



Cambrion Adventures
Live Action Role Playing Game
6th Edition

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Role-Playing

What is it and how do you do it? My dictionary defines it as the action of acting out a role. A simple statement, but not necessarily a simple thing to do. Actors and actresses do this thing called role-playing all the time. One of the things many gamers seem to forget is that the role-playing actors and actresses do is the very same role-playing they are doing. The fact that gamers include statistics and sometimes dice sometimes seems to bury the fact that it is still simply the act of portraying a role. All the numbers, all the dice, all the statistics are simply props as much as the sword you wield or the costume you wear. So take a step back. Go back to the roots of role-playing and look at your character as a role you are going to step into and not just the means to blast, bash or slash your way to fame and fortune in a system.

Where to being?

When most people create their characters, they create them with a clear general concept in mind of what they want to be. Did you want to be a mage? A warrior? A healer? Is it your goal to have your character vanquish the minions of undeath or were you intending to spread chaos through underhanded dealings and deceit? These things help us decide what skills and abilities we're going to choose for our character and these are usually the first things that are chosen, thus this is our beginning. Just don't also make it an ending. Use it as a building point and develop your character around it from there.

How?

It is not as hard as it may seem to some. So you want to be a necromancer and raise undead. Start with the simple questions.

Why?

Necromancy is evil, illegal, and dangerous. Hmm, none of these scream good career decision to me. So why does your character want to be a necromancer? Were they led to it at an early and innocent age, unknowingly treading the path to evil? Did they grow up close to another necromancer and see only the raw power wielded by that person and aspire to it, heedless of the dangers? Are they simply twisted, having little care or regard for concepts such as compassion and love?

What did this do to your character?

If you were unknowingly led at a tender age down the path of evil, at what point did you first realize you were no longer an innocent in this world of good and evil and that you worked for the darker forces? Were you now a being of twisted goals and desires or does your character feel that they are lost to the light and, forsaken of hope, continue on careless of the cost to yourself? Is your character resentful of those who were lucky enough to walk in the light of goodness and feels that they were given chances he/she never was and that the forces of good should have tried harder to rescue them at an early age? That the forces of light failed them and, thus, are really no better than the forces of darkness who, at least, have promised your character power for obedience whereas the light left you to the darkness?

What did this do to your character?

Now take what you've concocted and consider what it would do to your character's personality as you play them. A character who feels forsaken by the light is very unlikely to perform any act of kindness. Remember, they're forsaken by the light and feel betrayed. Hiding isn't an issue, getting revenge and taking it out on others is. You also don't have to be stupid about it and murder everyone in site. That character may laugh at the pains of others and actively work to increase the misery of others, but being intelligent they also obey the laws. When another character is hurt in combat they laugh at their mistakes and, while they may heal others so they don't have to face the next encounter alone, they are none too gentle about it. So long as your character doesn't actively attack others and obeys the laws there is no reason for them to be arrested for their actions.

What about the reverse, if your character is warrior of the Light?

Why? Did you suffer a terrifying experience, nearly ravaged by a minion of undeath at a young age scarring you for life? Or are you the product of a long line of Templars and you feel it your responsibility to continue the task of your forefathers? How does your character feel about this? Do they suffer any deep-rooted fears? If you fail, will you prove yourself a coward for succumbing to the forces of evil? If you fail, do you feel that whatever happened to drive you to the life of a warrior of the light will happen to another and they will be scarred for life, knowing the terrors you did? Do you feel honor in your task or do you feel forced into the role simply because it's your heritage? Would you rather be doing something else?

Take this to the next step

How does your character's feelings about their actions translate into what they say and do on the trail? What are your character's attitudes towards other players in similar situations or who have gotten out of them?

What about simpler characters

So your parents were pig farmers; what drives your character to place himself in harm's way time and again? It couldn't be the money. Most farmers get by on 4 gold a month and need little more than they already have or produce. Your character can easily earn 5 or more gold on each mission they attend. That much gold in a single day is a fortune by a farmer's standards. After your character has earned about 50 gold or so what drives them to continue on risking their life in combat? They could just as easily settle down to on the farm and live a simple, safe life with a tidy fortune already in hand. Was your character running from something? Did something happen that drove them away or were they just the black sheep of the family? The possibilities are virtually limitless.

Remember: although you play an Elf Magic-User or a Barbarian fighter, those are your out-of-game statistics, not your job. In Armoria, a great many people are mercenaries. Just about everyone signing a contract in Armoria is a mercenary by nature of the Duchy and the situation. That doesn't mean you have to be a mercenary. There's a whole set of "professional skills" available that you can use to help here. Most people tend to get a professional skill simply to practice an added profession and earn a little extra money. Think about it in terms of being a profession. Just because the local herbalist is known for having a good supply of hard to find herbs, it doesn't mean that they don't wield a wicked looking axe in combat while on militia patrol; and here you knew them only as a herbalist. That's because that's their profession. Sure, their character sheet would show them to be a Human Fighter, but their job adds a whole new dimension to the "character" of their character.

What about your own character?

So you sign a contract with a mercenary company and you become a professional mercenary. Later on, you decide to spend some experience points on a professional skill and want to use it to earn money as well; how are you able to do this? Do you work for your company during the day and perform occasional night work for a full-time professional in town to pick up some extra money? How do you explain those long absences while on tours of duty? What quirky activity does your job require you to do? Are you constantly assessing the quality of the local metals or looking for a new supplier for your part-time boss ?

A Word of Caution

While we don't have any problems with characters coming from families of wealth and means, I'd try to avoid walking too deeply down this trail. The more powerful you are, the less control you have over your character. Certain decisions will be made for your character and certain options will not be available to your character. Likewise, your character is expected to live up to a higher standard and may possibly be the target of assassination by those jealous of your status. While the line is still fuzzy, there is also a limit to what the Referees will allow. You certainly cannot be the long lost heir to the Overlord, nor could you come into the game playing a Baron of some estate. If you were a Baron, or any landowner, you would be too busy caring for your land to be off adventuring all over the realm. There's also no way to begin the game with money or powerful items. If you're the son of a wealthy merchant, you'll need to explain why it is you don't have the protection of good armor and plenty of spending cash.

Something To Avoid

A popular character history that is overdone and can lead you to a great many troubles can be briefly described as follows.

Hi, my name is Joe-character. I am either the heir to someone very powerful or the only remaining member of a powerful family. I was robbed of my birthright when a usurper came in and overthrew my family. I am only here to receive training whilst in hiding and bide my time until I can return and reclaim my birthright.

While there is nothing wrong with this character history, bear in mind it has been frequently used. There are also several other problems with this. Just as your rank is not a static thing (it progresses over time), neither is the rank of an NPC a static thing. I sincerely doubt a usurper that overthrew the head of your family (someone who was at least rank 20 at the time, and probably higher if a "birthright" is involved) will still be only that rank when you get there. By the time you are rank 20, they will probably have progressed 20 ranks as well. This also raises another problem. Let's say you get powerful enough to go back and manage to reclaim your family's heritage? What then? Were you just planning on leaving your family by choice this time and coming back to town or did you truly intend to make a character with a limited span of playability? What if it's not such a drastic history and you merely mean to go back and show the town bully that you've grown and are better than they are? After so many years away, are you even certain the town bully is still alive? Perhaps they grew up to become the local mayor and you'll only get yourself hanged for assaulting an official? Or perhaps they saw the error of their ways, and by killing them you merely doom the lives of many people now depending on him for their survival. Once you turn in your character history it is out of your control and it may develop in ways unexpected to you.

OK, you've finished the easy questions and given your character some definition. Now it's time to flesh out some of the little details that round out a character. There are few things as inconvenient as having to stop a game for 5 minutes while someone tries to figure out something about their character. Let's look at an example:

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The party decides to charge the evil dark mage. The vile spellcaster utters a few arcane words and suddenly each party member is assaulted by their deepest fear, as the mage attempts to make his escape. The Referees call a quick time-out to determine if an undead or some arch-nemesis suddenly appears in front of each character. When the time comes and a Referee asks you what your character fears most, what are you going to answer? Are you going to stand there for a few minutes contemplating what your character's motivations are and what it is they most fear?

The most common answer is "umm. Well.. I suppose he's afraid of dying." Really? That certainly doesn't explain why your character is out here week after week facing death time and again. If my greatest fear was dying, I know I wouldn't decide to be a mercenary and fight other people with sharp swords and pointy arrows. Wouldn't it be much more impressive to know why exactly your character has suddenly chosen to go running screaming in terror? When your companions finally do catch up to you, quivering in terror hiding behind a bush, what would you rather say? Oh, I was afraid? Or would you rather rattle off a tale of the frightening Field Commander Luskad and his company of the One Hundred Companions, most practiced in the darker arts of power and magic. Of how you faced them once and your best friend was turned on you in combat and you had to kill him, barely managing to escape, scarred for life by the experience and bearing a deep fear that he is hunting you still? That you were certain you saw Luskad again and that his minions were even now combing the woods for the survivors, doing unspeakable things to any that still showed signs of life? How deviously fun is it when you, in your abject terror, manage to convince other party members that this phantasm forced on you by the dark mage is actually occurring and now you have a companion hiding in terror beside you and the rest of the party is now searching for a couple party members rather than just you? I think its safe to say your companions will know something more about your character as well, something they'll remember and that will make that adventure all that more memorable.

It's a fair bet you won't ever think up answers to all the questions, but having some of them thought out makes it that much easier when an unexpected question comes up. Ok, so we know you fear Field Commander Luskad and his Hundred Companions but you haven't told us how you feel about facing skeletons. Well, If it comes up unexpectedly and you need a quick answer, it's an easy exercise in on-the-spot character development to make the mental leap from 'Well, the Hundred Companions were skilled in Dark Power and Black Magic, so they probably had Necromancers with them.' You probably faced skeletons in that fateful battle. Either skeletons are going to scare the heck out of you, reminding you of this deep-set terror; or you've conquered that fear, having faced them before, and take great joy in destroying undead as a way of taking out your aggression towards Luskad and what happened. (Knowing on a subconscious level that your character wants to face Luskad down but is too terrified to ever succeed at this point.)

Now you've gone through and begun to develop your character history. You have a start on the issue of role-playing that character. You should have a bit of the background and the basis for determining how they act, what they will do in various situations, and the essence of their "character". What you have developed here is a basis for the character. It has a start, where your character began, and an end, where your character enters play. It is up to you to continue developing the character based on the experiences your character has while playing. While the character history is finite, the character development is infinite and will not end until either you choose to stop playing that character or the character dies its final death. You should be able to continue developing your character's personality and plans as each crucial event occurs in their life.

Here are a few really simple questions to mull over. You don't need to answer them all or you may want to think up more. But these are all good questions to help round out some of the simple things about your character that may come up. They may also provide you with building points to answer other questions later on.

Questions that Referees will periodically ask:

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- What is your character's full, true name ?
- What are your character's fears ?
- Is your character inherently Good, Evil, or Neutral ?

Character development questions:

- Where and when was your character born ?
- What are your character's parents' names ?
- Did your character have any siblings when you last saw your family ?
- Does your family live nearby and do you see them often ?
- What are your character's likes and dislikes ?
- Did your character leave home?
- Why did your character leave home/start adventuring/join a mercenary company?
- If something had happened to drive you into exile, why haven't they tracked you down ?
- If you're in town only to accomplish something, what happens when you do ?
- What is it that your character hopes to accomplish ?
- How does your character feel about other races ?
- How does your character feel about Magic/Power ?

The list could go on for pages. Think up more questions for yourself. It may help for you to write them down. Come back a few days later and see if you can add a few more questions and answers of your own to your list. Think about them a bit. Later on, some of these same things will change due to events that happen during game play. Some of them, primarily details about your past, won't ever change. Most of all, remember to have fun with it. This is just one tool of many that can help you develop your character's role to be one you have fun playing.

Use it all and *have fun*.

Character Races

The Land of Cambrion is inhabited by many races. Players of non-Human characters should get a fact sheet for their character's race from a Referee. Anyone wanting to play one of the uncommon races - Drow, Duergar, or any unusual Half-race combination - must get permission from a Referee first.

People should be able to recognize a character's race on sight. (Attempting to circumvent costume requirements will result in a Referee dictating a character's race.)

General Races

Those races most common to the campaign environment.

Human
Humans make up the largest and most diverse race in the Land of Cambrion. The Human language is the Common tongue used by all. Humans excel in the use of Power. Humans have a maximum lifespan of 80 years.
Skill Table: Human
Make-up requirement: None

Barbarian
Similar in many ways to the humans, this race has lived in the Western Mountains and Plains long before humans came to live in the lands now known as the Empire. While similar in appearance and nature to humans the barbarian races have evolved into a distinctly separate race from normal humans. The Plains Barbarians can be described as Humans that dwell in remote areas, most commonly the Plains, far from Human cities and are generally considered crude and uncouth by civilized people. The Highland Barbarians (from Dunoon) can be modeled after Scottish highlanders. Both types of Barbarians owe their greatest loyalty to their Clan. They also have a great distrust of Magic (See Appendix X). Magic Users are considered outcasts and are extremely rare among the Clans. Barbarians are great Fighters. Barbarians have a maximum lifespan of 60 years.
Skill Table: Humanoid
Make-up requirement: Barbarian-style costume(kit/plaid for highlanders or leathers/furs, beads, feathers and/or tribal make-up for plainsmen).

Dwarf
Dwarves dwell in the mountains bordering the Land of Cambrion on the East and West. They frequently live underground. Dwarves are great Fighters. They make competent Power-users, but do not normally use Magic. Dwarves have a maximum lifespan of 150 years.
Skill Table: Humanoid
Make-up requirement: <i>All</i> Dwarves wear beards. Dwarves must wear fake beards. There is no height restriction for players of Dwarven characters.

Elf
Elves inhabit the heavily forested regions East and South of the Land of Cambrion. Elves excel as Magic-users and Rogues. They do not possess a great deal of innate

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Power. Elves have a maximum lifespan of 400 years.
Skill Table: Demihuman
Make-up requirement: Pointed ears and upswept eyebrows.

