such as Self or Touch. To work blood magic, the caster must inflict a small amount of damage to her own body. Not enough to count as a wound, but enough to bleed more than a few drops. A blood-magician usually carries a small, sharp knife for that purpose, but may use whatever is available or even just scratch or bite herself to draw blood. It is possible to use the blood of others instead of yourself, but that is generally frowned upon, partially because it requires much more blood.

Hard skin Completion time: 2 ticks, Challenge level: 0, Duration: 10 ticks, Range: Touch.

This spell makes the skin so tough that it corresponds to wearing armour with damage reduction 1, but without penalty to Dexterity and Agility. The protection does not stack with protection from normal armour, nor can you get increased protection by casting the spell multiple times. A Double magnitude Boon can, however, increase the protection to 2 or 3.

Remove dirt Completion time: 1 minute, Challenge level: 0, Range: Touch.

The spell removes dust, mud, salt, rust and similar mineral dirt from a touched object or person or from the caster himself. The affected area can be one item of clothing, one body part (head, arm, torso, ...) or one single item that can easily be lifted with one hand. Stains from blood, food, grease and other non-mineral substances are not affected.

Mend Completion time: 25 ticks, Challenge level: 1, Range: Touch.

The caster can mend broken items made of stone, glass, ceramics or metal, provided they are broken with clean fractures. The caster joins the pieces, smears the joins with her blood and holds the pieces together during the casting time. If successful, the bond will be as strong as the unbroken item was. The total area of the joined fractures can be no more than 20 cm^2 (e.g, 5cm $\times$ 4cm or 10cm $\times$ 2cm).

Ease recovery Completion time: 5 ticks, Challenge level: 1, Range: Touch.

The affected person get a bonus of 1 to her Brawn talent when making her next affliction recovery roll. You can not stack this spell to get a higher bonus, but a Double magnitude Boon can increase the bonus to 2 or 3.

Claw Completion time: 2 ticks, Challenge level: 2, Duration: 30 ticks, Range: Self.

This spells gives the recipient the caster claw-like fingers that can be used as a smashing weapon with Damage 3, Severity 2 and Rate day.

Identify stone or metal Completion time: 5 ticks, Challenge level: 2, Range: Touch.

The caster can identify the type of stone or metal she touches. This can be used, for example, to determine the purity of a silver coin or if a jewel is ruby or garnet. The spell affects a single piece of uniform material, so if you want to identify a ring with a cut stone, you have to cast the spell once to identify the metal and once again to identify the stone. A mishap can mean wrong identification, so the GM should roll the dice.

Shrug off damage Completion time: 1 tick, Challenge level: 3, Range: Self.

If the caster is hurt, he reduces the damage of his most recent affliction by 3 HP. If the most recent affliction has less than 3 HP of damage, the remainder can *not* be carried over to healing earlier afflictions, nor can you cast the spell again to affect the same earlier afflictions again: Once the spell has been applied successfully, you can not use it until you receive another affliction.

Shape stone Completion time: 10 ticks, Challenge level: 3, Range: Touch.

The caster can shape the stone he touches as if it was clay. Up to 5 kg of stone can be affected. Individual rocks or stone can be joined, but the bond will only be half as strong as the stone itself. Sand can be fused to form sandstone.

Shape metal Completion time: 10 ticks, Challenge level: 4, Range: Touch.

The caster can shape the metal he touches as if it was clay. Up to 5 kg of metal can be affected. Individual bits of metal (even of different sorts) can be joined, but the bond will only be half as strong as the metal itself.

7.4 Spellbinding

Spellbinding uses the Dexterity Talent and can affect the classical Fire element (heat and light) and enchant objects with magical properties. The spells typically have range Touch or Visible. To spellbind, the caster must make intricate hand gestures, so he can not hold anything in his hands. Rings or thin gloves that do not hamper finger movement are acceptable.

Light Completion time: 5 ticks, Challenge level: 0, Duration: 10 minutes, Range: Touch.

The caster can make small object (about 1 cm diameter) or a similarly-sized part of an object give off white light with an intensity similar to a candle. No heat is produced by the light, and it is not doused by wind or water.

Shade Completion time: 5 ticks, Challenge level: 0, Duration: 10 minutes, Range: 5 meters (Area).

A sphere around the caster partially blocks light, providing shade from sunlight or making darkness more complete, making it harder to see into the affected area at night. The sphere is visible from the outside as a darker area.

Intensify fire Completion time: 2 ticks, Challenge level: 1, Duration: 5 minutes, Range: Visible.

The caster affects an already burning fire to burn twice as fast and as normal, generating twice the heat. A volume of one cubic meter can be affected.

Block light Completion time: 3 ticks, Challenge level: 1, Duration: 1 minute, Range: Visible.

The caster can encase an object in a sphere of total darkness (radius 25cm) where no light enters or escapes. Inside the sphere it will be totally dark, and the sphere appears featurelessly black from the outside. The sphere does not follow the object if it moves, and if the object moves outside the sphere, the sphere dissipates.

Douse fire Completion time: 4 ticks, Challenge level: 2, Range: Visible.

The caster stops a fire from burning. A volume of one cubic meter can be affected. Dousing the fire does not cool off the burning material, but stops more heat from being generated by the fire.

Endure heat Completion time: 2 ticks, Challenge level: 2, Duration: five minutes, Range: Self.

The caster makes herself more enduring of heat and fire. She will be unaffected by boiling water and normal fire, but can still take (reduced) harm from extreme heat such as found in furnaces. Note that the caster still needs to breathe, so she can not stand inside a large fire for very long.

Transfer heat Completion time: 3 ticks, Challenge level: 3, Range: Touch.

The caster speeds takes heat out of one object and puts it into another, so the first gets colder and the other hotter. The amount of heat energy transferred is equivalent to one litre of water increasing or decreasing temperature by 50 degrees celcius. So if the caster touches two one-litre bowls of water at room temperature (20 degrees), one

can be made 70 degrees warm and the other partially frozen. If a person is touched, the person can be given small frostbites or burns by transferring heat to or from the body of the person. The maximal damage a person can get from this spell (unless increased by a Boon) is 4 HP with a severity of 1 and healing rate 2 days. Very small volumes can get extremely hot, so the spell can be used to light fires.

Minor enchantment Completion time: varies, Challenge level: 3, Range: Touch.

This spell can be cast when the caster makes an item and will imbue the item with magical qualities. The spell takes the same time as the item construction and is resolved at the same time. If the enchantment spell is successful, the item will be imbued with the Durability quality: The item will not rust, corrode, rot or otherwise deteriorate in normal environmental conditions such as wind, rain or damp or dry air. The enchantment doesn't protect against other forms of damage. The Boons and Mishaps below are applied to the spell effect only (the item construction itself uses Boons and Mishaps as described under the Craft flair). If the item creation fails, the enchantment will also fail. If the item creation is successful, but the enchantment fails, the created item is without magical properties but otherwise normal, unless the enchantment has a Mishap that affects the item (i.e., a curse). Boons and Mishaps are applied immediately. If the item creation is aborted before it is complete, the unfinished product will not have any magical properties (good or bad) and the raw materials can be used again later. Most craftsmen will choose to abort creation of a cursed item, but since curses are not easy to see, an unscrupulous craftsman might complete the item and try to sell it as a normal, uncursed, item.

