

Remnants of a Golden Age

A Fantasy Role-Playing Game





Two Eggs Games

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Preface

“Remnants of a Golden Age” is a set of rules and a setting for a Fantasy table-top role-playing game (RPG) in a heroic setting. The rules are complete, but not fully playtested in their current form. The rules are based on an even less playtested earlier game called “Dark Coast”, but the setting is different.

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

https://en.wikipedia.org/wiki/Role-playing_game

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

The game requires GM judgement calls more often than, say, D&D, but less often than some rules-light games I have seen. Players and GM both should be aware of this before playing.

I personally can’t draw a straight line without a ruler or a circle without a compass, so most images are produced by the Pick a Pic, DALL-E2 and Midjourney picture generator AIs – with the limitations on anatomical details etc. that this implies.

The maps used in Chapter 1 are made using the planet map generator at

<https://topps.diku.dk/torbenm/maps.msp>.

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Chapter 1

The Shards of Grolar

A Setting for Remnants of a Golden Age



In the late 20th century, observations of the visible matter in the universe were shown to be insufficient to describe the movement of stars and galaxies, so a hypothetical invisible substance called

“dark matter” was invented to explain this. In order to explain the accelerated expansion of the universe, a hypothetical form of energy called “dark energy” was also added to the standard model

of cosmology, with some theories suggesting that dark matter and dark energy were just different aspects of the same phenomena, which they dubbed “dark fluid”. Even though these dark materials were calculated to form the majority of mass-energy in the universe, it was never observed directly until 2087, where it was found to be much stranger than previously hypothesised.

On June 18 2087, a gravitational sensor on a Lunar base, detected an invisible object corresponding in mass to a large asteroid passing close to the Moon, and shortly thereafter this invisible mass struck the Earth, ironically enough near the place where the asteroid that ended the Cretaceous era fell. But the object did not cause the massive impact of said asteroid. Instead it interacted with the Earth only by gravitational forces, scattering like a blob of ink thrown into a glass of water. The gravitational pull of the cloudy mass caused earthquakes and tidal waves of hitherto unseen magnitude all over Earth, reshaping the land masses, destroying nearly all buildings and many natural features. The majority of people, plants and animals were killed outright then. The Lunar base was not immediately affected by the disaster, and observed that the dark fluid eventually gathered around the centre of Earth, emitting several kinds of exotic energy while it settled in a slightly unstable orbit around the Earths solid core.

It was then that things got really strange: Rather than making the surface gravity increase due to the combined masses of the Earth and the dark material, the core now started to emit a form of dark energy that repulsed mass with a force that countered the extra pull of the dark matter now lodged at the core, and a bit more. The Lunar base measured the resulting surface gravity to be around 85% of what it was before the disaster. The repulsive effect caused the orbit of the Moon to become more excentric. The orbital period of the Moon, as a result, changed from around 28 days to slightly over 33 days (but still retaining a rotational period of 28 days, so seen from the Earth, the Moon appears to rotate around itself approximately once every seven months). While this caused some damage to the Lunar base, it mostly held, and nearly 300 people survived. Electronics ceased to work, but simple electrical devices were found to still work. The survivors were able to replace essential systems with simpler electrical and mechanical devices, so they could survive, but they had no hope of returning to Earth – especially since they theorised that even simple electrical systems would become increasingly unreliable with proximity to the source of the dark energy.

In the subsequent months, storms, fires and the effects of the exotic radiation emitted by the dark fluid killed many more people, animals and plants on Earth, but eventually things settled down.

In the following years, it was found that the majority of the survivors were so affected by the exotic

radiation that they could not reproduce, and what offspring the remaining survivors had was often heavily mutated. This meant that the population of humans, animals and plants dwindled further in the following centuries, until it first stabilised and then increased as new viable species grew from the mutations.

The survivors also realised that the dark energy emanating from the core not only lessened the gravitational pull of Earth, it has had other effects: Some humans, animals, plants and materials have abilities and properties that can not readily be explained by 21st century science, but seemed magical in nature. While these abilities in the beginning were very chaotic and unpredictable, the surviving people and animals gained increasing control of this “magic”, so the abilities became more predictable.

This was 50 000 years ago. The world is now much different from what it was. New species of animals and plants have replaced those of the 21st century – some only marginally different from their ancestors, but others bearing little resemblance to 21st century animals or people. Some of the new species are due to natural mutations, but other species may have been deliberately modified by magic in bygone eras, some to create slave species, others to create creatures for gladiatorial games. While the new species were originally geographically localised, increased travel over time mean that you in many places, especially in trade ports or along caravan routes, can see a wide mixture of sentient species. The most common of these are described in Chapter 2.

The orbit of the dark fluid around the core is not entirely stable, so but gravity and the “magical” energy fluctuates. While this fluctuation is, for the most part, relatively slow (measured in centuries), there are occasional “quakes”, where gravity and magic over a few seconds or minutes can increase or decrease significantly. Generally, lower gravity goes hand in hand with increased magical energy.

Over the last 50 000 years, there have been several such cycles of low gravity/high magic and high gravity/low magic, with each cycle lasting between 2 000 and 5 000 years. Gravity never exceeds 20th century gravity, and the magical energy never goes completely away.

Additionally, there are occasional local eruptions of magical energy that manifest as storms that can create weird magical effects and even mutate creatures caught in the worst parts of the storms.

1.1 The Current Age



In the current age, gravity is around 90% of that of the 20th century, and the magic is of modest power, but ubiquitous – most people can create simple magical effects. The current age follows a golden age of high magic and low gravity, which ended around 800 years ago, when a sudden shift in the orbit of the dark fluid increased gravity from around 80% of 20th century gravity to the present 90%, and decreased the magic level significantly, with even more significant fluctuations in the first few hours of the change. This caused severe earthquakes, and made most buildings collapse – in particular those that were dependent on magic for support. A large number of people and animals died during and shortly after the shift, and civilisation had to be rebuilt almost from scratch. A few remnants of the golden age remains: Most people can speak a common language (Grolar), though this may not be their native language. Coinage, though minted locally, usually follow the denominations and weights established during the golden age, so coins are generally universally accepted. Well-preserved coins from the golden age are collectors' items, so they can be worth many times their nominal denomination. Artwork from the golden age shows very tall and slender people, so most modern people consider them a separate, lost race rumoured to be strong in magic and near immortal.

The level of technology ranges, depending on region, from bronze-age to early renaissance, but use of magic makes the living standard higher and mortality lower than in similar historic periods, and because magic for avoiding pregnancy and determining parenthood is easily accessible, gender roles are far less strict. Sea travel is common, and established caravan routes (typically following roads established during the golden age) enable relatively safe travel over land, but there are ex-

tensive unsettled areas inhabited by strange and perilous beings. No artifacts from the 21st century have survived, except occasional shards of broken glass and ceramics. Intact artifacts from the golden age are rare and valuable. Because of the lower magic level, magical artifacts from the golden age don't work as well as they did, and their effects are often erratic and somewhat different from their original intent, but they often do something that can not be reproduced with currently known enchantments, so they are highly sought after. Several ages of both high and low magic have come and gone before the most recent golden age, but objects from these periods are even more rare, and whatever magic these might once have been imbued with is long gone.

The most common relics from the golden age are rods of bluestone: A dark blue stone with flecks of light green crystal. Bluestone rods have circular cross sections and rounded ends and are usually about 3cm long and 1cm in diameter, though larger rods are occasionally found. Bluestone rods act as conductors of magical energy and are often found in the rubble of walls and arches, so they have probably been used to strengthen these magically – or to give some other magical properties to the structures. Bluestone rods are in the current age used in the creation of enchanted objects to increase their power. No natural deposits of bluestone are known, so it is believed by most scholars that bluestone was magically created during the golden age. Others believe bluestone can be found naturally far below ground and was merely brought to the surface by magic or from long-lost mines and then shaped into rods.

1.2 Geography

A world map and biome map of the current age are shown in Figure 1.1. A local map of Grolar is shown in Figure 1.2. Grolar, located in what was once North America, is the area that once held the Grolar Empire, but it is now divided into a multitude of nations. Most of the population is concentrated in the coastal areas, and the interior is mostly wilderness: Forest, desert or mountains.

Another empire called Kalea existed around the Inner Sea (roughly the Mediterranean area). This also now holds numerous kingdoms and city states that have almost continuous border disputes and which constantly (and mostly in vain) try to defend their inland borders against nomadic tribes that regularly raid outlying settlements.

Across the Atlantic Ocean, there is a string of islands that each hold a kingdom. These kingdoms are the main seafaring nations in the world, and have the only ships that can safely cross the Atlantic. They each have strong fleets, and a loose alliance that is sworn to defend both the kingdoms and their trading posts on the continents from out-

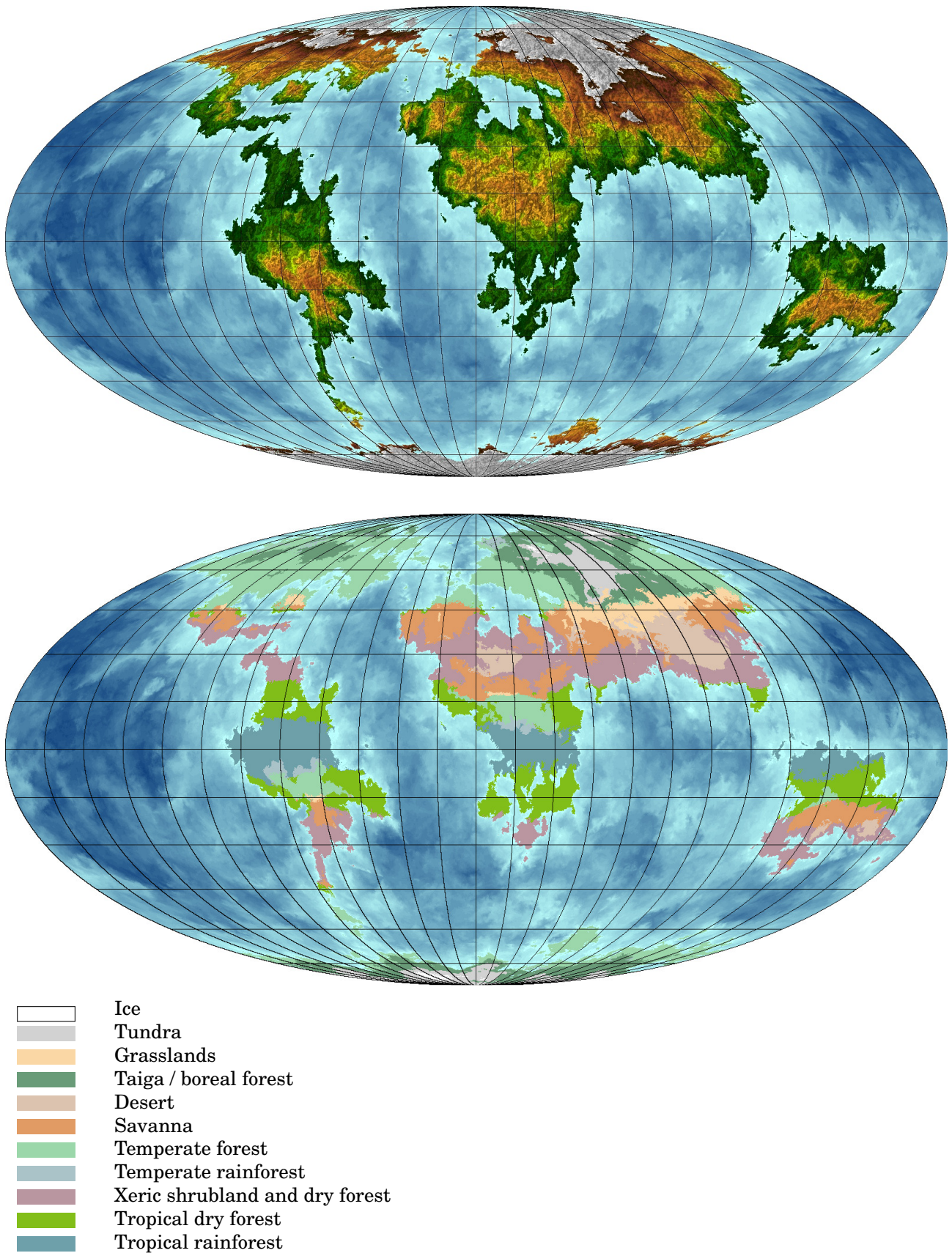


Figure 1.1: World map and biomes

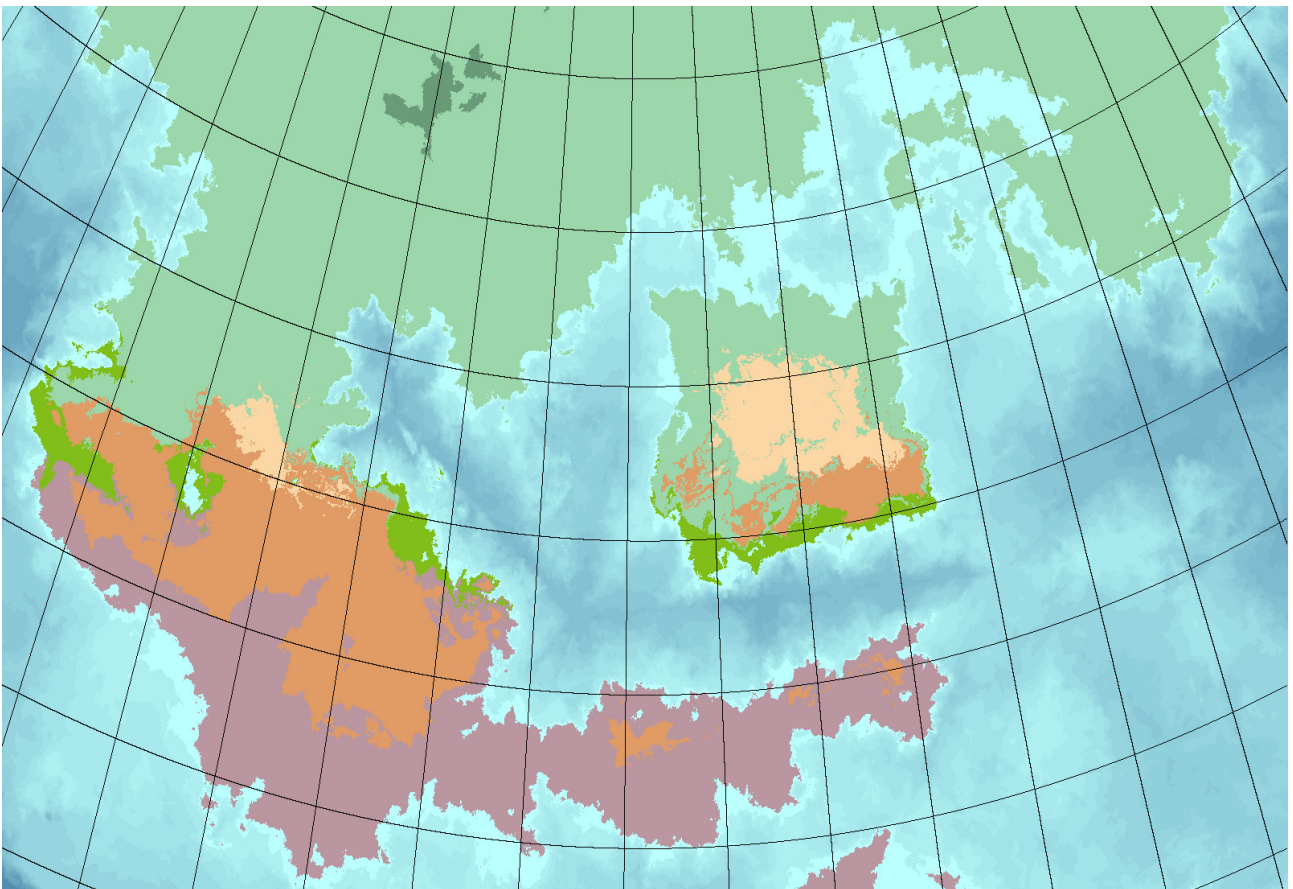
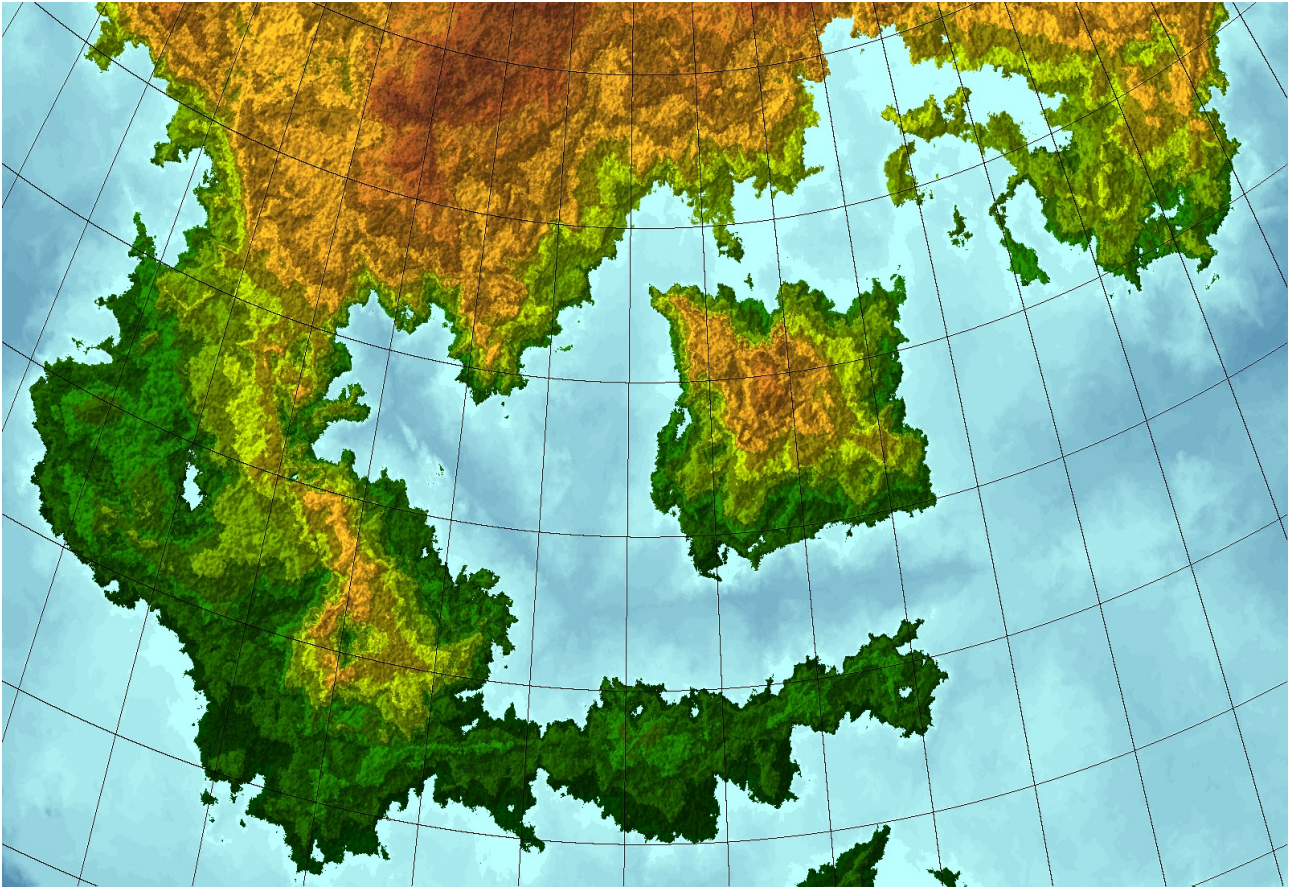


Figure 1.2: Map and biomes of Grolar

side forces.

Outside these areas, the known parts of the continents are mostly wilderness that hold occasional overgrown or half-buried ruins from the Grolar and Klean empires, but is otherwise home mainly to primitive tribes and wild animals.

Rumours abound of horrible monsters and hidden civilised cities with untold riches in the less explored parts of the continents. Most people consider such rumours to be just tales that travelers tell at inns to get free drinks and sell fake treasure maps, but a few artifacts and animal parts that are claimed to be from these places seem genuine, at least to the untrained eye.

Almost nothing is known of the southern and eastern parts of the old-world continent, the South American continent, and Australia. Maps (even the few that have survived from the golden age) of these places are extremely inaccurate.

1.3 Grolar

The former Grolar empire occupies what is roughly equivalent to the 21st century Gulf of Mexico area. The large, squarish island in the centre of the gulf is called Grolar, and marks the point of impact of dark energy on Earth. While its northern coasts are inhabited, the inner part of the island is dense forest. The few explorers that have returned from expeditions inland tell tales of overgrown ruins and strange (and dangerous) creatures. The coastal settlements live mainly on trade, fishing, and mining. The further inland you go, the richer are the mining opportunities, but it also gets increasingly dangerous. Sometimes, partially collapsed mines from the Grolar empire can be found, and these often have the richest yield. Only the northern coast is inhabited by civilised people, but there are tribes of relatively primitive people at intervals around the other coasts.

The main settlements of the area are found on the coasts and islands north and east of the Grolar island. The pleasant climate allows abundant farming and forestry, and the coastal waters are rich in fish and other seafood. There is plenty of trade in spices and manufactured goods such as glass, cloth, and metal items. As you go inland, the land gets increasingly hilly, first with mixed forests and then pines and glaciers. The forests are sources of timber and furs, and ice from the high glaciers is (with great effort) transported to the coast, where it is used for cooling food and drinks. Most modern cities are built on top of the old cities from the Grolar empire, often reusing materials taken from the ruins. Often, the ruins spread over a much larger area than the modern cities, and the ruins are still being excavated, mainly under government supervision and control. Occasionally, adventurers exploring inland areas find remains of smaller towns or palaces and bring back artwork,

artefacts and bluestone, but pretty much everything in the coast is already either robbed clean or under strict government control. Near settled areas (with exception of the Grolar island), actual monsters are rare, but there is plenty of wildlife that can cause trouble for unwary travellers.

