

Tony Live Roleplaying System (V2.26) (**Player**)
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In a fit of right-on-ness, I'll also add that though I've used the male pronoun throughout the rules, I in no way meant this to be sexist. I give readers the right to change all instances of "he" to "he/she" or to "she", in their own copy of the rules with whatever writing implement they deem fit.

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Chapter 1

The System

The Tony Live Roleplaying System is a points based system. Players spend **Character Points** to buy and improve their character's skills.

Currently characters may be one of four base classes (Warrior, Priest, Scout or Mage), or a multi-class combining any two of the base classes and one of five races (human, half-orc, elf, dwarf or half-ogre).

1.1 During Play

There are two referees who oversee a game. The Player Ref. accompanies the players (surprise!), and handles bookkeeping, answering (some) questions about what the players see, hear or know. He also controls the game using the commands below. The Monster Ref. writes the game, plays as a monster and handles the assigning and placement of all the creatures and characters the players will meet. The Monster Ref. is also responsible for making any on-the-fly changes required by the players being too clever, stupid or both, though this will usually entail a discussion with the Player Ref.

There are three key commands which control the flow of the game. They are nearly always called by the Referees.

“Time In” Called to signify that the players are now in the game world in the roles of their characters. Used to start/restart the game.

“Time Out” Called to stop the game. On a “Time Out”, all players should stop whatever they are doing.

This is normally used after a battle so that damage received, spells cast and other bookkeeping can be performed. However, in exceptional circumstances a player may call time out if he is in danger or sees someone in danger.

“Time Freeze” Called to suspend the game. All characters should freeze, close their eyes and hum/sing/whistle.

This is used when the game world is changing abruptly around the character. The classic example is when a creature/character is using a teleport ability. Can be used by either players or monsters.

1.2 Life Points, Body Points and Damage

All characters have a Life Point total 6 location Body Point totals. The amount of Body Points on each location is a function of the characters Life Points as follows

Location	Life Point Fraction
Head	1/3
Right Arm	1/3
Left Arm	1/3
Chest	2/3
Left Leg	1/3
Right Leg	1/3

When a character is hit, both the Body Points on the location struck and his Life Points are reduced.

1.2.1 Character Death

Once a character's Life Points drop below 0, he continues to lose 1 Life Point per minute. A character dies when his Life Points drop below the Death Threshold defined for his race.

There are two types of damage in the system, **Normal** and **Power**.

High level Miracles can be used to bring a character back to life, but the character Death Threshold is permanently lowered by 1. Once a character's Death Threshold has reached 0, he can no longer be brought back from the dead.

1.2.2 Normal Damage

The base amount of damage caused by a blow depends on the character's weapon as follows.

Weapon	Damage
Sword	4
Axe	4
Mace	4
Hammer	4
Club	3
Dagger	2
2H Sword	7
2H Axe	7
2H Mace	7
2H Club	5
Staff	4
Spear	6
Longbow*	4
Crossbow*	6
Throwing Spear	4
Throwing Dagger	2
Throwing Star	2
Improvised	1
Claws	2+

* Arrows and Quarrels are armour piercing and hence physical armour is only half as effective

The amount of Armour Points a character has on the location hit is subtracted from the damage done, though a minimum 1 point of Normal damage is always caused no matter how much armour a character is wearing.

On gaining the Weapon Proficiency skill for a particular weapon, the character can do the base amount of damage. This base amount can also be improved by buying further skill increases (Specialisation, Expertise, Mastery, etc). The damage caused is also increased by gaining the Strength skill, with each rank increasing the damage caused by 1.

If a character uses a weapon with which he has no skill with, then his base damage is 0 plus any bonuses for Strength, Magic or Miracles.

On a successful hit which does normal damage, the character calls the type of attack and the amount of damage caused. The main types of attack are

Blade	Blunt
(Un)Holy	Fire/Cold
...	...

Note that some of the calls can be combined.

Example *Grazer, a character with the Sword Proficiency and Strength skills causes $(4 + 1 =) 5$ points of damage on a successful attack. When the player lands a blow on an opponent (or a friend) he simply calls "Blade 5".*

1.2.3 Power Damage

Power damage is (usually) caused by spells and miracles, and cannot be stopped by Normal armour. The base amount of damage is 1, and each further category of hit increases the damage by 1. When a hit is scored, the player

must call out the amount of damage caused and sometimes the type of Power used. (In the latter case the Player Ref will warn the players.)

If the character is also doing Normal damage, he must call the normal damage first. If the opponent is damaged by both Normal and Power damage the two are added together. (In some cases where normal damage is obviously having no effect, the normal damage call is not necessary. Again, the Player Ref will tell the players.)

Example *During a combat, Blaze casts a Flame Blade 2 on Grazer's sword, which causes it to do an additional 2 points of Fire damage. Grazer's player now calls "Blade 5, Fire 2" on a successful attack.*

The Player Ref then tells the players that only magical and holy damage seems to be having an effect, so Grazer's player simply calls "Fire 2".

1.3 Armour

Armour reduces the amount of damage inflicted by a blow as follows.

The minimum damage caused by a Normal attack is 1 and the minimum damage caused by a Power attack is 0. Thus, a character hit for 3 points of damage while wearing Plate Mail still takes 1 point of damage, whereas a character hit for Fire 1 damage while the protective spell Fire Skin 2 is in effect takes no damage.

Armour	Normal	Power
Furs/Hide	1	0
Leather	1	0
Troll Skin*	2	1
Studded Leather	2	0
Studded Troll Skin*	3	1
Scale	3	0
Chain	3	0
Plate	4	0

- * The only way to get Troll Skin is to kill a troll without using any sharp weapons, skin it before it regenerates using the Subterfuge skill Skinning and then burning the rest of the body. The skin can then be made into armour using the Make Armour skill.

Two pieces of armour can be overlapped which gives protection equal to the sum of of the two types of armour minus 1. (*Plate over Chain gives $(4 + 3 - 1 =) 6$ points of protection.*)

For a character with the skill Combination, the amount of protection is equal to the sum of the two type of armour plus 1. (*With Combination, Plate over Chain gives $(4 + 3 + 1 =) 8$ points of protection.*)

The various armour Mastery skills (Leather Mastery, Chain Mastery, etc) increases the protection of any armour by 1.

Superior armour can be made using the Make Superior Armour skill, or bought. Such armour provides an additional 1 point of protection.

Chapter 2

Characters

All characters belong to one of 4 Classes and one of 4 Races. Each Race has their own starting abilities, and after that the Race and Class determine the amount of Character Points required for the different skills in the system.

2.1 Races

The 5 races are

Human Humans form the majority of the world's sentient population, and are generally considered to be "jacks of all trades", though they also seem to produce the most Priests.

Life Points	: 30
Death Threshold	: 10
Mana Points	: 2
Standing	: 5

Elf Elves are particularly noted for their dexterity and for their Magical ability. This makes them good Scouts and excellent Mages. They do lack physical prowess, and are somewhat weaker than other races.

There are many different types of Elves, ranging from the diminutive Wood Elf to the tall, arrogant High Elf. All use the same skill table.

Life Points	: 27
Death Threshold	: 3
Mana Points	: 6
Standing	: 2

Dwarf Dwarves are one of the hardiest of the races, but lack Magical ability.

Players should be under 5'5" in order to play a Dwarf.

Life Points	: 36
Death Threshold	: 5
Mana Points	: 0
Standing	: 4

Half Orcs Half Orcs are normally disdained by the rest of the civilised world as the scum they are. They inherit some of the hardiness of their Orcish side, and some of the flexibility of their human side.

Life Points	: 33
Death Threshold	: 7
Mana Points	: 1
Standing	: 5

Half-Ogre Half Ogres are also normally disdained by society, though some look on them with sympathy. They are the offspring of female humans, elves and half-orcs who were seldom willing to bear such monster. Half Ogres are normally light skinned and not very intelligent. Some of them also inherit the protruding canines from their father.

Players should be at least 5'9" in order to play a Half Ogre.

Life Points	: 42
Death Threshold	: 7
Mana Points	: 0
Standing	: 2

2.2 Classes

The 4 Classes are Warrior, Mage, Priest and Scout.

2.2.1 Multi-Classes

Any two classes can be combined, to form a Warrior/Mage for example, and in this case the Character Points cost for the skills is averaged between the two classes, rounding down.

2.2.2 Changing Classes

When a character changes class all the Character Point costs for the new class are increased by 1. This includes changing from one School of Magic to another or from one Path to another.

Note that Mages cannot change to an opposed School. Hence a Fire Elementalist can never become a Water Elementalist.

Priests can change to an opposite Path, but will lose any miracles they acquired from the opposite Principle. For example, a Priest of Justice with both Life and Order miracles becomes a Priest of Freedom. He can still cast Life miracles but will lose all of his Order miracles.

2.3 Rank

A characters rank is simply equal to his total Character Points divided by 10 (with all fractions dropped). Characters start with a minimum of 20 Character Points, and hence are at Rank 2.

Chapter 3

Skills

The following explains all the skills available in the game.

3.1 Weapons, Shield and Armour Skills

1H Weapon Proficiency Allows a character to do the base amount of damage with a chosen one handed weapon type. A character using a weapon he is not proficient in does no damage.

For example, Sword Proficiency allows a character to do 4 points of damage (the base amount for a sword) with all one handed swords, and gives no skill with any other weapon.

1H Weapon Specialisation Allows a character to do 1 additional point of damage with a chosen weapon type. The skill 1H Weapon Proficiency must have already been taken in the weapon type.

1H Weapon Expertise Allows a character to do 2 additional points of damage with a chosen weapon type. The skill 1H Weapon Specialisation must have already been taken in the weapon type.

1H Weapon Mastery Allows a character to do 3 additional points of damage with a chosen weapon type. The skill 1H Weapon Expertise must have already been taken in the weapon type.

2H Weapon Proficiency Allows a character to do the base amount of damage with with a chosen two handed weapon type. A character using a two handed weapon he is not proficient in does no damage.

For example, Two Handed Axe Proficiency allows a character to do 7 points of damage with all two handed axes, and gives no skill in any other weapon.

2H Weapon Specialisation Allows a character to do 1 additional point of damage with a chosen two handed weapon type. The skill 2H Weapon Proficiency must have already been taken in the weapon type.

2H Weapon Expertise Allows a character to do 2 additional points of damage with a chosen two handed weapon type. The skill 2H Weapon Specialisation must have already been taken in the weapon type.

2H Weapon Mastery Allows a character to do 3 additional points of damage with a chosen two handed weapon type. The skill 2H Weapon Expertise must have already been taken in the weapon type.

Dagger Proficiency Allows a character to do the base amount of damage with a dagger. A character without this skill does no damage when using a dagger.

Dagger Specialisation Allows a character to do 1 additional point of damage with a dagger. The skill Dagger Proficiency must have already been taken.

Dagger Expertise Allows a character to do 2 additional points of damage with a dagger. The skill Dagger Specialisation must have already been taken.

Dagger Mastery Allows a character to do 3 additional points of damage with a dagger. The skill Dagger Expertise must have already been taken.

Staff Proficiency Allows a character to do the base amount of damage with a staff. A character without this skill does no damage when using a Staff.

Staff Specialisation Allows a character to do 1 additional point of damage with a staff. The skill Staff Proficiency must have already been taken.

Staff Expertise Allows a character to do 2 additional points of damage with a staff. The skill Staff Specialisation must have already been taken.

Staff Mastery Allows a character to do 3 additional points of damage with a staff. The skill Staff Expertise must have already been taken.

Subdue Proficiency Allows a character to do subdual damage with a particular weapon. This involves hitting with the flat of the blade, hitting non-vital areas, etc. The amount of subdual damage done is the same as having proficiency in the weapon (ie: Subdue 4 for a sword, Subdue 7 for a 2H sword, etc). The Character Point cost is the same as for the Proficiency cost for the weapon. A character must have the appropriate Weapon Proficiency before he can take this skill.

Note that some creatures cannot be subdued (undead for example).

Subdue Specialisation Allows a character to improve the subdual damage with a particular weapon by 1 point. The Character Point cost is the same as for the Specialisation cost for the weapon. A character must have Subdue Proficiency and have the appropriate Weapon Specialisation before he can take this skill.

Subdue Expertise Allows a character to improve the subdual damage with a particular weapon by 2 points. The Character Point cost is the same as for the Expertise cost for the weapon. A character must have Subdue Specialisation and the appropriate Weapon Expertise before he can take this skill.

Subdue Mastery Allows a character to improve the subdual damage with a particular weapon by 3 points. The Character Point cost is the same as for the Mastery cost for the weapon. A character must have Subdue Expertise and the appropriate Weapon Mastery before he can take this skill.

Throwing Proficiency Allows a character to do the base amount of damage with any small throwing weapon. A character without this skill does no damage with a throwing weapon.

Throwing Specialisation Allows a character to do 1 additional point of damage with any small throwing weapon. The skill Throwing Proficiency must have already been taken.

Throwing Expertise Allows a character to do 2 additional points of damage with any small throwing weapon. The skill Throwing Specialisation must have already been taken.

Throwing Mastery Allows a character to do 3 additional points of damage with any small throwing weapon. The skill Throwing Expertise must have already been taken.

Longbow Proficiency Allows a character to do the base amount of damage with a Longbow. A character without this skill does no damage with a Longbow.

Arrows fired from a Longbow are armour piercing and hence physical armour provides only half the normal amount of protection (rounding down). Physical Armour from spells and miracles still have their full effect.

Longbow Specialisation Allows a character to do 1 additional point of damage with a Longbow. The skill Longbow Proficiency must have already been taken.

Longbow Expertise Allows a character to do 2 additional points of damage with a Longbow. The skill Longbow Specialisation must have already been taken.

Longbow Mastery Allows a character to do 3 additional points of damage with a Longbow. The skill Longbow Expertise must have already been taken.

Crossbow Proficiency Allows a character to do the base amount of damage with a Crossbow. A character without this skill does no damage with a Crossbow.

Quarrels fired from a Crossbow are armour piercing and hence physical armour provides only half the normal amount of protection (rounding down). Physical Armour from spells and miracles still have their full effect.

Crossbow Specialisation Allows a character to do 1 additional point of damage with a Crossbow. The skill Crossbow Proficiency must have already been taken.

Crossbow Expertise Allows a character to do 2 additional points of damage with a Crossbow. The skill Crossbow Specialisation must have already been taken.

Crossbow Mastery Allows a character to do 3 additional points of damage with a Crossbow. The skill Crossbow Expertise must have already been taken.

Small Shield Allows a character to use a shield of area less than 1 square foot.

Medium Shield Allows a character to use a shield of more than 1 square foot and up to 4 square feet.

Large Shield Allows a character to use a shield of more than 4 square feet and up to 6 square feet (the maximum size of shield allowed).

<**Armour**> **Mastery** Increases the protection granted by the type of armour by 1 point of Normal Protection.

