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Dear Reader and Fellow RPG Enthusiast,

I'm happy to present to you the first instalment of my *2d6 RPG System* ebook. It is the first step in what I hope to be a long and satisfying journey in the wonderful world of paper-and-pencil role-playing games. Not only for me, but for you as well.

Please bear in mind that this ebook, in its current version, is very much incomplete. It is only 25% done and the 1st draft to boot.

In my opinion, however, it contains enough information to give you a feel of the system. So sit back and read on. Enjoy what little there is, as of yet anyways. I promise there'll be more in the next instalment.

Speaking of which, please bear with the length of time it'll take me to come with the next instalment, which will pertain to 50% of the ebook. I'm not doing this full time. Rather I do it whenever I have time to spare, what with my busy schedule at work and all. Of sorts, it is a labor of love. That's why I'm keeping at it and providing it for free no less.

Also, please bear in mind that the rules and mechanics contained herein are quite basic and may seem very simple, particularly to more experienced gamers. An ebook on advanced rules will be written after I'm done with this ebook.

wrong wolf

THE 2D6 RPG SYSTEM

written and designed by

wrong wolf

free copy

draft version

January 2007



Welcome to the 2d6 RPG System!

As its name suggests, this role-playing game system uses two ordinary 6-sided dice, like those that come with the many board games available in bookstores and hobby shops. These cheap and durable, not to mention highly available, plastic playthings, in my opinion, are the perfect tools for an enjoyable and care-free time of RPG-ing with your friends and colleagues. Don't get me wrong though. I happen to like them so-called dragon or gaming dice. The fact of the matter is, I love them. I'm plain crazy about them, particularly that kooky 12-sided dice. It's just that they tend to be on the pricy side; the consistently cash-strapped fellow that I am, I constantly worry about losing, damaging, or even breaking them. You can never tell when in a careless moment, a dice rolls off the table and then BAM! There's now a chip on your expensive 20-sided dice.

It can be argued that gaming dice are quite durable, that they have been designed to be tossed about and such. Well, says I, no dice is more durable than the ordinary 6-sided dice. Cheaper, too.

You may have noticed that I keep stressing how less expensive ordinary 6-sided dice are compared to gaming dice. That's in line with the philosophy behind the 2d6 RPG System: affordability. And nothing's more affordable than free. Yes, that's right! You heard it correctly. The 2d6 RPG System is free. Online anyways. Eventually, after all the bugs had been squashed and all the wrinkles ironed out, I hope to put out a book. Now that, I'll be selling. He-he-he!

At a very affordable price, of course. And at a very convenient format.

That's still in the far future though. For now, sit back, read on, and enjoy!

CAMPAIGN SETTING

The 2d6 RPG System has been designed with *The Fliptowne Campaign Setting System* in mind. Still in the conceptualization stage, Fliptowne is set in a world of fantasy and magic, where dragons, trolls, and all sorts of unbelievable creatures exist. In short, the 2d6 RPG System is a fantasy role-playing game system.

The core rules discussed in this system bear this in mind. With a little tweaking though, the rules can be adjusted to suit the needs of most RPG genres.

CORE RULES

The core rules discussed in this system are quite basic. This simplistic approach has been chosen to make it easier for players, particularly novice players, to learn and understand the rules for a more enjoyable and worthwhile gaming session. Currently in the conceptualization stage, *The 2d6 RPG System: Advanced Rules* ups the ante by providing additional more complex rules that adds more flavor to the game, making it more interesting and challenging.

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HITPOINTS

Hitpoints pertain to the amount of hits that a character or object can take before being killed or destroyed. Some attacks deliver only 1 hit while some attacks deliver 2 or 3 hits. Particularly fatal attacks (to most humans at least) can deliver 5 or 6 (or even more!) hits. For example, the damage than can be delivered by a long sword wielded a man of average size and strength is 2 hits.

An average human has 3 hitpoints.

CHARACTER ATTRIBUTES

There are 4 character attributes to speak of: power, stamina, agility, and mental.

a. **Power (POW)**

POW refers to the overall physical strength of the character. It describes how much the character can lift and carry around, as well as how much damage (or additional damage when wielding weapons) he can potentially deliver.

Attribute	Lift Capacity (kg)	Carry Capacity (kg)	Damage Bonus
0.25	1	¼	-3
0.50	10	3	-2
0.75	25	6	-1
1	50	12	-1
2	100	25	0
3	150	35	0
4	200	50	1
5	250	60	1
6	300	75	2
7	400	100	2
8	500	125	3
9	600	150	3
10	800	200	4
11	1,100	275	5
12	1,500	375	6

Lift Capacity refers to the maximum weight that the character can lift over his head while standing still while Carry Capacity refers to the maximum weight that the character can carry around with him without being encumbered. Damage Bonus refers to the number of hits that the character can add to the damage delivered by any hand-held weapon he wields.

b. **Stamina (STA)**

STA refers to the overall constitution and hardiness of the character. It describes how well the character can resist toxins, diseases, and exhaustion.

c. **Agility (AGI)**

AGI refers to the overall speed and dexterity of the character. It describes how well the character can dodge, keep his balance, and react to changing situations, as well as how fast he can move. AGI also describes how well the character can hit targets with thrown weapons and missile weapons like arrows and slingshot bullets.

Attribute	Defense Bonus	Reaction Bonus
0.25	-3	-4
0.50	-2	-3
0.75	-1	-2
1	0	-1
2	0	0
3	1	0
4	1	1
5	2	2
6	2	3
7	3	4
8	3	5
9	4	6
10	5	7
11	6	8
12	7	9

Defense Bonus refers to the number points the character's Defense Rating is increased during combat situations; it should be noted that Defense Bonus is applicable only if the character is aware of the attack to his person. Reaction Bonus refers to the bonus points the character has when making Reaction Rolls to determine initiative or surprise.

d. **Mental (MEN)**

MEN refers to the overall intellectual, willpower, and wisdom of the character. It describes how well the character can learn things, remember things, reason things out, recognize patterns, push his body towards (or even beyond) its limits, and make intuitive guesses.

An average human has POW(2), STA(2), AGI(2), and MEN(2).

Although the attributes of adventurers are determined randomly during character generation, adventurers, particularly human adventurers, has POW(3), STA(3), AGI(3), and MEN(3) on the average.

CHARACTER TALENTS

Talents pertain to the strengths and weaknesses of a character. There are 2 types of talents: attribute talents and miscellaneous talents.

a. **Attribute Talents**

Attribute talents pertain to talents that affect how character attributes come into play when performing actions. Such talents can explain how two characters with similar POW scores can differ in terms of the maximum amount of weight each character can carry (i.e. Jun can carry more items than Hauser even though they both have the same POW.). Similarly, attribute talents can explain why two characters with the same MEN can differ in terms of memory or puzzle-solving capability (i.e. Hauser just has a knack for solving cryptic puzzles while Jun can't seem to solve puzzles to save his life.).

Appendix A contains a list and full descriptions of available attribute talents.

b. **Miscellaneous Talents**

Miscellaneous talents pertain to talents that are not directly related to character attributes. Unusual body size, comely appearance, charisma, good singing voice, and unusual talent at performing a particular

task are but some examples of miscellaneous talents. Such talents explain why Dirk, the village idiot, can easily make friends with animals or why Horace, the blacksmith, is particularly good at making horseshoes but is particularly lousy at making chains.

Appendix B contains a list and full descriptions of available miscellaneous talents.

CHARACTER SKILLS

Skills, in general, describe what the character can or cannot do. Does the character know to dance? Can he swim? Can he wield a sword properly? Does he know how to restring a bow? Is he even literate? These are but some of the questions that skills can address.

There are 2 types of skills: combat skills and miscellaneous skills.

a. **Combat Skills**

As the name implies, combat skills are mostly or typically used in combat or combat-related situations. Combat skills include weapon proficiency skills, weapon mastery skills, defense skills, movement skills, and so on.

Appendix C contains a list and full descriptions of available combat skills.

b. **Miscellaneous Skills**

Miscellaneous skills are skills other than combat skills. They are generally applicable in non-combat situations and are typically concerned with professions or trades. Dancing, singing, cooking, animal husbandry, carpentry, and blacksmithing are some examples of miscellaneous skills.

Appendix D contains a list and full descriptions of available miscellaneous skills.

CHARACTER TYPES: PC'S AND NPC'S

It is important to remember that in the 2d6 RPG System the term “character” refers to both people and creatures (i.e. “monsters”). There are 2 types of characters: player characters (PC's) and non-player characters (NPC's).

a. **Player Character (PC)**

A PC is a character that is controlled by a player other than the Game Master (GM). The player designs and creates the character, determines what paths of action the character takes, and generally responsible for the development or death of the character.

Generally speaking, PC's are considered as the heroes, or anti-heroes, of the game's story.

b. **Non-Player Character (NPC)**

NPC's are encountered by the PC's as they go about their business of adventuring. Unlike PC's, NPC's are always controlled by the GM and can either be allies or foes of the PC's. Villagers, townsfolk, city guards, the giant rat lurking at the end of dark and dank alley, and the 3-headed serpent guarding the entrance to the ancient tomb are all examples of NPC's. In short, NPC's are there to make life interesting for the PC's.

CHARACTER RACES

While there are a myriad of races and creatures that populate the world, only a limited number of races are available as PC's. For now, there are 5 races to choose from: human, fairy folk, gnome, goblin, and ogre. These races will be discussed in more detail in *The Fliptowne Campaign Setting System*.

a. **Humans**

Humans, well, are humans. Unless you come from Mars or something, we are all familiar with what, more or less, counts as a human. In the 2d6 RPG System, humans are the most versatile but the weakest (in terms of racial abilities) of the PC races. Next to goblins, humans have the biggest population of all the races.

b. **Fairy Folk**

Fairy folk are a branch of the race of fairies, the branch that has human ancestry. Somewhere in the family tree of a fairy folk character, a human had intermarried with a fairy. As such, fairy folk are the most human of the race of fairies in terms of appearance and behavior. To boot, they are the most numerous of the race of fairies. However, they are also the weakest of the race of fairies and are quite low in the fairy social and political hierarchy.

Fairy folk are quite solitary beings. They either live in very small settlements of 1 to 2 families or live alone deep in the forest. As such, they are known among humans as forest folk or forest hermits. In some instance, they have also been called people of the forests.

Because of the fairy side of their bloodline, fairy folk have physical features and special abilities that normal humans don't have. Some fairy folk have the ability to see in the dark while some fairy folk have the ability to talk to animals. And yet some fairy folk are particularly adept at the weaving of magical spells, even possessing some magical abilities. However, most fairy folk, like most members of the race of fairies, are vulnerable to iron weapons or fire (or both!). Thus most fairy folk disdain the use iron weapons and fire.

See the Character Generation section of this book for a list and full descriptions of these special abilities and weaknesses.

c. **Gnomes**

Gnomes, also called dwarves, halflings, and people of the hills and mountains, resemble diminutive humans, distinguished only by their over-sized feet and golden eyes. Gnomes tend to be wary of other races with the exception of humans. They particularly detest goblins, whom they consider to be their blood enemies. While an uneasy truce has long been established between the two races, it would not take much to start isolated skirmishes between them. In any case, gnomes will never work willingly with goblins and vice-versa.

Gnomes can be found living in mountain or hill settlements. Gnome settlements can also be found in light forested areas near rivers or streams. Gnomes living in the mountains and hills are often called rock gnomes by humans to distinguish them from the forest-dwelling gnomes, which they call wood gnomes. Rock gnomes are experienced miners, masons, and smiths. They are quite fond of precious gems and rare metals. They consider steel and iron as holy metals, gifts from the gods themselves.

Wood gnomes, on the other hand, are experienced carpenters and wood carvers. They tend to be more refined, more soft-spoken, and more sedentary than their mountain-dwelling and hill-dwelling brethren; while wood gnome adventurers are not unheard of, wood gnomes are less likely to go adventuring than rock

gnomes. A wood gnome must have a very good reason to live life on the road. Wood gnomes are particularly fond of exotic wood, cheese, and wine.

While gnomes are not particularly skilled in the arts of war, they make up for it with spunk, persistence, and ingenuity. They are a hardy race, able to fight longer and take more damage than the average human.

d. Goblins

The degenerate and hated cousins of the dwarves, goblins, also called orcs and hobgoblins, are just like gnomes in appearance, save for their total lack of facial hair, their unkempt oily hair, and their oversized protruding fangs. Goblins are fond of wearing fur and hide, which they accessorize with the teeth and bones of animals. They prefer the dark of night to the light of day, although they are not really nocturnal. Goblins are typically found in rocky hills and grassland plains, as well as dense forests and swamp lands.

Goblins are unabashed meat-eaters and scoff at the idea of a pure vegetarian diet. In particular, they have a taste for slightly fetid meat, and any meat will do, which they stew or roast and eat right off the bone.

Goblins are by far the most numerous of all the races. They breed fast and grow fast. The only things that prevent them from overrunning the world are their penchant for getting into trouble and picking fights with other goblins and their incredibly short life spans. While a goblin can be sexually mature at the age of 8 and is a full adult at the age of 12, he can die of old age around the age of 20.

Goblins are experts at surviving in the wilderness. They have very good eyesight, particularly in the dark. While goblins are not known for their toughness and strength, they are quite fast and agile. They are quite ferocious in battle and have been known to attack bigger, stronger opponents in the heat of battle.

Goblins do not like gnomes just as gnomes do not like goblins. In fact, there is nothing better that a goblin would like than to find any excuse at all, no matter how lame or stupid, to bash in a gnome's head and laugh cruelly as the gnome dies bleeding on the ground. Particularly nasty goblins would even go as far as throwing the gnome's corpse into the cooking pot for the evening's fare.

e. Ogres

Ogres appear to be grotesque, oversized goblins, with bodies bulging with both fat and muscles. They can reach up to a height of as much as 2.5 meters. Ogres are brutish, primitive creatures, known more for their brawn than for their intelligence. However, ogres have been known to exceedingly cunning at times and can have very long memories. Ogres have a taste for bitter ale and raw flesh. They tend to be loners, particularly avoiding contact with other ogres due to their competitive and bullish natures, coming together only to mate. When there are more than one ogre in the area, confrontation for dominance is unavoidable, which can lead to injury and even death; whatever happens, extensive damage to property is usually a given. While ogres may be found in almost any terrain or climate, there are no ogre villages to speak of.

Ogres rarely take baths. The stench emanating from their filthy and parasite-ridden bodies is often a dead give-away that ogres are about. In fact, ogres can idea other ogres by their body odors.

Ogres always wear thick hides and leathers, disdaining the use of metal armor. Not that they needed the protection of metal armor, their thick, rough skin providing them ample protection. When coupled with hide or leather armor, this natural armor is more than a match for most metal armor. Ogres have a preference for large weapons like giant clubs, battle axes, pikes, pole arms, and two-handed swords. Even when unarmed, ogres are formidable fighters, able to pummel their enemies to submission or even death with their ham fists and incredible strength.

Ogres are quite fond of gold, silver, and precious stones. As such, they are often driven to banditry or mercenary work. Due to their size, strength, and ferocity, ogres are good at such line of work and many would have amassed at least a small measure of wealth were it not for their over-fondness for food, ale, and gambling.

CHARACTER CLASSES

Character class refers to the chosen profession of a PC (or NPC in some cases). There are 3 general classes: warrior, rogue, and mage. Each class exemplifies a character attribute, with warrior representing POW, rogue representing AGI, and mage representing MEN.

a. **Warrior**

A warrior is skilled in the use of weapons and martial arts. He trains for combat and lives for battle. While it is true that not all warriors are brainless oafs who muscle their way from one situation to another, a typical warrior lets his sword do most of the talking for him. Soldiers, mercenaries, fighters, gladiators, and such all fall under this class.

b. **Rogue**

Rogues are skilled in the various arts of stealth and thievery. While some rogues may be good with a particular weapon, rogues prefer to avoid combat altogether and do things in the sidelines, typically under the cover of shadows. Picking locks, deciphering coded messages, walking silently, hiding in shadows, and climbing sheer surfaces are but some of the repertoire of a skilled rogue. Most thieves, bandits, and assassins are of the rogue class.

c. **Mage**

Mages value the mind over the body, the mental and spiritual over the physical. They are learned in different languages and lore, both ancient and current, able to use such knowledge to bend the very forces of nature to their will. Magical spells and rituals make up the repertoire of a mage adventurer. Wizards, witches, priests, shamans, illusionists, and such all fall under this class.

EQUIPMENT

As any experienced character knows, one is only as good as the equipment one is carrying. In fact, equipment, or the lack thereof, can make or break an expedition. Local taverns are full of stories about foolish adventurers who venture into unknown dungeons with naught but their weapons and torches to light the way, as well as stories about how people die of starvation and thirst trapped in pits and wells for want of a decent rope.

Equipment can be grouped into 3 categories: weapons, armors, and miscellaneous equipment.

a. **Weapons**

Weapons are quite invaluable in combat as they increase the damage that characters can deliver. One can get out of tough scrapes with the proper weapon in hand. Weapons are classified as follows: swords, knives, axes, pole-arms, cudgels, and missiles.

Swords typically inflict slashing and/or piercing damage. They include sabers, broadswords, bastard swords, short shorts, and great swords.

Knives are shorter versions of swords and include daggers, cleavers, small scythes, and stilettos.

Axes, being chopping weapons, deliver cleaving damage. They include hatchets, woodsman axes, throwing axes, and battle axes.

Pole-arms are designed to give the wielder greater reach or range in which to deliver damage. On the downside, pole-arms need space in order to be used properly. The type of damage that a pole-arm can deliver depends upon the weapon head mounted on it. Some pole-arms, such as spears, can even be thrown with lethal accuracy. Pole-arms include spears, tridents, halberds, lances, pikes, and pole-axes.

Cudgels typically deliver crushing or blunt damage, although some can deliver piercing or even slashing damage. They include clubs, staves, hammers, maces, morning stars, flails, and war hammers.

Missiles give the character the ability to inflict piercing damage from afar. They include arrows, bolts, slingshots or bullets, darts, and javelins. Arrows are fired from bows, bolts from crossbows, and bullets from slings; darts and javelins are simply thrown by hand.

Appendix E contains a list and full descriptions of available weapons.

b. Armors

Armors are also quite invaluable in combat. While weapons increase the offensive capabilities of a character, armors increase his defensive capabilities, reducing not only his chances of being hit but also any damage he receives when he is hit by an attack. Armors are classified as either body armor or shield.

Body armor is worn to protect the character's body, particularly the chest, torso, and groin areas, from harm. The downside of wearing body armor is that it reduces the overall flexibility and mobility of the character. Because of this, some adventurers forgo the wearing of armor altogether, relying instead on their agility, weapon skill, and luck to keep them alive in a fight.

Shields are held by hand (or strapped to the character's forearm in the case of bucklers) and can be used to actively parry or block incoming attacks. Some shields can even be used as weapons as in the case of horned or bladed shields.

