

Quick Glorantha

Statistics	4
Character Generation	4
Abilities	4
Annilla the Blue Moon	9
Atroxism	10
Babeester Gor	11
Basmol	12
Black Fang	13
Chalana Arroy	13
Daka Fal	14
Danfive Xaron	15
Deezola	15
Eiritha	16
Elmal	17
Ernalda	17
Esrola	18
Etyries	19
Eurmal	20
Found Child	21
Gargarth the Wild Hunter	22
Gark the Calm	23
Hon-eel	24
Humakt	24
Hwarin Dalthippa	25
Irippi Ontor	26
Issaries	27
Jakaleel the Witch	28
Lanbril	29
Lodril	30
Lhankor Mhy	30
Maran-Gor	31
Odayla	32
Orlanth	33
Pavis	34
Polaris	35
Sedenya	35
Seven Mothers	37
Shargash	37
Skyriver Titan	38
Storm Bull	39
Taratella	40
Telmor	41
Twin Stars	41
Urvairinus	42
Vinga	43
Waha	44
Yanafal Tarnils	45
Yara Aranis	45
Yelm	46
Yelmalio	47
Yelorna	48
Yu-kargzant	49
Zola Fel	50
Random Element to Stats and Abilities	50
Advantages	51
Special Skills	52

Disadvantages	53
Character Descriptions	58
Resources.....	60
Making Ability Rolls	62
Skills and Saves	62
Skills and Saves	64
Combat	65
Opening.....	65
Phases.....	65
Senses.....	66
Weapons	66
Two Weapons	68
Shields.....	68
Armour.....	68
Material.....	69
Attacking.....	69
Range.....	71
Weapon or Shield Parry	71
Damage and Drain	71
Damage Type.....	72
Knockdown and Knockback	73
Traps	73
Grapple.....	73
Persistent Ability.....	74
Follow up Attacks	74
Movement.....	74
Facing, Threatened Squares, Opportunity Attacks and Stop Thrusts	74
Covering	75
Move Through or Entering Hand to Hand	75
Standing Up or Drawing a Weapon in Hand to Hand	75
Fleeing and Pursuit	75
Falling.....	75
Throwing.....	76
Endurance Use.....	76
Reduced STATS	76
Increased STATS	76
Concealed Targets	76
Mounted Combat.....	76
Taken Out of Combat.....	77
Reduced to 0 EN in Non-Combat Situations.....	77
Recovery	77
Statistics of Buildings	77
Defeat.....	78
Wounds	78
Carrying.....	78
Experience Points.....	79
Character Grades	80
Example Hero Abilities	81
Lost Followers	82
Special Items and Materials	82
Material.....	82
Special Effect of Materials.....	82
Power Crystals	83
Matrix	83
Truestone	83
Potions	83

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Statistics

STAT	Description
Body (BD)	Strength and toughness.
Agility (AG)	Speed of movement, nimbleness and flexibility.
Intelligence (IN)	Quickness of thought, memory and ability to learn.
Will Power (WP)	Force of personality, willpower and leadership.
Attack (AT)	Skill at hitting targets. Accuracy.
Defence (DF)	Ability to avoid direct attacks. Evasiveness.
Power (PW)	Magical power.
Actions (AC)	Reactions and initiative.
Sense (SE)	Ability to detect things. Sharpness of senses.
Resources (RE)	Wealth including cash and assets.

Character Endurance (EN) = 5 x WP

Power Points (PP) = PW

Example stats are given below in a typical society. RE will be lower 2 lower in poorer societies e.g. nomads or hill barbarians and 2 higher in rich societies e.g. lunar heartlands.

For humans the SE is Vision.

Human Child

BD	3	AG	4	IN	5	WP	5	AT	3
DF	4	PW	3	AC	4	SE	3	RE	1

Adult Human

BD	5	AG	5	IN	5	WP	5	AT	5
DF	5	PW	5	AC	5	SE	5	RE	5

Warrior or Soldier

BD	6	AG	6	IN	4	WP	5	AT	6
DF	6	PW	5	AC	6	SE	6	RE	5

Old Human

BD	4	AG	4	IN	6	WP	6	AT	4
DF	4	PW	7	AC	4	SE	4	RE	7

Normal individuals are called followers. They have a limited range of stats and abilities and do not have to have names or descriptions. Special individual are called characters if controlled by players or non-player characters otherwise.

Character Generation

Abilities

The main types of abilities are:

Ability Effect	Meaning
&	Can be used with other effects.

Ability Effect	Meaning
^	Cannot be used with other effects so marked. i.e. only one such effect can be applied.
Absorption (Type to Ability)	When a character with an Absorption power is hit by an attack roll XD + Val for the number of points absorbed to the ability up to the attack result. Total added at any time cannot be higher than 2 x Val + MXD. At the end of each third turn (i.e. turn 3, 6, 9 etc). 1/3 of total is lost.
Area	Area Effect. The size of an area effect is determined by the val as used + MXD. Size can be varied by reducing the val of the attack or by throwing a smaller XD in the attack. The sizes of area effects are as follows. Where the shape of the area is undefined roll 1D: 1-2: Sphere: radius (Val+MXD)/8 3-4: Line: length = (Val+MXD). R becomes 1. 5-6: Cone: length = (Val+MXD)/2. R becomes 1. 7-8: Cylinder: radius (Val+MXD)/10 height Val. 9-10: Explosion: Result decreases by 2 per square or part square from point of impact. Circle: radius (Val+MXD)/5. A circle is flat to the floor and has no height. This is only found in certain specialised powers. Shape: (Val+MXD) Cubes in any configuration but all orthogonally in contact. This is only found in certain powers – usually walls.
Armour (type)	Armour. Reduces damage. The damage types against which it is effective are listed. Armour can be Metal and is otherwise assumed to be non-metal. Metal armour cannot be reduced by any attack which also causes Bleeding but is ignored by Energy(Electricity). Armour does not stack – so if a character has 2 abilities which produce armour only the best will apply.
At	Attribute. Only on when activated.
Autofire	Autofire allows attacks to be made against multiple targets in arc. The second target is –1 AT, the third –2 and so on. Alternatively Autofire can be used as Area Effect Shape. Finally Autofire can be concentrated on a single target allowing another XD.
Bleeds (n)	Any damage through defences is multiplied by n and the target takes this much damage at the start of each turn.
Cascade	If a target is hit with a direct attack another target within Val squares may immediately be attacked with Val –1 per target hit until one is missed or until Val reaches 0.
Change Appearance	In combat can't be attacked until Val +XD is resisted with using SE or IN +XD. This ability can only be activated in full out of line of sight of all enemies. In hand to hand or adjacent can take on appearance of opponent to gain the same effect on everyone except the person copied though the person copied gets the same benefits. Counts at ½ Val for that appearance if do something impossible or very out of character for that person.
Class	Energy has a class which can be Heat, Cold, Radiation, Electricity, Entropy or Sonic.
Damage	Damage is inflicted by the power. If damage is multiplied this means the damage inflicted once any defences have been taken into account is multiplied.
Drain (STAT or Ability/Type)	The power drains the listed Ability by ½ the result. Drain can target the following abilities: Movement, Power, BD, Senses, EN, AC or CH. Drains have types which show the defences that work against them.
Drain Defence (Type)	Drain Defence. Any drain against the target is reduced by the result. May be effective against listed types of drain or if no types are listed works against all types.
En	Enchantment. A character starts with no uses. Each sacrifice of 1 val or 1 permanent PW gains 1 use.
Escape	Escape Chance.

Ability Effect	Meaning
Evade (STAT/Types)	When an attack of a listed type hits the user of the power roll Val + XD vs opponent's listed STAT + XD (not attack result). If successful (0+) the attack is evaded. If the listed STAT is an SE type the evade only works against attacks targeted with one of the listed senses.
Forced Move (Type)	Power forces a move in the direction shown in type: away, toward, up, down or chosen. Away and toward relate to the user or the centre of an area and chosen means the direction is chosen by the user. If direct the number of squares moved is equal to ½ the result. If a persistent area its result is resisted with a STAT + XD and movement is equal to ½ the number failed by. No voluntary movement is allowed until a successful resistance roll is made except a teleport unless against a psychic forced move.
Ignores Armour	Armour of any type has no effect.
Insubstantial (types)	Insubstantial. The target is unaffected by the types of damage or drain listed and any other effects of the type. E.g. an Insubstantial (Solid) is unaffected by solid damage or drains and can walk through walls etc; an Insubstantial (Psychic) is unaffected by Psychic damage or drains. Whilst insubstantial a character cannot use abilities of that type. Can air-walk (as flight but using AG) if Insubstantial (Solid, Physical). Applies as long as val is positive. If attacked whilst substantial roll Val + XD vs opponent's AT STAT + XD. If successful turn insubstantial. An action is otherwise required to shift states from substantial to insubstantial or visa-versa.
Invisibility (Senses)	A character attempting to detect the character using the listed senses counts as having an SE reduced by the val of the power (min 0). The power also provides concealment.
Item	The power is produced by an item and has special rules associated with it.
Knockback	The power inflicts knock back.
Knockdown	The power inflicts knock down.
Life Support	Character is immune to natural occurrences of the listed phenomena and reduces the value of powers of the type used against him/her by val.
Mind Control	Acts as a special type of persistent power which is resisted before each turn in which the target is given a command and each time the target is commanded to make a follow up attack. Whilst active the user controls the actions of the target. In order to begin working its result must exceed the target's CH but in order to be broken it must be resisted to 0.
Move (type)	A power which causes movement. The types are flight; wall-crawl; swinging; leaping, tunnelling, teleport, running, climbing or limited flight.
Parry	If a direct attack of the listed type hits the users/he can make a roll using the val + XD of this power against the attack's result. A successful roll blocks the attack.
Persistent	See rules on Persistent powers. Some persistent powers are classed as Until Cancelled. In this case it persists until cancelled by the user. A caster can have one such power persisting at a time per two grades of advancement rounded up.
Personal	Powers with no listed range target the user. This is the default description for powers.
Po	Possession. A character starts with no uses/day. Each sacrifice of 1 val or 1 permanent PW gains 1 use/day.
Pursuit	Pursuit Chance.
Ranged	The power can be used at any distance as long as the target can be sensed, Longer ranges are at a penalty to success.
Recovery	Recovery Chance.
Reduce STAT or Power	Whilst the power is active the target's STAT or Val is reduced by result.
Repair STAT	When the power is activated add Val+XD to the STAT but not to more than its original value.

Ability Effect	Meaning
Resist STAT	The persistent power is resisted with the listed STAT+XD-Target Power Result. The total of the resistance throw reduces the target power's result.
Result	The result of the power. Produced by modifying the power's Val as described in the Combat rules.
Rn	The power has a fixed range <i>n</i> and only targets within this range.
Sense	Senses unusually have no Val of their own. They use the SE STAT as their Val.
Shield	Shield. If the target is attacked from range 1 then the power activates immediately. Also applies if character grapples a target.
Sp	Spells. Costs 1 PP to the user when activated plus 1 PP per extra 1 added to the val to a max of 5 or the original val whichever is lower.
STAT <i>n</i>	The power provides the listed STAT in the circumstances described.
Stealth (Senses)	A character attempting to attack the character using the listed senses counts as having an SE reduced by the val of the power (min 1). The power also provides concealment.
Stun <i>n</i>	Normal damage causes a loss of 1 AT next action per 10. Stun indicates an alternative number required for 1 AT loss.
Transform	Target gains ½ Result transform points. When the total transform points equals BD they are transformed. Acts as a persistent power resisted by BD but resistance result is halved and points stack from attack to attack. Whilst transformed the target becomes something innocuous such as a statue and can take no actions other than to resist. In this state the target counts as out of the combat (and thus cannot be attacked). If the target is then part of the losing side whilst transformed and the winners choose him/her to Defeat then no escape roll is allowed and the transformation is considered 'permanent' i.e. until the character returns.
Trap	Trap. The Trap has a type and resistance as follows: Energy (type) = CH, Physical = AG, Solid = BD or Psychic = IN. Also traps may be described as partial – i.e. one which does not completely surround the target. Only Energy or Solid Traps can be partial. If a trap deals damage which is not listed as persistent then the damage is one off but if it is listed as persistent the damage persists with the trap's result.
Type	All powers have a type which can be Solid, Physical, Energy (Class), Poison, Psychic or Magical. This determines in which way defences work against them.
Undetectable	The power is undetectable except to the listed special senses.
Val	Value.
vs STAT	The defending STAT against the power is as listed rather than the normal defending STAT for the attack type.
Wall	Creates a solid wall in the area. Walls must rest on the ground and be of a shape which could balance. The wall has a resistance equal to the result.
x <i>n</i>	The listed characteristic of the power is multiplied by <i>n</i> . For an area effect the size is increased – in the case of an explosion x 2 the result is reduced by 1 per square.

Trait	Bonus
Brave	Fear saves.
Cautious	Caution saves.
Inclusive	Relationship saves.
Traditional	Relationship saves with own people. Resist Inclusion saves.
Cunning	Persuasion saves.

Skills: they provide a bonus to STATs when applied to that skill. The skills are:

Skill	STAT	Effects
-------	------	---------

Athletic	AG	Climb, Swim, Boat*, Jump.
Stealth	AG	Sneak, Hide, Pick Lock*, Disarm Trap.
Medical	IN	First Aid, Surgery, Diagnose, Treat.
Gymnastic	AG	Dance, Acrobatics, Contortions, Tightrope
Killing	AG	Ambush, Silent Kill, Set Traps.
Craft	IN	Any craft. Must choose specialism.
Animal	AG	Riding
Survival	IN	Foraging, Outdoor Living, Tracking
Nature Lore	IN	Navigation, Creatures, Plants.
Social	CH	Persuasion, Leadership, Oratory.
Academic	IN	Alchemy, History, Geography, Religion, Other Races, Mythology, Philosophy*.
Military	IN	Strategy, Tactics.
Magical	PW	Magical Rituals, Use Items.
Language	IN	Read/Write* Languages, Speak Other Languages. Split val between. Some societies do not use writing. A skill of 1 represents basic ability, 2 represents everyday ability and 3 represents complex oratorical or literary knowledge and linguistic devices.
Perception	SE	Scan, Search, Spot.

Skills marked * are only gained in societies using those items/concepts.

Aspect. Always on. Provides a bonus to stats or certain special abilities. Any ability not one of the above.

Blessings: protect or improve things and are not generally part of a heroic game but in general they allow a character to bless 100 metres squared of the named thing or five individuals of the named type in an average ritual requiring 1 PW and 1 hour. Each extra 100 metres squared or 5 individuals adds 1 level of difficulty, 1 PW and 1 hour. The ritual is carried out on a holy day. The blessed thing has +2 to any saves against any misfortune and is generally more productive.

Attack Type: this describes the nature of the effect when an ability is usable on others.

Spi = Spirit. Attacks PW vs PW. Has a listed result.

Mag = Magic. Attacks PW vs PW. Has a listed result.

Solid, Elemental Fire, Elemental Air, Elemental Water, Elemental Cold, Elemental Darkness, Elemental Lunar, Physical, Acid. Attacks AT vs DF unless an area effect which attacks AT vs AG. Deals damage of its type.

Other:

Armour (Type) = Armour against the listed damage type.

Cone: length = Val/2. R becomes 1.

Dis = Disadvantage. An ability that creates a disadvantage usually creates a minor disadvantage but if the attack roll is successful by 10+ the disadvantage is major.

Dur = Duration (listed).

Line: length = Val. R becomes 1.

Lunar: Val is x 1.5 Full Moon, x 1 on Half Moon, x ½ on Crescent Moon and x 1/3 on Dark or Dying Moon.

Mind Control. Similar to persistent but resist automatically before each action. If not successful act according to mind control.

Persistent: once activated lasts until the end of a combat or encounter or until resisted or dispelled.

Poison. Similar to persistent but resist automatically before each poison interval after which the poison takes effect.

Powers with a ½ Val effect therefore have ½-sized areas.

Prep = Repairs a STAT that has been permanently drained.

Rep = Repair. Repairs a STAT that has been temporarily drained.

Resistance = bonus to a stat for making saves or resistance rolls.

Rit (difficulty/time) = Ritual: some enchantments or spells require a ritual (magic skill roll) requiring the listed time before they take effect. If no time is listed 1 action is required.
 Running = Increase to movement in no armour or light armour. Can't exceed 2. If a roll results it gaining higher Running then re-roll.

Some area effects are listed as multiple areas (x2, x3 etc.). This multiplies the size of the area.

Sphere: radius Val/8

TC = Magic lasts until cancelled but use cannot be regained until it is.

The sizes are as follows:

Wear Armour (Type) = A reduction in the type of armour penalty listed. If no type is listed then any can be chosen per Val. Wear Armour (Move) cannot exceed 2.

Where an area effect is listed:

Val refers to the ability's unmodified value, result to a modified value.

Rolling an Ability Twice:

If ability is rolled twice add 2 to the val of the ability unless it has a starting Val of 1 in which case add 1.

Val refers to the ability's unmodified value, result to a modified value.

Annilla the Blue Moon

Goddess of the Blue Moon, Secrets, Invisibility and Tides.

BD	6	AG	8	IN	8	CH	7	AT	7
DF	7	PW	9	AC	7	SE	7	RE	4

Secret Moon: 10. Reduce any detection, divination, truth or mind control magic by val.

4 rolls:

D100	Ability
01-05	Cunning: 3
06-10	Cautious: 3
11-15	Athletic: 2
16-25	Stealth: 3
26-30	Killing: 3
31-33	Academic: 2
34-38	Language: 2
39-43	Magic: 2
44-47	Cloud Mind: 8. Sp. Mag. Ranged. Persistent resist IN. MT.
48-50	Counter Spell: 8. Sp. Mag. Ranged. Used as a response to spell cast in LOS for 1 AC. If result equals or exceeds spell result it is cancelled.
51-54	Invisible Light: 2. Sp. Persistent. Areas Sphere x val. Illuminates area with light visible only to worshippers of Anilla.
55-58	Weaken Weapon. 4. Sp. Mag if weapon carried. Persistent resist PW. Target weapon deals – result damage.
59-62	Extinguish Fire: 8. Sp. Ranged. Area Sphere. Target fire is reduced by result.
63-67	Invisibility: 7. Sp. Persistent. Reduce SE(all vision) val.
68-69	See Magic: 10. SE(See magic or spirit).
70-71	Speak Silently: 3. Po. Ranged. Persistent. Speak silently to target.
72-73	Slow: 8. Sp. Mag. Ranged. Drain AG ½ result.
74-75	Divination: 1. Po. Rit(diff/1). Gain a random piece of information.
76-77	See Far: 2. Po. Rit(diff/1). Persistent. Caster can see as though from a viewpoint val x 1km distant.
78-79	Absorb Spell: 1. Po. Persistent. Add one PW to the caster for each hostile spell aimed at the caster.

80-81	Summon Lune: 2. Po. R1. Persistent. Summons a lune of level up to Val to serve the caster. This lune is blue rather than red.
82-85	Assassin Blow: 8. Sp. Mag. Ranged. ½ result lunar damage through armour. If target has not spotted attacker deals result damage.
86-89	Object Vanishes: 2. Po. Mag if carried. Ranged. Target object of no more than val kg weight vanishes and appears in the caster's hand.
90-93	Hide Fact: 1. Po. Mag. Ranged. Target forgets a specific fact whilst possession remains.
94-95	Listen: 8. Sp. Persistent. Listen as though val x 4 squares away.
96-97	Wraithemove: 4. Sp. Persistent. +val move whilst using stealth.
98-00	Tides: 8. Sp. Ranged. Area Sphere. KD. ½ result damage. Ignores armour.

Follower

BD	6	AG	6	IN	7	CH	6	AT	6
DF	6	PW	7	AC	6	SE	6	RE	4

Secret Moon: 10. Reduce any detection, divination, truth or mind control magic by val.

Atroxism

BD	9	AG	6	IN	6	CH	6	AT	9
DF	8	PW	6	AC	8	SE	6	RE	6

Animal: 2

Advantage: Black Horse (Warhorse Demon: Mount).

Black Horse					Soldier				
BD	10	AG	8	IN	6	CH	10	AT	8
DF	6	PW	14	AC	8	SE	6	RE	0
Bite and Claws.									
Skin: 2. Val AR.									
Running: 10									
Large: 10									

Disadvantage: Hidebound (Major).

4 rolls:

D100	Ability
01-05	Traditional: 2
06-15	Brave: 2
16-20	Magic: 2
21-25	Language: 2
26-28	Academic: 2
29-30	Craft: 2
31-35	Resist Foreign Gods: 4. +val PW to resist other religions' spells and spirits.
36-40	Pain Resistance: 1. Reduce total penalty from wounds by val.
41-45	Toughness: 2. + 5 x val EN.
46-50	Iron Flesh: 4. +val to damage required to cause a hurt or mortal wound or -1 AT next turn.
51-55	Wear Armour: 1. Reduce all penalties for armour by val.
56-58	Prayer of Perseverance: 1. Po. Make another attempt at a skill or trait roll that has been failed.
59-61	Axe of Retribution: 2. Sp. Persistent. Axe is + val AT.
62-65	Armour of the Faithful: 2. SP. Persistent. +val AR.