Orc
Orcs are found throughout the Land of Cambria, most frequently in regions not completely under Human control. They are good Fighters, but Magic is difficult for them to master. Orcs have a maximum lifespan of 40 years.
Skill Table: Humanoid
Make-up requirement: Orcs must have 2 of the following characteristics: Bushy eyebrows, snout, or tusks. All Orcs speak in a harsh, gravelly tone of voice.

Restricted Races

All restricted races require Referee approval prior to playing the race. Submission of a complete character history will also be required prior to being permitted to play the race. This will require an understanding of how the requested race fits into the realm and time spent working out the character with the Referees and may take quite a bit of time to set up. Do not expect to be able to bring a request and a character history and just start playing one of the restricted races.

Drow (Dark Elf)
Drow live deep underground and shun the surface and those who dwell there. The average person is most likely to think of the Drow as mythical or imaginary beings. Like surface-dwelling Elves, Drow make great Magic-users. Drow have a maximum lifespan of 400 years.
Skill Table: Demihuman
Make-up requirement: Black make-up covering all exposed skin, white wig or hair coloring, pointed ears

Duergar (Dark Dwarf)
Duergar make their homes deep under the mountain ranges of the Land of Cambria. Few non-Dwarves have even heard of the existence of the Duergar. Like the Dwarves, Duergar make great fighters and can be competent Power-users. Duergar have a maximum lifespan of 150 years.
Skill Table: Humanoid
Make-up requirement: Grey make-up covering all exposed skin. All Duergar wear beards. Duergar must wear fake beards. There is no height restriction for players of Duergar characters.

Half Races

This is a broad category that contains all characters with mixed parentage. (Playable half-races are one half human and one half non-human.) The most common are Half-Elves and Half-Orcs. All Half-race characters bear traits from their non-Human parent - it is not possible for a Half-race character to appear completely Human. Half-Elves and Half-Orcs have maximum lifespans of 200 and 60 years, respectively.

Skill Table: Non-Human Parent's

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Make-up requirement: Same as the non-Human parent (may be slightly modified).
Half-Elves must have pointed elven ears but may not have upswept eyebrows.
Half-Orcs are must have one and only one of the Orc makeup requirements and must also use the gravelly tone of voice. Referee approval is required to play any other half-race type character.

Alignments

Alignments (Good, Neutral, and Evil) are universal. All sentient beings fall into one of the three alignments. An alignment is the basis for a creature's moral code and beliefs. Once chosen, a character's alignment is very difficult to change. A Power-User's abilities are directly related to the nature of their alignment. For example, those who are Good are given the abilities to Heal and Preserve, while those who are Evil gain the ability to Harm and Destroy. (See Appendix C for guideline about alignments.)

Good

- *Great* respect for life.
- Supports/encourages the welfare/well-being of others.
- Reluctantly inflicts (directly/indirectly) pain or harm and only with sufficient cause.
- Light Power and White Magic are aligned with Good.

Neutral (Non-aligned or True Neutral)

- Centered on serving ones self or community.
- *Some* respect for life.
- Inflicts (directly/indirectly) pain or harm only when required.
- Gray Power and Grey Magic are aligned with (True) Neutral.

Evil

- *No* respect for life.
- Enjoys inflicting (directly/indirectly) pain or harm.
- Dark Power and Black Magic are aligned with Evil.

Many races/creatures may change their alignment; However, not all races/creatures can. There are creatures that are inherently Evil. These creatures cannot change their alignment.

While those of Good alignment value Life, they are permitted to take life, when required. The most noted example is of an inherently Evil creature (ie. Troll) about to cause harm (ie. Death) to others. (This is one of the few cases in which a Healer will assist in the taking of a Life.)

Alignments

In order to voluntarily change a characters alignment, it takes a great of effort and dedication (in and out-of-game). This must be voluntary (it cannot be forced.) Alignments can only be changed in one of the following ways: Good to Neutral, Evil to Neutral, Neutral to Good, or Neutral to Evil.

The following are the requirements for changing a characters alignment:

- The character cannot be played for one full year (real time). It is during this time that the change in the persons nature is achieved.
- No changes to skills or XP will result from the change of the characters alignment. As certain Schools (Black and White) and Sects (Light and Dark Power) have alignment requirements, changing alignment may make casting certain Spells/Invocations impossible. While the character may not have the ability to cast the Spells/Invocations, they still have detailed knowledge of them.
- While transitioning between alignments, no alignment-based Spells/Invocations can be used. Using an alignment-based Spell/Invocation will nullify any progress made in changing alignment and the process must start over.

Forced Alignment Change

All Characters have a chosen alignment (good, neutral, evil) and must act in an appropriate manner based on which of the three are chosen by the player at the creation of the character. If a character continually acts in a manner that is directly against their alignment they will become under consideration of a forced alignment change by the Referees.

Typically for a character to change their alignment, they must follow the guidelines listed in the rulebook and spend 1 year OOG. A forced alignment change happens IG however but has serious detriments to prevent abuse. An IG forced alignment change has the effect of knocking the mind and body out of alignment since the proper meditations and life-changes where not made. The misalignment will begin with small shifts in skill level and will slowly become more and more severe. For example, a Caster may start to see some of their spells fizzle, or become harder to cast, then they will lose the ability to cast their highest level of invocations/spells. A warrior may suddenly find that they are more clumsy than usual landing blows less effectively or getting hit more squarely/harder than others are from time to time.

Warnings will be seen as IG effects, such as spell-fizzling at first (power/spell points spent but with no actual effect), then as the character begins to descend or ascend, as the case may be, into a different alignment they will lose one level of every skill they have including fighter and rogue skills. At this point IG atonement is still possible and will restore all skill levels lost in conjunction with the alignment shift. If however the character continues to act against their alignment, they will eventually be 'snapped' into the next alignment on the chart, at which point all of the characters skills will be 'effectively' dropped by a total of two levels.

IG atonement occurs when the player makes a particularly concerted effort to demonstrate that they are acting in accordance with their correct alignment. This must be something the Referees can see being done for it to be effective and must be seen often and long enough or the Referees to determine that the character is no longer prey to their deviant behavior. It is up to the Referees to determine when a character has satisfactorily atoned.

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As certain Schools and Sects have alignment requirements, forced alignment change may make casting these schools/sects impossible. Lost skills effectively dont exist for the character any longer. A character who had sword skill at basic who loses that skill due to a forced alignment change no longer has sword skill and can not use a weapon to fight or parry any longer as they are too misaligned and ineffective at this point.

Even at the point of the forced alignment change the character is still playable albeit in a diminished role and will not be forced out-of-game. A character can only offset the loss of skills attributed to a forced alignment change by spending a year OOG to re-transition back to their original alignment. If the character wishes to remain in the alignment they were forced into by a forced alignment change without skill loss they must spend a year OOG to return to their original alignment first to regain the lost skills then they may spend a year OOG to shift alignments to the alignment they wish to change to.

Damage and Healing

General

There are various methods of both inflicting and healing damage.

Total Life & Location Points

There are two types of Hit Points - Total Life Points and Location Points. Total Life Points indicate the overall health of the character. Location Points denote the condition of a particular location or limb. All characters start with 12 Total Life Points. All characters must be age 12 or older. (Children are born with 1 TL. Children gain 1 TL per year.)

There are six locations (Head, Body (torso/back), each Arm, and each Leg). The character's Location Points are determined by the character's Total Life Points. Location Points equal one third of the character's Total Life Points rounded down (except Body, which receives two thirds). All characters start with the following Total Life and Location Points:

Location	Points
Head	4
Body	8
R/L Arm	4
R/L Leg	4

Total Life (TL) Points	Point of Death (POD)
12	-1

Point of Death (POD)

Point of Death (PoD) is the point at which the character is no longer living. This varies from character to character. A character dies if their Total Life should fall to their Point of Death. Initial PoD is 1 TL below 0. PoD is lowered by 1 TL for every 20 Ranks OR every 6 additional TL, whichever is more beneficial. (An easy way to determine PoD is $\text{negative}(\text{TL} / 6) + 1$ or $\text{negative}(\text{Rank} / 20) - 1$, whichever is more beneficial (lower).)

For example:

A Rank 2 character with 12 TL has a PoD of 1 TL

A Rank 20 character with 24 TL has a PoD of 3 TL (-2 TL for Rank OR 3 TL for additional TL)

A Rank 45 character with 20 TL has a PoD of 3 TL (-3 TL for Rank OR 2 TL for additional TL.)

A Rank 60 character with 60 TL has a PoD of 9 TL (-4 TL for Rank OR 9 TL for additional TL.)

Damage

Not all damage is the result of combat. It can be inflicted by traps, starvation, suffocation, etc.

Death

Death can occur one of three ways:

- The character's Total Life (TL) Points are reduced to their Point of Death (PoD).
- The character's Head or Body Locations are severed.
- A Spell or Invocation causes the character to die.

Corpses

Because corpses once contained a living Spirit and have the possibility of again containing one, they are treated specially relative to several Spells and Invocations. Sanctify, Taint, and Create Undead are specially designed to operate only on corpses. Corpses are also considered a living person for the purposes of Teleport.

Unconsciousness

Unconsciousness may occur for several different reasons:

- The character's Total Life Points are reduced to zero or below, but not to PoD.
- The character's Location Points for the Head or Body are reduced to or below zero.
- The character is Pummelled sufficiently to bring their head location to or below zero (See Pummel Skill).
- A Spell or Invocation causes the character to fall unconscious.
- The character drinks too much alcohol (See Alcohol Rules).

The character can be revived by undoing the condition that caused the unconsciousness, such as, Heal, Give Power, etc. Detect Power and Evaluate Wounds assist greatly in determining the cause of unconsciousness.

Damaged Locations

A location is no longer functional when its Location Points are reduced to or below 0. Healing will restore use of the location, provided the location is not broken or severed.

A broken bone occurs when its Location Points are reduced to negative the number of starting points for that location. For example, a character with 12 Total Life Points would suffer a broken bone if the location (leg, arm, or head) reached -4, or, in the case of the back (Body) at -8. The Set Broken Bone skill and Healing (10 points of healing from a single Invocation to the effected location) are needed to restore a broken bone (See the Set Broken Bone Skill).

A location is severed when its Location Points are reduced to negative the number of starting points for that location, doubled. For example, a character with 12 Total Life Points would suffer a severed limb if the location reached -8 (except the Body which would be severed at -16). Healing (20 points of Healing from a single Invocation to the effected location) is needed to repair a severed location.

Bleeding Damage

Bleeding damage occurs when a character takes damage from a bladed weapon. For every 15 minutes of bleeding, the character will take damage equal to the original wound. Bleeding damage is subtracted from Total Life, not from the wound's location. Bleeding will continue until the character bleeds to death (Point of Death) or the wound is Bound or Healed. The Bind Wounds skill stops bleeding as long as the bandage remains in place; if it falls off or is removed before the wound can be Healed, bleeding will resume. One point of healing will stop bleeding to the location healed.

Joe-Average is attacked by an Orc. Joe-Average kills the Orc, but is stabbed in the arm with a sword in the process. The sword does 2 points of damage to the Location and to Total Life. Joe-Average is now at 2 Location Points on the arm and 10 points of Total Life. Unless the wound is bound, in 15 minutes Joe-Average will take another 2 points of damage to Total Life, bringing him to 8 Total Life. This will continue until Joe-Average's Total Life goes to 0 and he falls unconscious. 15 minutes later he will take another 2 points from Total Life and die.

Subdual Damage

Subdual damage allows a character to attempt to incapacitate, rather than kill, their opponent. Subdual damage inflicts temporary damage to stun or subdue an opponent. Unconscious opponents are unaffected by Subdual damage, as they can no longer be stunned. The temporary damage may be Healed, just like regular Physical damage, or the victim may recover from the temporary damage after 15 minutes. It is possible to sustain permanent damage from being subdued. A quarter of the subdual damage remains after 15 minutes. Note that even if the victim sustains enough temporary damage to bring their Total Life below Point of Death (PoD), they are only unconscious, not dead, unless they also take enough permanent damage to kill them.

The maximum subdual damage inflicted by a blunt weapon, without special training, is one half the regular damage the character is able to inflict. The maximum subdual damage inflicted by a bladed weapon, without special training, is one quarter the regular damage the character is able to inflict.

A quarter of all Subdual damage is retained as normal damage even after the affects of Subdual subside.

The player may choose to do less Subdual damage than the maximum. Characters who want to do additional subdual damage may learn the Subdual skill. (See the skill descriptions.)

Undead, Created, or Summoned creatures are unaffected by subdual damage.

Internal Damage

Internal damage includes any damage not originating from an external source. Internal damage includes damage from disease, poison, Summoned Spirit (with a malicious Invocation), bleeding, suffocation, and starvation. This type of damage does not disrupt casting, resting, or sleeping. Most damage of this type (disease, poison, bleeding) can be prevented (through the use of Endurance spells) or Healed.

Suffocation Damage

Suffocation damage occurs when a character cannot breathe. One point of damage is taken every five seconds. The damage is to TL (Total Life). The damage is treated as subdual damage until the character dies (PoD). The damage will stop when the cause of the character not breathing ends or the character dies. It cannot be prevented (through the use of Endurance spells).

Starvation Damage

Starvation damage occurs when a character does not get sufficient sustenance (food and water). One point of damage is taken each day without sufficient food and water. The damage is to TL (Total Life). The damage will stop when the character dies (PoD). Starvation damage can neither be prevented (Endurance) nor healed (Heal Wounds). Only sufficient sustenance will restore TL (1 point per day) lost in this manner.

Healing

By far, the fastest and easiest way to heal someones wounds is through the use of Power. Healing invocations are present in both the Light (Healer and Light Initiates) and Grey Powers (Grey Initiates). As may be expected, the Healers Sect is most effective at healing wounds, as well as curing other ailments.

Treating Bleeding Wounds

Bleeding damage occurs when a character takes damage from a bladed weapon (dagger, sword, etc). Bleeding damage will continue until it is treated or the character dies. There are several ways to treat bleeding damage: Healing invocation, Stop Bleeding invocation, Bind Wounds skill, Tourniquet skill, and Cauterization.