Appendix F contains a list and full descriptions of available armors.

c. Miscellaneous Equipment

Miscellaneous equipment is equipment other than weapons and armors. While they may not have any direct application or bearing in combat, they are quite vital to the survival of characters in the course of their adventures. Many a mission had been doomed from the start for lack of the proper miscellaneous equipment.

Appendix G contains a list and full descriptions of available miscellaneous equipment.

CHARACTER GENERATION

The first thing that players need to do before starting a game is to generate their characters if they don't have one. Each player generates his own character with the approval of the GM.

Given the amount of information needed to describe a character, the generation of a character can be an arduous task and quite daunting to beginner players. The following steps can be taken to make the whole process of character generation simpler and more orderly:

a. Character Concept

The player must first think of a character concept. What kind of character does he feel like playing? A male or female character? How old is the character? Does he want a swashbuckling adventurer who deals death upon slaving monsters with one hand and rescuing damsels with the other? Or does he feel like a treasure hunter, good with both sword and wit? Or how about a thief who stays in the shadows waiting for next hapless victim?

And what personality will his character have? Is his character the strong, silent, brooding type? Or is the character then one with the terrible temper and foul mouth? Perhaps he is the scheming type, always looking for short cuts and ways to get rich quick? Or could he be the boy scout type, staunch defender of the weak and vanquisher of undead creatures? Is the character the lone wolf type or is he a team player? Does he shy from attention and does he live for the spotlight?

Describing the family and social history of the character is also a good idea. The player may even want to make a sketch of what the character looks like. The more information and detail he can put together for the character will definitely help make the next steps in process of character generation easier.

b. Personal Info Box

After he has gotten at least a pretty decent idea of what and who his character will be, the player then fills up the personal information box part of the character sheet. Such personal information include the character's name, gender, race, height, weight, eye color, skin color, hair color, distinguishing features and marks, and brief history.

If the player is not yet sure, he can leave any of the abovementioned items blank for now. In fact, this is quite advisable for the character's name and race.

c. Character Attributes

It is now time to determine the basic attributes of the character. There are 2 methods to choose from: Random Roll Method and the +1/-1 Method.

In the Random Roll Method, the player rolls 1d6 five times. He discards the lowest result and distributes the 4 remaining results among the 4 character attributes: POW, STA, AGI, and MEN. For example, Richard rolls 1d6 five times and gets the following results: 6, 1, 3, 4, and 2. He then discards the 1 since it is the lowest result. Finally, he assigns the remaining results as follows: POW (6), STA (3), AGI (4), and MEN (2).

In the +1/-1 Method, all character attributes are initially set to 3. Then player can then adjust these values by subtracting 1 point from one attribute and adding 1 point to another attribute. He can do this several times as long as he does not increase an attribute beyond 6 or reduce an attribute below 1. For example, Ted decides that he will increase his character's POW by 2 points by taking 1 point each from STA and AGI. Likewise, he reduces his character's STA by 1 point to increase MEN by 1 point. In all, Ted's character has the following attribute scores: POW (5), STA (1), AGI (2), and MEN (4).

Both methods have their own strengths and weaknesses. In the first method, there is a possibility of all attributes being high but then again, there is also a possibility of all attributes being low. On the other hand, in the second method, the player has more control over the values of his character's attributes but the only way an attribute can have a high score is at the expense of another attribute.

d. Character Race

If the player has not yet chosen a race for his character, it is now time to do so. He has 5 races to choose from: human, fairy folk, gnome, goblin, and ogre. Humans are versatile and can be decent members of any character class. Fairy folk make for very good mages while gnomes make good warriors and rogues. Goblins are pretty decent warriors while ogres make very good warriors indeed. Depending on his racial

choice, the player should make changes to the personal information like height, skin color, etc. to reflect the fact that the character is indeed a member of the chosen race.

As the standard by which the other races are described, humans have no racial abilities or weaknesses. And they don't receive any bonus or penalty to their attributes. Humans start with 10 skill points to spend on skills and 5 talent points to spend on talents.

Due to their fairy blood, fairy folk come in a variety of shapes (mostly humanoid), sizes (mostly human size), and abilities. Fairy folk start with 10 skill points to spend on skills and receive a bonus of +3 to their MEN attribute. Whenever casting magical spells, fairy folk receive a +3 bonus to their check rolls. Fairy folk are vulnerable to iron (and steel) and fire (and heat); as such checks made against fire are done with a -3 penalty and any damage received by a fairy folk from iron or fire is increased by 1 point. Furthermore, if a fairy folk character chooses to wear iron armor, he receives a -1 penalty to all his check rolls; if he wields an iron weapon, he receives a -3 penalty to his attack and defense rolls with said weapon. Lastly, the player rolls 4d6 two times and consults the following table for each roll.

Roll Result	Description
4	<p>Serpentine*</p> <p>The character has a humanoid body shape with clearly serpentine features like eyes, scaly skin, head shape, forked tongue, and such. The ways he speaks and carries himself remind others of a snake. He is able to speak with snakes and reptiles and such animals are generally friendly towards him and are willing to do him favors. Roll again in this table.</p> <p>If this is the 2nd time this result has come up, the character has a humanoid upper body (torso, chest, arms, and head) with serpentine features and the lower body of a giant snake (snake tail around 5m to 8m long). He is able to see in the dark as though it was daylight and no longer suffers any vulnerability to fire (as described in the previous paragraph). He is now capable of performing a constriction attack; for details on this mode of attack, see the Combat section. Furthermore, he is able to shift from this half-serpent shape to humanoid shape and vice-versa. Changing shape takes time to accomplish though; it takes about 5 minutes for the change to occur. Roll again in this table.</p> <p>If this is the 3rd time this result has come up, the character has the body of a giant snake. He can deliver a bite attack, which inflicts 1 point of damage, and is now capable of a full constriction attack; for details on this mode of attack, see the Combat section. There is a 1 in 1d6 chance that the character can also produce venom, which he delivers through sharp, hollow fangs; his bite inflicts 2 points of damage and the victim must make a STA check against a difficulty of 9 or suffer an additional 1d3 points of damage. The character has a +3 bonus to his check rolls whenever performing actions that involve snakes and reptiles. Furthermore, he is able to shift from this serpent shape to humanoid shape (or half-serpent shape) and vice-versa. Changing shape takes time to accomplish though; it takes about 5 minutes for the change to occur.</p> <p>This result can come up a maximum of 3 times only. Ignore this result and do not re-roll from then on.</p>
5	<p>Talent Points</p> <p>The character receives 1d3 talent points with which to spend on talents. This result can come up a maximum of 3 times only. Ignore this result and do not re-roll from then on.</p>
6	<p>Extra Limb</p> <p>The character has an extra limb. This limb may be an arm, a leg (two extra legs will allow the character to run faster), a tentacle (i.e. a serpentine arm that may or may not end in a hand, paw, or claw), or a wing (bat wing or bird wing; two wings will allow the character to fly). The player can choose whether an extra limb is arm, leg, tentacle, or</p>

	<p>wing after all the talents have been rolled. Whatever kind of extra limb is chosen, the character receives a free action (which can be used either as an attack action or defense action) per combat round for each extra limb. This result can come up a maximum of 4 times only. Ignore this result and do not re-roll from then on.</p>
7–8	<p>Wolfen*</p> <p>The character has a humanoid body shape with clearly canine or lupine features like eyes, long pointed ears, fur in certain parts of the body like the back of the neck and hands, head shape, elongated hands and feet that remind people of wolf paws, sharp canine teeth, and such. Even the ways he speaks and carries himself remind others of a wolf. He is able to speak with wolves and dogs and such animals are generally friendly towards him and are willing to do him favors. Roll again in this table.</p> <p>If this is the 2nd time this result has come up, the character has a body that is appears to be a bipedal wolf creature. He has the Acute Sense of Smell talent and no longer suffers any vulnerability to iron (as described in the previous paragraph). He has +1 bonus to his POW and AGI attributes. He is able to perform a claw attack maneuver that delivers 2 points of damage; for more details, see the Combat Section. Furthermore, he is able to shift from this half-wolf shape to humanoid shape and vice-versa. Changing shape takes time to accomplish though; it takes about 5 minutes for the change to occur. Roll again in this table.</p> <p>If this is the 3rd time this result has come up, the character has the body of a large wolf. He can deliver a bite attack, which inflicts 3 points of damage, and a claw attack that also delivers 3 points damage; for details on this mode of attack, see the Combat section. The character has a +3 bonus to his check rolls whenever performing actions that involve wolves and dogs. Furthermore, he is able to shift from this wolf shape to humanoid shape (or half-wolf shape) and vice-versa. Changing shape takes time to accomplish though; it takes about 5 minutes for the change to occur.</p> <p>This result can come up a maximum of 3 times only. Ignore this result and do not re-roll from then on.</p>
9	<p>Talk to Plants and Trees</p> <p>The character is able to able to converse with plants and trees (including plant-like creatures). These flora will generally be friendly (or at the very least civil) towards the character.</p> <p>The second time this result comes up, the character is able to temporarily give another character the ability to converse with plants and trees. This ability will last for as long as the other character is within the presence (up to 5 m distance). The character can turn off the ability whenever he wants.</p> <p>The third time this result comes up, the character is able to temporarily give a total of two other characters the ability to converse with plants and trees. And so on.</p> <p>In addition, this talent gives the character a bonus whenever he casts a spell that specifically affects plants and trees (including plant-like creatures). For every time this result has come, the character receives a +1 bonus to his check rolls.</p>
10–13	<p>Humanoid*</p> <p>The character is humanoid in body shape. He still has animal-like (fur or feather in some parts of the body, long ears, pronounced canine teeth, etc.) features that make him appear inhuman. However, the character loses the +3 bonus to check rolls that fairy folk get when casting magical spells. Roll again in this table.</p> <p>If this is the 2nd time this result has come up, the character not only has a humanoid body shape but he looks very much human. He no longer suffers any vulnerability to iron and fire (as described in the previous paragraph). Roll two more times in this table.</p> <p>If this is the 3rd time this result has come up, roll again three more times in this table.</p>

	If this result comes up more than 3 times, ignore this result and do not re-roll.
14	<p>Unusual Size The character is unusually small or large (player's choice). If unusually small, the character is ¼ normal size and receives the following attribute adjustments: -3 from POW and +2 to AGI. If unusually large, the character is twice normal size and receives the following attribute adjustments: +3 to POW and -2 AGI. This result can come up only once. Ignore this result and do not re-roll if this result comes up again.</p>
15	<p>Longer Lifespan The character has a lifespan that's longer than is normal for his race; for details on racial lifespan, see the Aging and Racial Lifespan section. Every time this result comes up, the character's normal lifespan is increased by 50%. Roll again in this table.</p>
16	<p>Natural Armor The character possesses thick hide, scaly skin, or bark-like skin that serves as natural armor giving the character protection (with none of the penalties) equivalent to that provided by leather armor. The second time this result comes up, the character's natural armor gives him protection equivalent to that provided by chain mail armor. The third time this result comes up, the character's natural armor gives him protection equivalent to that provided by banded mail armor. The fourth time this result comes up, the character's natural armor gives him protection equivalent to that provided by plate mail armor. This result can come up a maximum of four times only. Ignore this result and do not re-roll from then on.</p>
17-18	<p>Avian* The character has a humanoid body shape with clearly avian features like eyes, high pitched voice, feathers in certain parts of the body, and such. Even the ways he speaks and carries himself remind others of a hawk or an eagle. He is able to speak with birds and such animals are generally friendly towards him and are willing to do him favors. Roll again in this table. If this is the 2nd time this result has come up, the character has a body that appears to be a large humanoid bird. He has the Acute Eyesight talent and no longer suffers any vulnerability to iron (as described in the previous paragraph). He has +1 bonus to his STA and AGI attributes. With his wings that double for arms, he is able to glide long distances like a large bird of prey and even fly short distance; however, flying can be quite tiring; for every point of STA, the character is able to fly for 1 minute before needing to rest for at least 3 hours. Furthermore, he is able to shift from this half-bird shape to humanoid shape and vice-versa. Changing shape takes time to accomplish though; it takes about 5 minutes for the change to occur. Roll again in this table. If this is the 3rd time this result has come up, the character has the body of a large bird of prey. He can deliver a bite attack, which inflicts 2 points of damage, and a claw attack that also delivers 2 points damage; for details on this mode of attack, see the Combat section. The character has a +3 bonus to his check rolls whenever performing actions that involve birds. Furthermore, he is able to shift from this bird shape to humanoid shape (or half-bird shape) and vice-versa. Changing shape takes time to accomplish though; it takes about 5 minutes for the change to occur. This result can come up a maximum of 3 times only. Ignore this result and do not re-roll from then on.</p>
19-20	<p>No Result Do not re-roll.</p>

21	<p>Shapechanger The character has the ability to change form. The change takes about 1 round to accomplish. There is no limit to the number of times that the character can change form in a day. Aside from his original form, there are 3 other forms that he can change to: 3 animals or plants or trees (player's choice). For every point of STA that character has above 4, the character is able to assume the shape of 1 additional animal, plant, or tree. The second time this result comes up, the character is able to change form in less than a round; during combat, it takes 3 actions for the change to take place. In addition, the character is able to assume the shape of 1 additional animal, plant, or tree. The third time this result comes up, the character is able to change a lot faster; during combat it takes only 1 action for the change to take place. In addition, the character is able to assume the shape of 1 additional animal, plant, or tree. The fourth time this result comes up, the character is able to assume the shape of 3 additional animals, plants, or trees. This result can come up a maximum of 4 times only. Ignore this result and do not re-roll from then on.</p>
22	<p>Spell Ability I The character has innate spell-like ability. He is able to cast 3 first level spells, 1 second level spell & 1 first level spell, or 1 third level spell (player's choice). He is able to cast each spell up to 3 times per day. This result can come up a maximum of 3 times only. Ignore this result and do not re-roll from then on.</p>
23	<p>Spell Ability II The character has innate spell-like ability. He is able to cast 1 second level spell & 3 first level spells, 1 second level spell & 1 third level spell, 1 fourth level spell & 1 first level spell, or 1 fifth level spell (player's choice). He is able to cast each spell up to 3 times per day. This result can only come up once. Ignore this result and do not re-roll if it comes up more than once.</p>
24	<p>Re-Roll Roll again 3 more times in this table. This result can only come up 2 times. Ignore and do not re-roll if this result comes up after that.</p>

* There is no problem when the dice rolls come up with the character having more than one body shape (i.e. avian and at the same time wolfen). This just means that the character can shift from one body shape to another, the whole process taking 5 minutes to accomplish.

Gnomes, being of a resilient race, receive a +3 bonus to their STA attribute. Gnome characters start with 10 skill points and 2 talent points. Rock gnomes receive a bonus of +3 to all their checks whenever performing actions involving rock, earth, metal, and gems. Wood gnomes receive a bonus of +3 to all their checks whenever performing actions involving wood, plants, and trees.

Goblins start only with 5 skill points and 2 talent points. They have the following adjustment to their attributes: -3 to POW, -2 to STA, and +4 to AGI. All goblins have the Night Sight and Acute Sense of Smell talents. They automatically start with skill level 2 with Wilderness Survival in two types of environment.

Ogres are quite hardy and powerful but not overly fast or smart; as such, they have the following adjustments to their attributes: +5 to POW, +3 to STA, -3 to AGI, and -4 to MEN. Ogre characters start only with 3 skill points and 1 talent point. The skin of an ogre provides natural armor giving the ogre protection equivalent to that given by studded leather armor. About 1 out of 6 ogres (i.e. 1 in 1d6 chance) have natural armor that provides protection equivalent to that given by chain mail armor.

e. Character Class

The next step in generating the character is to choose the class of the character. The character's class defines the general profession type that the character follows in life. There are 3 classes to choose from: warrior, rogue, and mage. Generally speaking, warriors specialize in physical skills and combat, rogues specialize in stealth and cunning, while mages specialize in the various arcane arts. The player must decide which character class best fits his concept or idea of his character. If he views his character as a treasure hunter, the kind that braves ancient tombs, disarming traps and sneaking upon or around unsuspecting sentries, then his character most likely belongs to the rogue class. On the other hand, if he views his character as the brave and noble knight, defending the weak from evil and rescuing fair damsels from ravaging monsters, then he best pick the warrior class for his character.

A warrior character automatically starts with proficiency in 5 weapons, all at skill level 1. He also has 10 skill points, at least half of which must be spent on combat skills. Assuming that the player has decided that his character will indeed be a member of the warrior class, he may, at this point, opt to adjust his character's attributes by choosing one of the following options:

- increase POW by 2, decrease any one of the other attributes by 1
- increase STA by 1, decrease AGI or MEN by 1
- increase AGI by 1, decrease STA or MEN by 1

A rogue character automatically starts with proficiency in 2 weapons, both at skill level 1. He has 15 skill points, which can only spend on miscellaneous skills. Assuming that the player has decided that his character will indeed be a member of the rogue class, he may, at this point, opt to adjust his character's attributes by choosing one of the following options:

- increase AGI by 2, decrease any one of the other attributes by 1
- increase STA by 1, decrease POW or MEN by 1
- increase MEN by 1, decrease POW or STA by 1

A mage character automatically starts with proficiency in 1 weapon at skill level 1. Likewise he automatically starts with Spellcraft I (2) and Spellcraft II (1). He has 10 skill points, which he can only spend on miscellaneous skills. Assuming that the player has decided that his character will indeed be a member of the mage class, he may, at this point, opt to adjust his character's attributes by choosing one of the following options:

- increase MEN by 2, decrease any one of the other attributes by 1
- increase STA by 1, decrease POW or AGI by 1
- increase AGI by 1, decrease POW or STA by 1

f. Talents

Now it is time to choose if the character has any talents. Talents pertain to the special strengths and weaknesses that a character may have. See Appendix A and Appendix B for a complete list and description of available talents. Getting talents costs a certain amount of talent points. A good number of talents have negative talent costs; these talents pertain to weaknesses and taking them increases the number of talent points available to the character, which allows him to get more positive talents.

While most talents can only be taken once, some talents can be taken more than once, with the talent cost increasing each time the talent is taken. For example, the Power Lifter talent can be taken a maximum of 3 times and has a talent cost of 1 (2) (3). This means that the first time the talent is taken, it costs 1 talent point. The second time the talent is taken, it costs 2 talent points. And finally, the last time the talent is taken, it costs 3 talent points.

Up to 5 to 10 positive talents (GM's choice) can be taken during character generation.

Taking talents is not a requirement though. The player may opt to skip this step and go to the next one: Skills. The player must remember that he need not get all the talents (that he thinks his character needs) at once; new talents can be acquired as the characters gains in experience.

The player must also remember that talents, whether positive or negative, should fit the concept of the character as a general rule.

g. Skills

Aside from talents, the player must also choose skills for his character. Skills describe what knowledge the character possesses and what actions he is good at performing. See Appendix C and Appendix D for a complete list and description of available skills. There are 2 types of skills: Combat Skills and Miscellaneous Skills.

