

Hebridonia Handbook



By Thomas Tongue

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Introduction

The Hebridonia Handbook is a player and game-master reference for **Fudge** role-playing games set in Hebridonia and the surrounding countries. The setting has evolved from it's first use in a **GURPS** campaign back in 1999. Since that initial run, the game specific information has been adjusted to work with different gaming systems, first **Dungeons & Dragons 3rd Edition (D20)**, and now **Fudge**. The **Fudge** rules were chose because they allow the greatest flexibility in how certain game mechanics are handled, specifically the magic system.

About the Setting

The setting takes its name from the human kingdom of Hebridonia, though information on the surrounding lands are also included. While most of the setting information could apply to a large part of historical Hebridonia, the material in this handbook assumes that the adventure takes place somewhere between 800 - 1100 EC (see the timeline for more details). In this frame of reference, the humans are caught between forces to the north (the elven states) and the forces to the west (the Demarian Empire), and lagging behind both groups in terms of military and magical might.

Human relations with the elves has been peaceful, with the elves seeking to influence human development and will through engagement rather than confrontation and conquest. In contrast, Demaria continues to assert that the human lands are their rightful colonies, and occasionally try to re-assert control through both political intrigue and military force.

About the Handbook

This handbook is roughly broken into two sections, one dealing primarily with the mechanics of the game, and the other providing information on the Hebridonia setting itself. Though the rules and settings information is not entirely separable, every effort has been made to present the setting information in a way that could easily be adapted for use with other role playing systems.

What's Different?

Hebridonia is a high-fantasy, high-magic setting where the nature of magic and it's use in society is seen as a replacement or supplement for technology. It's use in military tactics to law enforcement is commonplace, and while the average citizen may not have any magical ability or possessions, they certainly are aware of its role in society. It's uses range from the good, such as the clean water system in Kalen, to the despicable, such as the creation and control of an undead army. Within this context, it's possible to explore a wide breadth of themes touching on the impact of magic and technology on society.

Though much of the material in the handbook touches on the high-magic theme of the setting, it's important to note that mages are a very small minority of the populace, and opportunities for adventure and exploration are open to all with the boldness to risk the unknown. With that in mind, I bid thee welcome to Hebridonia!

Fudge Basics

The game is based on the *Fudge* role-playing system, authored by Steffan O'Sullivan and published by Grey Ghost Games. While every effort to keep the rules self-contained within this handbook, the original materials are available for download at www.fudgerpg.com. Any rules in this handbook are meant to supersede any material found in the original rules.

Traits

The Fudge system uses “traits” to describe characters, objects, challenges and any other aspect of the game that might require game mechanics. These traits can be described by the following sequence, which is common to other Fudge materials published by Grey Ghost Games:

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

These descriptors can be used for attributes, skills (anything that can be improved through practice), gifts (any trait that isn't an attribute or skill but is something positive for the character), and faults (any trait that limits a character's actions or earns him a bad reaction from other people).

Character Creation

While *Fudge* provides two basic means of creating characters (“subjective” and “objective” systems), the Hebridonia Handbook assumes that a hybrid approach is used to make a character. The player and GM should work together to create the character with free-flowing fiction, using the descriptors listed above. This gives a relative picture of the character's strengths and weaknesses. Then the player should sit down with the objective system and translate the description into the actual attributes, skills, gifts and faults that will be used in the game mechanics. In the

objective system, a character's traits start at a default level (Fair for attributes; Poor for most skills) and the GM grants each player a number of “free” levels to allocate. These default levels are often determined by the racial package chosen for the character, which also influences any default gifts or faults. Subject to fictional sanity, levels can be traded with the following exchange rate:

1 attribute level = 3 skill levels
1 gift = 6 skill levels
1 gift = 2 attribute levels
1 gift = 1 fault

Action Resolution

For any action the player character wishes to perform, the GM must determine which trait is tested. (This will usually be a skill or an attribute.) If the action is *Unopposed*, the GM determines the Difficulty Level. Some actions are so easy that the character succeeds automatically; others are impossible (no rolls needed).

Unopposed Actions

When a character performs an action that isn't influenced by anyone else, it is referred to as an Unopposed action. Examples include jumping a wide chasm, climbing a cliff, etc.

Difficulty Level: The GM will set a Difficulty Level when a character tries an Unopposed Action. Usually the Difficulty Level will be Fair, but some tasks are easier or harder.

Rolled Degree: This refers to how well a character does at a particular task. If someone is Good at Climbing in general, but the die-roll shows a +1 to the character's skill, then the rolled degree is one level higher than the character's skill level — Great, in this case. Rolled degrees from Superb +1 to Superb +4 are possible; a GM may thus set a Difficulty Level beyond Superb for nearly impossible actions. Likewise, there are rolled degrees from Terrible -1 down to Terrible -4. The GM should use her imagination in determining the consequences of such abysmal failures.

Opposed Actions

Actions are Opposed when other people (or animals, etc.) may have an effect on the outcome of the action. In this case, the player of each contestant rolls some dice, and the results are compared to determine the outcome.

Relative Degree: This refers to how well a character did compared to another participant in an Opposed Action. The relative degree is expressed as a number of levels. If a PC gets a rolled degree result of Good in a fight, and his NPC foe gets a rolled degree result of Mediocre, the PC beat his foe by two levels — the relative degree is +2 from his perspective, -2 from hers.

Fudge Dice and Alternatives

Fudge dice are six-sided dice with two sides marked + (+1), two sides marked - (-1), and two sides left blank (+/-0). Rolling four Fudge dice (4dF) gives results from -4 (sub-Terrible) to +4 (trans-Superb). To determine the result of an action, roll the dice; use the result to modify the trait level being tested. For example, a +3 dice result added to a Fair trait is a Superb rolled degree; a -1 result added to a Fair trait indicates a Mediocre result.

Alternative 3d6 dice method: Roll 3 six-sided dice. Add the numbers and compare to the following table:

Roll	Result
3-4	-4
5	-3
6-7	-2
8-9	-1
10-11	0

Roll	Result
12-13	+1
14-15	+2
16	+3
17-18	+4

When setting Difficulty Levels, it may help to keep the statistical results of rolling four Fudge dice in mind:

Roll	Odds for Rolling Exactly	Odds for Rolling Target or Higher
+4	1.2%	1.2%
+3	4.9%	6.2%
+2	12.3%	18.5%
+1	19.8%	38.3%
0	23.5%	61.7%
-1	19.8%	81.5%
-2	12.3%	93.8%
-3	4.9%	98.8%
-4	1.2%	100%

Character Creation

This section covers the mechanics taking a character idea and describing that character in terms that work with the Fudge framework. As mentioned in the Fudge Basics section, it is recommended that a player start with a prose description of the character, including not just their physical appearance, but also indications of what makes that person tick, and what abilities, talents and handicaps help define who they are, ideally using the trait descriptors mentioned earlier (Superb, Great, Good, Fair, Mediocre, Poor, Terrible).

Using the prose description, you will complete a character sheet that indicates the character's physical and mental attributes, their gifts and faults, and their skills as detailed below. In general, character creation usually follows this process:

1. Choose a race - do this first because this can impact the choices below.
2. Fill in the Physical and Mental Attributes, taking into consideration any modifiers from race
3. Select the gifts and faults for the character
4. Select the skills, including languages and magical colleges/realms.
5. Spend starting money on equipment, including weapons and armor.

Races

A separate chapter is devoted to the races found in the Hebridonia setting. Playing different races does not cost anything, though you may end up with additional gifts and faults to reflect the racial template. Most of the races are on-par with each other, with the possible exception of the Scaryn, Nilhen and Dargai. While all races are available for players characters, Scaryn, Nilhen and Dargai characters should be considered with caution because they require a substantial backstory, and they can be highly limited in what they can do in the open. In short, unless it's a strong character with an outstanding reason why they have to be one of those races, player should avoid using the Nilhen, Scaryn or Dargai template.

I have put the "gift/faults" packages in the race descriptions so that you can see what a typical member of each race might have for attributes, gifts, faults and skills. For some of these racial templates, certain aspects can be "bought off" (things like Intolerance), while others cannot (Ellylon cannot help being an "inconvenient size").

Exchange Rates

In designing your character, you may find you'd like to trade between attributes, gifts/faults and skills. The official exchange rate is:

1 gift/fault = 2 attribute levels = 6 skill levels

So, as an example, if you absolutely need more skill levels and you've thought of an appropriate fault for a character, you can add that fault and have 6 additional skill levels to work with. However, harmful min-maxing is discouraged, and the character does have to make sense. Example: a character with numerous superb dexterity skills with a "Poor" Agility score is not going to work without some excellent explanation.

Try to avoid loading up on faults to generate more points to use. Though I don't have a threshold for what is acceptable, I'll know a crippled character when I see one.

Attributes

There are six attributes: Strength, Agility, Vitality, Intelligence, Will and Chi. The characters should be built with one attribute at Great, one at Good and the rest at Fair.

Levels can be traded on an even basis. Example: You can lower a Great to Good, and improve a fair to Good (making 3 of the 6 attributes Good). Another example: lowering a Fair attribute to Mediocre, you can raise any other attribute by one level.

Strength - Considered when figuring damage, lifting things, etc.

Agility - Considered when trying to do things which require finesse

Vitality - Considered for endurance, overall appearance. Used to fight certain magical effects.

Intelligence - Used for determining success on tasks which require some brain power

Will - Strength of purpose, self-control. Used to fight certain magical effects.

Chi - The energy essence of a person. The level of Chi, and a person's ability to manipulate it determines how much mana they can draw from their surroundings to cast spells.

Gifts and Faults

Gifts and Faults are ways of describing your character's abilities and weaknesses that cannot be learned or modified through practice. In principle, it's any good or bad thing about your character that cannot be encapsulated as a skill.

Characters start with 2 Gifts for free. Additional gifts can be added as long as they are balanced by faults. Because some gifts and faults are more "powerful" than others, an exact one-for-one exchange may not be possible (example: Legal enforcement powers are NOT balanced by "Light Sleeper").

There are many sources for gifts to use, including your own imagination. An appendix of example gifts and faults is available, and sources such as other role playing games are also suitable.

For those gifts that have special meaning to this setting/set of rules, I have included the details below:

Magery - This gift allows a character to control mana in a way that produces magical effects. This gift is simply present, or not. There are no "levels" of Magery. In addition to this gift, a mage needs skills in specific spell colleges and realms, and a skill in at least one form of spellcasting/Thaumatology. See the magic section for more details.

Toughness - This gift increases (or decreases if you take its equivalent fault) the amount of damage that a character can take before reaching different levels of wounds. Multiple levels of toughness can be bought, each one equivalent to one gift. A table will be provided for this shortly.

Skills

A skill is simply some ability that can be learned or improved with practice. In creating your character, you're encouraged to make up your own skills, but it is sometimes helpful to consult a pre-generated list of skills for ideas. An appendix is available that lists skills grouped in different categories, though any source of skills including other role playing systems (GURPS, D20, etc) are also suitable.

No formal mechanism exists to compensate for the fact that some skills are easier than others, and that some skill

descriptions are more focused than others. If a character seems out-of-balance due to overly powerful skill descriptions, the GM may make an adjustment to compensate. The most common adjustment is to have the skill default to Terrible rather than Poor.

There are 50 levels to spend raising skills from their default of 'Poor'. Magical spells and techniques are also considered skills, so if you're playing a mage, you should save some levels for your grimoire (more on this in the magic section).

To help see how skill points improve a skill, and a comparison to the GURPS system, here is a handy table:

Level	Skill Points	GURPS Level
Terrible	0*	4 - 5
Poor	0	6 - 7
Mediocre	1	8 - 9
Fair	2	10 - 11
Good	3	12 - 13
Great	4	14 - 15
Superb	5	16+

* - Most skills default to "Poor", but some of the harder skills might default to "Terrible", and some may not have defaults at all.

Languages

There are many languages spoken in and around Hebridonia. Here is a list of the most common ones:

Hebridonian - the common tongue of the human lands, but used rarely outside Hebridonia.

Eloshai - spoken by the Eloshai elves. It is also a scholarly language, and is the dominant language for the written works of many disciplines, including magic. Also spoken by the Ellylon.

Kyelsoran - similar to Eloschai, spoken by Kyelsoran elves. This is the more common of the two spoken elvish languages.

Ardgour - the name of the dwarven language used within Hebridonia (the dwarves have a different name for it). Gnomes use either this, Demarian or Hebridonian, depending on where they are from.

Demarian - the language for the Demarian people. Very rare in Hebridonia, and those who speak it openly are treated with great suspicion.

Gibluk - the native language of the Goblins, though it is exceedingly rare to hear it, and it is often mixed with words from other languages. A common joke is to call it "gib'rish" instead.

Selour - the native language of the Fauns from Perridaun.

Advancement

As characters grow through adventure and interaction with others, experience awards are distributed to reflect a character's development. These experience awards are equivalent to skill levels, which you may distribute to any skills used during recent events.

In the case of actual training, a separate award would be given when a certain amount of training has been completed. Example: Pau'tu has been studying the "Fire" realm of magic from one of the second tier mages in the Kalen Mage Corps. He's put in several weeks of hard work, and he gets one skill level to add to that skill. He was Fair in that realm, but now he's Good at it.

Money and Equipment

There are a variety of different monetary systems in use, depending on where you hail from. Within Hebridonia, the Royal Court defines the money standard, and coins are minted in Kalen and distributed (as needed) to the rest of the country. The hierarchy of coins is as follows:

$$1 \text{ gp} = 20 \text{ sp} = 100 \text{ bp} = 200 \text{ cp} = 400 \text{ tp}$$

where:

1 gp = one gold crown

1 sp = one silver scepter

1 bp = one brass anvil (also known as a tuppence, or tuppenny)

1 cp = one copper sheaf (also known as one pence)

1 tp = one tin scythe (known as a halfpenny)

For convenience, you can also look at the conversion this way:

1 gp = 200 pence

1 sp = 10 pence

1 bp = 2 pence

1 cp = 1 pence

1 tp = 1/2 pence

It is not uncommon to see the tin scythe cut into quarters in some places, though many do not accept such pieces as payment. There is a social stigma in paying with quarter tp's... it indicates a fairly low station in the social hierarchy. Still, in the poorest areas of Kalen, there are other things to worry about than one's "station".

Other nations use different systems of exchange, though some are similar. The Ardgour Dwarves are known to use iron pieces (usually with a hammer on its face) instead of tin, where one copper is equivalent to ten iron pieces (ip). Elves do not bother with brass or tin, and use coins of different sizes as well as metals to indicate worth. Regardless, exact exchange between coins of different nationalities varies from deal to deal, and in some cases, only "coin of the realm" will be accepted.

Food & Lodging

One of the fundamental concerns for city-based characters is where to eat and sleep, and how much that is going to cost on an ongoing basis. The costs appendix contains some sample costs for living in a mid-sized city in Hebridonia. The table gives specific districts in Kalen as an example of where certain types of lodging can be had.

Weapons & Armor

Like the Food & Lodging section, costs for Weapons and Armor are contained in a special appendix for quick reference. Unlike Food & Lodging, the availability of weapons and armor beyond a city is severely limited, as are the services of a blacksmith or armorer to repair damaged gear. Even within a fair sized city, there is usually a sub-

stantial wait for new armor or weapons to be fashioned and fitted, so players should plan on a wait if they need new or additional equipment of this nature.

Transportation & Miscellaneous Equipment

The general rule of thumb is that the larger the city, the more likely one is to find a particular mode of transportation (wagon, horse, donkey, rickshaw) or specific item.

General goods are often sold in open air markets, though some dedicated storefronts do exist for more popular or expensive items. The costs appendix has a sample of expenses for various modes of travel and common goods of interest to adventurers.

Combat

Combat systems are typically designed to find some balance between realism/simulation and the need to keep combat resolution quick and fair. The FUDGE system has the virtue of allowing a broad spectrum of combat styles, but this virtue can also create an additional burden for the game master (GM) to maintain consistency from session to session. These rules are meant to provide a FUDGE-based combat system that sets up a consistent set of mechanisms and modifiers for various combat situations without bogging down in rules.

Combat Round Overview

Each combat round lasts five seconds, enough time to move, attack, defend or rattle off some quick witty banter. Each round starts with determining initiative by rolling against Agility, with ties broken with additional initiative rolls. Gifts such as **Combat Reflexes** add +1 to the initiative roll, as does surprise.

Once initiative is determined, each player in turn performs one or more actions: move, attack, speak, cast a spell, etc. Once all the actions of a character are resolved, the turn moves on to the next character in initiative order.

Movement

Every race has a base movement rate as part of their template. For example: A typical human can cover 20 yards in a 5 second combat round, though that leaves little time for much else. A character can move half their base rate and still execute an attack. Skills such as **Running**, and gifts such as **Swift Feet** can improve the base movement rate.

Combat

Making an attack is a special class of an Opposed actions. Resolving a combat action simply requires that the offensive side roll 4dF against their appropriate attack skill, and the defending side rolls against any appropriate defensive skill or ability. The results of the rolls added to the relevant skills are then compared to determine the relative degree of success or failure (by default, a tie goes to the defender). It's important to note that there can be modifiers imposed on each side's rolls to take into account the circumstances of the maneuver, such as partial

cover.

The easiest way to visualize this process is with an example:

Consider a fight between Braktah, a hefty barbarian fighter, and Suala, a halfling thief. Braktah is Superb with an axe, while Suala is Great with a short sword. Braktah swings his axe at Suala, which she tries to avoid with a Good tumbling skill. Braktah and Suala get a -1 and a +2 on 4dF respectively. So Braktah's Superb skill is reduced to Great, and Suala executed a Superb tumble, so Braktah misses!

Modifiers

There are numerous situations that might apply modifiers to melee combat, from types of offensive and defensive maneuvers to situational adjustments. The most fundamental adjustment is how offensive or defensive a particular character is acting in combat. A more offensive character will throw caution to the wind in an effort to gain an advantage on an enemy, leaving them vulnerable to attack. Someone who is acting defensively can focus on avoiding an attack, but at the expense of their ability to strike back. The following set of modifiers capture this balance:

+2 to Offense, -2 to Defense
+1 to Offense, -1 to Defense
No changes to offense or defense
-1 to Offense, +1 to Defense
-2 to Offense, +2 to Defense

Each combat round, each player decides his or her offensive/defensive stance. To be fair to everyone, each player records their decision in secret, then reveals their stance at the beginning of the round simultaneously. If no stance is declared, then it defaults to neutral (no modifiers). A **Body Language** skill could be used to guess an opponents stance, but the possibility always exists that you guess wrong!

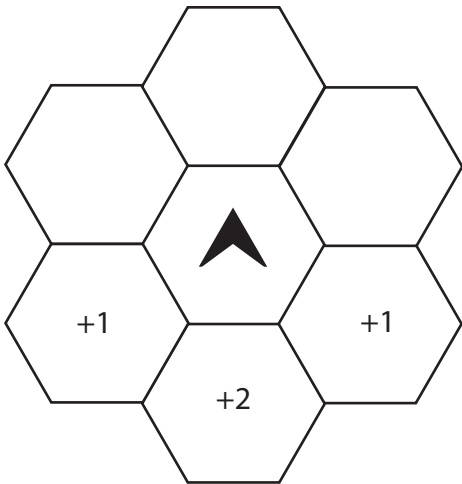
Offensive Modifiers

When attacking, a number of situational modifiers can come into play. While many of these modifiers must be determined on-



the-fly by the GM, some of the more common modifiers are presented below.