Combination Allows a character to increase the effectiveness of layered armour. Without this skill the amount of protection granted by overlapping pieces of armour is the sum of the two armour types *minus* one. With this skill the amount of protection is the sum of the two armour types *plus* one.

Notes:

- There are further levels of weapon skill beyond Mastery.

3.2 Physical Skills

Enhance Life Gives a character 1 additional Life Point each time it is taken. For every 3 Life Points, the character gains 2 Body Points on the Chest and 1 Body Point on all other locations.

Ambidexterity Allows a character to use one handed weapons in either hand simultaneously. Without this skill, the weapon in the off hand does no damage no matter how skilled the character is in its use.

Strength The character is strong, and increases the amount of damage done with any weapon by 2 points or double the normal weapon damage, whichever is less.

The skill also allows him to break out of the effect of some spells and miracles. Also, when helping others to escape the effects of such spells and miracles, his strength makes him equivalent to 4 people.

If the character uses a weapon in which he has no skill, then he will do 2 points of damage, but after 10 blows the weapon will be broken and useless.

Double Strength The character is very strong, and increases the amount of damage done with any weapon by 4 points or double the normal weapon damage, whichever is less. Thus a characters with Double Strength using a 1 Handed Sword (base 4) can do 8 points of damage but using a Dagger (base 2) can only do 4 points of damage.

The skill also allows him to break out of the effect of some spells and miracles. Also, when helping others to escape the effects of such spells and miracles, his strength makes him equivalent to 8 people.

If the character uses a weapon in which he has no skill, then he will do 4 points of damage, but after 5 blows the weapon will be broken and useless.

Triple Strength The character is extremely strong, and increases the amount of damage done with any weapon by 6 points or double the normal weapon damage, whichever is less. Thus a characters with Double Strength using a 2 handed sword (base 7) can do 13 points of damage but using a 1 Handed Sword (base 4) can only do 8 points of damage.

The skill also allows him to break out of the effect of some spells and miracles. Also, when helping others to escape the effects of such spells and miracles, his strength makes him equivalent to 12 people.

If the character uses a weapon in which he has no skill, then he will do 6 points of damage, but after 2 blows the weapon will be broken and useless.

Armoured Dexterity Each level of this skill gives the character 1 point of Normal *and* Power protection while the character is wearing armour.

The character must see the attack in order to dodge it, thus a surprised character can gain no benefit from this skill.

A character who has his feet/arms entangled only gains half the benefit (rounded down) of his Armoured Dexterity.

Unarmoured Dexterity Each level of this skill gives the character 1 point of Normal *and* Power protection while the character is not wearing armour.

The character must see the attack in order to dodge it, thus a surprised character can gain no benefit from this skill.

A character who has his feet/arms entangled only gains half the benefit (rounded down) of his Unarmoured Dexterity.

Toughness Each level of this skill gives the character 1 point of Normal protection only. After 3 ranks, the character does not suffer bruising damage and hence does not take the minimum 1 point of damage and after 6 ranks the character never suffers from broken bones due to blows.

Notes:

- There are further levels of Strength after Triple Strength.
- A character does not always have to use his maximum strength.

3.3 Medical Skills

Set Broken Bone If a blow does an amount of damage at least equal to the character's maximum Body Points in a location, the location is considered to be broken. For the head and chest, the character is immediately knocked unconscious. For the arms and legs, that limb is unusable, and the character collapses due to the pain.

In order for a character to use the location, a character with the skill Set Broken Bone must tend to the character and bind up the wound. This allows the effected character to move normally, though he still can't fight or cast spells/miracles and cannot use a broken limb.

Discern Wounds Allows a character to find out exactly how badly each location of a character or creature is damaged and how much Life Points the character has. The skill takes a minute to use, and the examined character or creature must not be moving.

Discern Disease Allows a character to discern whether a character or creature is diseased, and the level of the disease (minor, medium or major). Takes a minute to use.

Discern Spiritual Influence Allows a character to discern whether a character or creature is possessed, charmed or otherwise under the influence of someone or something else. Takes a minute to use.

Discern Poison Allows a character to discern whether a character or creature has been poisoned and the particular effect of the poison. Takes a minute to use.

Discern Paralysis Allows a character to discern whether a character or creature has been paralysed and how much longer the effect will last. Takes a minute to use.

3.4 Magic Skills

Recognise Magic Allows a character to tell whether something or someone within 1 inch of his hand is magical or is under the influence of a spell. It also allows the character to gauge the current Mana of a character as follows

Current Mana	Reading
1–15	“low”
16–50	“medium”
51–100	“high”
101+	“very high”

When this skill is used on himself, the character can tell exactly how much Mana he currently has.

Read/Write Runes Allows a character to read/write the magical runes used in spell scrolls. The character must make a copy of the runes in his spell book. Note that this skill is necessary but not sufficient for writing spell scrolls.

Enhance Mana Each level of Enhance Mana increases the characters Mana by 1.

Meditate Meditate restores 5 x Rank power, to a character. It takes 15 minutes to perform, during which time the character must not perform any other action (such as moving, talking, fighting, etc), otherwise the benefits of meditation are lost.

Meditate can only be performed once per day.

Learn Spell Allows a character to learn a particular spell. Note that the level cost refers to the effective level of the spell.

Example *Flare, a Human Fire Elementalist, wishes to learn a 2nd Level Earth spell Grip (R). His base cost for the Learn Spell skill is $5x(\text{level} + 1)$. Grip is not a Fire spell, and hence it is treated as one level higher, making the cost for the spell*

$$5x((2 + 1) + 1) = 20 \text{ Character Points}$$

Multicast Multicasting is a skill which allows a character to cast more than one spell simultaneously. All the spells in the multicast must have a duration greater than instantaneous and must be known by the character (ie: the relevant Learn Spell skill must have been taken). The Character Point cost for the Multicast skill is equal to half the total Character Points for the relevant Learn Spell skills.

Note that the duration of some spells can be extended in the normal way.

Example *Flare has spent a total of 25 Character Points on learning the spells Flame Blade 1 (10 CP's) and Fire Skin 2 (15 CP's). The cost for learning Multicast for these two spells is 13 Character Points.*

Create Talisman A character can enchant an object (normally a piece of jewelry such as a pendant or ring) up to his level in Create Talisman.

Each character may only have two Talismans at any one time, and only one will be effective for a particular spell. In order to be effective, the Talisman must be within 1 inch of the character's body.

Example *Flare has bought Create Talisman 3 times, at a cost of 10 Character Points each time. He can enchant up to two objects to act as Talismans, up to a level of 3. Each Talismans will reduce the damage he takes from casting spells by 3 (down to a minimum of 0), but only when it is within 1 inch of his body and only one will be effective at any one time.*

Using the skill takes an entire day for each Talisman.

Enchant Item This skill allows a character to prepare an object to hold a spell up to his level in Enchant Item. Note that an object must be enchanted to hold a specific spell.

3.5 Religious Skills

Recognise Miracle Allows a character to tell whether something or someone within 1 inch of his hand is under the influence of a miracle. It also allows the character to gauge the current Standing of a character as follows

Current Power	Reading
1–15	“low”
16–50	“medium”
51–100	“high”
101+	“very high”

When this skill is used on himself, the character can tell exactly how much Standing he currently has.

Read/Write Temple Runes Allows a character to read/write the Temple Runes used in miracle scrolls for a particular Path. The first set of Temple Runes a character must learn is always the one associated with his own Path. He can then learn the Temple Runes of the Paths closest to his own (but not diagonally related).

Example *Just is a Priest of Justice and hence the first set of Temple Runes he learns must be those of Justice. After that he could learn the Temple Runes for Life and Order, but not those of Balance.*

Flint, a Dwarven Priest of Order, can learn the Temple Runes of Justice, Balance and Might after learning those of his own Path.

The character must make a copy of the all the Temple Runes he knows, and must keep a copy with him. Note that this skill is necessary but not sufficient for writing miracle scrolls.

Improve Standing Each level of Improve Standing increases the characters Standing by 1.

Prayer Prayer restores 5 x Rank power, to a character. It takes 15 minutes to perform, during which time the character must not perform any other action (such as moving, talking, fighting, etc), otherwise the benefits of praying are lost.

Prayer can only be performed once per day.

Learn Miracle Allows a character to learn a particular miracle. Note that the level cost refers to the effective level of the miracle.

Example *Fray, a Human Priest of Freedom, wishes to learn Harm 10, a 1st level miracle of Chaos. His base cost for the Learn Miracle skill is $3x(l+1)$. As Fray is not a Priest of Chaos, Harm 10 is treated as being one level higher, and hence costs him*

$$3x((1 + 1) + 1) = 9 \text{ Character Points}$$

Create Holy Symbol A character can enchant an object (normally a piece of jewelry such as a pendant or brooch) up to his level in Create Holy Symbol.

Each character may only have two Holy Symbols at any one time, and only one will be effective for a particular spell. In order to be effective, the Holy Symbol must be within 1 inch of the character's body.

Example *Fray has bought Create Holy Symbol 4 times, at a cost of 6 Character Points each time. He can enchant up to two objects to act as Holy Symbols, up to a level of 4. Each Holy Symbol will reduce the damage he takes from casting spells by 4 (down to a minimum of 0), but only when it is within 1 inch of his body and only one will be effective at any one time.*

Using the skill takes an entire day for each Holy Symbol.

Consecrate Item This skill allows a character to prepare an object to hold a miracle up to his level in Consecrate Item. Note that an object must be consecrated to hold a specific miracle.

3.6 Subterfuge Skills

Recognise Creature Allows a character to recognise a creature type though he will not necessarily know about any of its special abilities.

The player must say Recognise Creature Rank $\langle n \rangle$, where $\langle n \rangle$ is his own Rank. If the *base* level of the creature is less than or equal to $\langle n \rangle$, then he will determine its basic type.

Example *Mask, a Rank 10 Scout, spots a monster (actually a Goblin) and does Recognise Creature Rank 10. As the base (ie: lowest) level for a Goblin is 1, the creature player tells Mask that he is a Goblin. However, he doesn't tell him that this particular Goblin is a Rank 15 Goblin Champion.*

Recognise Undead Allows a character to recognise an Undead type though he will not necessarily know about any of its special abilities.

The player must say Recognise Undead Rank $\langle n \rangle$, where $\langle n \rangle$ is his own Rank. If the *base* level of the creature is less than or equal to $\langle n \rangle$, then he will determine its basic type.

Example *Harp, a Rank 5 Priest, is being approached by something he suspects to be undead and calls Recognise Undead Rank 5. The creature is actually a Zombie and as the base level for a Zombie is 1, the creature player tells Harp what he is, but not that he is actually a Rank 4 Zombie.*

Note that this Skill is actually a subset of Recognise Creature above, which would reveal the same information

Recognise Smell Allows a character to recognise the type of creature by its smell. This can be used to check out a cave for example, as well as walking up to a creature and smelling it directly. Note that not all creatures are identifiable by this method.

Evaluate Allows a character to estimate the monetary worth of an object.

Throat Slit A particularly nasty skill which can kill a living opponent almost instantly. The character must take the victim by surprise, and drag any small sharp weapon across his throat. If the attack damages the opponent, his throat has been slit and bleeds at a rate of 1 Life Point per second. It also does normal damage to the head.

Example *Nifft, an Elven Scout with Dagger Proficiency attempts to Throat Slit an Ogre. Unfortunately his target has toughened skin which reduces the damage by 4, and the blow does no damage. Nifft has to beat a hasty retreat before he gets smashed.*

Later in his career, Nifft has increased his gained skill with his dagger and now has Dagger Specialisation. Once again he attempts to Throat Slit the Ogre, this time doing 8 points of damage. This penetrates the Ogre's skin, and he starts bleeding to death.

Note that Throat Slit cannot be taken by characters who follow the Path of Life or the Path of Justice and a character cannot follow the Path of Life or the Path of Justice once he has taken this skill.

Backstab Proficiency Allows the Normal damage a character does to be doubled if an opponent has his back turned to him. Note that only the first blow will do the extra damage, though if a character has the Ambidexterity skill and is using two weapons, both blows will do extra damage if done at (roughly) the same time.

The Backstab skill can also be used when opponents turn to run away, but again only the first blow will do increased damage.

This skill is available to all characters.

Backstab Specialisation Allows the Normal damage a character does to be tripled under the same conditions outlined under Backstab Proficiency. The skill Backstab Proficiency must have already been taken.

Note that this skill cannot be taken by characters who follow the Path of Life or the Path of Justice and a character cannot follow the Path of Life or the Path of Justice once he has taken this skill.

Backstab Expertise Allows the Normal damage a character does to be quadrupled under the same conditions outlined under Backstab Proficiency. The skill Backstab Specialisation must have already been taken.

This skill is not normally available to characters. Only members of certain guilds can learn Backstab Expertise.

Backstab Mastery Allows the Normal damage a character does to be quintupled under the same conditions outlined under Backstab Proficiency. The skill Backstab Expertise must have already been taken.

This skill is not normally available to characters. Only members of certain guilds can learn Backstab Mastery.

3.7 Manufacture Skills

Skinning This allows a character to skin a creature from which leather armour can be made. Leather armour made from some creatures, such as Trolls and Ogres, is more effective than normal leather armour. In order to use this skill, the creatures must have been killed by non-sharp weapons, and the character must have a small edged implement such as a dagger or short sword. The skill takes 15 minutes to use.

Make Leather Armour With this skill, a character can make Leather Armour rather than buying it.

Make Superior Leather Armour With this skill, a character can improve Leather Armour rather than buying it. Superior Leather Armour provides an extra 1 point of Normal protection.

Make Metal Armour With this skill, a character can make Metal Armour rather than buying it. This effectively halves the cost of the armour.

Make Superior Metal Armour With this skill, a character can improve Metal Armour rather than buying it. Superior Metal Armour provides an extra 1 point of Normal protection. The cost for making Superior Metal Armour is the same as buying the equivalent normal armour.

Make Weapons With this skill, a character can make weapons of any type. This effectively halves the cost of the weapon.

Make Superior Weapons With this skill a character can make Superior Weapons. A Superior Weapon causes 1 additional point of damage on a successful attack. The cost for making a Superior Weapon is the same as buying the equivalent normal weapon.