Regardless of skill type, maximum skill level is 5.

Each skill is increased 1 level at a time. For example, the character wishes to have Carpentry (3). To do, he must first get Carpentry (1), then Carpentry (2), and then Carpentry (3).

The cost of getting a skill or increasing a skill's level is 1 skill point per level of the new skill. For example, the character does not have the Carpentry skill but wishes to have Carpentry (3). He must first get Carpentry (1), which costs 1 skill point. Then he must get Carpentry (2), which costs 2 skill points. Lastly, he must get Carpentry (3), which costs 3 skill points. The total cost is then $1+2+3 = 6$ skill points.

Some skills have skill requirements. The character must first satisfy the requirements of the skill before he can get the skill. The skill requirement is typically having proficiency in another skill at a particular skill level.

Just like talents, the player must bear in mind that the skills he chooses for his character must more or less fit the concept of the character.

The character can get as many skills as he can afford with his available skill points. He does not need to spend all his skill points during character generation. He can opt to set aside excess skill points for future development of the character. See the Character Development section for details.

h. Equipment

The character will not survive for long without the proper equipment. Facing down a pack of wolves with naught but dagger is, in the books of many an experienced adventurer, the heights of folly and a quick ticket to the grave. So is venturing into the wilderness without stocking up on rations and water.

See Appendix E, F, and G for complete list and descriptions of available equipment. Appendix H contains the equipment pricelist.

Each character starts with $3d6 \times 10$ Gold Pieces (or GP), with which to buy equipment. He gets to keep any money left over after buying equipment and use it during his adventures. Alternatively, the GM may decide to assign each character 100 GP as starting money instead of having him roll for it.

GP is referred to as generic currency. Specific currencies depend upon the campaign world setting being used. GP has been chosen thus because it is equivalent to the currency used in *The Fliptowne Campaign Setting System* for which this game system has been designed. There are other generic currencies used in this system: silver piece (SP) and copper piece (CP).

$$1GP = 5SP = 25CP$$

i. Hitpoints

Hitpoints (or HP) refer to the amount of damage that the character can take before getting killed. The hitpoints of the character can be calculated using the following formula:

$$HP = \frac{POW + (2 \times STA) + AGI + MEN}{4}$$

Fractions are rounded up. For example, the average human has a score of 2 on all of his attributes. His calculated HP is then 2.5. Rounded up, the average human has 3 hitpoints.

Any effects that permanently increase/decrease the character's attributes will affect his hitpoints as well. Temporary changes in the character's attributes have no effect on his hitpoints.

j. Rounding Up the Character

The last step in character generation is to round up the character. This involves describing how the character knows the other player characters in the group and filling up the remaining blank spaces in the character sheet. If the player has not yet given the character a name, now is definitely a good time to do so.

Attack Rating (AR) pertains to the how well the character is able to attack targets; it describes how naturally aggressive a fighter the character is.

$$AR = \frac{(2 \times POW) + AGI + MEN}{3}$$

Defense Rating (DR) pertains to how well the character can defend himself from incoming attack; it describes how naturally defensive a fighter the character is.

$$DR = \frac{POW + (2 \times AGI) + MEN}{3} + 3$$

Skill Rating (SR) depends upon the skill and attribute being used. As a character has several skills, he has several SR scores. SR describes how easy the character can use a particular skill to perform actions. In general, SR is calculated as follows:

$$SR = (\text{attribute or attribute average}) + (\text{skill level})$$

k. Sample Character

Consider now the following example in how to generate a character using the above steps.

Jason wants to make a character for a low-level campaign that his friend Roy is giving. He decides that he will go with the traditional sword-wielding mercenary. He calls his character Robertson the Red, called thus because his father was Roberts the Miller and his sword arm is mostly covered by a red birthmark. Robertson is the quiet sort who lets his sword do the talking for him. He has a short temper and is deathly afraid of leeches. While Robertson is willing to work for anyone with enough gold in their pockets to grease his large, hairy hands, he is not without limits: he will not kill children and regards murder, rape, and slavery with great distaste.

Jason then fills up the info box with regards to how Robertson's appearance. He takes out a 1d6 dice and rolls it 5 times. He gets the following results: 2, 3, 3, 4, and 6. He discards the first result and distributes the remaining four accordingly: POW (6), STA (3), AGI (4), and MEN (3).

Next, Jason declares that Robertson is a human warrior, in line with the character concept he had developed. This gives Robertson proficiency in 5 weapons (at skill level 1), 20 skill points (at least 5 of which must be spent on combat skills), and 5 talent points. At this point, Jason opts to increase his character's POW by 2 and decrease AGI by 1. Thus, Robertson's attributes are now: POW (8), STA (3), AGI (3), and MEN (3).

Jason chooses the following 5 weapon proficiency skills for his character: Weapon Proficiency (broadsword) (1), Weapon Proficiency (short sword) (1), Weapon Proficiency (dagger) (1), Weapon Proficiency (spear) (1), and Weapon Proficiency (short bow) (1).

Next Jason gets talents for his character. He gets Power Lifter (1), Hacker, and Artful Dodger (2) for a total cost of $1 + 3 + 1 + 2 = 7$ talent points, which is greater than the 5 talent points that Robertson actually have. To offset the difference, Jason chooses the Boorish talent, which gets rid of the excess 2 talent points.

Jason then uses the 20 skill points to buy skills for Robertson. He decides that he'll be using not only 5 skill points but 10 skill points for combat skills and the remaining 10 skill points for other skills. He increases Weapon Proficiency (broadsword) (1) to Weapon Proficiency (broadsword) (3), spending $2 + 3 = 5$ skill points. Next he gets Dodge (1), Parry (broadsword) (1), and Slash (broadsword) (2), spending $1 + 1$

+1 + 2 = 5 skill points. For miscellaneous skills, he gets Climbing (1), Literacy (1), Swimming (1), First Aid (1), Tracking (1), Riding (1), Legend & Lore (1), Blacksmith (1), Weather Prediction (1), and Bluffing (1).

Now it's time to buy equipment for the character. For that Robertson will need money. Jason rolls 3d6 and gets a 12, which means that his character has 120 GP. Jason opts for the following equipment:

See Appendix J for a sample character sheet featuring Robertson the Red.

ATTRIBUTE CHECKS

Whenever a character performs an action where success is not automatically guaranteed (i.e. running down a tunnel is easily done but trying to outrun a rolling boulder is easier said than done and as such requires a check roll; fixing the broken strap of a leather armor is no big deal even without the proper skill but sewing up a badly damaged leather armor is quite difficult even for the skilled leather worker and thus needs a check roll), the GM requires the player to make a check roll against a particular difficulty level or value. Depending upon the kind of action being performed, the check roll may either be an attribute check or a skill check.

Attribute checks are needed when making actions that do not require any specialized knowledge or skills. They are pretty straightforward and easy to make. The GM considers the action and declares what attribute or attributes are involved. In the case of the latter, the average of the attributes will be used in the attribute check; alternatively, the GM may instead require separate attribute checks for each attribute involved. The GM then decides on the difficulty level of the action. The player makes the following check roll:

$$\text{Attribute Check} = (\text{attribute or attribute average}) + 2d6$$

If the result of the attribute check is equal to or greater than the difficulty level of the action, the character is said to have successfully performed the action.

POW checks are typically used whenever the character is trying to lift weights that he normally can't, force open doors, push or pull very heavy objects across the floor, run while heavily encumbered, and so on.

STA checks are typically used whenever the character is trying to perform work even when tired or exhausted, move even when injured, hold his breath for a long time, and so on. STA checks are also used whenever the character is poisoned or exposed to disease; a successful check means that the character has been able to resist the poison or disease.

AGI checks are typically used whenever the character is off-balanced and trying to regain his balance and whenever he is trying to catch an object tossed (but not thrown or fired) at him, cross a narrow ledge, leap across a gaping pit and land on a particular spot on the other side, and so on.

MEN checks are required whenever the character is trying to read extremely blurred or extremely bad writing, memorize or remember facts, solve tricky puzzles, understand another character who speaks a different language by taking into account the character's gestures and pantomime, and so on.

CONTESTED ATTRIBUTE CHECKS

Contested attribute checks are needed whenever action is performed that pits the character's attribute against the attribute of another character. Arm wrestling and tug of war is a couple of examples that involve contested attribute checks.

In a contested attribute check, each character/player involved makes an attribute check roll as described in the previous section. The characters then compare the results of their attribute check rolls. The one with the highest score wins the contested attribute check. Ties are re-rolled.

For example, Phippen and Markus are engaged in a bit of arm wrestling as a way of entertaining themselves while they waited for the other members of their party to arrive. Arm wrestling definitely falls under the territory of the POW attributes; hence the GM rules that a contested POW check between Phippen and Markus is in order. Phippen gets a total of 7 while Markus gets a total of 6. Phippen has a higher check roll result and thus wins the arm wrestling round.

SKILL CHECKS

Skill checks are needed for actions that involve the use of skills. Just like with attribute checks, the GM decides on the difficulty level of the action and the player then get a result equal to or greater than the declared difficulty level in order for the character to successfully perform the action.

A skill check roll makes use not only of the character's attribute/s but also the level of the skill being used, as denoted by the character's skill rating (SR) with said skill.

$$\text{Skill Check} = SR + 2d6$$

CONTESTED SKILL CHECKS

A contested skill check is very much like a contested attribute check except that instead of attribute checks rolls, skill check rolls are involved.

As an example, consider the case of George and Sheila. George is a thief hiding in the shadows and lying in wait for his next victim, which happens to Sheila. But Sheila had been warned that there is a thief hiding in the dark alleyway. However she has no choice but to cross the alleyway so her only chance of avoiding being ambushed is to find George. She uses her Observation skill to try and find George, who uses his Hiding skill to evade detection. Thus the GM rules that a contested skill check (Observation vs. Hiding) is in order.

DIFFICULTY LEVELS

For both attribute checks and skill checks, the following difficulty levels apply:

Difficulty Level	Rating	Description
3	Easy	The action is easy to accomplish. This difficulty is typically assigned when the GM wants to add a very small amount of randomness to an otherwise successful action (i.e. a very small chance of failure is still a chance and may mean life and death under certain situations. In terms of the Cooking skill, this difficulty level pertains to boiling an egg. In terms of mathematics, this difficulty level pertains to solving a simple addition/subtraction equation without the use of a calculator.
6	Average	The action is neither easy nor difficult. In terms of cooking, this difficulty level pertains to cooking a simple meal. In terms of

		mathematics, this difficulty level pertains to solving a simple equation that involves addition, subtraction, division, and multiplication without the use of a calculator.
9	Moderately Difficult	The action is still relatively easy to perform but it is certainly harder than an action of difficulty 6. In terms of cooking, this difficulty level pertains to cooking a sumptuous meal or cooking a simple meal for 2 to 3 people in the time it takes to cook a simple meal for 1 person. In terms of mathematics, this difficulty level pertains to solving a complex equation that involves addition, subtraction, division, and multiplication or to solving a problem that involves simple fractions without the use of a calculator.
12	Difficult	The action is more than what the average human can normally handle. In terms of cooking, this difficulty level pertains to cooking a fancy and elaborate meal or to cooking for many people in half the time it would normally take to do so. In terms of mathematics, this difficulty level pertains to applying addition, subtraction, division, multiplication, and fractions to solve a complex word problem without the use of a calculator.
15	Very Difficult	The action needs quite a bit of expertise to pull off; that or quite a bit of luck. In terms of cooking, this difficulty level pertains to preparing an elaborate feast for many people in half the time it would normally take to do so or to cooking a simple meal while blindfolded. In terms of mathematics, this difficulty level pertains to combining basic mathematics with geometry and trigonometry to solve a word problem without the use of a calculator.
18	Extremely Difficult	The action is quite difficult to perform and is beyond the capability of most people, unless they are extremely lucky.
21	Unbelievably Difficult	The actions is so difficult as to be considered near impossible, or even all out impossible, by most people.

See Appendix K for examples of actions and their corresponding difficulty levels.

AUTOMATIC SUCCESS AND AUTOMATIC FAILURE WITH CHECK ROLLS

Whenever making a check roll, whether it is an attribute check or a skill check, there is the possibility of getting either a 12 or a 2 on the 2d6. Getting a 12 on the 2d6 is considered to be an automatic success result while getting a 2 on the 2d6 is considered an automatic failure.

An automatic success result means that the character successfully performs the action even if his total check roll result is less than the difficulty level of the action. For example, Pedro has to make a POW check against a difficulty of 15. He has POW(2). He gets a 12 with the 2d6, which gives him an automatic success result. His total check roll is $12 + 2 = 14$, which is less than the difficulty level of the action, but he is still considered to have successfully performed the action because of his automatic success result.

An automatic failure result is the opposite of the automatic success result. It means that the character does not successfully perform the action even if his total check roll result is equal to or greater than the difficulty level of the action.

Under certain circumstances, the GM may rule that a certain action warrants an automatic success result or an automatic failure result even without a check roll. Such a decision means that the action is so easy

that the character can do it in his sleep; thus there is no need for a check roll to determine success. Or it could mean that the action is so difficult that the character has little or no chance to succeed.

But when does an action warrant an automatic success result or an automatic failure result? As a general rule, the GM may declare an automatic success result when the minimum or smallest result that the character can get with his check roll is equal to or more than twice the difficulty of the action being performed. On the other hand, the GM may declare an automatic failure result when the difficulty level is at least 3 points greater than the maximum or highest result that the character can get with his check roll.

For example, Pedro needs to force open a door to rescue the people being held within. The GM declares that Pedro needs to make a POW check against a difficulty of 18, the door being a reinforced steel door. Pedro has POW(2), which gives him a maximum check roll result of $2 + 12 = 14$. Since difficulty 18 is more than 3 points greater than 14, the GM rules that it's impossible for Pedro to force open the door, that he would need to find some other way to get passed the door.

This method of declaring an automatic success result or an automatic failure result is not written in stone however. The GM does not have to declare to an automatic result if he does not want to or if he reckons that it would be more exciting to let the character make a check roll. For example, lighting an oil lamp with flint and tinder is no big deal for an experienced adventurer but when lighting an oil lamp as quickly as possible can mean the difference between life and death, the GM can require the character to make a corresponding check roll instead of declaring an automatic success result; the GM can do this even if the only way the character will fail is if he gets a 2 on the 2d6 (i.e. an automatic failure result with a check roll).

TO CHECK ROLL OR NOT TO CHECK ROLL

Not all actions require the character to make a check roll. It is up to the GM to determine which actions warrant a check roll and which ones do not. So exactly how does the GM know when a check roll is needed or not?

As a rule of thumb, a check roll is typically required when any of the following conditions is met by the action being attempted or performed:

- Quite a bit of physical or mental (or both) effort is needed in performing the action.
- The character is trying to get better than average results (i.e. a tailor is trying to make an excellent quality cloak instead of an average quality cloak).
- The character is under pressure or stressed in some way when he performs the action.
- The character is under a time constraint (i.e. making a good quality sword in half the time it normally takes one).

Appendix K can be used as a guide to determining what actions require a check roll to perform. Under most circumstances, actions with difficulty 3 may be considered by the GM as actions that do not require a check roll. Under some circumstances, the GM may even consider some actions with difficulty 6 as actions that do not require a check roll.

LINKING SKILLS TO ATTRIBUTES

Skills, whether combat skills or miscellaneous skills, can be linked to the attributes of the character using the Skill Link attribute talent (see Appendix A). The attribute that a skill will be linked to must of course be a logical partner for said skill. That is, a skill can only be linked to an attribute if the attribute is the

one being used with the skill whenever the character makes a check roll with the skill. For example, the main attribute of the Acrobatics skill is AGI; thus Acrobatics can be linked to the AGI of the character using the AGI attribute talent, Skill Link,

Linking a skill to an attribute is a double-edged blade. It can be advantageous to the character but under certain conditions, it can also be disadvantageous to the character. When a skill is linked to an attribute, the skill level of the character with said skill becomes equal to the value of the attribute; but if the skill's level is already equal to or greater than the attribute, then the skill's level is increased by 1. Anything that increases the attribute value whether permanently or temporarily also increases the level of the linked skill. On the other hand, anything that decreases the attribute value will also decrease the level of the linked skill.

While an attribute can have several skills linked to it, a skill can only be linked to one attribute.

PERFORMING ACTIONS WITHOUT SKILL

Most skill-related actions can be attempted by characters even if they don't possess the relevant skills. This is particularly true for miscellaneous skills. Such attempt can be done as long as the difficulty of the action being performed does not exceed difficulty level 12.

For example, anyone can try his hand at cooking or sewing even if he doesn't have one iota of skill in cooking or sewing. As long as the action is not too difficult or complicated, he has a chance of succeeding though the result may be unremarkable or of poor (to ordinary) quality if he does succeed.

In this case, check rolls are made as before but the SR used will have been calculated with the skill level set to zero. In other words, the skill checks become attribute checks of sorts when performing actions without skill.

Not all skill-related actions can be attempted. Actions that pertain to the use of skills with skill requirements (see Appendix D) cannot be performed without skill. Such skills are considered specialized skills. For example, Alchemy is a specialized skill requiring that the character possess Literacy (3) and Natural Sciences (3) first before he can learn this (Alchemy) skill.

REACTION CHECKS

A reaction check is a random way of determining how NPC's react to PC's. It is a simple 2d6 roll.

Roll Result	Reaction Description
2	Very Unfavorable The NPC reacts very unfavorably towards the character. He is hostile and considers the character a threat to his security and well-being. He will deem the character an enemy and will either have nothing to do with him (avoiding him at all cost) or attack him with all the resources available to him.
3-4	Unfavorable The NPC reacts unfavorably towards the character. He distrusts and/or dislikes the character and will deal with him accordingly. His general demeanor towards the character is hostile and it would not be much of a surprise if violence of any kind erupts between the NPC and the character. If the character does something that merits another reaction roll and the same result comes, the NPC reacts very unfavorably towards the character.

5–9	<p>Neutral</p> <p>The NPC is neither friendly nor hostile to the character. He needs further interaction with the character to determine what his final attitude and behavior regarding the character will be. If the character does not do anything to elicit another reaction roll, the NPC will remain neutral and will most likely lose interest in the character. If there is another reaction roll and the same result turns up, the NPC will react favorably if the roll result is 8 or 9. The NPC will react unfavorably if the roll result is 5, 6, or 7.</p>
10–11	<p>Favorable</p> <p>The NPC reacts favorably towards the character. He is generally friendly towards the character and if there is another reaction roll and the same result turns up, the NPC will react very favorably towards the character.</p>
12	<p>Very Favorable</p> <p>The NPC reacts very favorably towards the character. He will be very friendly towards the character, seeing him as someone that can be trusted.</p>

The same table can be used when determining or checking for NPC morale. See the Combat section below for more details on checking for NPC morale.