66-68	Iron Fang Blessing: 2. Sp. Persistent. R1. Target Black Horse does +val damage with bite.
69-72	Lance of Agony: 6. Sp. Persistent. Lance deals ½ result AT drain in addition to normal damage.
73-75	Iron Hide Blessing: 2. Sp. Persistent. R1. Target Black Horse has +val AR.
76-77	Sword of Righteousness Blessing: 1. Po. Persistent. Sword damages targets only hurt by iron or silver.
78-79	Enchant Iron: 1. En. Rit(E.Dif/6). R1. Enchants iron armour or weapon.
80-81	Hell Metal Enchantment: 1. En Rit(Diff/6). R1. Target metal weapon deals double damage against darkness or underworld creatures.
82-84	Black Hellfire Blessing: 6. Sp. Persistent. Weapon deals result Elemental Fire in addition to other damage.
85-87	Indomitable Shield: 3. Sp. Persistent. Shield has +val hits.
88-89	Visor of Terror: 6. Sp. Persistent. Cause val Fear.
90-91	Blinding Pain: 8. Sp. Mag. Ranged. ½ result BD drain.
92-93	Burn the Unrighteous: 8. Sp. Mag. Target non-member of the Atroxic Church takes ½ result damage through armour.
94-95	Destroy Otherworld Entity: 8. Sp. Mag. Persistent resist PW. Deals result damage through armour to otherworld creature.
96-97	Exorcise Spirit: 8. Sp. Ranged. Target persistent spirit is reduced by result.
98-99	Exorcise Possession: 1. Po. Rit(Diff/1). Target possession is banished.
00	Exorcise Ghost: 8. Sp. Mag. Ranged. Target ghost has ½ result PW drain.

Follower

BD	7	AG	6	IN	6	CH	6	AT	7
DF	6	PW	6	AC	6	SE	6	RE	4

Loyalty: 2. +val to any save if obeying orders.

Babeester Gor

BD	9	AG	8	IN	6	CH	6	AT	9
DF	8	PW	8	AC	6	SE	6	RE	4

Axe Beserk: 6. At. Persistent. +val BD. +1/2 val AT vs anyone who has attacked an earth holy place. No parry. Must use an axe.

Brew Blood Beer: 1. Po. Rit(diff/6). R1. Brews 1 gallon of blood from intelligent creatures into blood beer.

Must be a celibate female.

4 rolls:

D100	Ability
01-10	Brave: 2
11-15	Perception: 2
16-20	Survival: 2
21-25	Magic: 2
26-35	Slashing Blow: 3. Sp. Persistent. Axe does +val damage.
36-40	No Sleep: 5. Po. Character counts as having slept for val hours without actually sleeping.
41-45	Scream of Fear: 6. Sp. Area Sphere x 3. All non-Babeester cultists make a fear roll of result.
46-50	Follow Trail: 3. +val tracking.
51-55	See in Darkness: 4. Val SE(Darksense).
56-60	Death Paint Armour: 4. Po. Rit(Diff/0.5). Persistent. Val AR. Requires drinking 1 pint of blood beer.

61-65	Death Paint Fury: 4. Po. Rit(Diff/0.5). Persistent. + Val damage against males. Requires drinking 1 pint of blood beer.
66-70	Death Paint Resistance: 4. Po. Rit(Diff/0.5). Persistent. + PW resistance. Requires drinking 1 pint of blood beer.
71-72	Enchant Iron: 1. En. Rit(V.Diff/6). R1. Enchants iron armour or weapon.
73-75	Enchant Copper: 1. En. Rit(V.Diff/6). R1. Enchants copper armour or weapon.
76-80	Summon Gnome: 2. Po. R1. Persistent. Summons a gnome of level up to Val to serve the caster.
81-85	Unbreakable Shield: 3. Sp. Persistent. Shield has +val pts.
86-95	Blast Enemy: 10. Sp. Ranged. Solid. KD.
96-00	Earth Avenger: 2 +val to any action to protect an earth temple or female earth cultist or to avenge an attack on the same.

Follower

BD	7	AG	6	IN	6	CH	6	AT	7
DF	6	PW	7	AC	6	SE	6	RE	3

Axe Beserk: 6. At. Persistent. +val BD. +1/2 val AT vs non-earth cultists. No parry. Must use an axe.

Must be a celibate female.

Basmol

BD	10	AG	10	IN	6	CH	6	AT	8
DF	8	PW	6	AC	6	SE	8	RE	2

Lion Skin: 2. Val AR.

4 rolls:

D100	Ability
01-10	Brave: 2
11-15	Traditional: 2
16-25	Athletic: 3
26-30	Stealth: 2
31-40	Survival: 3
41-45	Nature Lore: 2
46-50	Perception: 2
51-60	Lion's Head: 2. Po. Persistent. Bite attack = sharp. +val damage. Can be used as second attack as off hand.
61-70	Lion's Paws: 2. Po. Persistent. Can't use tools or weapons. +val move. Claw attack = sharp. +val damage. Can be used as second attack as off hand.
71-75	Lion's Strength: 5. Po. Persistent. +val BD for all but EN.
76-80	Lick Wounds: 2. Po. Rit(Avg/0.5). Heals target hurt.
81-85	Lion's Roar: 8. Sp. R1. Cone. AT vs Fear Save. Mind Control resist Fear Save. Cannot move closer to caster.
86-90	Call Pride: 2. Po. R Val x 200. All pride members hear signal which can be for a warning, call for help or found food.
91-00	Sharp Tooth and Claw: 1. Sp. Persistent. + Val AT with tooth and claw.

Follower

BD	8	AG	9	IN	5	CH	5	AT	6
DF	6	PW	6	AC	6	SE	7	RE	2

Lion Skin: 2. Val AR.

Black Fang

BD	6	AG	9	IN	7	CH	6	AT	7
DF	9	PW	6	AC	8	SE	8	RE	4

Detection Block: 10. Reduces val of detection magic and divination.

4 rolls:

D100	Ability
01-10	Cunning: 2.
11-20	Stealth: 3.
21-30	Athletic: 2
31-35	Gymnastic: 2
36-40	Perception: 2
41-50	Night Vision: 10. SE(LI-Vision).
51-60	Flee Briskly: 3. Add val to agility for flee moves and escapes.
61-65	Detect Detection: 6. Acts as SE to detect magical detection.
66-70	Leaps and Bounds: 10 leaping.
71-80	Resist Truth: 6. Val resistance to truth magic.
81-85	Concealment: 6. At. Reduces opposing SE.
86-90	Stunning: 6 vs AG. At. R1. Persistent re BD. Target has $-\frac{1}{2}$ result AG and $-\frac{1}{2}$ Result AT.
91-100	Slow: 6. Mag. At. Ranged. $\frac{1}{2}$ result Drain AG.

Follower

BD	6	AG	8	IN	6	CH	5	AT	6
DF	7	PW	6	AC	6	SE	6	RE	4

Detection Block: 10. Reduces val of detection magic and divination.

Chalana Arroy

BD	6	AG	7	IN	8	CH	8	AT	5
DF	8	PW	9	AC	7	SE	8	RE	4

Heal: 8. Sp. R1. Result Rep EN. +2 REC.

Disadvantage: Cannot fight except in self defence, against chaos creatures or to protect the innocent.

5 rolls.

D100	Ability
01-05	Cautious: 2.
06-15	Medical Skill: 3.
16-20	Nature Lore: 2
21-25	Magic: 1
26-30	Academic: 1
31-35	Language: 1
36-45	Heal Wounds: 2. Po. R1. Heals hurt.
46-50	Regenerate Stat: 1. Po. R1. Rit (v. diff/4). Repair permanently drained STAT except PW.
51-55	Renew: 4. Sp. R1. Result Rep STAT except PW.
56-60	Stop Panic: 2. Sp. Ranged. Target may make a fear roll with bonus equal to the result.
61-70	Dodge: 2. Val DF.

71-75	Move Quickly: 2. Sp. Val AG. Persistent.
76-80	Calm: 6. Sp. Mag. Ranged. Mind Control re IN. Cannot attack until attacked.
81-85	Regenerate Limb: 1. Po. R1. Rit (v.diif/4). Regenerates lost limb in 1 week.
86-90	Cure Poison: 8. Sp. R1. Cancels persistent poison equal to result.
91-95	Cure Disease: 2. Po. Rit(Diff/1), R1. Target disease possession is banished.
96-100	Fade from View: 3. Sp. Persistent. Result bonus to hide.

Follower

BD	5	AG	6	IN	7	CH	6	AT	5
DF	7	PW	8	AC	6	SE	6	RE	4

Heal: 8. At. R1. Result Rep EN.

Disadvantage: Cannot fight except in self defence, against chaos creatures or to protect the innocent.

Daka Fal

BD	7	AG	7	IN	7	CH	8	AT	7
DF	7	PW	10	AC	7	SE	7	RE	3

Advantage: Herdbeast (Cavalry trained).

Disadvantage: Hate Horses (minor).

Ancestral Protection: 4. Val PW resistance.

4 rolls.

D100	Ability
01-10	Nature Lore: 2
11-20	Survival: 2
21-30	Magic: 2
31-35	Cunning: 2
36-40	Traditional: 2
41-50	Animal: 2
51-55	Confusion: 10. Roll detection magic val.
56-60	Free Ghost: 10. Sp. Mag. Ranged. If result exceeds target ghost's PW it is dismissed.
61-70	Dismiss Spirit: 2. Po. Mag. Sp. Rit(Diff/1), R1. Target spirit possession is banished.
71-80	Fight Spirit: 8. PW vs Val. Sp. Ranged. Target persistent spirit is reduced by result.
81-82	Resurrection: 1. En. Rit(E..Diff/24). R1. Target body that has now had cause of death removed has its spirit and life restored unless the spirit has been captured or dismembered or was a worshipper of foreign gods.
83-87	Fear Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. -Result to Fear rolls.
88-90	Fear Possession: 1. Po. Spi. Ranged. Dis: Cowardly.
91-97	Ancestor Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. Target descendent is controlled by the ancestor who can speak and give information etc.
98-00	Animal Possession: 1. Po. Spi. Ranged. -val IN. +val BD. Become: animal nature.

Follower

BD	6	AG	6	IN	7	CH	6	AT	6
DF	6	PW	8	AC	6	SE	6	RE	3

Advantage: Herdbeast (Cavalry trained).

Disadvantage: Hate Horses (minor).

Ancestral Protection: 4. Val PW resistance.

Danfive Xaron

BD	10	AG	6	IN	7	CH	6	AT	8
DF	8	PW	6	AC	8	SE	8	RE	3

Pain Resistance: 2. +10 x Val EN.

Subject to Lunar Cycle

4 rolls.

D100	Ability
01-05	Inclusive: 2
06-10	Academic: 2
11-15	Language: 2
16-20	Athletic: 2
21-25	Perception: 2
26-30	Stealth: 2
31-35	Brave: 2
36-45	Damage Reduction: 1. Reduce all damage Val.
46-50	Magical Resistance: 4. Val PW Resistance.
51-55	Detect Fugitive: 10. Acts as SE to detect a fugitive from lunar justice.
56-60	Blow of Pain: 4. Persistent resist BD. If solid attack by character deals damage then modify val of this ability and apply as a persistent effect ½ result penalty to all physical actions.
61-65	Extract Information: 8. IN vs BD. R1. Requires 15 mins. Target takes a hurt and must answer questions truthfully.
66-70	Shackles of Xaron: 8. Sp. AT vs AG. PT. Persistent resist BD.
71-75	Agony: 8. Sp. Mag. Ranged. Persistent re BD. Penalty to all actions ½ result.
76-80	Lunar Fire: 8. Sp. Mag. Ranged. ½ result damage through armour.
81-85	Pursuit: 2. +val to pursuit rolls.
86-90	Iron Skin: 3. Sp. Persistent. +val AR.
91-95	Lash: 10. Sp. AT vs AG. R3. Physical.
96-00	Hold: 8. Sp. Mag. Ranged. ½ result AG drain.

Follower

BD	8	AG	6	IN	6	CH	6	AT	6
DF	7	PW	6	AC	6	SE	6	RE	3

Toughness: Ignore 1st hurt suffered.

Deezola

BD	6	AG	7	IN	9	CH	8	AT	6
DF	7	PW	9	AC	7	SE	7	RE	4

Regenerate: 6. Val Rep EN. All Mortal wounds count as automatically treated. Hurts are healed. Mortal wounds heal in 1 week along with permanent STAT loss. Limbs regrow in 1 week. +3 REC.

Empathic Healing: 2. Po. R1. All target's hurts or mortal wounds are transferred to the caster. Subject to Lunar Cycle

4 rolls.

D100	Ability
01-05	Inclusive: 2.
06-15	Medical Skill: 3.
16-20	Nature Lore: 1
21-25	Magic: 2
26-30	Academic: 2
31-35	Language: 2
36-45	Heal Wounds: 1. Po. R1. Heals hurt.
46-50	Heal: 6. Sp. R1. Result Rep EN. +2 REC.
51-55	Renew: 4. Sp. R1. Result Rep STAT except PW.
56-60	Disregard Flaw: 2. Sp. R1. Result negates negative trait. Persistent.
61-70	Summon Gnome: 2. Po. R1. Persistent. Summons a gnome of level up to Val to serve the caster.
71-75	Parry: 2. At. Val bonus to Parry..
76-80	Calm: 8 Sp. Mag. Ranged. Mind Control re CH. Cannot attack until attacked.
81-85	Hide/Restore Memory. 8 Po. Mag. R1. PW 2. If result exceeds 2 x CH target forgets or remembers events up to 1 day.
86-90	Cure Poison: 8 Sp. R1. Cancels persistent poison equal to result.
91-95	Cast Out Spirit: 1. Po. Rit(Diff/1), R1. Target spirit possession is banished.
96-100	Aura of Peace: 6 Sp. Enemies must resist val with IN or be unable to attack character unless attacked first.

Follower

BD	5	AG	6	IN	7	CH	6	AT	6
DF	6	PW	8	AC	6	SE	6	RE	4

Regenerate: Recovers from hurts.

Empathic Healing: 2. Po. R1. All target's hurts are transferred to the caster.

Eiritha

BD	7	AG	8	IN	6	CH	8	AT	7
DF	8	PW	8	AC	8	SE	8	RE	2

Advantage: Herdbeast (Cavalry trained).

Disadvantage: Hate Horses (minor).

Endurance: 2. Val x 10 EN.

Must be female.

4 rolls.

D100	Ability
01-10	Nature Lore: 2
11-20	Survival: 2
21-25	Magic: 2
26-35	Cunning: 2
36-40	Traditional: 2
41-45	Animal: 2
46-50	Speak to Herdbeast: 1. Po. Persistent. Can speak to tribal herdbeast.
51-60	Avoid Violence: 8. Sp. Persistent. Anyone attacking character must resist val with PW or be unable to attack unless the character attacks.
61-70	Deceit: 4. +val bonus to lying.
71-75	Summon Mahome: 2. Po. R1. Ignites a fire such as a camp fire.
76-80	Healing: 6. Sp. R1. Heals result EN. +2 REC.
81-85	Heal Wounds: 1. Po. R1. Heals hurt.
86-90	Vulture Spirit: 2. Sp. Persistent. +val SE and survival.
91-95	Stone Spirit: 8. Sp. Spi.. Persistent resist BD. PT.

96-98	Herd Mother Spirit: 3. Po. +val tracking.
99-00	Dismiss Disease Spirit : 1. Po. Rit(V.Diff/1), R1. Target disease spirit possession is banished.

Follower

BD	7	AG	6	IN	6	CH	6	AT	6
DF	7	PW	7	AC	7	SE	6	RE	2

Advantage: Herdbeast (Cavalry trained).

Disadvantage: Hate Horses (minor).

Endurance: 2. Val x 10 EN.

Must be female.

Elmal

BD	8	AG	6	IN	6	CH	8	AT	8
DF	8	PW	8	AC	6	SE	8	RE	4

Unquenchable Light: 2. Sp. Persistent. Area Sphere x 3. Lights up radius as bright as day.

Darkness creatures at -val to hit caster.

4 rolls.

D100	Ability
01-10	Brave: 2
11-15	Cautious: 2
16-20	Perception: 2
21-25	Military: 2
26-30	Animal: 2
31-35	See in Darkness: 6. SE(Night Vision).
36-40	Bright Shield: 2. Sp. Persistent. Shield has +val to its Val.
41-45	Fight Chaos: 2. Sp. Persistent. +val AT and DF vs chaos creatures.
46-50	Fight Uz: 2. Sp. Persistent. +val AT and DF vs Uz.
51-55	Blazing Spear: 6. Persistent. Spear deals result Elemental Fire in addition to other damage.
56-60	Resist Darkness: 6. +val PW to resist darkness spells and spirits.
61-65	Stand Fast: 4. +val KB/KD resist.
66-70	Endure Wound: 2. Po. Persistent. No penalty from hurt for duration.
71-75	Unflinching Defence: 2. Sp. Persistent. +val DF.
76-80	Sure Javelin: 3. Sp. Next javelin thrown has +val AT.
81-85	Speed Horse: 4. Sp. Persistent. Horse has +val move.
86-90	Multiple Javelin Throw: 4. Po. Javelin attack val times as one action.
91-95	Unbreakable Spear: 1. Po. Spear cannot break in combat.
96-00	Dazzling Flash: 8. Sp. Ranged. Area Sphere. ½ result SE (all vision) drain.

Follower

BD	7	AG	6	IN	6	CH	6	AT	7
DF	7	PW	6	AC	6	SE	6	RE	3

Unquenchable Light: 2. Sp. Persistent. Area Sphere x 3. Lights up radius as bright as day.

Darkness creatures at -val to hit caster.

Ernalda

Ernalda is Earth Mother of the Storm Pantheon.

BD	6	AG	7	IN	8	CH	8	AT	6
DF	8	PW	9	AC	7	SE	8	RE	3

Conceal Family: 6. Sp. Persistent. Area Sphere. Family members in circle reduce opposing SE by 6 as long as they stay still.

Various Family and Hearth Blessings.

Must be female.

4 rolls:

D100	Ability
01-05	Cunning: 2
06-19	Cautious: 2
11-20	Social: 2
21-25	Craft: 2
26-30	Medical: 2
31-35	Nature Lore: 2
36-40	Magic: 2
41-45	Resist Disease: 1. Po. Rit(Diff/2). Persistent. R1. Target disease possession has no effect for the next day.
46-50	Resist Possession: 1. Po. Rit(Diff/2). Persistent. R1. Target non-disease possession has no effect for the next day.
51-55	Cure Hurt: 1. Po. Rit(diff/2). R1. Target hurt is cured.
56-60	Ease Pain: 1. Sp. Persistent. R1. Penalties for injuries are reduced by val.
61-65	Heal: 5. Sp. R1. Result Rep EN. +2 REC.
66-69	Summon Gnome: 2. Po. R1. Persistent. Summons a gnome of level up to Val to serve the caster.
70-71	Dismiss Gnome: 3. Po. Ranged. Gnome is dismissed if val exceeds its level.
72-75	Enchant Copper: 1. En. Rit(V.Diff/6). R1. Enchants copper armour or weapon.
76-80	Calm Anger: 8. Sp. Ranged. Mind Control resist IN. Cannot attack unless attacked.
81-85	Beautify Self: 3. Sp. Persistent. +val CH vs opposite sex.
86-89	Dodge Attacks: 2. Sp. Persistent. +val DF.
90-93	Bear Burden: 4. Count BD as val higher for carrying.
94-97	Go Without Food: 3. Po. Survive without food for 1 day. Not regained until eat again.
98-00	Earthbind: 12. Sp. Mag. Ranged. Drain Flight ½ result.

Follower

BD	6	AG	6	IN	7	CH	6	AT	6
DF	7	PW	7	AC	6	SE	6	RE	3

Conceal Family: 6. Sp. Persistent. Area Sphere. family members in circle reduce opposing SE by 6 as long as they stay still.

Must be female.

Esrola

Esrola is the goddess of manifest earth and the Earth Mother of the Earth Pantheon.

BD	7	AG	7	IN	8	CH	8	AT	6
DF	8	PW	8	AC	7	SE	7	RE	4

Earth Protection: 4. Val AR vs Elemental or Physical attacks.

Various Earth, Plant and Animal Blessings.

Must be female.

4 rolls:

D100	Ability
01-05	Cunning: 2
06-19	Cautious: 2
11-20	Social: 2
21-25	Craft: 2
26-30	Medical: 2
31-35	Nature Lore: 2
36-40	Magic: 2
41-45	Cure Plant Disease: 2. Po. Rit(Diff/1), R1. Target plant disease possession is banished.
46-50	Resist Possession: 1. Po. Rit(Diff/2). Persistent. R1. Target non-disease possession has no effect for the next day.
51-55	Cure Hurt: 1. Po. Rit(diff/2). R1. Target hurt is cured.
56-60	Ease Pain: 1. Sp. Persistent. R1. Penalties for injuries are reduced by val.
61-65	Heal: 5. Sp. R1. Result Rep EN. +2 REC.
66-69	Summon Gnome: 2. Po. R1. Persistent. Summons a gnome of level up to Val to serve the caster.
70-71	Dismiss Gnome: 3. Po. Ranged. Gnome is dismissed if val exceeds its level.
72-75	Enchant Copper: 1. En. Rit(V.Diff/6). R1. Enchants copper armour or weapon.
76-80	Calm Anger: 8. Sp. Ranged. Mind Control resist IN. Cannot attack unless attacked.
81-85	Beautify Self: 3. Sp. Persistent. +val CH vs opposite sex.
86-89	Make Food: 1. Po. Rit(Diff/0.5). Makes enough food for 1 day.
90-93	Protection: 2. Sp. Persistent. Val AR.
94-97	Call for Help: 2. Po. Friends within val km know where the character is and that help is required.
98-00	Earthbind: 12. Sp. Mag. Ranged. Drain Flight ½ result.