3.8 Human Skills Costs

Skill	Warrior	Priest	Scout	Mage
<i>Weapons, Shield and Armour</i>				
1H Weapon Proficiency	3	6	6	9
1H Weapon Specialisation	6	12	12	18
1H Weapon Expertise	12	24	24	36
1H Weapon Mastery	24	48	48	72
2H Weapon Proficiency	6	12	12	18
2H Weapon Specialisation	12	24	24	36
2H Weapon Expertise	24	48	48	72
2H Weapon Mastery	48	96	96	144
Dagger Proficiency	2	4	2	6
Dagger Specialisation	4	8	4	12
Dagger Expertise	8	16	8	24
Dagger Mastery	24	32	16	48
Staff Proficiency	6	12	12	6
Staff Specialisation	12	24	24	12
Staff Expertise	24	48	48	24
Staff Mastery	48	96	96	48
Subdue Proficiency		<i>as weapon proficiency</i>		
Subdue Specialisation		<i>as weapon specialisation</i>		
Subdue Expertise		<i>as weapon expertise</i>		
Subdue Mastery		<i>as weapon mastery</i>		
Throwing Proficiency	3	6	3	9
Throwing Specialisation	6	12	6	18
Throwing Expertise	12	24	12	36
Throwing Mastery	24	48	24	72
Longbow Proficiency	6	12	6	18
Longbow Specialisation	12	24	12	36
Longbow Expertise	24	48	24	72
Longbow Mastery	48	96	48	144
Crossbow Proficiency	9	18	9	27
Crossbow Specialisation	18	36	18	54
Crossbow Expertise	36	72	36	108
Crossbow Mastery	72	144	72	216
Small Shield	3	6	9	9
Medium Shield	6	12	18	18
Large Shield	9	18	27	27
Furs/Skins Mastery	2	4	2	6
Leather Mastery	2	4	2	6
Studded Leather Mastery	4	8	4	12
Chain Mastery	6	12	18	18
Plate Mastery	8	16	24	24
Combination	8	16	24	24
<i>Physical</i>				
Enhance Life	2	4	4	6
Ambidexterity	10	20	10	30
Strength	20	40	60	60
Double Strength	40	80	120	120
Triple Strength	80	160	240	240
Armoured Dexterity	12xlevel	24xlevel	36xlevel	36xlevel
Unarmoured Dexterity	12xlevel	18xlevel	6xlevel	18xlevel
Toughened Skin (per level)	10xlevel	20xlevel	30xlevel	30xlevel

Skill	Warrior	Priest	Scout	Mage
<i>Medical</i>				
Set Broken Bone	9	3	6	6
Discern Wounds	9	3	6	6
Discern Disease	9	3	6	6
Discern Spiritual Influence	9	3	6	3
Discern Poisoning	9	3	3	6
Discern Paralysis	9	3	6	6
<i>Magic</i>				
Recognise Magic	6	6	4	2
Read/Write Runes	6	6	4	2
Enhance Mana	6	6	4	2
Meditate	24	24	16	8
Learn Spell (l = spell level)	15x(1+1)	15x(1+1)	10x(1+1)	5x(1+1)
Multicast		<i>variable</i>		
Create Talisman (per level)	30	30	20	10
Enchant Item (per level)	45	45	30	15
<i>Religious</i>				
Recognise Miracle	3	1	2	3
Read/Write Temple Runes	3	1	2	3
Improve Standing	3	1	2	3
Prayer	12	4	8	12
Learn Miracle (l = miracle level)	9x(1+1)	3x(1+1)	6x(1+1)	9x(1+1)
Create Holy Symbol (per level)	18	6	12	18
Consecrate Item (per level)	27	9	18	27
<i>Subterfuge</i>				
Recognise Creature	6	9	3	6
Recognise Undead	6	3	3	6
Recognise Smell	6	9	3	6
Evaluate	6	9	3	12
Throat Slit	20	30	10	30
Backstab Proficiency	20	30	10	30
Backstab Specialisation	40	60	20	60
Backstab Expertise	80	120	40	120
Backstab Mastery	160	240	80	240
<i>Manufacture</i>				
Skinning	20	30	10	30
Make Leather Armour	20	40	20	60
Make Superior Leather Armour	40	80	40	120
Make Metal Armour	40	80	120	120
Make Superior Metal Armour	80	160	240	240

3.9 Elf Skill Costs

Skill	Warrior	Priest	Scout	Mage
<i>Weapons, Shield and Armour</i>				
1H Weapon Proficiency	5	10	10	15
1H Weapon Specialisation	10	20	20	30
1H Weapon Expertise	20	40	40	60
1H Weapon Mastery	40	80	80	120
2H Weapon Proficiency	10	20	20	30
2H Weapon Specialisation	20	40	40	60
2H Weapon Expertise	40	80	80	120
2H Weapon Mastery	80	160	160	240
Dagger Proficiency	4	8	4	12
Dagger Specialisation	8	16	8	24
Dagger Expertise	16	32	16	48
Dagger Mastery	32	64	32	96
Staff Proficiency	10	20	20	10
Staff Specialisation	20	40	40	20
Staff Expertise	40	80	80	40
Staff Mastery	80	160	160	80
Subdue Proficiency		<i>as weapon proficiency</i>		
Subdue Specialisation		<i>as weapon specialisation</i>		
Subdue Expertise		<i>as weapon expertise</i>		
Subdue Mastery		<i>as weapon mastery</i>		
Throwing Proficiency	3	6	3	9
Throwing Specialisation	6	12	6	18
Throwing Expertise	12	24	12	36
Throwing Mastery	24	48	24	72
Longbow Proficiency	5	10	5	15
Longbow Specialisation	10	20	10	30
Longbow Expertise	20	40	20	60
Longbow Mastery	40	80	40	120
Crossbow Proficiency	12	24	12	36
Crossbow Specialisation	24	48	24	72
Crossbow Expertise	48	96	48	144
Crossbow Mastery	96	192	96	288
Small Shield	5	10	15	15
Medium Shield	10	20	30	30
Large Shield	15	30	45	45
Furs/Skins Mastery	3	6	3	9
Leather Mastery	6	12	6	18
Studded Leather Mastery	9	18	9	27
Chain Mastery	12	24	36	36
Plate Mastery	15	30	45	45
Combination	15	30	45	45
<i>Physical</i>				
Enhance Life	3	6	6	9
Ambidexterity	5	10	5	15
Strength	30	60	90	90
Double Strength	60	120	180	180
Triple Strength	120	240	360	360
Armoured Dexterity (per level)	8xlevel	16xlevel	24xlevel	24xlevel
Unarmoured Dexterity (per level)	8xlevel	12xlevel	4xlevel	12xlevel
Toughened Skin (per level)	12xlevel	24xlevel	36xlevel	36xlevel

Skill	Warrior	Priest	Scout	Mage
<i>Medical</i>				
Set Broken Bone	9	3	6	6
Discern Wounds	9	3	6	6
Discern Disease	9	3	6	6
Discern Spiritual Influence	9	3	6	3
Discern Poisoning	9	3	3	6
Discern Paralysis	9	3	6	6
<i>Magic</i>				
Recognise Magic	3	3	2	1
Read/Write Runes	3	3	2	1
Enhance Mana	3	3	2	1
Meditate	12	12	8	4
Learn Spell (l = spell level)	9x(1+1)	9x(1+1)	6x(1+1)	3x(1+1)
Multicast		<i>variable</i>		
Create Talisman (per level)	24	24	16	8
Enchant Item (per level)	36	36	24	12
<i>Religious</i>				
Recognise Miracle	12	4	8	12
Read/Write Temple Runes	12	4	8	12
Improve Standing	12	4	8	12
Prayer	48	16	32	48
Learn Miracle (l = miracle level)	36x(1+1)	12x(1+1)	24x(1+1)	36x(1+1)
Create Holy Symbol (per level)	72	24	48	72
Consecrate Item (per level)	108	36	72	108
<i>Subterfuge</i>				
Recognise Creature	6	9	3	6
Recognise Undead	6	3	3	6
Recognise Smell	6	9	3	6
Evaluate	6	9	3	6
Throat Slit	20	30	10	30
Backstab Proficiency	20	30	10	30
Backstab Specialisation	40	60	20	60
Backstab Expertise	80	120	40	120
Backstab Mastery	160	240	80	240
<i>Manufacture</i>				
Skinning	20	30	10	30
Make Leather Armour	15	30	15	45
Make Superior Leather Armour	30	60	30	90
Make Metal Armour	40	80	120	120
Make Superior Metal Armour	80	160	240	240

3.10 Dwarf Skill Costs

Skill	Warrior	Priest	Scout	Mage
<i>Weapons, Shield and Armour</i>				
1H Weapon Proficiency	2	4	4	6
1H Weapon Specialisation	4	8	8	12
1H Weapon Expertise	8	16	16	24
1H Weapon Mastery	16	32	32	48
2H Weapon Proficiency	5	10	10	15
2H Weapon Specialisation	10	20	20	30
2H Weapon Expertise	20	40	40	45
2H Weapon Mastery	40	80	80	90
Dagger Proficiency	1	2	1	3
Dagger Specialisation	2	4	2	6
Dagger Expertise	4	8	4	12
Dagger Mastery	8	16	8	24
Staff Proficiency	5	10	10	15
Staff Specialisation	10	20	20	30
Staff Expertise	20	40	40	45
Staff Mastery	40	80	80	90
Subdue Proficiency		<i>as weapon proficiency</i>		
Subdue Specialisation		<i>as weapon specialisation</i>		
Subdue Expertise		<i>as weapon expertise</i>		
Subdue Mastery		<i>as weapon mastery</i>		
Throwing Proficiency	5	10	5	15
Throwing Specialisation	10	20	10	30
Throwing Expertise	20	40	20	60
Throwing Mastery	40	80	40	120
Longbow Proficiency	20	40	20	60
Longbow Specialisation	40	80	40	120
Longbow Expertise	80	160	80	240
Longbow Mastery	160	320	160	480
Crossbow Proficiency	15	30	15	45
Crossbow Specialisation	30	60	30	90
Crossbow Expertise	60	120	60	180
Crossbow Mastery	120	240	120	360
Small Shield	1	2	3	3
Medium Shield	2	4	6	6
Large Shield	4	8	12	12
Furs/Skins Mastery	2	4	2	6
Leather Mastery	2	4	2	6
Studded Leather Mastery	3	6	3	9
Chain Mastery	4	8	12	12
Plate Mastery	5	10	15	15
Combination	5	10	15	15
<i>Physical</i>				
Enhance Life	1	2	2	3
Ambidexterity	20	40	20	60
Strength	10	20	30	30
Double Strength	20	40	60	60
Triple Strength	40	80	120	120
Armoured Dexterity (per level)	20xlevel	40xlevel	60xlevel	60xlevel
Unarmoured Dexterity (per level)	20xlevel	30xlevel	10xlevel	30xlevel
Toughened Skin (per level)	6xlevel	12xlevel	18xlevel	18xlevel

Skill	Warrior	Priest	Scout	Mage
<i>Medical</i>				
Set Broken Bone	12	4	8	8
Discern Wounds	12	4	8	8
Discern Disease	12	4	8	8
Discern Spiritual Influence	12	4	8	8
Discern Poisoning	12	4	4	8
Discern Paralysis	12	4	8	8
<i>Magic</i>				
Recognise Magic	12	12	8	4
Read/Write Runes	12	12	8	4
Enhance Mana	12	12	8	4
Meditate	48	48	32	16
Learn Spell (l = spell level)	36x(l+1)	36x(l+1)	24x(l+1)	12x(l+1)
Multicast		<i>variable</i>		
Create Talisman (per level)	72	72	48	24
Enchant Item (per level)	108	108	72	36
<i>Religious</i>				
Recognise Miracle	9	3	6	9
Read/Write Temple Runes	9	3	6	9
Improve Standing	9	3	6	9
Prayer	36	12	24	36
Learn Miracle (l = miracle level)	27x(l+1)	9x(l+1)	18x(l+1)	27x(l+1)
Create Holy Symbol (per level)	54	18	36	54
Consecrate Item (per level)	81	27	54	81
<i>Subterfuge</i>				
Recognise Creature	12	18	6	12
Recognise Undead	12	6	6	12
Recognise Smell	12	18	6	12
Evaluate	6	9	3	9
Throat Slit	40	60	20	60
Backstab Proficiency	30	45	15	45
Backstab Specialisation	60	90	30	90
Backstab Expertise	120	180	60	180
Backstab Mastery	240	360	120	360
<i>Manufacture</i>				
Skinning	20	30	10	30
Make Leather Armour	20	30	20	60
Make Superior Leather Armour	40	80	40	120
Make Metal Armour	30	60	120	120
Make Superior Metal Armour	60	120	240	240

3.11 Half Orc Skills Cost

Skill	Warrior	Priest	Scout	Mage
<i>Weapons, Shield and Armour</i>				
1H Weapon Proficiency	2	4	4	6
1H Weapon Specialisation	4	8	8	12
1H Weapon Expertise	12	24	24	36
1H Weapon Mastery	36	72	72	108
2H Weapon Proficiency	4	8	8	12
2H Weapon Specialisation	8	16	16	24
2H Weapon Expertise	24	48	48	72
2H Weapon Mastery	72	144	144	216
Dagger Proficiency	1	2	1	3
Dagger Specialisation	2	4	2	6
Dagger Expertise	6	12	6	18
Dagger Mastery	18	36	18	54
2H Weapon Proficiency	4	8	8	4
2H Weapon Specialisation	8	16	16	8
2H Weapon Expertise	24	48	48	24
2H Weapon Mastery	72	144	144	72
Subdue Proficiency		<i>as weapon proficiency</i>		
Subdue Specialisation		<i>as weapon specialisation</i>		
Subdue Expertise		<i>as weapon expertise</i>		
Subdue Mastery		<i>as weapon mastery</i>		
Throwing Proficiency	2	4	2	6
Throwing Specialisation	4	8	4	12
Throwing Expertise	12	24	12	36
Throwing Mastery	36	72	36	108
Longbow Proficiency	6	12	6	18
Longbow Specialisation	12	24	12	36
Longbow Expertise	36	72	36	108
Longbow Mastery	108	216	108	324
Crossbow Proficiency	9	18	9	27
Crossbow Specialisation	18	36	18	54
Crossbow Expertise	54	108	54	162
Crossbow Mastery	162	324	162	486
Small Shield	2	4	6	6
Medium Shield	4	8	12	12
Large Shield	6	12	18	18
Furs/Skins Mastery	2	4	2	6
Leather Mastery	2	4	2	6
Studded Leather Mastery	3	6	3	9
Chain Mastery	4	8	12	12
Plate Mastery	5	10	15	15
Combination	5	10	15	15
<i>Physical</i>				
Enhance Life	1	3	3	5
Ambidexterity	10	20	10	30
Strength	15	30	45	45
Double Strength	30	60	90	90
Triple Strength	60	120	180	180
Armoured Dexterity (per level)	16xlevel	32xlevel	48xlevel	48xlevel
Unarmoured Dexterity (per level)	16xlevel	24xlevel	8xlevel	24xlevel
Toughened Skin (per level)	8xlevel	16xlevel	24xlevel	24xlevel