A reaction check is needed when:

- A random encounter occurs and no specific reaction has been described beforehand.
- The character meets an important NPC for the first time and the GM wants to see what the initial impression and behavior of the NPC are with regards to the character.
- The character is bargaining or parlaying with the NPC without using any skills like Bluffing.
- The character does something that the GM thinks that will significantly influence the behavior of the NPC.

COMBAT

In many an RPG system, the combat rules or the combat system forms the RPG's backbone. This game system is no different.

a. The Initiative Roll

The initiative roll determines which combatant goes first or gets to act first in combat.

$$\text{Initiative Roll} = \text{AGI} - \text{Mobility Reduction} + 2d6$$

Mobility reduction refers to the penalty to one's mobility when one wears armor. For example, leather armor has mobility reduction of 1 while chain mail armor has mobility reduction of 2.

b. Attack Actions and the Attack Roll

Attack actions refer to the maximum number of attacks or attack maneuvers that a character can normally make in a given round without penalty. While most attack maneuvers require only 1 attack action to perform, some attack maneuvers require 2 or even 3 attack actions to perform.

Attack maneuvers that cost 1 action are called normal strikes or normal attacks. While those that require more than 1 attack action mostly fall under the power strike or power attack category. Anybody can perform a normal strike but most power strikes require that the character have the necessary combat skill before they can be performed.

Normal strikes include such attack maneuvers as punch attacks with one's fists, slash attacks with slashing weapons, stab attacks with piercing weapons, smash attacks with blunt or crushing weapons, and so on.

An attack roll is made using the character's attack rating (AR):

$$\text{Attack Roll} = AR + \text{Combat Skill Level} - \text{Mobility Reduction} + 2d6$$

Combat skill level pertains to the level of any combat skill that the character is using in his attack. For example, Frag is attacking Thorp with a slash attack maneuver using his broadsword. Frag has Weapon Proficiency (Broadsword) (2) and Slash (2). Thus Frag has a combat skill level of 4 when he makes his attack roll.

Mobility reduction refers to the penalty to one's mobility when one wears armor. For example, leather armor has mobility reduction of 1 while chain mail armor has mobility reduction of 2.

c. Defense Actions and the Defense Roll

Defense actions refer to the maximum number of defenses or defense maneuvers that a character can normally make in a given round without penalty. While most defense maneuvers require only 1 defense action to perform, some defense maneuvers require 2 or even 3 defense actions to perform.

Defense maneuvers that cost 1 action are called normal defense maneuvers. While those that require more than 1 defense action mostly fall under the power defense category. Anybody can perform a normal defense maneuver but most power defense maneuvers require that the character have the necessary combat skill before they can be performed.

Normal defense maneuvers include such maneuvers as dodging, parrying, blocking, and so on.

A defense roll is made using the character's defense rating (DR):

$$\text{Defense Roll} = DR + \text{Combat Skill Level} - \text{Mobility Reduction} + 2d6$$

Combat skill level pertains to the level of any combat skill that the character is using in his defense. For example, Thorp is parrying Frag's slash attack with his shield. Thorp has Parry (Shield) (4). Thus Thorp has a combat skill level of 4 when he makes his defense roll. On the other hand, if Thorp decides to parry the attack with his own broadsword and he has Weapon Proficiency (Broadsword) (2) and Parry (Broadsword) (1), he has a combat skill level of 3 when he makes his defense roll.

Mobility reduction refers to the penalty to one's mobility when one wears armor. For example, leather armor has mobility reduction of 1 while chain mail armor has mobility reduction of 2.

d. The Combat Round

Combat is described and divided into combat rounds. Each combat round is approximately 5-10 seconds long. Each combat round is divided into the following phases: Initiative Phase, Declaration Phase, and Action Phase.

e. Initiative Phase

In this phase, the order of combat is determined. Each character involved makes an initiative roll and the character with the highest initiative roll result gets to move first in combat. Then the character with the next highest initiative roll results gets to move next, and so on.

f. Declaration Phase

In this phase, starting with the one with the lowest initiative roll result to the one with the highest initiative roll result, each character declares whether he will be taking an offensive stance or defensive stance in the current combat round. This will affect the number of attack actions and defense actions available to the character for the round.

Divide the character's AGI attribute by 2, rounding up the results. This will be the character's Action Rating. A character that has taken up an offensive stance in combat has attack actions equal to twice his action rating and defense actions equal to his action rating. On the other hand, a character that has taken

up a defense stance has attack actions equal to his action rating and defense actions equal to twice his action rating.

g. Action Phase

In this phase, the actual melee takes place. Herein the characters hack and slash at each and do whatever else they wish to do in combat.

The character with the highest initiative roll result goes first and makes his move. After him, the character with the next highest initiative roll result goes next and so on until all the characters have made their moves. The turn then goes back to the character with the highest initiative roll.

The action phase ends when all the characters have declared that they are done for the round and will not be making any more moves.

There are four types of actions that a character can do during the action phase: attack maneuver, defense maneuver, movement, and miscellaneous action.

Attack maneuvers include:

- a simple strike with a weapon (i.e. slash, stab, smash, cleave and so on) or one's fist (i.e. punch) or foot (i.e. kick) – costs 1 attack action to perform
- a power strike with a weapon or one's fist or foot – costs 2 attack actions to perform and requires that the character possess the necessary combat skill
- perform an offensive combo maneuver – costs 1 attack action
- perform a simple martial arts move (i.e. throw) – costs 1 attack action
- perform a charge attack – costs 2 attack actions to perform and requires a running start
- set a weapon against a charge attack – costs 1 attack action and requires that the character possess the necessary skill

Defense maneuvers include:

- block an incoming attack – costs 1 defense action to perform
- parry an incoming attack – costs 1 defense action to perform
- dodge an incoming attack – costs 1 defense action to perform
- perform a defensive combo maneuver – costs 1 defense action to perform
- perform a simple martial arts maneuver – costs 1 defense action to perform

See Appendix C for lists and descriptions of attack maneuvers and defense maneuvers that are available to the character.

Movement can be done during combat. It involves walking or running to a different position. The character can spend attack actions or defense actions (or a combination of the two) on movement.

Movement costs about 1 – 2 attack/defense actions.

Miscellaneous actions include doing things that are typically done outside combat. Such actions include lighting a torch, opening a tightly sealed bottle, drinking a flask, changing weapons, unsheathing a sword, and so on. Just like movement, the character can spend attack actions or defense actions (or a combination of the two). Miscellaneous actions cost about 1 – 2 attack/defense actions to perform.

h. Movement during Combat

d

i. Miscellaneous Actions during Combat

j. Pushing Oneself in Combat

k. A Sample Combat Round

BERSERK RAGE

SPELLCASTING

APPENDIX A: ATTRIBUTE TALENTS

POW-Related Talents		
Talent	Description	Talent Cost
Power Lifter	The character is quite good at lifting and carrying stuff. He is able to lift and carry more and heavier items than is normally possible for his POW attribute. This talent can be taken up to 3 times. Taking this talent the first time costs 1 Talent Point and the character's Lift and Carry Capacities are increased by 50%. Taking this talent the second time costs 2 Talent Points and the character's Lift and Carry Capacities are increased by an additional 50% (for a total of 100%). And taking this talent the third time costs 3 Talent Points and the character's Lift and Carry Capacities are increased by 100% (for a total of 200%).	1 (2) (3)
Hacker	The character is pretty good at swinging a weapon. Whenever he makes a hand-held, armed attack, he must declare that he is using this talent and, if so, decide whether his Damage Bonus is doubled or he receives a bonus to his attack roll equal to his POW attribute.	3
Heavy Puncher	The character is pretty good at delivering damage in unarmed combat. Whenever making an unarmed attack, he must declare that he is using this talent; he will then have a base (blunt) damage of 2 and is able to use full Damage Bonus.	3
Power Thrower	The character is pretty good at throwing stuff. Whenever he makes a throwing attack, he must declare that he is using this talent and, if so, decide which of the following options to use: <ul style="list-style-type: none"> • 100% increase in throwing range • 25% increase in throwing range and double Damage Bonus • 50% increase in throwing range and attack roll bonus equal to his POW attribute 	3
Berserker	The character has the ability to go berserk during combat. For a full description of going berserk in combat, see the section Berserk Rage. The character must make a successful POW check against Difficulty 9 in order to enter a berserk state; during combat, this counts as 1 combat action. Berserk Rage lasts for a number of rounds equal to the character's POW + 1d6.	5
Skill Link	With this talent, the character is able to link a skill to his POW attribute. For a full description of skill linking, see the section Linking Skills to Attributes.	2
Weak Thrower	This is the reverse of the Power Thrower talent. The character has noodles for arms; both his throwing range and Damage Bonus are reduced by 50%. This talent cannot be taken if the character has already taken the Power Thrower talent (and vice versa).	-2
Weak Puncher	This is the reverse of the Heavy Puncher talent. The character does not get any Damage Bonus whenever he makes an unarmed attack. This talent cannot be taken if the character has already taken the Heavy Puncher talent (and vice versa).	-2
Weak-Kneed	This is the reverse of the Hacker talent. The character's Damage Bonus is reduced by 50% whenever he makes a hand-held armed attack. This talent cannot be taken if the character has already taken the Hacker talent (and vice versa).	-2

Weakling	This is the reverse of the Power Lifter talent. Both the character's Lift and Carry Capacities are reduced by 50%. This talent cannot be taken if the character has already taken the Power Lifter talent (and vice versa).	-3
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AGI-Related Talents		
Talent	Description	Talent Cost
Acrobat	The character has a great sense of balance. He almost always lands on his feet and rarely trips or falls over. He gets a bonus equal to his AGI whenever making any action that involves using or keeping his balance. When the character is about to fall over or fall down for any reason (i.e. the floor suddenly collapses underneath his feet and he has failed his initial AGI check), he always has a second chance to keep his balance; he must make an AGI check (without the bonus given by this talent or any related skills and talents) against a Difficulty of 12 in order to keep his balance and not fall over.	3
Juggler	The character is pretty good at juggling stuff with his hands. With the juggling skill, this talent makes for a pretty decent circus performer indeed. Whenever the character is performing an action that involves juggling, throwing, or catching objects, he gets a bonus equal to his AGI attribute.	3
Artful Dodger	The character is pretty good at dodging attacks during combat. At the beginning of each combat round, just after initiative is taken, the character must declare whether or not he is using this talent and, if so, decide which of the following options to take: <ul style="list-style-type: none"> • Increase his Defense Rating by N + 1 for the whole round, where N is equal to the number of time this talent has been taken by the character. • Gain a defense roll bonus equal to his AGI when dodging an attack; he can make up N + 2 dodge actions in a round in this manner. This talent can be taken a maximum of 3 times. The first time it is taken, it costs 1 Talent Point. The second time it is taken, it costs 2 Talent Points and the third time it is taken, it costs 3 Talent Points.	1 (2) (3)
Sprinter	The character is capable of faster than is normal for his race. This talent can be taken up to 3 times. The first time this talent is taken, it costs 1 Talent Point and the character's movement rate is increased by (15 x AGI)%. The second time this talent is taken, it costs 2 Talent Points and the character's movement rate is increased by (30 x AGI)%. The third time this talent is taken, it costs 3 Talent Points and the character's movement rate is increased by (60 x AGI)%.	1 (2) (3)
Escape-Artist	The character is quite adept at escaping his bonds. Without spending any actions, he is capable of escaping from ropes tied with normal knots, removing his armor, escaping from being held by a person with no grappling skills, and so on by simply making an AGI check against a Difficulty of 9; he is automatically successful if he opts to spend 1 action instead. Spending 1 action and making a successful AGI check against Difficulty 9, he is able to escape being held by a straight jacket, a rope with a magical or expert knot, by ordinary chains, or by a person with decent grappling skills.	5

	Escaping from special chains, from chains with special locks, magical rope, and from the hold of a person with expert grappling skills needs 1 action and a successful AGI check against Difficulty 12.	
Skill Link	With this talent, the character is able to link a skill to his AGI attribute. For a full description of skill linking, see the section Linking Skills to Attributes.	2
Slow Runner	This is the reverse of the Sprinter talent. The character's movement rate is reduced by 50%. This talent cannot be taken if the character has already taken the Sprinter talent (and vice versa).	-2
Dope on a Rope	This is the reverse of the Artful Dodger talent. The character's AGI is considered as being reduced by 50% whenever he is attempting to dodge attacks. This talent cannot be taken if the character has already taken the Artful Dodger talent (and vice versa).	-3
Klutz	This is the reverse of the Juggler talent. The character is always dropping or fumbling objects at the most inopportune moments. At any given moment (GM's decision) whenever the character is making an action, the GM rolls 1d6 and if the result is a 1 or a 2, the character must make a successful AGI check against Difficulty 12 or else drop any object he is holding, thereby fumbling whatever action he is taking at the moment. In the interest of fairness and game balance, the GM is limited to using this talent against the character up to 2d6 times per gaming session. This talent cannot be taken if the character has already taken the Juggler talent (and vice versa).	-4
Clumsy	This is the reverse of the Acrobat talent. This is just like the Klutz talent except that instead of dropping objects, the character is prone to tripping and falling down, having such a lousy sense of balance. This talent cannot be taken if the character has already taken the Acrobat talent (and vice versa).	-4

STA-Related Talents		
Talent	Description	Talent Cost
Endurance Runner	The character is capable of running or jogging for durations longer than what is normal for his STA attribute. Together with the running skill, this talent makes for pretty decent marathon runner. This talent can be taken up to 3 times. The first time this talent is taken, it costs 1 Talent Point and the character is able to move as if he has STA + 1. The second time this talent is taken, it costs 2 Talent Points and the character is able to move as if he has STA + 3. The third time this talent is taken, it costs 3 Talent Points and the character is able to move as if he has STA + 6. For details regarding STA and movement rate, see the Movement section.	1 (2) (3)
Healthy	The character possesses extraordinary health. This talent can be taken up to 3 times. The first time this talent is taken, it costs 1 Talent Point and the character is considered to have STA + 1 when determining his hitpoints and when resisting diseases and toxins. The second time this talent is taken, it costs 2 Talent Points and the character is considered to have STA + 2 when determining his hitpoints and when resisting diseases and toxins. The third time this talent is taken, it costs 3 Talent Points and the character is considered to have STA + 3 when determining his hitpoints and when resisting diseases and toxins.	1 (2) (3)

Quick Healer	The character is a quick healer as the name suggests. He heals twice as fast as he normally would without this talent and he does not suffer from bleeding when reduced to negative hitpoints due to damage. In addition, he does not suffer from the risk of bleeding whenever he receives massive damage; for details regarding bleeding, see the Combat section.	4
Iron-Jawed	The character is not easy to knock out or knock unconscious. Neither is he easily stunned by physical attacks. Whenever making checks against being knocked out by physical means, the character receives a bonus equal to his STA attribute. The same goes for checks against being stunned by physical means.	3
Body Blocker	The character is quite good at blocking attacks. He receives a bonus equal to his STA attribute whenever attempting to block incoming attacks. Whenever he performs a body block maneuver, he receives ¼ damage instead of ½. The body block is an advanced defensive maneuver; for details see the Combat section, as well as Appendix C: Combat Skills.	5
Skill Link	With this talent, the character is able to link a skill to his STA attribute. For a full description of skill linking, see the section Linking Skills to Attributes.	2
Glass-Jawed	This is the reverse of the Iron-Jawed talent. The character's STA is considered to be reduced by 50% whenever he makes a check against being knocked out or stunned by physical means. This talent cannot be taken if the character has already taken the Iron-Jawed talent (and vice versa).	-3
Bleeder	This is the reverse of the Quick Healer talent. Whenever the character is reduced to negative hitpoints, he bleeds twice as fast he normally would without this talent. Furthermore, he is prone to bleeding whenever he receives massive damage; instead of a 1 in 1d6 chance of bleeding, he has a 1-3 in 1d6 chance (i.e. 50%) of bleeding due to massive damage. For details regarding bleeding, see the Combat section. This talent can not be taken if the character has already taken the Quick Healer talent (and vice versa).	-3
Sickly	This is the reverse of the Healthy talent. The character's STA is considered to be reduced by 50% whenever he makes a check against diseases and toxins, also when calculating his hitpoints. This talent cannot be taken if the character has already taken the Healthy talent (and vice versa).	-3
Weak-Lunged	This is the reverse of the Endurance Runner talent. The character's STA is considered to be reduced by 50% for the purposes of determining the duration for sustained or continuous movement. For details regarding STA and movement rates, see the Movement section. This talent cannot be taken if the character has already taken the Endurance Runner talent (and vice versa).	-2

MEN-Related Talents		
Talent	Description	Talent Cost
Focused	The character has a focused mind. He is able to give his full attention at the task at hand. Whenever he uses a skill that requires quite a bit of mental effort (GM's call, although under most	4

	circumstances, this applies to most miscellaneous skills), he receives a bonus equal to his MEN attribute. Furthermore, for every combat round after the first round, the character receives a cumulative +1 bonus to his initiative roll (up to a maximum bonus equal to his MEN attribute). This talent also comes into play in the casting and learning of spells. For details, see the Spellcasting section.	
Good Memory	The character has very good memory. In fact, he has near perfect memory. While this does not ensure comprehension, he has no problem at all remembering anything he has heard, seen, or experienced. When performing any skill that uses the MEN attribute, the character gets a bonus equal to his MEN attribute. This talent also comes into play in the casting and learning of spells. For details, see the Spellcasting section.	3
Strong-Willed	The character has a very strong mind. Pig-headed, stubborn, and exceedingly determined are just some of the words that can be used to describe the character. Whenever making a check against mind-affecting spells and effects, against being knocked unconscious or stunned by whatever means, the character has a bonus equal to his MEN attribute. He receives a similar bonus when forcing his body to do stuff it could not normally do under the circumstances; for details, see the Attribute Check Rolls section.	3
Pain Tolerance	The character has high pain tolerance. He does not suffer from being stunned or knocked unconscious due to large damage. Furthermore, he receives a bonus equal to his MEN attribute when resisting the effects of exhaustion or when making a check against pain, being stunned, or being knocked out.	3
Berserker	The character has the ability to go berserk during combat. For a full description of going berserk in combat, see the section Berserk Rage. The character must make a successful MEN check against Difficulty 9 in order to enter a berserk state; during combat, this counts as 1 combat action. Berserk Rage lasts for a number of rounds equal to the character's MEN + 1d6.	5
Skill Link	With this talent, the character is able to link a skill to his MEN attribute. For a full description of skill linking, see the section Linking Skills to Attributes.	2
Pain Intolerance	This is the reverse of the Pain Tolerance talent. The character is highly susceptible to the effects of pain. Whenever he receives any amount of damage greater than 1, he must make a check against being stunned; failure results in being stunned for 1d6 rounds. When the character receives enough damage that would normally stun him without this talent, he must make a check against being knocked out instead. If he receives enough damage that would normally knock him out without this talent, he must make a check against system shock instead. For details, see the Combat section. Lastly, whenever the character makes a check against being stunned or knocked out, he receives a penalty equal to half his MEN attribute. This talent cannot be taken when the character has already taken the Pain Tolerance talent (and vice versa).	-3
Weak-Willed	This is the reverse of the Strong-Willed talent. The character is weak of mind. When making a check against mind-affecting spells and effects, his MEN attribute is considered to be reduced by 50%.	-2