The large peninsula to the west and south of Grolar island is less densely inhabited, mostly inhabited by Lutrans on the east coast and Arians and Niss in the warm forests. The Lutrans live mostly of fishing and pearl diving. Pearls and sea shells are their main exports. Occasional hidden coves hold pirate colonies. The Arians and Niss do little trade, but some are known to sell spices and seeds in return for jewelry or small tools. This trade is mainly done in the Lutran towns, but traded equally much to traders from the east as to the Lutrans themselves. These towns are good places to find adventurous Arians, Niss and Lutrans to join expeditions. Large herds of grazing animals and a significant number of large predators roam the grasslands and savanna of the interior. The west and south coasts of the peninsula as well as the continent south of this is mainly terra incognita.

During summer, the whole area can experience violent hurricanes, so buildings are usually made sturdily, and sailing in summer is mainly along the coast, so ships quickly can seek shelter.

Figure 1.3 shows a detail of the northern coast of the Grolar Island and surrounding islands and peninsulas. Starting at the northwest, we see:

The Vame Peninsula extends south from the mainland towards the Grolar island. It is home to the Kingdom of Vame, possibly the richest nation in the area. The Kingdom spans the peninsula and some of the land north of the peninsula, stretching east to where the land turns north again. Vame has the most extensive trade to both Grolar and to the lands west of Grolar, and it is home to a multitude of craftsmen and artists that supply the wealthy traders and nobility, as well as people coming to see the sights. The capital, also called Vame, is located at the north end of a large bay on the eastern coast of the peninsula, and major trade ports are located at the south of the Vame peninsula and at the eastern tip of the peninsula that stretches east from Vame towards the island of Flor. The population of the Vame peninsula is approximately one million with the following distribution:

Danaan	65%
Mapach	20%
Lutran	10%
Giant	3%
Avial	1%
Niss	1%
Seeker	< 0.1%

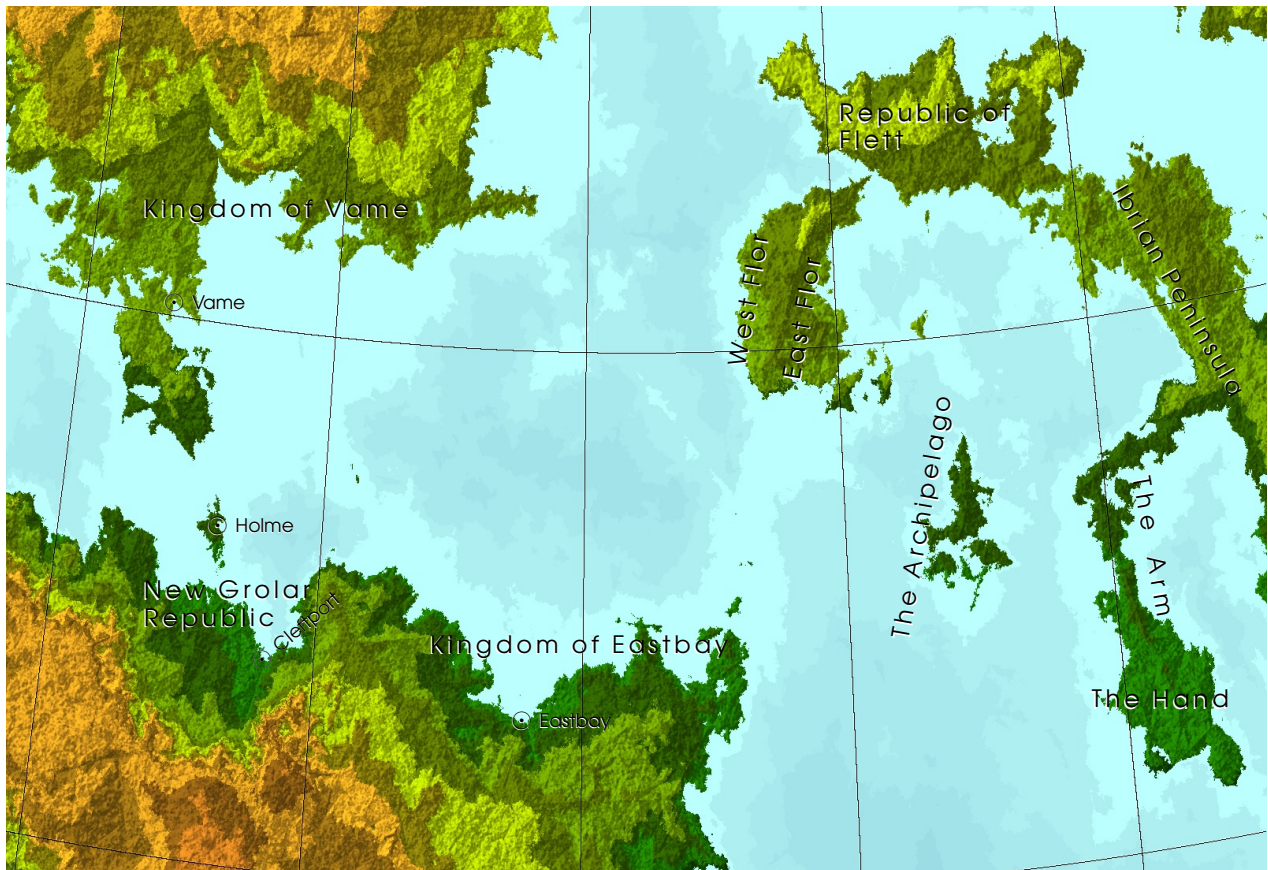


Figure 1.3: Detail of Grolar

The trade ports tend to be more mixed.

The New Grolar Republic is an island and a double bay on the Grolar island south of Vame. The inhabitants claim themselves to be the spiritual inheritors of the Grolar Empire. The capital Holme is on the island of the same name, which is almost entirely covered by overgrown ruins of the largest known city from the Grolar empire. These ruins are still being excavated, and art and artefacts from these is the major source of income for Holme. South of Holme are two bays that hold a number of coastal cities that mainly supply Holme with food, timber and materials mined in the hills behind the bay. An oddity is The Cleft, which is a straight (and probably artificial) ravine leading from the coast to the foothills to the south. The paved road at the bottom of The Cleft is the main transport route to the inland, both because travel is easy and because it is almost free of monsters. Large cranes have been build to transport goods and people up and down the walls of the ravine – for a fee. At the tops of these lifts are small towns that collect the goods that are mined and collected from the surrounding areas and transported down to the Cleft for transport to the coast. These towns are surrounded by palisades to protect them from monsters and

other wildlife as well as raids from bandits. While the road at the bottom of The Cleft is a remnant of the Grolar Empire, it is in somewhat bad repair, so it is occasionally crossed by streams that are spanned by rough timbered bridges. The bridges are maintained by families that, sanctioned by the republic, get money or goods in return for letting caravans and other travellers pass. At the mouth of The Cleft, Cleftport is found. It is a busy harbour that ships goods from The Cleft to Holme, where the main international trade is done. While technically not allowed by the republic, some trade is done with international traders that supply Cleftport with various goods. This usually involves bribes to the governor of Cleftport and his cronies.

The republic is ruled by a senate led by an elected emperor. The senate is composed of representatives from the major cities of the republic, proportional to their size and importance. The representatives are elected by their towns every five years, but staggered so not all elections are in the same year. The emperor is elected among the representatives from Holme. The emperor can appoint provincial governors and other civil servants, but these have to be approved by a majority of the senate. Often, the process involves gener-

ous “donations” to senate members in return for approval. The population of the New Grolar Republic is approximately half a million, with a bit more than half of this on the island of Holme. The breakdown is as follows.

Danaan	45%
Mapach	25%
Lutran	19%
Giant	4%
Avial	3%
Niss	3%
Seeker	1%

The Kingdom of Eastbay is located in a large bay east of the New Grolar Republic. The kingdom was founded 200 years ago by a wealthy trader from Vame, who built a town, proclaimed himself king, and invited people over by granting them land (that was otherwise unclaimed) and protection. In the last two centuries, the kingdom grew from a small city state to fill most of the bay and the peninsulas and islands east of this. At Eastbay City, in the bottom of the bay, is a ravine similar to The Cleft, but smaller and less well preserved. The presence of this, and partly preserved docks outside a ruined city were the main reasons for locating the city where it is. While growing in influence, the kingdom is sparsely populated and considered rather backwards by people from surrounding countries. The New Grolar Republic has tried to persuade Eastbay to join the republic as a province, but the king has refused this while trying to keep a friendly relation to the republic. The population is about 200.000 with the following approximate distribution.

Danaan	40%
Mapach	25%
Lutran	22%
Giant	5%
Avial	5%
Niss	3%
Seeker	<0.5%

The Island of Flor is a large island east of Vame, almost touching the Ibrian peninsula to the north. Its main trade is timber and ship building. The island is split into two kingdoms, East and West Flor. While the kingdoms are respected as some of the oldest in the region, they have no great riches, and their palaces are wooden structures with fancy wood carvings rather than the stone palaces found in other kingdoms. The kings do not seem to mind, though. Currently, the king of East Flor has a single son, and the king of West Flor has a single daughter. There is talk of joining the two kingdoms by marriage once the children come of age. Since

the children appear to be good friends, this seems likely. The main export from Flor are timber, ships, and wool. The total population is about one million evenly divided between the two halves. The archetype breakdown is approximately.

Danaan	80%
Mapach	5%
Lutran	4%
Giant	8%
Niss	1%
Avial	2%
Seeker	<0.1%

The Archipelago is a collections of smaller islands south east of Flor. It is inhabited mainly by giants, which is unusual since giants are few in number outside The Archipelago. The main settlements neighbour the small inner sea between the islands, where they are protected from the worst effect of hurricanes. It takes experienced sailors to navigate these waters, as there are numerous reefs and ever-shifting banks of sand. There is no formal government in The Archipelago, and disputes (of which there are not many) are usually settled by the local elders, which are giants that are 200 years or more of age. While outsiders are welcome to visit and trade with the giants, they are not allowed to settle except on a small walled-off peninsula in the inner sea, where the majority of international trade happen. The main exports are works of crafts such as tools, glassware and kitchenware. In particular, the Archipelago is the only place where you can get silvered glass mirrors, which are far superior to the polished copper mirrors made elsewhere. The total population is about 120.000 distributed as

Danaan	4%
Mapach	2%
Lutran	2%
Giant	90%
Niss	1%
Avial	1%
Seeker	<0.1%

All non-giants live on the walled-off peninsula, which is more densely populated than the rest of The Archipelago. In the trade port, there is usually a larger number of non-giants on temporary visit.

The Arm is a long, angled peninsula jutting out of the Ibrian peninsula to the east of the Arhipelago. The end of The Arm is called The Hand, and is a relatively flat piece of land with many fruit plantations. The Hand is officially ruled by a hereditary line of queens,

but in reality it is the plantation owners that have the power. The main exports are fresh and dried fruit and herbs. The narrow part of The Arm is mainly swampland that is riddled by small canals and lakes and home to large variety of reptiles and birds. A few trappers live there and sell feathers and skins at small trade posts located on the firmer parts of the land. It is not uncommon for outlaws from other countries to settle as trappers here, where the only laws are imposed by the traders at the trade posts, who generally care little about people's pasts. The total population is about 250.000 with the majority living in The Hand. The archetype distribution is approximately

Danaan	75%
Mapach	10%
Lutran	10%
Giant	2%
Niss	1%
Avial	2%
Seeker	<0.1%

with The Arm being more mixed than The Hand.

The Ibrian Peninsula is a large peninsula ranging from south-east of The Arm to north of Flor. At its northern end is the republic of Flett, which has modelled itself after the New Grolar Republic. It has a large number of ancient city ruins that are long since ripped of treasure and now partially rebuilt into towns. The industry is mainly agricultural products, wine, and spirits. The wine and spirits of Flett are generally considered the best in the region, and the local beer and cider is quite decent. Flett also exports grain and dried meats.

The main part of the Ibrian peninsula consists of a large number of small states with constant border disputes and uneasy alliances. The alliances are usually cemented by marriages, so most of the rulers are related to each other. While this often helps keep peace, it also sparks wars of succession when a ruler dies without clear heirs. The density of castles is higher than elsewhere in the region, as is the number of armoured knights. In times of peace, the knights often compete in jousts at festivals. Bards sing the praises of the local heroes and ladies, and the whole area is considered very romantic. But the romance comes at the cost of minor, but frequent wars. Soldiers for hire rarely find it difficult to find work here. Half a century ago, Flett assembled an army to invade these states, one at a time, or so they planned. What they found was that the states

were quick to abandon internal strife and set up a united front against the invaders. Severely beaten by the much better trained and equipped knights and mercenaries, the Flett army returned in tatters. After this, Flett built walls at the narrow land bridges where Flett joins the rest of the peninsula, and keeps these manned in case the southern states should agree to unite again as an invasion force. There is little indication that this will be the case any time soon, though.

Flett and the rest of the peninsula have populations of about 300.000 people each, distributed as follows:

Danaan	88%
Mapach	5%
Lutran	1%
Giant	3%
Niss	1%
Avial	1%
Seeker	1%

1.4 Religion in Grolar



In Grolar, gods are not real, but that does not prevent people from being religious. There is no single religion that dominates the entire region, but there are some religions that are dominant in certain areas or among certain archetypes or professions. The religious orders are usually funded by a combination of land ownership and donations from followers, but many orders also sell services such as magic, temporary accomodation, guarding, and many more.

The main religions are:

1.4.1 Grolarian worship

In many places, in particular in the New Grolar Republic, people from the golden age are considered

godlike beings worthy of worship. The temples of this religion collect artefacts from the golden age and the members try to imitate the clothing depicted on ancient murals. While followers rarely believe praying has any effect (after all, the ancient people are long gone), they believe following the lessons taught by the priests (made up though they be) can lead to a better life. In emulation of the ancients, followers practice magic (in particular Arcane magic), and many temples sell enchanted items.

1.4.2 Nature worship

Nature worship is especially common among Giants, Niss and Avials. This is mainly a philosophy of treating nature with respect. Followers often take animal companions and are often learned in plant medicine and healing magic. Nature worshippers do not build temples, but meet in places where nature is deemed to be strong, such as in forests. While not strongly organised through their religion, followers often sell medical services. Life magic is generally favoured by nature worshippers.

1.4.3 Militant orders

Militant orders are mainly organised practitioners of soldierly arts. Their temples are essentially barracks where people train fighting and from where you can hire guards, mercenaries and even assassins. Most militant orders have chapter houses in many large cities, and members often travel between these both to learn from new masters (or teach as masters) and because their jobs take them around. Different orders tend to focus on different fighting styles and servives, some favour heavily armoured and armed styles, others favour lighter weapons and rely on parrying and dodging rather than armour, and yet others (typically assassin orders) favour silent and quick attacks, often using thrown weapons and poison. There are also orders that use bows and arrows as their main tools, though these usually also train in close combat (typically with light weapons). Militant orders tend to favour Blood magic and Arcane magic (the latter in particular for archers and assassins).

While the members of militant orders do not pray to any deities, they are often superstitious and perform odd rituals before going into battles. Most orders have strict codes of honour and conduct for their members, and breaking these can lead to various ritualised punishments, from running the gauntlet to expulsion and even to be declared wanted dead or alive by the order.

1.4.4 Ancestry worship

Many people hold their ancestors in high esteem, and build shrines for these, where they pray for

guidance. Ancestor worshippers tend to build elaborate gravesites or mausoleums for their dead, often having family plots where many generations are interred. Embalming is not uncommen, but some ancestor cults bid people to keep bones of their ancestors in their homes or even incorporate these into amulets that they carry around. Necromancy is a favoured form of magic among ancestry worshippers.

1.4.5 The Fourfold Goddess

This is a goddess with four aspects: The Girl, The Maiden, The Mother, and The Grandmother. The Girl represents innocence and playfulness and is usually pictured as a girl of 5–10 years. The Maiden represents romantic love and youthful health and is usually pictured as a girl of 15–20 years. The Mother represents erotic love, motherhood, the hearth, and industrious work and crafts, and is pictured as a woman of 25–40 years. The Grandmother represents kindness, wisdom, and experience, and is usually pictured as a woman of 60+ years. The Fourfold Goddess is also known as “She of Many Names”, as her aspects are given different names in different regions. Followers of The Fourfold Goddess tend to favour Spellbinding.

1.4.6 Hav



Sailors, fishermen, and merchants often worship Hav, a personification of the sea as a god, mostly pictured as a young man with sea-green hair holding a net and an anchor. Hav is known for fickleness, so worshippers ask him for smooth sailing and avoidance of storms and throw gifts into the sea as sacrifice, but recognize that this does not always ensure a safe voyage. A sacrifice can be anything from a glass of wine to a gold ring, depending on the wealth of the worshipper and the length of the voyage. Once a storm has struck, worshippers

know that it is now too late for prayers or sacrifices. Worshipers of Hav tend to favour Spell Weaving.

1.5 The Island of Holme

The Island of Holme is a good place to start a campaign, as it is home to the capital of The New Gro-lar Republic and the largest ruins from the old empire. Most of the island is dense forest covering ancient ruins. Wood and stone that is removed when the ruins are excavated is used to build new houses and walls as the towns, in particular the capital, grows. Many dangerous animals are still roaming the forest, so even small settlements are surrounded by palisades. The island is fairly flat, and while there are no navigable rivers, there are many small streams leading from the inside of the island to the coast. These are often covered in dense growth, so even small canoes find it difficult to navigate. They do, however, provide the coastal towns with sufficient reasonably fresh water.

The capital (also called Holme) is located at the bottom of the large eastern bay. The oldest parts of the city are on the peninsula in the middle of the bay, and the inlet that almost cuts this peninsula in two is a natural harbour that is the main trade harbour of Holme. As the city grew out of this peninsula, many of the older buildings were torn down and replaced by public buildings, parks and markets, though the area around the harbour still have many older warehouses, bars and places of ill repute. A wall separating the peninsula from the rest of the island was erected about a century ago. The single gate in the middle of this wall is the most busy thoroughfare in the city. Outside the peninsula, the city is gradually growing as more and more of the ruins are excavated.

The island is guarded by a navy of patrol vessels that both protect the trade ships from piracy and looks out for scavengers that establish illegal digs in the ruins. The coastline is quite long, so the fleet can not completely guarantee against either, so new ships are continuously built and new sailors and soldiers are hired all the time. In addition to the capital, there are half a dozen sizeable harbour towns whose main function are naval bases, but are also home to digging companies and fishing fleets. These towns are typically located at the bottom of bays that gives the harbours some protection from storms, but presence of rich ruins also play a part in their location.

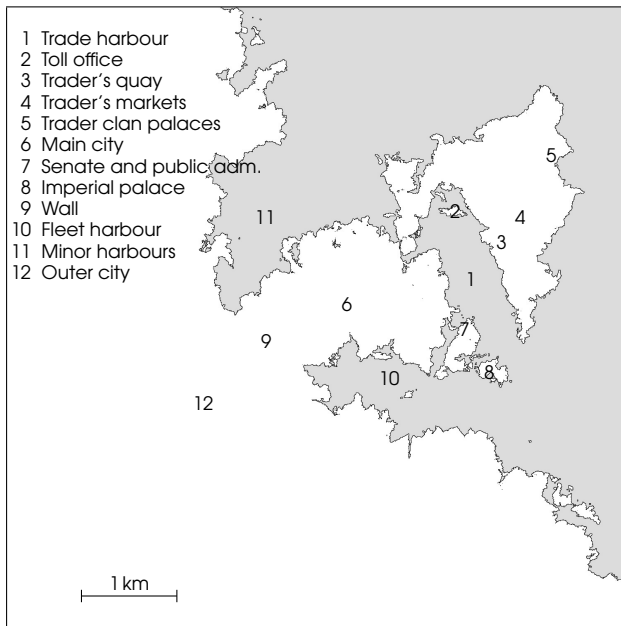
By law, all international trade in artefacts must be done in the capital, so the digging companies either own or hire ships to carry their wares to the capital. For this reason, most of the towns are on the east side of the island, where the distance to the capital by sea is less. There have been talks of establishing a road crossing the island from the capital to the western coast, but the cost of such a project and worries about keeping the road safe

has kept such a project from being realised. As the capital expands, this is becoming more and more realistic.

There is little arable land on the island, so apart from seafood, most food is imported. There are, however, plans to clear some of the smaller islands around the main island of forest and ruins to establish agriculture. Fruit can be gathered and animals can be hunted in the forests, but that is a risky venture. The prices for fruit, meat and pelts is, however, high enough that many hunters and gatherers take the risk, often in well-armed groups.



The Island of Holme



The City of Holme

1.5.1 The City of Holme



The city is at the site of the initial settlement of Holme, originally made by a small group of adventurers from the Kingdom of Vame. This group, led by Elis Holme, started by clearing the small island at the bottom of the harbour inlet (and which now houses the toll office) of large vegetation and animals and built a base from which they could explore and excavate the surrounding area. As more people joined them, more structures were built, and after a decade, Elis Holme declared the place an independent republic and named the initial settlement, now grown into a small town covering the outer part of the peninsula, after himself. He managed to get a peace treaty with the Kingdom of Vame by giving the royal family a monopoly on trade in artifacts from the island in the King-

dom. This made some of the independent traders unhappy, but Holme appeased them by offering them monopolies on trade to other nations in the region, provided they set up their home bases in Holme. These traders as well as the leaders of the largest excavation companies formed the first senate, which elected Holme to be its first leader. As the town grew to a city and more towns were established on other parts of the island, the republic declared itself an empire in the style of the ancient Grolar Empire. While this was deemed overly grandiose by most people, they saw no harm in such a title, and since then, the elected leader of Holme has been called an emperor. As the republic found itself increasingly dependent on imports of food, metals, and other raw materials, new settlements (starting with Cleftport) were established on the then uninhabited Grolar island to reduce this dependence. The republican fleet is mainly built in shipyards at these settlements which have a ready supply of quality timber.