Skill	Warrior	Priest	Scout	Mage
<i>Medical</i>				
Set Broken Bone	15	5	10	10
Discern Wounds	15	5	10	10
Discern Disease	15	5	10	10
Discern Spiritual Influence	15	5	10	5
Discern Poisoning	15	5	5	10
Discern Paralysis	15	5	10	10
<i>Magic</i>				
Recognise Magic	9	9	6	3
Read/Write Runes	9	9	6	3
Enhance Mana	9	9	6	3
Meditate	36	36	24	12
Learn Spell (l = spell level)	27x(1+1)	27x(1+1)	18x(1+1)	9x(1+1)
Multicast		<i>variable</i>		
Create Talisman (per level)	54	54	36	18
Enchant Item (per level)	81	81	54	27
<i>Religious</i>				
Recognise Miracle	6	2	4	6
Read/Write Temple Runes	6	2	4	6
Improve Standing	6	2	4	6
Prayer	24	8	16	24
Learn Miracle (l = miracle level)	18x(1+1)	6x(1+1)	12x(1+1)	18x(1+1)
Create Holy Symbol (per level)	36	12	24	36
Consecrate Item (per level)	54	18	36	54
<i>Subterfuge</i>				
Recognise Creature	10	15	5	10
Recognise Undead	10	5	5	10
Recognise Smell	10	15	5	10
Evaluate	8	12	4	12
Throat Slit	10	20	5	10
Backstab Proficiency	10	15	5	15
Backstab Specialisation	20	30	10	30
Backstab Expertise	40	45	20	60
Backstab Mastery	80	90	40	120
<i>Manufacture</i>				
Skinning	20	30	10	30
Make Leather Armour	20	40	20	60
Make Superior Leather Armour	60	120	60	180
Make Metal Armour	40	80	160	160
Make Superior Metal Armour	120	240	480	480

3.12 Half Ogre Skill Costs

Skill	Warrior	Priest	Scout	Mage
<i>Weapons, Shield and Armour</i>				
1H Weapon Proficiency	3	6	6	9
1H Weapon Specialisation	6	12	12	18
1H Weapon Expertise	18	36	36	54
1H Weapon Mastery	54	108	108	162
2H Weapon Proficiency	4	8	8	12
2H Weapon Specialisation	8	16	16	24
2H Weapon Expertise	16	32	32	48
2H Weapon Mastery	32	64	64	96
Dagger Proficiency	2	4	2	6
Dagger Specialisation	6	12	6	18
Dagger Expertise	18	36	18	54
Dagger Mastery	54	108	54	162
Staff Proficiency	4	8	8	4
Staff Specialisation	8	16	16	8
Staff Expertise	16	32	32	16
Staff Mastery	32	64	64	32
Subdue Proficiency		<i>as weapon proficiency</i>		
Subdue Specialisation		<i>as weapon specialisation</i>		
Subdue Expertise		<i>as weapon expertise</i>		
Subdue Mastery		<i>as weapon mastery</i>		
Throwing Proficiency	5	10	5	15
Throwing Specialisation	10	20	10	30
Throwing Expertise	30	60	30	90
Throwing Mastery	90	180	90	270
Longbow Proficiency	20	40	20	60
Longbow Specialisation	40	80	40	120
Longbow Expertise	80	160	80	240
Longbow Mastery	160	320	160	480
Crossbow Proficiency	15	30	15	45
Crossbow Specialisation	30	60	30	90
Crossbow Expertise	60	120	60	180
Crossbow Mastery	120	240	120	360
Small Shield	1	2	3	3
Medium Shield	2	4	6	6
Large Shield	3	6	9	9
Furs/Skins Mastery	2	4	2	6
Leather Mastery	2	4	2	6
Studded Leather Mastery	3	6	3	9
Chain Mastery	4	8	12	12
Plate Mastery	5	10	15	15
Combination	5	10	15	15
<i>Physical</i>				
Enhance Life	1	2	2	3
Ambidexterity	20	40	20	60
Strength	8	16	24	24
Double Strength	16	32	48	48
Triple Strength	32	64	96	96
Armoured Dexterity (per level)	20xlevel	40xlevel	60xlevel	60xlevel
Unarmoured Dexterity (per level)	20xlevel	30xlevel	10xlevel	30xlevel
Toughened Skin (per level)	4xlevel	8xlevel	12xlevel	12xlevel

Skill	Warrior	Priest	Scout	Mage
<i>Medical</i>				
Set Broken Bone	18	6	12	12
Discern Wounds	18	6	12	12
Discern Disease	18	6	12	12
Discern Spiritual Influence	18	6	12	6
Discern Poisoning	18	6	6	12
Discern Paralysis	18	6	12	12
<i>Magic</i>				
Recognise Magic	15	15	10	5
Read/Write Runes	15	15	10	5
Enhance Mana	15	15	10	5
Meditate	60	60	40	20
Learn Spell (l = spell level)	45x(1+1)	45x(1+1)	30x(1+1)	15x(1+1)
Multicast		<i>variable</i>		
Create Talisman (per level)	90	90	60	30
Enchant Item (per level)	135	135	90	45
<i>Religious</i>				
Recognise Miracle	12	4	8	12
Read/Write Temple Runes	12	4	8	12
Improve Standing	12	4	8	12
Prayer	48	16	32	48
Learn Miracle (l = miracle level)	36x(1+1)	12x(1+1)	24x(1+1)	36x(1+1)
Create Holy Symbol (per level)	72	24	48	72
Consecrate Item (per level)	108	36	72	108
<i>Subterfuge</i>				
Recognise Creature	12	18	6	12
Recognise Undead	12	6	6	12
Recognise Smell	12	18	6	12
Evaluate	6	9	3	9
Throat Slit	40	60	20	60
Backstab Proficiency	30	45	15	45
Backstab Specialisation	60	90	30	90
Backstab Expertise	120	180	60	180
Backstab Mastery	240	360	120	360
<i>Manufacture</i>				
Skinning	20	30	10	30
Make Leather Armour	20	40	20	60
Make Superior Leather Armour	60	120	60	180
Make Metal Armour	40	80	160	160
Make Superior Metal Armour	120	240	480	480

Chapter 4

Of Magic and Mages

Mages spend Character Points to learn spells, and use **Mana Points** to cast them, the exact amount dependent on the **Spell Level** and the school of the Mage. Mana Points can be increased by spending Character Points on the skill Enhance Mana.

All characters who use Magic must carry a spell book with them listing all the spells the characters knows, with notes on the vocals and any other casting requirements.

Spells of level 4 and below are freely available from various sources. Above this level a Mage must find the spell.

4.1 Casting Spells

Casting a spell requires the character to say a set of vocals, in at least a normal speaking voice. The vocal must contain a number of words equal to three times the spell's level (level 0 spells require at least two words).

Metal armour interferes with the casting of magic, and hence a spell caster cannot normally wear metal armour. Enchanted armour does exist which allows the casting of spells up to the level of the enchantment.

When a spells is cast, the character uses his Mana to power it. Mana is regained at a rate of 1 per 15 minutes of rest, or by using the Meditate skill. The Mana cost for a spell is

$$(\text{Effective}) \text{ Level} + 1$$

If a character does not have enough Mana left to cast a spell, 5 times the excess is subtracted directly from his Life Points. The Mage is using his life force to power the spell, thus this loss of life cannot be prevented in any way (if it was prevented, then the spell would not be powered and hence not take effect).

Every time a spell is cast, the caster takes Life Point damage equal to the spell's level. (Thus 0 level spells cause no damage.) If a character has a Talisman (see Magic Skills below), the amount of damage is reduced by the level of the Talisman. Thus a character with a Talisman 2 will not take damage from any spell with a level of 2 or less, will only take 1 point of damage for a level 3 spell, 2 for a level 4, etc.

4.2 Player Created Spells

The spells detailed for the different Schools of Magic allowed to players are by no means exhaustive and characters can attempt to learn different spells not in the lists. The player must describe the spell he wants to the Author and Keeper of the Rules (aka Tony), and he will decide whether its suitable, what level it is, what range, exact effect, etc, etc. Suggestions by the player are always welcome, but decision reached is final. So there!

Once a player spell has been granted, it will not appear on the standard list, unless the player allows. He can keep it to himself or teach the spell to others, charging whatever amount he feels he can get away with. Note that if the character belongs to a guild, he may be required to teach the spell to other guild members by his superiors.

Of course, the same applies for non-player characters who may also have strange spells not in the lists.

4.3 Schools of Magic

All Mages belong to a School, which defines the type of spells they can learn. Though there are several schools of Magic, all players are trained only in the Elemental school. All other schools are banned, and Mages from them are normally banished, or killed on sight. Examples of such proscribed schools are the School of Necromancy and the School of Demonology.

4.3.1 Spell Details

All spells have a range, a duration and an effect.

If the range is touch, the target must be touched with at least one hand within 1 minute of casting the spell.

Most spells have an instantaneous duration. This means that though the effect is instantaneous, any results last until reversed by other means. For example, the duration for Heal Life is instantaneous, and heals lost Life Points immediately. These Life Points last until removed (by a sword, say). For a timed duration, the Player Referee will adjudicate how much game time has passed, and whether the spell is still in effect. A permanent spell lasts forever or until the target or spell is destroyed.

4.3.2 General Spells

All Mages from any school have access to the following spells.

Level 0	Level 1	Level 2	Level 3	Level 4
Detect Magic Dispel Magic 0	Dispel Magic 1 Extension 0 Spell Ward 0	Magic Sight Dispel Magic 2 Mana Gift Spell Ward 1	Dispel Magic 3 Extension 1 Spell Ward 2	Dispel Magic 4 Spell Ward 3

Detect Magic

Range : 20'
Duration : instantaneous
Effect :

All magical items, active spells and entities within 20 feet glow.

Magic Sight

Range : 20'
Duration : 15 minutes
Effect :

Any magical items, active spells and entities within 20 feet glow which the caster looks at will glow.

Dispel Magic < n >

Range : 20'
Duration : instantaneous
Effect :

Removes any spell of level < n > or less. This spell can also dispel miracles of 2 levels lower. The caster must decide as the spell is cast whether he is removing a spell or miracle. (ie: Dispel Magic 3 can be cast as Dispel Miracle 1.)

Extension < n >

Range : touch
Duration : *variable*
Effect :

Extension increases the duration of a non-instantaneous spell. It must be cast immediately after the spell it is to effect, though not necessarily by the same character. The spell's duration is *replaced* by the duration given below

Extension 0 1 hour
Extension 1 4 hours

Mana Gift

Range : touch
Duration : *variable*
Effect :

Mana Gift allows the character to transfer his own Mana to another Mage. Once the spell has been cast, the character can transfer 2 points of Mana per minute to another Mage of the same School or 1 point of Mana per minute to a Mage of a related School. A Mage cannot transfer Mana in this way to a Mage from an opposed or unrelated School.

Example *Flare, a Fire Mage, can use Mana Gift to transfer 2 points of Mana per minute to another Fire Mage or to transfer 1 point of Mana per minute to an Earth or Air Mage. He cannot transfer Mana to a Water Mage.*

Spell Ward < *n* >

Range : touch
Duration : 15 minutes
Effect :

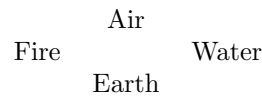
The touched character or object is protected from all further spells up to level < *n* > and any spell of level < *n* > or less already on the object is dispelled. This spell can also ward a character or object from miracles of 2 levels lower. The caster must decide as the spell is cast whether he is removing a spell or miracle. (ie: Spell Ward 2 can be cast as Miracle Ward 0.)

Note that all spells (or miracles) are warded against, even those that may be beneficial (eg: defensive and healing spells/miracles).

4.3.3 Elemental School

Elementalists strive to understand and use the 4 underlying components of the universe. All Elementalists discover that they have a natural affinity for one of they elements, and are unable to utilise its opposite.

Elemental Mages are split into four sects, each representing the four elements (Fire, Air, Water, Earth). The four elements form a circular arrangement as follows -



All Elementalists must chose a primary element to specialise in. An Elementalist can then learn and cast spells from this elements at the standard costs, and can also learn and cast spells from the two nearest elements as if the spells were one level higher.

Example *Flare chooses to specialise in Fire Magic, and thus can learn Fire spells at the base Experience Point cost, and cast Fire spells at the base Mana Cost. In addition, Flare can learn and cast Air and Earth spells as if they were one level higher. He cannot learn or cast Water spells.*

4.3.4 Fire Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Ignite	Fire Dart 1 Fire Skin 1	Fire Dart 2 Fire Skin 2	Fire Dart 3 Fire Skin 3	Fire Dart 4 Fire Skin 4
Melt (T) Burn (T) Reform (T)	Melt (R) Burn (R) Reform (R)			
Flame Blade 0	Flash (T) Flame Blade 1	Heat Metal (T) Flash (R) Flame Blade 2	Flare (T) Flame Blade 3	Heat Metal (R) Flare (R) Flame Blade 4

Ignite

Range : 20'
Duration : 15 minutes (or less, see Effect)
Effect :

Ignites a single flammable object within 20ft of the caster. If the object is being worn by a creature, it takes 1 point of Normal damage per minute for 15 minutes or until the fire is put out.

Fire Dart < n >

Range : 20'
Duration : instantaneous
Effect :

Fire Dart < n > causes < n > points of Power damage to every location of the target creature and < n > Life Point damage. The spell vocal should end with the words "Fire Dart μ_i " to indicate the damage.

Fire Skin < n >

Range : touch
Duration : 15 minutes
Effect :

Fire Skin < n > gives the character touched < n > points of Power armour. The amount of protection is effectively doubled against fire and heat attacks. (ie: A Fire Skin 2 will negate a Fire Dart 4.)

Melt (T)/(R)

Range : touch (level 0)
: 20' (level 1)
Duration : instantaneous
Effect :

Melt makes unusable any metal object touched or up to a range of 20ft.

Burn (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Effect :

Burn makes unusable any wooden object touched or up to a range of 20ft.

Reform (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Effect :

Reform mends any broken metal object touched or up to a range of 20 ft.

Heat Metal (T)/(R)

Range : touch (level 2)
 : 20' (level 4)
 Duration : 15 minutes
 Effect :

The targeted metal item begins to heat up, possibly causing damage to the holder/wearer. Body Point damage is caused every minute to all locations touched by the metal object. The Life Point damage is equal to the total amount of Body Point damage caused. The amount of damage per minute is as follows -

1st minute	1
2nd minute	2
3rd minute	3
4th minute	4
4th minute	5
5th minute	6
6th minute	7
7th minute	8
8th minute	8
9th minute	7
10th minute	6
11th minute	5
12th minute	4
13th minute	3
14th minute	2
15th minute	1

Flash (T)/(R)

Range : touch (level 1)
 : 20' (level 2)
 Duration : instantaneous
 Effect :

Flash blinds the target character for 3 seconds. (The effected player must close his eyes for the spells duration).

Flare (T)/(R)

Range : touch (level 3)
 : 20' (level 4)
 Duration : instantaneous
 Effect :

Flash blinds the target character for 10 seconds. (The effected player must close his eyes for the spells duration).

Flame Blade < n >

Range : touch
 Duration : 15 minutes
 Effect :

Flame Blade can be cast on any weapon and adds $\langle n \rangle$ fire Power damage for 15 minutes. If cast on a non-metal weapon, the weapon is destroyed as soon as the spell expires.