Heal Wounds Invocation

The most common method of healing wounds is through the use of Power. There are several invocations that heal wounds and restore TL to a character. Only characters trained in the use of Light and Grey Power can cast these invocations: Heal Wounds (Healer), Repair Wounds (Light Initiates), Treat Wounds (Grey Initiates).

Stop Bleeding Invocation

Healers have an invocation that will stop all bleeding wounds on a single target: Stop Bleeding. This is a fast and simple invocation.

Bind Wounds Skill

The Bind Wounds skill allows a character to stop a bleeding wound by applying a bandage to the specific wound. Each wound must be bound separately, so it may take some time to complete. (Characters with many wounds treated in this matter also tend to look like mummies after a while.)

Tourniquet Skill

The Tourniquet skill allows a character to stop bleeding to an entire limb (arm or leg only). This is fast, but it severely weakens the limb and causes damage to the limb over time. It is also the only way to stop bleeding of a severed limb with a bandage. (See the Tourniquet Skill description for details).

Cauterization

The last method to stop bleeding from a wound is to cauterize it. Cauterization is the least preferable way of stopping a bleeding wound. To cauterize a bleeding wound, fire based damage is applied to the wound. For each point of damage inflicted, one point of bleeding damage stops bleeding. The damage inflicted must be fire based (Burning Hands, burning brand, heated metal). Non-magic fire based damaged is inflicted at a rate of 1 point per second. As may be expected, this method is harsh and can leave a character scarred.

Natural Healing

A character can heal naturally from most wounds, given time. Characters relying on natural healing regain a certain number of life points per week, based on their Total Life divided by 12 (rounded). For example, a

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character with 12 Total Life will regain 1 life point per week. They regain points to each Location at the same time as the points to Total Life. For example, a character with a Total Life of 30 will regain 3 points to Total Life and to each Location per week. A character cannot regain more points than their Total Life through healing.

Resurrection

Resurrection is an Invocation that attempts to heal the body and return the Spirit therein. It is a difficult (and expensive) undertaking. Each time a characters spirit is returned to the body in this manner, it becomes weaker. This weakness will affect further Resurrections, requiring stronger Invocations to be used in each subsequent Resurrection.

Characters spirits are strong enough to allow Resurrections to occur no more than 5 times. It is also important to note that the amount of time a spirit is separated from a dead body is important. The longer the spirit is away, the more difficult it is to return it to body. Approximately 30 days after death, the chances of returning the spirit begin to diminish with each passing day.

There are several circumstances that may destroy or corrupt a body, making more than a single resurrection chance (poisons, diseases, etc).

As a character gains experience, their living spirit gains strength. Therefore, a character gains an additional resurrection chance every 50 ranks. (The first additional resurrection chance is gained at rank 50, not 70.) These additional resurrection chances **do** accumulate with initial five chances.

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Combat

General

Cambrion Adventures' combat system is designed to allow anyone the opportunity to engage in combat. Personal skill is less important than the skills of the character.

Weapon Damage

Each weapon type does a certain amount of base damage. However, different characters (or monsters/NPCs) may have skills that allow them to do additional damage. When a player strikes with a weapon, they call out the number of points of damage they do so that their opponent can hear them. For example, if a character could do 2 points of damage with a sword, the player would call out "TWO" each time an opponent was hit.

The following table lists the basic weapon classifications and base damage for each:

Weapon Type	Base Damage
Dagger / Thrown	1
One-Handed / Staff / Short Bow	2
Two-Handed / Long Bow	3

Certain Magic spells or Power invocations can be cast on a weapon to enable it to do Magic or Power damage. The player calls out the Physical damage first, then the damage done by the spell or invocation. For example, a character using a weapon that causes two points of Physical damage or one point of Power damage would call out, "TWO, Power ONE". The target of an Empowered weapon attack takes only the Physical damage or only the Power damage, whichever affects them more. They do not take both sets of damage called. The same applies for Enchanted (Magic) weapon attacks.

Combat Safety

Safety is of paramount importance. Players may lose the use of weapons or be ejected from the game if verbal warnings from the referees go unheeded.

- Hit just hard enough so your opponent can feel it; "pull your blows" so they do not hurt an opponent.
- No stabbing/jabbing. (Thrusting is not allowed. Weapons are not designed for thrusting, except arrows.)
- No hits to the head, except the Pummel skill, Touch Spells/Invocations, and under controlled (non-combat) situations. (If an single accidental hit to the head occurs, the damage is counted as applicable; otherwise, the damage can be ignored.)
- No use of bows/crossbows within 10 feet of a target individual. (Simply call the damage and drop the arrow/bolt.)
- No grappling or other physical contact. (This includes all weapons and shields; these may not be grabbed or hooked. Shields may not be pressed into the shieldbearer.)
- No charging or attempting to overbear your opponent.
- No offensive combat while blinded. Defensive combat is permitted. However, special caution must be taken.
- When "Time Out" is called, all participants immediately stop what they are doing and listen for instructions from the referee.

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- "*Time Out*" may be called by any participant in case of injury or if the situation appears unsafe.
- Follow directions of the referees.
- Use "Common Sense". (It's only a game.)

Armor

There are three types of armor; Physical, Magical, and Power. Each provides protection from damage of the same type - Physical, Magical, or Power. The amount of protection that a character receives is expressed as their Armor Class (AC). An Armor Class of 0, or AC 0, is a character with no armor. They take full damage from any attack. The higher the AC, the better the character is protected (See Appendix B for Armor Standards).

Physical Armor

Physical armor is the actual physrep armor worn by a player, such as, leather bracers or a chain mail shirt. No skill is required by a character in order to wear armor. With Physical armor, each body location has its own Armor Class (AC) - a character wearing a chain mail shirt and leather bracers has a high AC for the body (covered by the mail shirt), a lower AC for the lower arms (covered by the bracers), and a Physical AC of 0 for the legs and head (where there is no Physical armor protection).

The following table lists the different types of armor and the AC for each:

Armor	Armor Class (AC)
Fur/Leather	1
Chain mail	2
Plate mail	3

Players must wear physrep armor to receive Physical armor protection (See Appendix B). In the case of an armor physrep that only covers part of a location, (for example, bracers that cover the lower arm but not the upper arm) only the area actually covered by the physrep is protected. Physical armor only protects against Physical damage - Magic and Power attacks go right through Physical armor.

For the sake of playability, taking damage from weapons does not destroy Physical armor. However, there are several Magic spells that can destroy Physical armor.

Magic Armor / Magic Protection

There are two Magic spells that protect against Magic damage: Magic Protection and Magic Shield.

The spell Magic Armor creates an invisible Armor providing physical protection. Magic Armor AC nullifies the recipient's normal Physical AC including Armor Proficiencies, Dodge, and Physical armor (leather, chain, etc). Magic Armor covers all areas of the body. Magic Armor is invisible to normal sight. Magic Armor only protects against Physical damage - Magic and Power attacks go through Magic Armor.

The Magic Protection spell creates an invisible barrier providing Protection against Magical Damage. This spell does not interfere with the operations of Physical armor, skills (including Armor Proficiency and Dodge), or Invocations. Magic Protection does not protect against all spells, for example, it will not protect against the effects of a Sleep or Petrify spell. Magic Protection is invisible to normal sight. Magic Protection only protects against Magic damage - physical and Power attacks go through Magic Armor.

Power Protection

Power Protection provides protection against Power attacks, such as Cause Wounds, Empowered weapons, Ghoul's Touch, etc. However, Power Protection does not protect against all Invocations, For example, it will not protect against the effects of a Cause Disease or Repel Invocation. Power Protection gives a Power AC, which covers all areas of the body. Power Protection is invisible to normal sight. Power Protection only protects against Power damage - Magic and physical attacks go through Power Protection.

Weapons

Standard Weapons

Standard weapons are weapons commonly found throughout the campaign. (See Appendix A for weapon sizes.) The following is the list of standard weapons:

Weapon (Damage Type)	Weapon Skill
Axe (Bladed)	
Small Axe	1 Handed
Battle Axe	1 Handed
War Axe	1 or 2 Handed
Great Axe	2 Handed
Club (Blunt)	
Small Club	1 Handed
Club	1 Handed
Staff	1 Handed
Hammer (Blunt)	
Small Hammer	1 Handed
Battle Hammer	1 Handed
War Hammer	1 or 2 Handed
Great Hammer	2 Handed
Mace (Blunt)	
Small Mace	1 Handed
Battle Mace	1 Handed
War Mace	1 or 2 Handed
Great Mace	2 Handed
Sword (Bladed)	
Short Sword	1 Handed
Long Sword	1 Handed
Bastard Sword	1 or 2 Handed
Great Sword	2 Handed

Arrows

Arrows must be taken along on patrols if they are to be used. Arrows are required to be safe. Therefore, they are constructed with large soft heads. This prevents injury. Normal arrow heads (non-Bodkin) cannot be brown (See Bodkin Arrows).

Arrow Blanks

Because arrow heads must be constructed with large soft heads, it increases the room required to carry each arrow, reducing the number of arrows carried. The reduced number of arrows, and the monsters inclination to break arrows fired at them, leaves archers with very few available arrows.

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In lieu of carrying additional arrows, arrow blanks (dowels) may be carried. Arrow blanks are unfletched, unnotched, unheaded arrows that cannot be fired. However, they will represent additional arrows carried.

Once combat has been concluded, any arrows broken (by monsters or otherwise) will be substituted for arrow blanks. That is, the archer will hand over dowels to the monsters (to be carried with the monster equipment) in equal number to the number of arrows broken during combat. Combat will never be stopped to trade arrows back to the archer. If the archer has no live arrows to fire, he must wait until combat is concluded.

Joe-archer has 4 live arrows and 12 arrow blanks. He uses 3 (live) arrows to kill a goblin. During combat, the goblin broke 2 arrows. After combat has been concluded, the archer hands 2 arrow blanks to the monsters to simulate the loss of the 2 arrows.

Bodkin Arrows

Bodkin arrows are blunt arrows specifically designed not to inflict physical damage, instead they inflict Subdual damage (equal to normal damage). Bodkin arrows cannot be enchanted with the Enchant Arrow Spell or empowered with the Empower Weapon Invocation. Since all phys-rep arrows have large soft heads, only Bodkin arrow heads can be brown in color.

Finding Temporary (wooden) Weapons

Occasionally wooden weapons (clubs and staves) will be made unusable (warped or destroyed) during combat. It may be possible to find a usable substitute by searching a wooded area. 5 minutes of searching will yield a weapon usable for a single combat. 15 minutes of searching will yield a weapon usable for a day (24 hours). Weapons found in this manner will not withstand strong use and will do 1 less damage. That is, this should only be used to temporarily recover a usable weapon, not to avoid buying one from a merchant. To make a standard wooden weapon requires time. The time is needed to find, shape, dry, and otherwise prepare the wood for its intended use.

Combination Weapons

Combination weapons are weapons constructed in such a manner as to be used by multiple weapon skills, such as a hammer with an axe blade. These weapons are strictly prohibited. This does not apply to Dual Use weapons.

Dual Use Weapons

Dual Use Weapons are weapons large enough to be used with either 1 or 2 hands (See Appendix A Weapon Standards). They include War Axe, War Club, War Mace, and Bastard Sword. While the weapon itself can be used with multiple weapon skills, weapon skills must be purchased separately to use these weapons (1-handed and 2-handed proficiency).

For example, a Bastard Sword can be wielded 1-handed by an individual with the Long Sword or Bastard Sword (1-handed) weapon proficiencies. It can also be wielded 2-handed with the Bastard Sword (2-handed) or Great Sword weapon proficiencies.

Special Weapons

Special weapons are non-standard weapons. The size, shape, or weight may be non-standard on a special weapon. Oriental and other non-European weapons are considered special, as are non-standard items used as

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weapons, such as a broken beer bottles. To become proficient in the proper use of a special weapon, a character must either find a trainer for the weapon or teach themselves (at 4 times the XP cost).

Unique Weapon Construction

In an effort to make a character unique, characters are sometimes restricted to using special weapons or to use a weapon specific to their character history. Unique weapons are those crafted from a non-standard material (ie. Bone dagger or wooden sword). (Referee approval is required before using the special weapon.) It is assumed that the weapon has been crafted (cured, dried, bleached, enameled, etc), so that it will not immediately fall apart.

Unique weapons do not require any special skill to learn, provided that the weapon is the general weight and shape of the standard weapon. The appropriate weapon skill is required to use the weapon.

Unique weapons do the damage of a similar metal weapon. If the character can call 4's with a dagger, they can do 2 with a bone/wooden dagger. The damage is rounded, so a character doing 2 with a dagger can do 1 with a bone dagger. A character doing 1 with a metal dagger would not be able to do any damage at all with a bone dagger, which is to say they may bruise or scrape their target.

If a unique weapon strikes anything harder than leather/fur (ie metal armor, rocks, trees, etc) it shatters. If the unique weapon is parried, parried with, or is intentionally struck with a metal weapon, it will break. The only way to prevent it from breaking in such a manner is to have the weapon protected through Magic or Power.

Unique weapons must be covered/made to look like the material they are made of (white or tan for bone, brown for wood). The weapon cannot be intentionally made to look like another material (this includes the use of dyes). It must be obvious for what it is on sight and should be so in and out of game.

Strength (and Weakness) Categories

Strength through whatever means (Skill, Spell, or Invocation) increases the characters physical Strength. This in turn increases the damage done with melee and thrown weapons. It also allows the recipient to carry living people (maximum of 2 people) relatively unencumbered (simulated by holding on to the person, who walks along instead of actually being carried), and lets the recipient physically restrain average people in non-combat situations, for example, restraining a prisoner. (While the character is able to carry heavy loads (to include more than 2 corpses), they can only move at a walk, not run.) Different mechanisms cannot be used in conjunction to increase a characters strength (that is, the Strength skill does not work in conjunction with the Strength Spell or the Inner Strength Invocation). Strength does not increase the characters movement speed or any armor proficiencies (Armor Proficiency or Dodge).