In certain cases, the orientation of the defender with respect to the attacker is important. Changing the direction a character is facing is a free action, but in the cases where the defender is unable or unwilling to change facing, the following modifiers can apply in the case of side-rear and rear attacks:



Example:

After Melea’s Stand Fast spell, the revenant’s feet are frozen in place, and Urik approaches from behind to attack, avoiding it’s flailing attacks and enjoying a tactical advantage. Urik adds +2 on his roll to attack.

If the opponent is unaware of the attack, there is a +3 bonus to attack, but this is not added to any orientation bonus that is mentioned above. In this case, the opposed roll is made against the GM’s assessment of how hard it will be to make the attack without alerting the opponent.

Defensive Modifiers

When under attack, a number of defensive modifiers may improve or reduce a character’s ability to repel the attack. Like the offensive modifiers, many situations will be judged by the game master. However, some of the more common situations are covered below:

Mod	Situation
+1	1/4 - 1/2 Partial Cover
+2	1/2 - Nearly full cover
+1	Fall back 1 yard from attacker (Melee only)
-1	Flanked by 2 opponents
-2	Flanked by 3 or more opponents

Example:

Garret joins Terra in attacking the guard of the mana-depleted cell where Melea is being kept. The Guard’s defensive abilities are reduced one level (-1) from Great to Good in this situation. Terra sees an opportunity to smash the lock behind the guard rather than attacking the guard himself, and takes it. Despite the fact that Terra didn’t attack, the Guard’s defenses are still lowered to Good because he has contend with the possibility that she could attack.

Terra succeeds in smashing the lock, and in the next round Melea is able to attack the guard as well. If the guard considers Melea to be a credible threat, then his defenses are lowered two levels (-2) from Great to Fair.

Range Adjustments

A special class of Defensive Modifiers deals with the effects of distance on combat. For thrown or propelled weapons (such as arrows), the distance from the assailant to the target can provide a defensive bonus:

Mod	Range (yd)
+1	3 - 10
+2	10 - 20
+3	20 - 40
+4	40 - 80

Mod	Range (yd)
+5	80 - 150
+6	150 - 300

In the case where the target is unaware of the attack, a base level of difficulty for hitting the target is Mediocre modified by the appropriate figure above.

Example:

Flying 100 yards above the undead horde, Urik targets one of the Demarian Zombie Masters using his crossbow with obsidian-tipped bolts. Urik is Superb with a crossbow, and the Demarian is unaware that he is a target, so Urik would have to make a Legendary shot (Mediocre+5) to hit. Urik rolls +2 on 4dF, giving him Legendary+1, so he hit the target!

However, the Demarian is now aware that he's being shot at, and subsequent attacks will be opposed by a Dodge roll!

Damage & Wounds

Combat damage to a character can be described as being at one of seven stages of severity:

Undamaged (no wounds at all)

Just a Scratch (no real game effect)

Hurt (–1 to traits)

Very Hurt (–2 to traits)

Incapacitated (only the most basic actions allowed)

Near Death (unconscious; death without medical help)

Dead

To determine the amount of damage done by a successful attack, the relative degree of success for the attack is modified by an Offensive Damage Factor (ODF) and a Defensive Damage Factor (DDF):

$$\begin{aligned} \text{Damage} &= \text{Winner's Relative Degree} \\ &+ \text{Attacker ODF} \\ &- \text{Defender DDF} \end{aligned}$$

The Offensive Damage Factor is primarily determined by the Damage Bonus of the weapon and any strength modifiers for appropriate melee attacks:

Mod	Strength
+1	Good - Great
+2	Superb - Legendary

The Defensive Damage Factor is based on any protection from armor or an appropriate gift such as **Damage Resistance**.

To speed game-play, it is suggested that the Offensive and Defensive Damage Factors be calculated in advance and noted prominently on the character sheet.

Once the amount of damage is determined, it is translated into wounds using the following table:

Damage	Wound
1 - 2	Scratch
3 - 4	Hurt
5 - 6	Very Hurt
7 - 8	Incapacitated
9 +	Near Death

Most characters can withstand three Scratches, two Hurt, and one Very Hurt. Further Scratches are marked as Hurts, further Hurts are marked as Very Hurt, etc. Below is an example of a scorecard that can be used to keep track of wounds:

Scratches	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hurt	<input type="checkbox"/>	<input type="checkbox"/>	
Very Hurt	<input type="checkbox"/>		
Incapacitated	<input type="checkbox"/>		
Near Death	<input type="checkbox"/>		

Example:

Urik has sustained three wounds from his fight with the guards: two scratches and a hurt. Though he is prevailing, the guard is putting up a good fight and scores another scratch on Urik. Here is a look at Urik's scorecard:

Scratches	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Hurt	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Very Hurt	<input type="checkbox"/>		
Incapacitated	<input type="checkbox"/>		
Near Death	<input type="checkbox"/>		

Unfortunately, Urik's attack fails and the guard scores another scratch on Urik. Since all his scratch slots are full, this one counts as a hurt:

Scratches	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Hurt	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Very Hurt	<input type="checkbox"/>		
Incapacitated	<input type="checkbox"/>		
Near Death	<input type="checkbox"/>		

If Urik takes another Scratch OR Hurt, he will be "Very Hurt" and in serious trouble!

The gift of **Toughness** can add additional wound boxes, making a character more capable of absorbing damage (some racial templates have this built-in by default).

Natural Healing

With First Aid, most wounds will heal over time. However, more serious wounds (Incapacitated and above) usually will require a professional healer's attention, or even magical intervention to repair completely. Below is a guide for non-magical healing times:

Wound	No Care	First Aid	Full Rest w/ Healer
Scratch	3 - 5 days	1 - 2 days	1 day
Hurt	5 - 10 days*	3 - 5 days	2 days
Very Hurt	weeks*	5 - 10 days*	3 - 5 days
Incap.	----	weeks*	5 - 10 days
Near Death	----	----	weeks

* - Risk of infection depending on care for the wound.

Magic

The typical mage sees magic as an energy force to be manipulated through scientific (to him) means. He divides the world into four basic realms -- solids, liquids, gases, and energy -- which he calls earth, water, air, and fire. All things are made up of one or more of these elements. (A man's flesh is made of earth, his blood of water, his breath of air, and his chi of fire.) He divides living things into three different realms as well -- body, mind, and chi. This world-view governs the way a mage approaches magic.

How the Magic Works

The basic elements of magic are divided up into Realms (areas of control, such as Fire, Water, Spirit, and Body) and Colleges (types of control, such as Control, Healing, Creation, and Transformation). In order to cast spells that manipulate one of these Realms, a character must have a skill for that Realm and a skill for the College that he desires an effect from.

To cast a spell, the character chooses a College and a Realm and combines them for the desired effect. The character's effective skill level for the spell is that of the lowest skill he is using. If a character has more than one Realm that would affect the spell (e.g. Transform Body to Stone when the caster has both Body and Earth), use the higher Realm skill with a +1 level bonus to the skill.

Basic Rules

The character must have the gift of Magery, and have a knowledge skill of his type of magic -- such as Rune Tattoo Magic, Rune Casting, Sorcery, Elven Song Magic, etc. -- which is equal to or greater than his highest magic skill. This skill represents the background knowledge that the mage must have before learning to cast spells. See the Skills section below for an explanation of the different casting styles.

The character is created with Realms and Colleges as skills. These skills have no default, and if they are considered "Average" difficulty skills, then putting one skill level into them gives you an effective skill level of "Poor". Likewise, "Hard" Colleges and Realms start at "Terrible" with only one skill point in them.

At the GM's option, a character may take only a sub-College or sub-Realm for a decrease in the difficulty of the skill. What this means is that a College/Realm that

would normally start as a "Poor" skill rating would become "Mediocre". One that would normally start at "Terrible" (because it's "Hard"), would start at "Poor" instead.

Example: The Animal Realm allows the caster to affect all animals and is an Average skill. A character could take Animal/Birds as an Easy skill and be able to affect only birds.

Magical Skills

Below is a set of skills that reflect study in the general techniques of manipulating mana to produce magical effects. Each race has its own techniques, though it is not impossible for a mage to learn multiple casting methods (example: an elven mage who knows both Song Casting and Sorcery).

Ceremonial Casting - The ability to lead a mage circle in collaboration to cast a spell or series of spells. The lead caster must have this skill. The effective skill for performing the ceremony is the lowest skill rating between the ceremonial casting skill, the College(s) and Realm(s) involved. The other mages participating in the ceremony must also have College and Realm skills equal or greater than the effective caster skill. This skill requires the gift of Magery. See the magic rules for a specific example.

Rune Casting - The skill used to cast spells using a handful of appropriate rune-stones. The spells are cast by the dexterous manipulation of the stones to form rune-phrases which build the spell effect. This method of casting is not terribly common amongst humans, though there are members of the mage corps who specialize in studying this form of magic. The casting form originates with the dwarven race. This skill requires the gift of Magery.

Rune Tattoo Magic - The ability to write magical runes into flesh using tattoos. The runes allow the bearer to cast spells as if they know the spell by placing the activation rune (usually on the tip of a finger) on the tattoo. This skill is HARD, which means it costs one point to start at "Terrible". It has no default level. This skill is almost completely exclusive to the Nilhen, as they don't teach outsiders, and don't usu-

ally allow others to get a good look at their tattoos. This skill requires the gift of Magery.

Song Casting - The ability to weave magic using song and ritual dance. Aside from a few researchers in the Mage Corps, this spellcasting style is almost exclusively elven. When someone says that elven song is 'enchanting', they may be right in more ways than one! This skill requires the gift of Magery.

Sorcery - The skill used to cast spells using words and gestures. This is a spellcasting method common through most races. This skill requires the gift of Magery.

The Colleges and Realms

These Colleges and Realms are based on the world-view of the setting. Colleges and Realms marked with an **(H)** start at "Terrible" rather than a "Poor" skill rating.

Colleges

Breaking (e.g. weaken, harm, dispel)

Breaking is destruction and undoing. Almost anything can be broken, though some things are harder to break than others.

Communication (e.g. speak, read)

Communication is about willing communication. Thought Speech (Communicate with Mind) is okay, but Read Minds is a Knowledge spell instead (Knowledge of Mind).

Control (H) (e.g. bind)

Control is making something perform an action that it could perform of its own volition or through natural events. It cannot make a stream of water flow up-hill, for example. Control can, if the GM allows, influence natural events, such as causing an earthquake along a fault line or causing a fire to spread more quickly.

Creation (H)

Creation is making things. Create combined with any of the life-based Realms will be off-limits. Create Spirit (or any other life) is usually something restricted to the gods, for instance.

Enhancement (e.g. strengthen, repair)

Enhancement is making something better. It can repair broken items, make a man stronger or faster, or grant a "blessing" that gives the party an edge in combat. Enhancement is usually temporary.

Healing (H) (e.g. fertility, growth)

Healing is the repair, growth, and reproduction of living things.

Knowledge (H) (e.g. see, hear, find)

Knowledge is learning things that are unknown. It allows the caster to see things across long distances, read minds, or learn the history of an object or the true name of a dragon.

Movement

Movement is the transportation of things through space. Examples are psychokinesis, flying, moving faster than normal, and teleportation.

Protection

Protection is preventing the intrusion of damaging objects, spying spells, unwanted visitors, the weather, etc.

Transformation (H) (e.g. shape, transmute)

Transformation is changing the size, shape, or chemical composition of something. I'll be keeping strict control over the Transformation College; it should not be able to do things that are the domains of other Colleges. It cannot heal, hurt, control, or otherwise change anything but the physical nature of the target. Transformation is usually permanent. The more you transform something from its original state, the harder the spell. Transforming a man into a goblin is fairly easy; they're both living humanoids. Transforming a man into a mouse is harder, requiring both a mass and form change. Transforming the man into a statue is even harder, requiring an element change. Transforming the man's body into stone while leaving him mobile is harder yet because this is a natural state for neither man nor stone.

Realms

Air (e.g. gas)

Air is any gaseous substance.

Animal

Animal is any non-intelligent living creature. It overlaps with Body, Mind, and Spirit.

Body (H)

Body is the physical body of any living creature.

Earth (H) (e.g. solid)

Earth is any solid, non-living substance.

Fire (e.g. energy)

Fire is any form of energy, except Mana or Chi.

Illusion (H) (e.g. images, light, darkness, sound)

Illusion is any form of sensory or mental illusion.

Magic/Mana (H)

Mana is pure mystical force. If it can't be done with any other Realm, it can be done with Mana. Beyond the obvious (Detect Magic, Dispel Magic), Magic is a catch-all area. If a mage wants to affect something and that something isn't one of the Realms, the mage probably needs to use Magic. A Telekinesis spell that can move anything is Move with Magic. The Magic Realm is flexible and can reproduce effects from other Realms (although with slightly different results). For instance, Create Dog using Create Animal will produce a real dog while Create Magical Dog using Create Magic will produce a magical dog with magical properties. Spells created through the Magic Realm that reproduce effects from other Realms should cost more mana, be more difficult, and/or have radically different effects. The Magic Realm should not be a general substitute for other Realms.

Mind (H)

Mind is the mind of any living creature.

Plant

Plant is any plant matter, living or dead.

Chi (H)

Chi is the life-energy of any living creature. The Chi College works well for creating zombies, golems, or any other animated thing, provided the setting allows for summoning and binding a spirit to animate it.

Water (e.g. liquid)

Water is any liquid substance.

Mana

"To draw too deeply on my Gift can lead to madness and death. Do not demand of me what you do not comprehend."

The amount of mana that is available to a Mage is determined by their Chi, and by the surrounding mana levels. The magic system uses a variant of the "Unlimited Mana" rules by S. J. Ross. Basically, every mage has a Threshold and Recovery Rate determined by their Chi (see the table below). When a mage casts a spell, the mana cost of the spell is recorded against their Threshold (T).

Chi	T	Recovery Rate	Comments
Fair	10	1 / 8 hr	Below Avg Mage - Tier 4 or 5
Good	15	1 / 4 hr	Average Mage - up to Tier 3
Great	20	1 / 2 hr	Talented Mage - up to Tier 2
Superb	30	1 / 1 hr	Very Powerful Mage

When the total amount of mana consumed crosses the Threshold, they start making calamity checks by rolling 3d6 and adding the amount they exceeded the Thresh/10, then consult the list below.

Calamity Roll Results:**3 - 4**

Nothing happens AND the mage gets (1d6 x 5) points of free, instant Recovery!

5 - 9

No effect.

10

The mage's skin and clothing crawl with strange energies, sparks, or other visual effect for 3d minutes, and his eyes glow bright, making Stealth impossible and frightening small animals and many "mundanes."

11

The mage is struck with violent headaches that prevent any action other than suffering (treat as physical stun) which lasts the number minutes equal to the cost of the spell that triggered the calamity. Result 10 also applies.

12

The mage becomes horribly nauseous and weak, temporarily reducing all attributes and skills by two levels. This lasts a number of hours equal to the cost of the spell (minimum 2), after which the mage will roll against their (unmodified) vitality every hour to get over the sickness (a Fair result is required).

13

The mage is cursed with nightmares for 3d6 days plus a number of days equal to the spell cost. After the first night, the mage's agility, intelligence, strength and skills are reduced by one level until the mage gets a normal night's sleep!

14

Any failed casting roll that the mage makes is treated as a terrible failure! This lasts for 1d+1 weeks.

15

The mage's mind is bent. The GM should assign one debilitating mental fault by fiat. It takes effect immediately, and lasts 1 day. Each day thereafter, the mage may make a Will roll (Good result required) to shake it off.

16

The mage has weakened the binding forces around him. His Threshold for the next 1d6 weeks is reduced by 2d6+5. The mage is aware of a drop, but not of its severity! Result 10 also applies.

17

The caster gains a fault. After 3d6 days have passed, the mage has the option of buying it off (it will simply fade away). If the mage does not wish to, or doesn't have the points, then it becomes permanent. ANY fault is legal; the mage can get ugly, go insane, and so on.

18+

GM's discretion. It will usually involve both physical and mental damage, in increasing amounts determined by the calamity score. Sufficient excess might kill the mage, probably in a rather spectacular way.

There may also be damage to the mana field around the mage which interferes with other mages. This could end up being very dangerous for the mage if other mages find out why their spells are failing.

Choosing the Elements

The player first determines what he wants the spell to do, then looks at the lists of Colleges and Realms for a pair that describes (very roughly) the desired effect. The player should realize that not all spell effects can be wrangled out of a limited set of Colleges and Realms. For example, Create Animal is not a substitute for Locate (Know) Animal followed by Control Animal; Create creates things.

There are times when more than one Realm may produce the desired effect. Ice is a solid and therefore affected by Earth, but it is also water and affected by Water. It's up to the GM to decide where he'll let this overlap occur. Some GMs might decide that ice is only water and is unaffected by Earth spells, or that ice is no longer a liquid and unaffected by Water spells.

Also note that Move Body, for example, is not a spell; it is a combination of a College and Realm. The player should name the spell he desires before telling the GM which elements he will use. A Haste spell, which makes the target act faster, would require Move Body. The player would say, "I cast Haste using Move Body," not "I cast Move Body."

The player may want to keep a "spell book" of the spells his character uses often, and to give a copy to the GM. Indeed, unless a character has created a similar effect before, it will take them longer to come up with the right combination of magical energies to release the desired effect (though there is no skill penalty). Having a pre-built grimoire also eliminates describing a spell every time the character casts it. This will also save the time of recalculating the spell's casting parameters as well.

The GM may require more than one Realm for certain effects (e.g., Transform Body to Stone may require both the Body and Earth Realms). Sometimes a spell will consist of two or more spell effects strung together. A Summon Wolf spell might require two separate skill rolls -- Locate (Know) Wolf and Control Wolf.

Example: Baldor the Brilliant wants to cast a huge ball of fire at a group of advancing warriors. He combines his knowledge of Creation with his knowledge of Fire to throw a Fireball spell.

Putting the Spell Together

A basic spell has close range, does zero damage or some other minor effect, affects one man-sized target or one cubic meter of material, takes five seconds to cast, lasts for five seconds (if appropriate), costs zero mana, has a Difficulty of Fair, and requires the caster to make magical gestures or incantations.

The final cost, Difficulty, and casting time of a spell is determined by the GM. See Spell Effects below for rough guidelines. (These are guidelines to help choose basic costs and casting times; they are not strict rules.) The GM should not allow any spell that she thinks may be unbalancing. The GM may declare that certain spells' Difficulty Levels may not be lowered below a certain point for game balance purposes. For example, the GM may declare that Knowledge spells can never be easier than Fair, regardless of the time or mana spent casting them. Likewise, the GM may decide that certain spells require a certain length of casting time or a certain amount of mana regardless of resources available to the caster.

It's difficult to give detailed guidelines for determining a spell's basic level of power. The best way to do so is to compare the desired effect with an existing spell or the suggested Spell Effects (see below).

Once the GM determines the basic cost for a desired effect, see the Modifiers table to refine the cost, duration, exact spell effect, etc. of a specific spell.

Example: Back to Baldor's Fireball spell. Since he wants to incapacitate these goons, he figures the fireball will need to do 10 damage. According to the Modifiers chart, that's +5 mana. He's in a hurry, so he won't mess with the casting time, but it's long range (+2 mana) and will affect several targets (+2 mana). The base Difficulty is Fair. Total mana required: 9.