Follower

BD	7	AG	7	IN	6	CH	6	AT	5
DF	6	PW	7	AC	6	SE	6	RE	4

Earth Protection: 4. Val AR vs Elemental or Physical attacks.
Must be female.

Etyries

BD	6	AG	7	IN	8	CH	8	AT	6
DF	7	PW	7	AC	8	SE	8	RE	5

Trader: 3. Val added to Trading, Persuasion, Customs, Geography, Appraisal.
Subject to Lunar Cycle

4 rolls.

D100	Ability
01-05	Inclusive: 2.
06-15	Social: 3.
16-20	Cautious: 2.
21-25	Academic: 2
26-30	Language: 2
31-35	Nature Lore: 2

36-45	Endurance: 2. Val x 10 EN.
46-50	Detection: 10. Acts as a sense to detect ambushes, enemies or magic.
51-55	Navigation: 2. Add val to Navigation and can know what is along a road or path val km away.
56-60	Enchant Silver: 1. En. Rit(V.Diff/6). R1. Enchants silver armour or weapon.
61-70	Ward Marketplace: 7. Po. Rit(diif/0.25). R1. Protects area 5 Val x 5 Val marked by 4 staffs. Any enemy passing is attacked by Val vs PW. If hit the caster is alerted and the target takes Result magical damage through armour. Last 12 hours.
71-75	Detect Hidden Paths: 10. Acts as a sense to detect hidden paths or doors of any kind.
76-80	Magical Protection: 2. Adds val Resistance PW.
81-85	Convince: 6. Sp. Mag. R5. Target cannot make persuasion saves unless a proposal is unfair.
86-90	Perception: 2.
91-00	Cunning: 2.

Follower

BD	5	AG	6	IN	7	CH	7	AT	5
DF	6	PW	6	AC	7	SE	7	RE	4

Trader: 3. Val added to Trading, Persuasion, Customs, Geography, Appraisal.

Eurmal

Trickster god of the Storm Pantheon.

BD	6	AG	9	IN	7	CH	8	AT	6
DF	7	PW	8	AC	9	SE	8	RE	2

Disadvantage: Trickster(Major).

5 rolls:

D100	Ability
01-05	Cunning: 2
06-10	Athletic: 2
11-15	Gymnastic: 2
16-20	Stealth: 2
21-25	Perception: 2
26-30	Tell Lie: 2. +val to social if lying.
31-33	Seduction: 3. +val seduction.
34-36	Hotfoot: 6. Sp. Mag. Ranged. ½ result drain AG.
37-39	Stupid Illusion: 1. Po. Ranged. Persistent. Creates an illusion of a stupid kind. Uses are not regained till cancelled. Each use must choose a specific effect. E.g. Water Appears as Wine; Gold into Hay; Illusionary Feast; Change Animal's Colour; Fine Clothes Appear; Illusionary Appendage.
40-42	Shapeshift: 1. Po. Persistent. Caster can turn into another animal or object of the same size or smaller and has all the non-magical abilities associated with it. Each use must be for a named transformation and it must be ridiculous or amusing. E.g. Become Pig; Become Goat; Become Pile of Dung; Become Donkey; Become Man; Become Woman.
43-44	Charisma: 4. Po. Persistent. Caster becomes very attractive and has +val CH to opposite sex.
45-46	Conceal: 10. Reduce magical detection against character by val.
47-48	Invisibility: 6. Sp. Persistent. Reduce SE(all vision) by val.

49-50	Teleport Object: 4. Po. Mag if object worn or carried. Ranged. Target inanimate object up to val kg is teleported val squares.
51-52	Unusual Disaster. 10. Sp. Ranged. Roll 1D6 each time: 1. vs Agility. Solid. KD. 2. Trap vs AG. Resist BD. 3. Trap vs IN. Resist IN. 4. Physical. 5. vs AG. Move Val in random direction. 6. vs IN. ½ Result Drain CH.
53-54	Tear: 4. Po. Mag if object worn or held. Ranged. Target object made of cloth, paper or parchment is torn in half.
55-56	Laugh: 8. Sp. Mag. Ranged. Mind Control resist IN. Target can take no actions but laugh uncontrollably.
57-58	Hide Thing: 8. Sp. Ranged. Area Sphere. Target object up area in size reduces all senses used against it by val.
59-60	Convince: 8. Sp. Mag. Ranged. Mind Control resist IN. Target can not make persuasion saves.
61-63	Fools Possession: 1: Po. Spi. Dis: Foolish.
64-65	Coward Possession: 1. Po. Spi. Dis: Cowardly.
66-67	Unreliable Possession: 1. Po. Spi. Dis: Unreliable.
68-70	Trickster Possession: 1. Po. Spi. Dis: Trickster..
71-72	Reckless Possession: 1. Po. Spi. Dis: Reckless.
73-74	Misguided Possession: 1. Po. Spi. Dis: Misguided.
75-76	Lustful Possession: 1. Po. Spi. Dis: Lustful.
77-78	Lazy Possession: 1. Po. Spi. Dis: Lazy.
79-80	Indulgent Possession: 1. Po. Spi. Dis: Indulgent.
81-82	Fear Something Ridiculous Possession: 1. Po. Spi. Dis: Fear(Ridiculous Thing).
83-84	Emotional Possession: 1. Po. Spi. Dis: Emotional.
85-86	Liar Possession: 1. Po. Spi. Dis: Compulsive Liar.
87-88	Arbitrary Possession: 1. Po. Spi. Dis: Arbitrary.
89-90	Inappropriate Appearance Possession: 1. Po. Spi. Dis: Inappropriate Appearance. Target takes on inappropriate appearance for their nature.
91-92	Inappropriate Social Role Possession: 1. Po. Spi. Dis: Inappropriate Appearance Social Role. Target is transformed so as to appear wrong for nature e.g target Orlanthi turns into a woman or Vingán into a man.
93-94	Remove Body Part: 1. Po. Persistent. Caster can remove any body part with no damage and reattach it at will. The body part is still active and controlled by caster.
95-96	Hallucinate: 8. Sp. Persistent resist IN. MT.
97-98	Strike: 7. Sp. Mag. R1. Physical ignores armour.
99-00	Swallow: 6. Sp. Persistent. Caster can swallow up to val x 5 kg of anything taking no damage as a result regardless of what it is.

Follower

BD	6	AG	7	IN	6	CH	6	AT	5
DF	6	PW	7	AC	8	SE	7	RE	2

2 random abilities.

Disadvantage: Trickster(Major).

Found Child

BD	8	AG	8	IN	7	CH	6	AT	8
DF	7	PW	8	AC	8	SE	8	RE	2

Dog Spirit: 2. +val Survival and AG.

Peaceful Cut

4 rolls.

D100	Ability
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01-05	Cautious: 2
06-10	Traditional: 2
11-20	Athletic: 2
21-30	Survival: 3
31-40	Nature Lore: 3
41-45	Killing: 2
46-55	Stealth: 3
56-60	Stag Spirit: 4. Sp. Persistent. +val BD for all but EN.
61-65	Rabbit Spirit: 4. Sp. Persistent. +val Hide and Sneak.
66-70	Antelope Spirit: 2. Sp. Persistent. Val DF.
71-75	Binding: 6. Sp. Mag. Ranged. Persistent re PW. Darin AG ½ result.
76-80	Bird Shot: 2. Sp. Persistent. +val AT with bow or javelin.
81-85	Draw Beast: 8. Sp. Mag. Mind Control resist IN. Target herbivore must walk towards caster and cannot attack.
86-90	Mud in Hurt: 1. Po. R1. Rit(Avg/0.5). Heals hurt.
91-95	Scare Ghost: 8. Sp. Mag. Ranged. Mind Control resist IN. Ghost must flee caster.
96-100	Warm: 1. Po. R1. Target stone glows with heat like a campfire for 6 hours.

Follower

BD	7	AG	7	IN	6	CH	6	AT	7
DF	6	PW	6	AC	6	SE	7	RE	2

Dog Spirit: 2. +val Survival and AG.
Peaceful Cut

Gargarth the Wild Hunter

God of outlaws, rebellion and the wild hunt.

BD	9	AG	9	IN	5	CH	5	AT	9
DF	8	PW	7	AC	8	SE	7	RE	3

Cruel Wound: 2. Any blow that penetrates armour does val extra damage.
Resist Authority: 3. Val bonus to any attempt to persuade, mind-control, charm or calm.
Disadvantages: Cruel (Minor), Arbitrary (Minor), Aggressive (Minor) – no random minor disadvantage.

4 rolls:

D100	Ability
01-05	Cunning: 2
06-15	Athletic: 3
16-20	Gymnastic: 2
21-25	Stealth: 2
26-30	Survival: 2
31-35	Killing: 2
36-40	Perception: 2
41-45	Bully: 3. val bonus to social as long as threat of violence is involved.
46-50	Outrun Prey: 3. Sp. Persistent. +val move.
51-55	Never Loose Trail: 4. Po. Rit(Avg/0.5). The character can follow a trail val days after it was made as though it was fresh.
56-60	Spot the Weakest: 3. Po. When used the character can identify immediately which member of a group is weakest in any one STAT, trait or ability or which has the lowest XP.
61-65	Long Reaching Spear: 6. Sp. Caster makes a normal spear attack against a target within val squares.

66-70	Agonising Wound: 6. Sp. Used as a follow up (1 AC) to a sharp attack which caused damage through armour. ½ result BD drain.
71-75	Summon Windstorm: 8. Sp. Ranged. Sphere x 4. Persistent. Resist result with BD or fall down unable to move.
76-80	Bruising Rain: 8. Sp. Ranged. Sphere x 4. Persistent. ½ result damage ½ val armour null.
81-85	Howl Like the Storm: 7. Sp. CH vs IN. Ranged. Result Fear check.
86-90	Wind Walking: 12. Sp. Persistent. Fly val in no armour.
91-95	Wind Blast: 8. Sp. R1. Cone. Physical. KB.
96-00	Storm Cloak: 3. Sp. Persistent. All missile and thrown weapons are –val to hit caster.

Follower

BD	8	AG	7	IN	5	CH	4	AT	7
DF	7	PW	6	AC	7	SE	6	RE	3

Cruel Wound: 2. Any blow that penetrates armour does val extra damage.
 Resist Authority: 3. Val bonus to any attempt to persuade, mind-control, charm or calm.
 Disadvantages: Cruel (Minor), Arbitrary (Minor), Aggressive (Minor) – no random minor disadvantage.

Gark the Calm

God of eternal life, eternal peace and zombies.

BD	7	AG	6	IN	8	CH	8	AT	7
DF	7	PW	9	AC	8	SE	6	RE	4

Eternal Life: 1. En. Rit (Diff/12). The caster's age is reduced by 1 year. Every 10 PW of sentient creatures sacrificed to make zombies adds 1 val to this power. Each time the ritual is used if the roll is fumbled the caster gains a chaos feature (no risk of turning into a broo).

4 rolls:

D100	Ability
01-05	Cunning: 3
06-10	Stealth: 3
11-15	Killing: 2
16-25	Social: 2
26-30	Academic: 2
31-35	Language: 2
36-40	Magic: 2
41-45	Fools Possession: 1. Po. Spi. Dis: Foolish.
46-50	Peace: 8. Sp. Ranged. Mind Control resist IN. Target can not attack.
51-55	Hide Age: 1. Po. Rit(Diff/1). R1. Target appears to be young and healthy. Daily use is not regained until cancelled.
56-60	Fear Death Possession: 1. Po. Spi. Dis: Cowardly.
61-65	Preach to Crowd: 8. Sp. CH vs IN. Mind Control resist IN. Area Sphere x 5. When preaching targets must stop and listen.
66-75	Create Zombie: 1. Po. Rit(Diff/1). Sacrifice a sentient victim who rises as a zombie to serve the caster. This can be combined with Create Ghost.
76-80	Animate Zombie: 1. En. Rit(V. Diff/1). Animates a zombie to serve the caster.
81-85	Create Ghost: 1. Po. Rit(Diff/1). Sacrifice a sentient victim to create a ghost of IN and PW equal to the victim bound to the location. This can be combined with Create Zombie.
86-90	Hide: 6. Sp. Persistent. Reduce all senses used on caster by val (min 1).
91-95	Paralyse: 6. Sp. Mag. Ranged. Drain AC ½ result.

96-00	Lure: 8. Sp. Mag. Mind Control resist IN. Target can take no actions except to walk toward the caster.
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Follower

Gark's followers are merely dupes who briefly follow a priest before being turned into ghosts or zombies.

Hon-eel

BD	6	AG	9	IN	7	CH	8	AT	6
DF	8	PW	8	AC	8	SE	6	RE	4

Dance of Power: 2. At. Rit(Diff/0.1). Persistent. Adds val to any one ability, skill, trait or STAT.
Maize Blessing.
Subject to Lunar Cycle

4 rolls.

D100	Ability
01-05	Inclusive: 2.
06-10	Brave: 2.
11-15	Gymnastics: 3.
16-20	Athletic: 2
21-25	Killing: 2
26-30	Social: 2
31-35	Stealth: 2.
36-40	Academic: 2.
41-45	Languages: 2.
46-50	Magic: 2.
51-55	Cunning: 2
56-65	Magical Protection: 2. Val PW resistance.
66-75	Inclusion: 2. Add 2 x val to Social with Lunars and val to social with Earth worshippers.
76-80	Heal: 6. Sp. R1. Result Rep EN. +2 REC.
81-85	Heal Wounds: 1. Po. R1. Heals hurt.
86-90	Absorb Earth Magic: 10. Roll val vs result of any earth ability used against the character. If result 0+ the magic is countered and the character gains 1 PW.
91-95	Charm: 6. Sp. Mag. Ranged. Mind Control re CH. The target believes s/he is a good friend of the caster.
96-00	Summon Gnome: 2. Po. R1. Persistent. Summons a gnome of level up to Val to serve the caster.

Follower

BD	5	AG	7	IN	6	CH	6	AT	5
DF	7	PW	7	AC	7	SE	6	RE	4

Dance of Power: 2. At. Rit(Diff/0.1). Persistent. Adds val to any one ability, skill, trait or STAT.

Humakt

BD	8	AG	7	IN	6	CH	6	AT	8
DF	8	PW	8	AC	8	SE	7	RE	4

Great Blow: 2. Sword deals Val extra damage.

4 rolls.

D100	Ability
01-05	Brave: 3.
06-10	Military Lore: 2.
11-15	Animal: 2.
16-20	Athletic: 2
21-25	Sense Undead: 10. Acts as SE to sense undead.
26-30	Become Death: 6. At. Area Effect Sphere. Enemies must make a Fear check of difficulty Val.
31-35	Empower Oath: 8. Po. Magic. Rit(Avg/0.1). R1. Two or more people swear an oath. If anyone breaks it they are attacked by the Val and die on 0+.
36-40	Death Song: 6. Sp. Persistent. + val BD. No parry.
41-45	Rally Warriors: 2. Sp. Ranged. Sphere x 3. All friends may make a Fear save with Val bonus to rally.
46-50	Shield Destroyer: 4. Sp. R1.Solid. Must have sword in hand. If it hits target's shield takes result damage.
51-55	Kill Undead: 10: Sp. Mag. Ranged. If result exceeds target undead's BD it is destroyed.
56-65	Unbreakable Sword: 1. Po. Persistent. Sword is unbreakable.
66-70	Enchant Iron: 1. En. Rit(E.Dif/6). R1. Enchants iron armour or weapon.
71-80	Truesword: 2. Sp. Persistent. Sword has +val AT.
81-85	Lay Ghost: 10. Sp. Mag. Ranged. If result exceed target ghost's IN it returns to the spirit plane.
86-90	Weapon Destroyer: 2. Po. R1. Persistent. Target sword counts as a level harder and weapon parries must be val better to avoid breakage.
91-95	Know Truth: 8. Sp. Magic. Ranged. If result doubles target's CH then the caster knows if s/he is lying.
96-00	Sever Spirit: 7. Po. Mag. Ranged. If result doubles target's BD they die otherwise they take result damage through armour.

Follower

BD	7	AG	6	IN	5	CH	5	AT	7
DF	7	PW	6	AC	7	SE	6	RE	4

Great Blow: 2. Sword deals Val extra damage.

Hwarin Dalthippa

BD	7	AG	7	IN	7	CH	8	AT	7
DF	7	PW	8	AC	8	SE	7	RE	4

Resist Foreign Gods: 4. +val Resist PW vs non-Lunar.

City Blessing.

Consecrate Road Blessing.

Subject to Lunar Cycle

4 rolls.

D100	Ability
01-04	Brave: 2.
05-08	Inclusive: 3.
09-10	Cautious: 2.
11-13	Craft: 2
14-19	Social: 2.
20-24	Academic: 2.
25-26	Military: 2

27-30	Magical: 2.
31-34	Language: 2.
35-40	Inclusion: 2. Add 2 x val to Social with Lunars and val to social with Storm worshippers.
41-45	All Skilled: 1. val bonus to all skills.
46-50	Helmet of Protection: 2. Sp. Persistent. Target helmet gives wearer val AR.
51-55	New Fire: 8. Sp. Elemental (Lunar). Ranged.
56-59	Strike Spirit: 8: Sp. Mag. Ranged. Drain PW ½ Result.
60-63	Absorb Magic: 10. Roll val against any magical attack from Storm or Water. If successful attack is cancelled and gain 1 PW.
64-67	Determine Line of Power: 3. Po. Rit(Diff/1). Determine line of power between locations. Val bonus to all actions whilst travelling straight path.
68-71	Road watch: 10. Acts as SE to detect enemies whilst travelling road.
72-75	Peace: 8. Sp. Mag. Ranged. Mind Control re IN. No attacks until attacked.
76-80	Summon Sylph: 2. Po. R1. Persistent. Summons a sylph of level up to Val to serve the caster.
81-85	Summon Undine: 2. Po. R1. Persistent. Summons an undine of level up to Val to serve the caster.
86-90	Bind Mob to Task: 6. Sp. Mag. Ranged. Persistent re Leadership from Character. Non-Lunar followers equal to 10 x Val within range must obey orders to perform a manual task such as building.
91-95	Summon Lune: 2. Po. R1. Persistent. Summons a lune of level up to Val to serve the caster. Can be commanded to permanently guard a road or bridge but is then not regained.
96-00	Victory from Defeat: 3. Each friend or follower of the character taken out of a combat adds 5 x Val EN and Val PW to the character. Friend does not give a bonus if taken out after a recovery.

Follower

BD	6	AG	6	IN	6	CH	6	AT	6
DF	6	PW	7	AC	7	SE	6	RE	4

Resist Foreign Gods: 4. +val Resist PW vs non-Lunar.

Irippi Ontor

BD	6	AG	6	IN	10	CH	7	AT	6
DF	7	PW	10	AC	7	SE	7	RE	4

Arrow of Light: 7. Anyone attacking character must resist inclusion at Val or the attack fails and be Mind Controlled by amount failed by (resist inclusion) and unable to attack lunars.

Language 3

Subject to Lunar Cycle

4 rolls.

D100	Ability
01-05	Inclusive: 2.
06-14	Academic: 3.
15-19	Social: 2
20-22	Military: 2.
23-26	Nature Lore: 2
27-32	Magical: 3.
33-38	Inspiration of the Moon: 3. +Val resist PW vs non-Lunar.
39-44	Daunt Enemy: 2. +Val DF against non-Lunars.
45-50	Clear Sight: 10. SE to detect anything concealed by magic, active spells and spirits.

51-55	Use Text: 2. Po. Rit (Diff/1). R1. Memorise one book. Can also identify the script, language and subject of a text.
56-60	Protect Document: 8. En. R1. Target document or book cannot be burned, is waterproof and hard to tear. Non-lunars reading it are attacked by the Val of the spell as magic resulting in a ½ Val permanent IN drain.
61-65	Bash Spirit: 10: Sp. Ranged. Target persistent spirit attack's val is reduced by result or target ghost is mentally trapped resist PW.
66-70	Languages: 2. Po. Rit(V.Dif/0.1). The caster adds val to language ability allowing more language picks.
71-75	Mind Blast: 8. Sp. Mag. Ranged. ½ result IN Drain.
76-80	Divert Spell: 8. Resist attacking spells with Val. If success divert spell to another target in range.
81-85	Enchant Silver: 1. En. Rit(V.Diff/6). R1. Enchants silver armour or weapon.
86-90	Dispel Magic: 6. Sp. Ranged. If result exceeds val of target persistent spell it is cancelled.
91-95	Read Foreign Code: 2. Po. Rit(V.Diff/1). R1. Caster can read a coded foreign text.
96-00	Divination: 1. Po. Rit(E.Dif/3). The character can ask a question and be answered by information known to any lunar deity.

Follower

BD	6	AG	6	IN	8	CH	5	AT	5
DF	6	PW	8	AC	6	SE	6	RE	4

Arrow of Light: 7. Anyone attacking follower must resist inclusion at Val or the attack fails and be Mind Controlled by amount failed by (resist inclusion) and unable to attack lunars.

Issaries

BD	6	AG	8	IN	7	CH	9	AT	6
DF	8	PW	6	AC	8	SE	7	RE	5

Flee Swiftly: 2. +Val Escape.
Bless Market.

4 rolls.