Weakness through whatever means (Spell, Invocation, or other situation) decreases the characters physical Strength. This in turn decreases the damage done with melee weapons (excluding bows). Weakness can decrease the characters movement speed and diminish many armor proficiencies.

The Agility skill equates to Strength categories of the same level (only for escaping people, traps, and bind type spells).

The table below describes the Strength categories with their corresponding effects. Speed refers to movement, combat speed, and armor skills (Dodge and Armor Proficiency), but not speaking (or vocals). The number in parenthesis is the maximum weight (in pounds) that can be carried over long distances (walking, not running). The maximum weight that can be carried while running is half the amount shown.

Strength Category	Damage Modifier*	Strength of Average Person**	Speed/Fight	Cast
2	+2	4 (300)	Normal	Normal
1	+1	2 (150)	Normal	Normal
0	0	1 (75)	Normal	Normal
-1	-1	1/2 (37)	Half (no sprinting)/Half	Normal
-2	-2	1/4 (19)	Quarter (no jobbing) / Quarter	Half

* Melee weapons only (not bows)

** Weight (in pounds) that can be carried over long distances.

Many spells (Bind, Entangle, Grasping Hands) can hold a character to the ground. If the spell effect is stronger than the character's strength (category), the character is held. If the spell effect and characters strength are equal, the character can escape (5 seconds per location held). If the spell effect is weaker than the character strength, the character can escape (2 seconds per location held).

Strength Category	 	Spell Effect (Strength Category)	Result*
Strength Category	Lesser	Spell Effect	Held
Strength Category	Equal	Spell Effect	5 secs
Strength Category	Greater	Spell Effect	2 secs

* per each held location

Skills

General

Skills are the simulated abilities of characters. They may have little or no correspondence with the player's real-life abilities. Skills are simulated either by acting out the abilities and/or by calling out the effect, such as using a weapon and calling out the damage, evaluating the extent of a wound, or translating a scroll. Once a character has a skill, they may use it whenever and as often as they wish. There are few skill restrictions, thus any character can possess nearly any skill. For example, Fighters may learn to cast Spells and Invocations. Characters are more than just a collection of skills. Each character also has a central character concept and beliefs. It is the combination of skills and role-playing that makes each character unique.

Each skill is "bought" with experience points (XP). That is, a character becomes more skilled the more experienced they are. Experience points are gained by adventuring. The cost for each skill differs for each race and class. For instance, Humanoids (Orcs, Dwarves, Barbarians, etc.) are acknowledged to be the best Fighters, Demi-Humans (Elves and Drow) are understood to be the best Magic-Users, and Humans are known to be the best Power-Users.

There are several categories of skills. Language skills include general languages; this includes a few special languages (Drow, Duergar, and Gaziantep). Armor skills enable characters to better utilize Physical armor. First Aid skills provide some level of healing without the use of Power. Stealth skills require surprise. Thief skills are skills such as Pick Locks and Poison Use. Weapon skills enable characters to learn the basics about wielding weapons. Miscellaneous skills (such as extra Life points, Strength, and Agility) are those skills that do not readily belong to any other category.

Classes

There are four classes that a character must choose from: Fighter, Magic-User, Power-User, and Rogue. A character can only choose one class. The chosen class represents the types of skills they can learn most easily. The cost of skills varies for each class, for example, a Magic-User will find weapons skills have a high cost, while Magical abilities have a low cost. A Fighter's costs will be just the opposite. In game terms, the character's class will determine which skills the character will excel at, as well as the skills that the character will find more difficult to learn.

Class is an out-of-game term - a character may call themselves whatever they wish, for example, a mage, healer, warrior, guard, mercenary, farmer, etc.

Experience Points

Experience Points (XP) represent a character's overall skill or knowledge. XP are used to "buy" skills, that is, as a character adventures, trains, or studies, they gain abilities and skills. Experience points are awarded for the time the character is adventuring - an average of 1 XP per hour of adventuring is awarded.

Characters start with 20 XP. This represents the sum total of the collective knowledge the character has gained in life, before entering the campaign.

Rank

"Rank" is an out-of-game term used to indicate how experienced, tough, or skillful a character is. The higher the character's Rank, the more experience points that character has earned. Rank is necessary for determining whether a character will succumb to certain spell or invocation effects, whether a character is experienced enough to learn a particular skill, or just to lord it over characters of lesser Rank. A character's Rank is equal to the total number of experience points a character has earned divided by 10 (experience points/10). All characters start at Rank 2 (20 xp / 10 = Rank 2).

Divided Damage

There are several instances where damage or a skill's effectiveness is divided. In cases where something is divided, all resulting numbers will be rounded. (That is, if the resulting number is half or greater the number is incremented by one, if the result is less than half the number stays the same and all fractions are dropped.) Where damage is divided and the target has some form of protection (armor, spell, or invocation), the protection is considered first, then the damage.

Joe-Rogue's (with a Dodge of 5) left leg is bound to the ground while he is being attacked. Since Dodge is halved per location bound, Joe-Rogues affective Dodge is 3 (5 divided by 2 is 2.5, 2.5 rounded is 3). If Joe-Rogue's other leg was then bound, their effective Dodge would then go to 1 (5 divided by 2 is 2.5 (first leg) and 2.5 divided by 2 is 1.25 (second leg), 1.25 rounded is 1.)

Failed Stealth Attacks

Stealth attacks (Throatlit, Backstab, or Pummel) fail when the target being attacked is not surprised by the attack. Surprise attacks must come so swiftly, quietly, and unexpectedly, that the target is caught off guard and has no time to react. When a stealth attack fails, the damage inflicted is half the damage called. This is because both Backstab and Throatlit attacks are compounded by the attacker's Dagger skill. There is no way of determining the attackers dagger skill when the damage is called. So in order for the target to make a quick determination of the damage inflicted from a failed stealth attack, the damage taken is half the damage called.

Advanced Skills

The skills listed herein are the commonly known skills and abilities of the game world. There are lesser-known advanced skills that trainers consider trade secrets. These skills and abilities are only taught to those who merit the training. Advanced skills can only be obtained by characters who have attained 20th rank and above.

Training

When a character acquires a skill, they are representing training or studying to master the skill. Skills take a character a week to learn. Exceptions to the time requirement are skills that are acquired naturally (Extra Life Points, additional Spell Points, and additional Power points), Languages, and self taught skills (see below). Naturally acquired skills do not require training and therefore, do not have self taught penalty (see below). Each language skill takes 1 month to learn.

Self Taught Skills

It is possible to learn skills without being taught. It costs 4 times the normal XP cost to teach yourself a skill. However, It takes 1 month per level of the skill to learn it on your own. This reflects the considerable time and effort it takes to learn a skill by trial and error. (Referee approval is required.)

Training Periods

Training in a specific skill does not have to be accomplished all at once. The training can be accomplished over several sessions. However, training can only be accomplished in one skill at a time (with the exception of natural and language skills). Each training session must be a minimum of 1 training day.

Training Days

Training days are 24 hours. No other activities can be accomplished during this time (to include professions, company duties, adventuring, etc). The exception to the 24 hour training day is for languages. Language skills can be learned a few hours at a time. However, since other skills require strict training time (24 hours per day), it is not possible to train in a skill and a language skill in the same day. (It is not possible to train in multiple language skills simultaneously.)

Waiting Period between Skills

There must be 2 weeks between training in the same skill (Strength, Weapon skill, a specific School of Magic, a specific Sect in Power, etc). This time is to acclimate a character to possessing the skill. This time is not included in the training time.

Armor Skills

Armor skills afford or enhance protection from physical attacks. These include skills include using armor, shields, and avoiding attacks altogether. A character that does not have any Armor skills can wear armor, but will not be as well protected as a character who knows how to make the best use of their armor.

Armor Proficiency

Version: 6 (2008-02-09 13:50:22)
Maximum Level: 5
Conjunctive Skills: Dodge
Prerequisite Skills: None

Allows the character to make maximum use of their Physical armor (any type). The character has trained in the use of armor and knows the subtle ways to turn or move so that the armor will absorb or deflect more of the damage. This skill does not provide any protection against Magic or Power.

The protection afforded by the Armor Proficiency skill is added directly to the physical armor class of any given point. (For example, a location with Leather (AC 1) and Chain (AC 2) armor has a physical AC 3. The armor proficiency is applied to the AC 3, not the individual armor types (leather and chain).)

The maximum amount of Armor Proficiency that is applied is equal to the AC of the physical armor. (For example, a location with Chain (AC 2) armor can apply a maximum of 2 levels of the Armor Proficiency skill. This would afford a total AC of 4.) Armor Proficiency only works in conjunction with the Dodge skill when leather armor is used. (Note: wearing any metal armor will nullify the use of the Dodge skill.)

If the character is surprised, has no room in which to move, incapacitated, Paralyzed, Halted, etc, the Armor Proficiency skill does not work. For each location immobilized (for example, by a Bind or Entangle spell) or non-functional, Armor Proficiency no longer functions for that location. The character need not see the attack to take advantage of this skill.

Level	Additional AC
1	+1
2	+2
3	+3
4	+4
5	+5

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	6	18	12	12
Demihuman	8	24	16	16
Humanoid	10	30	20	20

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Practised				
Human	12	36	24	24
Demihuman	16	48	32	32
Humanoid	20	60	40	40
Proficient				
Human	18	54	36	36
Demihuman	24	72	48	48
Humanoid	30	90	60	60
Experienced				
Human	24	72	48	48
Demihuman	32	96	64	64
Humanoid	40	120	80	80
Master				
Human	30	90	60	60
Demihuman	40	120	80	80
Humanoid	50	150	100	100

Dodge

Version: 5.3d (2005-12-15 17:27:53)
Maximum Level: 5
Conjunctive Skills: Agility
Prerequisite Skills: None

Enables the character reduce the amount of damage taken in an attack by Dodging, moving the body to avoid full impact, etc. The character can Dodge physical, Magical, or Power damage. If multiple types of damage (Physical, Magic, or Power) are being called, they are each applied against the Dodge skill and only the highest damage is taken. Dodge does not work against touch attacks (Spells/Invocations, not melee weapons).

The Dodge skill is a defensive skill, and can only be used in defense. Characters with the Dodge skill cannot charge an opponent, then fight them toe to toe and expect to be able to Dodge successfully. Characters can attack and Dodge as long as they are moving away from the direction of the attack.

Dodge skill cannot be used to Dodge touch range attacks by Magic–Users, Power–Users, or monsters. (For example, Burning Hands Spells, Cause Wounds Invocations, or Ghoul's attacks cannot be Dodged.) The skill cannot be used to Dodge arrows. Of course, the player can attempt to physically dodge arrows or hand attacks, as opposed to role–playing the Dodge skill. If the attack is actually avoided, no damage is taken. The skill can be used to Dodge Magic Bolts.

This skill is not automatic. In order to Dodge an attack:

- The attack must be seen
- The character must have freedom of movement
- The character must be able to react
- The character must be moving away (backing, not running) from the attacker
- The player must role–play Dodging effectively

If the character is surprised, attacked from behind, has no room in which to move, etc, Dodge does not work. If the player does not role–play Dodging, for example, stands with both feet planted, the Dodge skill does not work.

For each location immobilized (for example, by a Bind or Entangle spell) or non–functional, the Dodge ability is halved (rounded). Dodge does not work in conjunction with Magic Armor, Physical armor (except a single layer of leather armor), Armor Proficiency, or any other skill (except Agility and buckler (small shield)). Dodge will work in conjunction with Magic Protection (not Magic Shield) and Power Protection.

Level	Additional AC
1	+1
2	+2
3	+3
4	+4
5	+5

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Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	16	24	24	8
Demihuman	12	18	18	6
Humanoid	20	30	30	10
Practised				
Human	32	48	48	16
Demihuman	24	36	36	12
Humanoid	40	60	60	20
Proficient				
Human	48	72	72	24
Demihuman	36	54	54	18
Humanoid	60	90	90	30
Experienced				
Human	64	96	96	32
Demihuman	48	72	72	24
Humanoid	80	120	120	40
Master				
Human	80	120	120	40
Demihuman	60	90	90	30
Humanoid	100	150	150	50

Shield (per Size)

Version: 5.3d (2005-12-14 11:32:48)
Per Size: Large, Medium, Small
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: None

Enables the character to use one type of Shield (small, medium, or large). This skill may be bought more than once to allow the use of different types of Shields. When a shield is being used, the shield hand cannot use a weapon or cast.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	4	12	8	8
Demihuman	6	18	12	12
Humanoid	5	15	10	10

Detection Skills

These skills are for the cautious and wary. Unless specified otherwise, 15 seconds time is required to use these skills (or 1 minute in the dark.)

Detect Disguise

Version: 5.3d (2005-12-15 17:53:06)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to Detect whether an individual is wearing a disguise.

Level	Benefit
1	Determine whether an individual is Disguised.
2	Determine the race of a Disguised individual.
3	Determine the identity (if already known) of a Disguised individual.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Detect				
Human	6	9	9	3
Demihuman	8	12	12	4
Humanoid	10	15	15	5
Recognize				
Human	12	18	18	6
Demihuman	16	24	24	8
Humanoid	20	30	30	10
Identify				
Human	18	27	27	9
Demihuman	24	36	36	12
Humanoid	30	45	45	15

Detect Herbal Potion

Version: 5.3d (2005-12-15 17:53:33)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to Detect the presence of an Herbal Potion through smell, sight, or touch. The character Detecting for a Herbal Potion must be able to examine an item closely (for example, put a bottle to their nose, hold a bottle up to the light, etc).