Cost	Spell Effect Is:
0 - 1	<p>Mediocre</p> <p><i>Breaking:</i> Shatter fragile material (crystal). Cause minor discomfort.</p> <p><i>Communication:</i> Speak local dialect of known language. Empathy.</p> <p><i>Control:</i> Cause target to sneeze or itch.</p> <p><i>Creation:</i> Simple illusion (simple stationary image or sound).</p> <p><i>Enhancement:</i> Amplify voice. Make a person beautiful. Repair fragile material.</p> <p><i>Healing:</i> Relieve minor fatigue or Scratches. Heal minor infection.</p> <p><i>Knowledge:</i> Provide information obtainable through simple observation.</p> <p><i>Movement:</i> Cause fire to spread more rapidly.</p> <p><i>Protection:</i> Shield from weather. Act as cloth armor.</p> <p><i>Transformation:</i> Make a man look like another man.</p>
2 - 3	<p>Fair</p> <p><i>Breaking:</i> Shatter or tear soft material (leather, wood).</p> <p><i>Communication:</i> Speak unknown language. Telepathy with like mind.</p> <p><i>Control:</i> Cause target to do something it's inclined to do.</p> <p><i>Creation:</i> Detailed illusion (stationary person).</p> <p><i>Enhancement:</i> Temporarily increase one of target's attributes by one level..Repair soft material.</p> <p><i>Healing:</i> Cure major infection or minor disease.</p> <p><i>Knowledge:</i> Provide information obtainable through simple mundane means.</p> <p><i>Movement:</i> Move something telekinetically. Allow target to levitate. Allow target to cling to walls like a spider. Cause target to travel faster.</p> <p><i>Protection:</i> Shield from severe storm and light weapons.</p> <p><i>Transformation:</i> Turn a man into a goblin.</p>

Cost	Spell Effect Is:
4 - 7	<p>Good</p> <p><i>Breaking:</i> Shatter resistant material (stone, bone, fragile metal).</p> <p><i>Communication:</i> Speak with being with no language (animals). Telepathy with alien mind.</p> <p><i>Control:</i> Cause target to do something it's mildly against.</p> <p><i>Creation:</i> Complex illusion (person or dragon fighting).</p> <p><i>Enhancement:</i> Temporarily increase one of target's attributes by two levels. Repair resistant material.</p> <p><i>Healing:</i> Cure major disease or poison.</p> <p><i>Knowledge:</i> Provide information the caster could have obtained through complex, lengthy, or dangerous mundane means.</p> <p><i>Movement:</i> Allow target to fly. Allow target to walk through walls.</p> <p><i>Protection:</i> Shield from heavy weapons.</p> <p><i>Transformation:</i> Turn a man into a mouse.</p>
8 - 15	<p>Great</p> <p><i>Breaking:</i> Shatter hard material</p> <p><i>Communication:</i> Speak with spirits, trees, or rocks.</p> <p><i>Control:</i> Cause target to do something it's strongly against.</p> <p><i>Creation:</i> Very complex illusion (band of knights fighting a dragon).</p> <p><i>Enhancement:</i> Temporarily increase one of target's attributes by three levels. Repair hard material.</p> <p><i>Healing:</i> Reattach severed limbs.</p> <p><i>Knowledge:</i> Provide information the caster could not have obtained otherwise.</p> <p><i>Movement:</i> Allow target to move from one location to another instantly.</p> <p><i>Protection:</i> Shield from most weapons.</p> <p><i>Transformation:</i> Turn a man into stone.</p>

Cost	Spell Effect Is:
16-31	<p>Superb</p> <p><i>Breaking:</i> Shatter mythical material (mithral).</p> <p><i>Communication:</i> Speak with extra-planar being</p> <p><i>Control:</i> Cause target to do something it would never do under its own will.</p> <p><i>Creation:</i> World-altering illusion (change entire setting).</p> <p><i>Enhancement:</i> Temporarily increase one of target's attributes by four levels. Repair mythical material.</p> <p><i>Healing:</i> Regrow severed limbs.</p> <p><i>Knowledge:</i> Provide information no one could have obtained otherwise.</p> <p><i>Movement:</i> Allow target to move from one plane to another.</p> <p><i>Protection:</i> Shield from most magical effects.</p> <p><i>Transformation:</i> Turn a man into living stone.</p>
32+	<p>Legendary</p> <p>These spells are earth-shaking and rare. You are a bad-ass if you can cast this. They destroy powerful entities, wreck nations, sink continents, and unleash terrible evils on the world.</p>

Modifiers

Add all that apply to the spell's specific mana cost.

Change the number of targets or area covered:

- 1 Small -- a bread box
- +0 One -- one person
- +1 Few -- 2-4 people, a closet-sized space
- +2 Several -- 5-10 people, a whole room
- +4 Many -- a small crowd, a small building
- +8 Great -- large crowd, a large building (or more)

Note: A spell that affects multiple targets should not be selective; it affects everyone in the area in which it is cast. In other words, the mage shouldn't get to selectively shoot

multiple targets for +1 mana to avoid casting the spell once for each target.

Change the range:

- -1 Touch -- must touch target, requires to-hit roll
 - +0 Close -- in close fighting range
 - +1 Short -- within thrown weapon range
 - +2 Long -- within sight or powered weapon range
 - +4 Extreme -- out of sight of the caster (or more)
-
- **+2 damage:** +1 mana
 - **+1 defense:** +1 mana
 - **Has no mundane defense** (armor, etc. doesn't stop the damage or effect): +2 mana
 - **Heal all wounds by 1 level:** +2 mana
 - **Each level of Health sacrificed:** -2 mana
 - **Increase Duration one level on Time Chart** (see below): +2 mana
 - **-1 level Difficulty:** +2 mana, or increase Casting Time level on Time Chart (see below)
 - **+1 level Difficulty:** -2 mana, or decrease Casting Time level on Time Chart (see below)
 - **Using appropriate props:** An appropriate decrease in mana cost
 - **Not using gestures or incantations:** Double mana cost (after all other bonuses and penalties to mana cost, BUT before prop modifiers)

Time Chart

Each level of the Time Chart is a rough approximation of five times the previous level. Use this chart to determine time modifiers both for spell duration and casting time.

1 level = 2 mana or 1 Difficulty Level.

- 1 Second
- 5 Seconds (one combat round)
- 25 Seconds (five combat rounds)
- 2 Minutes
- 10 Minutes
- 1 Hour
- 5 Hours
- 1 Day
- 1 Week
- 1 Month

- 1 Season
- 1 Year

Extending the duration of a spell is at the GM's option; some spells are too powerful or make no sense if they last longer than a moment.

Props

Props are things the mage does or uses to help make the spell work. Props may take the form of rituals, invocations, and gestures; or they may be physical props that apply the magical laws of Similarity, Contact, or Sacrifice to provide the caster with mana bonuses.

Physical props are normally consumed in the casting of the spell. To create a prop that is not consumed by the casting, the mage must enchant it. (See Making Sources of Power and other Wizard Tools.)

Rituals, Invocations, and Gestures

A ritual is something the caster does to cast the spell before he actually begins casting. Sample portions of rituals include fasting, special cleansing or confession, performing a special service or quest, praying at a specific location, etc. A simple ritual grants the mage a +1 mana bonus. The more involved and inconvenient the ritual, the greater the bonus the GM should award.

Invocations are magical words or prayers spoken aloud during casting. Gestures are magical signs or motions made by the caster with his hands or body during casting. To cast a spell with neither gestures nor invocations doubles the mana cost. (Casting a spell with both provides no bonus.)

Magical Laws and Physical Props

The mana cost of a spell can be paid for, in part or whole, by applying the Laws of Similarity, Contact, and Sacrifice. The Law of Similarity says that similar things affect each other, like produces like, or effect resembles cause. The Law of Contact says that things once in contact with each other still have an effect on each other when they are separated. The Law of Sacrifice says that giving up something of value to the caster or the target makes the magic more likely.

The Law of Similarity

To apply the Law of Similarity, one must use material components that are similar to the desired effect. Examples are a feather for a flight spell, a bit of sulfur for create flame, a drawing of a wolf to summon a real wolf, a twig to be broken during casting for a spell that breaks down the wooden castle gate, etc.

The Law of Similarity depends completely on world-view. If the mage does not view a particular item as being relevant to his spell, then that item is not Similar, regardless of the knowledge the player has. For instance, the player may know that sulfur burns readily, but if his character knows nothing of this, a pinch of sulfur will do nothing for his flame spells.

The Law of Contact

To apply the Law of Contact, one must use material components that have once been in contact with the target of the spell; the longer or more personal the contact, the better. Examples are the victim's hair and nail parings used in a death spell, a piece of jewelry worn by an enemy in a spell of defense to protect the mage from that enemy, a piece of the castle gate to be broken with a spell, etc.

The Law of Sacrifice

To apply the Law of Sacrifice, the component must be of personal value to either the caster or the target of the spell and fulfill one of the other Laws. Examples are a family ring, a lover's lock of hair, the tooth of a dragon, etc. (A dragon's tooth is valuable to the caster if he had to go to great pains to get it. It is hardly valuable if he walked down to the corner store and picked one out of a bowl full of them.)

Determining Bonuses of Physical Props

The same object may meet the requirements of both of the first Laws, such as hair clippings used on a voodoo doll. The hair of the victim fulfills the Law of Contact while the doll itself fulfills the Law of Similarity. Using props will provide extra mana for the spell. The caster may use as many different props as the GM feels reasonable, but duplicates (props that serve identical functions) are generally disallowed.

Prop	Base Value
Similar Prop (Law of Similarity)	+1 mana
Contagious Prop (Law of Contact)	+2 mana

Take the base value determined above, and apply the value multiplier below (where applicable):

Value	Multiplier
Worthless (ex: feather of a sparrow)	x 1
Minor Value (ex: feather of an eagle)	x 2
Major Value (ex: feather of a gryphon)	x 3
Priceless (ex: feather of a unique creature)	x 4

The multiplier itself can be modified, depending on the personal meaning the object has to the owner:

Value	Bonus
Meaningless to owner (ex: hair clippings)	+0
Minor meaning to owner (ex: a ring)	+1
Major meaning to owner (ex: a ring given by a lover)	+2
Priceless to owner (ex: a hand, severed)	+3

Example: Using a gold chain stolen from the target, given to him by his wife on their wedding night, a mage casts a spell of Binding (mind control) on his target. Since the

mage is binding (chaining) the target to his will, the chain is Similar (+1); since the target wore it, it is Contagious (+2). The chain is of minor value (x2) but has major meaning to the owner (so the multiplier is increased by +2 to x4). The total value of the chain is $3 \times 4 = 12$ (the amount of mana it contributes to the spell -- a powerful prop!). If the chain has been enchanted properly, it can be used more than once; otherwise it is destroyed (or made magically worthless).

Example: As previously stated, Baldor needs 9 mana to cast his Fireball spell, but he only wants to spend 6, to avoid going over his Threshold. Luckily, he has with him a supply of small balls of bat guano mixed with sulfur, made just for this purpose. These are Similar (they burn readily) and gain him +1 mana. But he is still 2 mana short and won't cast the spell without finding another source of mana. Fortunately for Baldor, he has a 2-point powerstone (see Making Sources of Power) to make up the difference.

Casting the Spell

To begin casting a spell, the mage must have the desired components at hand, be able to recite or perform any incantations or gestures, and have the necessary mana available.

Once he has started casting the spell, an unintentional interruption of the spell results in failure as though he had failed his skill roll. If the mage is wounded, he should make a Willpower (or similar) check to avoid interruption (wound penalties apply; -1 for Hurt, -2 for Very Hurt). The mage may voluntarily release the spell at any time before actually finishing it at no penalty. The source of mana -- whether the mage himself or some other source -- does not recover mana while casting a spell (important for spells that take a really long time to cast!). When the spell is complete, the player must make a skill check against the Difficulty of the spell for the spell to succeed.

Once cast, the mage may "hold" the spell and not release it right away. It costs 1 mana every 10 seconds to hold a spell, during which time the mage may cast no other spells and he, or any device providing him mana, regains no mana.

Spells normally do not require a to-hit roll and get no bonuses to damage for relative degree of success, that being

the nature of magic. A spell either does its damage or it does not.

If its possible for a spell to have an extended duration, the mage may continue to maintain that spell at a cost of one mana per base time unit of the spell. The base time unit is the amount of time the spell was set to last when cast. There is no limit to the number of spells a mage can maintain except his available mana. The mage does recover mana while maintaining spells.

Spell Failure

The game master may use penalties for spell failure as a means to control the more powerful spells. A player who would risk a 90% chance of failure on an extremely powerful spell would be more reluctant if failure probably meant the death of his character. Spell failure penalties are optional. If it is extremely dangerous to use magic, this can greatly change the tone of the campaign. If the GM wishes to use penalties for spell failure, the risks that their characters may take should be made clear to the players.

Generally, the more powerful the spell, the greater the penalty for failure. Examples of penalties are loss of mana, loss of consciousness, temporary loss of magical ability, damage, unexpected spell effects, etc. The penalty should be related to the type of spell cast.

Ceremonial Casting

In the case of spells that require more mana than an individual can supply, ceremonial casting can be used to increase the mana levels available to the caster. The primary mage that performs the spell must have the "ceremonial spellcasting" skill. The effective skill for performing the ceremony is the lowest skill rating between the ceremonial casting skill, the College(s) and Realm(s) involved. The other mages participating in the ceremony must also have College and Realm skills equal or greater than the effective caster skill.

Example: Nuala wishes to enchant a staff with a Fireball spell. The spell normally costs 9 to cast, but to enchant a staff it will take 90 mana points. She has a Great skill in Ceremonial casting, a Great skill in the Fire realm, and a Good skill in the Creation college. That makes her effective skill for leading a circle as "Good" for the enchantment. She's going to need roughly 5 mages who are at

least "Good" with Creation and Fire to assist her. This is going to be expensive.

Defense Against Spells

A character gets no defensive roll against a spell; whether or not he gets hit is a function of the mage's success at casting it. A character may take multiple levels of the gift Magic Resistance, which acts like armor against magical damage and reduces the effects of other magic at the GM's discretion. (The GM may allow Magic Resistance to reduce the mage's chances of success with some spells.)

For spells that are "resisted", the difficulty of the spell may be modified by the resisting attribute. For example, using a "Truthsayer" spell on a subject is resisted by Will. If the subject has a "Good" Will level, then the level of difficulty is increased one level for the spell. If the subject has "Mediocre" will, then the level of difficulty is decreased for the spell.

Creating Magic Items

To create a magic item, the mage must perform lengthy rituals involving the Colleges and Realms necessary for the effects he wants the item to have. For instance, to create a sword that increases the wielder's skill would require Enhancement and Body.

A good guideline for item creation time (in hours) is to take the mana cost of the desired spell and square it. The mana needed at the end of creation is the mana cost of the spell multiplied by 10 - 30 (depends on the enchantment). (If the final mana cost of the desired spell is 5, it would take 25 hours to create a magic item that could cast that spell and would cost 50 - 150 mana, depending on the spell.) This produces a magical item that allows a person to cast the item's spell at the same casting time, mana cost, and other requirements as normal. Essentially, it grants the user the ability to cast that particular spell as if he were a mage with the proper skills, even if he isn't. To create an item that requires half the mana to use, double the creation time.

To create an item that requires no skill roll, double it again. If the player suggests limitations on the item, such as single-use, the GM is encouraged to reduce the creation time and mana requirements.

When the character has reached the end of the creation period, the chance of successfully finishing the item is the same for successfully casting the basic spell. If the item has more than one spell, roll for each spell as it is enchanted into the item. To increase the chance of success, the caster can modify the casting cost of the creation in the same ways as an ordinary spell.

Making Sources of Power and Other Wizard Tools

Powerstones (also called mana stones) and other items that store mana are important tools. They provide the mana necessary to cast large spells, or to cast a large number of spells in a short time.

Creating a mana stone usable with any form of magic requires Control and Magic for a Bind Mana spell. The more mana the stone can hold, the more mana the Bind Mana spell will require.

A mana stone recharges at a rate of one point per day. A character may carry any number of mana stones, and may use as many as he wants at the time of casting, provided the caster is touching the stones. When in close proximity to other stones, only one mana stone will recharge at a time, largest to smallest.

Another important tool is the item which reduces the mana cost of every spell of a specific type. Generally, these are enchanted props. Their mana value is calculated as normal for a prop, but being enchanted they are not consumed in the casting of the spell. Enchanted props are made in the same way mana stones are, but enchanted props do not contain mana; they reduce the mana cost of any spell they apply to.

To create a mana stone or enchanted prop requires a number of days equal to the mana bonus doubled. The mana cost of the enchantment is equal to the number of days required to cast it doubled. Example: Fennel has purchased a peice of mage-stone that should be able to hold 4 points of mana. It takes her 8 days to enchant the stone, and it costs her 16 mana points to do it.

Below is a table of typical costs for the gems for mana stones, and for "pre-enchanted" mana stones.

Size	Raw Gem	Retail
1	80	150
2	175	300
3	300	399
4	450	900
5	620	1200
6	850	1600
7	1050	2000
8	1350	2500
9	1650	3100

Sample Spells

The following sample spells are presented to give an idea of how the magic rules are used to build spell effects. It is nowhere close to a grimoire, and a complete spellbook will not be forthcoming because the point is that magic is a very individual oriented. Everybody will have different ways of giving similar effects. Use these sample spells as an inspiration for what is possible.

All sample spells have a base Difficulty of Fair. Most of them are low in detail; it's up to the GM to decide exactly what happens. Remember that props are always consumed unless they have been enchanted.

Fireball

Create Fire, Good effect (+5), long range (+2), several targets (+2). Total mana: 9.

Creates a ball of flame, which streaks toward a point defined by the caster and explodes, causing 10 damage to all in its area.

Sample prop: Small ball of bat guano and sulfur (-1).

Guardian Beast

Create Magic beast, Good effect (+4), lasts 1 day (+6), small area (+1). Total mana: 11.

Creates an invisible guardian to guard an item or area. If anything enters the area and moves toward the guarded item, the Beast will begin barking as a warning. If someone touches the item, the Beast will attack with the abilities of a powerful dog, with a fighting ability of Good due to being invisible. The Beast will not stray more than a couple feet from the guarded item. For +1 mana, the Beast can guard (and roam) an entire room.

Sample prop: A crystal figurine of a dog or similar beast (-3).

Create Zombie or Golem

Find (Know) Spirit, Great effect (+8), long range (+2), takes 1 hour (-8). Total mana: 2.

Move Spirit, Good effect (+4), long range (+2), takes 10 minutes (-6). Total mana: 0.

Control Spirit, Great effect (+8), lasts one day (+6), takes 1 hour (-8). Total mana: 6.

Causes a dead body, skeleton, or sculpture to be imbued with the spirit of a dead man and come under the control of the caster.

A three-part ritual magic, each part must be completed successfully before the next part can begin, and the parts must be cast in immediate succession with no recovery of mana in between. It is best to cast the spell in an area where a spirit is expected to be found, otherwise the range of the spell will need to be increased.

This spell assumes the use of spirits (tormented souls that have not left this realm for one reason or another) to animate non-animate objects and is a combination of three spell effects. (To animate things purely by magical force, the addition of an Animation College may be useful. Otherwise Move with Magic (a Superb effect) should suffice.)