Boon: Alarm This Boon can be applied to items that can be opened and closed such as books, boxes, bags and purses. The caster can specify a short pass phrase that must be uttered when opening the item. If the item is opened without the pass phrase, it will give off a loud noise for one minute. The pass phrase and type of noise is specified when the item is created. If this Boon is applied twice, the pass phrase can be changed by uttering the new pass phrase when closing the item.

Boon: Spell The item has the ability to cast a simple spell. When the item is created, the craftsman selects one spell of challenge level 0 that he knows. Any wielder of the item can as a major action cast this spell, even if the

wielder does not know any magic or performs actions normally required to cast the spell. The casting time is as normal for the spell, and it always succeeds as a normal success (no dice are rolled). If the spell has range Self, it affects the holder/wearer of the item. If it has range Touch, the holder can affect a target by touching the target with the item. While a spell cast with the item is active, no new spell can be cast with the item.

Boon: Good grip When you hold this item in your hand, your grip is so good that you don't drop or damage it due to a Dropped tool Mishap or a Disarm Boon used against you.

Mishap: Target If a character wears or holds this cursed item in an encounter and an opponent has a choice between attacking several different characters, the holder of the item will invariably be chosen unless there is an obviously better target. The GM must pretend that the choice is random or arbitrary, so the curse is not revealed immediately.

Mishap: Mutating If a character wears or uses this item, he will slowly change appearance. The changes will be noticeable to close acquaintances after a few weeks and after several months the character will appear misshapen even to strangers, eventually becoming monstrous. No abilities are affected by the change. If the item is discarded, the character will regain his normal appearance at the same rate that he changed.

Major enchantment Completion time: varies, Challenge level: 6, Range: Touch.

This spell works like the Minor enchantment spell except that it has stronger effects and requires special materials to be incorporated into the construction. The special materials required in item construction depends on the type of magic that the item is infused with (see below):

Blood magic:	Dragon blood (drawn no more than a week before the enchantment begins).
Spellbinding:	A piece of fire opal.
Spell weaving:	Narwhal ivory.
Arcane magic:	A piece of a meteorite
Life magic:	A piece of amber that embeds an insect.
Necromancy:	A well-preserved fossil of the correct type for the intended spell effect (see below).

Additionally, the item must (regardless of the type of infused magic) also include mammoth ivory.

At a normal success, the item both gets the Durability quality and the Spell Boon described under the Minor enchantment spell, with the modification that the spell ability has Challenge level 1 (instead of 0) and must belong to the type of magic with which the item is infused.

The following Boons and Mishaps apply to Major enchantments:

Boon: Self repair Any damage the item takes is slowly repaired on its own. If the item is broken into several parts, these will join if put together for a while. If the item is completely destroyed (pulverised, shredded, melted or burnt to ashes) it will, however, not be restored. A simple scratch or tear will repair in a matter of hours or days, but more extensive damage (for example if the item is broken into pieces) might take weeks or months to restore. While the item repairs, it can not be used to cast spells, but other properties still apply.

Boon: Additional spell The item is enchanted with one additional spell of Challenge level 1 (belonging to the same type of magic). Only one spell cast with the item can be active at any time. Note: If the item is infused with necromancy, additional spells require additional fossils to be worked into the item.

Boon: Fast casting It requires only a minor action to cast the spell with which the item is enchanted.

Boon: Hidden While worn, the object can not be perceived by other people (using normal senses) until it is actively used. It can be perceived by magic-detecting spells, but it requires a Boon to do so (a normal success on a magic-detection spell is insufficient).

Boon: Ownership The item will always return to its owner again if lost, thrown away or stolen. This might not be immediately or by obvious means. If, for example, the owner throws a ring with this enchantment into the sea, the ring might get eaten by a fish which eventually ends on the owners dinner plate. The caster can specify the initial owner and a condition for passing on ownership when the owner dies. This can, for example, be that the item passes on to the natural heir of the previous owner (often used when enchanting crowns or other regalia) or that the ownership passes to whoever is most worthy (by a criterion specified by the caster) to have it.

Boon: Two minor Boons The item gets two of the Boons described under Minor enchant-

ment. If a Spell Boon is chosen, the spell must belong to the Talent with which the item is enchanted.

Mishap: *"My Precious"* The item actually gets the properties that a normal success would give it, but is cursed with unnatural attachment: Whoever holds or wears this cursed item will get an attachment to it that grows stronger over time. If he is somehow parted from the object, he will try to get it back, and he will suspect other people of wanting it for themselves. This eventually turns into strong paranoia and an irresistible urge to retrieve the item if it should be lost or taken away. If the item is lost, the urge will decrease over time, but slowly.

Mishap: Two minor Mishaps The item gets two of the Mishaps described under Minor enchantment.

7.5 Spell weaving

Spell weaving uses the Agility Talent and can affect movement and the classical Water element. The spells have all ranges. To weave a spell, the caster must weave a pattern in the air with his arms or legs, so movement must be unrestricted. The penalty on Agility for wearing armour is doubled when weaving spells. Objects in hands (such as a staff) can be moved to form the pattern used for the spell, but the total weight of objects in hands can not exceed 2kg. If his arms are encumbered, the caster can dance the pattern instead of using his arms, but he must have space to do so and his legs must be free. Dancing the pattern doubles the casting time, and the armour penalty still applies.

Extract water Completion time: 10 ticks, Challenge level: 0, Range: Touch.

The caster can extract up to a cup of drinkable water from an object or substance that contains water, such as moist soil, dirty water, plants etc. The water may have a slight taste that reveals its source, but is otherwise harmless to drink.

Dry Completion time: 10 ticks, Challenge level: 0, Range: Touch.

The caster can dry wet cloth, fur or hair. One item of clothing, one head of hair or the fur of a small animal (cat-sized) can be dried. Larger items can be dried with multiple applications of the spell or if the Double magnitude Boon is used.

Quicken Completion time: 4 ticks, Challenge level: 1, Duration: 5 minutes, Range: Touch.

This spells temporarily increases the Speed rating of the recipient by one. You can *not* increase Speed by more than one by casting this spell multiple times, but the Double magnitude Boon can do so.

Slow Completion time: 4 ticks, Challenge level: 1, Duration: 5 minutes, Range: Visible.

This spells temporarily decreases the Speed rating of the recipient by one. You can *not* decrease Speed by more than one by casting this spell multiple times, but the Double magnitude Boon can do so.

Condense Completion time: 15 ticks, Challenge level: 2, Range: 100 meters (Area).

The caster causes moisture in the surrounding air to condense into fog or rain. The thickness of a fog and amount of rain depends on the amount of moisture available (you won't get much fog or rain in a desert). Fog dissipates at the normal rate, which depends on temperature, humidity and sunlight. If the weather is cold enough, the condensation can be in the form of snow or hail. Note, however, that cold air usually holds little moisture.

Float Completion time: 5 ticks, Challenge level: 3, Range: Visible, Duration: 20 ticks.

The caster can cause one or more objects (or persons, including herself) with a total mass up to 100 kilograms to float on water. The objects will be suspended on top of the water without sinking in (though the water surface will bend under the weight of the objects), so a person subject to this spell can walk on water. Walking on water while influenced by this spell is a major action using Agility + Acrobatics at challenge level that depends on how calm the water is:

Calm water:	1
Small waves:	2
Large waves:	3–4
White water or surf:	6

If you fail the roll, you will fall over and must make a similar check to get up again before continuing walking. You can only walk at normal speed (there is not traction enough for running).

Levitate object Completion time: 5 ticks, Challenge level: 3, Range: Visible, Duration: 15 ticks.