	When making a check against being stunned or knocked out, he receives a penalty equal to half his MEN attribute. This talent cannot be taken when the character has already taken the Strong-Willed talent (and vice versa).	
Forgetful	This is the reverse of the Good Memory talent. The character has a terrible memory. He is always forgetting stuff. When performing any skill that uses the MEN attribute, the character's MEN is considered to be reduced to 50%. This talent also comes into play in the casting and learning of spells. For details, see the Spellcasting section. This talent cannot be taken when the character has already taken the Good Memory talent (and vice versa).	-2
Distracted	This is the reverse of the Focused talent. The character has trouble focusing on the task at hand and is easily distracted. Whenever he uses a skill that requires quite a bit of mental effort (GM's call, although under most circumstances, this applies to most miscellaneous skills), he receives a penalty equal to half his MEN attribute. This talent also comes into play in the casting and learning of spells. For details, see the Spellcasting section. This talent cannot be taken when the character has already taken the Focused talent (and vice versa).	-2

APPENDIX B: MISCELLANEOUS TALENTS

Talent	Description	Talent Cost
Acute Eyesight	Also referred to as the “Eagle Eyes” talent. The character has very good eyesight. He can see clearly about twice as far as what is considered normal for his race; for details see the Vision section. Whenever discerning details (such as trying to read ancient and faded texts or runes) or whenever trying to discover or uncover hidden or concealed objects (such as secret doors, hidden panels, concealed latches, and so on) the character has a +3 bonus to his check rolls. In addition, it is a little harder to surprise the character; indoors, the difficulty to surprise the character is increased by 1, while outdoors, the difficulty to surprise him is increased by 3.	3
Acute Sense of Smell	The character has a very good sense of smell. He is not only able to detect faint traces of an odor but can also distinguish one odor from another in a mixture of odors. The character receives a +3 bonus when making any action involving tracking, cooking, baking, chemistry, alchemy, or any other skill wherein the sense of smell plays an important role. In addition, it is quite difficult to surprise the character; indoors, the difficulty to surprise the character is increased by 3, while outdoors, the difficulty to surprise him is increased by 5.	4
Acute Sense of Touch	The character has a very sensitive sense of touch. He can feel the slightest pressure on his skin, able to distinguish one touch from another. Even with his eyes closed, he is able to “see” details and differences in any surface he touches with his fingers. Light fingers and a delicate touch come side by side with this talent. Whenever performing any action that involves sensitive fingers (such as picking locks, sleight of hand, calligraphy, sewing, embroidery, tinkering with delicate clockwork mechanisms, and so on), the character receives a +3 bonus to his check rolls.	2
Acute Taste Buds	The character has very sensitive taste buds and a very delicate palate. He is able to detect the slightest traces of a particular taste, as well as distinguish one taste from another in a mixture of tastes. Whenever performing any action that involves tasting (such as cooking, baking, trying to detect traces of a substance in liquid, and so on), the character receives a +3 bonus to his check rolls.	2
Animal Affinity	The character has a knack for befriending animals and reading their actions and emotions. When tracking animals, riding horses, training animals, and or any action that involves interaction with animals or creatures with animal-like intelligence or behavior, the character gets a +3 bonus to his check rolls. When making reaction check rolls regarding the character, animals or creatures with animal-like intelligence or behavior have a +3 bonus to their reaction check rolls.	3
Craft Master	The character is particularly good at a particular craft (i.e. carpentry, blacksmith, basketry, cooking, baking, sewing, weaving, animal husbandry, and so on). See Appendix D for craft skills; any skill considered as a craft skill can be the subject of this talent. Whenever the character performs any action that involves his chosen craft, he gets a +3 bonus to his check roll. Even if the character not does have	3

	skill proficiency in the craft concerned, he is considered to have a skill level of 1 with said craft when he takes this talent. This talent may be taken up to a maximum of 3 times for 3 different crafts. This talent may not be taken more than once for a particular craft.	
Danger Sense	The character is able to sense any danger or potential danger to his person. When this talent is taken, the player decides how his character is able to sense danger (like the hairs on the back of his neck standing up or his nose itching or even a voice at the back of his head telling him to be careful). The bigger the danger the stronger the sensation that the character feels. This talent, however, does not tell the character what the danger is or in what direction it is coming from, only that something perilous is in the room or is about to happen. The character is quite difficult to surprise as a result. The difficulty to surprise the character is increased by 3.	4
Direction Sense	As far as direction is concerned, the character never gets disoriented. He always knows which way is north and which way is south no matter where he is, whether he is indoors or outdoors. He also knows which way is up and which way is down. He automatically recognizes places he's been to or places he's passed by.	2
Ear for Music	The character has an "ear" for music. He is able to recognize the rhythm and beat of songs and music. He is able to recall any music he has heard before. Whenever he performs an action involving music (such as playing a musical instrument or learning how to play a particular song or musical piece), he gets a +3 bonus to his check roll. Furthermore when he takes this talent, the character is considered to have a skill level of 1 with any musical instrument if he does not actually have any skill proficiency with the musical instrument. This talent also comes into play in the casting and learning of spells. For details, see the Spellcasting section.	3
Green Thumb	The character is quite the gardener. He instinctively knows if the ground is good for planting or not and if a plant or tree is health or if it is sickly and dying. Likewise, he instinctively knows whether a plant, flower, fruit, seed, or root is safe to eat or not. Whenever he performs actions that involve plants and trees (i.e. planting, identifying plants, taking care of sickly plants, and so on), he gets a +3 bonus to his check rolls. Furthermore when he takes this talent, the character is considered to a skill level of 1 with any skill that involves living plants and trees if he does not have any proficiency with said skill.	2
Light Sleeper	The character is quite the light sleeper. He wakes up instantly alert and focused at the slightest of sounds and nudges. That is, of course, assuming that he is not in an alcoholic stupor or under the influence of any drug, disease, or toxin.	4
Lucky	The character is extremely lucky. He is allotted 5 Luck Points per game session, which he opt to spend any time during the game session. When he spends a Luck Point, he chooses which one of the following will happen: <ul style="list-style-type: none"> • A roll result is increased or decreased by 1 to 2 points. • A roll is re-rolled. • A mechanical device suddenly malfunctions for a moment for no 	5

	<p>reason at all.</p> <ul style="list-style-type: none"> • A mechanical device suddenly turns on for reason at all. • A lit torch or lantern suddenly goes out for no reason at all. • A small item, like a key, a pouch, or a ring is unknowingly dropped by its carrier. <p>Only up to 2 player characters per game session can have this talent. If more than 2 player characters have this talent, the GM must decide which 2 player characters get to use their Lucky talent; the remaining player character do not get to use their Lucky talent for the whole game session.</p>	
Melee Artist	The character is quite good at facing down multiple opponents. In fact, he quite prefers it to fighting a single opponent as with more than one opponent, he is able to coordinate his moves such that he receives a +3 bonus to his attack rolls or his defense rolls (he decides which at the beginning of the combat round). This talent does not come into effect if the character has companions with him; he must distance and separate himself from his companions in order to avail of this talent's benefits.	3
Natural Swimmer	The character is a natural swimmer. He is able to swim, even without having proficiency in the swimming skill; he is considered to have a skill level of 1 in swimming with this talent. Whenever he performs any action that involves swimming, he receives a +3 bonus to his check roll.	3
Night Sight	The character is able to see in darkness better than other members of his race. Under full moon light conditions, the character is able to see as if it were dusk or dawn. Under new moon light conditions, the character is able to see as though the full moon was out.	3
Quiet as a Mouse	The character is inherently silent when he moves. Whenever attempting to move silently or hide, he has a +3 bonus to his check rolls.	3
Rock Sense	Also called "stone sense" and "earth affinity", this talent gives the character the ability to read and feel rock, stone, and earth structures. Just by looking and touching, he is able to tell if a rock, stone, or earth structure is structurally stable, if there are any cracks and weaknesses in the structure. He is able to tell the properties of an earth-type material just by holding and looking at it. Though he is automatically able to sense the presence of secret doors and such in stone walls and floors, it does not automatically mean that he can locate or even open such secret mechanisms; he does, however, receive a +3 bonus to his check rolls to find and open secret doors, secret trap doors, pit traps, and so on.	3
Smooth Talker	The character has the gift of gab, in a manner of speaking. He is a smooth talker, a charismatic speaker, the proverbial salesman who is able to sell sand to desert dwellers and ice to tundra dwellers. Whenever he talks, people and creatures (those that could understand him) receive a +3 bonus to their reaction rolls. And when he tries to convince them of something, they receive an additional +3 bonus to their reaction rolls.	3
Wave Sense	Useful to sailors and mariners, this talent has also been referred to as "sea sense" and "sea affinity". The character is able to read the waves	2

	of the sea (and large lakes) helping him to predict the weather, to determine prevailing wind conditions, to determine the general direction of land, as well as to determine the location of good fishing grounds. Whenever the character tries to do any of the above (i.e. navigate and predict weather in the sea), he receives a +3 bonus to his check rolls.	
Weapon Master	<p>When the character takes this talent, he chooses a specific weapon (i.e. technically speaking, a saber and a short sword are both swords but as far as this talent is concerned, the two are different weapons). With his chosen weapon, the character receives the following benefits:</p> <ul style="list-style-type: none"> • +3 to his attack rolls and defense rolls when using the weapon in combat • +1 to his initiative rolls when using the weapon in combat • increasing proficiency level with the weapon of choice costs 1 Skill Point lower than normal <p>This talent can be taken as many times as the character wishes for mastery of different weapons.</p>	4
Weather Sense	The character is perfectly attuned to the weather such that he instinctively knows what the day's weather is and what the following day's weather will be simply by looking at the sky and smelling the air. Whenever the character tries to do any action that has something to do with the weather, he receives a +3 bonus to his check roll.	2
Animal Hostility	This is the reverse of the Animal Affinity talent. Animals or creatures of animal intelligence or behavior always develop a dislike of the character for one reason or another. They are either trying to keep away from him or are completely hostile to him altogether. When tracking animals, riding horses, training animals, and or any action that involves interaction with animals or creatures with animal-like intelligence or behavior, the character gets a -3 penalty to his check rolls. When making reaction check rolls regarding the character, animals or creatures with animal-like intelligence or behavior have a -3 bonus to their reaction check rolls. This talent cannot be taken if the character has already taken the Animal Affinity talent (and vice versa).	-3
Bad Ear	This is the reverse of the Ear for Music talent. The character is completely unable to appreciate music, unable to recognize the underlying beat and rhythm and the harmony of it all. Whenever he performs an action involving music (such as playing a musical instrument or learning how to play a particular song or musical piece), he gets a -3 penalty to his check roll. This talent also comes into play in the casting and learning of spells. For details, see the Spellcasting section. This talent cannot be taken if the character has already taken the Ear for Music talent (and vice versa).	-2
Blind as a Bat	This is the reverse of the Acute Eyesight talent. Though not totally blind, the character has very poor eyesight; without the aid of spectacles (or similar devices or effects), he has difficulty in seeing things clearly. He is able to see objects clearly if they are brought to	-4

	his nose; further than his nose, things are blurred although he can still distinguish general colors and shapes. Further than 5 meters, objects are completely blurred that the character cannot see anymore. For actions that require sight, the character receives a -3 penalty to his check rolls; this includes initiative rolls. This talent cannot be taken if the character has already taken the Acute Eyesight talent (and vice versa).	
Boorish	This is the reverse of the Smooth Talker talent. The character is rude and insensitive; at least, that's how he appears to others (particularly those who could understand his language) no matter what he does. Whenever he talks, people and creatures who could understand him receive a -3 penalty to their reaction rolls. And when he tries to convince them of something, they receive an additional -3 penalty to their reaction rolls. Furthermore, if the character tries to be rude and insulting, he is automatically successful in making the other party angry. This talent cannot be taken if the character has already taken the Smooth Talker talent (and vice versa).	-2
Brawler	This is the reverse of the Melee Artist talent. When faced with multiple opponents or when accompanied by more than 1 companion (or both) during combat, the character has a tendency to get over-excited and careless. As such he receives a -3 to both his attack rolls and defense rolls. This talent cannot be taken if the character has already taken the Melee Artist talent (and vice versa).	-4
Brown Thumb	This is the reverse of the Green Thumb talent. Whenever the character performs actions that involve plants and trees, he gets a -3 penalty to his check rolls. This talent cannot be taken if the character has already taken the Green Thumb talent (and vice versa).	-2
Craft Bungler	This is the reverse of the Craft Master talent. When the character takes this talent, he chooses a craft skill. See Appendix D for craft skills; any skill considered as a craft skill can be the subject of this talent. Whenever the character performs any action that involves his chosen craft, he gets a -3 bonus to his check roll. This talent may be taken up to a maximum of 3 times for 3 different crafts; this talent may not be taken more than once for a particular craft. Likewise, this talent cannot be taken for a craft that's already the subject of the Craft Master talent.	-3
Danger Magnet	This talent is considered more or less the reverse of Danger Sense. Just as its name suggests, the character attracts danger like flowers attract bees. Whenever the character is around, the chance for random encounters is 1-2 in 1d6 instead of 1 in 1d6 (if the chance for random encounters is already 1-2 in 1d6 for any other reasons, then chance for random encounters becomes 1-3 in 1d6 instead). Furthermore, the character is easily surprised; the chance to surprise the character is decreased by 1. This talent cannot be taken if the character has already taken the Danger Sense talent (and vice versa).	-4
Heavy Sleeper	This is the reverse of the Light Sleeper talent. It is quite hard to rouse the character from sleep. It takes at least a strong nudge to even have a chance of waking him up and even then, there is only a 1-2 chance of the character actually waking up. Furthermore, it takes the character at least 1d6 combat rounds to completely regain his senses. Until then, all check rolls made by the character have a	-5

	penalty of -3. This talent cannot be taken if the character has already taken the Light Sleeper talent (and vice versa).	
Just Plain Noisy	This is the reverse of the Quiet as a Mouse talent. As the name says, the character is just plain noisy. Whenever attempting to move silently or hide, he has a -3 penalty to his check rolls. This talent cannot be taken if the character has already taken the Quiet as a Mouse talent (and vice versa).	-3
Night Blindness	This is the reverse of the Night Sight talent. The character has difficulty seeing in low-light conditions. Low light conditions (i.e. dusk, dawn, early morning, late afternoon, etc.) are like evenings to the character; when performing actions that require sight; the character has a -3 penalty to his check rolls and just like the Blind as a Bat talent, this includes initiative rolls. During evenings, the character is totally blind. This talent cannot be taken if the character has already taken the Night Sight talent (and vice versa).	-3
No Sense of Direction	This is the reverse of the Direction Sense talent. The character is constantly getting disoriented and lost. Maps and compasses and other navigation or direction aids are absolutely useless to the character. While the character has no problems at all moving from one room to another in a small structure like a house, a tavern, or an inn, he will most assuredly get lost if he moves from one house to another that's a couple or so houses down the street. This talent cannot be taken if the character has already taken the Direction Sense talent (and vice versa).	-3
Numb	This is the reverse of the Acute Sense of Touch talent. The character is suffering from a rare but harmless disorder that leaves him with little or no sense of touch. Whenever performing any action that involves his sense of touch or that involves sensitive fingers (such as picking locks, sleight of hand, calligraphy, embroidery, tinkering with delicate clockwork mechanisms, and so on), the character receives a -3 penalty to his check rolls. This talent cannot be taken if the character has already taken the Acute Sense of Touch talent (and vice versa).	-3
Numbed Tongue	This is the reverse of the Acute Taste Buds talent. Aside from texture, the character is totally unable to taste anything with his tongue. Understandably, trying to identify a particular taste or discern one taste from another automatically fails. Whenever performing any action that involves tasting (such as cooking, baking, and so on), the character receives a -3 penalty to his check rolls. This talent cannot be taken if the character has already taken the Acute Taste Buds talent (and vice versa).	-3
Phobia	The character is deathly and irrationally fearful of a particularly object, animal, or situation. The character chooses which particular one when he takes this talent. Whenever the character is confronted by the object of his phobia, he must make a MEN check against a difficulty of 12 or flee for 2d6 combat rounds in abject terror; the direction does not matter as long as he gets away from the object of his fear. Even if he makes his MEN check, he has a -3 penalty to all his check rolls for as long as he is in the presence of the object of his fear. These talent can be taken multiple times for several kinds of phobia (for example, the character has arachnophobia and at the	-3

	same time, he is afraid of heights).	
Rock Idiot	This is the reverse of the Rock Sense talent. The character is totally without a clue when it comes to rocks, stones, earth, and structures made out of these materials. Whenever he makes a check that involves rocks, stones, earth, and structures made of said materials, he has a -3 penalty. This talent cannot be taken if the character has already taken the Rock Sense talent (and vice versa).	-2
Sinks like a Rock	This is the reverse of the Natural Swimmer talent. The character is really lousy at swimming. Whenever he performs any action that involves swimming, he has a -3 penalty to his check roll. This talent cannot be taken if the character has already taken the Natural Swimmer talent (and vice versa).	-3
Stuffed Nose	The character's nose is not necessarily all stuffed up but it might as well be when he takes this talent. This is the reverse of the Acute Sense of Smell talent; the character is suffering from a rare disorder that renders him unable to smell odors no matter how strong or rank. Needless to say, he automatically fails whenever he tries to smell something or whenever he tries to identify an odor by using his nose. Whenever he performs any action that involves smelling (like cooking, tracking, baking, making wine, etc.), he has a -3 penalty to his check roll. This talent cannot be taken if the character has already taken the Acute Sense of Smell talent (and vice versa).	-3
Unlucky	This is the reverse of the Lucky talent. As the name suggests, the character is extremely unlucky. The character has 1d6 Hex Points per game session, which the GM can use anytime during the game session. Hex Points are used to force the character to re-roll any roll he has made, particularly the successful or favorable ones. If there are any Hex Points left over at the end of the game session, the GM may declare that he is saving them for the next game session. This talent cannot be taken if the character has already taken the Lucky talent (and vice versa).	-5
Wave Idiot	This is the reverse of the Wave Sense talent. Whenever the character performs any action that involves reading the water and the waves (i.e. navigate and predict weather in the sea, fishing, sailing, etc.), he has a -3 penalty to his check roll. This talent cannot be taken if the character has already taken the Wave Sense talent (and vice versa).	-2
Weather Idiot	This is the reverse of the Weather Sense talent. Whenever the character performs any action that has something to do with the weather, he has a -3 penalty to his check roll. This talent cannot be taken if the character has already taken the Weather Sense talent (and vice versa).	-2