At the present day, the humble beginnings of the City of Holme is hardly visible – it is a rich metropolis with grandiose palaces and public buildings. The east side of the harbour (1) is a long quay (3) alongside which the trader clans have their warehouses. The small island that held the initial settlement is now a large toll office (2) from where official taxators leave to inspect cargos. The traders are allowed to declare the value of their cargos, but if a taxator finds the declared value too low, she is allowed to purchase the cargo at the declared price on behalf of the republic. Skilled taxators are highly valued and paid, and since trust is important, corruption incurs heavy punishment. This makes bribing taxators almost unheard of, and few are foolhardy enough to try.

Behind the warehouses on the eastern part of the peninsula are found traders markets (4), luxury shops and inns, parks and, at the water's edge, the palaces of the trader clans (5). This part of town is heavily patrolled by guards that will arrest anybody caught at thieving or robbery. The western, inner part of the peninsula (6) is less grandiose. It is home to craftsmen, excavator companies, shops, inns, guardsmen, and public servants. Two islands (7 and 8) are connected to the western peninsula by a series of bridges and small islets. The inner of these (7) hold the senate and public administration buildings. The outer island (8) holds the imperial palace and gardens, which is closed to public access. The inlet south of the peninsula (10) is home to the republican navy fleet that patrols the entire coastline of Holme and acts as escorts to ships between the island and the southern settlements. The inlet north of the peninsula (11) has smaller harbours that hold fishing wessels as well as boats that transport goods between different towns in the empire. The relatively narrow part where the peninsula meets the main island is spanned by a heavy stone wall (9) that

restricts access to and from the peninsula to pass through a single large and heavily guarded gate at the centre of the wall. During daylight, the gate is open, but at night it is closed and access is only through a smaller wooden door set into the massive wood-and-iron gate door. All that enter through this door must show papers identifying them as having home or business on the peninsula. Movement out of the peninsula is less restricted, but the guards will stop people who act suspiciously.

When the wall and gate was built, it marked the extent of the City of Holme, but the city has grown since then. The outer city (12) is more poor and houses the less savoury businesses and poorer people. A wooden palisade walls protects the outer city from monsters, and this has been moved on

several occasions as the town has expanded. Work has started on replacing the inner parts of this palisade wall with more sturdy stone walls, but this progresses slowly. Part of the walled-in town is still ruins from the old empire that is excavated, but apart from masonry used for building new houses, there is little left to find. The main excavations are done outside the palisade walls by teams that leave the city in the morning and go back in the evening. Some of the richer ruins outside the city are walled by temporary palisades, and excavators and guards stay there at night. Such camps usually only remain for a couple of years until the main artefacts have been removed, after which they are moved to newer and richer finds.

Chapter 2

Creating and Improving Characters



Each player controls one or more fictional characters (typically only one). These characters are described on character sheets which will be filled in during character creation and modified later during play.

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

1. Select an archetype
2. Add finishing touches, such as Quirks
3. Determine speed and health points
4. Determine possessions

2.1 Archetypes

When creating a character, choose any of the archetypes listed below and apply the changes described to your character sheet. The archetypes are either descendants of Homo Sapiens or animals that in ages past have been mutated or deliberately modified by magic into sapient species.

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 archetypes correspond to different species or sub-species of sentient creatures. We will refer to these as “archetypes” to avoid the more loaded word “race” that is commonly used in RPGs. Crossbreeds are not described as player archetypes, and most archetypes can not interbreed. Exceptions are Danaans, Seekers, and Giants, all of whom can interbreed. Mixes of Danaans and Seekers are always either Daanans or Seekers, but when either mate with Giants, the offspring have traits of both parents. Half-giants are rare, though.

Some archetypes have special abilities or restrictions, which are listed as archetypical traits. Additionally, many archetypes have minor peculiarities that are listed as Quirks.

A GM can allow additional archetypes in their games. As a rule of thumb, the starting Talents should add up to 4 (with all negative values counting as -1), unless the archetype has a serious disadvantage, such as being small or not having hands. Extremely useful abilities (such as flying) can, conversely, reduce the starting Talents. Try not to make “super” archetypes that are clearly superior to those listed below, and try to make them differ from these by more than just Talent levels.

2.1.1 Danaan



Danaans are the closest equivalent to Homo Sapiens Sapiens that can be found in the current age, and the dominant archetype. Compared to the other archetypes, they are quite diverse in size, colouring and build, ranging in height from as little as 130 cm to more than 200 cm with skin colour ranging from pale pink to almost black with various shades of brown and tan between, sometimes in mottled or piebald patterns. Hair colour range from chalk white to coal black with brown, grey, yellow and reddish shades, also sometimes in multicoloured patterns. Eye colours are brown, grey, blue or green with purple and yellow shades as rare exceptions. Danaan 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 Danaan may have both a family name, a 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 born by his or her name.

Due to their diversity, Danaans can start with any combination of Talent levels that add to four as long as no single Talent has level more than two. So 111100, 112000, 220000, and permutations thereof are possible.

Danaans start with any two skills at level 1 and any one spell that has a base difficulty of 1, or two spells that have a base difficulty of 0.

Character sheet modifications:

- Write “Danaan” in the “Archetype” field.
- Distribute Talent levels as described above.
- List starting skills and spells.

2.1.2 Mapach



Mapachs are evolved from racoons, but are larger and bipedal. They have short fur that ranges in colour from light to dark grey, with mask-like patterns on their faces. They have bushy striped tails. Mapachs have racoon-like snouts, long whiskers and small, round ears. They are omnivorous and eat just about anything. They range from 4 to 6 feet tall and weigh 40–80 kg as adults. Mapachs are very dextrous and have a superb sense of touch, and they are able to see in dark better than any other archetype, but they are colour blind. Mapachs are naturally ambidextrous. Mapachs can easily shift between diurnal and nocturnal life styles. Mapachs are incapable of normal speech (but can understand speech and make animal sounds) and communicate among themselves using sign language. Mapachs tend to carry tablets and chalk to communicate with people not capable of understanding sign language. A mapach needs to have at least one hand free to use sign language. One-handed sign language is less nuanced than two-handed sign language, so some concepts require more time to get across. Mapachs often use low growls, hisses, or barks to emphasize their speech, but such sounds are not necessary.

Mapachs often live among Danaans and are typically well-regarded as craftsmen by these, but they also have a reputation for thievery and burglary, which is somewhat deserved, as their talents make them well-suited for such shady professions. Mapachs tend to adopt the name conventions of Danaans in the area where they live.

Mapachs have the following starting Talents:

Brawn	0
Dexterity	3
Agility	0
Perception	1
Spirit	0
Reason	0

Mapachs start with any two Dexterity skills at level 1.

Mapachs get the following Archetypical traits:

Sense of touch: Mapachs have a superb sense of touch, and can feel very fine detail with their hands. They can also form a precise image of an object by feel alone.

Night vision: Mapachs need much less light to see than other archetypes, but are also more easily blinded by bright light.

Character sheet modifications:

- Write “Mapach” in the “Archetype” field.
- Add “Sense of touch” and “Night vision” under Archetypical traits.
- Add “Colour blind”, “Mute”, and “Ambidextrous” as Quirks.
- Add the skills listed above.

2.1.3 Niss



Niss are small humanoids with a strong affinity to nature. Niss are evolved from spider monkeys and, like these, have long limbs, prehensile tails, and fur over most of their bodies. A grown Niss is 80-90 cm tall and weighs around 10 kg. The skin and fur of a Niss is light to medium brown with paler fronts. The face is hairless. Niss are by nature forest dwellers, but some Niss have adapted to rural or urban living, choosing primarily to live in towns that are not too sparse in natural plant and animal life. Niss eat primarily fruit, nuts, and grains, but supplement this with tubers and roots. They avoid meat, eggs, dairy products, seafood, and insects. When on ground, niss walk on their hind legs, using their tails for balance, but in trees, they use their long arms and tails to swing between branches, allowing them to move as fast through treetops as on solid ground. While the feet of niss have long toes that allow firm footing on branches, they are not extra hands: Niss can not firmly hold objects in their feet.

When a Niss turns seven years of age, she learns the Life-magic spell Gain familiar (see Section 8.8) 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 boon. Common familiars are birds, rodents, cats, and similar wild animals.

A Niss has the following starting Talents:

Brawn	-2
Dexterity	0
Agility	1
Perception	1
Spirit	3
Reason	0

A Niss starts with the skills Animal handling and Life magic at level 1, and (as noted above) the spell Gain familiar.

All Niss have the following archetypical traits:

Small: Being small makes you harder to hit, as described in Chapter 5, and your Brawn is increased for recovery rolls (only).

Prehensile tail: Niss have prehensile tails (80-90 cm), the tips of which can grip branches and other objects. While the grip is strong enough to support the weight of the niss (and a bit more), fine manipulation and throwing using the tail is out of the question.

All niss have the following Quirk.

Vegan: Niss eat only vegetable food, never touching meat, dairy, or eggs, including seafood.

Character sheet modifications:

- Write “Niss” in the “Archetype” field.
- Add “Small” and “Prehensile tail” as Archetypical traits.

- Add “Vegan” as a Quirk.
- Add the skills and spells listed above.
- Add a short description of your familiar animal.

2.1.4 Lutran



Lutrans are an archetype of otter-like creatures. They have short and dense oily fur that ranges in colour from chestnut brown to grey, usually with a lighter shade on front. Lutrans can walk both on four legs and two legs, but move faster when on all fours. Their forelimbs need to be free when using tools or weapons, though. Lutrans have thick, furred tails that they use for balance when walking on two legs and when swimming. Lutrans have broad cat/dog-like snouts and long whiskers. Their dense fur gives partial protection from cuts, so unarmoured lutrans have damage reduction 1, similar to soft leather armour. This damage reduction does not stack with other forms of armour.

Lutrans are mainly carnivorous, preferring seafood, but will also eat vegetable food. They range from 4 to 5 feet tall when standing and weigh 30–50 kg as adults. People of other archetypes 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 reduced 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 barks and clicking sounds that are virtually impossible for other archetypes (except Avials) to reproduce, so when outside their own societies 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 have the following starting Talents:

Brawn	1
Dexterity	0
Agility	3
Perception	0
Spirit	0
Reason	0

Lutrans start with the skill Sailing at level 2 and any one Agility skill at level 1.

Lutrans get the following Archetypical traits:

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

Quadroped: Lutrans can walk and run on all fours, and add 2 to their speed when doing so.

Dense fur: Lutrans get damage reduction 1 as if wearing leather armour. This damage reduction does not stack with other armour, except large shields.

Character sheet modifications:

- Write “Lutran” in the “Archetype” field.
- Add “Swimmer”, “Quadroped”, and “Dense fur” under Archetypical traits.
- Add the skills listed above.

2.1.5 Seeker



Seekers resemble Danaans but their skin is very pale and their hair white as snow. Their pale skin is sensitive to sunlight and burns easily (but never tans), so, when they are out in sunlight, Seekers tend to wear wide-brimmed hats and clothes that cover all non-facial skin (including hands).

Seekers specialise in knowledge and thinking, and they 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 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 use the same naming conventions as the people they live among, and may change their names if they stay for extended periods in a culture with different naming conventions. Seekers are often motivated by search for knowledge, though the knowledge they seek may often seem esoteric and useless to others. Seekers are relatively long-lived, with some exceeding 150 years of age.

Seekers are all female, so they need to mate with Danaans (or, rarely, Giants) to get children. Technically, Seekers carry one normal X chromosome and one variant X chromosome (let us call it S) that codes for Seekers. When mating with a Danaan male, the combination XX produces a Danaan female, XY produces a Danaan male, XS produces a Seeker, and SY produces no viable offspring. So only roughly one third of the children of a Seeker will be Seekers. This keeps their numbers relatively low (approximately one Seeker to 1000 Danaans). Note that Seekers (and everyone else) are ignorant of the genetic mechanisms, but Seekers are aware of the probabilities for different off-

spring. A Seeker will usually make sure to bear at least one Seeker child to avoid their numbers dwindling. Seekers are fertile well into their fifties, so this is usually not an issue.

Seekers have the following starting Talents.

Brawn	0
Dexterity	0
Agility	0
Perception	1
Spirit	0
Reason	3

Seekers start with level one in any Knowledge skill of their choice and one level in one other Reason skill (which may be another Knowledge skill). They also know the Necromancy spell Recall.

Seekers get the following archetypal trait:

Knowledgeable: Seekers add three to their Reason Talent (instead of two) for every level of Knowledge when working within the scope of the Knowledge skill.

Seekers get the following Quirk:

Pale: The white skin of seekers is sensitive to sunlight and burns easily.

Character sheet modifications:

- Write “Seeker” in the “Archetype” field.
- Add “Knowledgeable” as an Archetypal trait.
- Add “Pale” as a Quirk.
- Add the skills and spells listed above.

2.1.6 Avial



Avials are large, colourful parrot-like birds weighing around 6 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 and other bugs. Avials can use claws and beak for carrying and manipulating objects, but they are hardly dextrous. An Avial can write or draw by holding a pen or brush in its beak, but it will be slow and the result not pretty. Avials can not use sign language, but they can learn to understand it.

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 fluently. Avials can specialise in sound imitation as an Art skill.

Avials are capable of flight, though they are not particularly agile or fast in flight compared to most other birds, nor can they keep flying for more than a few hours at a time before needing rest.

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 scatter 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.

Avials 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 venture 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 archetypes 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 archetypes' limited speech, Avials tend to take very simple calling names like “Em”, “Ap”, or “Po”.

Avials have the following starting Talents.

Brawn	-3
Dexterity	-1
Agility	0
Perception	4
Spirit	1
Reason	0

Avials start with any one Perception skill at level 1.

Avials get the following archetypal traits:

Flying: Avials can fly at the speed for sprinting as calculated in Section 2.4, but they can not run or sprint when on the ground, and their walking speed is one quarter of what is indicated in Section 2.4. Unladen Avials can fly for up to two hours at a time before needing rest, but a lot less if carrying a nontrivial load. See Section 5.3 for details.

Small: This trait is as described under the Niss archetype.

Linguist: When speaking a foreign language, Avials add three (instead of two) to their Spirit level per level of the language skill used.

No hands: The claws and beak of Avials can be used as weapons as described in Section 6.1.3. Avials can carry darts and stones that they drop on opponents, but they are not able to use other weapons, nor are they able to use most tools that are designed for people with hands.

Character sheet modifications:

- Write “Avial” in the “Archetype” field.
- Add “Flying”, “Small”, “Linguist”, and “No hands” as Archetypal traits.
- Add the skill listed above.

2.1.7 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 archetypes, so they are often considered dim-witted. This is, however,

not the case – they just learn differently and less specialised than other archetypes do, and given enough time (which Giants have plenty of), they can become as competent as anyone.

A Giant is considered adult when she is about 30 years of age. At this age, the giant is typically around 200 cm of height and weights around 95 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 $6 \times h^4$ kg, where h is its height in meters. An old Giant can weigh up to 1500 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 that they hold dear. But when this happens, they will fight fiercely and with little regard to their 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.

When wandering, Giants try 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, and will fight fiercely to protect these.

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. If two such meet, they will usually extend their names by one syllable each to make them different. 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 starting Talents.

Brawn	4
Dexterity	0
Agility	0
Perception	0
Spirit	0
Reason	0

Giants start with any one non-combat skill at level 1.

Giants have the following Archetypal traits:

Slow learner: When rolling to increase skills or gain spells, giants subtract 1 from the result of the dice roll.

Growing: Giants keep growing both physically and mentally throughout their lives. A Giant can increase a Talent as described in Section 2.9.4 without any BP cost, as long as the prerequisites are met.

Giants get the following Quirk:

Peaceful: Giants tend to avoid combat against thinking beings (keeping a broad view as to which species this includes), and will only fight such if they or their friends are attacked, and they will usually stop short of killing, except when they can't avoid it, or if they misjudge their own strength. Giants do not usually carry military-style weapons, but may carry a staff or staff sling that doubles as a walking stick. Many giants prefer unarmed combat and grappling to using weapons.

Character sheet modifications:

- Write “Giant” in the “Archetype” field.
- Write “Slow learner” and “Growing” as Archetypal traits.
- Write “Peaceful” as a Quirk.
- Add the skill listed above.

2.2 Finishing Touches

To complete the creation of your character, do the following:

1. Choose a name for your character.
2. Write a short background story for your character.
3. Increase one Talent of your choice by 1, but not if the Talent is already 1 or higher.
4. Add your native language at level 2 and another language at level 1. If your native language is not Grolar, the secondary language must be.
5. Gain any one spell with base difficulty 0.
6. Select 2–4 Quirks. See Section 2.3.
7. Calculate speed and health points. See Section 2.4.
8. Gain possessions. See Section 2.5.
9. Gain 15 boost points (BP).

The background story should briefly narrate the life of the character up to the start of the game. Ideally, it should define the main motivations and desires of the character, how they obtained their

starting skills, and point out to whom the possessions of the character should be given if the character dies. This can be a family member, a friend, a lover, or even an organisation to which the character belongs. This can provide a way for a player to naturally introduce a new character if her current character dies.

2.3 Quirks

Quirks are various handicaps, abilities, backgrounds and such that can be added to characters to make them more interesting to play. Some backgrounds provide starting Quirks, but you can add additional Quirks at character generation, and you can gain and lose Quirks during play if, for example, the character gains or loses an enemy or contact, gets permanent injuries, or gains notoriety. We suggest that a starting character has at least two Quirks, but no more than five including archetypal Quirks.

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 exceptions are that having a Quirk can not permanently increase a Talent or skill (though spending Quirk points to use a Quirk, see below, can increase a Talent or skill for a single roll), Quirks can not affect earning or use of boosts, and there should be a reasonable (though possibly magical) explanation for a Quirk.

For inspiration, some examples of Quirks are shown below.

- The character is colour blind.
- 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 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 severe phobia, or is completely fearless about certain things that would scare most people.
- The character is a member of a guild, order or society that both makes demands on the character and offers support in certain situations.
- The character has distinct looks that make her stand out in a crowd and easy to identify.
- The character is a kleptomaniac and will often attempt to nick stuff even if they don't have any particular need for it.
- The character tends to drink too much when given the opportunity.
- The character is a light sleeper – even tiny noises or changes in light will wake her. On the flip side, the character has difficulty sleeping unless it is dark and very quiet (earplugs and masks help).
- You have six fingers on each hand. This allows you to, for example, play chords on musical instruments that are impossible for others to play, but your hand may not fit in the grip of some tools and weapons designed for five-fingered hands.

2.3.1 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 the Quirk is no serious hindrance, no points are awarded. For example, a vegetarian will only get Quirk points if her diet restrictions causes her to go without food for days or she needs to pay exorbitant prices to get suitable food, and an alcoholic will not get Quirk points just by getting drunk, but being drunk in a bad situation can award Quirk points.

If a player, for no good reason, deliberately brings her character into a situation where a Quirk can get in the way, the GM should not award any points, as such behaviour 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. For example, a pretty character only has to use Quirk points if she gains a significant benefit from her looks. Just

getting a free drink in the bar is not considered significant, but getting significant discounts on expensive items is. 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 what the player wishes (and award a Quirk point for this), and if a character has enemies these can show up at inconvenient times. If a player makes her character act in conflict with a Quirk – for example if someone who is supposed to uphold strict rules of conduct breaks these rules – the GM can require expenditure of Quirk points. If this happens repeatedly, the GM can decide that the character loses the Quirk. Similarly, a phobia that is often challenged can lessen or disappear, and a traumatic experience can add a new phobia.

A character starts out with three Quirk points and can have no more than six Quirk points at any one time – if you already have six 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 are both earned and spent frequently. 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, and being pretty can help a woman get what she wants, but it can also invite unwanted attention.

2.4 Speed and Health Points

Speed is $(5 + \text{Agility})$ plus one for each level of the Fast skill. Your Speed changes if your levels of Agility or Fast does (even if this is only temporary).

In a round (about five seconds), you can walk your speed in meters, run twice full speed in meters or sprint four times your speed in meters. You can keep up your walking speed for a full day without getting exhausted, but you must slow down 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 $(10 + 2 \times \text{Brawn})$ HP plus 1 for each level of the Tough skill. If Brawn or Tough change levels, your HP is modified.

2.5 Possessions

Each character will start with two sets of working clothes including plain overclothes and footwear suitable for traveling. Additionally, each character will have 150 *pena* (p) in cash. These can be used to buy additional possessions (such as tools, weapons,

and armour), but it is advised that a character retains at least 20p in cash to use for daily upkeep or unexpected expenses.

2.6 Mutations

The exotic energies from the dark matter still cause mutations, so a GM can as an optional rule allow characters to be mutated. Players do not choose specific mutations, only whether or not they are mutated. If they choose to be mutated, they must roll two dice and add them to select a mutation from Table 2.1. Every mutation listed in the table is designed to have both advantages and disadvantages. Mutations are rolled after choosing an archetype, but before Talent modifications, skills, and spells are chosen. Mutations that change how you look (numbers 4 to 8 and 12 in the table) will give you the “distinctive look” quirk.

The GM can veto a mutation if the rolled mutation doesn't fit her campaign, or she can replace mutations on the list with mutations of her own invention.

2.7 Boost Points

All characters start with 15 boost points (BP). When you work on a job, train, or when you go adventuring, you will gain additional boost points. BP can be applied to improving the success chance of ability tests and, as a side effect of this, to increase levels of skills. Additionally, boost points can be used to gain new spells.