The caster can cause one or more objects with a total mass up to one kilogram to hover and move slowly through the air at a rate of half a meter per tick.

Calm sea Completion time: 15 ticks, Challenge level: 4, Range: 25 meters (Area), Duration: five minutes.

The sea within the affected are is calmed, so waves are reduced to half the size and force. This will ease swimming in, sailing on or walking on the water (see the Float spell above) by one Challenge level – assuming the waters were not already still. The affected area moves with the caster as she moves.

Levitate self Completion time: 5 ticks, Challenge level: 5, Range: Visible, Duration: 15 ticks.

The caster can cause himself to hover and move slowly through the air at a rate of half a meter per tick. Any major action that requires movement (including spell weaving) attempted while levitating is at Challenge level +1.

7.6   Arcane magic

Arcane magic uses the Perception Talent and can affect senses and the classical Air element (gasses). The spells have mostly range Self or Area. Unlike other kinds of magic, arcane magic can without penalty be cast without movement or other actions or signs that give away that something happens.

Cat's eyes Completion time: 2 ticks, Challenge level: 0, Range: Self, Duration: 2 minutes.

You get cat-like night vision, i.e., needing much less light to see. On the flip side, it also takes less light to blind you and you lose colour vision while the spell lasts. Your pupils become elongated and reflects light like cat's eyes.

Blind man's fingers Completion time: 4 ticks, Challenge level: 0, Range: Self, Duration: 2 minutes.

You can use your fingers to feel fine details and shapes like a blind man can. You can recognise people by touch and "see" relief pictures and letters by running your fingers over them.

Hawk's eyes Completion time: 2 ticks, Challenge level: 1, Range: Self, Duration: 2 minutes.

You can see details at one quarter the size (or four time the distance) than normally. This will give you a +1 bonus when firing missile weapons and on Assess actions. On the flip side, your vision becomes more narrow, so you have no peripheral vision.

Gust of wind Completion time: 2 ticks, Challenge level: 1, Range: 2 meters (Area), Duration: 1 tick.

A gust of wind blows out from the caster. This will blow away dust, smoke, raindrops, insects and blow out small candles, but it will not affect heavier things such as arrows and darts.

Whirlwind Completion time: 2 ticks, Challenge level: 2, Range: 10 meters (Area), Duration: 5 ticks.

You can cause the air in the affected area to circle you like a whirlwind, strong enough to blow out candles and make leaves, dust and paper fly about, but not enough to affect the movements of people. People firing or throwing light missiles (darts, spears or arrows) into the whirlwind will, however, get a penalty of +1 to the Challenge level.

Minor illusion Completion time: 2 ticks, Challenge level: 2, Range: 10 meters (Area), Duration: 10 ticks.

The caster affects the senses of people within the affected area, so they see and hear something that isn't there. The affected persons each get a resistance roll. If this is successful, the person can still sense the illusion, but will know that it isn't real. Only people in range when the spell is cast are affected, but even if they move out of range they will keep being affected until the spell expires.

Bat's ears Completion time: 4 ticks, Challenge level: 3, Range: Self, Duration: 2 minutes.

You can get a sense of your immediate surroundings by listening to echoes. To get a reasonably clear image, there must be a single source of repeated short, sharp sounds, such as when beating two rocks or sticks together. If there are multiple sources of sound or the sounds are not sharply defined, the image will be more muddled.

Major illusion Completion time: 4 ticks, Challenge level: 4, Range: 100 meters (Area), Duration: 20 ticks.

Apart from the greater range and duration (and being harder to resist due to the higher Challenge level), this spell has the same effect as Minor illusion.

7.7   Life magic

Life magic uses the Spirit Talent and can affect living things (animals, plants, people). Spells have mostly range Self, Touch and Area. To cast life magic, the caster must chant a mantra specific to the spell. If the caster is gagged or otherwise unable to utter sounds, she can mentally verbalise the mantra instead of chanting it, but the Challenge level of the spell is increased by 2.

Ripen fruit Completion time: 30 ticks, Challenge level: 0, Range: Touch

A a living plant that carries fruit can be made to ripen the fruit rapidly. The fruit will not grow, so if there, for example, are only tiny, unripe apples on a tree, the spell will provide tiny, ripe apples, but not full-size ripe apples.

Repel insects Completion time: 4 ticks, Challenge level: 0, Range: 3 meters (Area), Duration: 10 minutes.

Insects will not voluntarily move into the affected area, which follows the caster as he moves. Insects caught in the area will move towards the nearest edge of the area at their normal movement speed.

Heal damage Completion time: 5 ticks, Challenge level: 2, Range: Touch.

The damage of one affliction of the recipient is reduced by 4 HP. If you try to affect the same affliction again by this spell, the Challenge level is increased by one. This is cumulative: If you successfully have used the spell twice on the same affliction, a third attempt will be at +2 Challenge level and the next after that will be at +3 and so on.

Heal affliction Completion time: 15 ticks, Challenge level: Severity, Range: Touch

The challenge level is equal to the severity of the affliction. If the spell is successful, the affliction severity is reduced by one. No damage is healed. A Mishap may increase the severity by 1 instead. You can not affect the same affliction again by this spell until after the next normal recovery roll for the afliction.

Curse Completion time: 1 tick, Challenge level: Severity, Range: Touch

A curse gives the recipient a magical affliction with 0 initial damage, a severity equal to the Challenge level and a rate of 1 day. The caster must decide on the severity of the curse before casting. The symptoms and what Talent is affected if the damage eventually exceeds a quarter of the target's HP (see Section 6.3) is decided by the caster.

Tame animal Completion time: 2 ticks, Challenge level: 2, Range: Touch, Duration: 5 minutes

The affected animal becomes friendly to the caster and can be prodded to move and to carry things or riders. Unless the animal is already trained to obey spoken commands or perform complex tasks, it can not do these things. When the duration ends, the animal will act towards the caster as it would before the spell was cast.

Tangle Completion time: 3 ticks, Challenge level: 4, Range: 5 meters (Area)

Any living plants in the area will bend and twist to entangle whatever is near. No plant growth is caused and the plants will not target specific objects or persons, but simply attach to whatever is nearest. Hence, the difficulty of breaking out of the tangle depends on the amount and type of vegetation.

Gain familiar Completion time: 5 minutes, Challenge level: 6, Range: Touch.

This spell is cast on a newborn or newly hatched animal to make a strong connection between the caster and this animal. This will give the animal a higher than normal animal intelligence (at the level of a four-year old child when the animal is fully grown, see Section 8). When fully grown, the animal will be able to understand simple speech and communicate with gestures. An animal (such as a parrot) that is able to mimic complex sounds can even learn to speak. The animal will be loyal to its master (the caster of the spell) and will even take independent action to help its master. Conversely, the caster will also be strongly attached to the animal (as a parent to a child) and will feel a strong sense of responsibility towards the animal and sorrow if the animal is hurt or dies.

If you have tried to make an animal your familiar and failed, you can not try the spell on the same animal again. Nor can you call this spell if you already have a familiar, and if your familiar dies, you can not gain a new until after at least two months have passed.

Only normal, non-magical animals can be made familiars. The standard challenge level of 6 assumes animals that grow no larger than a house cat or fox (around 5 kilograms). The weight of the fully grown animal can double for each extra challenge level, so at challenge level 8, an animal that can grow to 20 kilograms can be made a familiar. Making a lion (adult weight around 150 kg) a familiar has challenge level 11.