If the GM wants to control the use of this spell, requiring valuable props (such as a body part of the spirit being captured) or simply raising the basic cost of the spells should be effective.

Tanglefoot

Control Body, Mediocre effect (+1). Total mana: 1.

Causes target to stumble and possibly fall.

Sample prop: An ounce of strong drink (11).

Wizard's Eye

Know with Magic, Good effect (+4), small room (+2), extreme range (+4). Total mana: 10.

Allows the caster to see things at a distance and through mundane obstacles as though he were standing at another place.

Sample prop: A small magnifying crystal which the mage looks through (-2).

Scry Shield

Break Magic or Protect from Magic, Fair effect (+3), small room (+2), lasts one hour (+8). Total mana: 13.

Prevents spying by magical means anywhere inside its area. Treat attempts to spy through the shield as opposed actions, spell skill vs. spell skill.

Sample props: A human eyeball pierced with an iron nail (-6), or a gem coated in lead (-2).

Grasping Hand

Move with Magic, Fair effect (+2), small target (-1), short range (+1), lasts 2 minutes (+2). Total mana: 4.

Allows the caster to move a small amount of any substance without touching it.

Portal

Move Body, Great effect (+8), extreme range (+4), lasts 10 minutes (+3), takes 1 hour (-8). Total mana: 7.

or Move with Magic, Great effect (+15), extreme range (+4), lasts 10 minutes (+3), takes 1 hour (-8). Total mana: 14.

(Note: Move with Magic is a more costly spell because it can move anything. Move Body can move only a person or animal with personal possessions.)

Creates a gate to anywhere the caster knows well, which anyone may pass through, one person at a time.

Sample prop: A doorway or appropriate passageway to pass through (-1), or if the target location is in a forest, a branch from a tree of that forest (-2).

Binding

Control Mind, Great effect (+8), extreme range (+4), lasts 1 season (+9), takes 5 hours (-10). Total mana: 11.

Allows the caster to bind the target to his will. The target will carry out the caster's commands at all times, even when out of sight of the caster. The target may break the control when told to do something he is strongly against if a Willpower or similar attribute check is successful.

Sample prop: A gold chain, of great personal value, given to the target by a loved one on a very special occasion (-12).

Tongues

Communicate with Body, Fair effect (+2), lasts 1 hour (+4). Total mana: 6.

Allows target to speak to any living being that has a formal language. (To speak to creatures without a formal language is a Good effect.)

Phantom Swarm

Control Mind, Good effect (+4), lasts 2 minutes (+2). Total mana: 6.

Causes the target to believe he is being attacked by a huge swarm of stinging insects. Unless target passes a Willpower or similar attribute check or would normally be immune to stinging insects, he will take one Scratch of psychic damage every round. (Psychic damage disappears at the end of the spell duration, and cannot cause death, but in all other respects acts as normal damage.) A critical success at the attribute check (+4 on the dice, or a result beyond Superb) will cancel the spell prematurely.

Sample prop: A hornets' nest with larvae inside (-4).

Thought Speech

Communicate with Mind, Fair effect (+2). Total mana: 2.

Allows caster to mentally communicate with another intelligent humanoid. Note that it works only at Close range

for five seconds if the caster doesn't add more mana to increase range and duration.

Sample prop: A garment stained with the target's blood (-3).

Races

Many races are found in Hebridonia and the surrounding lands, each with its own world view and attitude toward other races. Below is a brief synopsis of each race, along with a racial template that can be used to help build an appropriate character with that heritage and background. In some cases, the racial packages are tweaked to fit the nature of a character that would be found in Hebridonia, rather than the race as a whole.

Dargai

The Dargai are very similar in outward appearance to Humans. Normally a beautiful people with glossy black hair, narrow faces and arched brows and swarthy complexions. They average almost six inches taller than humans. The Dargai have two non-human features: their pupils are slitted vertically (like a cat's), and their hands have 6 digits, each with an extra joint. They prefer rich but somber clothing after the Human fashion, and are usually unarmed unless preparing for battle or on a dangerous journey. If they are traveling in Hebridonia, they are DEFINITELY armed, especially if they are not using a disguise.

The Dargai are a mysterious and secretive race. Few venture beyond their realm, primarily because of the poor relations with their neighbors. Any Dargai traveling in a foreign land would most likely be disguised (magically most likely) so they don't draw attention. Though many Dargai seem quite pleasant to work and trade with, their race has a reputation for paranoia and sadism, most likely earned from a few bad examples.

It is known that most Dargai have at least some Magical Aptitude, and that they indoctrinate their young into the magical arts at a very early age. The level of magical prowess amongst the Dargai is a great unknown, though it is widely thought that they must lag behind the Eloshai...

Racial package

The typical Dargai has Improved Intelligence and vitality, which means that those attributes default to "Good" rather than "Fair". They have gifts of Magery, Metabolic Control, Regular Regeneration, Unaging, Injury Intolerance (No Blood), and two levels of toughness. They have faults of Bloodlust, Intolerance, Paranoia and Fanaticism. It is not uncommon for some Dargai to have the Sadism fault as well, but that varies from character to character.

Note that this template is skewed to reflect the typical Dargai that might be found in Hebridonia, and may not be fully reflective of the entire race.

To offset the template for Dargai PCs, these characters do not get ANY free gifts, only get one additional "Good" attribute, and have only 44 skill points to spend.

Dwarves

The Ardgour dwarves are a sturdy race that resides in the tunnels, caves and spaces beneath the Ardgour Mountains. Most dwarves do not travel beyond the Ardgour Mountains, and only venture forth for trade or other essential purposes. Dwarves are generally welcomed wherever they go, and aside from the occasional jibe regarding their stature, there is no social stigma attached to the people.

Racial package

The typical dwarven character will have Good Strength, instead of Fair. They have the gifts of a level of Toughness, and Extended Lifespan/Longevity. They have faults of Miserliness, Greed and Social Intolerance (Dargai, suspicious of Elves, distrustful of almost all races except Gnomes). The typical dwarf has racial skills of Merchant (Fair), Axe/Mace (Fair) and Craftsmanship (Fair - choose one medium).

To compensate for the dwarven template, dwarves start with two attribute levels instead of 3 (1 Great, 1 good). Otherwise character generation is normal (since the faults, gifts and skills all balance each other).

Ellylon

Often dismissed as 'pixies' and insignificant, this misunderstood race occupies a unique position in the realm of races. The Ellylon are winged humanoids roughly 7 inches tall, with fair complexions and appearance. Those who call them 'pixies' almost always regret the offense afterward. These graceful people have no homeland of their own, or government. They live in Kyelsoran, Eloshai and Hebridonian territories, often in the service of a local lord or official. Those born and raised in the elven lands have elvish as their native tongue, while those born in Hebridonia are usually raised with fluency in BOTH elvish and human.

Racial Package

Ellylon physiology requires that their Strength default to Poor, their Agility default to Good, and their Chi defaults to Mediocre. Their gifts are Acute Hearing and Vision, Attractive (Good), Flight, Wards of the Royal Court (or in some circumstances, a powerful noble house), and Night Vision. Their faults are Impulsiveness, Inconvenient size, and two levels of Frailty.

The Ellylon package is balanced, so character creation is normal.

Eloshai Elves

Inhabitants of Eloshai republic (The Magelands) consider themselves to be 'High Elves', and as such to be the pinnacle of civilization. They live in large settlements and cities, and tend to have a greater knack for more technical pursuits. While they share a common bond with the Kyel-soran, they are not as good at forest skills as their brothers. This is more than compensated by enhanced metal and stone-working abilities. The Eloshai are also acknowledged as the most magically advanced race, a status maintained by secrecy from the outside world. Eloshai rarely leave the Magelands, though some go 'slumming' in the human lands for research purposes. Such mages are often arranged 'protective sponsorship' with the King's court or one of the barons, often to the mutual benefit of both parties.

Racial Package

Elven attributes are modified as follows: Strength defaults to Mediocre rather than Fair, Agility defaults to Good, and Intelligence defaults to Good. They have gifts of Attractive (Good), Magery, Combat Reflexes, Musical Ability and Unaging. They have faults of Social Intolerance (Scaryn, Dargai), Secretive (with regard to magic and Eloshai affairs), and a Social Faults package (Mild Arrogance toward non-elven races, Mild duty to nature, elegant lifestyle and sensibilities). They have natural bardic talents (Good) and are naturals at savoir-faire (Good manners, etiquette = Good).

The elven template requires adjustment in the character creation rules to remain balanced. They have no additional/free attribute levels to distribute, and no free gifts to spend. They still have 50 skill points to spend however.

Fauns

This race is now found almost exclusively in the Hebridonian Kingdom. Once a nation of their own (Perridaun), they were driven from their lands by the Dargai at the beginning of the last Demarian war. Only a fraction of their kind escaped over the Ardgour and into the Hebridonian barony of Sutherland. It is rare to find Fauns outside of the Sutherland barony, and their presence is always noticed.

Racial Package

The Fauns normally have Mediocre Strength, Good Agility and Good Vitality. They have gifts of Alertness, Animal Empathy, and Musical Ability. They have faults of Lecherousness, and a reputation for being crude and unreliable. They are skilled at carousing (fair) and scrounging (fair).

To balance the Faun template, a faun character has only one attribute level to spend for free, and one free gift. They only have 44 skill points to spend.

Gnomes

Gnomes are found primarily in the lands of Hebridonia, though it is strongly asserted that a great many of them are slaves in the Demarian Empire. Gnomes are found in their own enclaves attached to most human settlements, and do not share the love of life underground that Dwarves do. The largest concentration of Gnomes is found in the Cromdale and Stonehaven, where they are a substantial minority (25% of the population).

Racial package

The typical gnome character will have the gifts of a level of Toughness, and Extended Lifespan/Longevity. They have faults of Social Intolerance (Dargai), and a Faults Package which contains social quirks (Trim Beards close, Never forget an injury or favor, do NOT like to live underground).

The gnome template is balanced, so character generation is normal.

Goblins

Found mostly in the Eastern baronies of Hebridonia, the Goblins are a race of green skinned humanoids with pointed ears and sharp teeth. While most would dismiss

all goblins as gypsies and wanderers, some of their race have distinguished themselves as astute mages and inventors for wealthy nobility and Eastern barons.

There is a myth that the Goblins emerged from the Bar-raith mountains at roughly the same time as the Elven war, but the Goblins are not the source of this myth. As a people, they have very little interest in their history, or others, and their culture is maintained through an oral tradition of storytelling.

Racial package

Goblins are usually weaker than humans (Strength defaults to Mediocre), but are more agile (Agility defaults to Good). They are considered to be cunning and bright (Intelligence defaults to Good). They have the gift of Night Vision, and the fault of impulsiveness.

Goblin characters only have two attribute levels rather than three to distribute. Everything else is normal.

Halflings

Halflings are a relatively sedentary race, having occupied the valleys and hills near the Kildan Range in Southern Hebridonia for as long as anyone remembers. Though considered by most to be 'Human Lands', the majority of the population in Aaronshire and Carrinwell is Halfling! Despite this anomaly, the feudal lord (and later baron under the monarchy) and most of the aristocracy of the region are human. For the most part, the Halflings could care less as long as the defenses against Orc raiding parties are maintained, and trade with the other lands is not disturbed. The Halflings are generally easy to get along with, and are welcomed throughout Hebridonia.

Racial package

Due to their physiology, halflings are usually weaker than humans (Strength defaults to Mediocre), but are considered more agile (Agility defaults to good) and healthy (Vitality defaults to Good). They have the gift of Reputation (good neighbors) and stealth, and faults of a code of honor (hospitality), and gluttony. Some have an additional fault of "Addiction to Tobacco", but it is not included in the package by default. Most have a learned skill of Move Silently (Fair).

For balance, Halfling characters only have 2 of the 3 "free" attribute levels to spend, and only have 48 instead of 50 skill levels.

Humans

The Human race resides primarily in the Kingdom of Hebridonia. Though intelligent, resourceful and hard-working, humans find themselves behind the Eloshai, Demarians and (to a lesser extent) Dwarves with regard to many technological and magical pursuits. Though non-humans often postulate mankind's penchant for intrigue and infighting has limited the growth of the race as a whole, many xenophobes believe active plots from the Elves and Demarians have held humanity behind. In comparison to other races, man's attributes are average in every way, with a full variety of skin colors and heights. The base level of attributes and skills apply to humans.

Kyelsoran Elves

Inhabitants of the Kyelsoran forest which surrounds the Magelands. Can loosely be described as 'Wood Elves'. They typically inhabit small settlements, rather than large cities, and are often excellent guides, rangers, trackers or woodsmen. Though most of the race lives within the boundaries of Kyelsoran, some choose to travel and explore neighboring countries, and so finding one of them in Hebridonia would not be terribly unusual.

Racial Package

Elven (Kyelsoran) attributes are modified as follows: Strength defaults to Mediocre rather than Fair, Agility defaults to Good, and Intelligence defaults to Good. They have gifts of Attractive (Good), Combat Reflexes, Musical Ability and Unaging. They have faults of Social Intolerance (Scaryn, Dargai), and a Duty to Nature. They have natural bardic talents (Good) and are naturals at savoir-faire (Good manners, etiquette = Good).

The elven template requires adjustment in the character creation rules to remain balanced. They have no additional/free attribute levels to distribute, and no free gifts to spend. They still have 50 skill points to spend however.

Nilhen

A Humanoid race found only in Hebridonia, they are all mages and very reclusive with respect to other races.

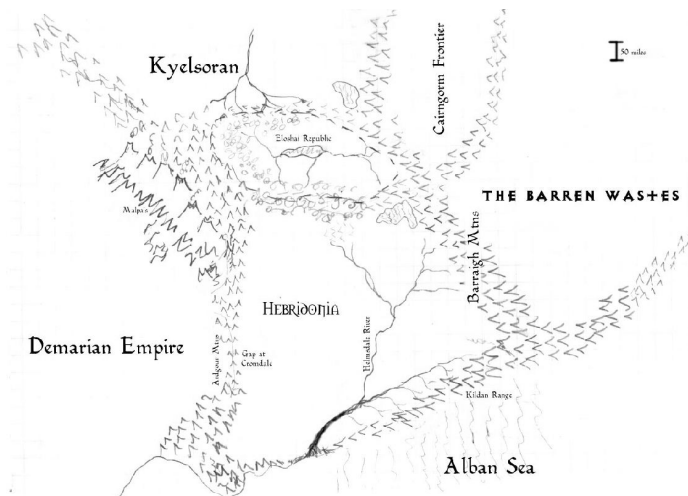
They are distinguished from other humans (when their appearance is not magically cloaked) by the tattoos that adorn virtually every square inch of their bodies. Though few have seen the tattoos up close, these beautiful adornments are composed of fine magical runes that are rumored to give the Nilhen special powers.

Scaryn

Thought to be hunted to extinction by the elves at the end of the Scaryn war, this race has found refuge in the "Ring of Fire" and in parts of Demaria. Knowledge of the existence of this race is quite secret, and Scaryn traveling in other lands ALWAYS disguise themselves as Kyelsoran elves. This is easy, because they have many of the elves physical features, including high cheekbones and pointed ears. However, Scaryn have 6 digits, like the Dargai. Their skin tends to be darker tan than their elven kin. Some Scaryn have mixed heritage with the Dargai and may also have slitted (cat-like) eyes.

Places

The world is comprised of several land masses separated by seas. The humans of the world live mostly in a nation called Hebridonia at the southern center of one of these continents. Since most campaigns are run from the perspective of the humans, it is useful to present a map of the known world from the human's perspective:



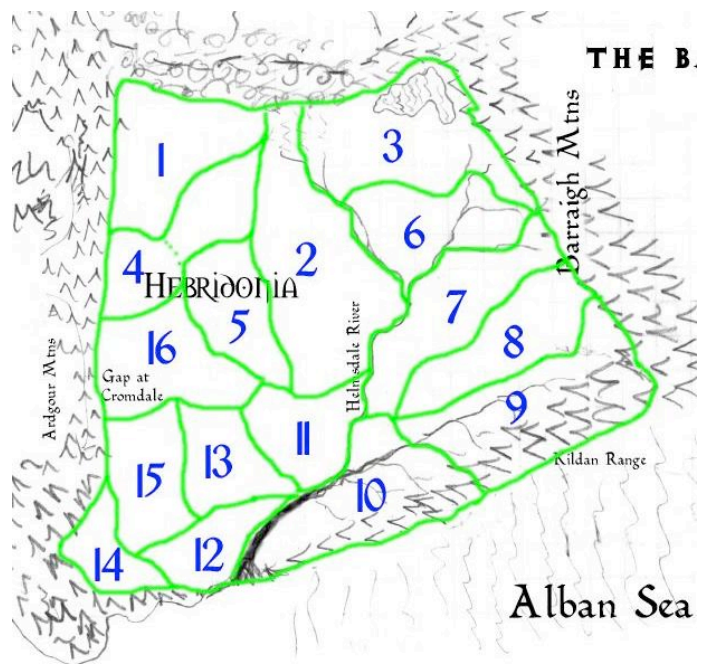
Hebridonia

King Hebridon I founded this nation roughly 410 years ago (610 EC), when he united the 16 feudal states under a powerful monarchy. His charisma, leadership and iron will are credited with the impressive feats that were attained during his 56-year reign. Scholars largely consider his rule to be the main reason why the human lands emerged from the dark-age shadows of the Demarian occupation (350-359 EC). Aside from bringing the lords together under one banner, he established the city Kalen as the capitol, and brought together many functions under a central government, including a Royal army and a Mage Corp, and the Church of Lexon.

Hebridonia has a largely human population, though its pleasant climate and (relatively) stable government have drawn immigrants from many of the surrounding lands. Today it's not unusual to find Gnomes, Fauns, Halflings, Ellylon, Goblins and even the occasional elf.

The lands of Hebridonia are bordered on the West by the Ardgoor Mountains, to the south by the Alban Sea, to the East by the Barraigh Mountains, and to the north by the Kyelsoran forest.

Baronies of Hebridonia



1. Arbordale 2. Kalenshire 3. Yarrowford 4. Stonehaven
5. Westmoreland 6. Helmsdale 7. Durness 8. Nevisdale
9. Aaronshire 10. Strathmore 11. Masonshire
12. Carrinwell 13. Alfordshire 14. Pentland
15. Sutherland 16. Cromdale

Kalen

Kalen is the capitol of Hebridonia, and the baronial seat for Kalenshire. It is composed of several boroughs, including Whitehall, Whiteinch, Clovertoun and Squawkerstown. A fortified wall, with four gates to allow entrance and egress, bound the city. A tall bluff featuring the Royal Court dominates the center of the city.

Squawkerstown – The Barrows

A cramped, crowded, open-air flea market in the heart of Squawkerstown. The place is filthy, smells of stale urine and sweat waft through the air as the crowds mill past a motley assortment of hawkers. There are no formal stalls or shops, just space that a vendor has secured by their physical presence, usually with some sort of cobbled-together table, or a battered blanket upon which may be the sum of his or her possessions.

There are all kinds here. Fences selling stolen goods. The desperate, selling what they can for another meal. Hucksters with snake oil for the masses. Fleshmongers of all kinds. Purveyors of illicit goods. They're all here. You can get anything here. Well, almost anything.

Every few seasons, the city guards will sweep through the Barrows; usually after something really EXPENSIVE has been stolen from someone important. But the Barrows is always there the next day, same as before...