Level	Benefit
1	Determine whether a potion is an Herbal Potion.
2	Determine the level of a Herbal Potion.
3	Determine the type (affects) of a Herbal Potion.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Detect				
Human	4	12	12	8
Demihuman	5	15	15	10
Humanoid	3	9	9	6
Recognize				
Human	8	24	24	16
Demihuman	10	30	30	20
Humanoid	6	18	18	12
Identify				
Human	12	36	36	24
Demihuman	15	45	45	30
Humanoid	9	27	27	18

Detect Magic

Version: 5.3d (2005-10-19 19:45:43)
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: Appropriate Spell level

Lets the character detect the presence of Magic within 1 inch of their hand. This skill requires 2 seconds of concentration to perform. This skill can be performed as long as the caster concentrates on it. It is also possible to walk while Detecting for Magic; however, the rate of movement is 1 foot per 5 seconds. Caution should be used while doing this. During this time, the magic-user is unable to hear or speak, due to the required concentration.

Level	Benefit
1	Determine the presence of Magic.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	-	4	-	-
Demihuman	-	3	-	-
Humanoid	-	5	-	-

Detect Magic Potion

Version: 5.3d (2005-12-15 17:55:29)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to Detect the presence of a Magic Potion through smell, sight, or touch. The character Detecting for a Magic Potion must be able to examine an item closely (for example, put a bottle to their nose, hold a bottle up to the light, etc).

Level	Benefit
1	Determine whether a potion is a Magic Potion.
2	Determine the level of a Magic Potion.
3	Determine the type (affects) of a Magic Potion.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Detect				
Human	12	4	8	12
Demihuman	9	3	6	9
Humanoid	15	5	10	15
Recognize				
Human	24	8	16	24
Demihuman	18	6	12	18
Humanoid	30	10	20	30
Identify				
Human	36	12	24	36
Demihuman	27	9	18	27
Humanoid	45	15	30	45

Detect Poison

Version: 5.3d (2005-12-15 17:54:13)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to Detect the presence of an applied or bottled Poison through smell, sight, or touch. This skill cannot be used to determine whether someone is suffering from the affects of poison. The character Detecting for a Poison Potion must be able to examine an item closely (for example, put a bowl of soup to their nose, hold a bottle up to the light, etc).

Level	Benefit
1	Determine whether an item contains or is coated with Poison.
2	Determine the level of Poison.
3	Determine the type (affects) of Potion.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Detect				
Human	8	12	12	4
Demihuman	10	15	15	5
Humanoid	6	9	9	3
Recognize				
Human	16	24	24	8
Demihuman	20	30	30	10
Humanoid	12	18	18	6
Identify				
Human	24	36	36	12
Demihuman	30	45	45	15
Humanoid	18	27	27	9

Detect Power

Version: 5.3d (2005-10-19 19:48:29)
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: Appropriate Invocation level

Lets the character detect the presence of Power within 1 inch of their hand. This skill requires 2 seconds of concentration to perform. This skill can be performed as long as the caster concentrates on it. It is also possible to walk while Detecting for Power; however, the rate of movement is 1 foot per 5 seconds. Caution should be used while doing this. During this time, the Power-User is unable to hear or speak, due to the required concentration.

Level	Benefit
1	Determine the presence of Power.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	-	-	3	-
Demihuman	-	-	5	-
Humanoid	-	-	4	-

Detect Power Potion

Version: 5.3d (2005-12-15 17:54:37)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to Detect the presence of a Power Potion through smell, sight, or touch. The character Detecting for a Power Potion must be able to examine an item closely (for example, put a bottle to their nose, hold a bottle up to the light, etc).

Level	Benefit
1	Determine whether a potion is a Power Potion.
2	Determine the level of a Power Potion.
3	Determine the type (affects) of a Power Potion.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Detect				
Human	9	6	3	9
Demihuman	15	10	5	15
Humanoid	12	8	4	12
Recognize				
Human	18	12	6	18
Demihuman	30	20	10	30
Humanoid	24	16	8	24
Identify				
Human	27	18	9	27
Demihuman	45	30	15	45
Humanoid	36	24	12	36

Detect Scent

Version: 5.3d (2006-01-06 11:12:49)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to identify creatures by their scent. This skill is only useful up to approximately 20 feet. This skill only identifies creatures or individuals that the character has already encountered (after obtaining the Detect Scent skill). Any creature within 20 feet of the character will respond with their Race. The character cannot identify creatures that they have never encountered before, specific creatures/people, or creatures that have no scent (ie. an elemental or golem). (15 seconds time is required to use this skill regardless of the amount of light available.)

Level	Benefit
1	Determine the presence of a scent.
2	Determine a creatures race.
3	Determine an individual's identity (if known).

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Detect				
Human	10	15	15	5
Demihuman	8	12	12	4
Humanoid	6	9	9	3
Recognize				
Human	20	30	30	10
Demihuman	16	24	24	8
Humanoid	12	18	18	6
Identify				
Human	30	45	45	15
Demihuman	24	36	36	12
Humanoid	18	27	27	9

Detect Traps

Version: 5.3d (2006-01-06 11:11:40)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to find mechanical traps (on doors, treasure chests, etc). Detect Traps will not detect Magical or Power traps. The skill is not automatic – if the player fails to notice a trap the referee does not point it out. Characters who do not have this skill will not be able to look for traps. Unless the trap is in plain sight, characters must not look for traps. (A good practice to use when traps are thought to be in the area is to mentally plot a character path. Then actively ignore traps and follow the plotted path.)

Level	Benefit
1	Find traps when searching.
2	Determine the level of a trap. (The level of a trap can be determined by the number of knots on the trap.)
3	Determine the type (affect) of a trap.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Detect				
Human	10	15	15	5
Demihuman	6	9	9	3
Humanoid	8	12	12	4
Recognize				
Human	20	30	30	10
Demihuman	12	18	18	6
Humanoid	16	24	24	8
Identify				
Human	30	45	45	15
Demihuman	18	27	27	9
Humanoid	24	36	36	12

Direction Sense

Version: 5.3d (2006-01-06 11:10:59)
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: Rank

Allows the character determine the 4 cardinal directions (North, South, East, and West). (To use this skill, simply ask a ref.)

Level	Benefit
1	This only works outdoors on partly to completely sunny days. To perform this skill, the character must have an unobstructed view of a portion of blue sky. (This skill does not operate at night no sun.)

Prerequisite Skills

Level	Required Skill
1	Rank 20

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	5	10	15	5
Demihuman	4	8	12	4
Humanoid	3	6	9	3

Tracking

Version: 5.4 (2006-01-06 11:08:34)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to find trails and follow tracks left by others. This skill requires an adequate amount of light to perform. (This skill cannot be used at night.)

The character may examine the ground for tracks and call Detect Tracks (assuming a Referee is in the area) or the Referee may mark trails and "tracks" in advance using flour (or some other marker). The player will not be told about the tracks. This means that if the player does not see the flour, the character does not see the tracks. (Characters who do not have Tracking must ignore the flour trail.) This does not mean that characters not trained in Tracking cannot follow real tracks if they see them. For example, if monsters leave a trail of footprints down a muddy path, it should be obvious to anyone which way the monsters went!

Level	Benefit
1	Detect presence of tracks. It will not provide any other information about the tracks.
2	Determine the race which made detected tracks.
3	Identify the individual (if known) which make detected tracks. Determine the age of tracks (in days) (less than 1 week).

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	10	15	15	5
Demihuman	8	12	12	4
Humanoid	6	9	9	3
Practised				
Human	20	30	30	10
Demihuman	16	24	24	8
Humanoid	12	18	18	6
Proficient				
Human	30	45	45	15
Demihuman	24	36	36	12
Humanoid	18	27	27	9

Fighter Skills

These skills are the tricks of the trade for fighters, warriors, and brutes.

Strength

Version: 6 (2008-02-09 13:59:48)
Maximum Level: 3
Conjunctive Skills: Agility
Prerequisite Skills: Rank

Gives the character increased Strength: adds damage (See below) done in any physical melee attack, allows the character to carry a person virtually unencumbered (simulated by holding on to the person, who walks beside them instead of actually being carried), and lets the character physically restrain (in non-combat situations) people of lesser Strength, for example, restraining a prisoner. For safety, those with Strength may not grab opponent's weapons, grapple opponents, or attempt to restrain an opponent during combat.

* Damage Modifier is doubled for 2 handed weapons (except staff).

Level	Damage Modifier*
1	+1
2	+2
3	+3

Prerequisite Skills

Level	Required Skill
3	Rank 20

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	26	78	78	52
Demihuman	32	96	96	64
Humanoid	20	60	60	40
Practised				
Human	52	156	156	104
Demihuman	64	192	192	128
Humanoid	40	120	120	80
Proficient				
Human	78	234	234	156
Demihuman	96	288	288	192
Humanoid	60	180	180	120

First Aid Skills

First Aid skills are those skills that enable characters to treat, and possibly heal, wounds without the use of Power. (Note: Consent is required to properly employ any First-Aid skill.)

Diagnose Disease

Version: 5.3d (2005-12-30 13:44:26)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: Evaluate Wounds

Enables a character to determine if a person (including corpses) is suffering from the effects of Disease. This skill cannot be used to determine the presence of Disease on items. This skill may be able to determine the type, level, and effect of the disease at a higher level.

Level	Benefit
1	Determine whether someone is suffering from the effects of a Disease.
2	Determine the level of the Disease.
3	Determine the effect (type) of the Disease. Determine the age of the affliction (in days) (less than 1 week).

Prerequisite Skills

Level	Required Skill
1	Evaluate Wounds 1
2	Evaluate Wounds 2
3	Evaluate Wounds 3

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Detect				
Human	12	8	4	12
Demihuman	15	10	5	15
Humanoid	9	6	3	9
Recognize				
Human	24	16	8	24
Demihuman	30	20	10	30
Humanoid	18	12	6	18
Identify				
Human	36	24	12	36
Demihuman	45	30	15	45
Humanoid	27	18	9	27

Diagnose Poison

Version: 5.3d (2005-12-30 13:44:11)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: Evaluate Wounds

Enables a character to determine if a person (including corpses) is suffering from the effects of poison. This skill cannot be used to determine the presence of Poison on items. This skill may be able to determine the type, level, and effect of the poison at a higher level. (Alcohol is considered a poison because it adversely affects the body's performance.)

Level	Benefit
1	Determine whether someone is suffering from the effects of Poison.
2	Determine the level of Poison.
3	Determine the affect (type) of Poison. Determine the age of the affliction (in days) (less than 1 week).

Prerequisite Skills

Level	Required Skill
1	Evaluate Wounds 1
2	Evaluate Wounds 2
3	Evaluate Wounds 3

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Detect				
Human	15	10	5	5
Demihuman	12	8	4	4
Humanoid	9	6	3	3
Recognize				
Human	30	20	10	10
Demihuman	24	16	8	8
Humanoid	18	12	6	6
Identify				
Human	45	30	15	15
Demihuman	36	24	12	12
Humanoid	27	18	9	9

Evaluate Wounds

Version: 5.3d (2005-12-15 18:03:55)
Maximum Level: 3
Conjunctive Skills: Diagnose Disease, Diagnose Poison
Prerequisite Skills: None

Lets a character determine the exact extent of a wound. Examination of a wounded character must be close, within two feet. Note that Evaluate Wounds cannot be used to determine how many Total Life points an unwounded character has. 15 seconds time is required to use this skill. (1 minute is required in the dark.)

Joe-Magic-User is stabbed in the leg. Joe-Power-User, upon examining the wound, determines that the Location is currently at 3 Location points (with a maximum 4). The wound is not very serious, but should be bound.

Level	Benefit
1	Provides the amount of damage sustained to each Location and Total Life, as well as, the maximum number of points per Location and Total Life (essentially the same information a battleboard gives.)
2	Determine the nature of the damage (Physical, Magic, or Power). This will not identify the specific Spell/Invocation used to inflict the damage. This skill can be used in conjunction with Diagnose Disease/Poison to determine the amount of damage inflicted from Disease/Poison.
3	Determine the specific weapon type used to inflict damage to a wounded location. This will not enable the character to identify the specific weapon, only the weapon type (Long Sword vs Great Sword, etc). Determine the age of a wound (in days) (less than 1 week).

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	10	15	5	5
Demihuman	6	9	3	3
Humanoid	8	12	4	4
Practised				
Human	20	30	10	10

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Demihuman	12	18	6	6
Humanoid	16	24	8	8
Proficient				
Human	30	45	15	15
Demihuman	18	27	9	9
Humanoid	24	36	12	12

First Aid

Version: 5.3d (2005-12-15 18:15:06)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: Evaluate Wounds

The non-Power treatment of physical wounds.

Level	Benefit
1	Bind Wounds, Basic - Stops bleeding damage from a single (normal bleeding) wound. A physrep bandage is required. (There are special circumstances under which this skill will not stop all bleeding.)
2	Tourniquet - Stops bleeding on all wounds of a location. While a tourniquet is applied, a limb will effectively be in an extremely weakened state, losing a Strength category every 5 minutes. (Once the Tourniquet is removed, the location will regain lost Strength at the same rate it was lost.) It will also take damage (1 Location point, not TL, per 15 minutes from loss of circulation). Damage taken in this manner will persist until the tourniqueted location becomes severed. Tourniquets can only be applied to arms and legs. If a tourniquet is removed and the wounds have not been healed, bleeding damage is immediately taken from each wound. (This skill cannot be used offensively or otherwise to disable or weaken an opponent.) (Note: Only a tourniquet can stop the bleeding of a severed limb.) A physrep bandage is required.
3	Bind Wounds, Proficient - Stops bleeding damage from a single (normal bleeding) wound. 1 Loc and TL is recovered, as long as the bandage is in place. A physrep bandage is required. (There are special circumstances under which this skill will not stop all bleeding.)

Prerequisite Skills

Level	Required Skill
1	Evaluate Wounds 1
3	Evaluate Wounds 2

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Bind Wounds, Basic				
Human	4	12	4	8
Demihuman	5	15	5	10
Humanoid	6	18	6	12
Tourniquet				

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Human	8	24	8	16
Demihuman	10	30	10	20
Humanoid	12	36	12	24
Bind Wounds, Proficient				
Human	12	36	12	24
Demihuman	15	45	15	30
Humanoid	18	54	18	36

Language Skills

Any sufficiently advanced society will have a common written language. In the campaign environment, all characters are assumed to speak and understand Common (Human).