D100	Ability
01-10	Cunning: 3
11-20	Social: 3
21-25	Nature Lore: 2
26-30	Language: 1
31-35	Stealth: 2
36-40	Duck and Weave: 1. +val DF.
41-45	Lock Box or Door: 2. En. Rit(Avg/0.1). R1. Box , door or chest cannot be opened except by caster without smashing it.
46-50	Entertain With Voice: 8. Sp. CH vs IN. Area Sphere x 3. Mind Control resist IN. In non-violent situations must listen to the caster with due attention.
51-55	Protection Whilst Sleeping: 8. Acts as SE to detect enemies or thieves whilst sleeping.
56-60	Make Alarm: 1. En. Rit(Avg/0.1). Creates an invisible alarm which either alerts the caster silently or audibly when anyone not named in the ritual approaches within up to 5 squares. Permanent until cancelled when the caster regains 1 use of the alarm.
61-65	Cover Tracks: 1. Po. Persistent. The caster leaves no track detectable by any sense.
66-70	Detect Thief: 10. Acts as SE to detect thieves.

71-73	Booby Trap: 1. En. Rit(Avg/0.1). Makes a trap invisible to anyone not named in the ritual. Permanent until cancelled when the caster regains 1 use of the booby trap.
74-76	Enhance Appearance of Goods: 2. Sp. R1. Goods appear to be result x 10% more valuable than they really are.
77-82	Talk with Hands: 1. The character can communicate with val bonus with hand s without knowing the target's language.
83-86	Convince: 8. Sp. Magic. Ranged. Mind Control resist IN. Target cannot make persuasion saves.
87-89	Identify: 1. Po. Rit(Diff/1). Identifies the function of an item.
90-95	Ward Marketplace: 7. Po. Rit(Diif/0.25). R1. Protects area 5 Val x 5 Val marked by 4 staffs. Any enemy passing is attacked by Val vs PW. If hit the caster is alerted and the target takes Val magical damage through armour. Last 12 hours.
96-97	Create Accounts: 1. Po. Rit(Avg/1). The character can evaluate currency, create accounts, use weights and measures etc. without the ability to add up or write. The ritual can be used again to recall the accounts.
98-00	Trade Magic: 1. Po. Rit(Diff/0.5). 2 willing parties each trade a spell which they can then use once before the other regains it.

Follower

BD	6	AG	7	IN	6	CH	7	AT	6
DF	6	PW	6	AC	6	SE	6	RE	4

Flee Swiftly: 2. +Val Escape.

Jakaleel the Witch

BD	5	AG	6	IN	10	CH	8	AT	7
DF	8	PW	10	AC	6	SE	6	RE	4

Black Moon Spirit: 5. +val PW to resist non-lunar magic or spirits.
Subject to the Lunar Cycle.

4 Rolls:

D100	Ability
01-05	Inclusive: 2
06-10	Academic: 2
11-15	Magic: 3
16-20	Full Moon Spirit: 2. Val Rec PW.
21-25	Half Moon Spirit: 3. Sp. Persistent. +val Sneak and Hide.
26-30	Waxing Moon Spirit: 2. + Val PW when attacking with spirits.
31-35	Waning Moon Spirit: 3. +val Fear checks.
36-40	Wall of Darkness: 8. Sp. Ranged. Area Effect Line. Persistent. Creates total darkness in area 3 squares high.
41-45	Despair: 8. Sp. Mag. Ranged. Target makes result Fear roll equal to result.
46-50	Command Ghost: 8. Sp. Mag. Ranged. Mind Control resist IN. Control target ghost.
51-55	Create Ghost: 7. Po. Rit(V.Diff/2). R1. Creates a ghost with PW equal to result and IN equal to ½ result bound to guard an area of 10 radius against all but named targets.
56-60	Animate Zombie: 1. En. Rit(V. Diff/1). Animates a skeleton to serve the caster.
61-65	Destroy Zombie: 8. Sp. Mag. Ranged. If result exceeds zombie's BD it is destroyed.
66-70	Cast Out Spirit: 1. Po. Rit(Diff/1), R1. Target spirit possession is banished.
71-72	Enchant Lead: 1. En. Rit(Diff/6). R1. Enchants lead armour or weapon.

73-77	Fear: 8. If val exceeds opponents fear save s/he is at – the dif to hit the character.
78-82	Madness Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. Mental Trap.
83-84	Madness Possession: 1. Po. Mag. Dis: Indecisive, Aggressive, Overconfident, Arbitrary, Killer Instinct.
85-89	Fear Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. –Result to Fear rolls.
90-91	Fear Possession: 1. Po. Spi. Ranged. Dis: Cowardly.
92-93	Love Spirit: 8. Sp. Spi. Ranged. Mind Control resist IN. Target loves named target.
94	Love Possession: 1: Po. Spi. Ranged. Dis: Hero Worshipper.
95-98	Hate Spirit: 8. Sp. Spi. Ranged. Mind Control resist IN. Hate named target.
99-00	Hate Possession: 1. Po. Spi. Ranged. Dis: Hate named target.

Follower

BD	5	AG	6	IN	8	CH	6	AT	6
DF	6	PW	7	AC	6	SE	6	RE	4

Black Moon Spirit: 5. +val PW to resist non-lunar magic or spirits.

Lanbril

BD	6	AG	9	IN	7	CH	7	AT	7
DF	9	PW	6	AC	9	SE	7	RE	3

Detection Block: 10. Reduces val of detection magic and divination.

Thief's Talk. Can communicate simple concepts associated with thieving and fencing using only the hands. By adding code words and slang more complex ideas are available. It is incomprehensible to outsiders.

4 rolls:

D100	Ability
01-10	Cunning: 2.
11-20	Stealth: 3.
21-25	Athletic: 2
26-30	Gymnastic: 2
31-35	Perception: 2
36-40	Killing: 2
41-45	Social: 2
46-50	Night Vision: 10. SE(LI-Vision).
51-55	Escape: 3. +val escape rolls.
56-58	Blast Door: 14. Sp. R1. Deals physical damage only to structures.
59-63	Spider Climb: 4. Sp. Persistent. Val movement even on vertical surfaces.
64-68	Throw Rope: 1. Po. Ranged. Persistent. Thrown rope glues to surface.
69-73	Stick: 8. Sp. Ranged. PT resist BD.
74-79	Silence: 6. Sp. Ranged. Area Sphere x 4. Persistent. Reduce sound by val.
80-85	Blinding: 8. Sp. Mag. Ranged. Persistent resist PW. –1/2 result SE(All Vision).
86-90	Tell Lies: 8. Red Truth magic by val. If truth magic reduced to 0 it is fooled into a false reading.
91-93	Detect Trap: 10. Acts as magic SE for detecting traps.
94-98	Destroy History: 1. Po. Rit(Dif/1). R1. Permanently destroys the history of an object so its cannot be retrieved by magic. The next owner after the caster will appear to be the first.
99-00	Dodge: 1. The character can attempt a parry without using a weapon called a dodge with val bonus. If successful the attack misses.

Follower

BD	6	AG	7	IN	6	CH	6	AT	6
DF	7	PW	6	AC	7	SE	6	RE	3

Detection Block: 10. Reduces val of detection magic and divination.

Thief's Talk. Can communicate simple concepts associated with thieving and fencing using only the hands. By adding code words and slang more complex ideas are available. It is incomprehensible to outsiders.

Lodril

BD	8	AG	8	IN	6	CH	8	AT	9
DF	8	PW	6	AC	8	SE	6	RE	3

Dodge: 2. Val DF and AG in no armour.

Heat Ground Blessing.

Control Volcano Blessing.

Must be male.

4 rolls.

D100	Ability
01-05	Brave: 2
06-15	Athletic: 3
16-25	Social: 2
26-30	Running: 3. Sp. Persistent. +val AG.
31-40	Piercing Spear: 3: Sp. Persistent. Spear ignores val armour.
41-50	Goldskin: 2. Sp. Persistent. Val AR and 3 Val AR vs Fire.
51-55	Living Fire: 2: Val x 10 EN.
56-60	Suppress Fire: 10. Sp. Ranged. Area Effect. Target fire or fire spell of val less than result is put out.
61-65	Call Fire: 10. Sp. Ranged. Area Effect. Elemental (Fire). Persistent.
66-70	Command Fire: 10. Sp. Ranged. Target fire of val less than result moves up to result squares. All intervening squares are effected.
71-75	Flame Skin: 8. Sp. Persistent. Val damage shield Elemental (Fire). If result 4+ destroys flammable objects touching skin.
76-80	Summon Salamander: 2. Po. R1. Persistent. Summons a salamander of level up to Val to serve the caster.
81-85	Enchant Gold: 1. En. Rit(Diff/6). R1. Enchants gold armour or weapon.
86-90	Flaming Hands: 8. Sp. R1. Cone. Elemental (Fire).
91-95	Satisfy Goddess: 8. R1. CH vs IN. Mind Control resist IN. Female worshipper of a goddess must act as though a good friend.
96-00	Fire Spear: 8. Sp. Persistent. Spear deals result Elemental(Fire) in addition to normal damage.

Follower

BD	7	AG	7	IN	6	CH	6	AT	7
DF	6	PW	6	AC	6	SE	6	RE	3

Dodge: 2. Val DF and AG in no armour.

Must be male.

Lhankor Mhy

BD	7	AG	6	IN	9	CH	9	AT	6
DF	6	PW	9	AC	6	SE	8	RE	4

Memorise: 2. Po. Rit(Avg/1). R1. Character can memorise a story, law, poem or anything held in written form in literate societies.

Search Library: 1. Po. Rit(Diff/6). R1. The character can find a text or fact in a Lhankhor Mhy library despite the lack of a filing system.

Copyist Ritual: 1. Po. Rit(Diff/var). R1. The character can copy a document exactly without errors even if s/he cannot read it.

4 rolls.

D100	Ability
01-10	Academic: 2
11-15	Language: 2
16-20	Nature Lore: 2
21-25	Social: 2
26-35	Magical: 2
36-40	Avoid Blow: 1. Val DF.
41-45	See in the Dark: 8. SE(LI Vision).
46-50	Distract With Words: 8. Sp. CH vs IN. Ranged. Mind Control resist IN. Target cannot attack the caster unless the caster attacks him/her. Target must understand the caster's language.
51-55	Cite Precedent: 2. +val social with Orlanthi barbarians by citing legal. Mythological or social precedents.
56-60	Pack of Protection: 1. En. Rit(Diff/1). R1. Target pack is waterproof, fire resistant and buoyant.
61-65	Block Attack: 2. Sp. Persistent, +val Parry.
66-70	Artful Blade: 2. Sp. Persistent. Character when attacking with a sword reduces opposing parry by val and is val less likely to hit a shield.
71-75	Clairvoyance: 6. Po. Rit(V.Diff/1). Persistent. R Val x 100. Character can see as though in target location. If detected s/he can be magically attacked as though in that location.
76-80	See Past: 6. Po. Rot(V.Diff/2). Persistent. Character can see images of past events in current location though they may seem obscure and hard to interpret.
81-85	Read Mind: 8. Sp. Mag. Ranged. If result exceeds target's IN can read targets surface thoughts. If 2 x IN can probe deeper thoughts and memories.
86-90	History of Object: 1. Po. Rit(V.Diff/2). R1. Caster knows the history of an object including previous owners.
91-95	Reveal Truth: 1. Po. Rit(V.Diff/1). PW vs Persuasion Save. Target must tell the truth for 1 minute per result.
96-00	Find Way: 1. Po. Rit(Diff/0.2). Character knows the best route between 2 named locations.

Follower

BD	6	AG	6	IN	7	CH	6	AT	6
DF	6	PW	7	AC	6	SE	6	RE	4

Memorise: 2. Po. Rit(Avg/1). R1. Character can memorise a story, law, poem or anything held in written form in literate societies.

Search Library: 1. Po. Rit(Diff/6). R1. The character can find a text or fact in a Lhankhor Mhy library despite the lack of a filing system.

Copyist Ritual: 1. Po. Rit(Diff/var). R1. The character can copy a document exactly without errors even if s/he cannot read it.

Maran-Gor

BD	10	AG	5	IN	8	CH	6	AT	7
DF	7	PW	10	AC	7	SE	6	RE	4

Tough Skin: 1. Val AR.

Must be female or eunuch. Must never till soil or herd beasts. Must eat raw meat for breakfast every day.

4 rolls.

D100	Ability
01-05	Traditional: 2
06-10	Killing: 2
11-15	Stealth: 2
16-25	Magical: 2
26-30	Toughness: 2. +5 x val EN.
31-40	Hard Axe: 2. +val damage with axe.
41-50	Great Strength: 6. Sp. Persistent. +val BD for all but EN.
51-55	Ponderous Step: 6. val KB/KD resist and val to resist any magic or effect that causes movement..
56-60	Move Rock: 1. Po. Rit(Avg/0.1). r1. Target rock weighing up to 1 ton moves up to 5 squares.
61-65	Knock Down Foes: 10. Sp. Area Circle. Ranged. Result KD.
66-70	Cause Landslide: 10. Sp. Area Cone. – only on ground. R1. Solid. KD.
71-75	Open Trench: 8. Sp. Are – Line. Ranged. Ground opens up val/4 squares deep in area of effect.
76-80	Raise Earth: Sp. Are – Line. Ranged. Ground raises up val/4 squares high in area of effect.
81-85	Summon Gnome: 2. Po. R1. Persistent. Call a gnome of level up to Val to serve the caster.
86-90	Make Rock: 2. Po. Rit(Diff/0.5). Area Effect val cubes. R1. Transforms area of compact dirt into solid rock.
91-95	Quake: 10. Sp. Area Effect Sphere. Physical KD. X2 damage to buildings. Personal immunity.
96-00	Earth Shaker: 2. Po. Rit(E.Diff/0.5). Ranged. Creates earthquake of val on the Richter scale. Several cultists can combine this spell to create a more powerful quake.

Follower

BD	8	AG	5	IN	6	CH	6	AT	6
DF	6	PW	8	AC	6	SE	6	RE	3

Tough Skin: 1. Val AR.

Must be female or eunuch. Must never till soil or herd beasts. Must eat raw meat for breakfast every day.

Odayla

BD	10	AG	9	IN	6	CH	6	AT	8
DF	6	PW	6	AC	8	SE	8	RE	3

Bear Aspect: 2. Val AR, Val Survival, Val Nature Lore, Val Cold Resistance. Character can eat anything a bear would eat. The character can hibernate for val months without food, drink or warmth.

4 rolls.

D100	Ability
01-05	Cunning: 2

06-15	Nature Lore: 2
16-25	Survival: 2
26-35	Stealth: 2
36-45	Athletic: 2
46-50	Perception: 2
51-55	Killing: 2
56-60	Toughness: 2. Val x 10 EN.
61-65	Track by Scent: 8. SE(Track by scent).
66-70	Bear's Strength: 6. Sp. Persistent. +val BD for all purposes except EN.
71-75	Terrify Prey: 7. Sp. Mag. Ranged. Fear check equal to result.
76-80	Bear's Stealth: 2. Sp. Persistent. + val sneak and hide.
81-85	Run Over Terrain: 3. Val offsets any penalty for moving in bad-going.
86-90	Javelin Sureshot: 2. Sp. Persistent. +val AT with javelin.
91-95	Acute Vision: 3. Vision has magnification x Val.
96-00	Sleep Back to Life: 1. En. If character is killed s/he will re-enter play 1D months later.

Follower

BD	8	AG	7	IN	6	CH	6	AT	6
DF	6	PW	6	AC	6	SE	6	RE	3

Bear Aspect: 2. Val AR, Val Survival, Val Nature Lore, Val Cold Renitence. Character can eat anything a bear would eat. The character can hibernate for val months without food, drink or warmth.

Orlanth

BD	8	AG	8	IN	6	CH	8	AT	8
DF	8	PW	6	AC	8	SE	7	RE	3

Speed of the Wind: 2. Val AG and AC if in no-armor.

Swift Sword: 2. Val AT with sword.

Disadvantages (Minor): Aggressive, Vengeful, Overconfident (replaces random minor disadvantage).

Must be male.

4 rolls.

D100	Ability
01-10	Brave: 2
11-20	Traditional: 3
21-30	Athletic: 3
31-35	Stealth: 2
36-40	Social: 2
41-45	Gymnastics: 2
46-50	Armour of Woad: 2. Po. Rit(Avg/0.5). Character has Val AR for 6 hours.
51-55	Sunset Leap: 10. Leap.
56-60	Resist Elements: 6. Val AR vs Elemental damage.
61-65	Flickering Blade: 2. Sp. Persistent. Sword is val harder to parry and val less likely to hit a shield.
66-69	Call Gale: 9. Sp. Ranged. Sphere x 4. Persistent. Resist result with BD or fall down unable to move.
70-73	Leaping Shield: 2. Sp. Shield has +val to its val.
74-76	Run up Cliffs: 6. Used to move up vertical slopes or ignore bad-going.
77-79	Summon Sylph: 2. Po. R1. Persistent. Call a sylph of level up to Val to serve the caster.
80-81	Enchant Iron: 1. En. Rit(Diff/6). R1. Enchants iron armour or weapon.

82-83	Flight: 12. Sp. Persistent. Can fly val in no armour.
84-87	Windblast: 8. Sp. R1. Cone. Physical. KB.
88-91	Overbear Foe: 6. Sp. +val BD for all but EN.
92-94	Thunderbolt: 10. Sp. Ranged. Elemental Air.
95-97	Command Storm Worshipper of Lightbringer: 10. At. CH vs IN. Ranged. Mind Control resist IN. Must obey caster.
98-00	Summon Storm: 6. Po. Rit(Diff/0.5). Ranged. Area Effect x 200. Persistent. Causes a huge storm with thunder and lightning, rain and strong winds. All SE and movement is - ½ Val.

Follower

BD	7	AG	7	IN	5	CH	6	AT	6
DF	7	PW	6	AC	7	SE	6	RE	3

Speed of the Wind: 2. Val AG and AC if in no-armour.

Swift Sword: 1. Val AT with sword.

Pavis

BD	7	AG	6	IN	8	CH	8	AT	7
DF	7	PW	8	AC	7	SE	8	RE	4

Protection from Nomads: 3. Val AR vs Praxian Nomads.

City Blessing

4 rolls.

D100	Ability
01-10	Social: 2
11-18	Magic: 2
19-30	Craft: 2
31-40	City Support: 1. +val to all skills in the city and territory.
41-50	Detect Foreigner: 10. Acts as SE for detecting foreigners in the city or territory.
51-60	City Protection: 2. Val AR and val PW for resistance in city or territory.
61-65	City Harmony: 10. Sp. Magic. Ranged. Sphere x3. Mind Control resist IN. Target cannot make attacks. Must be in city or territory.
66-70	Guard City: 8: Po. R1. Rit(Diff/1). Set up 2 posts 20 apart. Any non-citizen crossing line must resist Val vs PW or take Val damage through armour and set of a shouted warning. Last 1 month. Must be in city or territory.
71-80	Resist Nomad Magic: 6. Sp. Caster has +val PW to resist Praxian nomad's spells or sprits.
81-85	Scare Herd Beast: 6. Sp. Mag. Ranged. Mind Control resist IN. The herd beast must flee the caster as fast as possible.
86-90	Wrestle Waha: 9. Sp. Mag. Ranged. PT. Persistent resist BD. Only works on Waha worshippers.
91-95	Heal: 6. Sp. R1. Result Rep EN. +2 REC.
96-00	Animate Statue: 1. En. Rit(Diff/3). R1. Animates a statue of level up to Val to serve the caster.

Follower

BD	6	AG	6	IN	7	CH	7	AT	6
DF	6	PW	6	AC	6	SE	6	RE	4

Protection from Nomads: 3. Val AR vs Praxian Nomads.

Polaris

BD	7	AG	6	IN	8	CH	8	AT	7
DF	8	PW	8	AC	6	SE	8	RE	4

Military: 2
 Gymnastics: 2
 Augury (Bless Battle).

4 rolls:

D100	Ability
01-05	Athletic: 2
06-10	Animal: 2
11-15	Perception: 3
16-20	Academic: 2
21-25	Language: 2
26-30	Magic: 2
31-35	View from Heaven: 1. Po. Persistent. Gain view point as though looking down on current location from any height up to the sky dome.
36-40	Dance of the Stars: 1. Po. Rit(Diff/1). Ask for the current location of any large thing (e.g. a regiment) visible from the sky dome.
41-45	Dispatch: 4. Po. Rit(Diff/0.1). A subordinate within val km receives exact instructions in the form of a vision or a superior receives a vision providing a report..
46-50	Sky Captain: 2. Sp. Persistent. Area Sphere x 2Val. All followers gain +val to fear checks.
51-55	Hawk's Vision: 8. Sp. Persistent. Caster has vision which magnifies up to x val.
56-60	Heaven's Armour: 2. Sp. Persistent. +val Armour.
61-65	Polaris' Shield: 8. Sp. Persistent. Sphere. All solid or physical attacks crossing the boundary are reduced by val and a BD roll vs val is required to cross the boundary.
66-70	Starlight Vision: 8. SE(see by starlight).
71-75	Clear Mind: 5. +val to resist any mind control.
76-80	Distract Enemy: 8. Sp. Ranged. Mind Control resist IN. Must move towards named location unless this is obviously dangerous e.g. over a cliff, into a fire etc.
81-85	Mirror Shield: 6. Sp. Persistent. Damage Shield. Drain IN ½ result.
86-90	Battle Grace: 2. Sp. Rep AC Val.
91-95	Summon Certamus: 2. Po. R1. Persistent. Summons a certamus of level up to Val to serve the caster.
96-00	Watch: 1. Po. Rit(Diff/0.1). For the next 12 hours detects any enemies within 15+val squares with a value of 10+val alerting caster.