Three months of normal work will earn you one BP. If you are just lazing about, you won't get any BP, but if you train or study intensively with a tutor, or when on an adventure, you can earn up to 1 BP per month. 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 will earn you BP.

The GM can award additional bonus BP 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.

Starting characters are expected to use boost points often to improve their skills and gain spells. As characters become more experienced, they will not spend boost points as often. It is usually a good idea to save a few BP for emergency use.

2.8 Sample Character Generation

Peter wants to create an archer. Missile combat is based on Perception, so Peter wants an archetype with high Perception. Avials have Perception 4, but can not wield a bow, so Peter instead chooses the Danaan archetype and puts two levels in Perception. Brawn is also useful for an archer, as it increases range and damage as well as giving more HP, so another two levels are put into this.

Peter can now select two skills at level 1 for his character. Missile combat is certainly useful for archers, so Peter selects this. He also chooses a Brawn skill, Strong (which increases damage and range made by bows and other weapons).

Peter can now select two spells with base difficulty 0 or one with base difficulty 1 for his character. He chooses the Arcane spell Hawk's eyes, which is useful for archers. This has base difficulty 1, so he can not (at the moment) choose another spell.

It is now time for the finishing touches.

Peter chooses the name Lari Friellor for his character, and decides that Lari is a member of an order of female mercenary archers. Lari was born out of wedlock and given to the care of the order, who raised and trained her. She is now old enough to be sent on missions on her own or to be hired by outside parties. She is required to pay 10% of her earnings to the order, but can gain help and lodging from the order. If Lari dies, her belongings should go to the order. The order has chapters in most countries in the Grolar region, with its main base in the Kingdom of Vame. The chapter in which Lari was raised is located in Vame, but she is currently stationed in the chapter house in Holme. Lari can get the Prevention spell applied to her for free at her order (which is only natural, as they are all females).

Peter chooses to increase Lari's Agility Talent (which is useful for defence and throwing stuff) from 0 to 1.

Lari is a Danaan from Vame, so her main language is Grolar, which she has at level 2, but she also knows the Mapach sign language at level 1.

Peter can choose one additional spell at base difficulty 0. He chooses the Brawn spell Hard skin that can give Lari some protection when not wearing armour.

Peter chooses to let Lari's membership of her order of archers be a quirk. This allows Lari to gain quirk points whenever the order makes significant demands on Lari and spend quirk points to gain significant help from the order. He decides on two more quirks: A reputation for trustworthiness that comes from being a member of a respected order, and distinctive looks. He decides to make Lari very tall and muscular, with very dark, almost black skin, purple eyes, and hair that is copper coloured

Dice Mutation

2	Natural magician: You can not learn spells (even those gained at character creation), but you can cast all spells without having to learn them. The downside is that the difficulty is one higher than normal, and any result of 2 or 3 is treated as a 1 (Mishap).
3	Natural empath. You can feel the emotions of people nearby (up to 25 meters away, fading with distance), and your own emotional state can be affected by the emotions around you. You also broadcast your emotions to people nearby, and strong emotions can affect them. You can roll Spirit + Empathy against a difficulty of 4 to distinguish who feels what – otherwise it is all a muddle. You start with two levels in the Empathy skill, and subtract 2 from the difficulty of increasing this skill. You must concentrate to stop receiving and broadcasting emotions, which reduces your effective Talent in all tasks by 1 while you do so.
4	Natural armour: You have dense fur, spikes, scales, or such that provide damage reduction as described for lutran dense fur, but gaining levels in the Armour use skill is at one higher difficulty than normal. If you are a lutran, increase the protection of your fur to 2.
5	Webbed fingers: You have webbing between your fingers. This helps you swim twice as fast as normal, and you are better at catching small objects, but the webbing can get in the way when using some tools or musical instruments, and using spellbinding is at one higher difficulty than normal. If you are a lutran, roll for a different mutation.
6	Fused toes: Your toes are fused together to a single hard, hoof-like toe. A kick gives two more damage than normal, but you can not wear normal shoes and your speed is reduced by 1. If you are a niss, the damage is increased by 1 only. If you are an avial, roll for a different mutation.
7	Long tail: You have a long tail. If your archetype already has a tail, your tail is twice as long as normal for the archetype, otherwise it is about as long as your arm. The tail can help you balance if you walk on narrow ridges (and gives avials higher agility when flying), so you add 1 to your Agility Talent when you do so. Your tail can in some cases get in your way, you may need special clothes, and the tail may reveal your emotions.
8	Claws: Your fingers end in sharp claws. You will give two more damage than normal when hitting someone with your bare hands. On the flip side, your Dexterity talent is reduced by 1. If you are a niss, the damage is only one more than normal. If you are an avial, roll for a different mutation.
9	Chaotic recovery: All damage you get has half rate (so you make recovery rolls twice as often) but the severity is increased by 1 (so recovery rolls are less likely to succeed).
10	Synesthesia: Your senses are joined, so you in addition to the usual sensations you also perceive secondary impressions, such as specific tastes or colours received from specific sounds or patterns, or sensing different smells from different colours. These connections help you see and distinguish patterns better than most, so you add 1 to your Perception Talent in all tracking and searching, and you add 1 to your Perception Talent when resisting illusions. But casting illusions and spells that affect senses is at one higher difficulty.
11	Magic resistance: You add 2 to your Talent for all resistance rolls against magic, but you <i>must</i> roll to resist all magic that is applied to you by yourself or others, even if the magic is beneficial to you.
12	Chameleon: Your skin, hair, fur, and feathers (whatever applies) slowly change colour and pattern to mimic your surroundings, making it easier for you to sneak and hide (up to + 2 to Talent) if your clothes do not give you away. The colour match is not perfect – bright colours and sharp colour changes in particular are only approximated. The change takes 1–2 minutes depending on the magnitude of the change. On the flip side, all physical damage (not poison or disease) have one higher severity than normal, as your skin heals less readily.

Table 2.1: Mutation Table

with a white stripe on the left side.

Speed is $5 + \text{Agility} = 7$.

Health is $10 + 2 \times \text{Brawn} = 14$ HP.

Lari gains the standard two sets of working clothes and spends additional money on equipment useful to her profession: A set of dress clothes consisting of a gown, shoes, and underlinen for a total of 52.5p. Lari gets a longbow, a quiver and two dozen arrows for a total of 30p. For close combat, Peter choses to give Lari a quarterstaff (which doubles as a walking stick) and a dagger for 4p. A woolen blanket for sleeping in, and a bowl, knife, and cup for taking her meals costs a total of 17.5p. All except the clothes she wears and her bow, knife and staff are held in a leather rucksack (with plenty of pockets and straps) costing 10p. The bow and staff, when not in use, are strapped to the sides of this rucksack, and the dagger and quiver are fastened to a weapon belt (bought for 2p). This uses a total of 116 out of her 150p starting cash, leaving her with 34p.

Lastly, Peter notes that Lari has 15 unused BP.

2.9 Improving Characters

During play, players can use BP to increase skills and Talents and gain new spells.

2.9.1 Improving skills

When you make an ability test (see Section 4.3), and use BP to try to improve the result, you will additionally, after the action has been resolved (regardless of the final outcome of the ability test), get a chance to improve the skill that you used for the roll: You make a new roll with an ability equal to your Talent plus the number of BP that you spent against a difficulty equal to the current level of the skill.

The result of the die roll determines if the skill is improved:

- 1: The skill does not improve, and the next time (only) you try to improve it, the difficulty is 1 higher.
- 2: The skill does not improve.
- 3: The skill does not improve, but the next time (only) you try to improve it, the difficulty is 1 lower.
- 4: The skill improves by 1, but the next time (only) you try to improve the same skill, the difficulty is 1 higher.
- 5: The skill improves by 1.
- 6: The skill improves by 1, and the next time (only) you try to improve the same skill, the difficulty is 1 lower.

Note any increases and changed difficulties on the character sheet. You can *not* spend BP to improve this roll.

Giants subtract 1 from the result when rolling to improve a skill. A 1 still counts as a 1.

Example: A character with Talent level 1 in Spirit and skill level 2 in Negotiation needs to persuade a person with Spirit Talent 2 and Negotiation flair 1. She rolls seven dice and gets 1 2 2 3 4 5 5, which is a result of 3 (see Section 4.3). She spends a BP to add a die, which is a 3, so it is still a failure. She decides not to spend any more BP, so she accepts the failure. She now rolls to see if her Negotiation skill improves. She rolls Spirit + used BP (for a total of 2) against her current Negotiation skill (2). She applies the result as described above to see if her negotiation skill improves. The roll is 2 3 3 4 6, so her skill does not improve, but the next time she spends BP on a negotiation roll, the subsequent roll for improving her skill will be at difficulty 1 instead of 2.

You can also use BP in this way to increase your defensive ability when attacked, increase your Tough skill when recovering from injuries or resisting unconsciousness or permanent injury. Whenever you make a roll where you combine Talent and skill, or when someone (including the GM) makes a roll where you defend or resist using a combination of Talent and skill, you can choose to spend BP to attempt to improve the result after the roll is made. And in all cases, you afterwards get a chance to improve the skill as described above.

2.9.2 Languages and knowledge skills

You can without training use most skills at level 0, adding your Talent to the roll. But languages and knowledge require training to even attempt to use, so you have to have studied these to use them at all. To gain a language or knowledge skill, you must gain one BP by training this specific skill and then use this BP in an improvement roll as described above. If the roll is successful, you get the skill at level 1, otherwise you gain it at level 0. In both cases, you can use the language or knowledge skill by adding your skill level to the relevant Talent.

Earning a BP for acquiring a new language or knowledge skill requires one month of intensive study with either a tutor or (for knowledge skills) access to extensive written works. The work can be spread out over a longer period or be less intensive, so spending an hour per day in more casual study for a year can also work.

After having gained a language or a knowledge skill at level 0 or 1, the skill can be improved as other skills by spending BP when using the skill.

A starting character can use some of her starting BP to learn languages and knowledge skills, as

she may have earned these in studying the subjects before the game starts, but the rolls must be made before any adventuring starts.

2.9.3 Gaining spells

You can also gain spells by using boost points. A character that wants to gain a spell performs a ritual specific to the type of magic involved, see Chapter 8 for details. At the end of the ritual, she rolls Talent level + Magic skill + boost points versus the base difficulty of the spell she wants to gain. The Talent and Magic skill used must be those associated with the spell, and at least one boost point must be spent. The result of the die roll determines if the spell is gained:

- 1: You do not gain the spell, and you can not attempt to gain this spell again until your skill in the relevant magic skill improves.
- 2: You do not gain the spell.
- 3: You do not gain the spell, but the next time (only) that you attempt to gain the spell, the difficulty of the roll is reduced by 1.
- 4: You gain the spell, but in an flawed version where all attempts at using the spell is at 1 higher difficulty than normal. You can attempt to gain the spell again later, and if you get a better result, you can replace the flawed version with the new version.
- 5: You gain the spell in the normal version.
- 6: You gain the spell in a superior version where all attempts at using the spell is at 1 lower difficulty than normal.

Record any gained spells and changed difficulties on the character sheet.

Giants subtract 1 from the result when rolling to gain a spell. A 1 still counts as a 1.

2.9.4 Improving Talents

Excepts for Giants, characters rarely improve Talents. You can treat the following as an optional rule, except where it concerns Giants.

To improve a Talent, a character must have all skills related to the Talent at at least level 1. If so, you can increase the Talent by one level by decreasing all skills (except as noted below) associated with the Talent by one level and paying BP as noted below. No roll is required. For most skills, this will leave the effective skill unchanged as the skill is reduced as the Talent is increased. But skills that are not reduced will immediately gain the benefit of the increased Talent. Additionally, future increases of skills will be less costly, so a Talent increase is mainly a long-term investment.

Skills that are not decreased when increasing a Talent are Craft, Art, Languages, Knowledge, and Engineering. Even though they are not reduced, they will need to be at level at least one. For skills that are specialised in several different fields (Craft, Art, Languages and Knowledge), you need only one field to be at level 1 or better.

Giants do not pay BP for increasing Talents, but all other archetypes pay a cost in BP for increasing Talents. The cost depends on whether this is the first, second, or third increase of the Talent from its initial level and on how many skills are decreased when the Talent is increased. No Talent can be increased more than three levels over its initial value. The costs are:

Talent	1st increase	2nd	3rd
Brawn	10 BP	20 BP	30 BP
Dexterity	12 BP	24 BP	36 BP
Agility	10 BP	20 BP	30 BP
Perception	12 BP	24 BP	36 BP
Spirit	12 BP	24 BP	36 BP
Reason	12 BP	24 BP	36 BP

Due to the prerequisites and high cost of increasing Talents, this is likely to be done rarely, except for Giants.

Chapter 3

Talents and Skills



The six different Talents and their associated skills are described below. Actions associated with each Talent or skill are described in Chapter 5. In some cases, Aptitude is Talent alone, but if a skill applies, you can add this to the Aptitude. Some skills (such as crafts or knowledge) add two or three to the Aptitude per skill level.

3.1 Brawn

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

- 1: Strong** You add your Strong skill to your Brawn Talent 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 your Tough skill to your Brawn Talent when resisting unconsciousness or permanent injury. You also increase your health points (HP) by 1 for each level in Tough.
- 3: Wrestling** You use this skill to grapple and immobilise an opponent.
- 4: Brawling** You add your Brawling skill to your Brawn Talent when doing unarmed combat such as boxing and kicking.
- 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 your Blood magic skill to your Brawn Talent level when attempting or resisting blood magic.

3.2 Dexterity

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

- 1: Fencing** You add fencing to your attack when thrusting a weapon at an opponent and to your defence (by parrying) when using a weapon capable of thrusting in melee. Fencing does not help when defending against missile attacks.
- 2: Craft** You have learned a craft such as carpentry, smithing, leatherworking, or locksmithing (choose any craft you want and write it next to the skill name). Add two to your Dexterity Talent for each level of Craft when practicing this craft. You can know several different crafts. Treat each of these as a separate skill.

- 3: Thievery** You are trained in shadier activities such as picking locks, disarming mechanical traps or stealing things. You add your Thievery skill to your Dexterity Talent level when doing such things.

- 4: Juggling** You are trained in precisely timed throwing and catching of small objects. Not only can you use this skill 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 skill 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 skill when it is applicable to your action. You can not combine Juggling with other skills.

- 5: Sailing** You are trained in steering wind-powered boats and ships by adjusting sails, rudders and weight distribution. You add 1 to your Dexterity level per level of this skill 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 your Spellbinding skill to your Dexterity Talent level when attempting or resisting spellbinding.

3.3 Agility

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

- 1: Dodging** You add the Dodging skill to your Agility Talent when defending against missile attacks or close combat attacks. You also use Dodging when disengaging from an opponent or to prevent an opponent engaging you.
- 2: Armour use** This skill reduces the penalty for wearing armour.
- 3: Fast** You add your Fast skill to your Speed rating. When trying to engage an opponent, you add your Fast skill to your Agility Talent.
- 4: Acrobatics** You add your Acrobatics skill to your Agility Talent when performing acrobatic or athletic maneuvers such as jumping, climbing and swimming.
- 5: Throwing** You add your Throwing skill to your Agility Talent when throwing a weapon.
- 6: Spell weaving** You can weave spells that affect movement and the Water element. You add your Spell weaving skill to your Dexterity Talent level when attempting or resisting spell weaving.

3.4 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 skills for Perception are described below.

- 1: Reaction** You react quickly, so you are better at countering surprise attacks. You can also use Reaction when trying to keep your balance.
- 2: Alertness** You are more likely to notice something amiss, so you add your Alertness level 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 your level in Missile combat to your Talent level when shooting with any missile weapon.
- 4: Tracking** You are trained in following tracks left by passing people, creatures or vehicles. For each level of Tracking, you gain a bonus of 1 to your Perception Talent when attempting to track something.
- 5: Searching** For each level of Searching, You get a bonus of 1 to your Perception Talent when searching for hidden things.
- 6: Arcane magic** You can do arcane magic, which affects the senses and the Air element. You add your Arcane Magic skill to your Perception Talent level when attempting or resisting arcane magic.

3.5 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 skills 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. People can “defend” against Negotiation by using their own Negotiation skill.
- 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. These levels include the level of the Spirit Talent.

- 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.
- 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 twice your Languages skill to your Spirit Talent when trying to communicate with a person in a language not your own. If you know several different foreign languages, you have levels for each of these. When you roll to see if you increase the Languages skill, it will be the level for the language that you just used that may be increased. All starting characters have level 2 in their native language and level 1 in one foreign language (typically Grolar, if this is not their native language). If both you and the person with whom you communicate use a language that is native to neither, the Aptitude for the communication is the lowest of the two. Note that you might not be physically able to recreate all the sounds or gestures of a foreign language. If this is the case, you will understand the language at the level indicated by your skill, but making yourself understood in the language is at a lower level and might even be downright impossible. If there is a written form of the language, you will know this as well as the spoken language. Native Avial has no written form.
- 6: Life magic** You can do life magic, which affects living things. You add the Life Magic skill to your Spirit Talent level when attempting or resisting life magic.

3.6 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 skills for Reason are described below.

- 1: Tactics** This skill helps your group when they enter close combat, as described in Section 4.6.1. Only the highest Reason+Tactics level in a group counts – more tacticians don’t make for better tactics.

2: Knowledge You have knowledge of one academic area of knowledge such as history, philosophy, art, literature, mathematics, religion or foreign culture. You will add two to your Reason Talent level for each level of Knowledge when working in the area of knowledge. Note that Knowledge in art or literature doesn't imply ability to create or perform. For that you need the Art skill. If you have Knowledge of a foreign culture or historic period, you will understand the language of that culture or period at a level corresponding to the Language skill at half your Knowledge skill (rounded down). If you have Knowledge in several areas, you have levels for each of these. When you roll to see if you increase the Knowledge skill, it will be the level for the area of knowledge that you just used that will be increased.

3: Puzzles and games You add your Puzzles and

games skill to your Reason Talent level when playing games of mental 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). For each level of Engineering, 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 your Necromancy skill to your Reason Talent level when attempting or resisting necromancy.

Chapter 4

Action Resolution



4.1 Aptitude and Difficulty

Aptitude 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 skills 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 skills 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. Talent modified by skill, penalties and so on is called “Aptitude”.

The difficulty of an action is a measure of the difficulty of achieving the goal of that action. The difficulty may depend on the aptitudes of opponents (if any) and on a myriad of other factors. The descriptions of actions in Chapter 5 describe the relevant factors in determining the difficulty for that action.

If the Aptitude or the difficulty is below zero, increase both (for this test only) by the minimal amount to make both non-negative. For example, if your Aptitude is -2 and the difficulty is 1, you add 2 to both to make the Aptitude 0 and the difficulty 3.

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

4.2 Actions and Flow of Time

There are three types of actions: Trivial, minor and major actions. See Chapter 5 for more details about these types of actions.

Outside of tense situations like combat or chases, only approximate track of time is kept, but when things get hectic (such as in combat or other hurried situations), you keep time in rounds. A round is approximately five seconds, but can be a bit more or less depending on what makes sense in the current situation. Don't worry about exact timing. Some actions may take multiple rounds or even hours or days. Some spells have durations and casting times measured in rounds, and other spells have durations and casting times measured in seconds, minutes or hours. A duration of 10 seconds is equivalent to two rounds.

4.2.1 Position and facing

Outside of tense situations, players do not need to specify precisely where they stand relatively to each other or which way they face (though the GM can ask for this if she 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.

4.2.2 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 subtasks 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 sub-areas 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 extent each additional “helper” can effectively help.

If the GM judges that all participants can contribute unhindered, the participants can add their Aptitudes together to get a combined Aptitude.

If the GM judges that helpers may benefit the main performer of a task, they can add a fraction of their Aptitudes to the Aptitude 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 Aptitude, the second helper a third of his and so on. In all cases, the fractional Aptitudes are added together and rounded to the nearest integral number, which is added to the Aptitude of the main performer.

The same rule applies to teams versus teams. 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 skill 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 likelihood 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 may be made faster. In these cases, the Aptitude of the coordinator is used as the Aptitude for the teamwork, and 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 Aptitude may be reduced to below that of the coordinator.

Some skills, such as engineering and sailing, can be used for leading teams of workers. In this case, the workers do not add their Aptitudes to that of the leader. Instead, the default difficulty of a task assumes that the workers are skilled enough to follow the instructions of the leader. When building a bridge, the leader uses his engineering skill while the workers use their relevant craft skills. If the workers are not skilled, subtract one from the Aptitude of the leader for each three points (rounded down) the *average* Aptitude of the workers is less than that of the leader.

For example, if an engineer that has Talent level 1 in Reason and level 2 in Engineering (for a total of 5, since levels in Engineering count double) wants to build a Roman arch (difficulty 3), he needs a team of 4-6 workers to cut and fit the stones and build the temporary wooden supports. If the workers have an average Dexterity + 2×Craft (in carpentry and masonry crafts, respectively) of 2.4, the difference in Aptitude is 1.6, which is rounded down to 0, so the engineer can use her full effective talent level of 5 against the difficulty of 3. If she uses unskilled workers with an average Aptitude of 0.8, the difference is 3.2, so the Aptitude of the engineer is reduced by 1 to 4.

4.3 Resolving Actions

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

1. You determine the character's Aptitude level A by combining Talent and skills as described in the action description.
2. You determine the difficulty D from the action description.
3. You roll $A + 1 + D$ dice, remove the A lowest and the D highest and use single 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 a mishap happens.
- 2: The action simply fails.
- 3: The action is a failure, but you gain a minor advantage.
- 4: The actions succeeds, but at a minor cost.
- 5: The actions succeeds with its intended effect.
- 6: The actions succeeds with its intended effect and you get one boon.