Demarian Empire

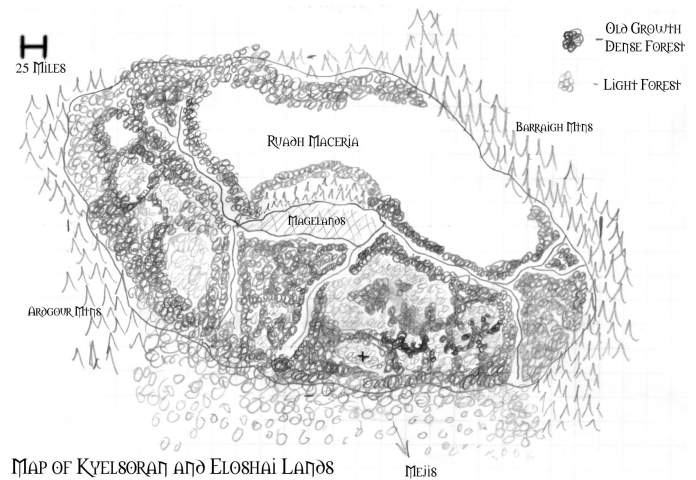
Situated to the west of Hebridonia, across the Ardgour Mountains, is the Demarian Empire. It was their persistent expansion that provided the impetus for the Kingdom of Hebridonia to form. The nation is populated by a humanoid race called the Dargai, and its history is somewhat shaded from outsiders due to lack of trade and secrecy. The Dargai have made several attempts to expand into the lands now known as Hebridonia, but the Gap at Cromdale is the only means to pass a large force between the two countries, and is difficult to occupy and maintain supply lines during a military campaign. Several counter offensives from Hebridonia have met with similar frustration, since the Ardgour dwarves do not like outsiders with a military presence on their territory.

The Kyelsoran

To the north of Hebridonia is a vast forest bordered on West by the Ardgour, and on the East by Barraigh mountains. It is not known for certain (at least, to humans) what borders the Kyelsoran in the north, though rumors include the edge of the world or a great sea, perhaps connected to the Alban Sea that borders the Southern edge of Hebridonia.

The Kyelsoran is populated almost exclusively with elves, organized into regional clans, which nominally offer allegiance to a council of the largest clans. The name 'Kyelsoran' is used interchangeably to describe the nation, the people and the race of elves.

The Kyelsoran tend to live in small communities sprinkled within a clan's territory, rather than large settlements and cities like their Eloshai kin.



Eloshai Republic

Within the boundaries of the Kyelsoran is situated the Eloshai Republic, located in a place colloquially called 'The Magelands'. The republic is populated by elves, and though there is a central ruler (called "Regent" in the human tongue), most of the burden of government falls to a Senate composed of representatives chosen randomly from the population.

The people of the Eloshai tend to live in cities, unlike the Kyelsoran. While elves in general have an air of superiority with regard to other races, the Eloshai also have a similar attitude toward their Kyelsoran brothers. There is no conflict between the two nations however, having come to a mutual protection and cooperation agreement long ago. The nature of this agreement is unknown to most outsiders.

Access to the Eloshai republic (and hence, The Magelands) is restricted. Only those who travel by invitation of the Regent or the Senate may pass through the Kyelsoran to the border of the Magelands. Outsiders are almost always drugged or magiked so that they cannot remember how they reached the Magelands.

Kingdom of Ardgour

The dwarven people of the Ardgour Mountains are bound together in a single nation under the rule of a King, with a council of Elders to assist in running the affairs of state. Though there is the occasional surface settlement, the majority lives and works underground in a vast network of caves, mines and extinct volcanic vents. There is no oral or written record of how long the Dwarves have lived

in the mountains, but they are considered an old race, much like the elves (as opposed to younger races, such as humans, Dargai, goblins, etc.... whom both the elves and the dwarves agree are relatively new additions to the world.)

The Dwarves are isolated from just about everyone, of their own will, due to various historical events (see the timeline). While dwarves will sometimes forgive an injustice (if it is in their favor to do so), they never forget. Occasionally dwarven traders can be found in other lands, many carry the bitterness of their entire race upon their shoulder (for one injustice or another that has been dealt to their realm by the country they are currently traveling in).

The Ardgour Mountains are sandwiched between Demaria and Hebridonia, and reach as far south as the Alban Sea, and stretch northward to the 'Ring of Fire'.

Organizations

While there are far too many organizations, both official and otherwise, to mention, there are several that figure prominently in Hebridonian life.

Military Organization

Both the constabulary and the Hebridonian army follow a standard rank structure, though the organizations are entirely separate. Each guard or soldier has an assigned rank (the list is from highest to lowest):

General
Colonel
Major
Captain
Lieutenant
Sergeant*
Corporal*
Private*

* - A non-commissioned rank. To advance beyond a non-commissioned rank, one must undergo specific training, and this privilege is usually reserved for noble families or their patrons.

It is not unusual for the largest organizational unit within a Barony to have the Baron or ruling lord of that region as its commander. This is usually a Regiment, but in larger Baronies it may be a Division, with lesser nobles controlling the lower ranks.

Organizational Units

Squad - Composed of 8-12 privates, commanded by a Corporal

Company - Composed of eight squads (64-92 men), commanded by two Sergeants, and a Lieutenant.

Cohort - Composed of six companies (360 - 550 men), commanded by a Captain.

Regiment - Composed of four Cohorts (1200 - 2200 men), commanded by a Major.

Division - Composed of four Regiments (4800 - 9000 men), commanded by a Colonel.

Within a Barony, the size of a standing army can vary greatly with the resources available. Eastern Baronies, especially those bordering the Barraigh Mountains, keep

only handful of Cohorts, mostly for guarding against orc attacks. Kalen, Cromdale and Stonehaven maintain the largest standing armies, with each sporting anywhere from four to six regiments. Additional troops are mustered in times of war, with royal decree given to Barons to raise the required forces. Such musters are not always effective if the Barons are unconvinced that the expense is warranted, such as the case of the 1005 invasion of Cromdale.

Mage Corps

Almost since the formation of Hebridonia as a nation, the Mage corps has been the focal point of magical training and practice. It was formed to help bring order to the chaotic aggregation of guilds, societies and schools that existed before the signing of Magerfontein. It also brought the training and practice of mages under more central control, though the outlawing of "freemages" was a rather recent development.

Within the corps, each mage is ranked according to their talents and magical abilities. The ranks are organized into five tiers, with the meekest mages in Tier 5, and the most powerful mages in Tier 1. All mages start in Tier 5 at the beginning of their training. Depending on their aptitude and natural capabilities, a mage can rise quickly through the ranks, or may never leave Tier 5.

The Mage corps is also organized into several units, indicating the specialization of its members: Truthsayers and Inquisitors, Warcasters, Physicians and Healers, Elementals, Alchemists, Enchanters and Gadgeteers, Seers, Illusionists, Gatecasters and Thaumatology Researchers. Though there are crossover mages that work in more than one unit, each mage is assigned a primary unit under which they are administered. Each unit is supervised by its Tier 1 mages, who also sit on the ruling council of the Mage corps.

Though all mages in the corps are bound to serve the corps if called, in practice most of the mages in active employment by the corps are in Tiers 1-3. Mages in Tiers 3-5 are free to take employment outside of the corps, and frequently do because the pay is often better. Though employed outside the corps, they are still considered members, and they are given free access to the libraries and mage corps buildings. If called into service by the Mage corps, for whatever reason, the mage must leave their current employer and take their assigned job within the

corps.

The pay scale for the mage corps is based on rank and other factors. Here are the ranges of pay (paid weekly) based on rank:

Tier	Low (pence/wk)	High (pence/wk)
1	175	(Classified)
2	125	180
3	105	130
4	85	110
5	70	90

In game terms, its hard to set ranges of skills and abilities that constitute each tier, though it is safe to say that there are no Tier 1 mages with less than Superb Chi, and at least seven colleges/realms known at a superb or greater level.

Mages that are employed by the corps are usually provided with a work area appropriate to their primary discipline. For most, this constitutes a study of some sort within one of the corps buildings, though for alchemists, enchanters and gadgeteers, additional laboratory space is provided, often shared among 2-3 other members of the same discipline.

Religion & Theology

There are variations of a theological theme amongst the Elves, Humans and Nilhen (and most of the other humanoid races, except the Dargai and Goblins). They all have the figure of Lexon as the "Creator and Sunderer of Worlds". They share the same basic myth: that long ago, two powerful brothers (Lexon and Eyranne) lead their people from the land into the sky along a shining path to paradise. But Eyranne wished to be solely revered, and was jealous of Lexon, so he plotted against him. When Lexon learned of his brother's treachery and deceit, he sundered the path and the people fell back to the land, where they became Elves, Humans, Nilhen and all the other races. What they were before leaving for the shining path is a theological exercise that is debated at length.

From this myth, the religious institutions have based their theology. The elves believe that they were the closest to Lexon, and thus retained the true and perfect form, and that other races are somehow partially tainted and thus are "imperfect". The elves believe that Eyranne is actually the Dargai god of Zyra'neth, "The Sunderer of Worlds".

The Ellylon have similar beliefs to the elves, and their religious doctrines and hierarchy mimic that of the elven church.

The humans believe that all the races represent aspects of both Lexon and Eyranne, and through discipline and virtuous living, the shining path can once again be attained. Though institutions and doctrinal minutiae vary, Halflings, Fauns, Gnomes and Dwarves have similar beliefs. The dwarves shun the surface because the sky reminds them of what was lost, and what must be one day be re-attained.

The very little of the Nilhen belief system is known any detail to outsiders. They refer to the original race as the Drayen or "first ones". How they stand on the origin of races is still unclear, though more than one Nilhen has been known to say that the "first ones" are still falling. Some scholars have latched onto this idea as an explanation of the relatively recent emergence of the goblin race. The goblins claim to know nothing about this...

Religious Orders

Within Hebridonia, there is one official state church, known simply as the *Church of Lexon*. While other religious organizations exist and maintain temples, the Church

of Lexon is the only organization which bears the seal of the realm.

At least one priest and several deacons serve each temple. An ArchDeacon, who reports to a Bishop that serves the Barony, manages a district, usually tied to a specific region or city. The church is administered at the state level by a college of Archbishops seated in Kalen.

Other churches have similar structures, though are usually regional in nature. Only the *Church of Lexon* can be found in all sixteen baronies.

Worship at the temple usually takes place on Fastingday, though there are special services at harvesttide in Orran, and midwinter at the passing of Caileach into Ninian. The services are a mixture of spoken word and chanting, with a moderate amount of congregational participation.

The largest "opposition" church is *Elonsia Farum* (Eloshai: "Order of the Song"), found mostly in Kalen, Arbor-dale, Stonehaven, Yarrowford and Helmsdale. Religious teachings are a blend of elvish and human texts. The ceremonies are sung in Eloshai, usually starting at morning twilight, and finishing as the first rays of sunlight fall on the Gethrain, a crystal mounted at the pinnacle of a tall spire in the center of the worship circle. Unlike the Church of Lexon, the Elonsia Farum is completely decentralized, with no formal hierarchy above the temple level.

Smaller sects exist around Hebridonia, but most are regional or local in nature, never consisting of more than a dozen or so parishes. Within Kalen, aside from several temples from the *Church of Lexon* and *Elonsia Farum*, there are several other temples and sanctuaries (this list is incomplete):

- *Temple of the Shining Path* - lead by a charismatic exiled priest of the Church of Lexon named Varil Tryan. An eclectic mixture of Lexon myth combined with the worship of magic. Professes the power of Magery as the way to return to the Shining Path.
- *Sanctuary of Truth* - Preaches the belief that there is no shining path, only what is now around us. Seeks to pull the "blinds of myth and doctrine" from the peoples eyes.
- *Garden of Rastovien* - A lush garden where many elves come to seek peace and sanctuary from the hu-

man masses of Kalen. Within the center of the garden, there is always someone singing, building the "weave" from which reality springs forth. The keepers of the garden believe that the song must be sung, or the world will perish in terrible silence.

Monastic Orders

Outside the formal structure of any specific church are several monastic orders. While not aligned with any formal organization, members of these orders are greatly respected by religious and political leaders alike. Below is an incomplete list of monastic orders found in Hebrido-
nia:

- Templars of Lexon* - A spiritual order that focuses on aid to the poor and downtrodden. They seek social justice and are champions of the weak and marginalized. They focus on non-violent means of advancing their goals, but are trained to fight well if necessary.

- Sons of Aryth* - "Children of the Moon", these monks are always in places of great struggle and conflict, fighting to uphold the right and protect the weak. Their order emphasizes physical discipline and personal sacrifice as a means to enlightenment. They are also adept fighters... they may not start a fight, but you can bet they'll finish it.

- Fehrsa Ohnai* - The name is Kyelsoran for "Shadows of Light", this human order studies Kyelsoran and Eloshai philosophy and fighting styles. Their style of unarmed combat is both graceful and deadly. Of the three, this is the most inwardly focused and secretive. It is rare to find an Ohnai on the streets... at least, that anyone can tell. Many of the monks also have some spellcasting abilities, though it's not the focus. Though the order is apparently aloof, its intelligence network is rumored to rival the Royal Court, and its unseen influence is often felt in the strangest ways.

Timeline

For a quick historical perspective, the following timeline of important events is presented. Note that depending on a character's background and education, they may or may not be aware of many of these events.

0

The end of the Scaryn War between the dark elves of the Barraigh Mtns (The Scaryn) and the Kyelsoran.

The Eloshai Republic is born. As payment for their assistance in the great war with the Scaryn, the Kyelsoran acknowledge the separate nation of Eloshai within their borders and establish a mutual defense pact along with other formal relationships.

323

The Demarian Empire is formed through military consolidation of several independent Dargai states. The brilliant general S'renara Rannoch emerges as the architect of the new nation, acknowledged as both politically astute and ruthless in her efforts to build a united Dargai nation.

347

Earliest written history record from the Ardgour Dwarves, a record regarding the diplomatic exchange between emissaries of Demaria and the dwarven King Garrin I. A compact authorizing passage through the Cromdale gap by Demarian traders, along with many trade concessions on the part of the Demarians, is finally reached.

350

A several units of light and heavy cavalry, along with a score of archer and footsoldier units, sweeps through the Gap and quickly seizes control of a large fraction of the Human lands between the Ardgour Mountains and the Helmsdale river. Many of the Barons, upon seeing the massive size of the invading army, swore allegiance to Demaria in exchange for peace and a continued role in the local power structure. Those who resisted were brutally crushed...

352

Demarian expansion into the human lands is complete to the Helmsdale river and as far north as the Kyelsoran. The fighting with the elves is brutal, and the invaders fail to successfully capture any significant portion of the

Kyelsoran forest. S'renara holds a meeting with elven elders to discuss a settlement, where the Kyelsoran would become a part of the new empire, but with a certain degree of autonomy. The elves refuse.

Enraged, S'renara employs a new tactic, and the Demari try to burn the forest as a means of converting it to ground more suitable to their style of warfare. This tactic is largely ineffective, and elves go on the offensive. The Demari are pushed to retreat 70 miles south to wait out winter. The elves do not pursue.

353-359

Crop failure in the Demarian Colonies. Food shortages and lack of trade with the elven and dwarven lands means isolation for the humans, who suffer under the imposed Demarian rule. The northward offensive to crush the elves and seize the magelands is cancelled, and the troops are garrisoned in several of the northern baronies. A small contingent of troops along with S'renara Rannoch cross the Helmsdale and secure agreements with the rest of the human nobles.

353

The Ardgour dwarves lodge a formal protest over the use of the gap for continued military purposes, since continuous military traffic is now the norm between Demaria and the human colonies. It is dismissed, and a half-hearted attempt at placating the dwarves is engaged.

358

Under increasing protests from the dwarves, the Demarians attempt to establish a permanent foothold in the gap, including guard towers and regular patrols. When the first tower is destroyed by unknown assailants, the Demarians immediately blame the dwarves, and attempt to seize control of several dwarven citadels near the gap. The dwarves dispatch the invading Demari with incredible efficiency, and purge the gap of all Dargai (military or otherwise).

358-359

Harsh winter and plague ravage the human colonies as cut supply lines eliminate support from Demaria.

359

Lord Hebridon, along with many of the remaining human nobles stage a coup. The 14th day of Caileach (Old Wife) is forever branded "Summoner's Day", when numerous Damarian troops are killed with poisoned stew at numerous installations. The rest are driven off by human troops, which push the remaining Demarians back to the gap. Of the seventeen divisions stationed in the human colonies, only 2 make it through the gap to Demaria to report the uprising to S'renara Rannoch.

The aftermath of fighting, plague and crop failures, coupled with isolation from the Dwarves and Elves, plunges the humans into a dark age.

360

The Demairan empire, licking its wounds from over-expansion, turns inwards and isolates itself from neighboring nations, going so far as to abandon outlying military posts in the North and West. The next 150 years are characterized by political infighting, finger pointing and a general yearning for 'the good old days'.

S'renara Rannoch is assassinated at a troop recruitment rally in support of a new offensive to attack the dwarves, who are largely blamed for the loss of the human colonies. The assassin escapes. Some rumors suggest a competing commander arranged the assassination. Others rumors blamed the dwarves.

510

Demarian culture emerges from its exile, attempting once again to engage its neighbors in diplomatic exchange and trade. Warily, the countries of Perridaun, Ferramine and Reakonai enter non-aggression pacts. Emissaries to the dwarves never return.

609

Lord Philip Arrowstead Hebridon (12th generation relation to the Lord Hebridon who drove out the Demarians) calls together seven of the neighboring lords to discuss a union of feudal lands under a common ruler, for protection from outsiders, and to promote trade with the elves and dwarves. Well respected as a fair and honorable man, from a distinguished house, Hebridon convinces the seven to join together under his rule. Encouraged by the favorable response, he calls for the remaining 8 outlying

lords to come for council in 3 months time to discuss the new country, named in honor of the 1st Lord Hebridon. A representative from the Nilhen (who are unknown to anyone at this time) arrives to speak with Lord Hebridon regarding the new country. Hebridon is surprised when she reveals her true appearance to him (covered in ornate runescript tatoos). She informs him of a plot between 2 of the lords to kill him and seize power. Using Ellylon spies, Hebridon confirms the treachery and a small unit of loyal guards is sent to dispatch the traitors. Curious about her people, Hebridon asks about the Nilhen, and when they arrived in the human lands (and from whence they came). Her reply: "We have always been here."

610

The council of 16 barons is convened. In exchange for their cooperation, loyalty and participation in the new kingdom, the Kingdom will support the consolidation of fuedal lands under the 16 houses. Several of the uninvited lords of smaller human baronies arrive to disrupt the meeting, and to protest what they call 'the tyranny of the large over the small'. Hebridon makes an eloquent speech that effectively convinces everyone that a united country can do things that the individual states cannot, and that smaller lords that lose their lands will be compensated for their cooperation. The sixteen lords sign the Declaration of Magerfontein, creating the Kingdom of Hebridonia, on the 4th day of Ninian.

Emissaries are dispatched to Demaria, Ardgour and the Kyelsoran/Eloshai to establish the suzerainty over the region and to invite formal diplomatic relations and trade. Favorable responses from the Ardgour and elves are forthcoming.

611

The Demarian emissary returns with a Dargai who represents the interests of the empire. Demaria asserts its right to the human lands, and provides documents from the lords of the time that yielded suzerainty of the lands to the Demarian empire. The document is proven authentic by a Nilhen, and has the signature of the original Lord Hebridon. In short: The Demarians believe that Hebridonia is their colony.