Follower

BD	7	AG	6	IN	6	CH	6	AT	6
DF	7	PW	6	AC	6	SE	6	RE	4

Heaven's Armour: 2. Sp. Persistent. +val Armour.

Sedenya

BD	6	AG	7	IN	8	CH	8	AT	7
DF	7	PW	9	AC	8	SE	6	RE	4

Mental Balance: 6. Val PW for resistance.

Subject to the Lunar Cycle.

4 rolls.

D100	Ability
01-05	Inclusive: 2.
06-10	Brave: 2.
11-15	Academic: 2.
16-20	Language: 2
21-25	Magical: 2
26-30	Embrace Contradictions: 2. + val to all trait rolls.
31-35	Blessing of the Moon: 2. At midnight gain ½ Val PW on the crescent moon, Val PW on the half moon, 1 ½ Val PW on the full moon. Extra PW is lost when drained but does not decline otherwise.
36-40	Endure Suffering: 2. Reduce all damage by Val.
41-42	We Are All Us: 6. Sp. Mag. Ranged. Drain ½ result PW from target and add to own PW.
43-47	Make Scared: 9. Sp. Mag. Ranged. Target must make a Fear save of result.
48-51	Make Dizzy: 8. Sp. Mag. Ranged. Persistent resist BD. Target at ½ Result penalty to all physical actions.
52-55	Terrify Oppressor: 10. Enemy attacking the character are at a penalty of Val – Fear Check as long as the character takes no hostile action.
56-59	Moon Touch: 6. Sp. R1. ½ Result Rep EN on crescent, Val on Half and 2 x Val on Full. +1 REC on crescent, +2 REC on half and +3 REC on full.
60-62	Innocence: 4. Val social bonus as long as character is not attempting to harm anyone.
63-66	Strike Enemy: 8. Sp. Mag. Ranged. ½ result damage through armour.
67-70	Control Chaos: 8. Sp. Mag. Ranged. Mind Control resist IN. Target chaos creature must obey caster.
71-73	Chaos Talent: 1. Po. Persistent. Caster gains up random beneficial chaos feature. Make a modified BD roll vs number of features on a fumble the effect is permanent and roll vs number of permanent features. On a fumble turn into a broo.
74-77	Moon Blade: 2: Sp. Persistent. Sharp weapon deals +1/2 val damage on crescent, + Val damage on half and +2 x Val Armour on the full moon.
78-80	Red Armour: 2: Sp. Persistent. Character's has +1/2 val AR on crescent, + Val AR on half and +2 Val AR on the full moon.
81-82	Drive Away Spirit: 8. Sp. Mag. Ranged. Target ghost returns to spirit plane if result exceeds its IN. Target persistent spirit attack is reduced by result.
83-84	Cure Madness: 2. Po. R1. Rit (Diff/1). Target madness possession is banished.
95-86	Mind Blast: 8. Sp. Mag. Ranged. ½ result IN Drain.
87-88	Summon Lune: 3. Po. R1. Persistent. Summons a lune of level up to Val to serve the caster.
88-89	Heal Wounds: 1. Po. Target hurt is healed.
90-91	Protection Against Otherworld: 4. val AR vs Otherworld Creatures and Elemental attacks.
92-93	Advance Healing: 10. Po. Rit(Diff/0.1). Character has healing pool equal to Val that immediately heals damage until it is gone and stops wounds being caused.
94	Enchant Silver: 1. En. Rit(V.Diff/6). R1. Enchants silver armour or weapon.
95-96	Survive: 9. For each 3 Val the character rolls 1D to see what s/he is immune to (or has Val AR or resistance bonus if relevant). 1 = Aging, 2 = Heat/Fire, 3 = Cold/Darkness, 4 = Aging, 5 = Disease, 6 = Poison, 7 = Requires no food or drink, 8 = requires no air, 9 = Electricity/Air, 10 = Water/Earth.
97-98	Paradoxical Defence: 6. At. If damage inflicted (after armour etc) on character by enemy is less than or equal to val the same damage is inflicted through armour on the attacker.
99	Achieve Balance: 1. +val AG and DF.
00	Summon Vecour: 2. Po. R1. Persistent. Summons a vecour of level up to Val to serve the caster.

Follower

BD	6	AG	6	IN	6	CH	6	AT	6
DF	6	PW	8	AC	6	SE	6	RE	4

Mental Balance: 6. Val PW for resistance.

Seven Mothers

BD	7	AG	7	IN	8	CH	8	AT	7
DF	7	PW	8	AC	7	SE	7	RE	4

She Guards Us: 2. Val AR.
Subject to the Lunar Cycle.

4 rolls.

D100	Ability
01-10	Inclusive: 3
11-16	Language: 2
17-22	Magical : 2
23-28	Social: 3.
29-34	Academic: 2
35-40	Communicate Silently Between Us: 5. The character can communicate silently with up to Val other Lunar worshippers within 20 x Val.
41-45	See Through Our Eyes: 5. The character can see through the eyes of up to Val other Lunar worshippers within 20 x Val.
46-55	Heal Us: 8. Sp. R1. Val Rep EN for Lunar worshippers. +3 REC.
56-60	Break Spell: 10. Sp. Ranged. If result exceeds val breaks any persistent spell on the target.
61-63	Include Them: 8. Sp. PW vs Traditional. Ranged. Persistent resist Traditional. Target counts as a Lunar.
64-70	Magical Resistance: 3. +Val resist PW.
71-75	Sedenyc Philosophy: 2. Acts as the Brave, Cunning and Cautious traits.
76-80	Unification Ritual: 2. Po. R1. Rit(Diff/1). Val lunars are immune to the negative effects of the lunar cycle for 1 week.
81-00	7 Mothers: roll 1D and roll on the matching abilities table of 1-2: Yanfal Tarnils, 3-4: Irripi Ontor, 5-6: Danfive Xaron, 7-8: Deezola, 9-10: Jalakeel.

Follower

BD	6	AG	6	IN	6	CH	7	AT	6
DF	6	PW	7	AC	6	SE	6	RE	4

She Guards Us: 2. Val AR.

Shargash

Dara Happan god of war and destruction.

BD	9	AG	9	IN	6	CH	6	AT	10
DF	8	PW	6	AC	6	SE	6	RE	4

Rage of Shargash: 2. Sp. Persistent. Reduce all damage val. No parry.
Purifying Flame: 8. Sp. R1. Cone. Elemental Fire.
Minor Disadvantage: Aggressive.

4 rolls:

D100	Ability
01-05	Brave: 3
06-10	Athletic: 2
11-15	Perception: 2
16-20	Animal: 2
21-25	Violent Spear: 2: Sp. Persistent. Spear deals +val damage.
26-30	Howl of Rage: 8. Sp. CH vs IN. R1. Cone. Fear check result.
31-35	Firebolt: 8. Sp. R1. Area Line. Elemental Fire.
36-40	Charge: 5. Sp. Persistent. +val move if make an attack this turn.
41-45	Absorb Victim: 2. Any target killed or mortally wounded by the character adds val x 5 EN and val PW.
46-50	Bow of Light: 1. Sp. Persistent. Bow has +val AT.
51-55	Destruction: 6. Sp. Persistent. Area Sphere. Elemental(Fire). Also persists on targets in area resist AG. Personal immunity.
56-60	Immolation: 8. Sp. Used as a follow up to a spear attack which inflicts damage. Target has result persistent (resist PW) Elemental Fire ignores armour.
61-65	Summon Salamander: 2. Po. R1. Persistent. Summons a salamander of level up to Val to serve the caster.
66-70	Scorn Umath: 4. +val to resist storm spells and spirits.
71-74	Scorn Darkness: 4. +val to resist darkness spells and sprits.
75-79	Holy Scars: 1. En. Rit(Av/6). +1 AR.
80-83	Avenging Pursuit: 1. Po. Persistent. Character can follow the trail of named enemy who the character has fought against.
84-89	Flaming Mace: 8. Sp. Persistent. Mace does result Elemental Fire in addition to other damage.
90-94	Hot Gale: 8. Sp. Persistent. R1. Cone. KB. ½ result damage through armour.
95-97	Steam: 4. Sp. Persistent. Ranged. Sphere x Val. Reduces SE(all vision) val.
98-99	Tornado: 10. Sp. Persistent. Ranged. Area Sphere. Result physical damage. KD. Each turn tornado moves ½ val squares in a random direction whilst it persists.
00	Thunder Chariot: 8. Sp. Persistent. Val Flight.

Follower

BD	8	AG	7	IN	5	CH	6	AT	7
DF	6	PW	6	AC	5	SE	6	RE	4

Rage of Shargash: 2. Sp. Persistent. Reduce all damage val. No parry.

Purifying Flame: 8. Sp. R1. Cone. Elemental Fire.

Minor Disadvantage: Aggressive.

Skyriver Titan

BD	7	AG	8	IN	7	CH	7	AT	7
DF	8	PW	8	AC	8	SE	7	RE	3

River Lore: 2. Val bonus to all rolls in Valley of the River. +1/2 val to all rolls in the Creekstream, The Stream or The Creek.

4 Rolls:

D100	Ability
01-10	Athletic: 2
11-20	Survival: 2

21-30	Nature Lore: 2
31-35	River Guard: 2. Val DF in Valley of the River. +1/2 val to all rolls in the Creekstream, The Stream or The Creek..
36-40	River Eye: 10. Val SE(Underwater Vision).
41-50	River Breath: 1. Survive val hours underwater/above water.
51-55	River Legs: 6. Val swimming/walking.
56-60	Enchant Quicksilver: 1. En. Rit(Diff/6). R1. Enchants quicksilver armour or weapon.
61-65	Summon Undine: 2. Po. R1. Persistent. Summons an undine of level up to Val to serve the caster.
66-70	Hate Chaos: 2. +val AT vs Chaos creatures.
71-75	Boatspeed: 8. Sp. R1. Persistent. Target boat can move val on water.
76-80	Drown Chaos: 10. Sp. Ranged. PT. Persistent resist BD. Deals physical damage (ignores armour) equal to result (Persistent). Only works vs chaos creatures within Val of the Zola Fel river.
81-85	Resist Storm and Sky: 4. +val PW to resist Sky or Storm magic.
86-90	Quench Fire: 8. Sp. Ranged. If result exceeds val of target fire or fire spell it is put out.
91-95	Good Trident: 1. Sp. Persistent. +val AT with trident.
96-00	Scales: 2. Sp. Persistent. Val AR.

Follower

BD	6	AG	7	IN	6	CH	6	AT	6
DF	7	PW	7	AC	6	SE	6	RE	3

River Lore: 2. Val bonus to all rolls in Valley of the River. +1/2 val to all rolls in the Creekstream, The Stream or The Creek.

Storm Bull

BD	10	AG	8	IN	6	CH	5	AT	9
DF	8	PW	7	AC	8	SE	6	RE	3

Smell Chaos: 10. SE(Smell Chaos).

Beserker Rage: 6. At. Persistent. +val BD. +1/2 val AT vs Chaos. No parry.

Disadvantage: Hate Chaos (major).

Roll 1D: 1-8 = Praxian, 9-10 = Heortling.

Praxians:

Advantage: herdbeast (cavalry trained).

Disadvantage: hate horses (minor).

4 Rolls:

D100	Ability
01-10	Brave: 3
11-15	Traditional: 2
16-20	Athletic: 2
21-25	Survival: 2
26-30	Stealth: 2
31-35	Killing: 2
36-40	Animal: 2
41-45	Ignore Chaos Blow: 3. Red damage from chaos val.
46-50	Rally Warriors Against Chaos: 4. At. Area Effect Sphere x 5. All followers can make a fear check at +val if their morale has broken against chaos creatures.
51-55	Hide of the Bull: 3. Sp. Persistent. Val AR.
56-60	Strength of the Bull: 4. Sp. Persistent. +val BD for all but EN.
61-65	Bull's Charge: 4. Add val to move and damage if moving to contact.

66-70	Roar of Bravery: 5. At. Reduce any persistent spell or sprit on the character by result.
71-75	Stare Down Foe: 6. Sp. Mag. Ranged. Target makes a fear check of val.
76-80	Pain Spirit: 6. Sp. Spi. Ranged. Mind Control resist IN. Target at -1/2 result to all actions.
81-85	Pain Possession: 1: Po. Spi. Dis: Indecisive.
86-90	Violence Spirit: 6. Sp. Spi. Ranged. Mind Control resist IN. Target at -val to Cautious rolls and +val to brave rolls.
91-95	Violence Possession: 1: Po. Spi. Ranged. Dis: Aggressive.
96-00	Hate Chaos Possession: 1. Po. Spi. Ranged. Dis: Hate Chaos.

Follower

BD	9	AG	7	IN	5	CH	4	AT	8
DF	6	PW	6	AC	6	SE	6	RE	3

Smell Chaos: 10. SE(Smell Chaos).

Beserker Rage: 6. At. Persistent. +val BD. +1/2 val AT vs Chaos. No parry.

Disadvantage: Hate Chaos (major).

Roll 1D: 1-8 = Praxian, 9-10 = Heortling.

Praxians:

Advantage: herdbeast (cavalry trained).

Disadvantage: hate horses (minor).

Taratella

BD	7	AG	10	IN	6	CH	6	AT	9
DF	8	PW	6	AC	8	SE	6	RE	4

Whirling Blades: 1. +val AT and DF when using 2 scimitars.

Subject to the Lunar Cycle.

4 Rolls:

D100	Ability
01-05	Brave: 2
06-10	Cautious: 2
11-20	Inclusive: 2
21-25	Academic: 2
26-30	Language: 2
31-40	Gymnastics: 3
41-45	Athletics: 3
46-50	Stealth: 2
51-55	Pain Resistance: 1. Reduce all damage Val.
56-60	Reflect Spells: 8. Roll against any spell cast at character. If successful reflect it back at caster.
61-65	Mind Strike: 8. R1. AT vs AG. ½ result Drain IN.
66-70	Reflect Solid: 8. Roll against any solid attack that hits character. If successful it is reflected back at attacker.
71-75	Reflect Elemental: 8. Roll against any elemental attack that hits character. If successful it is reflected back at attacker.
76-80	Elusive: 2. Val DF.
81-85	Moon Leap: 10. Val Leap.
86-90	Speed: 3. Each 5 Val or part thereof gives an extra action.
91-95	Lightfoot: 8. Character can move val on things that wouldn't normally bear weight e.g. treetops, snow etc.
96-00	Awareness: 4. SE(Mental).

Follower

BD	6	AG	8	IN	6	CH	6	AT	7
DF	6	PW	6	AC	6	SE	6	RE	3

Whirling Blades: 1. +val AT and DF when using 2 scimitars.

Telmor

BD	8	AG	8	IN	6	CH	6	AT	8
DF	8	PW	8	AC	8	SE	8	RE	2

Wolf's Speed: 2. Sp. Persistent. +val AC.

4 Rolls:

D100	Ability
01-05	Cunning: 2
06-10	Cautious: 2
11-15	Stealth: 3
16-20	Athletic: 3
21-25	Survival: 3
26-30	Killing: 2
31-35	Perception: 2
36-40	Nature Lore: 2
41-45	Wolf's Head: 2. Po. Persistent. Caster has a wolf's head. This gives bite + val damage and SE(Scent and Nightvision) equal to SE stat.
46-50	Wolf's Paws: 4. Po. Persistent. Caster has wolf's paws and becomes a 4 footed creature with +val move and the ability to run for hours without tiring.
51-55	Wolf's Body: 2. Po. Persistent. The character has a wolf's body. +val BD and AG.
56-60	Wolf's Skin: 3. Po. Persistent. +val armour and immunity to weapons other than iron or silver except on Dark or Dying moon days.
61-65	Lick Wounds: 2. Po. Rit(Avg/0.5). Heals target hurt.
66-70	Howl to the Moon: 1. Po. Rit(Diff/1). Can only be cast on the full moon. Caster gains 7 PW which is lost when drained. Maximum increase is 7 PW.
71-75	Sharp Tooth: 2. Sp. Persistent. Character's bite deals +val damage.
76-80	Call Pack: 2. Po. R Val x 200. All pack members hear signal which can be for a warning, call for help or found food.
81-85	Wolf's Shadow: 2. Sp. Persistent. +val DF.
86-90	Moon Hide: 7. Sp. Persistent. -val all opposing SE (min 1).
91-94	Chaos Spirit: 8. Sp. Spi. Ranged. Mind Control resist PW. Attack nearest target.
95-96	Chaos Possession: 1. Po. Spi. Ranged. Type: Chaos.
97-00	Wolf Possession: 1. Po. Spi. Ranged. Type: Animal Nature.

Follower

BD	7	AG	7	IN	5	CH	6	AT	7
DF	7	PW	6	AC	6	SE	7	RE	2

Wolf's Speed: 2. Sp. Persistent. +val AC.

Twin Stars

BD	6	AG	7	IN	8	CH	9	AT	7
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DF	8	PW	7	AC	7	SE	8	RE	3
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Eloquence: 3. Val Social.

Subject to the Lunar Cycle.

Advantage: Cavalry Pony (Pentan) or Cavalry Sable (Sable Rider).

Disadvantage: Hated (Minor) – Ur-Kargzant Nomads – if Pentan or Waha Nomads (if Sable rider)

4 Rolls:

D100	Ability
01-10	Animal: 3
11-15	Social: 2
16-20	Magic: 2
31-25	Nature Lore: 2
26-30	Survival: 2
31-35	Perception: 2
36-40	Brave: 2
41-45	Cunning: 2
46-50	Inclusive: 2
51-55	Attractive: 3. +val CH vs opposite sex.
56-60	Blessing of the Goddess: 5. Val PW resistance.
61-65	Include Barbarian: 6. Sp.. CH vs IN. Mind Control resist IN. Ranged. Target non-lunar considers the character a good friend.
66-70	Distraction: 6. Sp. CH vs IN. Persistent resist IN. Mental Trap.
71-75	Moon Bow: 1. Sp. Persistent. Bow AT +2 x val on Full Moon, + val on half moon, + ½ val on crescent moon.
76-80	Moon Lance: 1. Sp. Persistent. Spear AT +2 x val on Full Moon, + val on half moon, + ½ val on crescent moon.
81-85	Moon Touch: 4. Sp. R1. Rep EN 2 x val on Full Moon +3 REC, Rep EN val on half moon +2 REC, Rep EN ½ val on crescent moon +1 REC.
86-88	Star Eye: 8. SE(LI-Vision).
89-91	Twin Light: 1. Sp. Persistent. DF +2 x val on Full Moon, DF + val on half moon, DF + ½ val on crescent moon.
92-95	Star Runner: 3. Offsets any movement penalty for bad-going for character or mount. Val.
96-99	Madness Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. Mental Trap.
00	Madness Possession: 1. Po. Spi. Ranged. Dis: Indecisive, Aggressive, Overconfident, Arbitrary, Killer Instinct.

Follower

BD	6	AG	6	IN	7	CH	7	AT	6
DF	7	PW	6	AC	6	SE	6	RE	3

Eloquence: 3. Val Social.

Urvairinus

BD	8	AG	7	IN	7	CH	7	AT	8
DF	8	PW	6	AC	8	SE	7	RE	4

Knock Back Resist: 3. Val added to BD to resist KB or KD.

Must be male.

4 rolls.

D100	Ability
01-10	Brave: 2

11-15	Social: 2
16-25	Military: 3
26-30	Language: 2
31-35	Perception: 2
36-45	Spearman: 1. Val AT Spear.
56-50	Resist Magic: 3. Val resist PW.
51-55	Demoralise: 8. Sp. Mag. Ranged. Target must make a Fear roll equal to result.
56-60	Pierce Troll: 10. Sp. Mag. Ranged. ½ result damage through armour. Only on trolls.
62-65	Disconcert Monster: 8. Sp. Mag. Ranged. Persistent resist PW. Target is at -1/2 result to all actions. Target must be non-human.
66-70	Shout Away the Dead: 8. Area Effect Sphere x 3. Mind Control resist IN. All ghosts, ghouls or vampires must flee.
71-80	Spit Down Wind: 8. Sp. Ranged. If result exceeds val of target persistent storm spell it is cancelled.
81-85	Summon Salamander: 2. Po. R1. Persistent. Summons a salamander of level up to Val to serve the caster.
86-90	Summon Lucipher: 2. Po. R1. Persistent. Summons a lucipher of level up to Val to serve the caster.
91-95	Summon Certamus: 2. Sp. R1. Persistent. Summons a certamus of level up to Val to serve the caster.
96-00	Command Soldiers: 1. Sp. Ranged. Area Effect Sphere x 2. Target <u>followers</u> of Urvairinus get + Val AT and Brave.

Follower

BD	7	AG	6	IN	6	CH	6	AT	7
DF	6	PW	6	AC	6	SE	6	RE	4

Knock Back Resist: 3 Val added to BD to resist KB or KD.

Vinga

BD	7	AG	8	IN	7	CH	8	AT	7
DF	8	PW	7	AC	8	SE	7	RE	3

Deadly Javelin: 2. +val AT with javelin. Javelin ignores range penalties.

Must be female.

Bless Child.

4 rolls.