APPENDIX C: COMBAT SKILLS

Skill	Description	Skill Requirement
Aim	This skill gives the character the ability to hit targets more accurately with a bow. For every skill level, the character has a +1 bonus to his attack roll when firing an arrow or a bolt from a bow.	Weapon Proficiency (2)
Block	The character is quite adept at performing a block maneuver. For every level that the character has with this skill, he receives a +1 bonus to his defense rolls whenever making a normal block maneuver.	None
Charge	This skill can be taken for a weapon that can be used in a charge attack. For every skill level, the character has a +1 bonus to his attack roll whenever making a charge attack with the chosen weapon. Furthermore, at skill level 3, the charge attack delivers triple damage (instead of double damage); at skill level 5, the charge attack delivers quadruple damage. This skill can be taken not only to increase the skill level but also for the character to be able to more effectively perform charge attacks with different weapons.	Weapon Proficiency (3)
Cleave	This skill can be taken for a weapon capable of delivering cleaving damage. With this skill, the character is able to deliver more effective cleave attacks with the chosen weapon. For every level of this skill, the character receives a +1 bonus to his attack roll whenever performing a normal cleave attack. Furthermore, at skill level 2, he has a +1 bonus to damage with his normal cleave attack. At skill level 3, he is able to deliver a power strike as if he has the skill Power Cleave (1). At skill level 4, he has a +2 bonus to damage with his normal cleave attack. And at skill level 5, he has a +3 bonus to damage with his normal cleave attack and he is able to deliver a power strike as if he has Power Cleave (2). This skill can be taken not only to increase the skill level but also to be able to deliver more effective cleave attacks with different cleaving weapons.	Weapon Proficiency (2)
Dodge	With this skill, the character becomes more adept at dodging attacks. For every level that the character has with this skill, he has a +1 bonus to his defense roll whenever he performs a normal dodge maneuver.	None
Full Defense (Dodge)	The character is able to perform the Full Defense (Dodge) stance. See the Combat section for details.	Dodge (3)
Full Defense (Parry)	The character is able to perform the Full Defense (Parry) stance. See the Combat section for details.	Parry (Shield) (3) or Parry (Weapon) (3)
Full Defense	The character is able to perform the Full Defense stance. See the Combat section for details.	Full Defense (Dodge) (3) or Full Defense (Parry) (3)
Grappling	With this skill, the character becomes more effective at applying and escaping grappling/wrestling holds. For every skill level, the character has a +1 bonus to his attack or defense roll whenever performing a grappling attack or defense maneuver.	None
Kick	With this skill, the character is no longer considered disadvantaged when facing an armed opponent such that he no longer suffers the -3	None

	penalty to attack rolls that is normally given an unarmed character facing an armed opponent. At level 2, the character has a +1 bonus to his attack roll whenever making a normal kick attack. At level 3, the character has a +2 bonus to his attack roll and a +1 bonus to damage whenever making a normal kick attack. At level 4, the character has a +3 bonus to his attack roll and a +1 bonus to damage whenever making a normal kick attack. Lastly, at level 5, the character has a +4 bonus to his attack roll and a +2 bonus to damage whenever making a normal kick attack.	
Parry (Shield)	With this skill, the character becomes more proficient at parrying incoming attacks using a shield or any object that used like a shield (i.e. a buckler, a chair, a table, and so on). For every level of this skill, the character has a +1 bonus to his defense roll whenever he makes a normal parry maneuver with a shield. This skill can only taken a maximum of 5 times to increase skill level.	None
Parry (Weapon)	The character is quite proficient in parrying incoming attacks using a particular weapon. For every level that character has with this skill, he has a +1 bonus to his defense roll whenever he makes a normal parry maneuver with the chosen weapon. This skill can be taken multiple times not only to increase skill level but to enable the character to be more proficient with parrying attacks using different weapons.	Weapon Proficiency (1)
Parry/Strike Combo	With this skill, the character is able to perform an amazing defensive maneuver that involves parrying (normal parry) an incoming attack and then countering with a normal strike; however, he must be successful with the parry maneuver in order to perform the strike. There are four types of this combo maneuver: Parry/Slash, Parry/Smash, Parry/Cleave, and Parry/Stab. For example, a character might have Parry/Slash (Saber) (3) while another might have Parry/Cleave (Battle Axe) (1). And yet another character might have Parry/Slash (Broadsword) (4) and at the same time, Parry/Slash (Short Sword) (2). Since this is a defensive combo maneuver, that character need only spend but 1 defense action for it. At skill level 1, the character receives a -3 penalty to the corresponding defense and attack rolls. At skill level 2, the penalty is reduced to -1. At skill level 3, the character no longer has any penalty to his defense and attack rolls. For every skill level about 3, the character has a +1 bonus to his defense and attack rolls. Needless to say, this skill can be taken multiple times not only to increase skill level but also to let the character have different combos with different weapons.	Weapon Proficiency (4) & Parry (Weapon) (2)
Power Cleave	With this skill, the character is able to perform a power cleave attack maneuver with his chosen weapon. In order to perform a power cleave, the character must spend 2 attack actions; on a successful attack roll, he delivers triple damage. At skill level 1, he has a -5 penalty to his attack roll. At skill level 2, the penalty is reduced to -3. At skill level 3, the penalty is reduced to -1. And at skill level 4, he no longer has any penalty when performing a power cleave attack. Furthermore, the character is able to deliver more devastating power cleave attacks with increasing skill level. At skill level 3, he is able to perform a "type 2" power cleave attack, which delivers quadruple damage but with a penalty of -5 to the attack roll;	Weapon Proficiency (3) & Cleave (2)

	<p>this penalty is reduced to -3 at skill level 4 and then to -1 at skill level 5. Finally, at skill level 5, he is able to perform a “type 3” power cleave attack that delivers quintuple damage but with a penalty of -5 to the attack roll. This skill can be taken multiple times not only to increase skill level but to enable the character to perform power cleave attacks with different weapons.</p>	
Power Kick	<p>This is just like the power cleave skill except that it involves a kick attack instead of a cleave attack.</p>	Kick (3)
Power Punch	<p>This is just like the power cleave skill except that it involves a punch attack instead of a cleave attack.</p>	Punch (3)
Power Slash	<p>This is just like the power cleave skill except that it involves a slash attack instead of a cleave attack.</p>	Weapon Proficiency (3) & Slash (2)
Power Smash	<p>This is just like the power cleave skill except that it involves a crush attack instead of a cleave attack.</p>	Weapon Proficiency (3) & Smash (2)
Power Stab	<p>This is just like the power cleave skill except that it involves a stab attack instead of a cleave attack.</p>	Weapon Proficiency (3) and Stab (2)
Punch	<p>With this skill, the character is no longer considered disadvantaged when facing an armed opponent such that he no longer suffers the -3 penalty to attack rolls that is normally given an unarmed character facing an armed opponent. At level 2, the character has a +1 bonus to his attack roll whenever making a normal punch attack. At level 3, the character has a +2 bonus to his attack roll and a +1 bonus to damage whenever making a normal punch attack. At level 4, the character has a +3 bonus to his attack roll and a +1 bonus to damage whenever making a normal punch attack. Lastly, at level 5, the character has a +4 bonus to his attack roll and a +2 bonus to damage whenever making a normal punch attack.</p>	None
Quick Draw	<p>With this skill, the character is able to draw his weapon from its sheath without having to spend an action. For the character to get this skill for a particular weapon, he needs to have a proficiency level of at least 3 with said weapon. At level 2, this skill gives the character a +1 bonus to his initiative roll whenever he is fighting with said weapon; at level 3, he gets a +2 bonus to his initiative roll, and so on. This skill can be taken not only to increase the skill level but also to be able to “quick draw” different weapons.</p>	Weapon Proficiency (3)
Set Weapon	<p>This skill can be taken for a weapon that is capable of being set against a charging opponent. With this skill, the character becomes more proficient at setting his weapon. For every skill level, the character has a +1 bonus to his attack roll whenever setting the chosen weapon against a charging opponent. Furthermore, at skill level 3, the set weapon delivers triple damage (instead of double damage); at skill level 5, the set weapon delivers quadruple damage. This skill can be taken not only to increase the skill level but also to be able to more effectively set different weapons against charging opponents.</p>	Weapon Proficiency (2)
Slash	<p>This skill can be taken for a weapon capable of delivering slashing damage. With this skill, the character is able to deliver more effective slash attacks with the chosen weapon. For every level of</p>	Weapon Proficiency (2)

	<p>this skill, the character receives a +1 bonus to his attack roll whenever performing a normal slash attack. Furthermore, at skill level 2, he has a +1 bonus to damage with his normal slash attack. At skill level 3, he his able to deliver a power strike as if he has the skill Power Slash (1). At skill level 4, he has a +2 bonus to damage with his normal slash attack. And at skill level 5, he has a +3 bonus to damage with his normal slash attack and he is able to deliver a power strike as if he has Power Slash (2). This skill can be taken not only to increase the skill level but also to be able to deliver more effective slash attacks with different slashing weapons.</p>	
Smash	<p>This skill can be taken for a weapon capable of delivering crushing damage. With this skill, the character is able to deliver more effective crush attacks with the chosen weapon. For every level of this skill, the character receives a +1 bonus to his attack roll whenever performing a normal crush attack. Furthermore, at skill level 2, he has a +1 bonus to damage with his normal crush attack. At skill level 3, he his able to deliver a power strike as if he has the skill Power Smash (1). At skill level 4, he has a +2 bonus to damage with his normal crush attack. And at skill level 5, he has a +3 bonus to damage with his normal crush attack and he is able to deliver a power strike as if he has Power Smash (2). This skill can be taken not only to increase the skill level but also to be able to deliver more effective crush attacks with different crushing weapons.</p>	Weapon Proficiency (2)
Spray	<p>This skill can be taken for bows only. The character is able to rapidly fire several arrows or crossbow bolts and yet expend only a single attack action. At skill level 1, the character is able to fire up to 3 arrows (or 2 bolts for crossbows) but at the cost of suffering a -3 penalty to his attack rolls. At skill level 2, he is able to perform actions at skill level 1 with a -1 penalty to his attack rolls; he is also able to fire up to 4 arrows (or 3 bolts) with a -3 penalty to his attack rolls. At skill level 3, he is able to perform actions at skill level 1 with no penalty, actions at skill level 2 with a -1 penalty to his attack rolls, and fire up to 5 arrows (or 4 bolts) with a -3 penalty to his attack rolls. At skill level 4, he is able to perform actions at skill levels 1 & 2 with no penalty, actions at skill level 3 with a -1 penalty to his attack rolls, and fire up to 6 arrows (or 5 bolts) with a -3 penalty to his attack rolls. An finally at skill level 5, he is able to perform actions at skill levels 1 to 3 with no penalty, actions at skill level 4 with a -1 penalty to his attack rolls, and fire up to 7 arrows (or 6 bolts) with a -3 penalty to his attack rolls. However, performing a spray maneuver is quite stressful to the bow being used such that every time a spray maneuver is performed, there is a 1 in 1d6 chance of the bow string breaking and a 1 in 2d6 chance of the bow itself breaking. This skill can be taken multiple times not only to increase skill level but to enable the character to perform spray maneuver with different bows.</p>	Weapon Proficiency (3)
Stab	<p>This skill can be taken for a weapon capable of delivering stabbing damage. With this skill, the character is able to deliver more effective stab attacks with the chosen weapon. For every level of this skill, the character receives a +1 bonus to his attack roll whenever performing a normal stab attack. Furthermore, at skill level 2, he has</p>	Weapon Proficiency (2)

	a +1 bonus to damage with his normal stab attack. At skill level 3, he his able to deliver a power strike as if he has the skill Power Stab (1). At skill level 4, he has a +2 bonus to damage with his normal stab attack. And at skill level 5, he has a +3 bonus to damage with his normal stab attack and he is able to deliver a power strike as if he has Power Stab (2). This skill can be taken not only to increase the skill level but also to be able to deliver more effective stab attacks with different stabbing weapons.	
Throw	A normal throw maneuver is similar to a Judo throw. With this skill, the character is able to perform either an offensive throw attack or a defense throw maneuver. For every level above 1 that the character has with this skill, he receives a +1 to his attack or defense roll whenever he makes a normal throw maneuver.	Unarmed Parry (3)
Unarmed Parry	With this skill, the character is no longer considered disadvantaged when facing an armed opponent such that he no longer suffers the -3 penalty to defense rolls that is normally given an unarmed character facing an armed opponent. For every level above 1 that the character has with this skill, he receives a +1 to his defense roll whenever he makes an normal unarmed parry action.	None
Weapon Proficiency	With every level of this skill, the character becomes increasingly at ease with a particular weapon that more options become open to him with regards to the weapon. The higher his proficiency level, the more maneuvers that he can potentially learn and use in combat. This skill can be taken multiple times not only to get higher proficiency levels but also to become proficient with multiple weapons. For example, the character may have Weapon Proficiency (Saber) (3) and at the same time, Weapon Proficiency (Hatchet) (1). For every skill level, the character has a +1 bonus to his attack roll whenever he attacks with his chosen weapon.	None
Weapon Throwing	This skill can be taken for a weapon that can be thrown as a missile attack. With this skill, the character becomes more proficient at throwing a particular weapon. For every skill level, the character has a +1 bonus to his attack roll whenever he throws his chosen weapon. Also, for every skill level, the throwing range of the weapon is increased by 25% of its original range (such that at skill level 5, the weapon's range will be 225% of the original range). If the target is within midrange of the weapon, character is able to deliver greater damage with his thrown weapon attack. At skill level 1, he a +1 bonus to damage. At skill level 3, he has a +2 bonus to damage. And at skill level 5, he has a +3 bonus to damage. This weapon can be taken multiple times not only to increase skill level but also to enable the character to be more proficient at throwing different weapons.	Weapon Proficiency (2)

APPENDIX D: MISCELLANEOUS SKILLS

Skill	Description
Acrobatics	<p>The character is skilled in acrobatics. He is able to climb rope, swing, somersault, and tumble with ease. As long as the character is free to move and is within 1 m of a wall, he is able to fall X meters without receiving falling damage, where X is equal to skill level times 3. In combat, an unencumbered character is able to break away from combat without suffering the penalty of such a maneuver by somersaulting away; he must make a skill check against a difficulty of 9. If the character is encumbered, the difficulty is increased by 2; if the character is heavily encumbered, the difficulty is increased by 4 instead. Furthermore, for every opponent the character is facing in excess of 1, the difficulty is increased by 1.</p> <p>Main Attribute: AGI</p>
Agriculture ^C	<p>The character is quite knowledgeable in the art and science of cultivating plants, particularly crops like corn, wheat, barley, vegetables, and fruiting trees.</p> <p>Main Attribute: MEN</p>
Alchemy	<p>The character is quite knowledgeable in the art and “science” of handling chemicals and exotic materials and reagents, of combining these substances together. While the overall objectives of alchemy are to find a way to turn cheap metals like lead and copper into gold and a way to produce the so-called elixir of life, the alchemist is quite familiar with the results of combining substances together. This is a specialized skill; only those possessing this skill can perform actions that pertain to this skill.</p> <p>Skill Requirement: Literacy (3) and Natural Sciences (3)</p> <p>Main Attribute: MEN</p>
Ancient History	<p>When taking this skill, the character identifies a country. With this skill, the character becomes familiar with the ancient history of that country. This skill can be taken multiple times not only to increase skill level but also to know the ancient history of other countries.</p> <p>Skill Requirement: Literacy (3)</p> <p>Main Attribute: MEN</p>
Animal Husbandry ^C	<p>The character is quite knowledgeable in the raising of animals, particularly domesticated animals like cows, sheep, dogs, and so on.</p> <p>Main Attribute: MEN</p>
Animal Training	<p>The character is quite knowledgeable in training animals to perform stunts. For every skill level, the character is able to train an animal to perform 1 simple task (more complicated tasks are equal to 2 to 3 simple tasks, GM’s decision). Thus at skill level 5, he is able to teach say, a dog 5 simple tasks. He can teach animal more tasks than is allowed by his skill level but doing so increases the difficulty of training the animal, which is normally at 6 (unless the animal is stubborn in which case the difficulty is 9 or even 12). For every simple task that he wants to teach animal that is in excess of what his skill level allows, the difficulty is increased by 2. For example, a character with Animal Training (2) wants to teach his dog to play dead. But the dog already knows 2 simple tricks. Thus the trick he wants to teach his dog is in excess of what is allowed by his skill level. The difficulty of teaching the dog to play dead is then $6 + 2 = 8$. If the dog’s repertoire had 3 tricks instead of 2, the difficulty would have been $6 + 4 = 10$. The time it takes to train an animal ranges from a week to a couple of months (or even more) depending upon the intelligence of the animal being trained (basically, GM’s decision).</p> <p>Skill Requirement: Animal Husbandry (1)</p> <p>Main Attribute: STA or MEN</p>
Architecture ^C	<p>The character is quite knowledgeable in designing, reading, and analyzing building plans,</p>

	<p>as well as assessing the design of an existing building or structure. Just the design though as assessing the actual structural integrity of a building requires knowledge of masonry and engineering. Depending upon the complexity of the design, drawing up an architectural plan for a building or structure takes about one week to as long as a year. This is a specialized skill; only those possessing this skill can perform actions that pertain to this skill.</p> <p>Skill Requirement: Literacy (3) Main Attribute: MEN</p>
Armorer ^C	<p>The character is quite skilled in creating metal shields and armors. Making a shield or buckler of ordinary quality takes about three days to one week and has a difficulty of 6. Making a chain mail or a scale mail armor of ordinary quality takes about one week to three weeks and has a difficulty of 9. Banded mail of ordinary quality takes about two weeks to a month and has a difficulty of 9. Lastly, plate mail armor of ordinary quality takes at least a month and has a difficulty of 12. Making a shield or armor of good or better quality takes longer and has greater difficulty. This is a specialized skill; only those possessing this skill can perform actions that pertain to this skill.</p> <p>Skill Requirement: Blacksmith (3) Main Attribute: POW or STA</p>
Astrology	<p>The character is knowledgeable in the art of reading the positions of the heavenly bodies of the sky (i.e. sun, moon, stars, etc.) for prophecies and omens regarding the future. Such readings tend to be vague and open to many interpretations. While the difficulty of a reading is normally 9, the character can opt for a higher difficulty for more accurate results. This is a specialized skill; only those possessing this skill can perform actions that pertain to this skill.</p> <p>Skill Requirement: Literacy (5) Main Attribute: MEN</p>
Baking ^C	<p>The character is skilled in baking and roasting various foodstuffs.</p> <p>Main Attribute: MEN</p>
Basketry ^C	<p>The character is skilled in the art of making baskets.</p> <p>Main Attribute: MEN</p>
Blacksmith ^C	<p>The character is knowledgeable in the basic skills of working with metal, particularly iron and steel. He is able to make simple metal items like nails, simple tools, spikes, chains, and so on, as well as do repair work.</p> <p>Main Attribute: POW or STA</p>
Bluffing	<p>The character is quite skilled at bluffing his way through situations and making people believe whatever he wants them to believe.</p> <p>Main Attribute: MEN</p>
Bowyer & Fletcher ^C	<p>The character is knowledgeable in the art and science of making and stringing bows, as well as making bolts and arrows. Making a bow of ordinary quality takes about a week and has a difficulty of 6. This is a specialized skill; only those possessing this skill can perform actions that pertain to this skill.</p> <p>Skill Requirement: Carpentry (1) and Carving (1) Main Attribute: POW or AGI</p>
Calligraphy	<p>The character is skilled in the art of lettering. Being able to read and write (i.e. literacy) is one thing and being able to make elaborate brushwork is another thing.</p> <p>Skill Requirement: Literacy (3) Main Attribute: AGI or MEN</p>
Carpentry ^C	<p>The character is skilled in the art and science of working with wood and building stuff out of wood. He knows how to saw, smooth, and nail wood together to make tables, doors, chairs, closets, and so on.</p> <p>Main Attribute: AGI or MEN</p>