Flame Blade 0 causes no additional damage, but does protect the weapon from being melted, warped or otherwise destroyed by magical means.

The call upon a successful hit is “Fire n_i ”, if the weapon is actually doing additional damage.

4.3.5 Earth Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Endurance 3	Endurance 6	Endurance 9	Endurance 12	Endurance 15
Bludgeon 1	Bludgeon 2	Strength	Bludgeon 4	Double Strength
Blade Sharp 1	Blade Sharp 2	Bludgeon 3	Blade Sharp 4	Bludgeon 5
	Grip (T)	Blade Sharp 3	Bind (T)	Blade Sharp 5
Warp (T)	Warp (R)	Grip (R)		Bind (R)
Mend (T)	Mend (R)			
Iron Skin 1	Iron Skin 2	Iron Skin 3	Iron Skin 4	Iron Skin 5

Endurance $\langle n \rangle$

Range : touch
 Duration : 15 minutes
 Effect :

Increases the target’s Life Points by $\langle n \rangle$, with a corresponding increase in Body Points. All damage caused is taken from the additional points first.

Strength/Double Strength

Range : touch
 Duration : 15 minutes
 Effect :

Gives the target Strength/Double Strength for 15 minutes, as the Strength skill. This increases the amount of damage he does with a weapon by one/two steps, and allows him to break out of some spells and miracles.

Note that this spell is not cumulative with any other strength increasing spell/miracle or with any strength increasing skill.

Bludgeon $\langle n \rangle$

Range : touch
 Duration : 15 minutes
 Effect :

Increases the normal damage of a bludgeoning weapon by $\langle n \rangle$ points of up to a maximum of twice the weapons normal damage. (ie: a 1H Mace which does 4 points of damage can have up to Bludgeon 4 cast on it.) Casting a higher level than the weapon can take has no effect.

As additional damage is non-magical and hence the weapon is not protected. The call is simply the new level of damage. (eg: a character wielding a 1H Mace with Bludgeon 2 calls “Blunt 6” on a successful attack.)

Blade Sharp $\langle n \rangle$

Range : touch
 Duration : 15 minutes
 Effect :

Increases the normal damage of a blade weapon by $\langle n \rangle$ points of up to a maximum of twice the weapons normal damage. (ie: a 1H Sword which does 4 points of damage can have up to Blade Sharp 4 cast on it.) Casting a higher level than the weapon can take has no effect.

The additional damage is non-magical and hence the weapon is not protected. The call is simply the new level of damage. (eg: a character wielding a 1H Sword with Blade Sharp 2 calls “6” on a successful attack.)

Grip (T)/(R)

Range : touch (level 1)
 : 20' (level 2)
 Duration : 15 minutes (or less, see Effect)
 Effect :

Grip causes the ground to hold the target character for 15 minutes. Any part of the target's body touching the ground is effected. If the character has Strength he can break the hold in 5 seconds per location. (ie: A character with both feet held can break the hold in 10 seconds.)

Bind (T)/(R)

Range : touch (level 3)
 : 20' (level 4)
 Duration : 15 minutes (or less, see Effect)
 Effect :

Bind is a stronger form of Grip which requires Double Strength to break.

Warp (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Effect :

Warp destroys any one wooden object either touched or up to 20 ft away.

Mend (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Effect :

Mend fixes any broken object.

Iron Skin < n >

Range : touch
 Duration : 15 minutes
 Effect :

Iron Skin makes the target's skin tougher, protecting him from normal damage. The target gains < n > points of Normal armour.

Counts as wearing armour.

4.3.6 Water Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Freeze (T)	Ice Dart 1	Ice Dart 2	Ice dart 3	Ice Dart 4
Command 1	Freeze (R)	Command 4	Command 8	Command 16
Mental Strength 0	Command 2	Mental Strength 2	Mental Strength 3	Mental Strength 4
Paralysis 1	Mental Strength 1	Paralysis 4	Paralysis 8	Paralysis 16
Trip	Paralysis 2	Entangle (R)		
Ice Blade 0	Entangle (T)	Ice Blade 2	Ice Blade 3	Ice Blade 4
	Ice Blade 1			

Ice Dart < n >

Range : 20'
 Duration : instantaneous
 Effect :

Ice Dart < n > causes < n > points of Power damage to every location of the target creature and < n > Life Point damage. The spell vocal should end with the words "Ice Dart n_i " to indicate the damage.

Freeze (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : 10 seconds
 Effect :

Causes the target character (touched or within 20ft), to freeze for 10 seconds.

Freeze temporarily freezes all the water in the effected creatures body.

Command < n >

Range : 20'
 Duration : 10 seconds
 Effect :

Command < n > effects targets of Rank < n > or less. The caster gives a one word command which must be obeyed. Commands which cause damage or have a permanent effect are ignored (hence the Command "Die!" will have no effect).

Does not effect undead.

Mental Strength < n >

Range : touch
 Duration : 15 minutes
 Effect :

This spell makes the target immune to mind effecting spells and miracles of level < n > or less for 15 minutes.

Paralysis < n >

Range : touch
 Duration : 15 minutes
 Effect :

Causes a target of Rank < n > or less to be paralysed for 15 minutes, and slowed for a further 5 minutes.

Paralyse directly effects the mind, causing signals from the brain to be stopped.

Does not effect undead.

Trip

Range : 20'
 Duration : instantaneous
 Effect :

Causes the targeted character to trip and fall.

Entangle (T)/(R)

Range : touch (level 1)
 : 20' (level 2)
 Duration : 15 minutes (or less, see Effect)
 Effect :

Entangle causes any plants near the target to entangle his limbs. Thus a character on grass will have his legs entangled, while a character on grass and near a tree will his legs and arms entangled. A character with Strength can break the hold, taking 5 seconds per entangled limb.

Ice Blade

Range : touch
 Duration : 15 minutes
 Effect :

Ice Blade can be cast on any weapon and adds < n > cold Power damage for 15 minutes.

Ice Blade 0 causes no additional damage, but does protect the weapon from being melted, warped or otherwise destroyed.

The call upon a successful hit is "Ice μ !", if the weapon is actually doing additional damage.

Does not effect undead.

4.3.7 Air Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Shocking Grasp 2	Air Blast 2 Storm Skin 1 Shocking Grasp 4 Storm Hand 1	Air Blast 4 Storm Skin 2 Shocking Grasp 6 Storm Hand 2	Air Blast 6 Storm Skin 3 Shocking Grasp 8 Storm Hand 3	Air Blast 8 Storm Skin 4 Shocking Grasp 10 Storm Hand 4
Choke 1 Blink 0 Teleport 0	Choke 2 Teleport 1 Float (Self)	Choke 4 Teleport 2	Choke 8 Blink Other Teleport 3 Float (T)	Choke 16 Blink 4 Teleport 4
Extinguish		Gust of Wind		Gale

Extinguish

Range : 20'
Duration : instantaneous
Effect :

This causes a gust of air to extinguish a targeted light source.

Gust of Wind/Gale

Range : 20'
Duration : 1 minute (or less, see Effect)
Effect :

Gust of Wind lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Strength will be blown back at least 20 ft directly away from the caster, and all other creatures are slowed when they approach.

Gale has exactly the same effect except that all characters without at least Double Strength will be blown directly away from the caster, and all other creatures are slowed when the approach.

Both spells also protect the caster from missile weapons. Gust of Wind reduces all missile damage by 8, Gale reduces all missile damage by 16.

Storm Skin < n >

Range : touch
Duration : 15 minutes
Effect :

Storm Skin < n > gives the character touched < n > points of Power armour. The amount of protection is effectively doubled against lightning attacks. (ie: A Storm Skin 2 will negate a Shocking Grasp 2.)

Shocking Grasp < n >

Range : touch
Duration : instantaneous
Effect :

Shocking Grasp allows the Mage to cause Power damage with each hand. Each hand causes < n > points of electrical damage to the touched location. The call is "Shocking Grasp < n >". This spell must be used within 30 seconds of being cast.

Storm Hand < n >

Range : caster only
Duration : 15 minutes
Effect :

Storm Hand is a more controlled version of Shocking Grasp. For 15 minutes the Mage can cause < n > points of Power damage with his hands.

Air Blast < n >

Range : 20'
Duration : instantaneous
Effect :

Air Blast does $< n >$ points of Normal damage to every location of the target creature and $< n >$ points of Life Point damage.

Choke $< n >$

Range : 20'
Duration : 15 minutes
Effect :

Can effect a target of Rank $< n >$ or less. A band of air tightens around the target's throat, causing him to fall unconscious. The target will remain unconscious for 15 minutes, or until damaged.

Blink 0

Range : self
Duration : instantaneous
Effect :

Blink moves the caster instantaneously from one spot to another. The player must shout "Blink - time freeze", and can then walk 10 paces (normal walking steps) in a *straight* line to another position. He cannot walk through anything or anybody, must take the full 10 paces unless he is obstructed and his facing remains unchanged.

Blink Other

Range : touch
Duration : instantaneous
Effect :

Blink Other moves another willing character instantaneously from one spot to another. The effect player must shout "Blink - time freeze", and can then walk 10 paces (normal walking steps) in a *straight* line to another position. He cannot walk through anything or anybody, must take the full 10 paces unless he is obstructed and his facing remains unchanged.

Blink 4

Range : self
Duration : instantaneous
Effect :

Blink moves the caster instantaneously from one spot to another. The player must shout "Blink - time freeze", and can then walk 10 paces (normal walking steps) in a *straight* line to another position. With Blink 4 the caster can choose to either change his facing *or* go through solid objects.

Teleport $< n >$

Range : self (or touch, see below)
Duration : *variable*
Effect :

Teleport takes several minutes to cast (depending on the spell's level) and instantly transports the caster to another location as follows

Spell	Casting Time	Distance
Teleport 0	5 minutes	20 ft
Teleport 1	10 minutes	40 ft
Teleport 2	10 minutes	60 ft
Teleport 3	15 minutes	80 ft
Teleport 4	15 minutes	100 ft

The caster can take an additional characters with him by decreasing the effect by one step per additional person. Hence to teleport himself and one other 60 ft, the Elementalist must cast a Teleport 3.

To cast the spell, the Elementalist must have seen the spot being teleported to, or know exactly where it is. He must then draw a circle on the floor and meditate in it along with every one he is teleporting for the required duration. If he takes any other action during this time, the spell is disrupted. If anyone leaves the circle before the spell is cast, they cannot be teleported.

Float (var)

Range : caster only (level 1)
: touch (level 3)
Duration : 15 minutes
Effect :

For the duration of the spell, the effected character is floating 1" above the ground. He cannot be effected by Grip, Bind or similar spells and miracles which fix him to the earth. Note that entangling spells will still be effective.

Chapter 5

Of Religion and Priests

Priests follow a deity whose Power is based on one of the Nine Paths, which spring from the Four Principles of the Universe. (The name of the characters God can be any that the player chooses.) Priests use Character Points to learn miracles, and use Standing to cast them, in a similar way to Mages.

5.1 The Four Principles

The Four Principles which govern the universe are

	Life	
Order		Chaos
	Death	

Each of the Four Principles grants Powers to the Gods, and these in turn are passed onto Priests in the form of Miracles.

5.1.1 The Nine Paths

The Four Principles can be combined to give the Nine Paths of the Universe as follows

Justice	Life	Freedom
Order	Balance	Chaos
Might	Death	Anarchy

Gods who follow one of the 5 non-principle Paths (Justice, Freedom, Balance, Might and Anarchy) are granted powers from all Principles which are adjacent. Hence a Goddess of Justice can grant Miracles from both Life and Order.

However, due to their distance from the Principle, all Miracles are treated as being 1 level higher when a Priest attempts to learn it, though for casting purposes it is still considered to be at its normal level. Thus a 2nd level Order miracle is treated as a 3rd level miracle when granted to a Priest by a deity of Might, Balance or Justice.

To maintain equilibrium, after learning a miracle from one Principle, a Priest cannot learn another miracle from that Principle until he has learnt one from all other Principles that the Deity embodies. Thus a Priest of Justice must learn a Life Miracle after learning an Order Miracle.

Example *Just, a Human Priest who follows Justice, has received the miracle Heal Wounds 5, a Level 0 miracle of Order. Just's base cost to learn a miracle is $3x(\text{level} + 1)$. Since he follows Justice, Heal Wounds 5 is considered to be 1 level higher when learning, and hence he had to spend*

$$3x(1 + 1) = 6$$

Character Points to acquire it.

5.2 Casting Miracles

Casting a miracle requires the character to say a set of vocals, in at least a normal speaking voice. The vocal must contain a number of words equal to three times the miracle's level (level 0 miracles require at least two words).

When a miracle is cast, the character uses his Standing to power it. Standing is regained at a rate of 1 per 15 minutes of rest or by using the Prayer skill. Miracles can be cast while wearing any type of armour, and cost

Level + 1

in Standing. If a character does not have enough Standing left to cast a miracle, 5 times the excess is subtracted directly from his Life Points. The Priest is using his life force to power the miracle, thus this loss of life cannot be prevented in any way (if it was prevented, then the miracle would not be powered and hence not take effect).

As with casting Spells, casting Miracles causes damage equal to their effective level. This damage is reduced by having a Holy Symbol, with the level of the Holy Symbol being subtracted from the amount of damage caused.

5.3 The Miracles

All miracles have a range, a duration and an effect.

If the range is touch, the target must be touched with at least one hand within 1 minute of casting the miracle.

Most miracles have an instantaneous duration. This means that though the effect is instantaneous, any results last until reversed by other means. For example, the duration for Heal Life is instantaneous, and heals lost Life Points immediately. These Life Points last until removed (by a sword, say). For a timed duration, the Player Referee will adjudicate how much game time has passed, and whether the miracle is still in effect. A permanent miracle lasts forever or until the target or miracle is destroyed.

5.3.1 Order Miracles

Stability, endurance.

Level 0	Level 1	Level 2	Level 3	Level 4
Heal Wounds 5	Heal Wounds 10	Heal Wounds 15	Heal Wounds 20	Heal Wounds 25
Protection (R)	Mend (R)	Strengthen 2	Strengthen 3	Strengthen 4
Mend (T)	Strengthen 1	Harden 2	Harden 3	Harden 4
Strengthen 0	Harden 1	Strength	Withdraw 3	Might
	Withdraw 1	Order Gift	Destroy Poison 3	
	Destroy Poison 1	Order Lace 8	Extend 1	
	Extend 0	Order Lace 4	Order Lace 16	Order Lace 32
Order Lace 2	Order Lace 4	Halt 4	Halt 8	Halt 16
Halt 1	Halt 2			

Heal Wounds < n >

Range : touch
Duration : instantaneous
Effect :

Heals < n > Body Damage (*NOT* Life Points) on a character the caster is touching. The healing can be spread over multiple locations in groups of 5.