D100	Ability
01-05	Brave: 2
06-10	Traditional: 2
11-15	Athletic: 2
16-20	Stealth: 2
21-25	Social: 2
26-30	Gymnastics: 2
31-35	Spear Help: 2. Sp. Persistent. Spear deals +val damage.
36-40	Light Foot: 8. Can move over soft surfaces like snow, mud or treetops.
41-45	Burst of Speed: 4. Sp. Persistent. +val AC.
46-50	Leaping Shield: 2. Sp. Shield has +val to its val.
51-55	Piercing Shriek: 6. At. Area Effect Sphere. Invisible Effect. ½ result damage ignores armour.
56-60	Dodge Missiles: 4. +val DF vs attacks from 4 squares or more.
61-65	Healing: 6. Sp. R1. Rep EN result. +2 REC.
66-70	Fight Uz: 3. +val AR, resist PW and damage vs Uz.

71-75	Mighty Leap: 10. Leaping.
76-80	Brave Shout: 4. Sp. Area Effect Sphere x 3. All friends can make a fear save at +val if they are suffering from fear.
81-85	Surprise Yourself: 2. Sp. Area Effect Sphere x 2. Followers get +val AT, DF and Brave.
86-90	Last Ditch Effort: 4. Po. Persistent. Character gains Val x 10 EN but at end of combat takes a Hurt.
91-00	Hard to Hit: 2. +val DF.

Follower

BD	6	AG	7	IN	6	CH	7	AT	6
DF	6	PW	6	AC	7	SE	6	RE	3

Deadly Javelin: 2. +val AT with javelin. Javelin ignores range penalties.
Must be female.

Waha

BD	8	AG	7	IN	7	CH	6	AT	8
DF	8	PW	8	AC	8	SE	8	RE	2

Despise Outsider: 1. +val to all actions in Prax or the Wasteland vs foreigners.
Peaceful Cut.
Advantage: herdbeast (cavalry trained).
Disadvantage: Hate Horses (major)

4 rolls.

D100	Ability
01-10	Cunning: 2
11-15	Traditional: 2
16-20	Athletic: 2
21-30	Survival: 3
31-35	Stealth: 2
36-45	Animal: 3
46-50	Cactus Desert Spirit: 2. + 2 x val EN. + Val Survival.
51-55	Jackal Spirit: 2. +val Sneak, Hide and tell lies.
56-60	Horse Hater Spirit: SE(10). Detect Horses.
61-63	Sacrifice Enemy: 1. Po. Rit(Diff/12). R1. Sacrifice enemy in 12 hours of torture. If enemy succeeds in V. Diff brave roll gain 1 XP.
64-66	Make Animal: 1. Po. Rit(Diff/6). Mag. R1. Turns target into an animal relying on instinct.
67-70	Make Person: 1. Po. Rit(Diff/6). Mag. R1. Turns target into an person relying on intelligence.
71-80	War Paint: 3. Po. Rit(Av/1). R1. Target has val AR and resist PW.
81-85	Tortoise Spirit: 8. Sp. Spi. Ranged. Persistent resist IN. – ½ result AG.
86-90	Call Oakfed: 8. Sp. Ranged. Area Effect. Elemental (Fire). Persistent. Moves 1D squares (wind strength) in a random direction each turn. Once direction and speed determined continue in that direction/speed unless a 1 is rolled.
91-95	Poison: 8. Sp. R1. Persistent. Target sharp weapon causes result persistent damage resist BD if it damages the target.
96-97	Hate Horse Possession: 1. Po. Spi. Dis: Hate Horses.
98-99	Law Possession: 1. Po. Spi. Dis: Hate Choas.
00	Deceit Possession: 1. Po. Spi. Dis: Compulsive Liar.

Follower

BD	7	AG	6	IN	6	CH	5	AT	7
DF	7	PW	6	AC	7	SE	7	RE	2

Despise Outsider: 1. +val to all actions in Prax or the Wasteland vs foreigners.

Peaceful Cut.

Advantage: herdbeast (cavalry trained).

Disadvantage: Hate Horses (major)

Yanafal Tarnils

BD	8	AG	7	IN	7	CH	6	AT	9
DF	7	PW	8	AC	8	SE	6	RE	4

Charge of the Ram: 2. +Val AG, Damage and DF if move at least val squares in a straight line to adjacent to an enemy.

Bless Battle.

Bless Vexilla.

Subject to the Lunar Cycle.

4 rolls.

D100	Ability
01-10	Brave: 2
11-15	Cautious: 2
16-25	Military: 3
26-30	Social: 2
31-35	Language: 2
36-45	Coordination: 1. +Val AC.
46-50	Stand Against Many: 1. Val opponents get no flank or rear bonus.
51-60	Strike Ghost: 8. Sp. Mag. Ranged. Target ghost suffers ½ result PW Drain.
61-70	Empower Scimitar with Death: 4. Sp. Persistent. A hit with a scimitar causes ½ result PW drain.
71-72	Enchant Steel: 1. En. Rit(V.Diff/6). R1. Enchants steel armour or weapon.
73-74	Enchant Silver: 1. En. Rit(Diff/6). R1. Enchants silver armour or weapon.
75-80	Block Magic Scouts: 12. Po. R1. Area Effect Sphere x 10. Persistent. No magical detection of val less than val works in the area.
81-85	Destroy Morale: 8. Sp. Ranged. Area Effect Sphere. Result fear check.
86-95	Magic Armour: 2. Sp. Persistent. val AR.
96-100	Toughness: 2: Val x 10 EN.

Follower

BD	7	AG	6	IN	6	CH	6	AT	7
DF	6	PW	6	AC	6	SE	6	RE	4

Charge of the Ram: 2. +Val AG, Damage and DF if move at least val squares in a straight line to adjacent to an enemy.

Yara Aranis

BD	9	AG	8	IN	6	CH	6	AT	8
DF	7	PW	8	AC	8	SE	6	RE	4

Scimitar of Death: 2. Scimitar deals + val damage.

Consecrate Temple of the Reaching Moon.

Subject to the Lunar Cycle.

D100	Ability
01-05	Brave: 2
06-10	Military: 2
11-15	Killing: 2
16-20	Language: 2
21-30	Toughness: 2: Val x 10 EN.
31-40	Magic Armour: 2. val AR.
41-45	Scare Horse: 8. Sp. Mag. Ranged. Mind Control resist Fear. The horse must flee the caster as fast as possible.
46-50	Detect enemies in the Glowline: 10. Acts as SE to detect enemies in the glowline.
51-55	Torment: 8. Sp. Mag. Ranged. Persistent resist BD. Target at – ½ result to all actions.
56-60	Bind Horse: 10. Sp. Magic. Ranged. ½ result AG Drain vs Horses.
61-65	Bow of Death: 2. Bow deals +Val damage.
66-70	Cause Terror: 8. Sp. Mag. Ranged. Target must make a result Fear save of result.
71-75	Cancel Magic: 5. Sp. Ranged. If result exceeds val of target persistent spell it is cancelled. X2 Val in glowline.
76-80	Command Nomad: 8. Sp. Magic. Ranged. Mind control resist IN. Only on nomads.
81-85	Defeat Ghost: 8. Sp. Mag. Ranged. Drain ½ result PW from ghost.
86-90	Grow Limbs: 2. Po. Persistent. The character has val extra upper limbs which can use weapons like an off hand.
91-93	Turn back Arrows: 10. Roll against the result of any bow attack. If successful arrow goes for attacker instead with result of turn back arrows.
94-96	Moon Glow: 1: within val squares the negative aspects of the lunar cycle don't apply.
97-00	Capture Slave Spirit: 8. Sp. Ranged. Magic. If result exceeds val of persistent spirit attack it can immediately be redirected – attacking with its current val.

Follower

BD	7	AG	6	IN	6	CH	6	AT	7
DF	6	PW	6	AC	6	SE	6	RE	4

Scimitar of Death: 2. Scimitar deals + val damage.

Yelm

BD	7	AG	7	IN	8	CH	6	AT	7
DF	8	PW	10	AC	6	SE	7	RE	4

Advantage: Social Status.

Minor Disadvantage: Hidebound.

Majesty: 8. Opponents with CH less than Val at penalty to hit equal to difference.

4 Rolls:

D100	Ability
01-10	Social: 2
11-15	Perception: 2
16-20	Academic: 2
21-25	Magic: 2
26-30	Animal: 2
31-35	Language: 2
36-40	Eye of Vrimak: 2. +val SE and +val AT with bow.
41-45	Light of Yelm: 3. Sp. Sphere Val. Persistent. Lights up sphere as bright as day. Opponents at – ½ val to hit character and darkness creatures at – 2 x Val.

46-50	Fire of Heaven: 8. Sp. Ranged. Elemental(Fire). Area Effect Sphere.
51-55	Firespear: 8. Sp. R1. Persistent. Target spear has Val Elemental (fire) in addition to normal damage.
56-60	Firearrow: 8. Sp. R1. Persistent. Target bow fires arrows as Val Elemental(fire) in addition to normal damage.
61-65	Armour of Heaven: 2. Val AR.
66-70	Summon Salamander: 3. Po. R1. Persistent. Summons a salamander of level up to Val to serve the caster.
71-74	Sunspear: 12. Sp. Ranged. Elemental(Fire). Target must be in direct sunlight.
75-78	Dazzle Foe: 9. Sp. Ranged. vs AG. Drain SE all vision ½ result.
79-82	Voice of Command: 8. Sp. Ranged. CH vs CH. Mind Control resist IN. Result must initially exceed IN.
83-85	Enchant Gold: 2. En. Rit(Diff/6). R1. Enchants gold armour or weapon.
86-87	Summon Certamus: 2. Po. R1. Persistent . Summons a certamus of level up to Val to serve the caster.
88-92	Dismiss Magic: 8. Sp. Ranged. If result exceeds Val target spell is cancelled.
93-94	Burn Spirit: 8. Sp. Magic. Ranged. ½ Result PW drain on spirit.
95-97	Healing: 8. Sp. R1. Rep EN Val. +2 REC.
98-00	Heal Wounds: 1. Po. R1.Heals target hurt.

Follower

BD	6	AG	6	IN	6	CH	6	AT	6
DF	7	PW	7	AC	6	SE	6	RE	4

Light of Yelm: 2. Sp. Sphere Val. Persistent. Lights up sphere as bright as day. Opponents at – ½ val to hit character and darkness creatures at – 2 x Val.

Yelmlio

BD	8	AG	7	IN	6	CH	7	AT	8
DF	8	PW	7	AC	8	SE	7	RE	4

Shield of Light: 2. Val DF vs attacks targeted with SE(Vision or Nightvision). Must be carrying a shield.

D100	Ability
01-05	Brave: 2
06-08	Academic: 2
09-10	Language: 2
11-15	Military: 2
16-20	Perception: 2
21-30	Stand Firm: 3. +val KB/KD resist.
31-40	Gold Spear: 1. Sp. Persistent. +val AT 2H Spear or Pike.
41-45	Toughness: 2. +10 x Val EN.
46-50	Golden Armour: 2. Sp. Persistent, +val AR.
51-55	Ernalda's Love: 6. Sp. Val Rep EN. +3 REC.
56-60	Bow of Light: 1. Sp. Persistent. +val AT with Bow.
61-65	Arinsor's Clearmind: 6. +val PW to resist mind influencing magic or spirits.
66-70	Avenger of Brilliance: 3. +val bonus to all actions against darkness creatures.
71-75	Resist Corruption: 3. +val PW to resist.
76-80	Sunbright Corona: 4. Sp. Sphere x 2. Persistent. All darkness or chaos creatures are at –val to hit the character. Lights up area as bright as day.
81-83	Smite Darkness: 8. Sp. Magic. Ranged. Drain BD ½ Result. Only vs darkness creatures.

84-86	Brighten Morale: 4. Sp. Sphere x 2. Persistent. All friends get + val to Fear checks. Lights up area as bright as day.
87-90	Blinding Glare: 8. Sp. Ranged. vs AG. Drain SE Vision or Night Vision ½ val.
91-92	Summon Lucifer: 2. Po. R1. Persistent. Summons a lucifer of level up to Val to serve the caster.
93-94	Enchant Gold: 1. En. Rit(Diff/6). R1. Enchants gold armour or weapon.
95-96	Survive defeat: 2. +val Escape.
97-98	Enchant Iron: 1. En. Rit(V.Diff/6). R1. Enchants iron armour or weapon.
99-00	Summon Certamus: 2. Po. R1. Persistent. Summons a certamus of level up to Val to serve the caster.

Follower

BD	7	AG	6	IN	6	CH	6	AT	6
DF	7	PW	6	AC	6	SE	6	RE	4

Shield of Light: 2. Val DF vs attacks targeted with SE(Vision or Nightvision). Must be carrying a shield..

Yelorna

BD	6	AG	8	IN	7	CH	8	AT	7
DF	8	PW	8	AC	8	SE	8	RE	2

Advantage: Mount (Unicorn).

Disadvantage: Celibate or loose advantage.

Flying Lance: 2. +Val damage with mounted spear.

Must be female.

4 Rolls:

D100	Ability
01-05	Brave: 2
06-10	Nature Lore: 2
11-20	Survival: 2
21-30	Animal: 3
31-35	Evade: 1. +Val DF.
36-45	Night Vision: 8. SE(Li-Vision).
46-50	Track by Starlight: 1. Po. Rit(Dif/0.1). Persistent. Can follow trail by starlight.
51-55	Resist Falling: 4. +Val KB/KD when riding.
56-60	Lighten Darkness: 1: Sp. Sphere Val x2. Persistent. Darkness creatures –Val all actions. Lights up radius as bright as day.
61-65	Star Lance: 2. Sp. Persistent. +Val AT and +2 Val damage against darkness creatures when using spear.
66-70	Starbright Arrow: 2. Sp. Persistent. +Val AT and +2 Val damage against darkness creatures when using bow.
71-78	Bless Unicorn: 3. Sp. R1. Persistent.. Target unicorn has +Val AR and +Val PW for resisting.
79-80	Enchant Silver: 1. En. Rit(Diff/6). R1. Enchants silver armour or weapon.
81-85	Starlight Wards Camp: 9. Po. Rit(Avg/0.1). Sphere Val. R1. Duration 12 hours. Caster instantly alerted if anything crosses boundary. Darkness or chaos creatures must attack the Val of the ward with PW to cross.
86-87	Summon Lucifer: 2. Po. R1. Persistent.. Summons a lucifer of level up to Val to serve the caster.
88-89	Summon Certamus: 2. Po. R1. Persistent. Summons a certamus of level up to Val to serve the caster.
90-00	Meteor Bow: 8. Sp. Ranged. Elemental(Fire). Must have bow in hand to use this attack.

Follower

BD	6	AG	7	IN	6	CH	6	AT	6
DF	7	PW	7	AC	6	SE	7	RE	2

Advantage: Mount (Unicorn).

Disadvantage: Celibate or loose advantage.

Flying Lance: 2. +Val damage with mounted spear.

Must be female.

Yu-kargzant

BD	8	AG	7	IN	7	CH	7	AT	8
DF	7	PW	7	AC	7	SE	8	RE	4

Born on Horse: 1. +val to anything done on horseback.

Advantage: Pony (cavalry trained).

Disadvantage: Hate Beastriders (Minor).

4 Rolls:

D100	Ability
01-05	Cunning: 2
06-10	Traditional: 2
11-20	Animal: 3
21-25	Stealth: 2
26-30	Killing: 2
31-33	Military: 2
34-38	Survival: 2
39-42	Bravery Spirit: 2. Sp. Persistent. +val Brave.
43-44	Hunter Spirit: 2. Sp. Persistent. +val Survival..
45-48	Lance Spirit: 1. Sp. Persistent. +val AT with mounted spear.
49-50	Confusion Spirit: 10. Reduce SE(Detect) val.
51-53	Blinding Flash: 8. Sp. Ranged. Area Sphere. Drain SE(All Vision) ½ result.
54-55	Blinding Glare: 2. Sp. Persistent. Area Sphere x 3. Lights up area as bright as day. Any attack against character target with SE(Vision or Nightvision) is at -val.
56-58	Flaming Weapon: 6. Sp. Persistent. Weapon deals result elemental fire in addition to normal damage.
59-61	Inferno Spirit: 6. Sp. Ranged. Persistent resist AG. Elemental Fire.
62-63	Call Oakfed: 8. Sp. Ranged. Area Effect. Elemental (Fire). Persistent. Moves 1D squares (wind strength) in a random direction each turn. Once direction and speed determined continue in that direction/speed unless a 1 is rolled.
64-67	Horse Endurance: 2. Sp. Persistent. +5 x val EN.
68-70	Leaping Horse Spirit: 8. Sp. Persistent. R1. Target horse has leaping val.
71-73	Horse Speed Spirit: 4. Sp. Persistent. R1. Target horse has +val move.
74-76	Ride Quietly: 2. Used as sneak and hide whilst mounted.
77-79	Arrow Flight Spirit: 1. Sp. Persistent. +val AT with bow.
80-82	Glaring Lance Spirit: 6. Sp. Persistent. Spear deals +val damage to darkness creatures.
83-84	Hit Hard Spirit: 4. Sp. Persistent. +val BD for all but EN.
85-86	Heal: 5. Sp. R1. Rep RN val. +2 REC.
87-88	Spirit Defender: 4. +val PW vs spirits.
89-91	Goad: 8. Sp. Mag. Ranged. Target must make a cautious save of result.
92-93	Cloudchaser Spirit: 10. Mag. Ranged. Persistent resist PW. Target's flight is reduced by result.
94-96	Starsight: 8. SE(Nightvision).
97-98	Hate Beastrider Possession: 1. Po. Spi. Dis: Hate Beastriders.

99-00	Hate Farmer Possession: 1. Po. Spi. Dis: Hate Farmers.
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Follower

BD	7	AG	6	IN	6	CH	6	AT	7
DF	6	PW	6	AC	6	SE	6	RE	4

Born on Horse: 1. +val to anything done on horseback.
 Advantage: Pony (cavalry trained).
 Disadvantage: Hate Beastriders (Minor).

Zola Fel

BD	7	AG	8	IN	7	CH	7	AT	7
DF	8	PW	8	AC	8	SE	7	RE	3

River Lore: 2. Val bonus to all rolls in Zola Fel valley.

4 Rolls:

D100	Ability
01-10	Athletic: 2
11-20	Survival: 2
21-30	Nature Lore: 2
31-35	River Guard: 2. Val DF in Zola Fel Valley.
36-40	River Eye: 10. Val SE(Underwater Vision).
41-50	River Breath: 1. Survive val hours underwater/above water.
51-55	River Legs: 6. Val swimming/walking.
56-60	Enchant Quicksilver: 1. En. Rit(Diff/6). R1. Enchants quicksilver armour or weapon.
61-65	Summon Undine: 2. Po. R1. Persistent. Summons an undine of level up to Val to serve the caster.
66-70	Hate Waha: 2. +val AT vs Waha worshippers.
71-75	Boatspeed: 8. Sp. R1. Persistent. Target boat can move val on water.
76-80	Drown Chaos: 10. Sp. Ranged. PT. Persistent resist BD. Deals physical damage (ignores armour) equal to result (Persistent). Only works vs chaos creatures within Val of the Zola Fel river.
81-85	Pacify Giant: 10. Sp. Mag. Ranged. Mind Control resist IN. Giant believes caster is a good friend.
86-90	Quench Fire: 8. Sp. Ranged. If result exceeds val of target fire or fire spell it is put out.
91-95	Good Trident: 1. Sp. Persistent. +val AT with trident.
96-00	Scales: 2. Sp. Persistent. Val AR.

Follower

BD	6	AG	6	IN	6	CH	6	AT	6
DF	7	PW	7	AC	7	SE	6	RE	3

River Lore: 2. Val bonus to all rolls in Zola Fel valley.

Random Element to Stats and Abilities

Each character has 0-3 STATs which go up by 2 (or 10 for RE). The number of STATs can be chosen but for each one STAT randomly goes down by 1 (or 5 for RE). Roll 1D for each:

BD	1	AG	2	IN	3	CH	4	AT	5
DF	6	PW	7	AC	8	SE	9	RE	10

Advantages

Each character has 1 advantage. Roll D100.

01-04: WEALTH: character is rich though not noble such as the child of an important merchant. S/he has +5D+50 RE, an income of 3D+25 RE per year and in an emergency e.g. for a personal ransom can call on up to 10x income with a corresponding decrease in annual income.

05-06: PATRON: The character has a useful contact who can often be relied on for help and information. The contact should be an important figure who can regularly be called on for:

- Information.
- Rescue or ransom.
- A tip off regarding the location of the enemy or their plans.
- Work.

The contact will reliably support the character at all times.

07-08: INITIATIVE: The character has +1D/2+5 AC.

09-12: TOUGH: The character is hard to stun or disable. Add 5 to the damage needed to loose 1 AT, the character also has an extra 5 BD for determining EN, wound levels and for resisting poison and disease.

13-15: COMPANION: The character has a loyal companion who begins as a follower but as the character goes up grades the follower becomes a character one grade lower than the character. Roll 1D: on 1-5 the companion is the same type as the character otherwise a random type.

16-22: FOLLOWING: The character has loyal followers. The follower has the STATs and abilities of a standard follower of either (Roll 1D (1-8) the character's type or (9-10) a random type unless character is a Wizard in which case (1-5) the character's type or (6-10) a random type). Every time the character would gain a new follower s/he gains 2.