For the sake of game play, a simple substitution method is used for each language (other than Common). Each language has its own alphabet; therefore, each language has its own cipher (simple substitution). Language translation cards are used to convert the Non-Common language into something the player can read. There is no way to adequately simulate speaking a different language, however, knowing how to read/write a language also allows a character to speak the language.

Since each cipher represents a complex language, it cannot be decyphered/translated without the appropriate language skill. (Referees will not translate Languages for players who have forgotten to bring their translation card.)

Read/Write Demihuman (per Language)

Version: 6 (2008-02-08 08:02:40)
Per Language:
Maximum Level: 2
Conjunctive Skills: None
Prerequisite Skills: None

Allows a character to Read/Write Demihuman based languages. The following languages are Demihuman based:

- Elven
- Drow
- Lheron

Referee approval is required to learn Drow. (A strong inâ game rationale must be provided.)

Level	Benefit
1	Initial (Demihuman based) Language
2	Additional (Demihuman based) Language

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Initial Language				
Human	6	3	3	6
Demihuman	4	2	2	4
Humanoid	8	4	4	8
2nd Language				
Human	12	6	6	12
Demihuman	8	4	4	8
Humanoid	16	8	8	16

Read/Write Human (per Language)

Version: 5.3d (2005-12-16 17:21:55)
Per Language:
Maximum Level: 2
Conjunctive Skills: None
Prerequisite Skills: None

Allows a character to Read/Write Human based languages. (All characters are assumed to be able to speak Common.) The following languages are Human based:

- Common
- Tazian

Referee approval is required to learn Tazian. (A strong in-game rationale must be provided.)

Level	Benefit
1	Initial (Human based) Language
2	Additional (Human based) Language

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Initial Language				
Human	4	2	2	4
Demihuman	8	4	4	8
Humanoid	6	3	3	6
2nd Language				
Human	8	4	4	8
Demihuman	16	8	8	16
Humanoid	12	6	6	12

Read/Write Humanoid (per Language)

Version: 5.3d (2005-12-16 17:24:38)
Per Language:
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Allows a character to Read/Write Humanoid based languages. The following languages are Humanoid based:

- Dwarven - Language of the Dwarves of the Eastern Mountains
- Dwarvish - Language of the Dwarves of the Western Mountains
- Duergar

Referee approval is required to learn Duergar. (A strong in-game rationale must be provided.)

Level	Benefit
1	Initial (Humanoid based) Language
2	Additional (Humanoid based) Language
3	Additional (Humanoid based) Language

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Initial Language				
Human	8	4	4	8
Demihuman	6	3	3	6
Humanoid	4	2	2	4
2nd Language				
Human	16	8	8	16
Demihuman	12	6	6	12
Humanoid	8	4	4	8
3rd Language				
Human	24	12	12	24
Demihuman	18	9	9	18
Humanoid	12	6	6	12

Read/Write Magic Script

Version: 5.3d (2008-02-16 22:08:15)
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: None

Allows the character to Read/Write Magic Script. Magic Script is the language of Magic. Read Magic Script is necessary in order to learn Magic or read Magic scrolls. All Magic scrolls and spell books are written in Magic Script. Magic Script has its own cipher (simple substitution). Players who acquire Read/Write Magic Script get a card with the code that allows the character to translate Magic Script. Since the cipher represents a complex language, it cannot be deciphered/translated without this skill. (This skill is not automatic; referees will not translate Magic Script for players who have forgotten to bring their translation card.)

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	9	3	6	6
Demihuman	6	2	4	4
Humanoid	12	4	8	8

Read/Write Power Runes

Version: 5.3d (2005-10-19 20:08:23)
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: None

Allows the character to Read/Write Power Runes. Power Runes are the language of Power. It is unnecessary to learn Read Power Runes in order to cast Power; however, it is necessary in order to read and cast Power scrolls. Power Runes has its own cipher (simple substitution). Players who acquire Read/Write Power Runes get a card with the code that allows the character to translate Power Runes. Since the cipher represents a complex language, it cannot be deciphered/translated without this skill. (This skill is not automatic; referees will not translate Power Runes for players who have forgotten to bring their translation card.)

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	6	4	2	4
Demihuman	12	8	4	8
Humanoid	9	6	3	6

Magic Skills

These skills provide casters with abilities that don't require casting.

Recall

Version: 5.3d (2005-10-19 20:10:48)
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: None

Allows the spell caster to regain all of their spell slots in one half-hour of study. The spell caster can Recall all of the spells written in their spell book once per 24 hours. While Recalling, casters are in a semi-meditative state (memorizing from their spellbooks) and completely unaware of their surroundings. Casters can be roused from Recalling by a rough shake (no damage is required). If a caster is disrupted, they will regain spell slots proportional to the amount of time Recalling.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	78	26	52	52
Demihuman	96	32	64	64
Humanoid	60	20	40	40

School of Magic (per School)

Version: 5.3d (2005-12-28 20:10:18)
Per School: Air, Battle, Black, Earth, Esoteric, Fire, Grey, Illusion, Nature, Seer, Water, White
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: Read/Write Magic Script

This skill provides basic training in a specific School of Magic. Training in a School provides the basic knowledge and fundamental principles required for learning Magic relating to the specific School. This training provides a character with knowledge of Spells within the School. (This knowledge is equivalent to the first sentence of the spell description.) This training does not enable a character to cast spells without further training (Spell Level).

Prerequisite Skills

Level	Required Skill
1	Read/Write Magic Script 1

Race	Fighter	Magic-User	Power-User	Rogue
Human	9	3	6	6
Demihuman	6	2	4	4
Humanoid	3	1	2	2

Spell Level (per School)

Version: 5.3d (2006-01-03 19:10:52)
Per School: Air, Arcane, Battle, Black, Earth, Esoteric, Esoteric, Fire, Gray, Illusion, Nature, Seer, Water, White
Maximum Level: 5
Conjunctive Skills: None
Prerequisite Skills: Rank

This skill provides the ability and detailed knowledge enabling a character to cast Spells within a particular School. The detailed knowledge includes the full spell description, as well as the specific effects (amount of damage/protection, Ranks affected, etc). Note that only specialists may cast specialist Spells, for example, a non-specialist with level 2 spells in the school of Water may cast Extinguish, Magic Armor, Slip, and Warp, but not Freeze, because Freeze is a specialist spell. Spell levels must be purchased independently for each school. The character must have bought the lower level of Spells before buying the next higher level of spells.

Prerequisite Skills

Level	Required Skill
1	Rank 2
2	Rank 4
3	Rank 6
4	Rank 8
5	Rank 10

XP Cost

	Fighter	Magic-User	Power-User	Rogue
1st Level				
Human	3	1	2	2
Demihuman	6	2	4	4
Humanoid	9	3	6	6
2nd Level				
Human	4	2	3	3
Demihuman	7	3	5	5
Humanoid	10	4	7	7
3rd Level				
Human	5	3	4	4
Demihuman	8	4	6	6
Humanoid	11	5	8	8
4th Level				
Human	6	4	5	5
Demihuman	9	5	7	7
Humanoid	12	6	9	9
5th Level				

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Human	7	5	6	6
Demihuman	10	6	8	8
Humanoid	13	7	10	10

Transference

Version: 5.3d (2005-10-19 20:16:03)
Maximum Level: 4
Conjunctive Skills: None
Prerequisite Skills: None

Enables a Magic-User to transfer a spell slot to a higher or lower level. Through 15 minutes of study (as with regaining spell slots), a Magic-User can either upgrade a single spell slot 1 level (for example, a single spell slot from level 3 to level 4) or downgrade a single spell slot 1 level (for example, a single spell slot from level 4 to level 3).

The use of this skill to upgrade a spell slot will appropriately reduce the number of available spell points by one, so an unused spell point must be available. Use of this skill to downgrade a spell slot will automatically increase the number of level 1 spell slots.

The highest level a spell slot can be transferred into or from is equal to the characters proficiency in Transference plus 1. (For example, the highest-level spell slot a character with Transference (Practiced) can transfer a spell slot into is level 3 (practiced + 1 = 3).) The spell slot is transferred at the end of the 15 minutes. If the character is disrupted while transferring a spell slot, the spell slot is not lost, but remains unchanged.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	6	2	4	4
Demihuman	9	3	6	6
Humanoid	3	1	2	2
Practised				
Human	12	4	8	8
Demihuman	18	6	12	12
Humanoid	6	2	4	4
Proficient				
Human	18	6	12	12
Demihuman	27	9	18	18
Humanoid	9	3	6	6
Experienced				
Human	24	8	16	16
Demihuman	36	12	24	24

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Humanoid	12	4	8	8
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Natural Skills

These skills can be gained naturally (without the use of formal training).

Alcohol Point (AP)

Version: 5.3d (2005-12-28 15:27:54)
Maximum Level: Special
Conjunctive Skills: None
Prerequisite Skills: None

Adds 1 point to a character's Alcohol Points (AP See Alcohol rules).

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

Race	Fighter	Magic-User	Power-User	Rogue
Human	2	3	3	2
Demihuman	3	4	4	3
Humanoid	1	2	2	1

Power Point

Version: 5.3d (2005-12-28 15:28:28)
Maximum Level: Special
Conjunctive Skills: None
Prerequisite Skills: None

Adds 1 point to the total number of Power Points that the character has. Power Points are necessary to cast Power invocations.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

Race	Fighter	Magic-User	Power-User	Rogue
Human	3	2	1	2
Demihuman	5	4	3	4
Humanoid	4	3	2	3

Spell Point

Version: 5.3d (2005-12-28 15:29:37)
Maximum Level: Special
Conjunctive Skills: None
Prerequisite Skills: None

Adds 1 point to the total number of Spell Points that the character has. Spell Points are used to cast spells. The more Spell Points a character has, the more spells they can cast. Spell Points are used at a rate of one point per level of the spell. For example, a level 3 spell would require 3 Spell Points.

The character uses their Spell Points by transferring them into "spell slots". Rather than memorizing a specific spell, a spell slot is used to represent all Magic spells of the same level as the blank. Usually at the beginning of an Adventure the Magic-user tells the referee what spell slots they have memorized. During the Adventure, the Magic-user uses the blanks to cast whatever spells they choose. This allows more freedom than trying to guess which specific spells to memorize for use on an Adventure.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

Race	Fighter	Magic-User	Power-User	Rogue
Human	4	2	3	3
Demihuman	3	1	2	2
Humanoid	5	3	4	4

Total Life

Version: 5.4 (2005-12-28 15:28:57)
Maximum Level: Special
Conjunctive Skills: None
Prerequisite Skills: None

Adds 1 point to a character's Total Life (TL). For every 3 points added to Total Life, 1 point is added to each Location and 2 points are added to the Body. For every 6 points added to Total Life, the character's PoD (Point of Death) is reduced by 1.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

Race	Fighter	Magic-User	Power-User	Rogue
Human	3	5	4	4
Demihuman	4	6	5	5
Humanoid	2	4	3	3

Power Skills

These skills provide casters with abilities that don't require casting.

Center (Fast Meditate)

Version: 5.3d (2005-10-19 20:20:25)
Maximum Level: 5
Conjunctive Skills: None
Prerequisite Skills: Appropriate Invocation level

Enables a caster to regain Power points at an increased rate. Normally, Power points are regained at a rate 1 point per 15 minutes. The number of Power points regained is Dependant upon the casters proficiency in this skill. The Power points regained is equal to the level of Center proficiency plus 1. (For example, a caster with Center, Practiced could regain 3 Power points in 15 minutes, as opposed to 45 minutes.)

This skill only operates in full 15 minute increments. If the caster is disturbed prematurely, no Power points are regained. This is not a passive skill. When the caster is employing this skill, they are in a trance like state (completely unaware of their surroundings). In order to rouse a caster from regaining Power in this fashion, they mustbe physically disrupted (no damage is required).

Level	Power Points Regained
1	2
2	3
3	4
4	5
5	6

Prerequisite Skills

Level	Required Skill
1	Appropriate Invocation level 2
2	Appropriate Invocation level 3
3	Appropriate Invocation level 4
4	Appropriate Invocation level 5
5	Appropriate Invocation level 6

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	36	24	12	36
Demihuman	30	20	10	30
Humanoid	42	28	14	42
Practised				
Human	72	48	24	72
Demihuman	60	40	20	60

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Humanoid	84	56	28	84
Proficient				
Human	108	72	36	108
Demihuman	90	60	30	90
Humanoid	126	84	42	126
Experienced				
Human	144	96	48	144
Demihuman	120	80	40	120
Humanoid	168	112	56	168
Master				
Human	180	120	60	180
Demihuman	150	100	50	150
Humanoid	210	140	70	210

Invocation Level (per Sect)

Version: 5.3d (2006-01-03 19:09:32)
Per Sect: Black Dragon, Dark Initiate, Gray Initiate, Healer, Iron Fist, Light Initiate, Necromancer, Templar, Warden
Maximum Level: 5
Conjunctive Skills: None
Prerequisite Skills: Rank

This skill provides the ability and detailed knowledge enabling a character to cast Invocations within a particular Sect. The detailed knowledge includes the full Invocation description, as well as the specific effects (amount of damage/protection, Ranks affected, etc). Invocation levels must be purchased independently for each Sect. The character must have bought the lower level of Invocations before buying the next higher level of Invocations.