Intuitively, the set of dice rolled represent possible outcomes, and the character uses his Aptitude A to remove the A outcomes that are worst for him. Similarly, the GM (or opponent) uses the difficulty D to oppose the character by removing the D outcomes that would be best for the character.

Instead of removing both the A lowest and the D highest dice and using the single remaining die, you can equivalently (and more quickly) remove the A lowest and use the lowest remaining die, or you can remove the D highest and use the highest remaining die. The result will be the same. Example: A character has Aptitude level $A = 3$ and the difficulty is $D = 2$. The player rolls $A + 1 + D = 6$ dice giving 1 2 2 4 4 6. If you remove the A lowest (1 2 2) and the D 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 difficulty of an action *before* attempting it, but will normally know the difficulty *when* the action is resolved. So the GM need only give an approximate difficulty before the decision to attempt the action is made, but only reveal the exact difficulty just prior to the roll, so the player can make the roll himself. The player can not at this time decide not to do the action anyway. In some cases, the GM may want to keep the exact difficulty secret even after the attempt is made, in which case he secretly rolls the dice for the player and only informs the player about the result of the roll.

4.3.1 Opposed actions and resistance

When acting against another character, the difficulty of the action is typically equal to the Aptitude of the opponent, modified with a relevant skill, if any. Circumstances may further modify the difficulty. For example sneaking past an alert guard is hard, so this makes the difficulty higher than just the Perception + Alertness of the guard. Section 5.2 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 Aptitude against the difficulty of the event. If the roll is successful, the character has successfully resisted or avoided the event. Boons, costs, advantages or mishaps can be applied if appropriate to the situation. This is called a *resistance roll*, as the player tries to resist or avoid something happening to them.

4.3.2 Probabilities

Below are tables that show the probabilities (rounded to nearest whole percent) of succeeding with cost or better, normally or better, or with a boon for different Aptitudes (*A*) and difficulties (*D*). To find the probabilities of failures, simply swap *A* and *D* and read success as failure, boon as mishap and cost as advantage. Note that a 0 does not mean that the result is impossible – the probability is just less than 0.5%. No result is ever completely impossible – you can succeed with a boon even if the difficulty is much higher than your Talent. It is just extremely unlikely, and you are much more likely to get a mishap. Likewise, you can fail any action, but the probability can be very low.

Success with cost or better

<i>D</i> \ <i>A</i>	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

Normal success or better

<i>D</i> \ <i>A</i>	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 Boon

<i>D</i> \ <i>A</i>	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

4.3.3 Using BP

When you make an ability test, you can after seeing the roll use BP to try to improve the result: For each BP you spend, you can add a die to the pool. You do not reroll the dice you already rolled, you just add extra dice as if your Talent was higher and re-interpret the result accordingly. For example, if your Aptitude is 2 and you roll against a difficulty of 3, you roll six dice. Let us say that you roll 1 1 3

5 6 6. This gives you a result of 3, which is a failure. You spend a BP to roll an extra die. Let us say this die is a 2, which makes the roll 1 1 2 3 5 6 6, so the result is still a 3 (removing now the three lowest dice). You can then spend one more BP to roll one more die. Let us say this is a 6, so the roll is now 1 1 2 3 5 6 6 6 and you remove the four lowest results, yielding a result of 5, which is a success.

If you spend BP this way to improve a roll, you will additionally, after the action has been resolved (regardless of the final outcome of the ability test), get a chance to improve the skill that you used for the roll, as described in Section 2.9.1.

4.4 Boons, Advantages, Costs, and Mishaps

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

Boons and mishaps are usually fairly substantial, but costs and advantages should be relatively minor, but not trivial. Tables 4.1, 4.2, 4.3, and 4.4 show some examples of boons, advantages, costs and mishaps, and some of the descriptions of actions in Chapter 5 may list other possibilities. You are not bound to the examples shown here, but any effect should be appropriate to the situation. For example, if you attempt to forge a sword, a boon can be superior quality and a mishap may be ruined materials. If you attempt to climb a tree, a Mishap might be a fall, but ruined materials is not an appropriate Mishap for climbing. A dropped weapon or tool is only a cost if it matters: If you have plenty of time, and can easily pick up the tool or weapon again, it is too trivial for a cost. So it is relevant only if you are pressed for time, if you are in combat, or if a dropped tool is difficult to retrieve. On the other hand, if an essential or valuable tool or weapon is very difficult to retrieve after being dropped, dropping it is no mere minor cost, but would count as a mishap.

4.4.1 Playing a round

Outside of combat and similar hectic situations, you don't keep track of individual rounds, and you are typically able to take short breaks from an action without actually aborting it. For example, when disarming a trap, you can pause to wipe sweat from your brows, step back to get a better view, talk to your friends, and so on. Such actions may prolong the major action you are performing, but will not abort it.

Boon	Effect
Double magnitude	If the action is one that has an effect with a stated magnitude (such as health points, distance, duration, number of targets, or bonus to Talents), this magnitude is doubled. If the effect has more than one magnitude (such as both duration and distance), only one of these is doubled.
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 natural armour (such as dense fur) or 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 7.3) will affect that body part.
Double advantage	You get two minor advantages, see Table 4.2 for suggestions.
Extra action	You can perform an extra major action this round, but you must subtract one from the Aptitude of the second action.
Opponent Mishap	The opponent gets a Mishap of your choice (appropriate to the situation).

Table 4.1: Suggested boons

Advantage	Effect
Retain initiative	You retain the initiative in the current conflict. If you have multiple opponents, you must retain the initiative against all of them to have the initiative the next round.
Valuable lesson	You learn something from your mistake, so the next time (only) you attempt exactly the same thing, your effective Talent is increased by one
Tactical advantage	If you in the next round defend against an attack, you add one to your Aptitude. If you must defend against multiple attacks, you gain this advantage only for the first of these.
Opponent cost	The opponent gets a minor cost of your choice (appropriate to the situation).

Table 4.2: Suggested minor advantages

Cost	Effect
Clueless	If the attempted action is unopposed, the next attempt at the same action will be at one less Aptitude.
Dropped weapon or tool	You must make a resistance roll (using Dexterity) to avoid dropping the weapon or tool you are using. If the weapon or tool is held in one hand, the difficulty of the resistance roll is 3, if held in both hands, the difficulty is 2.
Dazed	Until the end of the next round, your effective level in all Talents is reduced by one.
Opponent advantage	The opponent gets a minor advantage chosen by the GM.

Table 4.3: Suggested minor costs

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 1 and Rate 1 day.
Really clueless	If the attempted action is unopposed, <i>all</i> later attempts of the same action will be at one less effective Talent level <i>until</i> the situation changes in your favour.
Fall	If you are trying to climb something, jump over something or balance across something, you will fall down in the attempt. See Section 7.4 for details of the effects of falling.
Mixed blessing	You actually succeed in your action, but in such a clumsy way that you get two other Mishaps in addition to a normal success.
Double cost	You get two minor costs, see Table 4.3 for suggestions.
Opponent riposte	The opponent hits you with her weapon, corresponding to a normal success.
Broken Weapon or tool	If you are using a tool or weapon with wooden haft, the haft will break. Slender metal weapons and other fragile tools or weapons can also be affected.
Opponent Boon	The opponent gets a Boon chosen by the GM.

Table 4.4: Suggested Mishaps

In a hectic round (around five seconds), a character can usually do one major action and one or more minor actions.

A major action is an attack or any other action that may directly affect an opponent or an object. A major action can be replaced by two minor actions, if the player so wishes.

A minor action is an action that can naturally be done at the same time as another action. A round is a few seconds, so you can walk a few steps, say a few words, or pick something from an accessible location, possibly even all three of these.

In close combat and similar situations, initiative determines who can choose major actions and who can only react to these. See Section 4.6 for details.

See Chapter 5 for more details on actions in general.

4.5 Sizes

For some actions, the size of the acting character or her opponent/target may affect the difficulty of the action as well as other aspects of the action. In Section 2.1, we already saw that Avials and Niss are labelled “small”, but we use more size categories:

Tiny creatures are less than 5cm in their longest dimension, and have no HP. This does not mean that they are dead, but that any successful attack will kill them.

Very small creatures are 5–14cm in their longest dimension, and have 0 or 1 HP.

Small creatures are between 15 and 99cm in their longest dimension, and have 2–6 HP.

Medium or normal-sized creatures are between 100 and 249cm in their longest dimension and have 7–29 HP.

Large creatures are between 250cm and 8m in their longest dimension and have 30–249 HP.

Huge creatures are more than 8m in their longest dimension and have 250 or more HP.

Objects have size categories as specified above, but their HP depends on the material of which they consist. For example, a large fire is between 250cm and 8m in extent, but it has no HP, nor will it take damage from most weapon attacks, and a medium-sized rock is considerably harder to break than a person.

Very narrow creatures (such as snakes) or objects (such as poles) may be in a category smaller than their length may indicate. When the size of a creature is not specified, you can assume that it is of medium size.

4.6 Combat



Combat covers both close combat, shooting at opponents, or any kind of quick actions against an opponent. Slower conflicts such as negotiations are handled using the rules above.

Section 6 details damage and difficulty of attacks, while the below deals with how combat is resolved.

A combat round is approximately five seconds. A strike with a sword or such is faster than that, so a combat round includes some dancing about, feints, and so on, and the result of a round determines who (if any) lands a blow and if initiative shifts.

4.6.1 Close combat and initiative

Initiative is used when persons or other sentient beings oppose each other in a close conflict, such as melee combat. The persons who have the initiative are the active persons and are usually the only who do major actions – the opponents (the reactive persons) are in the main just reacting to these, though bad results for the active persons may allow the reactive players major actions of their own. Also, a reactive player may force an action at the cost of a penalty to defense against actions against her.

Engaging in conflict

If both sides of a conflict have members that are close enough to each other to engage in close contact (i.e., contact can be made with a minor action move), it must be determined which group has the initial initiative.

An opposed roll group against group is made. Each side has an Aptitude equal to the *highest* Reason+Tactics of any single member of the group. The winning side chooses who engages whom in

conflict. Only those close enough to reach opponents can try to engage, and they can only engage opponents they can reach in a minor action.

When determining who engages whom, the following constraints must be obeyed:

1. Each conflict must be one against one or one against several, not several against several.
2. A single person can engage multiple willing opponents *or* a single opponent who is unwilling to engage – but not both.
3. All opponents who want to be engaged must be engaged by at least one character.
4. The maximum number of people who can engage a single person or be engaged by a single person is usually three, but some factors can change this:
 - If the opponent is significantly larger than the group, more people can engage the opponent. Each size category that the opponent is larger than the engagers allows one more to engage.
 - If the opponent is significantly smaller than the group, fewer people can engage. Each size category that the opponent is smaller than the engagers allows one fewer to engage, down to a minimum of one.
 - If the opponent has his back covered, either by standing against a wall or being in a line of combatants, one fewer can engage (down to a minimum of one). If the opponent stands in a corner or a narrow doorway or corridor, two fewer can engage (down to a minimum of one).

If the opponents are not trying to avoid getting in close conflict, engaging is automatic. If the conflict is one-to-one, the side that won the initial initiative has the initiative in this conflict. If the conflict is several-to-one, the larger group has the initiative.

If an opponent is unwilling to enter close conflict, the person(s) that try to engage this opponent must roll to do so. Each person rolls their Agility Talent modified by the Fast skill against the opponent's Agility Talent modified by the Dodge skill. If any one of these actions is successful, the opponent is engaged, and the initiative is with the group that sought the engagement.

Simple duels

A simple duel is between two persons who are engaged in close conflict.

In each round of action, the player that has the initiative chooses a major action. This can be an action against the other player (such as an attack), it can be a disengagement, or it can be with some

other objective. If this action is against the other player, the relevant abilities (with potential modifications) are determined and a roll is made. The results have the following effects:

- 1: The active person gets a mishap and the initiative is passed to the opponent.
- 2: The active person fails to achieve his purpose and the initiative is passed to the opponent.
- 3: The active person fails to achieve his purpose, but he retains the initiative. See Section 6.1.2 for an alternative when you wield two weapons.
- 4: The active person accomplishes his intended purpose, but loses the initiative.
- 5: The active person accomplishes his intended purpose and retains the initiative.
- 6: The active person not only accomplished his intended purpose, but gains a boon and retains the initiative.

The mishap could be that the opponent gets a free hit (a riposte) against the active player or that he disengages from combat. A boon could be extra damage, or that the active player makes an extra action in the same round. See Section 4.4 for other suggestions.

Disengagement is automatic for the person who has the initiative, if she uses a major action for this.

If the action is not against the opponent, it is resolved in the usual way, but the player automatically loses the initiative.

If your main objective is to avoid being hurt, then you can choose “retain initiative” as your major action. This means that you keep the initiative on a result of 4, but you can only hit the opponent by getting a result of 6 and using the boon to get a normal hit (without additional boons).

Multiple opponents

If a conflict is not a simple duel, it is one person against several opponents.

If the single person has the initiative, she can make major actions against all opponents (in any order she chooses), but must retain the initiative in *all* the rolls in the current round to keep the initiative in the next round. Otherwise, the larger group gets the initiative. She can choose to disengage, which is an automatic minor action, or attempt actions not targeted against her opponents, but this makes her lose the initiative (like in simple duels). The major actions against the opponents can be attacks or “retain initiative”, but they need not be the same for all opponents.

If the larger group has the initiative, they can all make major actions against the single person,

in any order that they choose. They only lose initiative if they lose it in *all* of the actions against their common opponent. Any or all in the group can choose instead to disengage, which is automatic, or attempt other actions. Only actions against the opponent can affect the initiative, and if all players disengage or attempt other actions, the initiative always passes to the opponent (if there are any of the group still left in the conflict).

As having the initiative is a significant advantage, there are no other bonuses to the larger group.

Forced actions

If you do not have the initiative, you can in the beginning of a round declare that you will lower your defence in trade for forcing a major action, such as an attack or disengage. If you do so, your defence against all actions against you is reduced by 1. After all opponents have acted, you can attack any single opponent using your normal attack against their normal defense. No matter what the outcome of your attack is, your opponent(s) retain the initiative in the next round. Alternatively, you can try to disengage. You roll Agility + Dodge against Agility + Fast for all opponents, and you disengage all the opponents over which you win the roll, but you are still engaged with the opponents to which you lose the roll, and these still have the initiative.

This tactic can be used when facing multiple opponents and the chance of gaining initiative is low. In particular, large monsters will often use this tactic to take out smaller opponents one by one, and an agile person or monster can try to flee instead of staying in the conflict.

Entering an ongoing conflict

If you are not currently engaged in close conflict, you can try to engage an opponent who is not in a conflict either. This uses the same rules as for the initial engagement in conflict.

But you can also try to enter an ongoing conflict. Engaging is an automatic minor action, as the persons in the conflict are too busy to oppose this. You can not enter a conflict if this makes the larger side larger than permitted, see above. If you join an individual against a group, the group must split into two, one facing the original opponent and one facing you. The side who has the initiative decides the split, but there must be at least one in each new group. Any offensive actions are done after the split. If two or more combatants enter the conflict on the side of the individual, the larger group is split into three or more in a similar fashion. If the side that formerly was an individual now becomes larger than the opposing side, the opposing side splits into individuals that each fight one or more of the now larger group.

Example 1: Three people are fighting a single opponent, and they have the initiative. A new combatant engages on the side of the individual. The three people must assign one or two people to fight the newcomer, thereby splitting the fight into two separate fights, one 2:1 and one 1:1. In both battles, the initiative is retained for the side who had it.

Example 2: Three people are fighting a single opponent, who has the initiative. Two newcomers enter on the side of the individual. This makes the total 3:3, so the battle splits into three 1:1 fights. The side that had the initiative decides the split and retains the initiative in all three fights.

When entering a conflict on the side that has initiative, the new combatant can make an offensive action in the same round that she enters the conflict. Conversely, when entering a conflict where the opponents have the initiative, the opponents can choose to make an offensive action against the new combatant.

Holding back

When you hit someone in combat, you can choose to deal less damage than your attack would normally do. This can be useful if you just want to keep the opponent busy without hurting him, or subdue him by giving her many small wounds until she loses consciousness. Many small wounds heal faster than fewer larger wounds, so this is a way to avoid lasting damage.

Note that you can not choose to get a lower dice result than the roll says, it is only the damage you can reduce.

Characters outside close conflict

Characters that are not engaged in close conflict can take actions as normal, but major actions that interact with groups in close combat (such as shooting an arrow at someone engaged in combat) happen after the players in close conflict have taken their actions. See Section 6.1.4 for details of difficulty and damage of ranged attacks.

Surprise attacks

If your opponents are not aware of your presence (e.g., if you are hidden), or they have no reason to suspect an attack (e.g., if they trust you), you can attempt to make a surprise attack. Your opponent(s) must make a Perception + Reaction roll against a difficulty of 4 to avoid being surprised. Any opponent that fails this roll can be engaged in combat automatically (even if unwilling), they can not engage any of you if you are not willing, and they subtract 1 from their Aptitudes when making or defending against attacks (including missile attacks) in the first round of combat.

Summary

The order of actions in conflicts is:

1. If relevant relevant, surprise is determined.
2. Characters not already engaged in close conflict can engage in new conflicts or enter ongoing conflicts. If the order matters, for example if A tries to engage B and B tries to engage C, whoever has the highest Agility+Fast acts first. In case of ties, the GM decides the order.
3. Characters with initiative in a close conflict take their actions (in any order). If their opponents want to force actions, they must declare this before any action is taken against them, as this affects their defence.
4. Forced action made by characters that declared such happen.
5. Major actions done by characters not engaged in conflict happen (in any order). This includes missile attacks.

Minor actions can be taken between any of these steps.

Chapter 5

Actions



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

There are two types of actions:

Minor actions can be done at the same time as other non-conflicting actions. In combat or other situations where you use rounds, you can do one minor action in a round, but if you are not currently doing a major action, you can do two extra minor actions instead, for a total of three. Outside of hectic situations, you can do any number of minor actions while performing a major action, as long as these do not conflict with the major action. The most common minor actions are listed in Section 5.1. Minor actions usually can not fail, so you don't roll for them. If several minor actions do not conflict, you can do them all in one round. For example, talking, moving about, and drawing a sword can be done simultaneously, but you can not both sheathe a weapon and draw another in the same round.

Major actions take concentration and effort, and may fail, so you need to do a resolution roll to see if they succeed. More details can be found in Section 5.2, which also lists the most common major actions.

5.1 Minor Actions

The most common minor actions are:

Talk or shout In a round, you can say or shout a few words such as "Look out!", "Throw the gem to me!" or "En garde!". Outside of hectic situations, you can say longer sentences or even monologues.

Moving about In a round, you can take a few steps in any direction, get down on your knees from standing position, throw yourself down, or do similar simple movements. Note that such movement is neither sufficiently fast nor timed precisely enough to count as dodging and, hence, does not affect your defence. Outside of hectic situations, you can move about at your normal speed.

Interact with object In a round, you can draw a weapon or tool from an easily accessible location such as a scabbard, quiver or open pocket or bag (that holds no other items), put a handheld weapon or tool into such location, activate an amulet or other magical item that requires a minor action to activate, move a missile from a quiver to a bow or sling, or do

similar simple actions. No attacks or defensive manoeuvres can be made as minor actions. Outside of hectic situations, you can fill a glass from a bottle, open or close a door, move an object out of or into a chest or backpack, and so on.

These do not cover all minor actions. As a rule of thumb, a minor action is something trivial (so you don't need to roll for it) that does not conflict with a major action or other minor action done at the same time.

5.2 Major Actions

Many major actions are resolved in one round, but some 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, nothing is achieved and no cost (except the expended time) is applied. Otherwise, the action is resolved at this half-way point as described in Section 4.3. If the action fails, you immediately apply any mishaps, and then abort the action. If the action succeeds, you immediately apply any boons and costs that affect completion time. Any remaining boon or cost is applied when the remaining time has passed. The action may still be aborted or interrupted before it is completed, in which case the effect of the action and any remaining boon is lost.

Some time-consuming actions should be split into sequences of shorter steps that are resolved individually. In such cases, failure of one step need not imply overall failure, but may require steps to be redone or extra costs (material, time, quality, or other) to be imposed.

A major action always uses a specific Talent and may use skills. The Aptitude is the raw level of the Talent plus any bonuses for relevant skills. Additionally, a Quirk may affect the Aptitude. See Section 2.3.

5.3 List of Actions

The action list below is divided into lists for each Talent. Each description lists the skills that can give bonuses, the normal completion time, which Talent and skills are used to oppose the action, and the effect of doing the action. Descriptions of unopposed actions also include difficulties.

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 skills, you get a bonus of 1 to your Aptitude for tasks where you *clearly* benefit from your archetype or background. For example, a Niss 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 suggests other boons and mishaps than those described in Section 4.4, these are also described, but in no case are you required to use only listed boons and mishaps. Anything of similar significance that is approved by the GM can be applied.

Using magic is described in Chapter 8.

Brawn actions

These all use the Brawn Talent for resolution.

Punch Completion time: 1 round. skills: Brawling. Opposition: Either Agility with Dodge or Brawn with Brawling, whichever is higher.

You make an unarmed punch, kick or swing at your opponent. See more details in Section 6.1.3.

Grapple Completion time: 1 round. skills: Wrestling. Opposition: Either Agility with Dodge or Brawn with Wrestling, whichever is higher.

You try to grab hold of a person with whom you are in close contact. If successful, the only physical action the opponent can make is trying to break your hold, and until you let go or the opponent breaks your hold (see below) you can use a Major action per round to squeeze the held person for Brawn+Strong HP. You can not make any other Major physical action while grappling a person. Letting go is a minor action. The accumulated damage caused by squeezing is treated as a single affliction with severity 1 and rate 1 hour.

Break hold Completion time: 1 round. skills: Wrestling. Opposition: Brawn with Wrestling.