Protection (T)/(R)

Range : touch (level 0)
: 20' (level 1)
Duration : 15 minutes
Effect :

Protects any one object, up to a volume of 1 cubic foot from being warped, melted or otherwise broken. This miracle will also stop a weapon being used by a strong character from being broken.

Mend (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Effect :

Mends any one object, up to a volume of 1 cubic foot.

Strengthen < n >

Range : touch
 Duration : 15 minutes
 Effect :

Can be cast on any weapon, shield or armour, strengthening the internal order of the object.

When cast on a weapon, Strengthen increases the amount of damage done by < n >. Strength 0 only protects the weapon from destructive spells and miracles.

When cast on a piece of armour, Strength increases its Normal Armour Points by < n >. Note that the miracle will only effect the armour of one location. Strength 0 only protects the armour from destructive spells and miracles.

When cast on a shield, the miracle only protects it from destructive spells and miracles.

Harden < n >

Range : touch
 Duration : 15 minutes
 Effect :

Harden toughens a character's skin, giving him < n > points of protection from Normal damage and Power damage.

Counts as wearing armour.

Withdraw < n >

Range : touch
 Duration : 15 minutes
 Effect :

A target effected by this miracle withdraws from the world and is unable to move, communicate or otherwise effect his environment around him and the world cannot effect the target. In particular he is immune to damage or any other effect.

This miracle can only effect willing targets. Withdraw 1 can only effect the caster while Withdraw 3 can be cast on another (willing) target.

Note that while withdrawn, the character regains Standing/Power as per normal. In addition, the character can cast this miracle just before using the skills Prayer or Meditate.

Destroy Poison < n >

Range : touch
 Duration : instantaneous
 Effect :

Reduces the damage caused by poison by < n >. Thus a Destroy Poison 2 cast on a character effected by Poison Touch 4 only takes 2 points of damage every minute. This miracle can be cast multiple times to negate a more powerful poison.

Strength/Might

Range : touch
 Duration : 15 minutes
 Effect :

Gives the target Strength/Double Strength for 15 minutes, as the Strength skill. This increases the amount of damage he does with a weapon and allows him to break out of some spells and miracles.

Note that this miracle is not cumulative with any other strength increasing spell/miracle or with any strength increasing skill.

Extend < *n* >

Range : touch
 Duration : *variable*
 Effect :

Extend increases the duration of a non-instantaneous miracle or spell. Extend must be cast immediately after the miracle or spell it is to effect, though not necessarily by the same character. The miracle or spell's duration is *replaced* by the duration given below.

Extend 0 1 hour
 Extend 1 4 hours
 Extend 2 16 hours
 Extend 3 64 hours
 Extend 4 256 hours

Order Gift

Range : touch
 Duration : *variable*
 Effect :

Order Gift allows the caster to give 1 point of Standing per minute to another character with the following restrictions

1. The recipient must follow the Path of Order, Justice, Might or Balance. If the recipient is not a follower of the Path of Order, the transfer rate is halved.
2. The recipient cannot gain more Standing than his normal maximum.

Order Lace < *n* >

Range : touch or 20' (see Effect)
 Duration : instantaneous
 Effect :

Forces order into a touched target. This has the effect of draining < *n* > points of Standing if the target follows the Principle of Freedom, Chaos or Anarchy. The miracle can be used at range (20'), but drains half the amount of Standing. The target can regain Standing as per normal.

Halt < *n* >

Range : 20'
 Duration : 10 seconds or until attacked
 Effect :

Halt causes any creature of rank less than or equal to < *n* > to freeze for 10 seconds, or until attacked.

5.3.2 Life Miracles

Characters who follow the Principle of Life believe in the sanctity of life, and will do their utmost to preserve it. As such they are the protectors of life.

How far the regard for life is taken does depend on the character. Some believe that no person or creature should be allowed to die if at all possible, while others believe that if a person or creature commits murder or any other evil act, then he has lost his right to life.

Undead creatures are a mockery of life, and must always be destroyed and so must the creators of such creatures.

Level 0	Level 1	Level 2	Level 3	Level 4
Detect Undead Heal Life 5	Heal Life 10 Remove Fear (T)	Discern Nature of Undead Heal Life 15	Heal Life 20 Remove Fear (R)	Heal Life 25
Life Shield 2 Holy Word 2	Cure Minor Disease Life Shield 4 Holy Word 4	Courage Life Shield 6 Holy Word 8 Life Gift	Cure Normal Disease Life Shield 8 Holy Word 16	Bravery Life Shield 10 Holy Word 32
Life Lace 2 Bless 1	Life Lace 4 Bless 2 Undead Ward 1	Life Lace 8 Bless 3 Undead Ward 2	Life Lace 16 Bless 4 Undead Ward 4	Life Lace 32 Bless 5 Undead Ward 8
Destroy Undead 1	Destroy Undead 2	Destroy Undead 4	Destroy Undead 8	Destroy Undead 16

Detect Undead

Range : self only
Duration : 15 minutes
Effect :

Some undead are not normally visible to the naked eye. This miracle allows the Priest to see such spirits.

Discern Nature of Undead

Range : 20'
Duration : instantaneous
Effect :

This miracle gives the caster the type and rank of the target Undead creature.

Heal Life < n >

Range : touch
Duration : instantaneous
Effect :

Heals < n > Life Points (*NOT* Body Points) on a character the caster is touching.

Remove Fear (T/R)

Range : touch (level 1)
: 20' (level 3)
Duration : 15 minutes
Effect :

Removes the effect of Fear from the touched character or from a target character.

Courage/Bravery

Range : touch
Duration : 15 minutes
Effect :

Courage doubles the targets Rank when targeted by fear inducing effects, while Bravery makes the target immune to fear effects.

Cure Minor/Normal Disease

Range : touch
Duration : permanent
Effect :

One Cure Minor Disease removes the effects of a Minor Disease, three Cure Minor Disease miracles removes the effects of a Normal Disease and nine Cure Minor Disease miracles removes the effects of a Major Disease.

One Cure Normal Disease removes the effects of a Minor or Normal Disease, three Cure Normal Disease miracles removes the effects of a Major Disease.

Life Shield < *n* >

Range : touch
 Duration : 15 minutes
 Effect :

This miracle protects the target from Life Point loss. The Life Point damage from any attack is reduced by < *n* >. Thus a character with Life Shield 4 hit by a sword for 6 points of damage will still take 6 Body Points of damage as per normal but will only lose 2 Life Points.

Holy Word < *n* >

Range : 20'
 Duration : instantaneous
 Effect :

Causes < *n* > points of Power damage to a targeted Undead creature within 20ft of the caster.

Life Gift

Range : touch
 Duration : *variable*
 Effect :

Life Gift allows the caster to give 1 point of Standing per minute to another character with the following restrictions

1. The recipient must follow the Path of Life, Justice, Freedom or Balance. If the recipient is not a follower of the Path of Life, the transfer rate is halved.
2. The recipient cannot gain more Standing than his normal maximum.

Life Lace < *n* >

Range : touch or 20' (see Effect)
 Duration : instantaneous
 Effect :

Forces life into a touched target. This has the effect of draining < *n* > points of Standing if the target follows the Principle of Might, Death or Anarchy. The miracle can be used at range (20'), but drains half the amount of Standing.

Bless < *n* >

Range : touch
 Duration : 15 minutes
 Effect :

Bless gives the recipient < *n* > Power Armour and 2x< *n* > Normal Armour points effective against undead attacks and Death miracles.

Undead Ward < *n* >

Range : *special*
 Duration : 15 minutes
 Effect :

The Priest marks a line of the floor (preferably with some visible phys-rep like a piece of red cord) which can be a maximum of 5 feet in length. The line may stretch across an opening, be made into a circle or be any other shape the Priest requires.

Undead with rank equal to or less than the < *n* > may not cross the line until the miracle wears off.

Destroy Undead < *n* >

Range : 20'
 Duration : instantaneous
 Effect :

Destroy Undead immediately kills the targeted undead creature as long as it's level is less than or equal to < *n* >.

The caster has an option to turn the undead, rather than destroy it, in which case the miracle is treated as one level higher. (ie: Destroy Undead 2 can be cast as Turn Undead 4.) The caster must decide as the miracle is cast how it is used (ie: must say either Destroy Undead or Turn Undead).

5.3.3 Chaos Miracles

Entropy, destruction, freedom.

Level 0	Level 1	Level 2	Level 3	Level 4
Harm 5	Harm 10	Harm 15	Harm 20	Harm 25
Destroy (T)	Disruption 1	Disruption 2	Disruption 3	Disruption 4
Curse 1	Destroy (R)	Curse 3	Curse 4	Curse 5
	Curse 2	Weakness		Double Weakness
	Poison Touch 1		Poison Touch 3	
Chaos Blade 1	Chaos Blade 2	Chaos Blade 3	Chaos Blade 4	Chaos Blade 5
Dispел 0	Dispел 1	Dispел 2	Dispел 3	Dispел 4
		Disruptive Aura 0	Disruptive Aura 1	Disruptive Aura 2
		Chaos Gift		
Chaos Lace 2	Chaos Lace 4	Chaos Lace 8	Chaos Lace 16	Chaos Lace 32
	Remove Paralysis (T)		Remove Paralysis (R)	
Freedom 0		Freedom 2		Freedom 4

Harm < n >

Range : touch
 Duration : instantaneous
 Effect :

Causes < n > Power Body Damage to the location touched. The caster must touch the target with at least one hand within 1 minute of casting the miracle.

Disruption < n >

Range : 20'
 Duration : instantaneous
 Effect :

Causes < n > Power Body Damage to each location of the chosen target. (Note, no Life Point damage is caused.)

Destroy (T)/(R)

Range : touch (level 0)
 : 20' (level 1)
 Duration : instantaneous
 Effect :

Destroys any one non-living object touched or up to a range of 20ft.

Curse < n >

Range : 20'
 Duration : 15 minutes
 Effect :

Makes a character more vulnerable to damage. All Normal damage is increased by $2 \times \langle n \rangle$ and all Power damage is increased by $\langle n \rangle$. (Note that an attack must actually be doing Normal/Power damage before it is increased.)

Weakness/Double Weakness

Range : touch
 Duration : 15 minutes
 Effect :

Drains a target the character is touching of Strength/Double Strength. A character without any additional Strength (either because he does not possess the relevant skill(s) or because he has already been effected by Weakness) suffers the effects described below. Double Weakness moves the target 2 steps down the table.

Levels of Weakness	Effects
1	-1 normal damage cannot use 2H weapons
2	-2 normal damage can only use small weapons (dagger, shortsword, ...)
3	slowed collapse

Poison Touch < n >

Range : touch
Duration : 15 minutes
Effect :

Poison Touch creates a slow acting poison which infects the target's bloodstream. The target takes < n > points of Life Point damage every minute for the duration of the miracle.

Chaos Blade < n >

Range : touch
Duration : 15 minutes
Effect :

Chaos Blade can be cast on any weapon, imbuing it with Chaos. The weapon causes < n > points of Power damage, but after the effect wears off the weapon becomes permanently damaged, doing 1 point less of normal damage. Hence a 1H Sword, with a base of 4 points, will have a base of 3 points after a Chaos Blade wears off. If the base damage of a weapon drops to 0, it is destroyed.

The call for the additional damage is "Chaos $\mu\iota$ " or "Power $\mu\iota$ ".

Dispel < n >

Range : 20'
Duration : instantaneous
Effect :

Dispels any miracle or spell with a level of < n > or less.

Disruptive Aura < n >

Range : touch
Duration : 15 minutes
Effect :

Protects a character from the influence of spells and miracles. The target's is immune to spells and miracles of level < n > or less, including beneficial ones (eg: heals, protections, etc). Any spell or miracle of level < n > or less already on the target is dispelled.

Chaos Gift

Range : touch
Duration : *variable*
Effect :

Chaos Gift allows the caster to give 1 point of Standing per minute to another character with the following restrictions

1. The recipient must follow the Path of Chaos, Freedom, Anarchy or Balance. If the recipient is not a follower of the Path of Chaos, the transfer rate is halved.
2. The recipient cannot gain more Standing than his normal maximum.

Chaos Lace < n >

Range : touch or 20' (see Effect)
Duration : instantaneous
Effect :

Forces chaos into a touched target. This has the effect of draining < n > points of Standing if the target follows the Path of Justice, Order or Might. The miracle can be used at range (20'), but drains half the amount of Standing.

Remove Paralysis (T)/(R)

Range : touch (level 1)
 : 20' (level 3)
 Duration : instantaneous
 Effect :

Removes the effects of paralysis from the target character. It can also be used to remove the effects of the Order miracle Halt.

Freedom 0/2/4

Range : caster only (level 0)
 : touch (levels 2+)
 Duration : instantaneous (level 0)
 : 15 minutes (levels 2+)
 Effect :

Freedom 0 can be used to escape from spells and miracles which bind or hold the caster which normally require Strength to escape (such as the Water spell Entangle or the Earth spell Grip). The miracle can only effect the caster.

Freedom 2 can be used to free a target character from spells and miracles which bind or hold and which normally require Strength to escape. In addition, for the duration of the miracle, the target cannot be effected by Paralysis and such holding spells or miracles.

Freedom 4 can be used to free a target character from spells and miracles which bind or hold and which normally require Double Strength to escape. In addition, for the duration of the miracle, the target cannot be effected by Paralysis and such holding spells or miracles.

Freedom is also effective against Paralysis, Halt, Freeze and other spells and miracles which stop a character.

Note that this miracle does not reverse the effects of Weakness.

5.3.4 Death Miracles

Characters who follow the Principle of Death believe in the sanctity of death. If a person or creature is fated to die, then nothing should be allowed to interfere.

How far the regard for death is taken does depend on the character. Some believe that it is their mission in life to send as many living things to death as they can before they too die, while others believe that you only have the one chance and hence you should make the most of it, not letting anything get in your way.

Undead are servants of Death, rewarded by their Deity for their exemplary service during life. Necromancers are sometimes seen as allies, sometimes as unwitting tools of Death and sometimes as invaders and enemies.

Level 0	Level 1	Level 2	Level 3	Level 4
Detect Undead Drain Life 5	Drain Life 10 Cause Minor Disease	Discern Nature of Undead Drain Life 15	Drain Life 20 Cause Normal Disease	Drain Life 25
Unholy Strike 0 Unholy Word 2	Unholy Strike 1 Unholy Word 4 Interrogate the Dead	Repel Life Unholy Strike 2 Unholy Word 6	Unholy Strike 3 Unholy Word 8 Speak with Dead	Unholy Strike 4 Unholy Word 10
Fear 1	Fear 2	Fear 4 Death Gift	Fear 8	Fear 16
Death Lace 2	Death Lace 4 Life Ward 1	Death Lace 8 Life Ward 2	Death Lace 16 Life Ward 4	Death Lace 32 Life Ward 8
Control Undead 1	Control Undead 2	Control Undead 4	Control Undead 8	Control Undead 16

Detect Undead

Range : self only
 Duration : 15 minutes
 Effect :

Some undead are not normally visible to the naked eye. This miracle allows the Priest to see such spirits.