This spell has a special Boon: Increased intelligence. A single instance of this Boon will increase the adult intelligence of the animal to the equivalent of a six-year old child and two instances gives the animal full human intelligence (corresponding to a Reason score of 0).

It is recommended that familiars initially have simple descriptions like animals in Section 8, but that more details are added during play. Eventually, a full character sheet including special abilities and Quirks can be made. When you do so, you can also track and use experience points for

the familiar. Familiars with high animal intelligence (teh default for familiars) gain experience at one third the rate of their masters, familiars with one instance of increased intelligence will gain experience at two thirds the rate as their masters and familiars with two instances of increased intelligence will gain experience at the same rate as their masters. In all cases, you should only start tracking experience when the familiar is fully grown.

7.8 Necromancy

Necromancy uses the Reason Talent and can gain information and affect things that have been part of once-living things, such as wood, bone and leather. Spells have mostly short range (Self and Touch).

Each necromancy spell is tied to a specific kind of fossil, and the caster must touch a well-preserved fossil of the required kind to cast a spell. Generally, more powerful spells require more perfectly preserved fossils. It is possible to cast necromancy spells with badly preserved fossils, but the Challenge level increases accordingly. Related spells may use the same kind of fossil. The fossils mentioned below are described at `http://gwydir.demon.co.uk/jo/fossils/index.htm`.

Note that, though necromancy affects dead things, it is not about Death (the transition between living and dead) itself. So you can not use necromancy to kill or to restore the dead to life. You can, however, temporarily give dead things a semblance of life.

Warp wood Completion time: 5 ticks, Challenge level: 0, Range: Touch.

The caster can bend and twist a piece of wood, but not significantly stretch or compress it. Up to 1kg of wood can be affected. The caster has no precise control of how the wood twists and bends unless he gets a Boon. The required fossil is a piece of petrified wood, which is touched to the wood.

Compass Completion time: 10 ticks, Challenge level: 0, Range: Self.

The caster can determine the compass directions from where he stands, even if deep underground. The required fossil is a belemnite (thunderstone), which is spinned on a flat, smooth surface. When it stops spinning, the pointy end will point south.

Preserve Completion time: 15 ticks, Challenge level: 1, Range: Touch. Duration: One week.

The caster can make wood, bone, leather, ivory, meat and other once-living materials resistant to rot, fungus, drying out and insect attacks that could otherwise deteriorate the material. Food can be preserved in this way. Up to 2kg of material can be treated. The required fossil is a piece of petrified coral which must stay in contact with the preserved material during the spell duration.

Mend Completion time: 25 ticks, Challenge level: 1, Range: Touch.

The caster can mend broken items made of wood, leather or bone, provided they are broken with clean fractures. The caster joins the pieces and holds them together during the casting time. If successful, the bond will be as strong as the unbroken item was. The total area of the joined fractures can be no more than 20 cm^2 (e.g, 5cm $\times$ 4cm or 10cm $\times$ 2cm). The required fossil is a brachiopod that is held in the caster's mouth during the spell casting.

Recall Completion time: 5 ticks, Challenge level: 2, Range: Self.

The caster can remember facts that she has previously learned, but otherwise forgotten. The caster must concentrate on a specific question and will recall the answer, if she once knew it. A Boon will also recall other information that might be relevant to the question. The required fossil is a trilobites that is held to the caster's forehead.

Detect enchantment Completion time: 5 ticks, Challenge level: 3, Range: Touch.

The caster can detect if there is an enchantment or curse on the touched item, but not the nature of it. A Boon reveals the approximate nature of the magic, but not any details such as pass phrases or the person to which the object may be bound. Three Boons will reveal all such details. The required fossil is an ammonite, which is touched to the item under investigation. Note: The GM should roll the dice and announce the result. On a normal failure, the spell will not detect anything (even if the item is enchanted), but a Mishap may give the impression that an item is magical even if it is not.

Speak with the dead Completion time: 5 ticks, Challenge level: 4, Range: Touch, Duration: 10 ticks.

The caster can converse with a dead person if she touches its corpse or skull. As a minimum, at least half of the skull must be preserved for this to work. The dead person is not obliged to speak the truth or even speak at all. Basically, it would answer (or not) in the same manner as it would when alive. The dead person will only know things known to the once-living person at

the time of death. Once the spell duration expires, a year must pass before the same dead person can be called again with this or similar spell. The required fossil is an insect embedded in amber, which is placed in the mouth of a corpse or inside the cranium of a skull.

See magic Completion time: 5 ticks, Challenge level: 5, Range: Perception, Duration: 10 ticks.

The caster can see enchantments as faint glows around objects. If items have been magically hidden, it will take a Boon to detect them. The required fossil is an ammonite shell with a hole in the middle, through which the caster looks.

Animation Completion time: 10 ticks, Challenge level: 5, Range: Touch, Duration: 5 minutes.

A skeleton, corpse or a doll made out of once-living things like wood, bone or leather can be animated to move as a living thing. The animated thing has no intelligence and can make no autonomous action, but the caster can direct its movements with his mind. The animated thing will have Talent level 0 in all Talents for the purpose of actions and reactions. A caster can only control one animated thing at a time, but may animate several things and shift his control between these. Shifting control counts as a minor action. An animated thing that is not actively controlled can remain standing, but can not move or act. The required fossil is a petrified fish, which is kept in contact with the animated thing (such as by hanging it around the neck) during the duration.

Chapter 8

Animals and Monsters

Animals and monsters don't have Talents and Flairs like player characters do. Instead, each creature description will list its speed and HP and the effective Talent levels (TL) of typical actions that the creature might do, such as attacking, dodging or tracking. Dodging is used in opposition against attacks. When resisting, animals and monsters always use their full TL, even if they don't use a Minor action when resisting.

Additionally, creatures have their intelligence listed as low, normal, high or human. An animal of low intelligence, such as an insect or small fish, is controlled mainly by instinct and will have little memory of (even quite recent) past events. Creatures of low intelligence can not be trained. Normal intelligence is what we would consider normal animal intelligence, such as possessed by most birds, reptiles and mammals. Such animals can be calmed or trained by the rules described in Section 4.4. High intelligence corresponds to the level of reasoning of a four-year old child and is possessed by highly intelligent animals such as apes, dolphins and the more intelligent species of parrots and crows. Some monsters (such as dragons) may have human-level intelligence. Unless otherwise stated, this is equivalent to a Reason score of 0.

Animals and monsters don't get initiative cards but use their speed as initiative value, but ranks lower than initiative cards of the same value. If an animal or monster have several speed scores (e.g., for flying and walking), you use the highest of these as initiative number. Animals with the same initiative value act in any order decided by the GM.

Some creatures may have natural armour or special abilities, such as being able to fly or breathe fire. These will be listed in the description of these creatures.

Instead of making full character descriptions for unimportant NPCs, a GM can make simplified descriptions similar to those for animals and monsters. The thug and pickpocket listed below are examples of this. You can use similar simplified descriptions for shopkeepers, barmaids, farmers etc. If a character made this way is "upgraded" to a PC or important NPC, a full character description can be made at this point.

8.1 Selected creatures

Below is a list of a few creatures selected from a broad range of types: Domestic animals, wild animals and monsters.

Horse Speed 8, 20 HP, normal intelligence.