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

Lift Completion time: Varies. skills: Strong. difficulty: Varies.

You can without difficulty lift and carry weights for extended periods based on the following table:

Brawn+Strong	Weight
-3	1 kg
-2	2 kg
-1	5 kg
0	12 kg
1	25 kg
2	50 kg
3	100 kg
4	200 kg
5	400 kg

Outside this range, multiply or divide by 2 for each extra level of Brawn+Strong. If using only one hand, reduce your modified Brawn by 1. Weights that are carried in a rucksack, shoulder bag or harness or otherwise strapped to the body (such as armour) count normally, but keep your hands free.

You can lift something twice as heavy to hip level and walk around slowly with it for five minutes before needing a rest. If in a rucksack or harness, you can carry this amount for five minutes at normal speed and 30 minutes at low speed before needing a rest.

You can throw something half as heavy as the table shows a few meters away from you, but making an attack by throwing something requires a Throw action.

An avial that carries something in its beak or when flying can only carry half as much as the table shows.

Bash Completion time: One round. skills: Strong. difficulty: Varies.

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

Push open normal locked door: 3

If door is reinforced or barred: 4 or more

Door is hinged to open 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: one round. skills: Strong. difficulty: 0–2.

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

Dexterity actions

These all use the Dexterity Talent for resolution.

Fence Completion time: One round. skills: Fencing. Opposition: Either Agility with Dodge or Dexterity with Fencing, whichever is higher.

You make an attack with a melee weapon at an opponent.

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

Make or repair Completion time: Varies. skills: Craft. difficulty: Varies.

You attempt to make or repair an item. You must have the necessary tools and raw materials at hand to do so. The difficulty 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 difficulty 1 to 3, tasks that you would set a journeyman to do have difficulty 4 to 5, and tasks that are normally done only by masters of a trade are at difficulty 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.

When making a lock using the locksmithing talent, the difficulty to construct is equal to the difficulty of picking the lock. If a trap mechanism (such as an alarm or poisoned pin) is added to the lock, this will activate when picking the lock fails normally or with a mishap, or when picking succeeds with a minor cost (failing with a minor advantage just means that you didn't activate the trap). The trap can be found disarmed before attempting to pick the lock, but a mishap when disarming will result in activating the trap. Adding a trap to a lock increases the difficulty by 1 + the difficulty of detecting the trap + the difficulty of disarming the trap.

Pick lock Completion time: 30 seconds. skills: Thievery or locksmithing craft. difficulty: Varies.

You attempt to open a lock. The difficulty 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 difficulty 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 difficulty by 1. Note that, while

crafts usually add two to the Aptitude per level of craft, the locksmithing crafts adds only one per level to the Aptitude when *picking* locks.

A possible Mishap is that the lock jams, so further attempts to pick it is at a higher difficulty.

Disarm trap Completion time: 30 seconds. skills: Thievery, Locksmithing (craft) or Engineering. difficulty: Varies.

You attempt to disarm a trap. Any trap can be disarmed using the thievery skill, but traps built into locks can be disarmed using the locksmithing craft and large traps can be disarmed using the engineering skill (but with the Dexterity Talent instead of Reason). While crafts and engineering add two per level to the Aptitude of constructing things, they (like thievery) add only one per level when disarming traps.

The difficulty of disarming a trap depends on its construction, see the Make or repair action above or the Construction action under Reason actions below. An Assess test (a Perception action) using the Thievery skill can be made before the attempt to judge the difficulty.

A possible Mishap is that the trap is set off.

Steal Completion time: 10 seconds. skills: Thievery. Opposition: Perception with Alertness.

You attempt to steal a tiny 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 difficulty:

Each larger size category:	+1
Object in open pocket, bag, scabbard, box, closet, etc.:	+1
Object in closed pocket, bag, scabbard, box, closet, etc.:	+2

Sailing Completion time: varies. skills: Sailing, difficulty: 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 necessarily 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 for different roll outcome:

1. The ship is damaged such as ripped sail or rigging, broken rudder, lost oar, leaking hull, broken spars or such.
2. You sail at 25% of normal speed, and you take in water.
3. You sail at half normal speed.
4. You sail at 75% of normal speed.
5. You sail at normal speed.
6. You sail at 50% over normal speed, and you gain familiarity with the ship.

Repeated damage may cause the ship or boat to capsize or sink.

Agility actions

These all use the Agility Talent for resolution.

Move Completion time: 1 round. skills: Fast. difficulty: varies

You walk, run or sprint your normal speed (including the bonus for the Fast skill). If there is nothing that hinders the move, you do not need to roll – you can always move. If there is rough or slippery terrain, this will reduce your speed by 1 to 4 depending on the roughness or slipperiness of the terrain. Additionally, if you run or sprint in rough or slippery terrain, there is a risk that you will fall or twist an ankle. If you run or sprint in rough or slippery terrain, you must roll your Agility + Acrobatics against a difficulty that is 1 – 4 depending on the terrain (the same as the modification for the terrain). If you get a mishap, you will get hurt (sprained or broken ankle, or a fall that you hurt your hand

to break). This is treated as an affliction with damage 1, rate week, and severity 1. See Section 7.2. If you fail normally, you will fall, but not get hurt in the process. It will require a major action to get up, though.

Throw Completion time: 1 round. skills: Throwing. difficulty: 1+

You throw a weapon at a target. See more detail in Section 6.1.4.

Climb Completion time: 10 seconds. skills: Acrobatics. difficulty: Varies.

You attempt to climb a structure such a a tree or a wall. A normal success will take you 2 meters up this structure. The difficulty 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 joints:	6
An over-hanging rock-face or wall:	8

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

Swim Completion time: 10 seconds. skills: Acrobatics. difficulty: 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 7.5.

The difficulty 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 7.5 for details of the effects of going under.

Perception actions

These all use the Perception Talent for resolution.

Shoot Completion time: 1 round. skills: Missile combat. difficulty: 1+

You shoot with a missile weapon at a target. The difficulty depends on the distance to the target and if the target is stationary or mobile and a few other factors, as described in Section 6.1.4

Keep balance Completion time: n/a. skills: Reaction. difficulty: Varies.

You try to keep your balance while moving across narrow or unsteady surfaces. The base difficulty is -1 for walking on a steady surface at least two foot wide. You modify the difficulty 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 or balancing aids (such as a staff).

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: 2 minutes. skills: Tracking. difficulty: 0+

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

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 difficulty increases). You can not follow a track across water (such as a stream), so you will have to find the track again on the other side of the water.

Search Completion time: varies. skills: Searching. difficulty: 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 round 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 33m^2 , so it would take around 30 rounds 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. The difficulty of detecting traps depend on their construction, see the Make or repair action under Dexterity actions and the Construction action under Reason actions.

The difficulty increases if the search is rushed: For each halving of time used in the search, increase difficulty by 1. Conversely, you can bring the difficulty 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: 1 minute. skills: Varies. difficulty: 2+.

You try to assess the value or quality of an item or the difficulty of an action. You can

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

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

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 difficulty 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, or a difficulty level assessment is spot on.

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 off by 2 or more.

Sneak or hide Completion time: Varies. skills: Alertness. Opposition: Perception with Alertness.

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

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

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

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 difficulty. If you are extremely conspicuous looking, add 2 to the difficulty.

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 difficulty 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 difficulty and if there are 8 or more, add 2 to the difficulty.

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

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

Spirit actions

These all use the Spirit Talent for resolution.

Negotiate Completion time: 1 minute. skills: 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 Aptitude 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 (when buying from) or increasing (when selling to) 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, less so for females. Bribes can give you a bonus, but if your negotiation fails, a mishap means that you are likely to get arrested.

Interrogate Completion time: Varies. skills: Negotiation or Empathy (whichever is highest). Opposition: Spirit or Reason. difficulty: 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 difficulty 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: Varies. skills: Negotiation. difficulty: Varies.

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

A Mishap can turn the crowd against you, so they will verbally or physically abuse you. A normal failure means that the crowd is not swayed by your words. If you get an advantage, you can try again immediately, otherwise you have to wait until circumstances change in your favour.

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 difficulty.

Create art Completion time: Varies. skills: Art. difficulty: 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 less time than a painting or statue, and composing a short song takes less time than a symphony. The difficulty depends on the artistic ambition: If you just want to make a reasonable likeness of something or

someone or make a pleasing tune, the difficulty is 2. If you want to make something that people will remember, the difficulty is 4, and if you want to make something people will admire and imitate, the difficulty 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 difficulty.

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

Perform Completion time: Varies. skills: Art. difficulty: 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 difficulty depends on the artistic and technical demands of the performance: A simple song, dance or tune is difficulty 1, something that requires some practice to do well is difficulty 2 and something that requires professional training and experience is difficulty 4 and up. If you can consistently perform at difficulty 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: 1 minute. skills: Animal handling. difficulty: Varies.

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

Not attack:	0
Not run away:	1
Allow touch:	2
Allow capture:	4
Wild animal:	+2
Scared or agitated animal:	+2
Wounded animal:	+1
Animal is familiar with you:	-1
Animal of high intelligence (Chapter 9):	+1

You can not calm animals of low intelligence (see Chapter 9).

Tame or train animal Completion time: 1 week. skills: Animal handling. difficulty: 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 difficulty 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 the archetype of the trainer before:	-1
Has attacked or been attacked by someone of the same archetype as the trainer:	+1
Has been attacked by you:	+3
Has been successfully tamed by you before:	-1
Animal of high intelligence (Chapter 9):	+1

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

You can not calm animals of low intelligence (see Chapter 9).

Sense mood Completion time: 10 seconds, skills: Empathy, difficulty: 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 difficulty 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 archetype:	+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.

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. skills: Languages. difficulty: varies.

You try to speak or understand a foreign language. You use Spirit + Language. If you have a Language skill for the specific language being spoken or written, you use the full skill. Otherwise, reduce the Language skill by 1 or more depending on how closely related the language is to one you know: 1 if it is fairly similar, 2 if it is somewhat similar, and 3 if it is not at all similar. The skill can not be reduced below zero.

The base difficulty is 1 for simple statements and questions or road signs, 2 for normal conversation or simple texts, and 3 for technical or poetical texts, but the difficulty is modified by a number of factors:

The speaker is not him/herself fluent in the language spoken:	+1
The speaker speaks an uncommon dialect:	+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: 2 minutes. skills: Puzzles and games. difficulty: 0+

You attempt so solve a puzzle of mechanical, logical or philosophical nature. The difficulty is 0 for rather easy puzzles that most people can solve quickly. Difficulty 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 4 minutes, the third 8 minutes and so on. This is in addition to whatever penalties you get by mishaps or costs. If you increase level in Puzzles, you can retry using the standard completion time of 2 minutes.

Play game Completion time: Varies. skills: 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 difficulty equal to the lowest Aptitude 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), you can make the result more random by halving the Aptitudes of all players (rounding down), and for games with no element of luck, you can double Aptitudes.

Construction Completion time: Varies. skills: Engineering. difficulty: 0+

This is used for constructing large mechanical structures or contraptions such as mills, siege engines or traps, and for building structures such as vaults, arches or bridges. For traps, the difficulty is equal to the sum of the intended difficulties of detecting and disarming the trap, so constructing a trap that has

difficulty 3 of detection and 2 of disarming is 5. Making a secret door has a difficulty equal to 1 plus the difficulty of detecting the door. For other constructs or structures, the difficulty 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 or dome:	4–6 depending on size
Simple bridge (one flat span):	2–3 depending on size
Medium bridge (two flat spans or one arch):	4–5 depending on size
Complex bridge (multiple arches):	6–7 depending on size

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

Research Completion time: 30 seconds. skills: Knowledge. difficulty: 0+

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

One in 2:	difficulty 0
One in 20:	difficulty 1
One in 200:	difficulty 2
One in 2000:	difficulty 3

and so on. If you have access to books, libraries or other sources of information, the difficulty 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 Knowledge skill in the topic of research, you can add the skill level to your roll. If you have the Knowledge skill in a different, but related topic, you can add part of the skill level to your roll.

If you fail a research roll with an advantage, you can try again, but if you get a normal failure, you will need additional sources of information to succeed a later attempt. A mishap

can yield incorrect information. A Boon can provide additional relevant information or reduce the time required to find the information. A success with cost can mean that it takes longer than usual to find the information or that it is slightly inexact. As such, the GM should roll the research action secretly and inform the player about the result.

Treat wound Completion time: 30 seconds. skills: Medicine. difficulty: Wound severity.

You clean and bandage a wound to stop bleeding and keep infection out. This will give a bonus to recovery as described in Section 7.3.1. You need boiled water and boiled/sterile cloth for bandages to gain any benefit.

Diagnose Completion time: 5 minutes. skills: Medicine. difficulty: varies.

If successful, you diagnose a disease or poison that afflicts the person you are examining. The difficulty 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 difficulty. 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 literature about poisons or disease, you may also gain a similar bonus, but the completion time increases. 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.

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

Resuscitate Completion time: 1 minute. skills: Medicine. difficulty: 2.

You attempt to resuscitate a drowned or strangled 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 rounds.

Navigate Completion time: Varies. skills: Knowledge in appropriate subject. difficulty: 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 Knowledge 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 travelled 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 your 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 6

Weapons and Armour



Characters will employ weapons and armour in combat to deal damage and prevent damage being dealt to themselves. Some concepts related to damage (HP, severity, rate) are described in Chapter 7.

6.1 Weapons

Different weapons may require different types of actions to use: Fence for melee weapons, Throw for throwing something at a target, or Shoot for using a missile weapon. Some weapons can be used with several different actions: A knife or axe can, for example, be used for melee combat or thrown at a target. You must specify the action you use for an attack when making it.

By default, a weapon gives $3 + \text{Brawn} + \text{Strong}$ damage if held or thrown by one hand and $4 + \text{Brawn} + \text{Strong}$ if held in two hands. Missile weapons and thrown weapons give by default one less damage than that. The ranges of thrown and missile weapons also depend on $\text{Brawn} + \text{Strong}$, as described below in Section 6.1.4. You need a weapon of a size that is designed for your $\text{Brawn} + \text{Strong}$ to use it optimally. For each two outside this range, you reduce the damage by one and reduce the range by one row (see Section 6.1.4).

There are weapons that have damage or range different from the default, and magic may modify this even further.

By default, sharp weapons give wounds with severity 3 and a healing rate of 12 hours, while blunt weapons give wounds with severity 2 and a healing rate of one day.

Typical melee weapons are knives, swords, axes, clubs, staffs, pikes, flails, and rapiers. Some of these (such as staffs and pikes) are usually held in two hands, while others (such as knives and rapiers) are held in one hand. If you use a two-handed weapon, you can not wield a shield at the same time. You are free to name or describe your weapon as you like, but you must specify the optimal $\text{Brawn} + \text{Strong}$, whether it is one-handed or two-handed, which action(s) are used when attacking, and whether the damage is sharp or blunt. Some weapons (e.g. pikes) can be swung to give blunt damage and thrust to give sharp damage. Some weapons (such as short staffs) can be used both one-handed and with two hands. You can derive the damage, severity, rate, and (where relevant) range for each different use of a weapon from these parameters.

Armour reduces the damage you take when being hit, as described in Section 6.2.

The damage may be increased by Boons and it may be reduced by armour. Boons, which are applied before armour, so if a base damage of 5 is doubled by the Double Magnitude boon and reduced by 3 for armour, the net damage is $5 \times 2 - 3 = 7$.

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 to *less* than 0. The effects of poison is applied as an affliction separate from the wound itself, see Section 7.6. Poison can not be applied with a blunt weapon.

What Talents and skills you use to defend from an attack depends on the action used by the attack:

Fence: Either Agility with Dodge or Dexterity with Fencing (parrying), whichever is higher.

Throw or Shoot: Agility with Dodge.

In melee combat, targets in a smaller size category than the attacker add 1 to their defense, no matter how many categories they are smaller. This applies to both weapon attacks and unarmed combat. For example, when a Danaan tries to hit an Avial, the Avial gets a +1 bonus to her defense. There is no adjustment of attack or defense for melee combat if the defender is larger than the attacker. For size effects on missile combat, see Section 6.1.4.

When using $\text{Dexterity} + \text{Fencing}$ for defense, you must wield a weapon that is suitable for parrying, so it needs to be relatively long, straight, and rigid, but not too heavy. A knife or one-handed axe is too short for parrying, a mace too heavy, and a whip too soft. Good weapons for fencing are rapiers, spears, staffs, and long, thin swords (such as rapiers).

See the descriptions of the Shoot action (Section 5.3) for more detailed modifiers for the Shoot and Throw actions.

6.1.1 Improvised Weapons

You can attack with things that are not designed as weapons, such as brooms, chairs, frying pans, pokers, and farm tools. When you use one such, the defense of the opponent is increased by 1, and the damage you do is reduced by 1. As for real weapons, improvised weapons have an optimal $\text{Brawn} + \text{Strong}$ and, as for real weapons, damage is reduced by 1 for each 2 your $\text{Brawn} + \text{Strong}$ deviates from the optimal. It is up to the GM to judge if the improvised weapon you use is optimal for you.

In addition to giving less damage, improvised weapons may be more likely to break – if you hit someone hard with a broom it is likely to break. If the GM finds it relevant, she can decide that a minor cost when hitting someone with an improvised weapon means that the weapon breaks.

6.1.2 Dual Wielding

You can wield one-handed weapons in both hands, one in each. When you wield a weapon in each hand and make an attack roll (see Section 4.6.1), then a result of 3, which normally means that you do not hit, but retain initiative, will instead be a hit with the secondary weapon, but you do lose initiative. A hit with the secondary weapon gives 1 less

damage than a hit with the primary weapon. A person with the ambidextrous quirk can avoid the reduction in damage by spending a quirk point.

You can not use a shield if you wield two one-handed weapons.

6.1.3 Unarmed Combat and Using Shields as Weapons

You can use your hands and feet as weapons. To do so, you use the Brawl skill to attack. To defend against unarmed combat, you can use Agility+Dodge or Brawn+Brawling.

A punch by a hand gives Brawn+Strong+1 HP of damage, and a kick by a foot gives Brawn+Strong+2 HP of damage. Both have base severity 0 and rate 4 hours. If you wear armoured gloves or boots, you add one to the damage and severity of punches and kicks.

An Avial can use the Brawling skill to use her beak or claws as weapon, but not both at the same time. A hit by beak or claw gives 1 HP of damage, which is not modified by Brawn or the Strong skill.

You can use shields to bash opponents using the Brawling skill, but not at the same time that you make another attack. Bashing with a shield gives Brawn+Strong+2 HP of damage with severity 2 and a rate of 4 hours.

6.1.4 Thrown Weapons and Missile Weapons

Thrown weapons are propelled at a target using muscle-power alone, without using any implement to aid the throw. You use the Throw skill to throw weapons.

Missiles are propelled at a target using a missile weapon. In most cases, it takes a minor action to load a missile weapon and a major action to fire it, but there are exceptions. You use the Shoot action to fire a missile weapon.

Ranges of missile weapons and thrown weapons are based on Brawn+Strong of the user and whether one or two hands are used to operate the weapon. As a general rule, a two-handed missile weapon (such as a bow) has the following ranges depending on Brawn+Strong. Ranges are in meters.

B+S	Short	Medium	Long	Extreme
5	2-80	81-160	161-360	361-720
4	2-56	57-112	113-224	225-448
3	2-40	41-80	81-160	161-360
2	2-28	29-56	57-112	113-224
1	2-20	21-40	41-80	81-160
0	2-14	15-28	29-56	57-112
-1	2-10	11-20	21-40	41-80
-2	2-7	8-14	15-28	29-56
-3	2-5	6-10	11-20	21-40
-4	2-3	4-7	8-15	16-31

For the purpose of calculating ranges, reduce Brawn+Strong by 1 for one-handed missile weapons (such as slings or atlatl) and by 2 for thrown weapons (that are always one-handed). You can not normally shoot or throw at something closer than two meters, but small creatures (such as Avials or Niss) can shoot or throw at targets as close as one meter.

Like melee weapons, a missile weapon or thrown weapon is designed for a specific optimal Brawn+Strong. For each two (rounded down) your Brawn+Strong deviates from the optimal reduce the damage by 1 and move one row down on the range table above. Higher Brawn+Strong than 5 does not increase ranges further, and lower Brawn+Strong than -4 does not reduce the ranges further, but damage is modified as normal. Missiles must fit the weapon used, including size. For each two sizes (measured in optimal Brawn+Strong) the missiles are larger or smaller than the optimal, reduce the damage by one and the range by one row. Missiles of a different type can not be used. For example, you can not shoot crossbow bolts with a normal bow, and you can not shoot sling shots or stones with a bow.

Some weapons are exceptions to the defaults above:

- A composite bow has the same range as a simple wooden bow that has Brawn+Strong one higher than the composite bow, but it can not be used in damp or wet environs without taking damage, whereas a well-oiled yew bow can withstand water. The composite construction also makes composite bows considerably more expensive than simple bows.
- A staff sling can be used as a staff for melee combat, and as a two-handed missile weapon, but requires a major action to reload.
- Slings and staff slings are assumed for damage and range purposes to use lead bullets. They can be used with stones instead, but reduce damage by 1 and move down one row on the range table.
- A crossbow requires a major action to reload. Crossbow bolts are designed to penetrate armour, so armour, hard skin, and natural armour protects only half (rounded down) against crossbow bolts. Crossbows are found in both one-handed and two-handed versions, but you need two hands to reload regardless.

A special case is dropping weapons down on targets. The ranges are as for Brawn+Strong = 0 regardless of who drops it, but the base damage dealt is equal to Brawn+Strong+1 of the dropper (assuming the weapon is near the maximum weight that the dropper can handle precisely and without effort), and a dropped weapon starts at low

speed and gains speed as it drops, so the damage is increased by one for medium range and two for long and extreme range. Range penalties to hit are not modified. Dropping something on a target requires precise timing, so the Shoot action is used even though the dropped weapon is not a missile weapon. Missile weapons are not suitable for dropping (you will not be hurt much if someone drops a sling on you), and missiles give less damage when dropped than when shot. Avials can *only* use dropped weapons, otherwise they must use beak and claws.