23-29: ITEM: Roll 1D. 1-3 = an enchanted runemetal weapon, 3-4 = enchanted runemetal armour, 5-8 = a PW 2D Unpowered crystal, 9-10 = a PW 1D powered crystal. Runemetal must be of a type favoured by the character's type and as an heirloom the item cannot be sold or given away.

30-33: BACKING: A clan, family or organisation can be relied upon to support the character the best of their ability. They are loyal to the character. Backing gives the character +6 CH for determining leadership and making oratory and leadership rolls, +30 RE, +4 to escape rolls, up to 60 RE per year to pay personal ransoms and rescue attempts if ransom is impossible.

34-35: INTELLIGENT: The character has +1D/2+5 IN.

36-47: MOUNT: The character has a special animal mount: it is unusually loyal and counts as excellent and war trained. When the owner reaches 5th Grade and each grade thereafter the mount also goes up a grade.

48-49: HIDDEN RESERVES: the character has +3 REC and re-enters with full EN.

50: AMBIDEXTERITY: The character is at no penalty with his/her off hand. +2 AT.

51-54: IMMUNITY: Choose either fire, cold, air, acid, electricity or poison and disease.

55: LIGHTNING CALCULATOR: +1D/2 IN, +2 AT with ranged attacks, +4 at mathematics.

56-57: ESCAPE EFFECT. The character has always got a cunning way of escaping. S/he adds IN to chance of escaping combat and has +8 to resist any trap.

58-59: ILLUMINATED: The character is immune to intrinsic fear and cannot be detected as chaotic. The character can make social roles to use Nysalor riddles to try to illuminate other characters.

60-63: RESISTANCE: Roll a type of damage against which the character has +6 AR: (D10: 1-3 = Sharp, 4-6 = Blunt, 7-8 = Physical, 9-10 = Elemental).

64-65: NIGHT VISION: Character's has SE (Night-Vision) equal to his/her SE stat.

66-67: LIGHT SLEEPER: Character wakes up very quickly and is alert. Only takes 1 move action to wake. +4 AC.

68-70: SOCIAL STATUS: Character is a noble with greater authority and legal rights. +30 RE, +3 CH.

71-74: FAST TURNS: No turn cost and no action cost to stand up.

75: QUICK: +1D/2+5 AG.

76-77: CALLOUS: The character is hardened to circumstances, difficult to shock and has no qualms about killing, deserting friends, back stabbing or leaving the weak and innocent to die. The character is not obviously evil and can behave as well as anyone but is capable of acting as necessary. In combat the character may drop deliberately to 0 EN to represent fleeing but then automatically escapes as long as the battle continues for 1 more complete turn.

78-79: RELENTLESS: The character always re-enters combat.

80-81: HARDENED: The character' has +3 AR which is hardened and is not reduced by attacks which reduce AR.

82: MAGIC BACKLASH: 2D. Anyone attacking the character with a magic spell (vs PW) suffers the backlash. This is Val vs PW. ½ result PW Drain.

83-84: MAGIC SHIELD: D/2+5. Added to PW when resisting attacks.

85-87: SIXTH SENSE: The character gets a 'feeling' warning of danger. No one ever gets a surprise turn against the character and s/he adds 6 AC for determining turn order.

88-89: PROTECTED ABILITIES: The character's STATs cannot be drained by any cause e.g. magic and poison.

90-91: NATURAL LEADER: +5 CH for determining leadership and making leadership rolls..

92-99: ATTRACTIVE: The character is very good looking. S/he receives +5 CH vs. the opposite sex including CH for saving throws.

00: DIVINE BIRTH: The character is descended from the gods or has other supernatural characteristics. Roll for 3 advantages and add 2 to all STATs and 20 to RE.

Special Skills

Each character has one special skill not associated with his/her character type. This skill is at 2. If the character already has the skill it is increased by 2 instead.

D100	Skill
01-15	Athletic
16-25	Stealth
26-30	Medical
31-35	Gymnastic
36-40	Killing
41-45	Craft
46-55	Animal
56-60	Survival
61-65	Nature Lore
66-75	Social
76-80	Academic
81-85	Military
86-90	Magical
91-95	Language
96-100	Perception

Disadvantages

Each character rolls 1 major and 1 minor disadvantage. Some disadvantages are negative traits and reduce the chance of saves. A minor negative trait is -3 and a major -6. the negative traits are:

Negative Trait	Penalty
Coward	Fear saves.
Reckless	Caution saves.
Hidebound	Relationship saves with other types of people.
Revolutionary	Relationship saves with own people. Resist Inclusion saves.
Foolish	Persuasion saves.

Disadvantages marked * are disorders. When the listed situation is faced the character must save or act as listed or have the effect listed. The save is on 1D. 4-10 for minor and 6-10 for major. Some of these are also marked IS. This indicates an initial save is required at the start of combat. Others appear only with a triggering circumstance.

Some disadvantages give a skill penalty which is listed.

Some disadvantages cause expenditure of resources. INCOME is total resources received in cash or kind. Surplus is INCOME-minimum living expenses for self and dependants.

Some disadvantages cause DEMORALISATION if their limitations aren't met. Major demoralisation is -4 CH and minor demoralisation is -2 CH.

If subtractions from RE leave a character with 5 or less RE then s/he starts with 5 but is in debt to a powerful individual or organisation for the rest of the double the rest of the missing RE which must be paid back within a year.

D100	Disadvantage	Minor	Major
01	Age	Adolescent or Middle Aged.	Child or Old.
02-03	Aggressive*	-2 Social and Reasonable. Save when thwarted or attack. In combat must save to avoid attacking person who attacked character last.	-4 Social and Reasonable.

D100	Disadvantage	Minor	Major
04-05	Altruistic*	When aid needed or requested help without regard to personal risk or benefit. In combat must save to avoid using an action to free a trapped friend or neutral, intervene to protect a knocked down friend or neutral or throw oneself in front of a non-combatant or weaker character in danger of attack	
		Spend 25% of surplus on poor and unfortunate.	Spend 50% of surplus on poor and unfortunate.
06-07	Ambitious	Driven by grandiose schemes of social climbing. Character acts to exaggerate social status.	
		-1 Social 10% of income on social climbing Demoralised in any 2 months fail to rise socially.	-2 Social 20 % income on social climbing Demoralised in any month fail to rise socially.
08-09	Appearance	Ugly or reason for mistrust. -2 Social.	Monstrous or serious reason for mistrust. -4 Social.
10-11	Arbitrary* IS	When a decision regarding justice required. Act unfairly. In combat save to avoid selecting a first target at random and carrying on attacking them until downed.	
		-1 Social	-2 Social
12-13	Chivalry*	Cannot make a surprise attack. Cannot use killing skill or any poison. Cannot attack a prone or trapped target. Cannot hurt a bystander. Must protect the weak and innocent even at great risk.	
14-15	Clumsy	-2 Athletics, Stealth, Gymnastic and Killing.	-4 Athletics, Stealth, Gymnastic and Killing.
16-18	Comfortable Living	Minimum 4 RE per month on living standard and good camping equipment or Demoralised.	Minimum 8 RE per month on living standard and excellent camping equipment or Demoralised.
19	Compulsive Liar*	When communicating must lie.	
20-21	Coward	Negative Trait.	
22-23	Cruel* IS	If enemy defeated must waste action inflicting another attack. Cannot kill target quickly: must cause suffering. Must find someone to inflict pain on. In combat save to avoid identifying apparently weakest (defensively) enemy to attack.	
		-1 Social	-2 Social
24	Dark Secret (name)	Dark Secret will result in blackmail, danger of public outrage, criminal proceedings or becoming an outcast.	
		Each series save on 2-10 or secret used against character.	Each series save on 3-10 or secret used against character.
25-29	Dependants	Each series save on 2-10 or dependant must be protected from outside action or disease for example. If injured loose 1 XP. If killed loose 3 XP. 2 Dependants (must be supported or Demoralised).	Each series save on 3-10 or dependant must be protected from death or injury caused by outside action or disease for example. If injured loose 1 XP. If killed loose 3 XP. 4 Dependants (must be supported or Demoralised). Each
		Roll each year and on 1-4 gain a new dependant. If all dependants lost roll for a new disadvantage.	

D100	Disadvantage	Minor	Major
30	Eccentric*	Character has personal foibles which risk others considering him/her to be insane. Save in social situations to avoid being considered mad and not taken seriously (social roll automatically fails).	
31	Ego Signature*	Each series must advertise actions so everyone knows character was involved. Demoralised in any month has nothing to brag about.	
32-33	Emotional* IS	In any difficult situation. React based on matching emotion: roll in each situation for +ve = extrovert and -ve equals introvert. 0 is a choice e.g. angry/frightened, loving/hating, happy/sad etc.	
34-37	Enemies (name)	Save each series on 3-10 or triggers assault.	Save each series on 4-10 or triggers assault.
38	Fanatic (cause)	Must act to benefit cause. Cannot avoid or flee if will damage cause. Demoralised in any month fails to advance cause.	
39-40	Fears (name)	Choose a type of creature or situation that doesn't normally cause a Fear check. This must be quite common. A minor causes a Hard and major a Heroic Fear save.	
41	Flashbacks *(cause)	When cause encountered save or stand stunned 1D turns.	
42-43	Foolish	Negative Trait.	
44	Fragile	4 EN per BD	3 EN per BD.
45-46	Hated*.	Choose a common type of individual or creature or a race, religion or social group that are not normally hostile. When encountered they will automatically attack the character unless s/he saves.	
47-48	Hatred	Choose a common type of individual or creature or a race, religion or social group. When encountered it now causes Impetuosity. A minor causes a Hard and major a Heroic Impetuosity save.	
49	Hero Worshipper*	Character has a submissive personality and must choose a character controlled by another player to worship. The character must save or do whatever the hero says, fawn over them and so on. The character must also save or be demoralised if the hero treats them badly	
50	Hidebound	Negative Trait.	
51-52	Honest	Character is unable to lie directly and is unconvincing at evading the truth.	
		-3 any social roll involving deceit. Demoralised for 1 week if evade telling the truth through equivocation or silence.	-6 any social roll involving deceit. Demoralised for 1 month if evade telling the truth through equivocation or silence.
53	Inappropriate Appearance*	When trying to get a job or convince another of character's value save or appearance convinces target that the character lacks value or ability.	
54-55	Inappropriate Social Role	The character's sex, class or background makes his/her role inappropriate (or on major unacceptable).	
		-3 Social if making a role where character's abilities or status are significant.	-6 Social if making a role where character's abilities or status are significant.
56-57	Indulgent	Waste 50% of surplus on luxuries. Demoralised in any month this isn't at least 3 RE.	Waste 75% of surplus on luxuries. Demoralised in any month this isn't at least 5 RE.
58	Indecisive* IS	Any situation. Must hesitate for 1 turn.	

D100	Disadvantage	Minor	Major
59	Intimidating	Character is unpleasant and uncultivated or overbearing and supercilious. S/he does not make friends easily or inspire loyalty or affection.	
		-2 Social and Reasonable.	-4 Social and Reasonable.
60-61	Lazy*	In combat if more friends than enemies save to avoid losing a turn.	
		-1 to any activity requiring more than 1 hour's effort. Demoralised if spend more than 6 hours a day in useful activity.	-1 to any activity requiring more than 30 minutes effort. Demoralised if spend more than 4 hours a day in useful activity.
62	Love	Character loves the named individual. If loved one is lost demoralised for D+2 months and until a new loved one is found. Demoralised in any month fails to interact with loved one or if that person does not love the character.	
		Spend 10% of income on entertaining and/or gifts for loved one.	Spend 20% of income on entertaining and/or gifts for loved one.
63-64	Low Social Class	Character is a beggar and has -15 RE and -2 Social except with other Low Social Class individuals. Any evidence of wealth will be greeted with mistrust by social superiors.	Character is an escaped slave or serf and has -20 RE and -2 Social except with other Low Social Class individuals. Any evidence of wealth will be greeted with mistrust by social superiors. Each scenario save On 3-10 or agents of the character's master try to hunt character down.
65-66	Lustful* IS	On meeting member of the opposite sex in a social situation must save or try to seduce. Save gets -2 to save if subject is attractive. In a situation with multiple possible targets choose on basis of CH. In combat if save has failed don't attack desired person, instead try to persuade them to like you (can still attack others).	
		Demoralised in any month failed to seduce a new person.	Demoralised in any week failed to seduce a new person.
67	Misguided (describe). *	Act according to seriously and obviously misguided view.	
68-69	Overconfident* IS	Attempt task despite odds. Choose toughest looking opponent to attack until downed. Must save in order to try to escape from a fight.	
70	Paranoid*	Take over-elaborate precautions against betrayal by friends. In combat if any friend catches you in an area effect attack friend. Also save to ever be able to leave a friend to your rear in combat.	
71	Physical Disability	Random STAT is -2 or missing eye (SE(Vision) x ½) or missing off-hand or lame (-2 move) or deaf. Defect cannot be healed.	Random STAT is -4 or blind or missing on-hand or missing lower leg (-4 move) or dumb.
72	Poor Memory	-2 Nature Lore, Military Lore, Academic and Magical.	-4 Nature Lore, Military Lore, Academic and Magical.
73-74	Poverty	-25 RE	-40 RE

D100	Disadvantage	Minor	Major
75	Power Hungry*	Attempt to become leader by any means available including persuasion, scheming or violence. Attempt to gain more followers and rule greater areas.	
76-77	Proud*	Must save if insulted or slighted to avoid issuing an immediate challenge to a duel and must save to refuse a challenge to a duel.	
78-79	Reckless	Negative Trait.	
80	Shouts at Foreigners	The character speaks loudly, slowly and clearly to foreigners in his/her own language.	
		-2 Speak other Languages and penalty to social with foreigners.	-4 Speak other Languages and penalty to social with foreigners.
81-82	Socialite* IS	Go out in evening to meet friends and socialise. Results in lack of training and/or hangovers and lack of sleep. In combat save or be at -1 AT.	
		Spend 30% of surplus on social occasions.	Spend 50% of surplus on social occasions.
83	Soft*	The character requires servants to tend to his/her needs or becomes demoralised.	
		2 Servants or Slaves, -2 Survival	4 Servants or Slaves, -4 Survival.
84	Stiff Joints	-2 Gymnastics -1 Move.	-4 Gymnastics -2 Move.
85	Strange Odour	The character has a strange odour which upsets animals. Animals tend to launch unprovoked attacks on him/her.	
		-2 Animal.	-4 Animal.
86-87	Style	Can only have good outfits. Demoralised if less than 3 outfits. Must spend 20% of surplus on extra outfits or jewellery.	Can only have excellent outfits. Demoralised if less than three outfits. Must spend 30% of surplus on extra outfits or jewellery.
88	Squeamish	The character dislikes blood or violence.	
		-2 Killing or Medical. Average Fear check at the sight of a Hurt and Difficult for a Mortal Wound.	-4 Killing or Medical. Difficult Fear check at the sight of a Hurt and Very Difficult for a Mortal Wound.
89-90	Tactless	Negative trait.	
91	Trickster* IS	Perform practical jokes of an unpleasant nature. In combat must save or this is when one of your 'jokes' kicks in costing a random friend 1 turn.	
		Demoralised in any week fail to inflict a cruel practical joke.	Demoralised on any day fail to inflict a cruel practical joke.
92-93	Underconfident*	Save to attempt any task where the odds of success are less than 50%. Save any time odds in combat are 2:1 against to avoid fleeing.	
94-95	Unfit	-2 Athletic. Can't run for more than 3 turns.	-4 Athletic. Can't run.
96-97	Unreliable* IS	Perform according to a given plan. Save at the start of combat or start off the board. Save at the start of each turn to enter if off the board. Save if relied upon to complete a task or turn up at a particular location on time.	
98-99	Vengeful (name)*	Initiate counterattack against named target. Add extra targets of anyone who defeats you. In combat if anyone drops you must save on your return or attack only them until they are downed.	

D100	Disadvantage	Minor	Major
00	Wanted	Wanted: save on or be recognised and attacked by law enforcers encountered. Save on 3-10 each series or suffer assault by law enforcers.	As minor but save to avoid assault is 4-10.

Character Descriptions

The following points are recorded for each player character.

1. Family background/ loved ones. Person or persons who must be protected but are not actually dependant on the character. A character can choose to have no loved ones in which case s/he counts as an LONER and has poor social skills (-2).
2. Initial objective.
3. Adversaries: this is not an enemy in the sense that s/he or they are hunting the character but the other way around.
4. Description and/or picture.
5. Characters and NPCs have a final description: Character type. The exact nature of the type will depend on other factors such as the personality traits of the character that are already established. Those types marked * are suitable for beginning characters. Usually this trait is chosen.

D100	Type	Description
01-04	Adventurer*	You seek to experience new things, places and people and lead a life of interest and excitement.
05-06	Animal Nature*	You rely on your instincts and judge situations according to simple self-interest. You seek out what you need and regard others as only useful if they help you toward your goals.
07-09	Apprentice*	You are just beginning to learn to use your powers and want to learn more. Beyond this you want to lead a social life like normal people your age and have a good time. You need a mentor but may well try to challenge their authority at first.
10-13	Bully*	You lack confidence in yourself and make yourself feel better by tormenting those weaker than you. Your powers let you be cruel on an exaggerated scale but no matter how pain you cause somehow you never feel better.
14-16	Cynic	Your past experiences have left you with a bleak view of human nature. You expect little from others and have lost confidence in the struggle for what is right. Secretly you want to regain your idealism but need to be persuaded.
17-18	Demolisher*	You seek to destroy institutions and people because you can. When you think about it (which is rare) you believe that the strong have no responsibilities toward the weak and your power gives you the right to do whatever you like.
19-22	Everyman*	You are just an ordinary person in an extraordinary situation. You try to maintain that normality by looking at everything in a common-sense way and relating things to normal life. You consider yourself to be a practical person who does what's right without a great deal of fancy talk.
23-25	Exemplar*	You try to set a good example to others and lead by showing how things should be done. People may choose to follow you but they will do so because of actions, not words.
26-28	Explorer*	You seek to discover new ideas, theories or places. and improve the world by expanding knowledge.

D100	Type	Description
29-31	Exuberance*	You like to have fun, make jokes, don't take things seriously and enjoy yourself. At the moment you are young and have power and are trying to enjoy it.
32-34	Glory Hound*	You want people to notice you. You want to gain fame or notoriety and be talked about, in the news and recognised by everyone. As you are the best at what you do you deserve attention.
35-37	Greed*	You need to gain wealth in order to live a life of luxury. You can never be too rich. Money will get you whatever you want and that will make you happy.
38-39	Guardian	You must protect the world, or an area of it, from threats. You value the good of everyone over the survival of yourself and your friends.
40-41	Hunter*	You must seek out powerful opponents to prove yourself against through victory in combat. The greater the challenge the better the test. Victory is what counts, its best not to worry too much about motives.
42-44	Idealist*	You live according to an ideal set of values and believe that the world can be a better place through the things that you do. Good cannot come from immoral actions.
45-47	Investigator*	You want to discover the cause of threats and the perpetrators of crimes. You solve mysteries logically through careful investigation and the collection of evidence.
48-49	Majesty	You lead others because of right of birth or superior ability. You always behave in a way that enhances others respect of you and show others who is in charge in any situation.
50-53	Manipulator*	You are good at manipulating others to get your own way. You mix bullying, charm, kindness and cruelty as you see fit and never let others see the real you. You like to secure your position by playing one person off against another.
54-55	Mentor	You have a calling to teach others how to use their abilities to meet their goals. Other heroes need to control their powers or they could be dangerous.
56-58	Minion*	You have a weak personality and are easily dominated by superiors who you obey unquestioningly when in their presence but may try to undermine them if left alone.
59-60	Mystic*	You seek enlightenment through meditation, selflessness and personal perfection. You try not to become attached to anything in the material world.
61-62	Olympian	Your godlike abilities set you apart from mere mortals. The antics of mortals can be amusing but heroes shouldn't become attached to them. Use them or destroy them as you wish. Only those with power deserve respect.
63-65	Outcast*	Rejected by normal society either develop the ability to survive alone or find a small group who understand you but be careful as you cannot really trust anyone.
66-68	Peace of Mind*	Come to terms with the mistakes of your past and learn to accept yourself for what you are. Things happened in the past which you have not fully accepted and even to think of them makes you unhappy.
69-71	Protector	Guard your friends, dependants and family from harm. Protect outsiders too but they are less important than people you care about.
72-74	Reluctant Hero*	You didn't choose to be given special abilities and you miss your normal life. You still try to maintain your old life but are realising the gulf that separates you from your old friends. Despite all this you still feel you have a duty to use your powers the right way.

D100	Type	Description
75-77	Reluctant Villain*	You have been rejected and hounded by society because you are different. You never wanted to be a villain or criminal but you have no choice. It's not your fault but you feel guilty anyway..
78-79	Repentant*	You did terrible things in the past but now you want to make amends by helping others. Try to show that you have changed and are now worthy of trust.
80-81	Responsibility of Power	Your powers give you the responsibility to use them for good. You have a duty to control and develop your abilities whilst using them for the benefit of all.
82-83	Retribution*	In the past you know that your life was devastated by the actions of others. They must pay for what they did to you.
84-85	Scatterbrain*	You have too many things to think about to get them all straight at once. You tend to talk a lot but not about anything in particular. You find that constant cheerful chatter stops people putting too much pressure on you.
86-87	Shallow*	You don't think deeply about anything and like superficial things: nice clothes and good-looking friends. What you think tends to come out of your mouth without much in the way of editing.
88-90	Slacker*	Other people expect you to work hard at tasks and give you constant grief about responsibility. You feel you are not ready for hard work or commitment and it will take a serious jolt to stir you out of your negative attitude.
91-93	Soldier*	Obey orders, be loyal to the cause and maintain discipline. The world is a dangerous place and it is only by approaching situations in a professional way and by using military planning and the chain of command that threats can be defeated.
94-95	Thrill Seeker*	Having power gives you the opportunity to do things and go to places that otherwise would have been impossible. Stretch your abilities to the maximum and always go to the limit.
96-98	Uncontrolled Power*	You do not really understand your powers and they can cause death and destruction. People need to be careful around you – you can hurt them without really wishing to.
99-00	World Domination	The world is badly run at present and only you have the ability to run things properly. Fools and weaklings stand in your way – brush them aside without feeling for your project is more important than a few lives.