> **Bite** TL: 1, Damage: 1, Severity: 1, Rate: day.
>
> **Rear kick** TL: 1, Damage: 3, Severity: 1, Rate: day
>
> **Dodge** TL: 1
>
> A horse can carry persons or goods with a total weight of up to 150 kg. They can pull with a similar force if harnessed.

Cat Speed 6, 4 HP, normal intelligence.

> **Bite** TL: 1, Damage: 1, Severity: 1, Rate: day.
>
> **Scratch** TL: 2, Damage: 1, Severity: 1, Rate: day
>
> **Dodge** TL: 3
>
> **Sneak** TL: 4
>
> **Track** TL: 6

Lynx Speed 6, 7 HP, normal intelligence.

> **Bite** TL: 2, Damage: 3, Severity: 1, Rate: day.
>
> **Scratch** TL: 1, Damage: 2, Severity: 1, Rate: day
>
> **Dodge** TL: 2
>
> **Sneak** TL: 3
>
> **Track** TL: 6

Hare/Rabbit Speed 7, 5 HP, normal intelligence.

> **Bite** TL: 0, Damage: 1, Severity: 1, Rate: day.
>
> **Dodge** TL: 3
>
> **Sneak** TL: 2

Fox Speed 6, 5 HP, normal intelligence.

> **Bite** TL: 2, Damage: 1, Severity: 1, Rate: day.
>
> **Track** TL: 6
>
> **Dodge** TL: 2
>
> **Sneak** TL: 3

Blood hound Speed 6, 7 HP, normal intelligence.

> **Bite** TL: 2, Damage: 2, Severity: 1, Rate: day.
>
> **Track** TL: 7
>
> **Dodge** TL: 2

Mastiff Speed 6, 12 HP, normal intelligence.

> **Bite** TL: 2, Damage: 3, Severity: 1, Rate: day.
>
> **Track** TL: 5
>
> **Dodge** TL: 2

Wolf Speed 6, 7 HP, normal intelligence.

> **Bite** TL: 2, Damage: 3, Severity: 1, Rate: day.
>
> **Track** TL: 7
>
> **Dodge** TL: 3

Bear Speed 5, 16 HP, normal intelligence.

> **Bite** TL: 2, Damage: 3, Severity: 1, Rate: day.
>
> **Slash** TL: 3, Damage: 3, Severity: 2, Rate: day
>
> **Track** TL: 4
>
> **Dodge** TL: 1

Boar Speed 6, 16 HP, normal intelligence.

> **Gore** TL: 3, Damage: 4, Severity: 2, Rate: day
>
> **Track** TL: 5
>
> **Dodge** TL: 1

Hawk Speed 1 (walking) or 20 (flying), 3 HP, normal intelligence.

> **Claw** TL: 3, Damage: 1, Severity: 2, Rate: day
>
> **Search** TL: 3
>
> **Dodge** TL: 4

Owl Speed 1 (walking) or 12 (flying), 4 HP, normal intelligence.

> **Claw** TL: 3, Damage: 1, Severity: 2, Rate: day
>
> **Search** TL: 2
>
> **Dodge** TL: 2

Venomous snake Speed 1, 1 HP, low intelligence.

> **Bite** TL: 3, Damage: 1, Severity: 1, Rate: day. Poison: Damage 1, Severity 2+, Rate: 1 hour or less.
>
> **Dodge** TL: 1

The above description applies to all venomous snakes, such as adders, vipers and cobras. Stronger poisons increase severity and decrease rate. A really deadly snake can kill a person in minutes, which would imply a severity of 4 or higher and a rate of a few ticks.

Mammoth Speed 6, 60 HP, high intelligence.

> **Gore** TL: 4, Damage: 6, Severity: 2, Rate: day
>
> **Trample** TL: 3, Damage: 7, Severity: 2, Rate: day
>
> **Dodge** TL: 0
>
> **Natural armour** Damage reduction 1

Mammoths are only found on the large polar island south of Sokarta. Mammoths are are sacred to the local tribesmen, who do not hunt them, but collect ivory and bones of dead mammoths. Mammoth ivory is highly prized and used for works of art, amulets and other magical items. Mammoth ivory is as valuable per weight as gold, but traders managing to find the local mammoth hunters can ususally trade metal tools and weapons for ivory. The local tribesmen will not tolerate outsiders hunting mammoths, and will kill any poachers they catch.

Dragon Speed 4 (walking) or 12 (flying), 50 HP, human intelligence.

> **Claw** TL: 4, Damage: 5, Severity: 2, Rate: day
>
> **Bite** TL: 3, Damage: 6, Severity: 2, Rate: day
>
> **Breathe fire** TL: 10. This works like the Fire ball spell.
>
> **Dodge** TL: 1
>
> **Natural armour** Damage reduction 2

Dragons are rare creatures that tend to keep away from human habitation, but which may be encountered in grassy highlands where there are plenty of animals to hunt. Dragons are solitary creatures that defend their territory from intruders. They are somewhat tolerant of herders if these in turn tolerate occasional loss of stock, but permanent settlements or large hunting parties will be attacked. Dragons are sometimes hunted for their blood, which (when fresh) has magical properties.

Thug Speed 5, 13 HP, human intelligence.

Smash TL: 2, Damage: 5, Severity: 2, Rate: 12 hours

Dodge TL: 1

Armour Damage reduction 1

This is a standard guardsman, highway robber, enforcing crew and so on whose main function is to menace and hurt other people.

Pickpocket Speed 6, 11 HP, human intelligence.

Fence TL: 2, Damage: 2, Severity: 2, Rate: Day.

Dodge TL: 2

Steal TL: 2

This is a petty thief or pickpocket that lives by relieving other people of poorly guarded valuables.

8.2 Random monsters

During the Black Age (see Section 10.2.3), monsters were created by magic. These appear like large and misshapen animals or combinations of several animals and may have strange abilities.

The GM can "make" such monsters by starting with an animal description from the list above (dragons excepted) and add traits from the list below. The more traits you add, the more monstrous and dangerous the monster is. You can roll these traits randomly. Add 1 to every other roll to exploit the full range of abilities. If you select or roll the same trait multiple times, the effects are cumulative. For example, selecting increased HP twice increases the HP by 10. Multiple magical abilities can be merged to stronger abilities: For each extra magical ability merged into an already-selected magical ability, you can increase the Challenge level of the spell and the TL by 1.

1. Add a magical ability corresponding to a spell of Challenge level 0 and TL 5.

2. Increase speed by 2.

3. Increase damage of all attacks by 2.

4. Increase HP by 5.

5. Bites and stings carry poison with 2 HP initial damage, severity 2 and rate 1 hour. The poison is applied as a separate affliction as described in Section 5.1.

6. Increase damage reduction by 1 due to natural armour.

7. Increase intelligence by one level (up to at most human).

These traits are usually to some extent visible in the appearance of the monster. For example, increased HP is usually combined with increased size, increased speed by a leaner appearance and more muscular legs and natural armour is visible as scales, horny plates or such.

Chapter 9

Economy

This chapter describes what things cost and how to get money to pay for them.

9.1 Coinage

Most countries use a coinage system based on the Grolar system. Coins from different places may have different designs and names, but you can in all countries find coins equivalent in value to Grolar coins, and most traders accept coins from many different countries, though they are less likely to accept coins from far away.

Most coins are made of silver, though copper is usually mixed into this. Usually, coins with a high copper content are thicker, so the metal value is roughly the same for all coins denoting the same value. Gold coins exist, but they are rarely used in daily transactions. Gold coins are usually mixed with silver, and like silver coins differ in weight to keep the metal value constant.