King Philip is pissed at the gall of the Demari, and tells their emissary that he does not recognize their claim, and if they want peaceful relations with the human lands, they

must forfeit all claims to the land and acknowledge the new government! The Demarian emissary leaves without resolving the issue.

667

Though unwilling to relinquish their claim on Hebridonia, The Demarian Empire ceases efforts to restrict trade with the 'colonies'. The price for trade is high, since the dwarven scouts are required for passage through the gap. King Philip forms the Mage Corps as a service arm of the government. The objective is to provide training and expertise in the magical arts, in the hopes of establishing parity with Elven and Demarian capabilities.

795

First formal diplomatic exchange between Demarian Empire and Hebridonia, in the form of a 'state visit' by a member of the Demarian Elite Circle. The Baron of Durness completes the exchange with a visit to Demaria.

805

Demarian elite-guards escort a large contingent of merchants through the gap, without paying tribute to the dwarves. The dwarves seize the shipment, and send the merchants and guard back to Demaria.

806

A second attempt to force a passage through the gap fails, and each time, a message is sent back with the caravan that the tribute has been increased.

A symbolic diplomatic group (formed under pressure from merchant groups within the Kingdom) from Hebridonia is rebuffed by the Ardgour, and told that it is none of their affair.

807-810

War between the Ardgour and the Demari. Heavy losses on both sides, including the destruction of the outlying dwarven citadel of Farsonwell. The war ends when dwarven underground forces destroy the Demarian city of Sunai, and the Dargai withdraw from Ardgour.

836

Justice system is revised to utilize advances in magical research. The office of Inquisitor and Truthsayer is established.

846

Guild system is formalized in law, providing a model and guidelines for how a guild can operate.

978

King Robert VI marries Hera Leven, first daughter of the Baron of Sutherland.

980

Queen Hera bears a male heir to the throne, Prince Henry.

987

Queen Hera dies during childbirth.

990

King Robert VI marries Mairi Feathersong (an elven daughter of a long-standing senator of the Eloshai), in the Cathedral of Song in the Eloshai republic. A similar (though less impressive ceremony) is held in Kalen for coronation purposes.

998

A Demarian woman claims to be the re-incarnation of S'renara Rannoch. Given her incredible knowledge of history and events, many believe her claim and she quickly develops a large following. She is eventually instated as commander of the Demarian militia, and given wide authority to raise an army to resume the glorious conquest of the past.

By the end of the year, the Eloshai have learned of S'renara's supposed return, and they send warning to King Robert VI of Hebridonia. They ask for an immediate council with the King and Queen in the Magelands, an offer rarely made to humans.

999

King Robert VI and Queen Mairi travel to the Magelands. Eloshai shamens prophesy a number of troubling events, including the death of the King, and the seduction of Prince Henry by a follower of a Demarian cult (whose name is rumored to be Sheyart'yl). Greatly disturbed, the

King and his entourage return to Hebridonia. Queen Mairi returns several months later.

1000

Over King Robert's strong objections, Prince Henry continues to court a Dargai woman named Morenai. Prince Henry moves to the Barony of Cromdale, but without the traditional Baronial title (which remains with Baron Chaise, whose family have held hereditary rights to Cromdale for 6 generations).

Queen Mairi gives birth to Prince William.

1001

King Robert VI dies of heart failure. Queen Mairi assumes rulership of Hebridonia with the blessings of the 16 baronies, over the strong objections of Prince Henry, who claims the throne for himself.

Rebuked, and without recourse, Prince Henry departs for Demaria, vowing to return.

1004

Ellylon spies report that Demaria has mobilized a large army, and is currently purging Perridaun of all Fauns. With the only easy means of escape cut off by advancing forces, only a fraction of the Perridaun escape to Hebridonia over the Ardgour.

Eloshai sages prophesy that the Demarian army will successfully invade and take the gap at Cromdale. Their ultimate goal is to seize the Magelands.

At the behest of the Eloshai and Kyelsoran, and with the invitation of the Ardgour dwarves, Four cohorts of pikemen and two companies of archers are sent to fortify the gap. As the humans arrive, the Demarian legions have begun their assault. The pikemen engage the enemy, then retreat as the realization that the Demarian advance troops are undead! The Hebridonian commander, assuming that the Dwarven fortifications will protect the underground settlements, sounds the retreat and escapes back to Cromdale. As foreseen by the Eloshai, the Demarian forces successfully occupy the gap, and engage in long-term siegework through the winter against the Ardgour.

Despite arguments from the Eloshai, the Barons are unconvinced that the Demarians have designs on Hebridonia

or the Magelands. This is largely due to a heavy diplomatic effort by Demarian emissaries. Without the support of the Barons, Queen Mairi is only able to raise an army of less than 12 cohorts, which must be used to defend Cromdale rather than assist the dwarves. The use of undead advance troops is quickly hushed and officially denied, though word has spread anyway.

1005

A legion of undead footsoldiers (many of them dwarves), along with Demarian Heavy Cavalry and archers, sweep into Cromdale. Despite last minute fortifications, the town and castle fall within 24 hours. Rather than occupying the town, it is sacked and burned, and the army continues marching through Hebridonia. Fleeing witnesses identify Prince Henry, and the woman who claims to be S'renara Rannoch to be in the command unit of the army. Thus began the Demarian War.

Though united in outrage over the incident, each Barony that lies in the Demarian path is unable to stop their advance. A wave of refugees flees ahead of the Demarian army. Their campaign of terror continues for 6 weeks unabated.

Eloshai, Nilhen and Hebridonian mages devise a trap for the advancing army, and position themselves in the city of Deansburgh. Reports of an Eloshai airship have been circulating ever since that day, but is firmly denied by all parties. The Demarian army, upon entering the city, find it to be empty. The magical trap is sprung, and the city (and those caught within its confines) is gated from Hebridonia. Numerous Eloshai, Nilhen and Hebridonian mages were caught in the magical backwash of the spell, and vanished as well. It is believed that Rannoch and Prince Henry were within the village when it vanished. Those troops that escaped the trap, or were outside the city, were quickly captured. No further forces from Demaria came through the gap, and an uneasy quiet fell upon the land.

Several missions to the Ardgour dwarves fail to return.

1006

A messenger from Ardgour arrives at court. His message is brief: 'You abandoned us. You left us to those monsters. We want nothing to do with you.'. The messenger departs without another word.

Law is passed outlawing the instruction of "free-mages". The Mage corps, earlier formed by King Hebridon I, is formally vested within the Royal Army, and similar reorganization takes place in many of the baronies.

Reports of mysterious abductions of adolescents with magical aptitude prompts the court to give "protective guardianship" to the Mage Corps of anyone displaying signs of "the gift". The Mage Corps begins yearly sweeps throughout Hebridonia, looking for children with emerging mage talents.

1020

Queen Mairi turns the rulership of Hebridonia over to her half-elven son, Prince William. Shortly thereafter, she departs for Eloschai.

1022

Present Day Hebridonia...

Appendix I: Skills

This section contains a list of skills, organized into useful groups. The skills include a brief description and which other groups the skills appear in. Magic skills are covered separately in the Magic section of this handbook.

Defaults: Most skills default to Poor, so if a skill isn't listed on your character sheet, your character probably knows it at Poor. Certain skills, such as Magic, are an exception to this – they're not known at all if not listed on the character sheet. Other skills may have a default of Terrible or Mediocre. Skills which have a default other than Poor have the default listed in [brackets].

Athletic/Manual Dexterity Skills

Acrobatics/Tumbling: moving your body gracefully and successfully through difficult maneuvers, such as rolls, tumbles, leaps, springing to your feet, etc. (Athletic)

Aerial Acrobatics: swinging from ropes, chandeliers, vines, trapezes, rigging, etc., safely and accurately. (Athletic)

Balance: keeping one's equilibrium in awkward physical situations, such as tightrope walking, beam walking, crossing a stream on a log, etc. (Athletic)

Boating: small boat handling. (Athletic, Scouting)

Climbing: climbing, either natural formations such as cliffs and trees, or man-made ones such as stone, brick, etc., (but not sheer) walls. (Athletic, Covert)

Equestrian Acrobatics: performing acrobatic mounts, dismounts, trick riding, etc. This skill cannot be higher than your Riding skill. (Athletic)

Juggling: juggling anything you can lift. See also Performing. (Athletic)

Jumping: jumping for distance and accuracy. (Athletic)

Knot-tying: tying functional and/or ornamental knots for various purposes. [Mediocre] (Athletic)

Move Quietly: moving without attracting attention. Opposed by Perception. (Athletic, Covert, Scouting)

Running: you practice a lot - better speed than non-runners, as well as distance. (Athletic)

Sleight of Hand: manipulating small objects cleverly in your hands so as to conceal what you are actually doing with them. (Athletic)

Swimming: moving yourself in water without danger of drowning. (Athletic)

Team Acrobatics: working with others trained in this skill to perform acrobatic maneuvers such as stacking, vaulting, trapeze work, etc. (Athletic)

Throwing: throwing things accurately, but not specifically optimized to do damage. That is, it's not a combat skill, though it could be used as one, with -1 to damage-dealing ability. (Athletic)

Sports: any type of appropriate sporting skills, one for each type of sport that the character is skilled in (Athletic)

Whittling: carving wood into useful or aesthetic shapes. (Athletic)

Combat Skills

Bow: using and caring for a bow and arrows, either long-bow or short bow. [Terrible] (Combat)

Brawling: fighting without weapons. (Combat)

Club/Mace: using a club or mace as a combat weapon. (Combat)

Crossbow: using a crossbow effectively in combat. [Mediocre] (Combat)

Fast-draw: readying a weapon for combat use effectively instantly. A different skill for each weapon, and some weapons cannot be fast-drawn. (Combat)

Flail: using a flail as a weapon. (Combat)

Knife: using a knife in combat, but not necessarily to throw it. (Combat)

Knife Throwing: throwing a knife accurately and with force. (Combat)

Lance: using a lance (a type of hand-held spear used from horseback). Does not include the Riding skill. (Combat)

One-handed Axe: using small axes as combat weapons. (Combat)

One-handed Sword: using any sword designed to be used with one hand. (Combat)

Pike: using a very long hand-held spear as a weapon - most useful in formations, especially against cavalry. (Combat)

Quarterstaff: using a quarterstaff as a weapon. Requires two hands in most cases. (Combat)

Read Opponent: roughly estimating a given opponent's skill level in combat. An exceptionally good result may

even reveal a particular combat "style," if appropriate for the setting. (Combat)

Shield: using a shield or buckler in combat, both on offense and defense. [Mediocre] (Combat)

Sling: using a sling in combat. [Terrible] (Combat)

Spear: using a spear in combat, but not including throwing it accurately or powerfully. (Combat)

Spear Throwing: throwing a spear powerfully and accurately. (Combat)

Tactics: knowledge of the best way to arrange a group of warriors so as to take best advantage of the situation, terrain, their skills, etc. Also reading an opposing group's tactical sophistication level. (Combat)

Two-handed Axe: using any two-handed axe designed as a weapon. (Combat)

Two-handed Sword: using any two-handed sword as a weapon. (Combat)

Covert/Urban Skills

Barroom Savvy: like Urban Survival, but very specific to barrooms. (Social, Covert)

Climbing: climbing, either natural formations such as cliffs and trees, or man-made ones such as stone, brick, etc., (but not sheer) walls. (Athletic, Covert)

Detect Lies: telling when someone is lying. Opposed by Lies/Pretense. (Covert)

Detect Traps: determining if a given area has a trap of some sort set, and what type. (Covert)

Disarm Traps: deactivating a trap without harm. This may or may not cause noise, however ... (Covert)

Disguise: passing for someone else under visual inspection. There is a penalty for serious inspection, of course. Opposed by Reasoning, though no roll is needed if the observer has no reason to be suspicious. (Covert)

Find Hidden: locating concealed doors, compartments, catches, etc. (Covert)

Forgery: making fake documents and/or signatures that look authentic. (Covert)

Hide Traces: hiding any traces that people or animals used an area. This includes hiding tracks as well as camping areas. (Covert)

Infiltrate: slipping into a guarded camp, either by pretending to have a right to be there or simply by avoiding all contact. (Covert)

Lip reading: seeing what people are saying by watching their lips move. (Covert)

Move Quietly: moving without attracting attention. Opposed by Perception. (Athletic, Covert, Scouting)

Pick Locks: opening locks without the correct key. Penalty of -1 with improvised lockpicks. Difficult locks may have an additional penalty. (Covert)

Pick Pockets: removing items from an individual's pockets, belt, purse, etc., without them noticing it. Opposed by Perception. [Terrible] (Covert)

Poisons: knowledge, use, preparation, and dosage of various poisons. (Covert)

Shady Contacts: knowledge of the underworld, or, in a strange city, at least general underworld habits and likeliest places to contact fences, etc., without offending them. (Covert)

Streetwise: Savoir-Faire for the lower classes. (Covert)

Tailing: following someone without their noticing. Opposed by Perception. (Covert)

Urban Survival: the skill of the urban poor: where to find free or cheap food, shelter and clothing; what parts of the city to avoid, who not to offend, etc. (Covert)

Ventriloquism: "throwing your voice" so as to make it sound as if it comes from somewhere else. Also disguising your voice. (Covert)

Knowledge Skills

Alchemy: knowledge of and the ability to create elixirs and talismans of magical power. [No default] (Knowledge, Magic)

Arcane Lore: knowledge of occult things - otherworldly stories, legends, etc. (Knowledge)

Area Knowledge: knowledge of a given area. The larger the area, the more shallow the knowledge. (Knowledge)

Astrology: this is either simple astronomy or an actual potent forecasting and divination tool - ask the GM. (Knowledge)

Botany: broad knowledge of plants - their habitats, growing needs, uses, dangers, etc. See Herb Lore, Farming,

Basketry, Poisons, etc., for more specific skills. (Knowledge)

Evaluate Goods: a general skill to assess the value of something. It won't be as accurate as a specific Professional skill (for example, a Potter will be a better judge of Pottery than someone with this skill), but as a broad skill allows a good general knowledge. (Knowledge)

First aid: administering emergency medical treatment knowledgeably. (Knowledge)

Geography: broader than Area Knowledge, Geography is the knowledge of general topography, terrain nature, biomes, etc. (Knowledge)

Heraldry/Court Rituals: knowledge of signs, symbols, and devices used to denote rank and family of the nobility. Also knowledge of court rituals, such as how many trumpet calls to announce a king as opposed to a duke, etc. (Knowledge)

Herb Lore: knowledge of, preparation of, dosage of, and dangers of using herbs as medicinal agents. While it may tell you which herbs to avoid, this skill does not go into specific poisons - see Poisons for that skill. See Botany for a broader knowledge of plants. (Scouting, Knowledge)

History: knowledge of historical figures and events. This can be a broad and shallow skill, such as World History, or a narrower and deeper skill, such as history of a specific state. (Knowledge)

Language: speaking and understanding a language. Every character knows their native language well at no cost - take this skill to learn foreign languages. Each language learned is a separate skill. [No default, or may default to similar language] (Knowledge)

Legal Process: knowledge of legal matters. [Terrible] (Knowledge)

Legends/Stories: knowledge of legends and stories, either as a source for entertainment, wisdom, or clues to treasure hunting, etc. (Knowledge)

Literacy: reading and writing. (Knowledge, Magic)

Medicine: diagnosing and treating injuries and diseases in humans and other sentient beings. (Knowledge)

Politics/International: knowledge of the international situation in a given area, and of the internal politics of states within that area. May be for a broad area, such the entire known world, or a more focused area, such as Europe. In the latter case, the knowledge is more detailed. (Knowledge)

Thaumatology: the knowledge of magic spells, results, abilities, etc. Does not require any Magical Ability, nor is it required to perform magic. [No Default] (Knowledge, Magic)

Theology/Myths/Rituals: knowledge of a specific religion's beliefs, dogma, and rituals. It may also be Comparative Theology, in which case the knowledge is broader - covers more than one religion - but shallower. (Knowledge)

Veterinarian: diagnosing and treating animal injuries and diseases. (Knowledge)

Weather Sense: predicting the weather for the near future. (Knowledge)

Zoology: knowledge of animal behavior, habits, diets, capabilities, etc. (Knowledge)

Professional Skills

Animal Handling: managing animals in many situations. (Professional)

Animal Training: training animals for specific tasks. (Professional)

Armorer: making, altering, and repairing armor. [Terrible] (Professional)

Artist: creating aesthetically pleasing art in a given medium. Each medium is a separate skill. (Professional)

Basketry: making baskets and other woven products from bark, grasses, and other plant materials. Includes a knowledge of materials, market prices, etc. (Professional)

Bookkeeping: knowledge of accounting practices - requires Literacy and some math ability. (Professional)

Bowyer/Fletcher: making bows and arrows, including harvesting the appropriate material. [Terrible] (Professional)

Carpentry: working with wood, to make anything from houses to furniture to cabinets. (Professional)

Cooking: preparing tasty and nourishing food. (Professional)

Counseling/Priest: comforting the afflicted, restoring good emotional health, helping people through grief, etc. (Professional)

Courtesan: professional pleasure giving. (Professional)

Dancing: dancing aesthetically. See Performing. (Professional)

Diplomacy: not a separate skill - see Parley/Negotiate

Engineer: designing and making tools, structures, sewer systems, etc. (Professional)

Falconry: training and controlling a raptor for sport and hunting. (Professional)

Farming: raising crops and/or livestock, and everything associated with that: soil preparation, planting, weeding, tending, harvest, drying, storage, markets, etc. (Professional)

Gambling: gaming for money. Note that some gambling includes games of skill, and others games of chance - this skill helps largely with the former, and knowledge of the latter, including a good estimate of the odds. Also the ability to cheat at games, and spot cheaters. (Professional)

Inn Keeping: the knowledge of running a hotel or inn: includes kitchen, bar-keeping, maid service, stable, etc. (Professional)

Jeweler: making and evaluating jewelry. Includes assessment of gems, gold, silver, etc. (Professional)

Leatherwork: working with leather - includes tanning, preparation, tooling, sewing, etc. (Professional)

Masonry: working with stone. (Professional)

Merchant: broad knowledge of what it takes to be in the business of selling or trading, either retail or wholesale. (Professional)

Musician (each instrument separate): mastery of an instrument (which may be voice). See Performing. (Professional)

Performing: stage presence - actively entertaining people. You'll need another skill to actually entertain with, such as Juggler, Storyteller, Musician, etc. A musician without the Performing skill may be skilled at producing music, but lacks "audience connection" and won't be as popular as a musician with good Performing skill. (Professional)

Pottery: making pots, plates, bowls, etc., from clay. Includes the ability to assess the value of other potters' work, knowledge of good clay sources, etc. (Professional)

Seamanship: assisting in any task on a large sailing vessel. (Professional)

Shiphandling: directing seamen to correctly handle a large sailing ship. Includes piloting and navigation skills. [Terrible] (Professional)

Shopkeeping: running a shop of some sort - knowledge of basic bookkeeping, sources of materials, rotation of stock, general prices, sales techniques, etc. (Professional)

Smithy: working metal into tools, weapons, ornaments, etc. [Terrible] (Professional)

Tailor: turning cloth into clothes, as well as mending clothing. Can also make other items out of cloth, such as tents. (Professional)

Teaching: imparting knowledge or skills to others. (Professional)