Prerequisite Skills

Level	Required Skill
1	Rank 2
2	Rank 4
3	Rank 6
4	Rank 8
5	Rank 10

XP Cost

	Fighter	Magic-User	Power-User	Rogue
1st Level				
Human	9	6	3	6
Demihuman	12	8	4	8
Humanoid	6	4	2	4
2nd Level				
Human	10	7	4	7
Demihuman	13	9	5	9
Humanoid	7	5	3	5
3rd Level				
Human	11	8	5	8
Demihuman	14	10	6	10
Humanoid	8	6	4	6
4th Level				
Human	12	9	6	9
Demihuman	15	11	7	11
Humanoid	9	7	5	7
5th Level				
Human	13	10	7	10

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Demihuman	16	12	8	12
Humanoid	10	8	6	8

Meditate

Version: 5.3d (2005-10-19 20:21:43)
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: None

Allows an invocation caster to regain all of their Power points in one half-hour of meditating. The invocation caster can Meditate once per 24 hours. During Meditation, the caster is completely unaware of their surroundings.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	96	64	32	64
Demihuman	60	40	20	40
Humanoid	78	52	26	52

Power (per Power)

Version: 5.3d (2005-11-05 07:51:19)
Per Power: Dark, Gray, Light
Maximum Level: 2
Conjunctive Skills: None
Prerequisite Skills: None

To cast Power invocations, the character chooses a Power (Light, Grey, Dark) to follow. Each Power has a different world view (only a Good aligned character can learn Light Power and only an Evil aligned characters can learn Dark Power). Indoctrination into a Power provides the basic knowledge of Sect Law within the Power (all Sects).

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
1st Power				
Human	15	10	5	10
Demihuman	12	8	4	8
Humanoid	18	12	6	12
2nd Power				
Human	30	20	10	20
Demihuman	24	16	8	16
Humanoid	36	24	12	24

Sect of Power (per Sect)

Version: 5.3d (2005-12-28 15:32:02)
Per Sect: Black Dragon, Dark Initiate, Gray Initiate, Healer, Iron Fist, Light Initiate, Necromancer, Templar, Warden
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

This skill provides basic training in a specific Sect. Training in a Sect provides the basic knowledge and fundamental principles required for learning Power relating to the specific Sect. This training provides a character with knowledge of Invocations within the Sect. (This knowledge is equivalent to the first sentence of the invocation description.) Each Sect has its own list of Invocations, which fit its particular world view. This training does not enable a character to cast Invocations without further training (Sect Level).

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
1st Sect				
Human	10	7	4	7
Demihuman	7	5	3	5
Humanoid	13	9	5	9
2nd Sect				
Human	11	8	5	8
Demihuman	8	6	4	6
Humanoid	14	10	6	10
3rd Sect				
Human	12	9	6	9
Demihuman	9	7	5	7
Humanoid	15	11	7	11

Transcendance

Version: 5.4 (2007-07-03 17:56:05)
Maximum Level: 5
Conjunctive Skills: None
Prerequisite Skills: Power, Sect of Power

This skill allows the caster access (cast) to the Primary Sect Invocation in their Secondary Sect. The Secondary Sect must be in the Primary Power is order to obtain this skill.

The maximum level of the Primary Invocation is equal to the level of Transcendence. For example, Transcendence (Practiced) will allow the caster to cast up to 2nd level Primary Sect Invocations.

Prerequisite Skills

Level	Required Skill
1	Power 1
1	Sect of Power 2

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	36	24	12	36
Demihuman	24	16	8	24
Humanoid	30	20	10	30
Practised				
Human	72	48	24	72
Demihuman	48	32	16	48
Humanoid	60	40	20	60
Proficient				
Human	108	72	36	108
Demihuman	72	48	24	72
Humanoid	90	60	30	90
Experienced				
Human	144	96	48	144
Demihuman	96	64	32	96
Humanoid	120	80	40	120
Master				
Human	180	120	60	180
Demihuman	120	80	40	120
Humanoid	150	100	50	150

Rogue Skills

These skills are the tricks of the trade for scouts, thieves, and assassins.

Agility

Version: 5.3d (2008-02-09 14:02:47)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Gives the character additional nimbleness and flexibility: adds 1 point to the damage done in physical attacks, adds 1 point to Dodge or Armor Proficiency skills, and allows the character escape from some ropes, some spells (Bind, Entangle, and Grasping Hands as with Strength), and peoples grasps (as with the Strength skill).

* Damage Modifier is doubled for stealth attacks (Backstab, Pummel, Throatlit).

Level	Additional Damage* / AC
1	+1 / +1
2	+2 / +2
3	+3 / +3

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	52	78	78	26
Demihuman	40	60	60	32
Humanoid	64	96	47	96
Practised				
Human	104	156	156	52
Demihuman	80	120	120	64
Humanoid	128	192	94	192
Proficient				
Human	156	234	234	78
Demihuman	120	180	180	96
Humanoid	192	288	141	288

Ambidexterity

Version: 5.3d (2005-10-19 20:25:11)
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to use each hand equally well. A weapon may be used in each hand (one-handed weapons only). Ambidexterity allows Magic and Power-users to cast with either hand (useful if one's casting arm is broken, Entangled, etc.)

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	10	15	15	5
Demihuman	8	12	12	4
Humanoid	12	18	18	6

Disarm Traps

Version: 5.3d (2005-10-19 20:25:43)
Maximum Level: 5
Conjunctive Skills: None
Prerequisite Skills: Detect Traps

Enables a character attempt to Disarm Traps. Every mechanical trap physrep includes the possibility for disarming the trap (ie. a simple box trap that is triggered when the lid is lifted may be represented by a piece of thread taped between the box and the lid – to Disarm the trap, one may have to cut the thread before fully raising the lid). Characters who do not have this skill will not be able to Disarm Traps. The level of the trap is equal to the number of knots on the string attached to it. You are able to Disarm Traps with a level equal to your Disarm skill or lower.

Prerequisite Skills

Level	Required Skill
1	Detect Traps 1
3	Detect Traps 2
5	Detect Traps 3

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	10	15	15	5
Demihuman	12	18	18	6
Humanoid	14	21	21	7
Practised				
Human	20	30	30	10
Demihuman	24	36	36	12
Humanoid	28	42	42	14
Proficient				
Human	30	45	45	15
Demihuman	36	54	54	18
Humanoid	42	63	63	21
Experienced				
Human	40	60	60	20
Demihuman	48	72	72	24
Humanoid	56	84	84	28
Master				
Human	50	75	75	25
Demihuman	60	90	90	30
Humanoid	70	105	105	35

Disguise

Version: 5.3d (2005-10-19 20:27:08)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to Disguise themselves or others. This is done by applying makeup and training in acting. (A physrep disguise must be used, for example, different clothes, make-up, false ears, etc.) Disguised characters should change their voice, mannerisms, way of moving, etc, as it is possible for other people to recognize a character who is wearing a disguise if they give themselves away by poor role-playing. Disguises generally begin to deteriorate badly after four hours (fake beards begin to fall off, make-up begins to smear or run, etc.). This will make detection of the disguise much more likely, even by those who do not have the Recognize Disguise skill. It takes five minutes to apply or repair a disguise.

Self Apply a Disguise to oneself. Other Apply a Disguise to another person. As this is not a subtle skill, thus requires consent of the individual being Disguised. If the individual is unconscious (or dead), the time required to apply the Disguise is 15 minutes.

Level	Subject / Duration
1	Self / 4 hrs
2	Other / 4 hrs
3	Self / 8 hrs

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	8	12	12	4
Demihuman	10	10	10	5
Humanoid	12	18	18	6
Practised				
Human	16	24	24	8
Demihuman	20	20	20	10
Humanoid	24	36	36	12
Proficient				
Human	24	36	36	12
Demihuman	30	30	30	15
Humanoid	36	54	54	18

Evaluate Treasure

Version: 5.3d (2005-10-19 20:29:09)
Maximum Level: 3
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to determine the approximate value of an object. This usually includes gems, jewelry, weapons, clothes, household items, etc. Evaluate Treasure does not identify whether an item is Enchanted or Empowered, nor any properties of the item. This skill does not convey the value of special, rare, customized, or sentimental items. The character is simply aware of the market value for the item under ordinary circumstances.

This skill will only give an estimate of the value of items. Keep in mind that the amount determined is only an approximation. To accurately determine the value of non-mundane (Magic, Power, Herbal, Poison, etc) items (Potions, Scrolls, Powders) knowledge of the level of the item is required. This skill requires 15 seconds. (1 minute is required in the dark.)

Level	Benefit (Max Value)
1	Estimates the value of mundane items within 50% of it's value. (200 gp)
2	Estimates the value of mundane items within 40% of it's value. (400 gp)
3	Estimates the value of mundane and non-mundane (Magic, Power, Herbal, Poison, etc) Potions, Scrolls, and Powders (level 1-2) items within 30% of it's value. (600 gp)

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	6	9	9	3
Demihuman	10	15	1	5
Humanoid	8	12	12	4
Practised				
Human	12	18	18	6
Demihuman	20	30	2	10
Humanoid	16	24	24	8
Proficient				

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Human	18	27	27	9
Demihuman	30	45	3	15
Humanoid	24	36	36	12

Pick Locks

Version: 5.3d (2005-10-19 20:30:39)
Maximum Level: 5
Conjunctive Skills: None
Prerequisite Skills: None

Enables the character to Pick Locks. It is normal for the level of a lock to be marked by a number of knots (1–5, 1 for each level of the lock). If there are no indicators to the locks level, ask a Referee.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	8	12	12	4
Demihuman	10	15	15	5
Humanoid	12	18	18	6
Practised				
Human	16	24	24	8
Demihuman	20	30	30	10
Humanoid	24	36	36	12
Proficient				
Human	24	36	36	12
Demihuman	30	45	45	15
Humanoid	36	54	54	18
Experienced				
Human	32	48	48	16
Demihuman	40	60	60	20
Humanoid	48	72	72	24
Master				
Human	40	60	60	20
Demihuman	50	75	75	25
Humanoid	60	90	90	30

Use Poison (per Form)

Version: 5.3d (2005-12-30 18:58:52)
Per Form: Blade Venom, Contact, Ingestive
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: None

Enables a character to Use Poison. This includes any special care a poison may require (such as, limited exposure to sunlight or keeping moist). Without this skill, a character may not use poison. Even with the Use Poison skill care must be taken when handling Poisons. Characters can inadvertently poison themselves. Characters that do not have the Use Poison skill cannot apply poison. However, another person (with the Use Poison skill) can apply poison to a weapon for another character to use. Applied poison generally lasts 24 hours or one use.

Poison comes in 3 forms: Blade Venom, Contact Poison, and Ingestive poison. The Use Poison skill needs to be acquired for each type. Physrep poison must be used to simulate poison. (Dishwashing detergent has the correct color and consistency for use as Contact poison or Blade Venom. Juice or colored water is acceptable for ingestive poison.)

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	16	24	24	8
Demihuman	20	30	30	10
Humanoid	12	18	18	6

Stealth Skills

All Stealth skills can only be performed successfully if the target is surprised (See Failed stealth attacks). That is, the attack must come so swiftly, quietly, and unexpectedly, that the target is caught off guard and has no time to react. Unlike normal attacks, only the first attack (hit) applies as a Stealth attack, until the attacker is in a position to surprise the target again. Additional attacks are not considered failed stealth attacks, but attacks with normal weapon skills. Both Strength and Agility work in conjunction with Stealth attacks.

Backstab

Version: 5.3d (2005-10-19 20:35:11)
Maximum Level: 5
Conjunctive Skills: Agility, Strength
Prerequisite Skills: Dagger

Enables a character to do additional damage to an opponent when attacking from behind. The attack must come from behind and the opponent must be surprised by the attack. Backstab is only effective the first time the opponent is struck – after the first blow, the advantage of surprise is lost. Only one weapon may be used to Backstab at a time, even if the character has the Ambidexterity skill. Daggers are the only weapons that may be used for a Backstab.

Level	Additional Damage
1	+1
2	+2
3	+3
4	+4
5	+5

Prerequisite Skills

Level	Required Skill
1	Dagger 1
2	Dagger 2
3	Dagger 3
4	Dagger 4
5	Dagger 5

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	12	18	18	6
Demihuman	10	15	15	5
Humanoid	14	21	21	7
Practised				
Human	24	36	36	12
Demihuman	20	30	30	10
Humanoid	28	42	42	14
Proficient				
Human	36	54	54	18
Demihuman	30	45	45	15
Humanoid	42	63	63	21
Experienced				
Human	48	72	72	24

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Demihuman	40	60	60	20
Humanoid	56	84	84	28
Master				
Human	60	90	90	30
Demihuman	50	75	75	25
Humanoid	70	105	105	35

Pummel

Version: 5.3d (2005-10-19 20:37:06)
Maximum Level: 5
Conjunctive Skills: Agility, Strength
Prerequisite Skills: None

Enables the character to attempt to knock an opponent unconscious with a surprise attack. The attack must come from behind the opponent and the opponent must be surprised by the attack. The attacker attempting to Pummel an opponent hits the opponent in the back of the head (not neck) with a specially designed weapon (no core). (Note that this is the only situation where a hit to the head is allowed. For safety, players using Pummel must be extra careful to pull their blows. Physrep clubs designed just for Pummeling are the only weapons allowed for Pummeling attacks – See Appendix A.) Pummel is only effective the first time the opponent is struck – after the first blow, the advantage of surprise is lost. The Pummel skill is not a substitute for a weapon skill. Unconscious opponents are unaffected by Pummel.

Pummel attacks cannot be made from the front unless the opponent is Paralyzed or Halted.

The victim of a Pummeling attack is stunned (temporary damage). Temporary damage may be Healed like regular damage, or the victim may recover from the temporary damage after 15 minutes. (Note that even if the victim sustains enough temporary damage to bring their total life below PoD, they are only unconscious, not dead.)

The damage called for a Pummeling attack is "Pummel 4" or "Pummel 8" (See damage chart below). Only one weapon may be used to Pummel at a time, even if the character has ambidexterity.

Level	Temporary Damage
1	4
2	8
3	12
4	16
5	20

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	16	24	24	8
Demihuman	14	21	21	7

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Humanoid	12	18	18	6
Practised				
Human	32	48	48	16
Demihuman	28	42	42	14
Humanoid	24	36	36	12
Proficient				
Human	48	72	72	24
Demihuman	42	63	63	21
Humanoid	36	54	54	18
Experienced				
Human	64	96	96	32
Demihuman	56	84	84	28
Humanoid	48	72	72	24
Master				
Human	80	120	120	40
Demihuman	70	105	105	35
Humanoid	60	90	90	30

Throatslit

Version: 5.3d (2005-10-19 20:38:50)
Maximum Level: 5
Conjunctive Skills: Agility, Strength
Prerequisite Skills: Dagger

Allows a character to attempt to slit an opponent's throat. The attack must come from behind the opponent and the opponent must be surprised by the attack. To be effective, the dagger must slice from ear to ear – for safety, players attempting a Throatslit must be especially careful to pull their blows. Throatslit adds to the damage done with a dagger. Daggers are the only weapons that may be used to Throatslit.