Grolar silver coins come in the following varieties:

Name (abbr.)	Weight	Exchange rate
Pen/pina (p)	1.24g	
Den/dina (d)	12.4g	10 p
Thal/thali (t)	62g	5 d = 50 p
Marc/marci (m)	310g	5 t = 25 d = 250 p

The names are singular/plural forms.

Gold coins of similar sizes and weights exist and the same names are used, albeit prefixed with "gold". Gold coins are valued at 25 times the equivalent silver coin, so a gold den (12.4 grammes of gold) is the same value as one marc (310 grammes) of silver.

Grolar coins from the old empire are typically fairly pure, with 90% silver or gold content. Modern coins are more debased and may contain down to 50% silver or gold. While debased coins are heavier, the weights of the original Grolar coins is used as a measure of weight. For example, a marc of salt is equal to 310 grammes of salt. Most traders use actual Grolar coins as weights or at least allow their weights to be tested against these.

During the wars, some provinces and nations minted debased coins that had a lower metal value than the Grolar coins, but insisted they had the same purchase power. While these nations could pay their own soldiers and workers with these debased coins, they were hard to use outside the nation, and few would be foolish enough to exchange true Grolar coins for these at a 1:1 rate. Most of these coins have since been remelted and made into standardised coins, but some occasionally show up. A few collectors may pay face value or more for the more unusual of these, but most people will refuse to accept them as payment, so they are often sold at less than their metal value.

Pen coins are often halved or quartered for paying fractions of a pen.

9.2 Wages

The daily wage of an unskilled worker or common soldier is typically about one pen. The monthly salary is normally 25 times the daily salary, as there normally is one free day after each five days of work.

In game terms, a person with around 2000 XP worth of Talents and Flairs will be considered unskilled, and for each extra 1000 XP the daily wage would be increased by one pen, so a starting character (worth 3000 XP) would earn around two pina per day.

The above wages assume the worker provides her own food, lodging and tools. If the employer provides these things, the wage will be reduced accordingly. Apprentices and soldiers under training will typically get food, lodging and loan of equipment but at most one pen per five working days as actual payout.

Skilled workers will typically spend between 60% and 80% of their total income on fixed expenses (food, lodging, clothes, etc) so the rest can be used for luxuries and new purchases. If players don't keep detailed track of expenses, you can assume that about two thirds of their total earning are tied to fixed expenses.

9.3 Prices

The prices listed below are average prices for new things of standard quality bought from traders or craftsmen. You can get used or inferior things for less, but if you pay less than half the normal price, you will surely get very bad quality stuff or stolen goods that the seller wants to get rid of quickly. There is almost no limit to how much more you can pay for high-quality items or items made from or decorated with expensive materials (furs, silk, expensive dyes, silver, gems, etc.), but possibly apart from higher durability, these will not give noticeable practical benefits over standard quality items. Enchanted items can provide real benefits, but they are usually very expensive.

A craftsman can usually sell her products at the listed price if they are pre-ordered or if she is willing to wait for an interested customer. If she needs to sell them through resellers, she can expect only between 50% to 75% of the listed price. If someone wants to sell used items to a reseller, the same is true, but the price is additionally reduced according to the condition of the goods. If the reseller suspects the goods are stolen, the price will be even lower.

For ease of use, the prices below are all listed in pina and all measures are metric instead of using the rather complex Grolar measures. The list does not cover all possible items, but can be used as a guideline to guess prices of things not listed.

The prices assume goods are locally grown, caught or made. Items that have to be imported are more expensive, especially if they are perishable goods or livestock.

Armour

Soft leather	60
Hard leather	250
Chain mail	1000
Full plate	2 500
Small wooden shield	3
Large wooden shield	4
Small metal shield	30
Large metal shield	50

Board & Lodging

In country inn (double prices for city):	
simple meal with drinks	1
fine meal with drinks	2
bed for gentleman, per night	0.5
bed for servant, per night	0.25
private chamber (2 beds)	1.5
private chamber (4 beds)	2.5
hot bath	2p
stabling and fodder (per horse)	1.25
Yearly rent:	
room in village	20
room in town	30
room in large city	40
country cottage	60
craftsman's house	250
merchant's house	600

Buildings

Hut	50–100
Country cottage	500
Small town house	1 200
Craftsman's house	2 800
Merchant's house	7 000
House with courtyard	21 600
Large guildhall	32 600
Castle	$\geq 50\,000$
Temple (stone)	25 000
Cathedral (stone)	$\geq 500\,000$

Clothing

Belt, weapon	2
Boots, pair	8
Chemise, linen	8
Cloak, woolen	36
Gown (long), woolen	36
Gloves	3
Hat (felt)	10
Hat (leather)	7
Hat (straw)	3
Kirtle, woolen	24
Purse	1.5
Robe, woolen	36
Scarf	1
Shoes, pair	4.5
Surcoat, linen	24
Trousers, woolen	20
Tunic (short)/doublet	24
Underlinen	12

Household items

Bandages (linen), per meter	1
Basin & ewer	16–32
Blanket, woolen	15
Bottle (glass)	3
Bowl, earthenware	0.25
Candles, tallow, in the country, per kg	5
Candles, tallow, in a large city, per kg	7
Candles, wax, per kg	21
Chair	4
Chest (small)	6
Chest (large)	24
Coffer (small)	12
Coffer (large)	50
Cup, earthenware	0.25
Cup, glass	2.5
Ewer, brass	6
Knife, eating	2
Mattress, straw	2
Mirror, silvered	24
Padlock	12
Pillow	1
Plate, earthenware	0.25
Pot, cooking, ceramic	0.5
Pot, cooking, iron	5
Pot, brass, large	12
Sheet, linen	4
Stool	3
Towel	6
Table	6

Livestock

Capon	2
Calf	10
Cow	75
Duck	1
Donkey	100
Falcon, trained	50
Goose	3
Hen	0.5
Horse, draught	≥ 200
Horse, riding	≥ 300
Horse trained for horse-archer	≥ 500
Horse, palfrey	≥ 700
Horse, trained destrier	$\geq 9\,000$
Ox	100
Pig (in country)	24
Pig (in city)	36
Pigeon	0.25
Sheep (in country)	10
Sheep (in city)	17

Provisions

Ale or cider, per 10 l	5
Bacon, per side	9.5
Bread, 1 loaf	0.25
Cheese, retail, per kg	7
Cheese, whole, 16 kg	50
Eggs, dozen	0.5
Fish, herrings, per dozen	1
Fish, Pike, whole, 1m long	80
Fruit, figs, per kg	5
Fruit, apples or pears, 30	1
Gingerbread, per kg	108
Grain, barley, per 5 kg	11
Grain, oats, per 5 kg	8
Grain, wheat, per 5 kg	19
Ham, whole	16
Onions, per kg	0.5
Partridges, pair	4.5
Raisins, per kg	7
Salt, per 4 kg	1
Sugar, per kg	40
Wine, per 10 l	5

Stationary & books

Parchment, folio, per leaf	0.5
Vellum, folio, per leaf	1.25
Sealing wax, per marc.	2
Books, per folio	2.25
Book rental, per folio per year	0.25

Tack and leatherwork

Bridle	5
Halter	2
Harness (for ploughs or carts)	30
Quiver, coloured leather (holds 25 arrows)	9
Reins	1
Rucksack (leather)	10
Saddle	25
Saddle bags (leather)	15
Saddle blanket	10
Shoulder bag (leather)	7
Stirrups	5