Teamster: handling an animal or team of animals pulling a wagon, carriage, coach, etc. (Professional)

Theater: the skills and knowledge associated with the theater: acting, directing, management of props, sets, the house, the stage, etc. Not the same as pretending to be someone else offstage - see Lie/Pretense for that skill. (Professional)

Weaving: spinning yarn from wool or plants, then making cloth from yarn. (Professional)

Scouting/Outdoor Skills

Boating: small boat handling. (Athletic, Scouting)

Camouflage: blending in with your surroundings so you don't stand out. Primarily used in natural settings - use Disguise in urban settings. (However, a case could be made for using Camouflage skill to hide in an alley, for example.) (Scouting)

Camping: similar to Survival, but requires some tools, such as blankets, pots, an axe, a tent, etc. In return, it allows greater comfort and quality of life in the wild. (Scouting)

Fishing: catching fish for food, sale, barter, or sport. (Scouting)

Herb Lore: knowledge of, preparation of, dosage of, and dangers of using herbs as medicinal agents. While it may tell you which herbs to avoid, this skill does not go into specific poisons - see Poisons for that skill. See Botany for a broader knowledge of plants. (Scouting, Knowledge)

Hide Tracks: hiding any traces that people or animals used an area. This includes hiding tracks as well as camping areas. (Scouting)

Hunting: hunting and killing animals for food, hides, sport, or whatever. (Scouting)

Map Sketching: creating reasonably accurate and readable maps from observation. (Scouting)

Mimic Animal Noises: making a noise that sounds like a specific animal. (Scouting)

Move Quietly: moving without attracting attention. Opposed by Perception. (Athletic, Covert, Scouting)

Navigation: finding your way based on the stars, position of the sun, map-reading, etc. (Scouting)

Observation: trained ability to notice and remember things - conscious application of Perception and memory. The player's notes are the character's memory. (Scouting)

Survival: surviving in the wilds. Includes basic fire making, food procurement, and shelter construction. Won't be fancy, but you'll be alive. (Scouting)

Tracking: following animals or sentient beings in terrain where they might leave traces. Of limited use in urban areas, it is more a nature skill. (Scouting)

Trail Blazing: finding an optimum route through wilderness, and marking your trail, either obviously or subtly. (Scouting)

Woods Lore: knowledge of woodland animals, plants, cycles, etc. (Scouting)

Social Skills

Barroom Savvy: like Urban Survival, but very specific to barrooms. (Social, Covert)

Barter/Haggle: raising or reducing prices, depending on whether you're selling or buying. Opposed by the other person's Barter/Haggle skill. (Social)

Bluff: misleading people into thinking you will perform an action you have no intention of performing. Opposed by Reasoning. (Social)

Camaraderie: being entertaining in social settings, such as at a bar, at a party, around a campfire, etc., which can gain someone's confidence and approval. (Social)

Con: making people believe in some plan or product you are pushing. (Social)

Diplomacy: not a separate skill - see Parley/Negotiate

Etiquette: knowledge of good manners in any society, and the ability to carry them out. Not as specific as Savoir-Faire, but gives a broader base for knowledge. (Social)

Fast-talk: convincing someone of something, which, upon reflection, they may realize isn't true. Fast-talk

doesn't create lasting belief - see the Con skill for that. Opposed by Reasoning. (Social)

Flatter: making people like you by complimenting them to the point they begin to trust your judgment. Opposed by Willpower. (Social)

Flirt/Vamp: arousing sexual interest in an appropriate subject, for whatever reason. Opposed by Willpower. (Social)

Interrogate: extracting information from an unwilling subject. There are two basic types of interrogators: those who get their subjects to trust them, and those who psychologically abuse them. Chose one type. Opposed by Willpower. (Social)

Intimidate: psychologically brow beating someone else into doing your will. Does not involve any physical component. Opposed by Willpower. (Social)

Lie/Pretense: dissembling your true intentions, origins, or role from others. Opposed by Detect Lies. (Social)

Oratory: keeping the focus of a group of people through speaking, and attempting to sway them to your point of view. Opposed by group's average Reasoning-1. (Social)

Parley/Negotiate: reaching a compromise solution. (Social)

Persuade: convincing an individual of your point of view. Opposed by Reasoning. (Social)

Repartee: delivering witty sayings, usually double entendres, which cannot be construed as libelous but carry hidden insults or stings. (Social)

Salesmanship: selling someone something. Opposed by Willpower. (Social)

Savoir-Faire: functioning smoothly, without social blunders, in any upper or middle class setting. (Social)

Storytelling: entertaining by recounting stories, either from your past or from other sources. Storytelling without the Performing skill is more likely to be successful in a bar or other personal setting than in a professional setting. (Social)

Appendix II: Gifts

Below are a list of gifts that represent a great starting point for expressing your characters special abilities. However, you can use any source of gifts, including other role playing systems (such as **GURPS**).

Certain Gifts, marked with an asterisk (*) may be lost if abused. *Contacts*, *Favors Due*, and *Patron* depend on the goodwill of others, and it's possible to push them too far or too frequently. *Good Reputation* can be eroded by inappropriate behavior, and *Rank* can be lost if you break the rules of the organization granting the rank.

Ambidexterity: you can use either hand equally well. Great for those times when you're wounded in an arm ...

Attractive: you're good looking - either handsome, beautiful, pretty, or whatever level you wish. (Warning: the more attractive you are, the more power you have over susceptible people, true, but the more likely you are to be abducted, etc.)

Beautiful speaking voice: +1 to NPC reactions. Also works for a singing voice if you take a Musical skill.

Charisma: people tend to like you, believe you, and are willing to follow your lead.

Common Sense: when you are about to do something incredibly stupid that will harm yourself or the party, the GM will warn you.

Contacts *: you know some influential or knowledgeable people who can supply you with information.

Danger Sense: the GM will make a Situational roll - on a Good or better result, you'll be warned of some imminent danger.

Empathy with Animals: animals trust you and domesticated ones tend to obey you. Cruelty to animals nullifies this Gift.

Empathy with Sentient Beings: see Innate Magical Ability: Second Sight .

Favors due *: some people owe you favors, which you may collect. Each favor you collect must be approved by the GM.

Focused: you are at +1 to any lengthy task, but don't notice things outside this task, such as that brigand about to skewer you ...

Good Memory: you have an unusually good memory. The player may take notes during the game and act as if the character remembered them.

Good Reputation *: you're well known as a hero, healer, leader, fighter for justice, etc.

High Status: you are of the gentry or religious class - or nobility if you take this Gift twice.

Intuition: you have a feeling about what option to take when confronted with a choice. The GM will make a Situational roll in secret.

Lucky: once per hour (real time), you may reroll a bad dice roll, and choose the better of the two rolls.

Magic Resistance: you are resistant to direct magic: +3 to Willpower in any Opposed rolls versus magic.

Never forgets a ____: fill in the blank with name, face, or whatever the GM will allow.

Never Gets Lost: you always know which way is North, and can retrace your route with a little effort.

Night Vision: you see well in dim light, but not in absolute darkness, of course.

Pain Tolerance: ignore wound penalties at Hurt, and you are only at -1 at Very Hurt.

Patron *: someone in power likes you. This can be simply a letter of recommendation, or it can be a favor granted.

Perfect Timing: if someone says to open the gate in five minutes, you'll do it within two seconds of that time. Also valuable in performing.

Peripheral Vision: you can see further to the sides than most people - less easily attacked from the side-rear.

Quick Reflexes: not easily surprised by any physical attack, and you adjust quickly to shifting footing.

Rank *: you have the right to command others in an organized body of soldiers or police.

Rapid Healing: you heal twice as fast from wounds - but not magically fast.

Resistant to Poison: poison has only half effect on you.

Tough Hide: subtract 1 from each amount of damage you take.

Veteran: you're experienced - add one level to each of three skills that are currently at Fair or Mediocre.

Wealthy: you start with more money than the average starting character. This can be in cash and/or equipment.

Appendix III: Faults

Sometimes the most interesting thing about a character is not their gifts, but their flaws and faults. Below are a list of faults that you can use to give your character some flavor. Note that as with skills and gifts, any source of faults is appropriate, including other role-playing games, stories, movies and (of course) your fertile imagination!

Absent-Minded: your attention tends to wander if bored.

Annoying Voice: you sound terrible.

Appearance: your appearance is off-putting in some way, whether ugly or unkempt.

Bad Back: you are limited in what you can lift.

Bad Eyesight: you don't see very well - pick one: poor distance or up-close vision.

Blunt and Tactless: you have no social skills in dealing with sensitive people.

Code of Honor: your actions are constrained by your personal behavior code.

Color Blindness: you confuse lots of colors.

Combat Paralysis: you need a Good or better Health roll in order to act in a dangerous situation.

Compulsive Carousing: you are at -3 Willpower to resist a good time.

Compulsive Gambling: you are at -3 Willpower to resist a gambling game.

Compulsive Generosity: you are at -3 Willpower to resist giving things away to those perceived to be needier than you.

Compulsive Lying: you are at -3 Willpower to avoid lying just for fun.

Coward: you take very good care of yourself.

Curious: you are at -3 Willpower to resist exploring something new or unusual.

Delusions: the world doesn't work the way you think it does, in some important way.

Dependent: you're responsible for someone unable to care for themselves adequately.

Duty: you must perform active duty a certain amount of time.

Dwarfism: you are very short for your race.

Easily Distractible: did you say something?.

Easy to Read: you give away your thoughts and feelings to any who care to observe you.

Enemy: there is someone who wants to kill, imprison, or otherwise trouble you.

Fanatic Patriot: your country, right or wrong.

Frightens Animals: you have an aura that animals find terrifying.

Garrulous: you won't shut up.

Getting old: and all that implies.

Glutton: you're hungry.

Goes Berserk if Wounded: you're a danger to your friends, even.

Greedy: you want more.

Grouchy: you're usually irritated and try to spread the mood.

Gullible: -3 to Intelligence to believe an unknown "fact."

Hard of Hearing: what?

Honesty: you hate to break a law. See Truthfulness for not liking to lie.

Humanitarian: you help the needy for no pay.

Idealist: you're not grounded in reality.

Impulsive: you act before thinking.

Intolerant: you hate a certain type of person.

Jealous of Anyone Getting More Attention: you have to be the star.

Lame: you limp, which can affect speed and agility.

Lazy: you work hard at avoiding work.

Lechery: you're overly fond of the appropriate sex.

Loyal to Companions: you won't abandon, cheat, hide treasure from, etc., the party members. This one may be mandatory.

Magic Susceptibility: you are at -3 Willpower to oppose hostile magic.

Melancholy: life is so sad.

Miserliness: you hate to let it go.

Mute: you can't speak.

Night Blindness: you see poorly in dim light.

Nosy: your neighbor's business is yours.

Obese: you waddle.

Obsession: you must do it, or have it, or whatever.

Offensive Habits: too many to list. Some of the other Faults listed actually fall under this category, such as Nosy ,Grouchy ,Garrulous , etc.

Offensive Odor: you stink.

One Eye: you lack depth vision and can be blindsided, literally.

One Hand: it works overtime.

Outlaw: you're wanted by the law.

Overconfident: you know you can't fail.

Owe favors: you owe someone favors, and they'll ask you for them sometime.

Pain Intolerant: you're at -1 if Scratched, -2 if Hurt, and -3 if Very Hurt.

Phobias: lots of these to choose from. Each of these is considered one fault - you're at -3 Willpower to avoid acting out of control in certain situations: snakes, darkness, heights, cats, falling, crowds, spiders, open or closed spaces, magic, loud noises, etc.

Poor: you start with less equipment and cash, and if you don't buy off this Fault, will always lose any you gain.

Practical Joker: you can't resist. Somebody's gonna hurt you someday.

Primitive: you're from a pre-metal-working society.

Proud: many things are beneath your dignity.

Quick to take offense: you're thin-skinned.

Quick-Tempered: you blow up when crossed.

Quixotic: you vigorously champion lost causes.

Reckless Bravery: you take no thought for your safety in dangerous situations.

Reputation: you're well known as some sort of louse.

Secret: if it's revealed, you'll be embarrassed, arrested, or worse - maybe that warrant out for your arrest, or your second spouse?

Self-defense Pacifist: you'll fight, but you'll never start a fight - no preemptive strikes.

Shyness: you never want to talk to strangers.

Social Stigma: you're obviously from some low-caste group.

Stubborn: you don't easily admit you're wrong. Has nothing to do with Willpower.

Susceptibility to Poison: you're at -3 to Vitality in Opposed rolls for poison.

Trickster: you regularly have to take a risk to thwart some villain, even if just a petty one.

Truthfulness: you can't tell a believable lie.

Unlucky: if something bad happens to someone in the party, it's you.

Vain: you're the best-looking and/or finest person in the world. Aren't your companions lucky?

Vow: you're committed to some action.

Worry Wart: you wring your hands a lot.

Xenophobia: you dislike and fear people different from the folks you grew up with.

Youth: you're so young no one takes you seriously. Also, lose one level each from three skills - you just haven't had time to develop everything that well yet.

Appendix IV: Price Estimates

This appendix outlines some common expenses that a character in Hebridonia might incur to purchase goods or services in a reasonably sized city such as Kalen, Cromdale, Mejis, or Torrisport. Some goods and services will not be available outside cities, while the rest of the goods may be available at a much higher cost.

Food & Lodging

Below are some sample costs for living in a mid-sized city in Hebridonia. The table gives specific districts in Kalen as an example of where certain types of lodging can be had.

Good/Service	City Cost (pence)	Notes
Beer/Ale	1	Pint
Brandy	7	Half-pint
Cider	1	Pint
Mead	3	Pint
Wine	5	Pint
Light Meal	1	1% chance of food poisoning*
Normal Meal	2	1% chance of food poisoning*
Heavy Meal	5	1% chance of food poisoning*
Weeks Rations	10	Normal Spoilage; 18 lbs.
Trail Rations	8	1 week; preserved; 14 lbs.
Poor Lodging	1 / night	Communal sleeping
Average Lodging	3 / night	Separate bedding
Good Lodging	5 / night	Separate room
Poor Apartment (One room, smells bad, lousy neighborhood, etc)	24-30 / wk	Squawkerstown/ Low Rent District
Mediocre Apartment (One or Two rooms, thin walls, struggling neighborhood)	30-45 / wk	Whiteinch
Fair Apartment (2-3 rooms, neighborhood safe till dark)	43-60 / wk	Whiteinch
Good Apartment (3-4 rooms, could be a split rowhouse, nice area)	57-75 / wk	Clovertoun
Great Apartment (4+ rooms, rowhouse, separate external door)	75-100 / wk	Clovertoun or Whitehall
Stable	1 / day	Includes food for beast
Hospitalization	12*** / day	2x healing rate; bed, food, care

* This risk may be increased or reduced by circumstance, or by prudent instructions, additional payment, etc.

** This is subject to availability.

*** These are minimum contributions to the healer for the intensive time spent with the patient.

Weapons

Below is a listing of common weapons that can be purchased or commissioned in most major cities in Hebridonia. Note that while there is no formal handling of weapon size, number of hands to wield or the damage type of a weapon, those numbers are provided for reference to add flavor to their use.

Weapon	Damage Bonus	Weapon Size	# of Hands	Damage Type	Cost (pence)	Weight (lbs)	Fabrication Time
AXES							
Battle Axe	+3	Large	1	Slash	130	5-9	2 days
Double-Bladed Axe	+4	Very Lg	2	Slash	200	10	10 days
Hatchet	+1	Small	1	Slash	50	4-6	1 day
Hand Axe	+2	Sm/Med	1	Slash	10	2	1 day
Throwing Axe	+1	Small	1	Slash	40	1	1 day
BOWS							
Composite Bow	+2	Medium	2	Puncture	700	2-3	14 days
Great Bow	+4	Very Lg	2	Puncture	300	5	10 days
Horse Bow	+1	Medium	2	Puncture	70	3	3 days
Long Bow	+3	Large	2	Puncture	200	2-3	9 days
Short Bow	+1	Sm/Med	2	Puncture	60	2-3	3 days
CLUBS							
Club	+1	Medium	1	Crush	2	3-7	6 hours
Cudgel	+1	Sm/Med	1	Crush	5	2-4	12 hours
Great Club	+2	Large	1	Crush	25	7-10	12-20 hours
Spiked Club	+3	Very Lg	1/2	Crush/Puncture	50	15	1 day
CROSSBOWS							
Hand Held Cross Bow	+1	Small	1	Puncture	1000	1	30 days
Heavy Crossbow	+4	Large	2	Puncture	250	14	16 days
Light Crossbow	+3	Medium	2	Puncture	150	7	7 days
DAGGERS							
Dagger or Dirk	+1	Small	1	Slash/Puncture	20	1-2	1 day
Knife	+1	Small	1	Slash/Puncture	20	.5	12 hours
Main-Gauche	+1	Small	1	Slash	120	2	3 days
Throwing Dagger	+1	Small	1	Puncture	40	.5-1	1 day

Weapon	Damage Bonus	Weap on Size	# of Hands	Damage Type	Cost (pence)	Weight (lbs)	Fabrication Time
FLAILS (Ignore Shield Bonus)							
Ball & Chain	+1	Medium	1	Crush	200	8	2 days
Two Balls	+2	Medium	1	Crush	300	12	3 days
Three Balls	+3	Large	1	Crush	400	15	4 days
Flail	+1	Medium	1	Crush	190	4-8	5 days
Horseman's Flail	+1	Medium	1	Crush	200	4-8	4 days
Star & Chain	+2	Medium	1	Crush/Puncture	250	9	3 days
Two Stars	+2	Medium	1	Crush/Puncture	350	12	4 days
Three Stars	+3	Large	1	Crush/Puncture	450	15	5 days
War Flail	+3	Very Lg	2	Crush	500	13	5 days
HAMMERS							
Hammer	+1	Small	1	Crush	60	3-5	2 days
Horseman's	+2	Sm/Med	1	Crush	180	3-5	2 days
Maul	+3	Large	2	Crush	100	15	1 day
War Hammer	+2	Medium	1	Crush	150	4-7	2 days
LANCES (Does double damage if used from the back of a charging mount)							
Heavy Lance	+4	Very Lg	2	Puncture	100	18	1 day
Light Lance	+2	Very Lg	2	Puncture	20	10	1 day
Medium Lance	+3	Very Lg	2	Puncture	50	13	1 day
MACES							
Great Mace	+3	Very Lg	2	Crush	200	10	3 days
Heavy Mace	+2	Large	1	Crush	120	8	2 days
Horseman's Mace	+1	Medium	1	Crush	100	5	2 days
Light Mace	+1	Medium	1	Crush	60	3	2 days
Morningstar	+3	Large	1	Crush/Puncture	150	7-12	2 days
PICKS							
Footman's Pick	+3	Medium	2	Puncture	40	5-7	2 days
Horseman's Pick	+2	Medium	1	Puncture	50	4-8	2 days
Military Pick	+3	Medium	1	Puncture	60	4-8	2 days
POLE ARMS							
Double Moon	+4	Very Lg	2	Slash	150	8-11	2 days
Gaff or Hook (on pole)	+3	Very Lg	2	Puncture/Grab	10	2-5	1 day
Glaive	+4	Very Lg	2	Slash/Puncture	60	4-8	2 days
Halberd	+4	Very Lg	2	Slash/Puncture	140	6-9	2 days
Lucern Hammer	+3	Very Lg	2	Puncture	70	7-11	4 days
Military Fork	+3	Very Lg	2	Puncture	120	7-10	3 days
Pike	+3	Very Lg	2	Puncture	70	5-8	2 days