Carving ^c	The character is knowledgeable in the art and science of shaping wood and stone into vases, statues, engravings, etc. using a knife, a chisel, and a hammer. Main Attribute: STA or MEN
Climbing	The character is quite skilled at climbing poles, walls, and ropes. Using a rope to climb has difficulty of 6 while a wall has a difficulty of 9. Climbing a sheer wall has a difficulty of 12. There are many factors that can affect the difficulty of a climb. The encumbrance of the character can increase the difficulty by at least 3; it can even make the climb totally impossible. Likewise oil or slime on the pole, wall, or rope can increase the difficulty by at least 6. Main Attribute: POW or AGI
Cooking ^c	The character is skilled in the art of cooking food, from frying to stewing, and even pickling. He is able to tell how well made food is by sight, smell, and taste. Main Attribute: MEN
Cooper ^c	The character is skilled in making and repairing casks and barrels. He can also make and repair wheels for carts and carriages. This is a specialized skill; only those possessing this skill can perform actions that pertain to this skill. Skill Requirement: Carpentry (1) and Blacksmith (1) Main Attribute: MEN
Engineer	The character is skilled and knowledgeable in the building of large machines like those used in war (i.e. catapults, trebuchets, rams, bores, etc.) as well as those used in the construction of buildings and other structures (i.e. scaffoldings, cranes, pulley systems, etc.). This is a specialized skill; only those possessing this skill can perform actions that pertain to this skill. Skill Requirement: Literacy (3), Mathematics (1), and Natural Sciences (1) Main Attribute: MEN
Etiquette	The character knows what manners and behaviors are considered acceptable and proper (as well those considered rude and insulting) in formal social settings and occasions involving the elite or upper class. Main Attribute: MEN
First Aid	The character knows how to administer first aid to treat injuries on the spot. He can staunch bleeding, treat burns, and splint broken bones. Main Attribute: MEN
Fishing	The character is skilled in the art of catching fish, whether by reel or by net. He knows if a spot is good for fishing or not simply by looking. Main Attribute: MEN
Heraldry	The character is able to identify armorial blazoning and to whose families or personages they belong. In addition, he knows the background stories, rumors, and even myths surrounding the armorial blazoning. Skill Requirement: Literacy (1) Main Attribute: MEN
Herbalist	The character is familiar with the different herbs and their properties and (medicinal) uses. He is able to mix herbs together to get a desired effect. Most apothecaries are herbalists as well. This is a specialized skill; only those possessing this skill can perform actions that pertain to this skill. Main Attribute: MEN
Hiding	The character is skilled in the art of hiding in plain sight, blending into the shadow and background objects like furniture, curtains, and so on. This is a specialized skill; only those possessing this skill can perform actions that pertain to hiding in plain sight. Main Attribute: AGI or MEN
Juggling	The character is quite good at juggling small items. He is also good at catching small items tossed at him. Taken to extreme, the character can use this skill to catch missile attacks

	<p>directed at him or a target near him. At a difficulty of 12, he is able to catch thrown weapons while at a difficulty of 15, he is able to catch arrows and bolts. Catching missile attacks is a specialized action; only those possessing this skill can perform this action. Main Attribute: AGI</p>
Knot Tying	<p>The character is quite good at tying different kinds of knots. He is quite good at undoing them as well. He knows what knots are good for what purposes and for what kinds of rope or yarn. Main Attribute: POW or AGI</p>
Language	<p>When taking this skill, the character chooses a particular language of a country and/or race. The GM then decides if it is possible for the character to learn the chosen language (i.e. How could it be possible to learn to speak, say, the language of a long dead and forgotten race? It would be possible only if the character can find another character who knows how to speak said language.). A skill level of at least 3 is needed to be considered conversant with the language concerned. This skill can be taken multiple times, not only to increase skill level but to enable the character to speak other languages as well. Main Attribute: MEN</p>
Legends & Lore	<p>When taking this skill, the character chooses a particular country and/or race. He then becomes familiar and knowledgeable with the myths and legends of the chosen country and/or race. This skill can be taken multiple times, not only to increase skill level but to enable the character to know the myths and legends of different countries and/or races. Main Attribute: MEN</p>
Literacy	<p>This is just like the Language skill but instead of being able to speak the language of a country and/or race, the character is able to read and write books in said language. This skill can be taken multiple times, not only to increase skill level but to enable the character to be literate in different languages. Skill Requirement: Language (1) Main Attribute: MEN</p>
Lock Picking	<p>The character is quite skilled in picking open locks. He needs a decent set of lock picks in order to do the job properly. With materials at hand (like wires, nails, etc.), he can make improvised picks but doing so increases the difficulty of lock picking by 3 to 6 points, even as much as 9 points. Picking locks is a specialized action; only those possessing this skill can perform this action. Main Attribute: AGI or MEN</p>
Masonry ^c	<p>With this skill, the character is knowledgeable in the art and science of working and building with stone. Main Attribute: POW or STA</p>
Mathematics	<p>The character is learned in basic mathematics (levels 1 to 3), geometry (levels 3 to 4), and trigonometry (levels 4 to 5). This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Skill Requirement: Literacy (1) Main Attribute: MEN</p>
Natural Sciences	<p>The character is learned in the basic of the sciences like physics, chemistry, and biology. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Skill Requirement: Literacy (3), Mathematics (1) Main Attribute: MEN</p>
Navigation	<p>The character is knowledgeable in the art and science of getting and maintaining one's bearing whether traveling on land or on sea, using the sky, the stars, wind patterns, landmarks, and other such devices. Main Attribute: MEN</p>
Observation	<p>The character is quite skilled in the art and science of observing and noticing things. He</p>

	has trained himself to look not only at the big picture of things but also at the finer details of things as well. Main Attribute: MEN
Painting ^C	The character is quite knowledgeable in the fine art of painting landscapes, still-life, portraits, and so on. Likewise, he quite good at assessing the quality and even value of paintings. Main Attribute: AGI or MEN
Pickpocket	The character is skilled in the art of picking the pocket and cutting the purse of another character without his knowledge. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Main Attribute: AGI
Pottery ^C	The character is quite skilled in making and repairing clay pots, pans, vases, bottles, and so on. He is also quite good at assessing the quality and even value of these items. At skill level 4, he is quite skilled in making ceramics. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill, particularly the making of ceramics. Main Attribute: AGI
Riding	The character is skilled in riding a horse or similar-sized creature. This skill can also be taken for proficiency in riding other types of mounts. Thus in a particular campaign, a character may have, say, riding (2) and riding (giant sea horse) (4). Main Attribute: AGI
Sailing	The character is quite knowledgeable in operating a sailboat; he is also familiar in the workings of a sailed ship. At skill level 3, he is quite knowledgeable in operating a sailed ship. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Main Attribute: POW or STA
Shipwright ^C	The character is quite knowledgeable in the design and construction of ships and other sea-going vessels. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Skill Requirement: Carpentry (3), Literacy (1), Mathematics (3) Main Attribute: MEN
Silversmith ^C	The character is quite skilled in the fashioning of items out of precious metals (i.e. silver, gold, etc.) like silverware, necklaces, pendants, rings, and so on. While he may know nothing about gem cutting, he definitely knows how to set precious stones in silver, gold, or other precious metal. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Skill Requirement: Blacksmith (3) Main Attribute: AGI or MEN
Sleight of Hand	The character is skilled in the art of palming small items. He is able to move small items about, switch them around, and even pocket them without anyone noticing. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Main Attribute: AGI
Sneaking	With this skill, the character is able to move around silently. He is able to sneak up on people without them hearing him. Main Attribute: AGI
Spellcraft I	The character is knowledge in the art of weaving magic. With this skill, the character is able to cast simple spells. See the Spellcasting section for details. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Characters of the Mage class automatically start with Spellcraft I (2). Main Attribute: MEN

Spellcraft II	This skill can only be taken by characters of the Mage class. With this skill, the character is able to cast more advance spells, spells more powerful than those in Spellcraft I. Unlike other skills, this skill has more than 5 levels and increasing skill level costs 3 times as much as other skills. See the Spellcasting section for details. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Mage characters automatically start with Spellcraft II (1). Main Attribute: MEN
Swimming	The character is able to swim. While swimming can be attempted, though with difficulty, by characters without skill, only those characters with this skill can attempt to swim while encumbered. See the Movement section for details Main Attribute: POW, STA, or AGI
Tailing	The character is quite skilled in tailing another character without the other character noticing. Main Attribute: MEN
Tailoring ^C	The character is quite knowledgeable in the art and science of sewing fine clothes. Anyone can make a tunic but only a skilled tailor can make a fine suit for any occasion. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Main Attribute: MEN
Tanning ^C	The character is quite knowledge in the art and science of making leather out of animal hide. Combined with the tailoring skill, this skill enables the character to make leather jackets, leather gloves, and even leather armor. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Main Attribute: POW
Tracking	The character is skilled in following a quarry by reading the tracks the quarry leaves behind. Such tracks include footprints, broken blades of grass, disturbed sticks and branches, blood trail (if any), and so on. Tracking difficulty level is 6 but there are many factors that can affect this difficulty level. For every day passed since the quarry made the tracks, the difficulty is increased by 1. If it has rained or is raining, the difficulty is increased by 3. If the quarry is actively concealing his tracks, the difficulty is increased by 1; on the other hand, if the quarry has tracking skill and is actively concealing his tracks, the difficulty is instead increased a number of points equal to the skill level of the quarry. If the quarry has passed through terrain that is not conducive for leaving tracks behind (i.e. hard dry ground, rock, cobblestone road, etc.) the difficulty is increased by 3. If the quarry has passed through terrain conducive for leaving tracks behind (i.e. mud, sand, grass, dust, etc.), the difficulty is decreased by 3. If the quarry is deliberately making tracks, the difficulty is decreased by 3. Main Attribute: MEN
Weaponsmith ^C	The character is skilled in the making of metal weapons like swords and axes. Fashioning a weapon takes about a couple of days to as much as a month (or even more) depending upon the size and intricacy of the weapon. For example, a saber or broadsword of ordinary quality takes about a week to make. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Skill Requirement: Blacksmith (3) Main Attribute: POW or MEN
Weather Prediction	The character is knowledgeable in reading the signs (i.e. sky, clouds, wind pattern, previous weather pattern, etc.) in order to predict the general weather for the next few days. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill. Main Attribute: MEN
Weaving ^C	The character is skilled in the art and science of weaving thread into cloth using a loom.

	<p>Using threads of different colors, he is able to make different patterns in the cloth. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill.</p> <p>Main Attribute: AGI or MEN</p>
Wilderness Survival	<p>When taking this skill, the character chooses a particular wilderness environment (i.e. forest, jungle, swamp/marsh, grassland, desert, etc.). He is then familiar with how to survive in the chosen environment; he knows where to find water, how to get enough food to survive for the day, what animals and plants are poisonous, and so on. This skill can be taken multiple times not only to increase skill level but also to have proficiency in other wilderness environments. This is a specialized skill; only those possessing this skill can perform actions that pertain to the use of this skill.</p> <p>Main Attribute: MEN</p>

^C = the skill is considered as a **craft skill**

APPENDIX E: WEAPONS

Swords	Description	Damage Type	Damage
Saber	Sabers are single-edged swords, roughly 0.75 m to 1.00 m long and slightly curved to more efficiently deliver lethal slashing attacks. Primarily designed for slashing, sabers can also be used to stab an opponent for piercing damage. The edge of a saber is quite sharp but easily dulled; the thin blade itself is easily broken. The blade must be constantly honed for a dulled edge delivers less damage (slashing damage is decreased by 1 point; it can even be decreased by as much 2 points depending upon the circumstances). Likewise, a saber is not typically used to parry or block incoming attacks to avoid damaging the fine edge or breaking the blade itself.	Slashing Piercing	4 2
Broadsword	Broadswords are double-edged swords, heavier and sturdier than sabers. They have straight blades and are roughly 1.00 m to 1.25 m in length. Like sabers, broadswords are primarily slashing weapons but they can also be used for stabbing.	Slashing Piercing	3 3
Bastard Sword	A longer, more versatile version of the broadsword is the bastard sword. Bastard swords are roughly 1.30 m to 1.40 m long and can be wielded with one hand or two hands. Like most large hand-held weapons, its size makes a bastard sword difficult to use effectively. When wielded with one hand only, the character suffers -1 penalty to his initiative rolls, as well as to his attack rolls. There are 2 damage values indicated for this weapon; the one enclosed in parentheses applies when this weapon wielded with two hands.	Slashing Piercing	3 (4) 2 (3)
Short Sword	At 0.50 m to 0.75m long, the short sword is a smaller version of the broadsword.	Slashing Piercing	2 2
Great Sword	The sword smith's answer to the problem of rampaging ogres, the great sword is roughly 1.50 m to 2.00 m long, capable of delivering both slashing and crushing damage at the same time. This weapon is not overly sharp though and its sheer bulk and weight make it difficult to wield effectively. The character receives a -3 penalty to his initiative rolls and his attack rolls.	Slashing & Crushing Piercing	5 3

Knives	Description	Damage Type	Damage
Dagger	A dagger is a smaller version of a sword. Its blade is either single-edged or double-edged and is roughly 0.30 m to 0.40 m long. This weapon is easily concealed, making it a favorite amongst many members of the rogue character class. It is quite hard to parry or block with this weapon due to its length; the character receives a -2 penalty to his defensive rolls when making attempting to parry incoming attacks.	Slashing Piercing	1 2

Cleaver	Also referred to as a butcher's knife, this weapon is designed mainly for chopping. Its thick, broad blade is single-edged and is roughly 0.30 m to 0.40 m long. Due to its overall design, it is near impossible to conceal a cleaver unlike a dagger and is very difficult to use to a cleaver to parry or block attacks; the character receives a -4 penalty to his defensive rolls when attempting to parry incoming attacks.	Cleaving	2
Small Scythe	Designed after the hand-held scythe used by farmers and peasants to cut weeds and grass, this curved knife is quite efficient in delivering slashing damage but not so good with stabbing attacks. Like the dagger, the small scythe is quite difficult to use for parrying or blocking attacks; the character receives a -2 penalty when attempting to parry incoming attacks.	Slashing Piercing	2 1
Stiletto	Referred to as throwing daggers, these thin blades are primarily stabbing or piercing weapons, around 0.20 m long. While they can be used to stab an opponent while being held by hand, stilettos are more effective when thrown as reflected by two damage values they can deliver; the value in the parentheses is used when this weapon has been successfully thrown at a target. Because of they are small and lightweight, stilettos are easily concealed and several can be carried at any given moment. However, stilettos cannot be used to parry or block attacks.	Piercing	1 (2)

Axes	Description	Damage Type	Damage
Hatchet	A hatchet, also called a hand axe, is a small axe. They are wielded with one hand and are often used in conjunction with a shield. The handle of a hatchet is roughly 0.40 m in length.	Cleaving	2
Woodsman Axe	The woodsman axe is the bastard sword version of the axe. It is an all-around chopping weapon with a handle that is roughly 0.50 m to 0.60 m long. It can be wielded with one hand or two hands; the damage value in the parentheses applies when this weapon is used with two hands.	Cleaving	3 (4)
Throwing Axe	This weapon is just like hatchet but has been designed in such a way that it can be thrown as well, providing the wielder the ability to inflict cleaving damage from a distance. They are more expensive however and any damage compromises their balance such that they are reduced to being ordinary hatchets.	Cleaving	2
Battle Axe	The grand daddy of axes, the battle axe, also called the great axe, is a fearsome weapon indeed. It has a heavy, double-headed wedge blade mounted on a hardwood or iron handle that is roughly 0.60 m to 0.75 m long. Any damage delivered by a battle axe counts as both cleaving damage and crushing damage. Battle axes must be wielded with two hands; even then, they are	Cleaving & Crushing	5

	quite difficult to use effectively. The character receives a -4 penalty to his initiative rolls and his attack rolls.		
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Pole-Arms	Description	Damage Type	Damage
Spear	A sharp, pointed blade mounted on 1.50 m to 2.00 m long pole, the spear is a stabbing weapon meant to be wielded two hands or thrown. It can also be wielded with one hand but the damage it can inflict is less than if it had been wielded with two hands. A spear can be set against charging opponents for double damage. This weapon is quite deadly and has been used in many a successful adventure or campaign; however, it is near useless in very close quarters.	Piercing	3 (2)
Trident	A trident is a three-pronged stabbing weapon. It is roughly 1.00 m in length and has barbs at its points making it difficult to pull out once it has been imbedded. Pulling out a trident does additional damage equal to the damage that the trident can normally deliver. However, if the target is equal to or bigger in size compared to the wielder, the wielder must make a successful POW check to hold on to the weapon; a failed check means that the trident has been wrenched out of the wielder's hand.	Piercing	2
Halberd	A halberd is basically a wide-bladed axe head mounted on a pole roughly 1.00 m in length. It takes two hands to wield this weapon effectively. The character can opt to wield this weapon with one hand but at the expense of receiving a penalty of -2 to his initiative rolls and attack rolls.	Cleaving	4
Lance	This weapon is basically a spear that has been redesigned for use while the wielder is mounted on a horse. A mounted character can wield this weapon with one hand. On foot, the character can still wield this weapon just like an ordinary spear but at with a penalty of -2 to his attack rolls. A lance can be set against charging opponents for double damage.	Piercing	4 (or as a spear)
Pike	A pike is a very long spear. At around 2.50 m to 3.50 m in length, it can deliver lethal damage but is quite difficult to wield. Two hands must be used to wield this weapon and it can only be used if there is ample space. A pike is typically used in two ways only: thrusting it forward to stab an opponent (in which the character receives a -3 penalty to his attack rolls) and setting it against a charging opponent (for double damage).	Piercing	5
Pole-Axe	Also called a glaive, a pole-axe is the big brother of the halberd. It is a large axe head mounted on a pole, roughly 1.50 m to 2.00 m in length. The damage normally delivered by a pole-axe is considered as being both cleaving and crushing at the same time. Wielding this weapon is quite difficult due to its size and weight;	Cleaving & Crushing Piercing	5 3

	the character receives a -4 penalty both his initiative rolls and to his attack rolls. In addition to the axe head, a spear head has also been mounted at the end of the pole, giving the wielder the option to make a stabbing attack instead of a chopping attack. Attacking with the spear head gives the character a lower penalty (-2 penalty and to his attack rolls).		
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Cudgels	Description	Damage Type	Damage
Club	A club is basically a thick stick used as a weapon. It is roughly 0.30 m to 0.50m in length.	Crushing	2
Staff	A staff is a thick stick, roughly 1.00 m to 2.00 m in length. It is typically made out of hardwood and often reinforced with metal rings or bands, particularly at the ends. This is basically a defensive weapon, surprisingly easy to use when parrying or blocking incoming attacks; the character receives a +2 bonus to his defense rolls when attempting to parry attacks.	Crushing	2
Hammer	Designed after the hammer used by smiths and carpenters, this weapon is basically a heavy hammer head mounted on a club.	Crushing	3
Mace	A mace is basically a heavy iron sphere, dotted with iron studs and mounted on a club. In most respects, this weapon is wielded in much the same way as a hammer.	Crushing	3
Morning Star	A variation of the mace, this weapon has iron spikes instead of iron studs.	Crushing & Piercing	3
Flail	Also called the ball & chain, the flail is comprised to 2 to 4 heavy iron balls, bristling with sharp spikes and joined to a handle with chains. This allows for greater damage but at the expense of defense; this weapon cannot be used to parry or block incoming attacks.	Crushing & Piercing	4
War Hammer	This weapon is exactly what it sounds like: a very large and very heavy hammer head mounted on a handle that is roughly 0.60 m to 0.75 m in length. It is capable of delivering devastating crushing damage but is quite difficult to wield properly. It must be wielded with two hands and even then, the character receives a -3 penalty to his initiative rolls and his attack rolls.	Crushing	5