Tools

Anvil	240
Armourer's tools, complete set	3 000
Blacksmith's tools, complete set	1 000
Axe	5
Barrel	3
Bellows, for forge	240
Bucket	4
Canvas, 25 m	80
Chisel	4
Fishing line, 25 m	3
Fishing net	11
Flail	1.5
Knife	2
Loom and treadle	24
Plough	36
Rope, light, per m	0.25
Rope, heavy, per m	0.5
Scythe	7
Spade or showel	1.5
Spinning wheel	10
Torch	0.25

Vehicles

Boat, 2.5 m sailing	47
Boat, 4 m sailing	78
Boat, 8 m sailing	193
Ship, 20 m merchant	2 250
Cart, iron-bound	48
Waggon, iron-shod wheels	120

Weapons

Knuckle duster	2
Dagger	3.5
Short sword	14
Long sword	22
Two-handed sword	34
Hand axe	5
Throwing axe	6
Pole axe	7
Halberd	8.5
Club	1
Mace	5
Mace, heavy	8
Morningstar	8
Ball & chain	9
War flail	10
Quarterstaff	0.5
Heavy staff	1
Dart	0.3
Javelin	1.25
Spear	3.5
Sling	1.25
Staff sling	2
Shortbow	14.5
Longbow	18
Composite bow	90
Crossbow	60
Crossbow, heavy	110
Arrows, two dozen	3
Bolts, two dozen	7.5
Sling bullets (lead), two dozen	3
Staff sling bullets (lead), two dozen	4

Chapter 10

The Grey Age

The Grey Age is the standard setting for use with Dark Coast, though the rules can easily be adapted to other settings.

10.1 Geography

The world Kalea consists of several continents, but the setting focuses on two subcontinents Omel and Sokarta that form a continent called Grolar on the southern hemisphere. Maps of both Kalea and Grolar are shown in Figure 10.1.

10.2 A brief history

Before the birth of Tamer, the continent of Kalea was divided into a myriad of small tribal nations and city states that were often in disputes over territory. Usually, these disputes did not lead to outright war, but more a rattle of sabers and showing of teeth with occasional battles of small armies of usually no more than a couple of thousand men.

10.2.1 The rise of Tamer

Tamer grew up in the city state Grolar (which eventually gave name to the continent) in the eastern part of Sokarta as the son of a wealthy merchant. Already from the age of seven, Tamer followed his father on trading trips to neighbouring tribes and cities. on these trips, Tamer learned a lot about the surrounding peoples and was also trained in weapon use, so he would not be a liability if the trading caravans were raided by robbers or hostile tribes. When Tamer was 15, his father was killed in a raid by a tribe that was at war with the tribe that Tamer's father wanted to trade with. Tamer survived this attack and took over his father's business, but he grew to believe that the constant warring between the tribes was not only a danger to travellers and tribes men, but could potentially be ruinous to city states that depended on outside trade for food. So he decided to do something

about this.

Tamer hired a group of experts smiths to produce heavu armour, which was otherwise unknown at the time – tribesmen usually went to battle near naked, and soldiers from city states usually only in leather armour. He then outfitted a small army of veteran caravan guards with this armour and a combination of spears and short swords and trained them in fighting with this outfit and as a group, which was also an innovation as tribal battles were usually chaotic affairs where individual warriors competed to see who could score most kills.

After a couple of years, Tamer had a well-equipped and well-trained army ans started his campaign with himself as general. The ill-organised tribes were no match for his trained army, so Tamer was able to subjugate all tribes. Tamer had the subjugated tribes swear allegiance and pay taxes to him. Anyone who didn't was either killed outright or taken as slaves. To keep the subjugated tribes honest, Tamer took a large number of hostages from each tribe. These were given positions of influence but in areas far from their original home, so loyalty to their own tribes would not interfere with their work.

Over the next few years, Tamer grew his army and territory and pronounced himself emperor of the whole mid-eastern Sokarta and named the empire after his home town of Grolar, which became the center of administration. He found little interest in governing, so he divided his lands into provinces with regional governers and a central senate with representatives from the provinces. Any insurrections were brutally dealt with, and a large team of accountants kept close count of taxes and expenses (accounting was another thing Tamer learned from his father).

10.2.2 The Golden Age

When Tamer died, his son Tamerin continued expanding his father's empire. He promised land and slaves to any who would fight in his army for ten years. This land and slaves were taken from newly conquered lands, but the slaves were moved far from
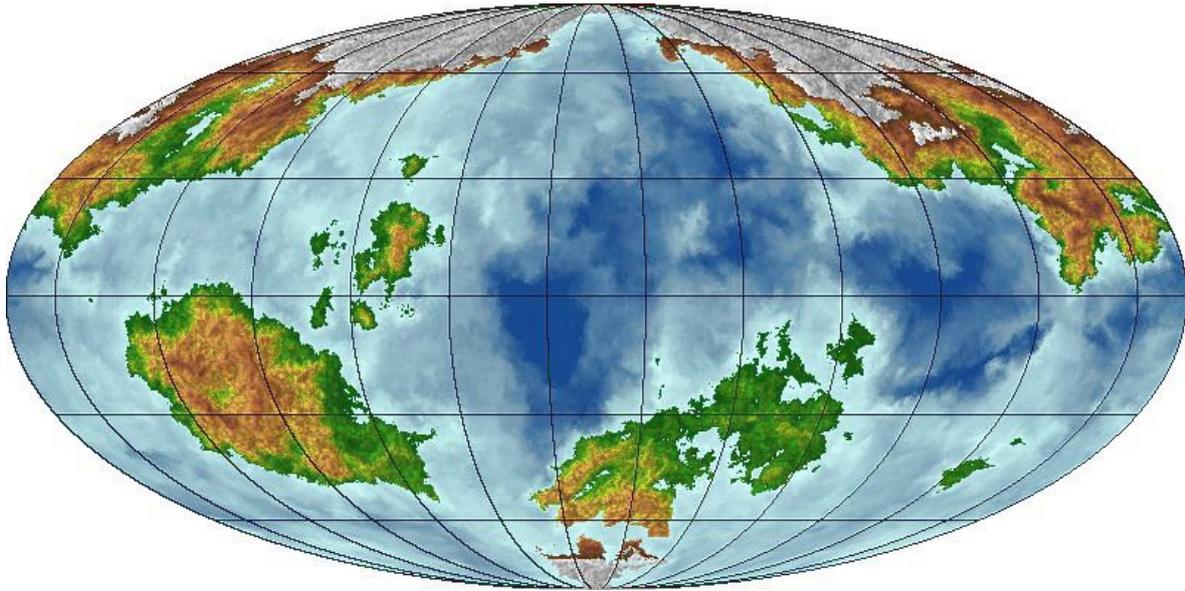
Figure 10.1: Maps of Kalea and Grolar

their home lands, so they would have little hope of returning if they ran away. While slaves provided free labour both for veteran soldiers and for the empire as a whole, strict laws were instituted to ensure slaves were treated well, mostly to prevent slave revolts. Some slaves were treated like the hostages under Tamer's reign and allowed positions of influence. They were, however, not free to travel where they wanted and could not own land or property. After twenty years of service, slaves were given their freedom, but many chose to stay in their previous occupations as paid workers. In a few cases former slaves even took over the businesses of their former masters, if these had no heirs of their own.