Weapon	Damage Bonus	Weapon Size	# of Hands	Damage Type	Cost (pence)	Weight (lbs)	Fabrication Time
SHIELDS (Can be used to Knockdown a opponent)							
Target Shield "Buckler"	+1	Medium	1	Crush	70	3-10	3 days
"Flat" Shield	+2	Medium	1	KD/Crush	110	10-20	5 days
Full Shield	+2	Large	1	KD/Crush	70	15-30	6 days
Spiked Buckler	+2	Medium	1	KD/Puncture	40	3-10	3 days
Wall Shield	+3	Very Lg	1	KD	90	30-50	7 days
SPEARS (When set & held with two hands; does double damage against a charging foe)							
Harpoon	+2	Medium	1/2	Puncture	50	4-8	1 day
Javelin	+2	Medium	1/2	Puncture	30	3-5	1 day
Spear	+3	Med/Lg	1/2	Puncture	40	3-7	1 day
Long Spear	+3	Large	1/2	Puncture	40	8-10	1 day
Trident	+4	Large	1/2	Puncture	150	4-6	2 days
STAVES							
Battle Staff	+2	Large	2	Crush	10	6-8	12 hours
Iron Staff	+3	Large	2	Crush	20	7-10	1 day
Quarter Staff	+2	Large	2	Crush	5	3-5	1 day
WORDS							
Bastard Swd./1 hand	+3	Large	1	Slash	650	4-6	5 days
Bastard Swd./2 hands	+4	Large	2	Slash	Same	as	above
Broadsword	+3	Med/Lg	1	Slash	500	3-5	3 days
Claymore	+4	Large	2	Slash	600	5-10	3 days
Cutlass	+3	Medium	1	Slash	400	3-5	2 days
Long Sword	+3	Medium	1	Slash/Puncture	480	3.5-5	4 days
Rapier	+2	Medium	1	Puncture	500	1.5-3	5 days
Saber	+3	Medium	1	Slash	700	3-5	2 days
Short Sword	+2	Medium	1	Slash/Puncture	400	2-4	2 days
Two-Handed Sword	+4	Very Lg	2	Slash	600	5-12	5 days
WHIPS							
Scourge	+1	Sm/Med	1	Slash/Entangle	20	2-5	12 hours
Whip	+1	Medium	1	Slash/Entangle	50	2-5	1 day

Weapon	Damage Bonus	Weapon Size	# of Hands	Damage Type	Cost (pence)	Weight (lbs)	Fabrication Time
ASSORTED OTHER MELEE WEAPONS							
Caltrop	+1	Tiny	1	Puncture	8	2/10	1 day
Chain	+1	Medium	1	Crush	6	3	1 day
Claws "Large"	+1	Small	1	Slash	--	--	--
Claws "Small"	+0	Small	1	Slash	--	--	--
Hands (Fists)	-1	Small	1/2	Crush	--	--	--
Hands (Martial Arts)	+0	Small	1/2	Crush	--	--	--
Lasso	+1	Medium	2	Entangle	See rope	3	6 hours
Sap	+0	Small	1	Crush	2	.5	6 hours
Scythe	+4	Very Lg	2	Slash	80	5-9	1 day
Sickle	+2	Medium	1	Slash	10	3	1 day
Spiked Gloves	+0	Small	1	Puncture	50	2	4 days
ASSORTED OTHER MISSILE WEAPONS							
Blowgun-Dart	+0	Medium	2	Puncture	20	2	1 day
Bola	+1	Sm/Med	1	Crush/Entangle	50	2	1 day
Boomerang	+1	Sm/Med	1	Crush	20	.5	12 hours
Dart	+0	Small	1	Puncture	10	.5	12 hours
FightingNet	+2	Lg/Very Lg	2	Entangle	70	2-4	7 days
FishingNet	+2	Lg/Very Lg	2	Entangle	10	3-5	1 day
Sling	+1	Sm/Med	1	Crush	9	.5	12 hours
Throwing Ring	+0	Small	1	Slash	200	1	4 days
Throwing Star	+0	Small	1	Puncture	25	.25	1 day

Armor

Below is a table of the types of armor available for purchase or commission in most major cities in Hebridonia. Note that some quantities are given for three types of armor (C/H/F): Cuirass (covers the torso, front and back), Hauberk (neck, shoulders, torso and arms), and full suit (all areas except the head, hands and feet).

Armor Type	Damage Adjust.	Agility Adjust.	Cost (pence)	Weight (lbs)	Fabrication Time (days)
Soft Leather	+0/+1/--	--	10/60/--	7/15/--	1 / 6 / --
Heavy Leather	+1/+1/--	--	90/110/--	16/23/--	14 / 16 / --
Padded Cloth	+0/+1/+1	--	20/70/100	4/6/10	1.5 / 1.5 / 2.5
Woven Cord	+0/+1/+1	--	90/130/200	8/10/12	4 / 5 / 7
Heavy Animal Hide	+0/+1/--	--/--/-1	--	10/12/--	6 / 7
Boiled Leather	+1/--/--	-1/--/--	90	15	4
Studded Leather	+1/+1/+2	--/-1/-1	120/170/210	12/17/27	10 / 13 / 17
Brigandine	+1/+1/+2	-1/-1/-2	140/200/350	14/18/24	15 / 18 / 23
Ring Mail	+1/+2/+2	-1/-1/-2	180/240/300	12/14/17	7 / 10 / 12
Scale Mail	+1/+2/+2	-1/-1/-2	480/540/680	15/23/32	20 / 25 / 31
Bezainted	+1/+2/+2	-1/-1/-2	400/470/550	15/23/32	20 / 25 / 31
Splint Mail	+1/+2/+2	-1/-1/-2	450/530/640	17/25/30	22 / 24 / 28
Chain Mail	+1/+2/+3	-1/-1/-2	150/550/650	20/35/50	21 / 35 / 60
Laminated	+2/+3/+3	-1/-2/-2	640/700/800	19/26/35	28 / 30 / 40
Banded Mail	+2/+3/+3	-1/-2/-2	700/750/820	21/29/40	27 / 32 / 38
Double Mail	+2/+3/+3	-2/-2/-3	780/850/960	24/38/55	50 / 55 / 65
Plate & Chain	+2/+3/+4	-2/-2/-3	830/920/1000	24/35/50	38 / 42 / 49
Plate Mail	+3/+4/+5	-1/-3/-3	1200/1500/2000	25/55/75	21 / 70 / 120
Leather Helm	--	--	30	1	1
Mail Coif	--	--	50	3	1.5
Iron Helm (open)	--	--	40	3	3
Iron Helm (enclosed)	--	--	90	5	8
Visored Helm	--	--	250	5	10

Table Definitions:

Armor Bonus: Bonus to Defensive Level. When figuring out the difficulty level for an attack, this is added to any other modifiers for the defender. One might argue that armor does not prevent you from getting hit, but rather soaks up damage. Since the Relative Degree (RD) of success is used to determine damage, this is not an issue. Whether you add this to the difficulty level, or subtract this from damage, it doesn't make a difference.

Agility Modifier: This is applied in situations where the defensive properties of the armor do not come into play (ie: everyplace but the "To Hit" contest). The Agility modifier is figured into the Armor bonus for use in figuring the "To Hit" difficulty. Example: *When figuring a typical "To Hit" difficulty, start with the level of Agility of the target, and add levels of difficulty according to their armor (you don't subtract the Agility modifier though). If the defender is using a different skill that might be more appropriate than the Agility attribute, that skill might be considered. There can be other modifiers, depending on the situation.* The Agility adjustment would be applied other situations. Example: *Tremain is trying to leap from the tower onto a moving cart below. The agility modifier would come into play in this case.*

Cuirass: Vest of armor that protects the chest, abdomen and back. Arms & legs remain bare.

Hauberk: Coat of armor that protects the chest, abdomen, back, waist and upper arms.

Full Suit: Every part of one's body is protected, including the arms, legs feet & hands. Weak points are reinforced

Armor Definitions:

Soft Leather: any untreated, medium-weight animal skin; leather clothing often counts as soft leather

Heavy Leather: a heavy-weight, flexible animal skin

Padded Cloth: heavy, multi-layer cloth, sewn together with a padding in between to absorb attack

Woven Cord: thick, natural rope or cord woven into flat matting

Boiled Leather: boiled, shaped, & hardened thick leather; is fairly restrictive

Heavy Animal Hide: heaviest form of armor without chemical treatment, reinforcing or metal

Studded Leather: heavy leather reinforced with metal studs and strips

Brigandine: armor made up of a layer of cloth, a layer of metal scales, and another layer of cloth

Ring Mail: non-overlapping metal rings on heavy leather

Scale Mail: overlapping metal scales riveted on heavy leather

Bezainted: overlapping metal disks riveted on heavy leather

Splint Mail: vertical metal strips riveted on heavy leather

Chain Mail: interlocking metal rings and links; flexible

Laminated: overlapping metal strips that are linked together

Banded Mail: overlapping metal bands, linked together

Double Mail: heavy, interlocking metal rings & links that is thicker than chain & a little less flexible

Plate & Chain: series of plates reinforcing a chain under-layer

Plate Mail: metal plates linked by straps into a flexible whole

Transportation

There are many ways to get around Hebridonia, and each method has its advantages and disadvantages. Below are some sample costs for means of mobility:

Good/Service	City Cost (pence)	Avg/Max MPH	Height/Weight*	Capacity (lbs)
Horse (light)	600	7 / 35	5' / 800	200
Horse (medium)	750	7.5 / 38	6' / 900	300
Horse (heavy)	900	5 / 20	6'+ / 1300	400
Mule/donkey	470	6 / 30	4'+ / 550	250
Ox	1050	4 / 16	5' / 2000	700
Pony (mature)	550	4.5 / 20	4' / 500	180
Warhorse (lesser)	900	6 / 30	6' / 950	350
Warhorse (greater)	1500	5 / 25	6'+ / 1100	375
Coach service	2 + 1/mi	4 / 16	--	--
Ferry service	2 + 2/mi	2.5 / 5	--	--
Ship passage	10 + 2/mi	2.5 / 7.5	--	--
Boat (small)	1800	2.5 / 5	10' / 200	1000
Boat (medium)	2800	3 / 9	20' / 800	4000
Boat (large)**	11000	2.5 / 7.5	30' / 2000	7000
Canoe	2000	3.5 / 10	15' / 130	700
Handcart	140	3 / 9	4.5' / 100	250
Horsecart (open)	1000	3.5 / 14	6' / 450	800
Ship (small)**	20000	3 / 9	45' / 6000	19,000
Ship (medium)**	40000	2.5 / 7.5	60' / 12,000	35,000
Ship (large)**	120000	2.5 / 7.5	80' / 20	55,000
Wagon (open)	1400	3.5 / 14	8' / 600	1200
Wagon (closed)	2000	3 / 12	9' / 850	1300

* Height at shoulder level. Size reflects low to average.

** Rarely available unless purchased from lord or wealthy dealer.

Miscellaneous Equipment

This section is a catch-all for all kinds of other equipment that characters in Hebridonia might need in their travels. Like the costs quoted in other sections, the prices are for mid-sized cities. Prices and availability in other settings will vary.

Good	City Cost (pence)	Weight (lbs)	Fabrication Time	Notes
CLOTHING				
Boots	10	3-4	3 days	Leather
Boots (tall)	26	5	5 days	Leather
Cap (cloth)	1	.5	3 hours	
Cap (leather)	2	.5	5 hours	
Cloak	20	2-3	1 day	Heavy Cloth
Coat	34	5-9	2 days	
Gloves (cloth)	4	.5	1 day	
Gloves	7	.5	1 day	Heavy leather; lined
Harlequin Costume	150	1.5	3 days	Fancy performance clothing
Hat	10	1	1 day	Leather
Heavy Cloak	20	7	2 days	Fur lined
Hood	18	.5	.5 day	Covers head & shoulders
Padded Undercoat	65	2-4	2 days	
Pants	27	1-2	1 day	
Shirt	6	1	1.5 days	
Surcoat	20	1-2	.5 days	
Weapon Belt	12	1	.5 days	Holds 2 scabbards & 3 pouches
LIGHTING EQUIPMENT				
Brazier	15	5	2 days	Brass; holds 1 lb of charcoal can use wood
Candle	3	.25	.5 days	Lights 20' diameter burns 2 hours
Charcoal	20	1	.5 days	Hot 4 hour fire
Fire-starting Bow	1	.5	1 hour	Starts fire in about 5 minutes
Flint and Steel	9	.5	--	Starts fire in about 3 minutes
Lantern	20	1-2	4 days	Lights 50' diameter
Oil Flask	6	1	1 day	Includes 1 pint of oil (6 hour refill)
Tinderbox	2	.25	.5 hours	Wood; enough for 7 fires
Torch (3)	1	1	1 hour	Lights 20' diameter (6 hours)
SCHOLARLY I SCHOLARLY ITEMS TEMS				
Brush (writing)	3	.25	4 hours	Hair, 4" stem, capped
Case	30	1 lbs.	2 days	Water-resistant leather 12"x 3" x 6"
Chalk (5)	24	.25	2 hours	5 pieces
Ink	2	.25	--	Black; non-soluble

Good	City Cost (pence)	Weight (lbs)	Fabrication Time	Notes
Map Case	50	2	6 days	Bone or leather
Paper (10)	18	.25	1 day	10 sheets; 12"x 6"
Parchment (10)	26	.25	1 day	10 sheets; 12"x 6"
Quill-pens (10)	3	.25	2 hours	Goose; 10 to a quiver
Spy Glass	200	5	1 month	Magnifies 5x
Sundial	20	1	2 days	Iron; approximate time
Tongs	1	.5	4 hours	Iron
Vial	12	.25	2 hours	Glass; holds .25 lbs.
MUSICAL INSTRUMENTS				
Bagpipes	130	3	1 week	Bladder & wood
Bell (hand)	10	.25	8 hours	Brass
Bell (chain)	1	.25	4 hours	Brass
Drum	10	2	6 hours	Skin/wood; 7" in diameter
Flute	1	.5	4 days	Wood
Lute	70	2	2 weeks	Wood
Whistle	26	.5	1 day	Wood/iron; 4" long; range 1+ miles
CARRYING & STORAGE EQUIPMENT				
Backpack	22	2-3	1 day	Holds 20 lbs, 1 cubic foot
Belt pouch	3	.2	.5 hours	Holds 1 lb, 0.1 cubic foot
Bucket	42	2-3	1 day	Copper. Holds 3 gal.
Cage (small)	15	3	3 days	Wicker; 1.5 cubic feet
Cask	44	5	1.5 days	Wood, holds 4 gallons
Chest (small)	30	4	2 days	Wood; holds 1 cubic foot
Chest (medium)	60	8	3 days	Wood; holds 3 cubic feet
Chest (large)	120	20	5 days	Wood; holds 6 cubic feet
Chest (small)	100	6	4 days	Iron; holds 1 cubic foot
Chest (medium)	150	20	7 days	Iron; holds 3 cubic feet
Chest (large)	280	35	12 days	Iron; holds 6 cubic feet
Framepack	8	3-4	1.5 days	Holds 45 lbs.; 2 cubic feet
Quiver	15	.5	1 day	Holds 20 arrows or bolts
Sack	8	2-3	2 hours	Holds 50 lbs.; 3 cubic feet
Saddle Bag	18	4-6	2 days	Holds 15 lbs.; 1.5 cubic feet
Satchel	6	1	1.5 hours	Holds 10 lbs.; 1/2 cubic foot
Scabbard (belt)	56	1	1 day	Holds one weapon
Scabbard (shoulder)	66	1.5	1 day	Holds one weapon
Waterskin	1	.25	6 hours	Holds 1 pint (weighs 1 pound, full)
Large Waterskin	3	1.5	1 day	Holds 6 quarts (weighs 12 pounds full)
WEAPON AMMUNITION				
Arrows (20)	28	3	1 day	For use with bow
Crossbow Bolts (20)	18	3	2 days	For use with crossbow

Good	City Cost (pence)	Weight (lbs)	Fabrication Time	Notes
Dart	10	.25	12 hours	For use in the hand-held crossbow & blowgun
Sling Bullet (30)	1	1	1 hour	Iron
TOOLS & MISCELLANEOUS EQUIPMENT				
Anvil	200	10	5 days	Iron; portable
Bedroll (light)	23	4-7	.5	Wool blanket, 2 seasons
Bedroll (heavy)	16	8-11	1 day	Wool/fur, 4 seasons
Caltrops (5)	14	1	1 day	Portable spike traps
Chain	10	8-10	1 day	Iron, 10 feet
Chisel	16	1	1 day	Iron, -2 dagger
Climbing Pick	50	2	1 day	Iron, -1 mattock
Crowbar	26	2	3 hours	Iron; -1 club
Deck of Cards	1	.5	2 hours	Parchment
Dice (2)	1	.25	2 hours	Bone
Drinking Horn	10	1	1 day	Horn with pewter accents
Grappling Hook	18	1	1 day	Iron
Hammer	18	1	1 day	Iron; -2 mace
Hammock	13	2-3	3 days	Rope; wood spreaders; ironhooks
Harness	18	4	2 days	Leather/iron; includes bit and reins
Ice Axe	50	3	1 day	Iron; +1 as a weapon
Ladder	31	15	2 days	Wood; 10'; bears 400 lbs.
Kettle	2	2	1 day	Bronze; holds 4 quarts
Lock Pick Kit	16	.5	2 days	+1 to picking a lock
Manacles	10	2	1 day	Iron; 1.5' chain; holds 2 limbs;
Mirror	75	.5	1 day	Glass/silver; 6" x 4"
Mug	9	1	1 day	Wood/pewter
Nails (20)	1	.5	3 hours	Iron; 3" length
Oar	7	4-5	7 hours	Wood; 6'-8'
Paddle	6	3	5 hours	Wood; 4'-5'
Padlock	42	1	1 day	Iron; with two keys
Pegs (10)	1	2	2 hours	Wood
Pitons (10)	18	2-3	1 day	Iron
Plank	1	11-12	4 hours	Wood; 10'; bears 350 lbs.
Pole	6	5-10	3 hours	Wood; 10'
Pot (cooking)	16	2-3	1 day	Iron; holds 2 gallons
Rope	6	4-7	3 days	Hemp; 50'
Rope (superior)	20	2-4	5 days	Reinforced hemp; 50'
Saw	25	2-3	2 days	Iron; 24"; wood tool
String	1	1	5 hours	Cotton; 100 feet
Saddle	60	10-12	6 days	Includes stirrups and blanket
Satchel	6	1	1.5 hours	Holds 10 lbs.; 1/2 cubic foot

Good	City Cost (pence)	Weight (lbs)	Fabrication Time	Notes
Spade	34	3-4	1 day	Iron, wood shaft
Tarp	11	3-5	2 hours	canvas; 5' x 8'
Tent (small)	46	8-10	2 days	Canvas; 5' x 8'; twoman
Tent (large)	60	12-17	3 days	Canvas; 10' x 9'; fourman
Wedge (staying)	1	1	1 hour	Hardwood
Wedge (splitting)	3	3	2 hours	Iron
Wire (10 gauge)	16	3	5 hours	Iron; 100 feet
Whetstone	2	.25	1 hour	

* All cost, weights & times are average, there can and will be variability.