Missiles	Description	Damage Type	Damage
Arrow	A missile weapon fired from a bow.	Piercing	3
Bolt	A missile weapon fired from a crossbow.	Piercing	3
Slingshot	A small round stone or a round iron/lead nugget fired from a sling.	Crushing	2
Dart	A weighted needle weapon thrown by hand. This weapon is quite small, about twice the length of a man's finger.	Piercing	1
Javelin	A piercing weapon very much like a spear but is designed more for throwing than wielding by hand. It	Piercing	3 (2)

	is slightly shorter than a normal spear, roughly about 1.00 m to 1.25 m in length. A javelin can be wielded by hand but it delivers less damage than when it is thrown.		
Short Bow	A short bow is a device used to fire an arrow at a target. Basically, a stick bent into a bow and secured with a string. A short bow is preferred by riders and people of short stature over the long bow. However, a short bow does not have the range of a long bow. Two hands are needed to use a short bow: one hand to hold the bow and one hand to hold and fire the arrow.	n.a.	n.a.
Long Bow	A bigger version of the short bow, with greater range and accuracy. Due to its overall size, a long bow can only be fired when the archer is standing and certainly not when he is seated on horseback. Two hands are needed to use a long bow: one hand to hold the bow and one hand to hold and fire the arrow.	n.a.	n.a.
Composite Bow	Slightly bigger than a short bow but still smaller than a long bow, this bow fashioned from layers of wood, bone, and horn, is small enough to carried and used on horseback. Its range far exceeds that of the short bow but the long bow is still king of bows as far as range is concerned. Two hands are needed to use a composite bow: one hand to hold the bow and one hand to hold and fire the arrow.	n.a.	n.a.
Light Crossbow	This mechanical device fires crossbow bolts or simply bolts and is a variation of the bow; it has been so designed such that even those without proficiency with it can still use it without penalty to his attack rolls. While it still takes two hands to load a light crossbow, the weapon is light enough that it can be aimed and fired with only one hand.	n.a.	n.a.
Medium Crossbow	A medium crossbow is a bigger, heavier version of the light crossbow. It has greater range but it takes two hands to load, aim, and fire a medium crossbow. Just like a light crossbow, this weapon can be used without penalty by characters without proficiency with a medium crossbow.	n.a.	n.a.
Sling	A loop of leather in which a sling stone or bullet is placed and then fired at a target by whirling the loop about and then releasing. It takes quite a bit of skill to use a sling properly. This weapon cannot be used by character without proficiency with a sling.	n.a.	n.a.

n.a. = not applicable

APPENDIX F: ARMORS

Body Armors	Description	Mobility Reduction	Damage Reduction	DR Bonus
Leather	Leather armor is fashioned from thick leather that's been boiled and treated to be tough and resistant. While it is the weakest of the body armors, it is the lightest and allows for more mobility and flexibility than the others. This armor is a favorite among many members of the rogue character class.	1	1	2
Studded Leather	Studded leather armor is leather armor that's been reinforced with iron studs or links sewn onto the leather for more protection.	1	2	2
Chain Mail	Links of chain joined together to form a protective shirt of armor. It provides more protection than leather armor but is quite noisy and takes longer to put on making it quite unpopular among members of the rogue character class. On the other hand, this armor has a special place in the inventory of equipment of many a member of the warrior character class.	2	3	3
Scale Mail	Simply put, scale mail armor is chain mail that's been reinforced by thin pieces of iron or steel, giving it the appearance of fish scales.	3	3	4
Banded Mail	Simply put, banded mail armor is chain mail that's been reinforced by bands of iron or steel. Bulkier and heavier than scale mail, it provides better protection at the expense of mobility.	4	4	5
Plate Mail	Plate mail armor is a suit of iron and steel plates hammered and joined together by hinges and leather straps. It provides the best protection amongst the body armors.	5	5	6

Shields	Description	DR Bonus
Buckler	A buckler is basically a small, lightweight shield that is strapped to the forearm of the character; this leaves his hand free, giving him the option to either use the buckler as a conventional shield or use his hand for some other task.	1
Horned Buckler	A horned buckler is a buckler that's been reinforced with an iron spike or blade. While a horned buckler can be used like an ordinary buckler, it can also be used as a weapon (or as a secondary weapon) during combat. As a weapon, a horned buckler is capable of delivering 2 points of piercing (spike) or slashing (blade) damage.	1
Small Shield	A small shield must be held with one hand in order to be used properly. When not in use, it can be slung over one's back for easy transport, as well as for increased back protection. Roughly, a small shield provides cover equal to a circle 0.30m to 0.40 in diameter; when used to block, a small shield gives a 1 out of 6 cover protection.	2
Medium Shield	A medium shield is very much like a small shield, only bigger. Roughly, it	2

	provides cover equal to a circle 0.50m to 0.75m in diameter; when used to block, a medium shield gives a 3 out of 6 cover protection.	
Large Shield	It takes two hands to properly use a large shield, which has also been referred to as a body shield. Still it is possible for a character to use a large shield with only one hand but he suffers a -2 penalty to all of his physical action rolls. Roughly, it provides cover equal to a circle 0.75m to 1.00m in diameter; when used to block, a large shield gives a 5 out of 6 cover protection.	3

Mobility Reduction refers to the penalty to all physical action rolls (including defense rolls, attack rolls, and initiative rolls) received by the character wearing the armor. This reflects the fact that bulky armor tend to restrict the mobility of the wearer.

Damage Reduction refers to the amount of damage that the armor can absorb thereby reducing any damage received by the character wearing the armor. Damage from each attack that hits the character is reduced by this amount; such damage can be reduced to a minimum of 1 in this manner.

DR Bonus refers to the protection that the character wearing the armor or wielding the shield receives in terms of a bonus to his Defense Rating.

APPENDIX G: MISCELLANEOUS EQUIPMENT

Item	Description
Backpack	Basically, a leather bag with straps that allow it to be worn on the character's back. It's a handy piece of equipment than many an adventurer finds quite indispensable indeed. The character can carry his lunch in this, and then some.
Belladonna, 1 sprig	A poisonous herb that is believed to be proof against werewolves. Belladonna is mostly available dried and pressed for easy storage but it can be acquired fresh in some shops for a price. Since belladonna is poisonous, its sale and transport is monitored and restricted by some authorities and possession of large quantities of the herb may be construed as a serious criminal offense.
Bottle, empty	An empty glass bottle for storage of any unusual or interesting liquids that the character may encounter in his adventures. A bottle can hold up to half a liter of liquid.
Candle	A stick or tallow candle that burns for roughly 20 to 30 minutes, illuminating in yellow light an area with a radius of around 3 to 4 m. Aside from the eye-irritating smoke, another disadvantage of using a candle for light is that it is easily blown out. On the other hand, candles are quite cheap and very lightweight.
Cart, small	This small, hand-drawn cart can be used for transporting more items than a character can on his person. A small cart has a capacity of around 250 kg. While a cart can be very handy particularly after successfully reaching the hidden treasure chamber of a long-dead king's tomb of horrors, it can be quite a chore to push or lug around an empty cart. The cart needs a horizontal clearance of around 1.00 m (i.e. the corridor must be at least 1.00 m wide) and its wheels must be constantly oiled to prevent them from squeaking.
Chest, medium	A chest is basically a box for holding stuff. A medium chest has a carrying capacity of around 50 kg.
Chest, small	A small chest has a capacity of around 10 kg.
Clock, candle, 1 hour	A candle clock is a stick of wax candle valued more for its timekeeping ability than its illuminating ability. Its small flame is only able to illuminate an area of 1.00-m radius but it burns slowly and at a constant rate that one is able to tell the time by the marks on the side of the candle. One stick burns for 1 hour.
Clock, hourglass	An hourglass clock measures time using the motion of fine sand in a glass container that is pinched at the middle. The time it takes for sand to dribble and fall from upper part of the glass container to the lower part is around 1 hour. Being made out of glass, this piece of equipment is quite delicate can be broken by the merest of falls or bumps.
Clothes	This equipment refers to the clothing worn by the character, from shirts and tunics to pants and shoes.
Flash powder	A wondrous powder whose composition is a closely guarded alchemy secret, flash powder burns brightly and quickly with thick, white (to grey) smoke when exposed to fire, live coals, or sparks. Flash powder is typically used for religious rituals, for starting fires, and for making signal lights (i.e. flares). However, flash powder is easily rendered useless by moisture so extra care must be taken to keep it dry.
Flask, empty	An empty glass flask for storage of any unusual or interesting liquids that the character may encounter in his adventures. A flask is just like a bottle, only smaller. It can hold up to around 300 mL of liquid.
Garlic, 1 clove	This aromatic herb is useful not only in the kitchen but in the adventuring field as well. The garlic's cleansing and healing power make ideal for the treatment of wounds, cuts, scrapes, and insect bites. Also, the scent of garlic is believed to ward off undead creatures and evil spirits.
Holy Symbol	A Holy Symbol is a silver or gold item, typically a pendant or an amulet, bearing the symbol of a religious order. It has been properly consecrated by the concerned religious

	order. When buying a Holy Symbol, the character must specify from which religious order the symbol belongs. Some Holy Symbols are available only at the temple or headquarters of the concerned religious order.
Holy Water, 1 vial	Holy Water is pure, mountain water blessed by a chief priest of a religious order in a lengthy and elaborate religious ceremony. While Holy Water is mostly used in religious rituals and ceremonies, it is believed to be proof against undead and evil spirits.
Incense sticks	These are sticks of exotic and aromatic materials that burn slowly and emit heavily scented smoke. There are different kinds of incense sticks. The prime use of incense sticks aside from making the room smell nice is as aid in meditation as well as in certain religious rituals.
Iron Spikes & Hammer	The spikes are made of iron and are approximately 15 cm to 20 cm long. They are not overly sharp but are quite sturdy. The hammer is used to pound the iron spikes into whatever item or material the character may want to spike. Typical uses of iron spikes are securing a rope on a ledge, creating handholds on sheer wall surfaces, destroying locks, and spiking a door shut.
Lantern	A lantern is an illuminating device that runs on oil and that can be carried by hand. It is able to illuminate an area of radius 10 m for around 1 hour. The light can be dimmed by adjusting the length of wick; this not only results in a smaller illumination radius but in a longer illumination time as well.
Lantern, bull's eye	A bull's eye lantern is just like an ordinary lantern but it has a hood that covers the burning wick and focuses its light in a particular direction.
Musical instrument	This equipment refers to any musical instrument from stringed instruments (lutes, sitars, guitars, and harps) to wind instruments (flutes, trumpets, and horns) to percussion instruments (drums, maracas, and gongs).
Oil, 1 flask	This is a flask of flammable oil used mainly as fuel in lanterns.
Pouch	A pouch is a small felt sack that is tied to one's belt and used for holding coins and precious stones. It has a capacity of around 0.50 kg.
Rations, preserved	Preserved rations, also iron rations, are preserved foodstuff, prepared for the purpose of being carried in the field. They are not very tasty, tending to be a bit too salty or sour but they are quite nourishing. Preserved rations come in packets with each packet containing enough rations to last a single person one day, two days if stretched. Up to 20 packets can fit a backpack. Preserved rations can last up to 10 days without spoiling although the more expensive kind has been known to last up to 15 to 20 days.
Rope ladder, 10 m	A rope ladder is precisely that, a ladder made from rope. It is climb than an ordinary rope but bulkier and far less versatile.
Rope, 10 m	A length of rope around 10 m in length. It is fashioned from dried hemp and various plant fibers, quite tough and flexible. More expensive ropes are made from braided leather, just as strong as ordinary rope but thinner and lighter.
Sack, large	A large sack for carrying stuff. Experienced adventurers always have a couple in their inventory for stuff they find in their adventures. A large sack has a carrying capacity of around 20 kg.
Sack, small	Just like the large sack but smaller. It has a carrying capacity of around 10 kg.
Scroll case, empty	A scroll case is basically a cylindrical container for holding a scroll. Scroll cases are fashioned from wood, metal, or leather. Metal scrolls can be made from any malleable metal, typically copper, pewter, lead, iron, steel, or even silver.
Scroll w/ case	A scroll case with a rolled blank parchment paper inside.
Sleeping bag	A sleeping bag is a bag long enough to hold a full-grown man. It has a thin padding of cotton or wool that provides some insulation from the cold night air.
Sleeping mat	Basically a cloth mat with a thin padding of cotton or wool. Cheaper mats are fashioned from straw.

Spyglass	A spyglass is a copper tube around 0.30 m in length with crystal lenses mounted in both ends. When the character peers through the spyglass, it makes things appear closer than they really are. Available spyglasses have x2, x4, and x6 magnification.
Tent, large	A canvas or hide tent big enough to comfortably shelter up to 5 people for the night. When folded, it is about twice or thrice the size of a backpack. It takes around 15 to 20 minutes to set up a large tent.
Tent, medium	A canvas or hide tent big enough to comfortably shelter up to 3 people for the night. When folded, it is slightly larger than a backpack. It takes around 10 to 15 minutes to set up a medium tent.
Tent, small	A canvas or hide tent big enough to comfortably shelter 1 person for the night. When folded, it is slightly smaller than a backpack. It takes around 5 to 10 minutes to set up a small tent.
Thieves' Tools	A set of tools for picking locks. Thieves' Tools are a staple item in the equipment inventory of most members of the rogue character class.
Tinderbox	A tinderbox is a small steel box containing flint and dried wood shavings for lighting fires.
Torch	A torch is basically a 0.30-m long wooden club, specially treated to be burn for roughly an hour. Torch fire is rather smoky though, the main reason why many adventurers prefer lanterns to torches. A lit torch can illuminate an area of radius 10 m.
Vial, empty	A empty glass vial for holding powders and pellet.
Waterskin	A waterskin is basically animal skin dried, sewn, sealed, and otherwise treated for holding water. Standard waterskins can hold up to either 3 L or 5 L of water.
Wheelbarrow	A wheelbarrow is a small, hand-drawn, one-wheeled cart for carrying and transporting. It is smaller and easier to lug around than a small cart. Its carrying capacity is around 125 kg.
Wine, 1 bottle	A bottle of wine. Not the finest of wines but pretty decent.
Wineskin	This is just like a waterskin, only that it has been so designed for the storage and transport of wine instead of water.
Wooden Spikes & Hammer	This is just like iron spikes and hammers, only cheaper and less sturdy.

APPENDIX H: EQUIPMENT PRICELIST

Item	Cost	Item	Cost
Saber	30 GP	Medium Shield	30 GP
Broadsword	30 GP	Large Shield	50 GP
Bastard Sword	50 GP	Backpack	5 GP
Short Sword	20 GP	Belladonna, 1 sprig	1 SP
Great Sword	100 GP	Bottle, empty	1 CP
Dagger	10 GP	Candle	1 CP
Cleaver	15 GP	Cart, small	15 GP
Small Scythe	15 GP	Chest, medium	15 GP
Stiletto	5 GP	Chest, small	5 GP
Hatchet	20 GP	Clock, candle, 1 hour	1 GP
Woodsman Axe	30 GP	Clock, hourglass	10 GP
Throwing Axe	40 GP	Clothes	15 GP
Battle Axe	80 GP	Flash powder, 1 flask	5 GP
Spear	30 GP	Flask, empty	1 CP
Trident	30 GP	Garlic, 1 clove	1 SP
Halberd	50 GP	Holy Symbol	100 GP
Lance	50 GP	Holy Water, 1 vial	10 GP
Pike	50 GP	Incense sticks (pack of 6)	5 GP
Pole-Axe	100 GP	Iron Spikes & Hammer	10 GP
Club	10 GP	Lantern	15 GP
Staff	20 GP	Lantern, bull's eye	25 GP
Hammer	30 GP	Musical instrument	15 GP
Mace	30 GP	Oil, 1 flask	1 GP
Morning Star	40 GP	Pouch	1 SP
Flail	40 GP	Rations, preserved (1 day)	5 GP
War Hammer	80 GP	Rope ladder, 10 m	10 GP
Arrow	1 SP	Rope, 10 m	1 GP
Bolt	1 SP	Sack, large	1 SP
Slingshot	1 CP	Sack, small	1 CP
Dart	1 SP	Scroll case, empty	1 GP
Javelin	15 GP	Scroll w/ case	5 GP
Short Bow	30 GP	Sleeping bag	10 GP
Long Bow	60 GP	Sleeping mat	10 GP
Composite Bow	60 GP	Spyglass	30 GP
Light Crossbow	30 GP	Tent, large	30 GP
Medium Crossbow	60 GP	Tent, medium	20 GP
Sling	5 GP	Tent, small	10 GP
Leather Armor	15 GP	Thieves' Tools	100 GP
Studded Leather Armor	20 GP	Tinderbox	5 GP
Chain Mail Armor	30 GP	Torch	1 CP
Scale Mail Armor	45 GP	Vial, empty	1 CP
Banded Mail Armor	60 GP	Waterskin	5 GP
Plate Mail Armor	100 GP	Wheelbarrow	10 GP
Buckler	10 GP	Wine, 1 bottle	10 GP
Horned Buckler	15 GP	Wineskin	10 GP
Small Shield	20 GP	Wooden Spikes & Hammer	5 GP

APPENDIX I: E