Discern Nature of Undead

Range : 20'
 Duration : instantaneous
 Effect :

This miracle gives the caster the type and rank of the target Undead creature.

Drain Life < n >

Range : touch
 : 20' (see below)
 Duration : instantaneous
 Effect :

Causes < n > Life Point damage to a character the caster touches. The caster must touch someone within 1 minute of casting the miracle. Power armour reduces the amount of damage and undead are immune to this miracle.

Drain Life can be cast at a range of 20 feet by lowering the effective level of the miracle by 2. Thus Drain Life 25 can be cast as Drain Life 15 at a range of 20 feet.

Cause Minor/Normal Disease

Range : touch
 Duration : 24 hours
 Effect :

A minor disease causes the target to lose Life Points at the rate of 1 per hour. In addition, the target suffers from weakness (losing a category of Strength). (If the target did not possess any strength enhancing skills, he may only move around slowly and loses a category of damage.)

A normal disease causes the target to lose Life Points at the rate of 1 per 15 minutes (4 per hour). In addition, the target suffers from double weakness (losing two categories of strength). (If the target did not possess at least two strength enhancing skills, he may only move around slowly and loses two categories of damage.)

All diseases have an onset time of 15 minutes.

Repel Life

Range : caster only
 Duration : instantaneous
 Effect :

All living creatures are thrown back from the caster to a distance of 10 feet.

Unholy Strike < n >

Range : touch
 Duration : 15 minutes
 Effect :

Unholy Strike can be cast on any weapon, imbuing it with Death. The weapon causes < n > points of Power damage.

Unholy Strike 0 causes no additional damage, but does protect the weapon from being melted, warped or otherwise destroyed.

The call for the additional damage is "Unholy μ_i " or "Power μ_i ".

Unholy Word < n >

Range : 20'
 Duration : instantaneous
 Effect :

Causes < n > points of Power Life Point damage to a targeted living creature within 20ft of the caster.

Interrogate the Dead

Range : touch
 Duration : 1 minute
 Effect :

The caster can ask three yes/no questions of any creature killed within the last 15 minutes. Note that this miracle will not work on a “killed” undead creature (their spirit no longer exists).

Speak with Dead

Range : touch
Duration : 1 minute
Effect :

The caster can ask three questions of any creature killed within the last 15 minutes. Note that this miracle will not work on a “killed” undead creature (their spirit no longer exists, and they’ve probably been dead for more than 15 minutes.)

Death Gift

Range : touch
Duration : *variable*
Effect :

Death Gift allows the caster to give 1 point of Standing per minute to another character with the following restrictions

1. The recipient must follow the Path of Death, Anarchy, Might or Balance. If the recipient is not a follower of the Path of Death, the transfer rate is halved.
2. The recipient cannot gain more Standing than his normal maximum.

Death Lace < n >

Range : touch or 20' (see Effect)
Duration : instantaneous
Effect :

Forces death into a touched target. This has the effect of draining < n > points of Standing if the target follows the Path of Justice, Life or Freedom The miracle can be used at range (20'), but drains half the amount of Standing.

Fear < n >

Range : 20'
Duration : 15 minutes
Effect :

A target character of Rank < n > or less must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.

Life Ward < n >

Range : *special*
Duration : 15 minutes
Effect :

The Priest marks a line of the floor (preferably with some visible phys-rep like a piece of red cord) which can be a maximum of 5 feet in length. The line may stretch across an opening, be made into a circle or be any other shape the Priest requires.

Living creatures with rank equal to or less than the < n > may not cross the line until the miracle wears off.

Control Undead < n >

Range : 20'
Duration : permanent
Effect :

The targeted undead creature must obey the commands of the caster as long as its level is less than or equal to < n >. Control is broken if the caster ever attacks the undead or if the undead is destroyed.

Chapter 6

Notes on Spells and Miracles

6.1 Notes on Casting

Spells and miracles which can be used against an opponent use the “Point and Shout” method. That is the caster should point at his chosen target and shout out the spells/miracles effect. If the target didn’t notice, no mana is lost and the caster can try again, shouting louder. Note that normally only the last couple of words of the vocals giving the spells/miracles effect need be shouted.

Spells and miracles which only take effect against a certain rank should have the word “Rank” inserted before the number. For example, when casting Command 4 to cause a target to flee, the caster should say his chosen vocals and end with the words “Command **Rank** 4 Flee” while pointing at his target.

Spells and miracles which cause damage do not need anything inserted. For example, when casting Fire Dart 4, the caster should say his chosen vocals and end with the words “Fire Dart 4” while pointing at his target.

6.2 Breaking Objects

The various spells and miracles will *not* affect an object with a spell or miracle already cast on it. Thus a sword with a Flame Weapon 1 cast on it cannot be warped, melted, destroyed etc until the Flame Weapon 1 is dispelled.

6.3 Multiple Protection Spells and Miracles

A character can only have one protection spell and one protection miracle effective on him at a time. Another protection spell cast on the character has no effect even if the later one is more powerful, though the caster still loses the mana for it. Similarly for protection miracles.

6.4 Armoured/Unarmoured Dexterity and Spells

Some protection spells and miracles effect the recipient as if they were wearing armour as noted in their descriptions. While under the effects of such a spell a character gains no benefit from his Unarmoured Dexterity, though his Armoured Dexterity will still be effective.

6.5 Increased Duration of Spells and Miracles

Spells/Miracles with a 15 minute duration can be extended by dropping the level of effect as follows.

Levels Dropped	Duration
1	1 hour
2	4 hours
3	16 hours
4	64 hours

Some spells and miracles occur at different periods, for example Strength and Double Strength. Dropping a level only counts the previous spell/miracle levels. (See Example 2 below.)

Also, touch spells/miracles can only be dropped down to other touch spells/miracles and ranged spells/miracles to other ranged spells/miracles. Thus Bind (T) can be dropped down 1 level to Grip (T) but not to Grip (R).

Example 1 *Fire Skin 3 provides 3 points of Power Armour for 15 minutes. The same spell could be cast as if were one level lower (ie a Fire Skin 2) in which case it would provide 2 points of Power Armour and last for 1 hour.*

Example 2 *Double Strength is a level 4 Earth Spell. It can be cast as one level of effect lower as Strength in which case it will last for 1 hour. (Note that Strength is a level 2 Earth spell.)*

6.6 Using Strength to Break Free of Spells Effects

Some spells/miracles require Strength to break out of (eg: Grip, Entangle). If the target does not have the Strength skill or better he cannot break out of the spell/miracle on his own.

However, for spells/miracles requiring Strength to escape, 4 other characters can combine to lift the target out of the spells effect, for spells/miracles requiring Double Strength 8 people are required and for spells/miracles requiring Triple Strength to escape 12 people are required to free the target.

When calculating the total number of people needed to free a trapped character, those with Strength are equivalent to 4 people, Double Strength as 8 people and Triple Strength as 12 people. Thus to free a character from a Bind spell (which requires Double Strength) would need either 8 ordinary characters or 1 character with Strength and 4 ordinary characters or 1 character with Double Strength.

Chapter 7

Magic Items

The term “Magic Item” is used here to describe any object with the ability to duplicate the effect of either a spell or miracle (or possibly even both).

7.1 Creating Magic Items

7.1.1 Creating Spell Magic Items

To create a Magic Item which can cast a particular spell requires two conditions to be met.

1. The creator must know and be able to cast the spell.
2. The creator must know the skill Enchant Item at a level at least equal to the level of the spell he wishes to place in an item.

The Enchant Item skill takes 24 hours to perform and hence cannot (normally) be done in game time. Once this skill has been used, the item is ready to have the spell cast in it. Note that an object must be enchanted to hold a specific spell.

Example *Flake, an Earth Elementalist, wishes to create a Magical Ring with the ability to cast Iron Skin 5. This is a level 4 spell and hence he must use the skill Enchant Item 4 on the ring.*

Once a spell has been cast into an item, the Mage permanently loses half of the Mana used in spell (rounded up).

Example *The Iron Skin 5 costs Flake 5 Mana to cast normally. Thus the permanent Mana cost is 3. However, Flake now has a Magical Ring which can cast Iron Skin 5 once a day at no Mana cost.*

For items which cast multiple spells (either the same spell multiple times or different spells altogether), the Enchant Item skill must be used for each spell. However, the total Mana cost is calculated before halving to determine the permanent Mana loss.

Example *Flake upgrades his Magical Ring to cast Iron Skin 5 twice per day. Once again he uses Enchant Item 4 on the ring and then casts the spell into it.*

The total Mana cost for all the spells in the ring is now $5 + 5 = 10$, which is halved to give a permanent Mana loss of 5.

7.1.2 Creating Miracle Magic Items

Creating a Magic Item with a particular miracle is similar to creating one with a spell. In order to create a Magic Item which can cast a particular miracle, the following two conditions must be met.

1. The creator must know and be able to cast the miracle.
2. The creator must know the skill Consecrate Item at a level at least equal to the level of the miracle he wishes to place in an item.

The Consecrate Item skill takes 24 hours to perform and hence cannot (normally) be done in game time. Once this skill has been used, the item is ready to have the miracle cast in it. Note that an object must be consecrated to hold a specific miracle.

Example *Craise, Priest of Freedom, wishes to create a Magic Talisman which can cast Disruptive Aura 2. This has an effective level of 4 and hence Craise needs to use the skill Consecrate Item 4 on the talisman.*

Once a miracle has been cast into an item, the Priest permanently loses half the Standing used in the miracle (rounded up).

Example *Disruptive Aura 2 costs Craise 5 Standing to cast, thus the permanent Standing loss is 3. Craise now has a talisman that can cast Disruptive Aura 2 once per day at no Standing cost.*

For items which can cast multiple miracles (either the same miracle multiple times or different miracles altogether), the Consecrate Item skill must be used for each miracle. However, the total Standing cost is calculated before halving to determine the permanent Standing loss.

Example *Craise also places the miracle Dispel 1 in his talisman. This is a level 2 miracle (for Craise) and thus requires the skill Consecrate Item 2 to be used.*

The total Standing cost for all the miracles is now $5 + 3 = 8$ which is halved to give a permanent Standing loss of 4.

7.1.3 Combining to Make Magic Items

Note that the character using the Enchant/Consecrate Item skill need not be the same as the one casting the spell/miracle into it. For example, one Mage could use his high level Enchant Item skill to prepare an item and then another Mage with a high level spell could actually do the casting.

When creating a Magic Item with more than one use, different characters can cast each spell/miracle into the item, thus spreading around the permanent loss of power.

7.2 Using Magic Items

Once a magic item has been created, it can cast each spell or miracle once per day, regaining all abilities at midnight.

Possession of a Magic Item for 24 hours gives the character the ability to use it. However, if the item leaves a character's possession (ie: is lost, stolen, etc) it cannot be used until the character regains and holds it for 24 hours.

7.3 Permanent Magic Items

Magic items which have a permanent effect are made by taking advantage of the fact that such items regain their abilities after 24 hours. If the item has enough spells/miracles in it so that it can be continuously active for 24 hours, then its effect becomes permanent.

Example *The Order miracle Harden 3 has a duration of 15 minutes. If 96 such miracles were placed in a Consecrated Item, the total duration would be 24 hours and the Harden 3 miracle would effect the holder at all times.*

Of course, casting 96 spells/miracles into an Enchanted/Consecrated Item would cause a large permanent Mana/Standing loss and take a lot of time as each spell/ miracle would have to be preceded by an Enchant/Consecrate Item skill use each of which takes 24 hours. In the above example, the permanent Standing loss would be 192, assuming that the item was made by a Priest of Order and would take roughly 3 months.

There are two ways for reducing this cost.

1. Mages can use the advanced general spells "Extension". This increases the duration of a spell which would normally have a duration of 15 minutes. In this way, a Mage can cast the initial spell, then immediately afterwards cast an Extension on it. Less spells would then be required to make the total of 24 hours.

Note that the Extension is not cast into the item being created but on the spell it effects, thus it does not effect the Enchant Item skill required or cause the permanent loss of any Mana.

2. The other method is to use the Order miracle Extend which increases the duration of a miracle *or* a spell. The Extend must be cast immediately after the initial spell and once again less spells/miracles will be required to make the total of 24 hours.

Note that, as with Extension above, the Extend miracle is also cast on the spell/miracle it effects, thus it does not effect the level of Consecrate or Enchant Item required or cause the permanent loss of Mana.

Chapter 8

The World

8.1 Kingdom of Exiles

About 100 years ago, the surviving members of a rebellion against The Hierarchy crossed the Last Sea, and formed the small Kingdom of Exiles. The Kingdom is surrounded on all sides by wilderness filled with savage monsters and organised tribes.

When they arrived, the exiles found evidence of civilization in the form of ruins and destroyed towns and cities. They were also attacked by two tribes, who called themselves the 1st Dragon Riders and the 8th Fox Scouts. The attacks were beaten off, helped by the fact that the Dragon Riders and the Fox Scouts started fighting amongst themselves when they discovered each others presence. From prisoners and research amongst the ruins, scholars discovered that both groups were from a race of men who called themselves the Hassani. The Hassani had built up a large civilisation covering an unknown but large area, but destroyed themselves in a massive civil war. All that's left are the ruins of the city, and groups descended from the armies which fought, and still fight today.

8.1.1 Ruling the Kingdom

The Kingdom is a run by nobles of varying ranks, who together form The Council. Each noble receives a number of votes equivalent to his rank, Baron - 1, Earl - 2, Duke - 3, Archduke - 4, Prince - 5. Guildmasters (see Guilds below) are also members of The Council, and have 3 votes unless they are already entitled to more. Also Knights of the Kingdom each get one vote (see Guilds) below.

There is only one Prince (Prince Lazar), who may veto any vote which did not have the approval of more than three quarters of The Council.

There are 4 Archdukes, chosen by the Prince from the Council, and approved by The Council, who bear the titles The Sword, The Mind, The Eye and The Heart. The Sword commands the armies of the Kingdom, and hence is usually a warrior. The Mind commands the Mages, and is usually also the Archmage of the College (see below). The Eye is in command of internal and external intelligence and information, and is usually a Scout (or Thief). The Heart represents the temples of the Kingdom, and is usually a Priest.

The Prince and Archdukes are the only members of The Council who can nominate a person for a title. This is subject to approval by The Council in the normal way.

Dukes and above all rule over portions of the Kingdom. A few Barons and Earls also control land, though most are powerful and experienced adventurers.

8.2 Outside the Kingdom

The lands outside the Kingdom recognise no one leader or ruling group. It is filled with tribes of men and humanoids, monsters and undead. Most of these have no particular design on the Kingdom, but still pose a threat when they cross the border looking for food. Exile from the Kingdom is a common punishment for breaking the laws of the land and the exiles who survive usually bear no friendship for Kingdom subjects.