This system provided Tamerin with a cheap army to conquer more territory and with labour and taxes to build infrastructure not before heard of. Paved roads allowed fast travel of both soldiers and traders, and a highly organized system of Avial messengers allowed fast communication between provinces. But it also relied on continous expansion to provide new land and new slaves. This worked well for a number of centuries and about five hundred years after the birth of Tamer, Emperor Tamer V finally managed to expand the Grolar Empire to the whole of Sokarta and the south-western parts of Omel. The city of Grolar had at this point become a center of learning, art and crafts that outshone anything previously seen, and the Grolar Empire became synonymous with the combined continent formed by Sokarta and Omel.

But this did not really reflect the truth, as Omel was still largely unconquered by the Grolar Empire, and the ongoing conquest was too slow to provide the land and slaves needed to pay veteran soldiers, so the emperor was forced to buy land from within the empire and provide veterans with pensions to compensate for lack of slaves. This required an increase in taxation and though more of Omel was conquered over the next two centuries, the financial situation didn't improve. In fact it grew worse.

10.2.3 The Black Age

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When the 38th emperor Rogan II died without an heir in the year 820 AT (after Tamer), several governers wanted to claim the throne and started warring each other for this. This led to a century-long war of succession, where many people claimed to be emperor of the Grolar Empire while in fact only controlling small parts of the former empire. Eventually, some of the farther provinces decided they did not want any part of this and declared themselves independent, knowing full well that there was no organised empire left to prevent this. The increasingly desperate contenders for the empire eventually had to promise their

armies loot from conquered cities instead of pay, and the wars grew even more bloody and merciless, making more and more provinces declare independence. During these wars, some desperate nations or warlords employed magically created monsters or artefacts that often created as much havoc to its users as to their enemies.

The situation grew worse in 962 AT, when a plague resistant to known magical or medical treatments spread simultaneously from several port cities in northern Sokarta, eventually killing nearly half the already decimated population of the former empire. The plague mostly stopped organised wars, but bands of now unemployed soldiers roamed the land for plunder, in the process spreading the plague even more. Though the origin of the plague is unknown, many believe it to be the result of a failed attempt at magical warfare. For very good reasons, the 10th century AT is called the Black Age.

10.2.4 The Grey Age

In 1003 AT, the plague passed as suddenly as it appeared for no obvious reason (though theories abound).

Large tracts of land became depopulated during the plague, and there are many small towns and castles that lie in ruin. Many of these places lie in areas that are claimed by several nations, but there are few wars over these areas, as they have little importance until they become populated again. So conflicts will usually not start until a nation actually tries to repair and settle such places. Some ruined castles in these disputed lands are occupied by robbers that exploit the lack of clear jurisdication to hide from the law and prey on travellers. Occasional monsters from the wars still roam, and some have even spawned new races of lesser monsters by interbreeding with normal animals.

The 11th century is by some called the Grey Age, in the hope that it will eventually become a Silver Age. While not nearly as grim as during the Black Age, life in the Grey Age is a lot harder and less secure than during the old empire.

The few remaining provinces that still considered themselves Grolar have made peace and elected an emperor. The New Grolar Empire is an empire only in name, as it controls only a fraction of what even Tamer I did. It is in reality a loose coalition of nations that out of tradition call themselves provinces of the new empire. The new empire has abolished hereditary rule, so governers are elected from land-owners in each province and the governers elect an emperor. Governers rule for 12 years and are not eligible for re-election, but can be and often are elected emperor after serving as governor. Emperors rule for periods of 7

years and are eligble for reelection for up to three (not necessarily consective) periods. The provinces have extensive self-rule, but maintain a common army and make joint decisions about issues that span several provinces.

While Grolar in the 11th century after Tamer has no dominating nations, the legacy of the Grolar Empire is still very much evident. While local languages are spoken, most adults speak Grolar to some degree and the Grolar roads are still the main routes of travel. The forced movement of slaves during the expansion of the Empire has given most parts of Kalea a very mixed population, where all races live close together. But since the fall of the empire, some enclaves or nations where one race is dominant have formed. These are, however, typically small, with the exception of a couple of mostly-human nations. The New Grolar Empire is as much as mixture of races as the old empire ever was.

A lot of the learning and art of the old empire has become lost, as many objects and texts were stolen or destroyed during the wars and raids. Some of these occasionally show up again in private collections or hidden caches, but a lot has been permanently lost, and the techniques for making them have been forgotten. Hence, original Grolar works of art and craft are much sought after.

10.3   Where to go and what to do

Depending on what kind of adventures the GM and players want, different places on Kalea offer different opportunities:

The New Grolar Empire is fairly civilised and as such has an abundancy of intrigue and spying between different political groups. This can be as extreme as assasination of governors, emperors or candidates for these offices or as petty as revealing scandals about rivals. The empire also holds the largest cities on Kalea, chief amongst these the empirial seat Grolar. Large cities usually have organised crime, smuggling and rivalries between such groups and, of course, the law. Different branches of law enforcement and government can also be rivals and compete for power, including opportunities to obtain bribes.

Outside the new empire, many new nations have grown, usually separated by unclaimed land with little or no population. The nations are mostly at peace, partly because there is plenty of unused land to grow into, but when nations grow close, there can be border disputes. The nations have a large variety of governments, ranging from absolute monarchies to popular democracies.

The unclaimed lands are partly populated by gangs of bandits that rob travellers and caravans using the old Grolar roads, so it is advised to have escorts when doing so. Farther from the roads, you can find small homesteads where people try to make a meagre living from farming, hunting or mining, exploiting that they need not pay taxes or get permission to ply their trades. Mostly, such homesteads are partly renovated ruins of farms or village houses that were abandoned during the Black Age. Larger gangs have similarly occupied abandoned castles or forts and use these as bases for their operations. Often, these gangs claim taxes for "protection" from people living nearby and may in some cases offer actual protection from rival gangs. In a few cases, such robber communities have grown to become small nations that gradually gain more and more of their income through trade and taxes.

The unclaimed lands is also home to occasional Black-Age monsters and their lesser breed. These often roam near the ruined castles of the warlords that had them created. Such castles can contain leftover riches and magical artifacts, but where these have not already been looted, there are usually good reasons for this.

The sea between Sokarta and Omel hold numerous small islands, some of which are home to pirates that scour the waters for trade ships. While some nations occasionally send fleets to destroy such pirate enclaves, it doesn't take long for new enclaves to form. So most nations are satisfied with keeping piracy at an "acceptable" level and most trade ships are well armed to repel minor attacks.

The parts of Omel that were occupied by old Grolar Empire seceded early and were, hence, spared the worst of the wars of the Black Age, though not the plague. The former empirial provinces have dissolved into a collection of small nations and nomadic tribes, both of which considered barbaric by the remnants of the old empire. Occasionally, a warlord decides to conquer the neighbouring lands, but while such warlords have been known to conquer large portions of southwestern Omel, their small "empires" usually dissolve when their conquerers die.

The northern part of Omel and the islands north of Omel were never conquered by the empire and remain savage and mostly unexplored jungles. Rumours tell of strange beasts and of ruins of ancient structures possibly predating the birth of Tamar. What these hold and why they were abandoned, noone knows.

Hardy traders may want to trade for mammoth ivory on the polar island, but they should be aware that many a trader has been cheated by the native and returned with the less valuable (but by no means worthless) walrus ivory instead of mammoth ivory.

The other continents of Kalea are unknown to the people of Grolar, and few speculate what lies outside the known world or even believe that there might be

something other than endless water.

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