Difficulty Shooting or throwing has difficulty that depend on several factors:

Range Short: 1, medium: 2, long: 3, extreme: 4.

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

Dodging If the target is actively dodging the attack, replace the penalty for a moving target by Agility+Dodge of the target if this is higher than the penalty for a moving target.

Size If the target is not of medium size, increase difficulty by 1 for each size category smaller than medium and decrease difficulty by 1 for each size category larger than medium. This is independent of the size of the attacker – a small attacker does not shoot better than a large attacker.

Cover If the target is partially covered, the difficulty increases by 1 when only half the target is visible, by two if only a quarter is visible, by three if only one eighth is visible, and so on.

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

Engaged in combat If the target is engaged in close combat, there is a penalty of +1 for each opponent that is engaged with the target. A possible mishap is that you hit one of the opponents instead of your intended target.

6.1.5 Examples of weapons

Below is a list of common weapons, their optimal Brawn+Strong, whether they can be used with one or two hands, and whether they are suitable for throwing (T) or parrying (P). The 1T/2P listed for a spear indicates that a spear is suitable for throwing with one hand, but can be used in melee with either, but can only be used for parrying if worn two-handed. Heavier versions suitable for higher Brawn+Strong exist for all of these, but these tend to be more expensive. The price list in Section 10.3 shows some examples, where weapons listed as

“heavy” are designed for Brawn+Strong two higher than the standard version. They tend to be around 80% more expensive than the standard sizes.

Weapon	Hands	B+S
Knuckle duster	1	0
Dagger	1T	0
Short sword	1P	0
Long sword	1P	1
Two-handed sword	2P	1
Hand axe	1	0
Throwing axe	1T	0
Pole axe	2P	1
Pike or halberd	2P	1
Club	1	0
Mace	1	1
Mace, heavy	1	3
Morningstar	2	1
Ball & chain	1	1
War flail	1	2
Quarterstaff	2P	0
Heavy staff	2P	2
Dart	1T	-2
Javelin	1T	0
Spear	1T/2P	0
Sling	1	0
Staff sling	2	0
Shortbow	2	0
Longbow	2	1
Composite bow	2	0
One-hand crossbow	1	0
Crossbow	2	0
Crossbow, heavy	2	2

Darts are not suitable for melee combat, but the other throwing weapons can also be used for melee.

6.2 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. A small shield does not reduce damage, but you can parry with them.

Armour will normally hinder your actions. The normal penalty is that you subtract one from your Dexterity and Agility Talents for each point of damage reduction the armour provides. The Armour-use skill reduces this penalty by one point for each level of the Armour-use skill, so if you have five levels of Armour-use, you can wear full plate armour and a large shield without penalty.

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.

Small creatures (Avials and Niss) can not use armour (including shield) that reduces damage by more than a total of 2, and the penalty for wearing armour is doubled. So armour that gives a

Niss a damage reduction of 1 would subtract 2 from both Agility and Dexterity, unless reduced by the Armour-use skill. The effect of the Armour-use skill is *not* doubled, so it would require level 2 in Armour-use to negate this penalty.

Armour (excepting shields) needs to be fitted to the person using it, so when you buy armour, you can not expect to carry it away at once: Sections may need to be added, removed or replaced. This will take a few hours for soft leather, a day for hardened leather, several days for chain mail and weeks for full plate armour. Fitting is included in the price for armour in the price list in Section 10.3, but if you bring in armour to get fitted, expect to pay 5–10% of the full price for a fitting.

Ill-fitting armour *can* be used (if it is close to the right size), but the penalty on Dexterity and Agility is doubled.

Chapter 7

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.

7.1 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.

7.2 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.

7.3 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 difficulty equal to how much the total damage exceeds your HP.

For example, if a normal-sized character has a Brawn Talent of 1 and the Tough skill at level 2, she will have a total of 15 HP. If she has taken a total damage of 17 HP, she must roll a resistance roll at difficulty 2 (17-15). Brawn+Tough is 3, so her Aptitude for the roll is 3.

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 third of the total HP of the character should reduce a Talent by 1 until that affliction is healed to below the one-third-HP threshold. Which Talent is affected depends on the type of affliction: Wounds will typically only 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 a Talent, 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 combined exceeds twice your HP, you must make a resistance roll (using Brawn + Tough) against a difficulty 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 skill 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 2.3). Additionally, you lose consciousness until the affliction that caused the resistance 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, reduced lung capacity, or a hideous scar. This will permanently reduce one of your Talents by 1 and add a relevant Quirk (see Section 2.3). Additionally, you lose consciousness until the affliction that caused the resistance roll is completely healed.
4. You lose consciousness until the affliction that caused the resistance 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 resistance roll is healed by at least 1 HP.

No known, modern magic can restore such permanent disabilities.

In short, you should try to avoid being seriously damaged.

7.3.1 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 difficulty equal to the severity of the affliction. If you are small, you add one to your Brawn for the roll.

If you succeed, the damage of the affliction is reduced by one HP, otherwise it stays unchanged. The following Boons, Mishaps and minor costs/advantages 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 HP.

Minor cost: For the next recovery roll only, increase the severity of the affliction by one.

Minor advantage: For the next recovery roll only, decrease the severity of the affliction by one.

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.

Note that you can roll for several afflictions at the same time, if their rate indicates this. So several minor afflictions usually heal faster than one major affliction with the same total damage.

7.4 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 skill. 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 receive 1 HP. For example, if a person with Agility level 1, no Acrobatics skill 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

Small creatures have more air resistance, so add 1 m to each of the above. For example, it takes 2 m to add 1 HP of damage if a small creature falls onto rock.

7.5 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 safely stay under water for $2 + \text{Brawn}$ minutes. 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).

7.6 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 possession 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 6.1 for more on the use of poisoned weapons.

Larger doses of a poison 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 5.3.

Sleeping potions and tranquillisers 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 7.3,

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.

Some curses or magical weapons give effects that effectively work as poisons.

7.7 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 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 spread through some media such as saliva, blood, feces or exhaled air. There may also be carriers such as bugs, rats, and so on that may not themselves be affected by the disease, but can still pass on the infection. 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, and knowledgeable people will also know that good hygiene helps, though it can be difficult to convince the general populace of the importance of this. People who show symptoms of

disease are likely to be turned away or put in quarantine when wanting to enter a city gate. Cost of quarantine is paid by the people put into quarantine. The price is the same as for board and lodging in cities. Note that, unless you pay for a private chamber, you will be put in the same room as other quarantined people entering the same day, so if they have other diseases than you, you risk catching new diseases.

You can find many worthless remedies in shops and markets, but remedies that actually work require at the very least a precise diagnosis and specialised medicine, both of which can be difficult and expensive to get.

7.8 Exhaustion

If you perform strenuous activities (mental or physical) 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 Aptitudes of exhausted characters by up to two levels depending on how severe the exhaustion is and how much the attempted action (in the GMs estimation) is hindered by the exhaustion. 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 hard work.

Exhaustion can be treated as an affliction with severity 0 and short recovery rate, but to avoid excessive bookkeeping, a GM may choose to just tell players that their characters need rest.

Chapter 8

Magic



Magic spells are done like most other actions: They are Major actions using a specific Talent with bonus from the relevant magic skill. 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.

A character gains spells by performing a ritual and spending boost points, as described in Section 2.9.3. The form of the ritual depends on the Magic skill to which the spell belongs, and is described under each Magic skill below. When you begin the ritual, you choose spells from the lists below and focus on that. If the spell is successfully gained, the player writes its name in the spell list of the character.

The GM or players with GM approval can design additional spells. Such spells must be in the sphere of effects that is described under the Magic skills, and the difficulty must be appropriate for the magnitude or complexity of the effect. This should be done with care to avoid spell inflation.

If the GM wants a more magic-rich campaign, she can double the bonus for magic skills, thereby making spells easier to learn and use.

8.1 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 and Magic skill that was used to cast the spell (Brawn+Blood Magic is used to resist blood magic and so on) and using the same difficulty as the spell itself. Note that you can not resist effects caused indirectly by magic: If someone casts the

Life Magic spell “Tangle”, you can not use magic resistance to avoid being entangled, as the magic is directed at the plant life. You can, however, use Agility to avoid entanglement and Brawn to break it.

8.2 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 difficulty.

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 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.

8.3 Ritual Magic

When several people work together to cast a spell, this is called *ritual magic*. Each magic discipline has a ritual spell (e.g., blood ritual or necromantic ritual). When performing a ritual, one magician casts the intended spell (and must know this), and her supporters casts the ritual spell from the same discipline (and must know this). The difficulty of the intended spell is as normal, and the difficulty of the ritual spells is equal to the total number of people involved in the ritual (so minimum 2 – one for the main caster, and one for the supporter). Even though the range of the ritual spells is Touch, you can touch indirectly by touching someone who casts a ritual spell and who touches the main caster, and so on.

You first roll for the ritual spells, once for each of these. The result determines the outcome as follows:

- 1: The Aptitude of the main caster is reduced by one, and the caster of the ritual spell swoons and is unconscious for an hour.
- 2: There is no effect on the Aptitude of the main caster, but the caster of the ritual spell swoons and is unconscious for an hour.
- 3: No effect.
- 4: The Aptitude of the main caster is increased by one, but the caster of the ritual spell swoons and is unconscious for an hour.
- 5: The Aptitude of the main caster is increased by one.
- 6: The Aptitude of the main caster is increased by two.

After the modified Aptitude of the main caster has thus been determined, roll for the spell she casts. As all of this happens simultaneously, the main caster can not choose to abort her spell if she doesn't get as much help as she wanted.

8.4 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.

The ritual to gain a new spell requires the magician to smear herself in her own blood and meditate for an hour about the details of the spells she wishes to gain.

Blood ritual Completion time: 2 rounds, Difficulty: 2+, Duration: instant, Range: Touch.

See Section 8.3.

Hard skin Completion time: 2 rounds, Difficulty: 0, Duration: 10 rounds, 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. It can, however, increase the protection of natural armour such as lutran fur, and a Boon can increase the damage reduction to 2.

Prevention Completion time: 2 rounds, Difficulty: 0, Duration: 1 month, Range: Touch.

This spell makes the recipient woman unable to conceive during the duration. Additionally, the woman will not get period bleeding. This spell is often enchanted into small amulets that are worn as earrings or navel piercings. See *Minor Enchantment*, p. 8.5.

Remove dirt Completion time: 1 minute, difficulty: 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 earth Completion time: 10 minutes, difficulty: 1+, Range: Touch.

The caster can mend broken items made of the earth element, i.e., 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 cm² (e.g., 5cm × 4cm or 10cm × 2cm). For each increase in difficulty, the total area of fractures joined doubles. For example, at level 3, 80 cm² can be joined.

Ease recovery Completion time: 15 seconds, difficulty: 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 Boon can increase the bonus to 2.

Claw Completion time: 1 round, difficulty: 2, Duration: 30 rounds, Range: Self.

This spells gives the recipient the caster claw-like fingers that can be used to attack using the Brawling skill with Damage 3, Severity 2 and Rate day.

Identify stone or metal Completion time: 10 seconds, difficulty: 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 a ruby or a 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 round, difficulty: 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 affliction twice: Once the spell has been attempted, whether or not it is successful, it can not be used until the caster receives another affliction.

Shape stone Completion time: 30 seconds, difficulty: 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. Larger volumes can be affected by repeating the spell.

Shape metal Completion time: 30 seconds, difficulty: 3+, Range: Touch.

The caster can shape the metal he touches as if it was clay. Up to 3 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. For each increase in difficulty, twice as much material can be shaped. For example, at difficulty 6, $3 \times 2 \times 2 \times 2 = 24$ kg can be shaped.

8.5 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.

The ritual for gaining new spells is that the caster repeats a sequence of hand gestures over and over for one hour while meditating on the nature of the spell. The hand gestures used during this ritual will be the gestures needed for casting the spell.

Ritual of binding Completion time: 2 rounds, Difficulty: 2+, Duration: instant, Range: Touch.

See Section 8.3.

Light Completion time: 10 seconds, difficulty: 0, Duration: 30 minutes, Range: Touch.

The caster can make tiny object or a similarly-sized part of an object give off bluish-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: 10 seconds, difficulty: 0, Duration: 30 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: 5 seconds, difficulty: 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. For each increase in difficulty, the affected volume doubles. For example, at difficulty 3, eight cubic metres can be affected.

Block light Completion time: 10 seconds, difficulty: 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. For each increase in difficulty, the radius of darkness increases by 25cm.

Douse fire Completion time: 10 seconds, difficulty: 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. Each increase in difficulty doubles the affected volume.

Endure heat Completion time: 2 rounds, difficulty: 2, Duration: five minutes, Range: Self.

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

Transfer heat Completion time: 10 seconds, difficulty: 3, Range: Touch.

The caster 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 increasing or decreasing the temperature of one litre of water 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, difficulty: 3, Range: Touch.

This spell can be cast when the caster crafts 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 enchantment 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 detect, 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.

Boon: Spell The item has the ability to cast a simple spell. When the item is created, the craftsman selects one spell of difficulty 0 that he knows – even if this is from another Magic skill. Any wielder of the item can as a major action cast this spell, even if the wielder does not know any magic and does not perform the 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 much 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 cursed 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, difficulty: 6, Range: Touch.

This spell works like the Minor enchantment spell except that it has stronger effects and requires bluestone to be incorporated into the construction. 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 can have difficulty 1 (instead of 0).

As noted, the item must incorporate an intact piece of bluestone (see Chapter 1. If the bluestone piece is damaged, the enchantment will stop working.

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, as with the Mend earth spell. The bluestone part of the item will need to be whole present, and a broken bluestone will 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 difficulty 1. Only one spell cast with the item can be active at any time.

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 if lost, thrown away or stolen. The return might not be immediate or by obvious means. If, for example, the owner throws an enchanted ring into the sea, the ring might get eaten by a fish which eventually ends on the owner's 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 enchantment.

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.

8.6 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 concentrate on a complex knotwork pattern, a different pattern for each spell. To help this, spell weavers often tattoo the most used patterns on their arms or other visible portions of their body, embroider them on their clothes, or paint or engrave them on their armour and weapons, so they are quickly accessible. Spell weavers usually also carry a book of patterns, usually fashioned from something more durable than paper. If a spell weaver is unable to see the pattern they need (for example, if it is dark or they are blind-folded), they can try to visualise it from memory. This adds 2 to the difficulty level of the spell.

The ritual for gaining new spells is that the caster for one hour meditates on the nature of the spell while repeatedly tracing the knotwork pattern that is used for the spell. This tracing can be done using a finger in sand, by using pen on paper, or any other means that leaves a visible pattern. The pattern can afterwards be copied to some more permanent place.

Ritual of weaving Completion time: 2 rounds, Difficulty: 2+, Duration: instant, Range: Touch.

See Section 8.3.

Extract water Completion time: 30 seconds, difficulty: 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: 30 seconds, difficulty: 0, Range: Touch.

The caster can dry wet cloth, fur or hair. One item of clothing, one head of hair or the fur or feathers of a small animal 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 rounds, Difficulty: 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 rounds, difficulty: 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: 1 minute, Difficulty: 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 dry 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: 15 seconds, difficulty: 3, Range: Visible, Duration: 10 minutes.

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 a difficulty 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: 10 seconds, difficulty: 2+, Range: Visible, Duration: 1 minute.

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 round, starting at the completion of the spell. For each increase in difficulty, the mass of the objects that can be levitated doubles.

Calm sea Completion time: 1 minute, Difficulty: 4, Range: 25 meters (Area), Duration: 10 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 difficulty step – assuming the waters were not already still. The affected area moves with the caster as she moves.

Levitate self Completion time: 10 seconds, difficulty: 5, Range: Self, Duration: 1 minute.

The caster can cause himself to hover and move slowly through the air at a rate of half a meter per round. Any major action that requires movement attempted while levitating is at difficulty +1.

8.7 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. The caster must, however, touch a piece of bluestone with some part of her body (see Chapter 1). Commonly, this bluestone is incorporated in a ring, bracelet, clothing or piercing.

The ritual for gaining new spells is that the caster sits still and meditates for one hour on the nature of the spell.

Arcane ritual Completion time: 2 rounds, Difficulty: 2+, Duration: instant, Range: Touch.

Cat's eyes Completion time: 2 rounds, difficulty: 0, Range: Self, Duration: 2 minutes.

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

Mapach's fingers Completion time: 10 seconds, difficulty: 0, Range: Self, Duration: 2 minutes.

You can, like a mapach, use your fingers to feel fine details and shapes. You can recognise people by touch and "see" relief pictures and carved letters by running your fingers

over them. The spell can not be used on Avial claws. If used by mapachs, it improves their sense of touch so even extremely fine details can be felt.

Hawk's eyes Completion time: 2 rounds, difficulty: 1, Range: Self, Duration: 2 minutes.

You can see details at one quarter the size (or four times 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. Multiple applications of this spell does not improve sight further, but a Boon may do so.

Gust of wind Completion time: 1 round, difficulty: 1, Range: 2 meters (Area), Duration: 1 round.

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

Whirlwind Completion time: 2 rounds, Difficulty: 2, Range: 10 meters (Area), Duration: 5 rounds.

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 difficulty.

Minor illusion Completion time: 2 rounds, difficulty: 2, Range: 10 meters (Area), Duration: 10 rounds.

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. A person that successfully resists an illusion can warn others that it is not real, in which case they get another attempt at resisting the illusion. If this second attempt fails, they will still be convinced the illusion is real and can not be convinced otherwise.

Bat's ears Completion time: 10 seconds, difficulty: 3, Range: Self, Duration: 5 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 rounds, difficulty: 4, Range: 100 meters (Area), Duration: 20 rounds.

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

8.8 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 difficulty of the spell is increased by 2.

The ritual for gaining new spells is that the caster meditates on the nature of the spell while chanting a mantra. This mantra is the one that will be used when casting the spell.

Ritual of life Completion time: 2 rounds, Difficulty: 2+, Duration: instant, Range: Touch.

Ripen fruit Completion time: two minutes, difficulty: 0, Range: Touch

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 bugs Completion time: 10 seconds, difficulty: 0, Range: 3 meters (Area), Duration: 10 minutes.

Insects, spiders and other bugs will not voluntarily move into the affected area, which follows the caster as she moves. Bugs caught in the area when the spell is cast will move towards the nearest edge of the area at their normal movement speed.

Heal damage Completion time: 5 rounds, difficulty: 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 difficulty is increased by one. This is cumulative: If you have used the spell twice on the same affliction (whether successful or not), a third attempt will be at +2 difficulty and the next after that will be at +3, and so on.

Heal affliction Completion time: 1 minute, difficulty: 1+, Range: Touch

The difficulty is equal to the severity of the affliction that you try to heal, which must be 1 or more. 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 affliction.

Tire Completion time: 1 round, difficulty: 1+, Range: Touch

The person you touch feels tired, corresponding to an affliction of severity 0 and rate 1 hour. The “damage” is equal to twice the difficulty of the spell (which must be chosen before casting). Being tired can not cause long-term damage, and the severity can not increase above 0, but being tired counts towards the total damage from all your afflictions, and if this exceed your total HP, you may lose consciousness as described in Section 7.3.

Curse Completion time: 1 round, difficulty: Severity, Range: Touch

A curse gives the recipient a magical affliction with 0 initial damage, a severity equal to the difficulty and a rate of 1 day. The caster must decide on the severity of the curse before casting. The symptoms of the curse and what Talent is affected if the damage eventually exceeds a quarter of the target’s HP (see Section 7.3) is decided by the caster. The difficulty to gain the spell is 1.

Tame animal Completion time: 2 rounds, difficulty: 2, Range: Touch, Duration: 10 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, but the spell can be cast again just before expiration to extend the duration.

Tangle Completion time: 3 rounds, difficulty: 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 avoiding being entangled or breaking out of entanglement depends on the

amount and type of vegetation. As a guideline, tall grasses can be avoided at a difficulty 2 Agility resistance roll and broken out of with a difficulty 0 Brawn roll (using a major action). Brambles can be avoided at difficulty 1 but require difficulty 2 to break out of. Tree branches can be avoided at difficulty 1 but require a difficulty 3 Brawn roll to break out of. Dense forest undergrowth such as ferns, saplings, and vines require a difficulty 2 Agility resistance roll to avoid and a difficulty 1 Brawn to break out of.

Gain familiar Completion time: 10 minutes, difficulty: 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. The connection 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 Chapter 9). 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 feel deep sorrow if the animal is seriously hurt or dies.

A familiar and its master will always know where each other are, even if separated by long distance or solid walls. Any spells with range Self that the master can cast can be cast also on the familiar (even if they are far apart), and any spell with range Touch can be cast on any creature that the familiar touches. When the familiar is touching its master, it can aid her spell casting as if it casts a ritual spell (for any magic discipline) as described in Section 8.3 with Talent equal to 1. Due to the close connection between the familiar and its master, the difficulty is 1 (where it would normally be 2). If any others are casting ritual spells to support the master, the familiar can not do this.

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 use 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 of normal intelligence can be made familiars. The standard difficulty 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 difficulty step, so at difficulty 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 difficulty 11.

This spell has a special Boon: Increased intelligence. This Boon will increase the adult intelligence of the animal to full human intelligence (corresponding to a Reason score of 0).

It is recommended that familiars initially have simple descriptions like animals in Section 9, 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 boost points for the familiar. Familiars with high animal intelligence (the default for familiars) gain boosts at one third the rate of their masters, familiars with increased intelligence will gain boosts at the same rate as their masters. In all cases, you should only start tracking boosts when the familiar is fully grown.