The wilderness contains those who are actively plotting, singly or in groups, to attack and bring down the Kingdom. Some are exiles and outlaws, others are still subjects who use the wilderness to hide their plots and others still are from tribes or groups who were never part of the Kingdom.

Necromancers and Demonologists hide out in the wilderness, having either escaped just ahead of arrest or making their way there before they were discovered. It is also speculated that several of the proscribed guilds have bases beyond the Kingdoms borders.

The Guards patrol just inside the border, while The Pathfinders send scouts just outside to give warning of any attack.

8.3 Monetary System

The coinage of the Kingdom is made up of the following -

1 Gold Royal	≡	10 Silver Eagles
1 Silver Eagle	≡	10 Copper Farthings

Promisary notes from moneylenders, guilds and lords are also found and are normally accepted if proved genuine.

8.4 Guilds

The term Guild is used to represent an association or group of people organised for mutual support and protection. Guilds range from the Thieves' Guild (The Brethren) through to Guilds representing the Paths of the Universe.

Membership of a Guild is optional and (normally) only one Guild can be joined. A character must meet the requirements of the Guild before he will be allowed membership. Each Guild grants bonuses and favours to their members, and in return requires that members

- Obey guild superiors (ie: any Guild member of a Higher rank).
- Pay a tithe of 10 % of any monetary gain they make.
- Further the Guilds goals and power.

plus others depending on the Guild.

Some of the Guilds are proscribed by the Kingdom. Members of an illegal Guild face banishment or death if they are discovered. Characters of such a Guild are allowed to join a legal Guild, subject to approval of their Guildmaster. They must (seem to) meet the requirements of the second Guild, and can gain any of the bonuses except for those involving Character Points.

8.4.1 Knights of the Kingdom

Membership of the Knights is by appointment by the Council only, from proposals by the Prince or Archdukes (in practice, very rarely is the proposal refused). To become a member, a character must have shown exceptional bravery and duty to the Kingdom. A character can be a Knight of the Kingdom and remain in his other guild, if any, with no penalty.

Guildmaster Lord Knight Kastra.

Bonuses A member of the Knights of the Kingdom gain the following bonuses.

- He may use the title Knight in addition to any other title (ie: Knight Ranger Lieutenant).
- A vote on the Council.

Note that some of the Guildmasters below have the Knight prefix in front of their guild title to show they are also members of the Knights of the Kingdom.

8.4.2 The Guards

Guildmaster Knight Guard Commander Ignaceous (Iggy), The Sword of the Kingdom.

Requirements A member of The Guards must

- be a full or multiclassed Warrior,
- defend all subjects of the Kingdom,
- never flee battle if it places or leaves a subject of the Kingdom in danger.

The last two requirements can be overridden by a Guard of a higher rank.

Bonuses A member of the Guards gains the following bonuses.

- He may use the title Guard up to Rank 10, Guard Lieutenant up to Rank 25 and Guard Captain above Rank 25.
- He can learn Armour Mastery and Shield skills at half Character Point cost.
- He can learn all defensive spells and miracles at half Character Point cost.

8.4.3 Pathfinders

Members of the Pathfinders form the Kingdom's scouts and outriders for its armies. They perform regular patrols just outside the borders.

Guildmaster Knight Ranger Commander Drift

Requirements A member of the Pathfinders must

- be a full or multiclassed Scout,
- never wear metal armour,
- never use any shield other than a small shield,
- defend all subjects of the Kingdom,
- never flee battle if it places or leaves a subject of the Kingdom in danger.

The last two requirements can be overridden by a Guard of a higher rank.

Bonuses A member of the Pathfinders gains the following bonuses.

- He may use the title Ranger up to Rank 10, Ranger Lieutenant up to Rank 25 and Ranger Captain above Rank 25.
- He may learn one handed weapons at half cost.
- He may learn Recognise Creature and Recognise Smell at half cost.

8.4.4 Paladins of the North

Guildmaster Knight High Paladin Avalon.

Requirements A member of the Paladins of the North must

- be a Warrior/Priest of Order, Justice, Life or Freedom,
- defend anyone of lesser ability than himself,
- protect the weak from the strong,
- act chivalrously at all times.

Bonuses A member of the Paladins of the North gains the following bonuses.

- He may use the title Paladin.

- He gains Power and Normal protection equal to his Rank divided by 10 (rounded down).
- He is immune to all fear inducing spells, miracles and effects.
- He can “Lay on Hands”. Once per day, he can cure a number of Life Points and Body Points on each location equal to his level divided by 2 by touching the person to be cured. Thus a 10th Rank Paladin can heal 5 Life Points and 5 Body Points on all locations. This power is recovered after the Paladin has slept for at least 2 hours.

8.4.5 Humacti

Humacti follow in the tradition set by the great Priest of Life, Humact. During his life his goal was to rid the world of all Undead and those who created them. The Humacti are loosely affiliated to the Temple of Life, though they have their own leaders and command structure.

Guildmaster

Requirements A member of the Humacti must

- hunt down and destroy all Undead,
- hunt down and destroy all Necromancers and Priests of Death known to raise undead.

Bonuses A member of the Humacti gains the following bonuses.

- Learn Recognise Undead at half Character Point cost.
- He is immune to fear inducing effects caused by an Undead.
- At 15th Rank he is immune to charming or suggestion effects caused by an Undead.
- At 30th Rank he is immune to curses and diseases caused by an Undead.

8.4.6 The Gladiators

Guildmaster Grand Champion Slash.

Requirements A member of the Gladiators must

- be a full Warrior,
- never refuse a challenge to combat,
- never learn any magic, religious or subterfuge skills.
- never allow spells or miracles which enhance their natural fighting abilities to be cast on them. (A mage/priest who casts such a spell/miracle must be killed.)

Bonuses A member of the Gladiators gains the following bonuses.

- May use the title Gladiator up to Rank 15, Champion above Rank 15.
- Learn all hand weapon skills at half Character Point cost.
- The ability to do 1 point of Power damage for every 10 levels. This ability lasts for 15 minutes and can be stacked. (Thus a 25th Rank Gladiator can do 1 point of Power damage twice, both times for 15 minutes or do 2 points of power damage for 15 minutes. This ability is recovered after the Gladiator has slept for at least 2 hours.
- The ability to gain 1 point of Power protection for every 10 levels. This ability lasts for 15 minutes and can be stacked. (Thus a 25th Rank Gladiator can have 1 point of Power protection twice both times for 15 minutes or have 2 points of Power protection for 15 minutes. This ability is recovered after the Gladiator has slept for at least 2 hours.

8.4.7 The College

Guildmaster Archmage Sarith, Air Elementalist and The Mind of the Kingdom.

Requirements A member of The College must

- be a full or multiclassed Mage,
- never refuse to teach another member of The College a spell he/she knows,
- turn over all magic items found The College (the item is deemed to be property of The College, but is normally given to the member for safe keeping),
- always help another member of The College if he is in trouble.

Bonuses A member of The College gains the following bonuses.

- He can ask any other member for a spell.
- He may use the title Wizard.
- He may learn spells above level 4.
- He may learn spells of their main element at half the Character Point cost due to superior training.

8.4.8 The 9 Temples

There are 9 Temples, one for each of the Paths, with each one containing places of worship for any of the deities of the Path. A priest is not required to be a member of a Temple, but can follow his own calling.

Justice:

Guildmaster Knight High Templar Justen.

Requirements A member of the Temple of Justice must

- be a full or multiclass Priest of Justice,
- never refuse a request to mediate a dispute,
- be fair and honest in all his dealings with others,
- bring all members of the Temple of Anarchy to justice,
- help and support any other member of the Temple.

Bonuses A member of The Temple of Justice gains the following bonuses.

- He may use the title Templar.
- He may learn miracles of Order as if they were one level lower (this cancels out the effective level increase). They still cast miracles of Order as if they were one level higher.

Order:

Guildmaster High Judge Grayson.

Requirements A member of the Temple of Order must

- be a full or multiclassed Priest of Order,
- never knowingly tell a lie,
- never learn destructive spells,
- never learn any destructive skill (eg: weapon skills),
- rule on all disputes of law,
- see that the laws of the Kingdom are always upheld,
- obey the orders of his superiors, unless they contradict the laws of the Kingdom.

Bonuses A member of The Temple of Order gains the following bonuses.

- He may use the title Judge.
- He can learn Medical skills at half Character Point cost.
- He can learn spells which repair or mend at half Character Point cost.
- He gains a measure of protection as his internal order strengthens. For every 5 levels, the Priest acquires 1 point of Normal and Power protection, starting at 1 point at levels 0-4, 2 points at levels 5-9, etc.
- He gains additional Standing equal to his Rank.

Might:

Guildmaster Knight Grand Master Hark.

Restrictions A member of the Temple of Might must

- be a full or multiclassed Priest of Might,
- always obey a superior,
- always take responsibility for his inferiors,
- never aid another unless it improves his own position,
- never call on the aid of another.

Bonuses A member of The Temple of Might gains the following bonuses.

- He may use the title Master up to Rank 15, High Master above Rank 15.
- He can gain weapon skills at two-third Character Point cost.
- He can learn miracles of Death as if they were one level lower (this cancels out the effective level increase). They still cast miracles of Death as if they were one level higher.

Life:

Guildmaster Master Healer Francis.

Restrictions A member of the Temple of Life must

- be a full Priest or multiclassed Scout/Priest or Mage/Priest (Fighter/Priests of Life cannot be members of the Temple of Life),
- never cause the death of any living creature (they're vegetarians),
- never refuse healing to an innocent (ie: one who has not caused the death of another),

Bonuses A member of The Temple of Life gains the following bonuses.

- He may use the title Healer.
- He can learn Medical skills at half Character Point cost.
- He gains additional Standing equal to his Rank.
- He gains Power and Normal protection equal to his Rank divided by 10 (rounded down).

Balance:

Guildmaster High Guardian Fabian.

Restrictions A member of the Temple of Balance must

- be a full or multiclassed Priest of Balance,
- maintain the balance of power between all the Paths within the Kingdom,
- never take anything without giving the price,

- never give anything without taking the price.

Bonuses A member of The Temple of Balance gains the following bonuses.

- He may use the title Guardian.
- He can learn miracles from all Principles as if they were one level lower (this cancels out the effective level increase). They still cast miracles as if they were one level higher.

Death:

Proscribed Temple.

Guildmaster Dark Father Lucien, Vampire.

Restrictions A member of the Temple of Death must

- be a full or multiclassed Priest of Death,
- never learn any Medical skills,
- refuse healing of any sort (natural, miraculous or magical),
- kill a sentient creature at least once per month (preferably one of the members own race).

Bonuses A member of The Temple of Death gains the following bonuses.

- He may use the title Dark Brother.
- His Rank is doubled with respect to fear inducing spells/miracles or effects.
- He gains additional Standing equal to his Rank.
- When he dies he may return as an undead. If the character was of Rank 20 or more, then he will return as an undead with 1 level for every 5 Ranks he had. The type of undead may be chosen from Vampire, Ghost, Death Knight or Lich, as long as the minimum level is reached. He will remember all skills and continue to gain Character Points. Every 5 Ranks he will also gain an additional undead power.

Freedom:

Members of the Temple of Freedom are more loosely organised than most of the other temples. Their leaders do not actually order the other members, but instead offer advice and suggestions, leaving each individual to make up his own decision. Votes are held on all major decisions, with each member having an equal say.

The Temple of Freedom contains the largest library in the Kingdom, and it is open to all. Knowledge, the freedom to think and the freedom of speech are all closely linked.

Guildmaster Knight Loremaster Tomas.

Restrictions A member of the Temple of Freedom must

- be a full or multiclassed Priest of Freedom,
- preserve knowledge above all other considerations,
- actively search for new knowledge,
- must fight physical and mental oppression wherever they find it.

Bonuses A member of The Temple of Freedom gains the following bonuses.

- He may use the title Seeker.
- He automatically gains Read/Write Freedom Temple Runes, and can learn Read/Write Temple runes for other Paths.
- He can learn Read/Write Runes at half Character Point Cost.
- He may learn one skill chosen from Medical, Magic, Religious or Manufacture at half the normal cost (not including the ones given above) for every 5 Ranks.

Chaos:

Proscribed Temple.

The Temple of Chaos does not actually have any leaders as such. Instead any member may devise a project to spread chaos and call for volunteers. Each member may then join, ignore or actively oppose the project. A member's influence in the Temple is then judged by how successful his projects are. The individual recognised as the Guildmaster can change at any time, and there can be several recognised as such at any one time.

Restrictions A member of the Temple of Chaos must

- be a full or multiclassed Priest of Chaos,
- never learn any manufacture skills of any sort,
- never learn any spell which repairs or mends,
- oppose any plans which will spread order.

Bonuses A member of The Temple of Chaos gains the following bonuses.

- He gains additional Standing equal to his Rank.
- He can learn spells which destroy objects or causes damage directly (such as Fire Dart) at half Character Point cost.
- He can temporarily learn a skill by spending one quarter of the Character Point cost. The number of skills that can be learnt in this way is equal to one-fifth the character's Rank (rounded down), and the knowledge will last for up to a month.

Anarchy:

Proscribed Temple.

The Temple of Anarchy has no leaders, and runs its affairs along similar lines as the Temple of Chaos. The major difference between the two is that the members of the Temple of Anarchy involve themselves with random violence and death, rather than the destruction of order.

Restrictions A member of the Temple of Anarchy must

- be a full or multiclassed Priest of Anarchy,
- never learn any manufacture skills except those that involve death (such as Manufacture Poison),
- he cannot learn any spells which repair or mend,
- never learn any Medical skills.

Bonuses A member of The Temple of Anarchy gains the following bonuses.

- He can learn Throat Slit and the Backstab skills at half Character Cost.
- He can learn spells which cause damage directly (such as Fire Dart) at half Character Point cost.

8.4.9 The Brethren

Proscribed guild.

This guild is made up exclusively of Scouts who use their skills and talents within The Kingdom to steal from its citizens. Once a character joins The Brethren, he cannot leave. All infringements are punishable by death.

Guildmaster The Upright Man (identity unknown).

Requirements A member of The Brethren must

- be a full Scout,
- never betray another member of The Brethren,
- give 20 % of any gain to The Brethren (rather than the normal 10 %),
- always be available to help in projects devised by a higher Rank member.

Bonuses A member of the Brethren gains the following bonuses.

- Learn Subterfuge skills at half Character Point cost.

8.4.10 Dark Blades

Proscribed guild.

This guild exists to kill people for money. No target is too big, though sometime the price might be. Once a character joins the guild, he cannot leave. All infringements are punishable by death.

Guildmaster Shadow Wolf (identity unknown).

Requirements A member of the Dark Blades must

- not be a follower of Order, Justice, Life or Freedom,
- never betray another member of the Dark Blades,
- always complete an assassination or die trying.

Bonuses A member of the Dark Blades gains the following bonuses.

- Learn all one handed weapon skills at half Character Point cost.
- Learn Throat Slit and Backstab skills at half Character Point cost.

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