An individual that has had their throat slit cannot speak and takes one point of damage per five seconds to Total Life from bleeding (See Damage– Bleeding Damage). Once Total Life is reduced to zero, the character falls unconscious. When Total Life is reduced to PoD, the character is dead, and damage from blood loss stops.

Throatslit attacks cannot be made from the front unless the opponent is unconscious, Paralyzed, Halted, asleep, or completely immobile.

Once the bleeding is stopped (through Bind Wounds, Healing, Stop Bleeding Invocation, etc), the target can again speak, cast, etc.

Level	Additional Damage
1	+1
2	+2
3	+3
4	+4
5	+5

Prerequisite Skills

Level	Required Skill
1	Dagger 1
2	Dagger 2
3	Dagger 3
4	Dagger 4
5	Dagger 5

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	10	15	15	5

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Demihuman	12	18	18	6
Humanoid	14	21	21	7
Practised				
Human	20	30	30	10
Demihuman	24	36	36	12
Humanoid	28	42	42	14
Proficient				
Human	30	45	45	15
Demihuman	36	54	54	18
Humanoid	42	63	63	21
Experienced				
Human	40	60	60	20
Demihuman	48	72	72	24
Humanoid	56	84	84	28
Master				
Human	50	75	75	25
Demihuman	60	90	90	30
Humanoid	70	105	105	35

Weapon Skills

These are the skills of warriors. They allow a character to inflict damage through the skill of arms. Strength and Agility work in conjunction with most weapon skills. Strength does not work in conjunction with the Bow skill.

Bow, Long

Version: 5.3d (2005-10-20 20:48:49)
Maximum Level: 5
Conjunctive Skills: Agility
Prerequisite Skills: None

Allows the character to use a Bow or Crossbow (See Appendix B for weapon size). Characters may not use the Dodge skill to avoid or reduce damage from arrows the character must physically dodge the arrow or take the damage. Arrows cannot be deflected using a weapon. If a weapon is used to deliberately deflect an arrow, the arm holding the weapon will take the damage. (If an arrow accidentally strikes a weapon, the weapon arm will not be damaged. Accidents happen.)

Level	Base Damage
1	3
2	4
3	5
4	6
5	7

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	10	30	30	20
Demihuman	6	18	18	12
Humanoid	8	24	24	16
Practised				
Human	20	60	60	40
Demihuman	12	36	36	24
Humanoid	16	48	48	32
Proficient				
Human	30	90	90	60
Demihuman	18	54	54	36
Humanoid	24	72	72	48
Experienced				
Human	40	120	120	80
Demihuman	24	72	72	48
Humanoid	32	96	96	64
Master				
Human	50	150	150	100

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Demihuman	30	90	90	60
Humanoid	40	120	120	80

Bow, Short

Version: 5.3d (2005-10-20 20:49:05)
Maximum Level: 5
Conjunctive Skills: Agility
Prerequisite Skills: None

Allows the character to use a Short Bow (See Appendix B for weapon size). Characters may not use the Dodge skill to avoid or reduce damage from arrows the character must physically dodge the arrow or take the damage. Arrows cannot be deflected using a weapon. If a weapon is used to deliberately deflect an arrow, the arm holding the weapon will take the damage. (If an arrow accidentally strikes a weapon, the weapon arm will not be damaged. Accidents happen.)

Level	Base Damage
1	2
2	3
3	4
4	5
5	6

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	5	15	15	10
Demihuman	4	12	12	8
Humanoid	6	18	18	12
Practised				
Human	10	30	30	20
Demihuman	8	24	24	16
Humanoid	12	36	36	24
Proficient				
Human	15	45	45	30
Demihuman	12	36	36	24
Humanoid	18	54	54	36
Experienced				
Human	20	60	60	40
Demihuman	16	48	48	32
Humanoid	24	72	72	48
Master				
Human	25	75	75	50

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Demihuman	20	60	60	40
Humanoid	30	90	90	60

Dagger

Version: 5.3d (2005-10-19 20:41:13)
Maximum Level: 5
Conjunctive Skills: Agility, Strength
Prerequisite Skills: None

Allows the character to use a Dagger (or knife) in hand to hand combat. (Throwing a dagger to do damage requires the Thrown Weapon skill and a special no core weapon.)

Level	Base Damage
1	1
2	2
3	3
4	4
5	5

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	6	12	12	6
Demihuman	5	10	10	5
Humanoid	4	8	8	4
Practised				
Human	12	24	24	12
Demihuman	10	20	20	10
Humanoid	8	16	16	8
Proficient				
Human	18	36	36	18
Demihuman	15	30	30	15
Humanoid	12	24	24	12
Experienced				
Human	24	48	48	24
Demihuman	20	40	40	20
Humanoid	16	32	32	16
Master				
Human	30	60	60	30
Demihuman	25	50	50	25
Humanoid	20	40	40	20

Parry

Version: 5.3d (2005-10-19 20:41:51)
Maximum Level: 1
Conjunctive Skills: None
Prerequisite Skills: None

Allows the character to use a Staff in defense. This skill cannot be used to Subdue. Only a staff can be used with this skill. There is no need for Strength or Agility to work in conjunction with this skill as this skill cannot be used to inflict damage.

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Human	4	4	8	8
Demihuman	6	6	12	12
Humanoid	5	5	10	10

Subdual (per Weapon type)

Version: 5.3d (2005-12-26 08:53:19)
Per Weapon type: Axe, Club, Dagger, Hammer, Mace, Sword
Maximum Level: 5
Conjunctive Skills: None
Prerequisite Skills: Appropriate weapon skill

Enables a character to do additional subdual damage (See Subdual rules). (Determine the normal subdual damage (including Strength, Agility, etc), then add additional Subdual from using this skill.) Any character can attempt to subdue an opponent without killing them. With the Subdual skill, the character has refined their ability to do subdual damage, letting them subdue the opponent more quickly and efficiently. The character must be proficient (proficiency or generalization) with a weapon to get the Subdual skill. The Subdual skill must be bought separately for each weapon type (ie. Short Sword, staff, Battle Mace, etc). The degree of training in Subdual cannot exceed training in the normal use of a weapon. The Subdual damage cannot exceed the normal damage called.

Subdual damage inflicts temporary (and permanent) damage to stun or subdue an opponent. The temporary damage may be Healed, just like regular Physical damage, or the victim may recover from the temporary damage after 15 minutes. Permanent damage is a quarter (rounded) of the Temporary damage inflicted.

Unconscious opponents are unaffected by Subdual damage, as they can no longer be stunned. This skill does not affect Undead, Created, or Summoned creatures. Even if a victim sustains enough temporary damage to bring their Total Life below Point-of-Death (PoD), they are only unconscious, not dead.

Without the Subdual skill, the maximum subdual damage inflicted by a blunt weapon is one half the regular damage the character is able to inflict. The maximum subdual damage inflicted by a bladed weapon is one quarter the regular damage the character is able to inflict. The character may choose to do less damage than the maximum.

Level	Additional Subdual Damage
1	+1
2	+2
3	+3
4	+4
5	+5

Prerequisite Skills

Level	Required Skill
1	Appropriate weapon skill 1
2	Appropriate weapon skill 2
3	Appropriate weapon skill 3

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4	Appropriate weapon skill 4
5	Appropriate weapon skill 5

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	4	12	4	8
Demihuman	3	9	3	6
Humanoid	5	15	5	10
Practised				
Human	8	24	8	16
Demihuman	6	18	6	12
Humanoid	10	30	10	20
Proficient				
Human	12	36	12	24
Demihuman	9	27	9	18
Humanoid	15	45	15	30
Experienced				
Human	16	48	16	32
Demihuman	12	36	12	24
Humanoid	20	60	20	40
Master				
Human	20	60	20	40
Demihuman	15	45	15	30
Humanoid	25	75	25	50

Thrown Weapon (per Weapon type)

Version: 5.3d (2005-12-26 09:06:49)
Per Weapon type: Axe, Dagger, Rock
Maximum Level: 5
Conjunctive Skills: Agility, Strength
Prerequisite Skills: None

Enables a character to use Thrown Weapons (each type of weapon must be attained separately). Only the following weapon types can be used as Thrown Weapons: dagger, throwing axe, shuriken, or "rocks".

Specially designed (no core) Physrep weapons/rocks are the only weapons allowed for Thrown Weapon attacks. Thrown Weapon skill is independent of other weapon skills (ie. if a character has the Dagger skill, it does not mean they know how to throw a dagger, and just because they can throw a dagger doesn't mean they can use it in hand to hand combat.)

Level	Base Damage
1	1
2	2
3	3
4	4
5	5

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	4	8	12	4
Demihuman	5	10	15	5
Humanoid	6	12	18	6
Practised				
Human	8	16	24	8
Demihuman	10	20	30	10
Humanoid	12	24	36	12
Proficient				
Human	12	24	36	12
Demihuman	15	30	45	15
Humanoid	18	36	54	18

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Experienced				
Human	16	32	48	16
Demihuman	20	40	60	20
Humanoid	24	48	72	24
Master				
Human	20	40	60	20
Demihuman	25	50	75	25
Humanoid	30	60	90	30

Weapon Generalization (Bladed)

Version: 5.3d (2005-10-19 20:46:00)
Maximum Level: 5
Conjunctive Skills: Agility, Strength
Prerequisite Skills: None

Allows a character to use any standard One-handed bladed melee weapon in combat. Weapon Proficiency does not work in conjunction with this skill.

Level	Base Damage
1	1
2	2
3	3
4	4
5	5

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	14	42	42	28
Demihuman	10	30	30	20
Humanoid	12	36	36	24
Practised				
Human	28	84	84	56
Demihuman	20	60	60	40
Humanoid	24	72	72	48
Proficient				
Human	42	126	126	84
Demihuman	30	90	90	60
Humanoid	36	108	108	72
Experienced				
Human	56	168	168	112
Demihuman	40	120	120	80
Humanoid	48	144	144	96
Master				
Human	70	210	210	140
Demihuman	50	150	150	100
Humanoid	60	180	180	120

Weapon Generalization (Blunt)

Version: 5.3d (2005-10-19 20:46:34)
Maximum Level: 5
Conjunctive Skills: Agility, Strength
Prerequisite Skills: None

Allows a character to use any standard One-handed blunt melee weapon in combat. Weapon Proficiency does not work in conjunction with this skill.

Level	Base Damage
1	1
2	2
3	3
4	4
5	5

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	14	42	42	28
Demihuman	10	30	30	20
Humanoid	12	36	36	24
Practised				
Human	28	84	84	56
Demihuman	20	60	60	40
Humanoid	24	72	72	48
Proficient				
Human	42	126	126	84
Demihuman	30	90	90	60
Humanoid	36	108	108	72
Experienced				
Human	56	168	168	112
Demihuman	40	120	120	80
Humanoid	48	144	144	96
Master				
Human	70	210	210	140
Demihuman	50	150	150	100
Humanoid	60	180	180	120

Weapon Proficiency (1 Handed) (per Weapon)

Version: 5.3d (2005-11-05 07:19:55)
Per Weapon: Axe, Club, Hammer, Mace, Staff, Sword
Maximum Level: 5
Conjunctive Skills: Agility, Strength
Prerequisite Skills: None

Allows a character to use a specific One-handed Weapon type in combat. This skill must be bought for each type of One-handed Weapon the character wants to use (see Combat:Standard Weapon rules). Staff can also be learned with this skill. Weapon Generalization does not work in conjunction with this skill.

Level	Base Damage
1	2
2	3
3	4
4	5
5	6

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	8	24	16	16
Demihuman	10	30	20	20
Humanoid	6	18	12	12
Practised				
Human	16	48	32	32
Demihuman	20	60	40	40
Humanoid	12	36	24	24
Proficient				
Human	24	72	48	48
Demihuman	30	90	60	60
Humanoid	18	54	36	36
Experienced				
Human	32	96	64	64
Demihuman	40	120	80	80
Humanoid	24	72	48	48
Master				
Human	40	120	80	80

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Demihuman	50	150	100	100
Humanoid	30	90	60	60

Weapon Proficiency (2 Handed) (per Weapon)

Version: 5.3d (2005-11-05 10:00:24)
Per Weapon: Axe, Hammer, Mace, Sword
Maximum Level: 5
Conjunctive Skills: Agility, Strength
Prerequisite Skills: None

Allows a character to use a specific Two-handed Weapon type in combat. This skill must be bought for each type of Two-handed Weapon the character wants to use (see Combat:Standard Weapon rules). Weapon Generalization does not work in conjunction with this skill.

The shaft of a two-handed weapon may be used as a staff if the head of the weapon becomes damaged. This applies to any two-handed weapon that consists of a metal or stone weapon head attached to a wooden shaft, such as a Polearm, Great Hammer, Great Axe, etc. The wielder of a makeshift staff made from a two-handed weapon shaft can do base damage for a staff (which is 2 points) even if they do not have proficiency with a staff.

Level	Base Damage
1	3
2	4
3	5
4	6
5	7

Prerequisite Skills

Level	Required Skill
No Prerequisite skills are required	

XP Cost

	Fighter	Magic-User	Power-User	Rogue
Basic				
Human	10	30	20	20
Demihuman	12	36	24	24
Humanoid	8	24	16	16
Practised				
Human	20	60	40	40
Demihuman	24	72	48	48
Humanoid	16	48	32	32
Proficient				
Human	30	90	60	60

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Demihuman	36	108	72	72
Humanoid	24	72	48	48
Experienced				
Human	40	120	80	80
Demihuman	48	144	96	96
Humanoid	32	96	64	64
Master				
Human	50	150	100	100
Demihuman	60	180	120	120
Humanoid	40	120	80	80