8.9 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 difficulty increases accordingly. Different spells can use the same kind of fossil, but you can not generally substitute one fossil by another. An overview of different types of fossil can be found at <http://paleoportal.org/>.

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 false semblance of life.

The ritual for gaining new spells is that the caster holds a fossil while meditating for one hour on the nature of the spell. This fossil or one from the same species must be used when casting the spell.

Necromantic ritual Completion time: 2 rounds, Difficulty: 2+, Duration: instant, Range: Touch.

The required fossil is the same as used in the spell that the ritual supports.

Warp wood Completion time: 10 seconds, Difficulty: 0, Range: Touch.

The caster can bend and twist a piece of wood, but not significantly stretch or compress it. Up to 2kg 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 that is to be warped. For each extra difficulty level, twice as much wood can be warped. For example, you can warp 16kg of wood by casting the spell at difficulty 3.

Compass Completion time: 30 seconds, Difficulty: 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 spun on a flat, smooth surface. When it stops spinning, the pointy end will point south.

Preserve Completion time: 1 minute, Difficulty: 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 within one meter of the preserved material during the spell duration. The same piece of coral can only be used for one spell at a time. For each increase in difficulty, you double the amount of material that can be preserved. For example, at difficulty 3, 8kg of material can be preserved.

Mend dead things Completion time: 2 minutes, difficulty: 1, Range: Touch.

The caster can mend broken items made of once-living material such as wood, leather, natural fibres, or bone, provided they are broken with clean fractures or cuts. 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 cm² (e.g. 5cm × 4cm or 10cm × 2cm). The required fossil is a brachiopod that is held in the caster's mouth during the spell casting. For each increase in difficulty, you double the area of the fractures that can be joined.

Recall Completion time: 10 seconds, difficulty: 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 trilobite that is held to the caster's forehead.

Detect enchantment Completion time: 5 rounds, difficulty: 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. 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, or mislead about the nature of the magic.

Speak with the dead Completion time: 15 seconds, difficulty: 4+, Range: Touch, Duration: 1 minute.

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 spells. 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. The difficulty depends on how long the person has been dead:

Up to a year:	4
Between a year and 10 years:	5
Between 10 years and 100 years:	6
Between 100 years and 1000 years:	7
More than 1000 years:	8

See magic Completion time: 10 seconds, difficulty: 5, Range: Perception, Duration: 2 minutes.

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: 30 seconds, Difficulty: 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 Aptitude 0 for the purpose of all 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 its neck) during the duration.

8.10 Ancient Magic

In the golden age of the Grolar empire, magic was stronger than today. Evidence of this can be seen both in descendants of monsters that were magically created or enhanced during this period, and in surviving artefacts from the period.

We have already covered bluestone, which is the most common artefact. Bluestone acts as a focus for ambient magical energy, so it is used both when casting arcane spells and when making magical artefacts.

More powerful artefacts exist, but they are rare, they often work less well than in the golden age, and their effects may be somewhat different than their intended purpose. Most such artefacts are unique – no two are exactly the same. Ancient artefacts are durable and often self-repairing (like modern enchanted items), so they appear new even though they are many centuries old.

Below are some suggestions for such artefacts.

Bracelet of Lightness A bracelet that appears to be twisted from bands of silver and gold. The wearer of this bracelet can activate it by rotating it clockwise around her wrist. This will reduce the weight of the wearer and whatever she carries by half for up to an hour, allowing longer and higher jumps and more carrying capacity. The effect can be stopped before the full period by rotating the bracelet counter-clockwise. The bracelet recharges at half the rate of use, so when fully depleted it takes two hours to recharge. Shorter recharges will give proportionally smaller charges. It is believed that in the golden age, this bracelet actually allowed the wearer to levitate or fly.

Belt of Brawn While worn, this belt, appearing to be made of plain leather with a simple bronze buckle, increases the Brawn Talent of the wielder by 1.

Glass of Farseeing This is a short tube with a disk of glass at each end. When you look at things through the tube, they will appear larger (or closer) than they are. By twisting the tube, the degree of magnification can be altered, but higher magnifications darken the image, so if things appear at double size, the image will be half as bright as a direct view. Magnification is apparently unlimited, but darkening and shaking will make the image useless at more than 20 times magnification. The darkening is probably an effect of the reduced magic.

Living Image This is a small (10×15cm) framed image of a very tall and slender woman playing a lute-like instrument while singing. The image shows the movements of the woman, but no sound can be heard (probably an effect of reduced magic). After about ten minutes, the image cycle restarts.

Rod of Light A rod of silvery metal roughly the same dimensions as a pencil and with a small green stone embedded in one end. There is a slider at the side of the rod. When pushed forward, the rod will emit a beam of green light. The further forward the slider is pushed, the brighter the light. The back end of the rod acts as a dial that changes the focus of the beam from a narrow laser-like beam to a 45-degree angle. A narrow beam at the highest brightness is bright enough to burn skin and wood and heat other materials to red-hot temperatures. When aimed at a person, it will give 1 point of damage per second, but any armour will block that (but will become hot in the process). When the slider is released, it automatically slides back to the zero setting, but the dial remains in its position. When used for one minute at the brightest setting, the rod becomes unbearably hot to hold. At lower settings, the rod can shine for hours without becoming hot. It is not known if the rod has limited charge.

Bouncing Ball This fist-sized, semi-transparent red ball is made of a rubber-like material. When thrown, it will bounce from floor, walls and other surfaces without slowing down until it hits something pliant such as a curtain, a pool of water, or a person.

Cloak of Blending This long, hooded robe is made of a silk-like material. The inside is completely black, and the outside takes on the colours and patterns of its surroundings. When standing still or moving slowly while wearing this cloak, a person is very difficult to see. Sneak actions and opponent Perception checks to spot a person wearing this cloak are adjusted by 3 in their favour.

Heavy Cube This is a hard, golden cube approximately 2cm in diameter, but weighing 17kg. Apart from being extremely heavy and durable, it has no other known special properties.

Gown of Protection This long gown is patterned in bright colours and made from a thin, silk-like material. It has long sleeves and reaches the ground when worn by even a tall Danaan. It is normally quite soft, but when hit by anything moving at speed (such as a blow from a staff or an arrowshot), it stiffens and gives a protection of 4 (like full plate), but without the normal penalties to movement. The stiffness wears off after about two seconds, but will until then immobilize the wearer.

Flow Tube This tube of a brass-like metal is about 12 cm long and has a diameter of 5cm. Its outside has a knobby surface that allows a firm grip. The inside appears perfectly smooth. Air flows through the tube at about 1m/s. If submerged in water, water will also flow at this rate. This can be used to pump water or as a means of propulsion for a small boat or a swimmer.

Cold Box A wooden box ca. 10×15×20cm with a winter scene carved into the lid. The inside is quite cold (a few degrees below the freezing point of water), and will slowly freeze objects that are placed inside the box.

Twinned Balls Two metal balls about 5cm in diameter. If any one of these balls is put on a level surface, it will slowly roll towards the other, no matter how far they are apart.

Secret Light This is actually two connected items: A glass sphere and a pair of glasses. The sphere shines colourless light that can only be seen through the glasses. Likewise, objects illuminated by the sphere are visible in otherwise total darkness by whoever wears the glasses. The sphere needs to be recharged by placing it in sunlight. A full charge is achieved after two hours of sunlight, and this will allow the sphere to shine for 24 hours.

Chapter 9

Animals and Monsters



Animals and monsters don't have full character sheets like player characters do. Instead, each creature description will list relevant abilities and other details.

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 5.3. 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 may have human-level intelligence. Unless otherwise stated, human-level intelligence is equivalent to a Reason score of 0, high intelligence to a Reason score of -1, normal animal intelligence to a Reason score of -2, and low intelligence to a Reason score of -3 or lower.

Some creatures may have natural armour or special abilities, such as being able to fly or having venomous bites. 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 players have more than trivial interactions with these. If a character made this way is "upgraded" to a PC or important NPC, a full character description can be made at this point. Similarly, familiars (once fully grown) start with simplified descriptions like below (except that they have high or human intelligence), but can be expanded to more detailed descriptions as they gain experience (boost points). Some suggestions for how to flesh out an animal or NPC can be found after the list of creatures below.

9.1 Selected Creatures

Below is a list of a few creatures selected from a broad range of types: Domestic animals, wild animals and simple NPCs. While some of these are given names of 21st century species or breeds, they are actually just the closest equivalents of these species and can differ in looks (and genetic origin) from these. Small creatures are harder to hit than normal-sized creatures as described in Chapter 6.1. When specifying the attack and defense TLs of creatures below, it is assumed that the opponent is medium sized. Adjust if this is not the case.

The TLs of selected actions are shown for the creatures. These include modifiers such as skills and size. When converting the simplified descriptions below to full character sheets, select skills to fit these TLs.

Horse Speed 8, 20 HP, normal intelligence.

Brawn: 5, Agility: 1, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

Actions:

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.

House cat Speed 6, 5 HP, normal intelligence. Small.

Brawn: -3, Agility: 2, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

Actions:

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

A cat can see in darkness as well as a Maphach.

Wildcat (Lynx/Bobcat) Speed 7, 8 HP, normal intelligence.

Brawn: -1, Agility: 2, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

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

A wildcat can see in darkness as well as a Maphach.

Large cat (Puma/Jaguar/Leopard) Speed 7, 12 HP, normal intelligence.

Brawn: 1, Agility: 2, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

Bite TL: 2, Damage: 4, Severity: 1, Rate: day.

Scratch TL: 1, Damage: 3, Severity: 1, Rate: day

Dodge TL: 2

Sneak TL: 3

Track TL: 6

A large cat can see in darkness as well as a Mapach.

Hare/Rabbit Speed 6, 4 HP, normal intelligence. Small.

Brawn: -3, Agility: 2, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

Bite TL: 0, Damage: 1, Severity: 1, Rate: day.

Dodge TL: 3

Sneak TL: 2

Fox Speed 6, 6 HP, normal intelligence. Small.

Brawn: -2, Agility: 2, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

Bite TL: 2, Damage: 1, Severity: 1, Rate: day.

Track TL: 6

Dodge TL: 2

Sneak TL: 3

Blood hound Speed 7, 8 HP, normal intelligence.

Brawn: -1, Agility: 2, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

Bite TL: 2, Damage: 2, Severity: 1, Rate: day.

Track TL: 7

Dodge TL: 2

Mastiff Speed 7, 11 HP, normal intelligence.

Brawn: 0, Agility: 2, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

Bite TL: 2, Damage: 3, Severity: 1, Rate: day.

Track TL: 5

Dodge TL: 2

Wolf Speed 7, 9 HP, normal intelligence.

Brawn: 0, Agility: 2, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

Bite TL: 2, Damage: 3, Severity: 1, Rate: day.

Track TL: 7

Dodge TL: 3

Bear Speed 6, 17 HP, normal intelligence.

Brawn: 3, Agility: 1, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

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, 15 HP, normal intelligence.

Brawn: 3, Agility: 0, Dexterity: -2 (no hands), Perception: 1, Spirit: 0, Reason: -2.

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. Small.

Brawn: -3, Agility: 0, Dexterity: -2 (no hands), Perception: 2, Spirit: 0, Reason: -2.

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. Small.

Brawn: -3, Agility: 0, Dexterity: -2 (no hands), Perception: 2, Spirit: 0, Reason: -2.

Claw TL: 3, Damage: 1, Severity: 2, Rate: day

Search TL: 2

Dodge TL: 2

An owl can see in darkness as well as a Mapach.

Venomous snake Speed 2, 2 HP, low intelligence. Very small.

Brawn: -4, Agility: 0, Dexterity: -2 (no hands), Perception: 0, Spirit: 0, Reason: -3.

Bite TL: 3, Damage: 1, Severity: 1, Rate: day. Venom: Damage 1, Severity 2+, Rate: 1 hour or less.

Dodge TL: 1

The above description applies to venomous snakes such as adders, vipers and cobras. Stronger venoms 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 rounds.

Constrictor Speed 3, 7 HP, low intelligence.

Brawn: -2, Agility: 0, Dexterity: -2 (no hands), Perception: 0, Spirit: 0, Reason: -3.

Bite TL: 2, Damage: 1, Severity: 1, Rate: day.

Constrict TL: 1 (grab) / 3 (maintain), Per round of constriction: Damage: 1, Severity: 1, Rate: hour.

Dodge TL: 1

The TL for constriction is 1 for attempting constriction and 3 for maintaining it (use resistance rolls to escape constriction). The accumulated damage caused by constriction is treated as a single affliction.

Thug Speed 5, 12 HP, human intelligence.

Brawn: 1, Agility: 0, Dexterity: 0, Perception: 0, Spirit: 0, Reason: 0.

Fence 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, 10 HP, human intelligence.

Brawn: 0, Agility: 1, Dexterity: 1, Perception: 0, Spirit: 0, Reason: 0.

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.

Creatures of normal intelligence or higher can be “promoted” to have

9.2 Random Monsters

Mutations and magical energies have, over time, created monstrous variants of 21st century animals. Additionally, the people of the golden age

have magically modified animals for use in gladiatorial battles and war. Some of these survived the end of the golden age and interbred with each other or non-modified animals of the same species, leaving more or less monstrous descendents in the present age.

A GM can design such monsters by starting with an animal description from the list above 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 or just select a number of traits. If rolling 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, and selecting venomous bites or stings twice doubles the severity and halves the rate. Multiple magical abilities can be separate spells or merged to stronger spells: For each extra magical ability merged into an already-selected magical ability, you can increase the difficulty of the spell by 1 and the TL by 2. You can also add traits not on the list. For example, creatures of high or human intelligence may be able to understand or speak languages.

1. Add a magical ability corresponding to a spell of difficulty 0 and TL 4.
2. Increase speed by 2.
3. Increase damage of all attacks by 2.
4. Increase HP by 5.
5. Bites and stings carry venom with 2 HP initial damage, severity 2 and rate 1 hour. The venom is applied as a separate affliction as described in Section 6.1.
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, natural armour is visible as scales, horny plates, or such, and venomous bites or stings require fangs or stingers. Magical abilities and increased intelligence are not usually apparent until used.

Chapter 10

Economy



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

10.1 Coinage

Most countries use a coinage system based on the Grolar system from the golden age. 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/pena (p)	1.24g	
Den/dena (d)	12.4g	1d = 10p
Thal/thali (t)	62g	1t = 5d = 50p
Marc/marci (m)	310g	1m = 5t = 25d = 250p

The names are singular/plural forms, for example “one den, two dena”.

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 silver marc (310 grammes of silver).

Grolar coins from the golden age are typically fairly pure, with 90% silver or gold content. Modern coins are more debased and may contain down to 50% silver or gold, but the total silver or gold content is (usually) the same as in old coins. So, 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. Some traders use actual, ancient Grolar coins as weights, and those that don't usually allow their weights and scales to be tested against these. If they don't it is usually a sign that they cheat.

Occasionally, some provinces or nations have minted debased coins that have a lower silver or gold content than the Grolar coins, but insist they had the same purchase power. While these nations can pay their own soldiers and workers with these debased coins and insist that locals must accept them at face value, they are hard to use outside the nation, and few would be foolish enough to exchange standard coins for these at a 1:1 rate. Most people outside these nations will refuse to ac-

cept such coins as payment, so they are often sold at less than their actual silver value, sometimes to minters who smelt them and add silver to mint coins that contain the required amount of silver.

Pen coins are often halved or quartered for paying fractions of a pen. The cuts are not always precise, so some misers have been known to collect quarters that are slightly larger than the norm to smelt into new coins. While this is not illegal (as long as the resulting silver content is as required), it is seen as a shameful practise.

10.2 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 four days of work or two free days after eight days of work.

In game terms, you would expect to get one pen per day for each level of the skill that you primarily use for your work.

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.

Naturally, people of higher skill will tend to live better than their lower-skilled peers. So, regardless of skill level, skilled workers or craftsmen 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 earnings are tied to fixed expenses.

10.3 Prices

The prices listed below are average prices for new things of standard quality and without much decoration 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 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 somewhat 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 rule of thumb is that an item enchanted with Minor Enchantment costs twice as much as a normal item + 25p, while an item enchanted with Major Enchantment costs

four time as much as a normal item + 750p. If the enchantment has a Boon, double the prices. An example of an enchanted item is shown in the price list below: An amulet of prevention is a small silver ring that is enchanted with the spell Prevention (see Section 8.4) using a Minor Enchantment with a spell Boon. Ancient magical artefacts are extremely expensive and not listed.

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 her wares 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. Selling used armour is even worse, as the reseller will need to fit it to new customers, so subtract additional 5–10%. Items that are visibly worn or damaged will fetch even lower prices, and it may be difficult to find anyone willing to accept them.

The Armour list shows both wooden and metal shields. These protect equally well, but a wooden shield needs to be replaced after receiving 10–20 blows, where a metal shield can usually just be beaten back into shape after receiving blows. Repairing a dented shield to look as good as new will, however, require a skilled craftsman and cost around 10p to get done.

For ease of use, the prices below are all listed in pena and all measures are metric instead of using the rather complex Grolar measures. The price list is far from complete. For things not found in the list, pick something similar and adjust the price. If nothing similar is found, use common sense to determine a price.

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	2500
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
ditto, if bought at food stall	0.5
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	2
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	1200
Craftsman's house	2800
Merchant's house	7000
House with courtyard	21600
Large guildhall	32600
Castle	≥ 50000
Temple (stone)	25000
Cathedral (stone)	≥ 500000

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 glass	25 – 80
Mirror, polished copper	5 – 20
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	≥ 9000
Ox	100
Pig (in country)	24
Pig (in city)	36
Pigeon	0.25
Sheep (in country)	10
Sheep (in city)	17

Magic items

Amulet of prevention	55
Bluestone rod (1×3cm)	500

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
Road rations, plain, per day	1
Road rations, varied, per day	2
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 100g	1
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 rowing	30
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
Pike or 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
One-hand crossbow	60
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

The Lunar Colony

It is possible to use the game rules for adventures on the moon, but some modifications are required.

The lunar colony that existed when the disaster hit Earth was less affected by the dark energy, and after numerous periods of growth and decline, the colony now has a technology corresponding to that of 19th century Europe, but based on electricity instead of coal, gas and steam. There are several lunar cities with a total population of around 20 million people. Some cities are connected by underground tunnels, and others require surface travel to reach. On cloudless nights at new moon, some of the lunar cities are visible from Earth as small spots of light on the dark moon. No animals apart from bees, butterflies, and a few other pollinators are found in the lunar cities, but there is a large variety of plants such as food crops, cotton, flax, trees, and decorative plants. While many elements can be mined on the moon, hydrogen, carbon, and nitrogen must be extracted as trace elements from surface regolith. Energy is mainly obtained from sunlight, either by heating water that is used for heating during the night, or converting the heat generated by sunlight into electricity with Stirling engines. The electricity is stored in large arrays of batteries. Burning things is strictly prohibited – all light and heat is electrical or directly from sunlight.

The chapters about economy and monsters are not suitable for lunar cities. There are no monsters on the moon, and the coinage and prices are different. You will need to make up your own, but we suggest a more communal economy where basic needs are provided and every citizen is expected to contribute some of their time to the common good. This does not imply that all are equal – people can use their own time to improve their lot.

There has been no contact between people living on Earth and people living on the moon since the disaster, so none of the archetypes described in Chapter 2 are found on the moon, and Lunars can not be found on Earth.

10.4 Lunar Archetype

Lunars are essentially human, but short and slight – averaging 120 cm and 20 kg, which will feel like only one sixth of this due to low gravity. In spite of their slightness and frailty, their Brawn is set to 2 below to reflect that they can lift heavier objects and stand falling from greater heights due to the lower gravity. Lunars will not be able to function on Earth.

Lunars can not use magic, as the exotic energies that fuel magic do not extend to the moon. Instead of magical skills, lunars can gain technical skills – one for each Talent:

Mining (Brawn). The ability to work in, construct, and maintain mines, to prospect for new mines, or extract metals from ore.

Mechanics (Dexterity). The ability to operate, construct, and repair fine mechanical devices, such as clocks and mechanical toys.

Machinery (Agility). The ability to operate, construct, and repair heavy machinery, such as the large pumps and Stirling engines used to store or convert solar energy.

Electrics (Perception). The ability to operate, construct, and repair electrical devices such as lamps, generators, telephones, and electrical motors.

Horticulture (Spirit). The ability to grow plants in greenhouses and hydroponic gardens, and to cultivate new variants of plants. It also includes beekeeping and production of honey and insect-based protein.

Chemistry (Reason). The ability to separate and combine elements to form new compounds and to make batteries and similar chemistry-based objects. Chemistry is also used to extract trace elements such as hydrogen, nitrogen, and carbon from regolith.

Lunars start with the following Talents:

Brawn	2
Dexterity	0
Agility	0
Perception	1
Spirit	0
Reason	1

All Lunars start with any two technical skills at level 1.

Lunars have the following archetypical trait:

Non-magical: Lunars can not learn spells nor use magic, but can learn technical skills as listed above.

Lunars know native Lunar language at level 2, but can learn no other languages – none are known on the moon. Lunars can not learn spells.

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Remnants of a Golden Age is a set of rules and a setting for a Fantasy table-top role-playing game (RPG) in a heroic setting.

The original aim of the game was to test new ideas for RPG rules, but it has evolved beyond the ideas phase to be a complete game with detailed rules and a fairly detailed setting: The Shards of Grolar.

In this setting, magic is common, but not as flashy and powerful as in most popular Fantasy RPGs. In particular, combat is best done in the old-fashioned way with weapons rather than lighting bolts and fireballs. On the other hand, magic can accomplish things that are impossible by mundane means. There are plenty of ruins to explore and monsters to fight, but it is also possible to focus on knightly romance or political intrigue.



Two Eggs