Resources

Resources represents wealth in the form of cash or other easily converted items such as gems.

Wages in cash or kind can increase a character's RE.

Profession	RE
Unskilled worker (Novice, Apprentice)	2/month
Skilled worker (Journeyman).	4/month
Special tasks or highly skilled (Veteran).	8/month
Master	16/month
Lord	24/month
Hero	32/month
Great Hero	40/month

Enjoying a certain standard of living requires RE to be spent. Costs in RE per month are listed per person but dependants in the same family add ½ the cost for the first and ¼ for the

second and thereafter. This means a family of 4 costs double and of 8 triple and so on. Living standard includes any costs when living away from home for example trail rations or lodgings. If travelling in wilderness areas camping gear is required.

RE/ month 1 person	Example Standard of Living
0	Sleep on the ground. Drink water. Beg for food.
¼	Sleep in primitive accommodation such as a hovel, poor tent or shelter. Drink water. Buy bread or equivalent.
½	Sleep simple accommodation such as a hut or tent. Drink typical local drink e.g. watered wine, beer. Eat poor food.
1	Sleep in reasonable accommodation such as a small room. Drink typical local drink e.g. watered wine, beer. Eat reasonable food.
2	Sleep in comfortable accommodation. Drink typical local drink e.g. watered wine, beer. Eat good food and better food on occasions.
3	Sleep in good accommodation. Drink typical local drink e.g. watered wine, beer and better drink on occasions. Eat good food and better food at least once a week.
4	Sleep in good accommodations. Drink good quality local drinks and food and better food at least once a week.
6	Sleep in luxurious accommodations. Drink good quality local drinks and food.
8	Sleep in luxurious accommodations. Drink high quality local drinks and food and some imported luxuries.
12	Sleep in luxurious accommodations. Drink and eat high quality imported or local produce.
16	Sleep in a luxurious suite of rooms. Drink and eat high quality imported or local produce.
20	Sleep in a luxurious suite of rooms and eat luxury food and drink the best wines of the world.
28	Sleep in a luxurious suite of rooms surrounded by beautiful furniture and statues and eat luxury food and the drink best wines of the world.
36	Sleep in a luxurious complex of rooms surrounded by beautiful furniture and statues and eat luxury food and drink the best wines of the world.

Costs are as follows for standard grade items. Good quality items cost x3 and excellent x5. A character with 1 outfit of clothes is at -4 social and 2 outfits -2. A character with 3 or more outfits is at no penalty. A character whose outfits are all good gets +1 social and all excellent +2. A character whose outfits are not good will not be treated as a noble or wealthy individual. A character must replace at least 1 outfit per year or begin to look ragged:

Items	RE
Iron Items	x 100
Gilded Items	x 5
Silvered Items	x 2
Tin or Quicksilver Items	x 2
Lead or Copper Items	x 1
A special weapon bronze weapon such as a sword.	4
A composite bow	3
A normal bronze weapon such as an axe or spear, 3 bronze headed javelins or 30 bronze tipped arrows.	2
Stone or Flint weapon	1
Sling, Staff, Club	¼
Heavy Bronze Armour	40
Medium Bronze Armour	20
Light Bronze Armour	10
Heavy Non-Metal Armour	4
Medium Non-Metal Armour	2
Light Non-Metal Armour	1

Bronze Shield	10
Wood and Leather Shield	2
Wicker Shield	1
A warhorse or equivalent with tack	60
A cavalry horse or equivalent with tack	30
A riding horse or equivalent with tack	12
A pack mule or equivalent with tack	8
A set of craft tools	3
A set of camping equipment and a tent	2
A set of adventurer's gear: a pack, rope, lantern, pitons, sacks etc.	2
A book	2
An outfit of clothes (can be town, wilderness, work, cold weather or hot weather).	2
A cow	5
A sheep, goat or pigs	1
A boat	10
An adult slave	10
A young or old slave	3
A king's ransom or wergild	2000
A noble's ransom or wergild	200
A warrior's ransom or wergild	20
Major healing at a temple with an altruistic philosophy	1/20 RE including property
Major healing at a temple with a mercenary philosophy	20
Annual tithe to religion	1/10 Income
30 silver coins	1
An investment in property yielding 1 RE per year.	10

A character can start with an outfit but has to buy anything else. When selling items second hand a character usually gets $\frac{1}{4}$ of their value in RE but this is increased to $\frac{1}{2}$ if a successful Social (Trading) roll is made and full value on a critical.

Making Ability Rolls

Skill rolls, trait rolls and attacks are all worked out as the character's total ability val minus the resisting val modified by a random factor.

Roll 2D10. One dice counts as positive the second as negative. Add the result to the character's chance of success. On a roll of 10 roll again and add. Do this each time a dice comes up 10.

A result of 0+ is a success. The total is added to the ability's Val to get a result number.

A throw of a double is a special roll. The character does not roll again even for a double 10. If the double is equal to or higher than the character's fumble level (depends on experience) then the character has fumbled. A fumble is a dangerous and disastrous result. The effects of combat fumbles for each type are listed in the combat section. The effects of skill and trait fumbles are also listed in their sections.

A double which is lower than the character's fumble is a critical success. A special success which adds the results of both dice to the character's ability and produces a minimum result after modification of 0 (a success).

Skills and Saves

Skill rolls and saves are rated according to difficulty and are made on a stat modified by a skill or trait if any. The resisting val depends on the difficulty as follows:

- 4 = Trivial (Trv)
- 6 = Simple (Sim)
- 8 = Easy (50% to skilled normal human or unskilled character) (Eas)
- 12 = Average (Avg)
- 14 = Difficult. (Dif)
- 18 = Very Difficult (Vdif)
- 22 = Extremely Difficult (Edif)
- 26 = Absurdly Difficult. (Adif)
- 30 = Lordly. (Lor)
- 34 = Heroic (Her)
- 38 = Greater Heroic (Gre)
- 42 = Super Heroic (Sup)

Saves are always made on CH modified by the appropriate traits.

Save	Situation	Fail	Fumble	Critical
Fear.	Meet a creature that causes Fear (difficulty listed). In combat equal odds (Easy), 2:3 (Average), 1: 2 (Hard), 1:3 (V. Hard) etc.	Followers flee. Characters at -2 due to fear and cannot move closer to feared thing and flee on second fail.	Flee.	No more fear checks today.
Caution.	Insulted, challenged, perceive apparently weaker enemy, faced with danger. Apparent odds 1:1 (Easy), 3:2 (Average), 2:1 (Hard), 3:1 (very Hard) etc. Sight of apparent opportunity. NB: Perception/ Academic/ Military rolls can be used to judge actual odds.	Advance or attack incautiously.	Advance in a frenzy with no thought at all.	No more caution checks today.
Relationship.	Meeting hostiles, failing a social roll with strangers or fumbling a social roll with friends.	Conflict.	Create permanent enemies.	Others become a level more friendly and social rolls can be re-made.
Resist Inclusion.	Victim of oratory or persuasion backed up by Lunar philosophy or Nysalorian philosophy. Difficulty equal to difficulty of social/academic roll	Persuaded by philosophy at least temporarily. Resist Inclusion -1. When save reaches 0 converted. Resist inclusion can be repaired by successful	Converted.	Immune to conversion from source.

Save	Situation	Fail	Fumble	Critical
	made against character.	traditional philosophy/ persuasion rolls.		
Persuasion saves.	Victim of social skills e.g. oratory, persuasion, seduction. Difficulty equal difficulty of roll made against character.	Persuaded: agree.	Agree to outrageous suggestions.	No further persuasion saves needed against source today.

A result of 0+ is success with higher results indicating greater degrees of success. A result below 0 is a failure with lower results indicating more spectacular failure. A critical skill roll should usually produce dramatically favourable results. A fumbled skill roll usually has dramatically bad consequences. Some critical and fumble examples are shown

Skill	Critical Example	Fumble Example
Athletic	Accomplish task easily with no further rolls.	Fall or drown
Stealth	Only critical perception will spot.	Outrageously and comically noisy and obvious.
Medical	Injury healed.	Injury made a level worse.
Gymnastic	Accomplish task easily with no further rolls.	Fall or get stuck.
Killing	Double effect.	Poison self, or set off own trap or get ambushed by target.
Craft	Create a masterpiece.	Break and ruin materials.
Animal	Masterly control.	Fall off animal.
Survival	Perform task in half normal time.	Follow tracks completely the wrong way, find a comically poor place to camp, forage for poisonous berries.
Nature Lore	Know all information on subject.	Be disastrously wrong on subject.
Social	Get character's way entirely. Only a critical persuasion save will work.	Have the opposite result to that intended.
Academic	Know all information on subject.	Be disastrously wrong on subject.
Military	Decisively out manoeuvre opponents.	Blunder hopelessly giving enemies a major advantage.
Magical	Double effect.	Waste all PW or uses applied to magic. Unable to cast magic for 1Dxtime taken for magic.
Language	Perfect understanding or communication.	Disastrous misinterpretation or communication.
Perception	Spot anything.	Misinterpret situation disastrously.

Skills and Saves

Each character has a set of skills and traits. Skill rolls and saves are rated according to difficulty and are made on a stat modified by a skill if any.

- 6 = Simple
- 8 = Easy.
- 10 = Average
- 12 = Difficult.
- 14 = Very Difficult

16 = Extremely Difficult
 18 = Minor Heroic.
 20 = Moderate Heroic.
 22 = Major Heroic.
 24 = Super Heroic.

Saves are always made on CH modified by the appropriate traits.

Save	Situation	Fail
Fear.	Meet a creature that causes Fear. In combat equal odds (Easy), 2:3 (Average), 1: 2 (Hard), 1:3 (V. Hard) etc.	Followers flee. Characters at -2 due to fear and cannot move closer to feared thing and flee on second fail.
Caution.	Insulted, challenged, perceive apparently weaker enemy, faced with danger. Apparent odds 1:1 (Easy), 3:2 (Average), 2:1 (Hard), 3:1 (very Hard) etc. NB: Perception/ Academic/ Military rolls can be used to judge actual odds.	Advance or attack incautiously.
Relationship.	Meeting hostiles, failing a social roll with strangers or fumbling a social roll with friends.	Conflict.
Resist Inclusion.	Victim of oratory or persuasion backed up by Lunar philosophy or Nysalorian philosophy. Difficulty equal to difficulty of social/academic roll made against character.	Persuaded by philosophy at least temporarily. Resist Inclusion -1. When save reaches 0 converted. Resist inclusion can be repaired by successful traditional philosophy/ persuasion rolls.
Persuasion saves.	Victim of social skills e.g. oratory, persuasion, seduction. Difficulty equal difficulty of roll made against character.	Persuaded: agree.

Combat

Opening

A fight often begins with a speech from the group's leader. This is a modified CH roll + Social Bonus. The winning leader cannot be attacked on the first turn and the winning side get +1 to hit and -1 to be hit on the first turn.

Phases

Each turn each figure has a two phases: a Passive Phase and an Active Phase. Figures acts in order AC, AG, IN, CH, 1D10. A figure may delay dropping to a lower point in the turn but s/he then remains at that point and cannot move back up the turn chart.

Passive Actions
Resist a Persistent Ability.
Regain 1/10 PW and PP or ¼ of one other STAT or Ability.

Active Actions
Use an ability that targets another.
Resist a Trap
Attack with a weapon such as a bow or sword.
Attack with a natural weapon such as a punch or kick.
Throw a heavy object which has already been picked up.
Cover a group of squares with a ranged weapon.

Any Actions
Move.
Use an ability which targets self.
Pick up an object.
Draw a weapon or get out an item.

Free Actions
Use casual (½) Stat to resist a trap. Loose phase if fail.

Senses

A figure has an SE value which determines how good its senses are. Some figures use special senses.

Sense	Effect
Vision	Full value in daylight, ½ Val in twilight or torchlight, ¼ val In darkness (like night), 0 in total darkness.
Night Vision	Full val in darkness (like night), ½ Val in twilight or torchlight, ¼ val in daylight, 0 in total darkness.
Vision and Night Vision	Full value except 0 in total darkness.
Dark Sense	¼ Val.
Infra Vision	Detects hot and cold.
Magical Sense	Detects active magic, spells and creatures with brightness indicating PW. Shows non-magical non-living things as shadowy shapes.

Weapons

Weapons are classified as followed. The types grouped together are exclusive unless the weapon is multipurpose and weapon length can never be combined:

Close Combat Weapons

Cutting (C) = $x1\frac{1}{2}$ BD damage, 1/5 damage as bleeding, +2 AC follow up.

Blunt (B) = $x1\frac{1}{2}$ BD damage, ¼ BD armour null, +2 AC follow up.

Pick (P) = $x1\frac{1}{2}$ BD damage, ½ BD armour null, damage through armour $x1\frac{1}{2}$, 1/10 damage as bleeding, +6 AC follow up, 2 AC recover after attack.

Thrusting (T) = ½ BD armour null vs flexible armour, damage through armour $x1\frac{1}{2}$, 1/10 damage as bleeding. Stop Thrust. Resist Parry 2. -2 AT at less than maximum range.

Flail (F) = $x1\frac{1}{2}$ BD damage, ¼ BD armour null, +4 AC follow up, Resist Parry 3, -1 AT.

Small (Sm) = 0 or 1 range. Concealable. No parry. Damage reduced to ¾ unless normally $x1\frac{1}{2}$ in which case reduced to normal.

Melee (Me) = 1 range.

Long (Lo) = 2 range, -1 AT.

Very Long (VL) = 3 range, -2 if thrusting otherwise -4 AT.

Two-Handed (2H) = $x 1.5$ BD if thrusting otherwise $x2$ BD.

One and a Half Handed ($1\frac{1}{2}$ H) = can be used 1 or 2H. -1 AT when used 1H -1 Damage when used 2H. Applies to Cutting, Blunt, Pick or Flail weapons.

One or Two Handed (1-2H) = can be used 1 or 2H without penalty. Applies to thrusting weapons.

Multipurpose (MP) = This is where a weapon has been designed for more than one purpose for example weapons that can be used to either cut or thrust. -1 AT.

Sword (Sw) = A type of special weapon (more expensive) that is hard to break and has +1 Parry.

Ranged Weapons

Note that bows and slings which suffer an attack penalty depending on BD can be used at a lower BD to avoid the penalty. Range penalties are rounded up.

Thrown Piercing (TP) = damage through armour $\times 1\frac{1}{2}$, 1/10 damage as bleeding, range equals 2 x BD, -1 AT/4 squares range, +2 AC follow up.

Thrown Blade (TB) = $\times 1\frac{1}{2}$ BD damage, 1/5 damage as bleeding, -1 AT/2 squares range, +4 AC follow up.

Sling (S) = $\frac{1}{4}$ BD armour null, -1 AT per 8 BD or part thereof. +4 AC follow up. Concealable, -1 AT/6 squares range.

Stave Bow (SB) = 2H, $\times 1\frac{1}{2}$ BD damage, Damage through armour $\times 1\frac{1}{2}$, -1 AT per 8 BD or part thereof, 1/10 damage as bleeding, +4 AC follow up, -1 AT/6 squares range.

Composite Bow (CB) = 2H, $\times 1\frac{1}{2}$ BD damage, $\frac{1}{2}$ BD armour null vs flexible armour, Damage through armour $\times 1\frac{1}{2}$, -1 AT per 8 BD or part thereof, 1/10 damage as bleeding, +2 AC follow up, -1 AT/8 squares range.

Longbow (LB) = 2H, $\times 1\frac{1}{2}$ BD damage, $\frac{1}{2}$ BD armour null, Damage through armour $\times 1\frac{1}{2}$, -1 AT per 10 BD or part thereof, 1/10 damage as bleeding, +4 AC follow up, -1 AT/10 squares range.

Crossbow (XB) = 2H, $\times 2$ BD damage, $\frac{1}{2}$ BD armour null, Damage through armour $\times 1\frac{1}{2}$, 1/10 damage as bleeding, no follow up, -1 AT/6 squares range.

Arbalest (AR) = 2H, $\times 2$ BD damage, $\frac{1}{2}$ BD armour null, Damage through armour $\times 1\frac{1}{2}$, 1/10 damage as bleeding, no follow up, -1 AT/6 squares range. BD of weapon does not depend on that of user, instead has a fixed BD and requires actions standing still to reload depending on this BD. 8 BD = 1 action, 14 BD = 2 actions, 20 BD = 3 actions, 26 BD = 4 actions.

Small (Sm) = Concealable (C). Must be thrown. $\times \frac{3}{4}$ damage unless normally $\times 1\frac{1}{2}$ in which case normal damage.

Armour null only applies to non-magic AR not to that produced by spells or special abilities.

Example weapons:

Arbalest: as listed.

Bastard Sword = MP (C or T). Me. $1\frac{1}{2}$ H. Sw.

Battleaxe = C. Me. $1\frac{1}{2}$ H.

Bec de Corbin = P. Me. 2H.

Chain Flail = F. Me.

Club = B. Me.

Composite Bow = as listed.

Crossbow: as listed.

Cut and Thrust Sword (e.g. Shortsword, Hanger, Broadsword) = MP (C or T). Me. Sw.

Dagger = T. Sm.

Dart = TP. Sm.

Francisca = MP (TB or C). Me.

Glaive or Bill = C. Lo. 2H.

Greataxe/Rhomphiea = C. Me. 2H.

Greatsword = MP (C or T). Lo. 2H. Sw.

Halberd: MP (C, T or P). Lo. 2H.

Javelin = TP.

Long Spear = T. Lo. 1-2H.

Longbow: as listed.

Lucerne Hammer: MP (B or P). Lo. 2H.

Mace: B. Me.

Maul: B. Me. 2H.

Military Flail: F. Me. 2H.

Military Pick: P. Me.

Morning Star: B. Me. $1\frac{1}{2}$ H.

Pike = T. VL. 2H.

Poleaxe: MP (T, P or B). Me. 2H.
 Stave Bow = as listed.
 Short Spear = T. Me. 1-2H.
 Slashing Sword (e.g. Scimitar, Falchion, Sabre) = C. Me. Sw.
 Sling: as listed.
 Throwing Dagger = MP (T or TB). Sm.
 Throwing Spear = MP (T or TP). Me. 1-2H.
 Thrusting Sword = T. Me. Sw.
 War Axe = C. Me.
 Warhammer = MP (B or P). Me.

Two Weapons

If a figure uses a weapon in each hand then s/he may attack with both as a single action but the following penalties apply. The figure must have Weapon Specialism with one of the weapons and have chosen instead to specialise in the two weapon combination otherwise there is an additional -4 penalty:

2 Weapons	Effects
Thrusting Sword and Dagger	On Hand -1 AT, Off Hand -3 AT, +1 Parry.
Cut and Thrust Sword and Dagger	On Hand -2 AT, Off Hand -4 AT.
Two swords, axes or maces.	On Hand -4 AT, Off Hand -6 AT.

Shields

Shields can be Large, Medium or Small and covered in metal, wood and leather or wicker.

Shield	Common Name	Val	AG/Move Pen	Hits	Parry
Small Wicker	Pelta	2	0	10	+4
Small Wood and Leather	Target	2	1	12	+4
Small Metal	Buckler, Heater	2	2	14	+4
Medium Wicker	Taka	3	1	10	+4
Medium Wood and Leather	Theuros, Kite	3	2	12	+4
Medium Metal*	Hoplon, Aspis	3	3	14	+4
Large Wicker*	Spara, Pavise	4	2	10	+4
Large Wood and Leather*	Scutum	4	3	12	+4
Large Metal*	Body	4	4	14	+4

Shields marked * cannot be used mounted. Shields have x 1.5 val against cutting weapons.

Armour

Armour can be light, medium or heavy, non-metal or metal and flexible or rigid.

Type	Abbreviation	AR	DF	AG/Move	AT	Shield Penalties	Ranged Penalties
Light Non-Metal	LN	3	0	-1	0	None	None.
Medium Non-Metal	MN	6	-1	-2	0	None	None.
Heavy Non-Metal	HN	9	-2	-3	0	Large (-1 DF)	-1 AT Thr, Mis, CB, LB.
Light Metal	LM	7	0	-2	0	None	None.

Medium Metal	MM	10	-1	-3	0	Large (-1 DF)	None.
Heavy Metal	HM	12	-2	-4	-1	Large (-3 DF), Medium (-2 DF), Small (-1 DF)	-1 AT Thr, Mis, CB, LB.
Rigid	R	-	-	-	-1		-1 AT Thr, Mis, CB, LB for HN or MM. -2 for HM.

Move cannot be reduced by armour or shields to less than 3 though AG can. Shield penalties are for combining armour with a shield.

Material

The hardest material is steel, then bronze, then iron, then stone, then wood and leather, then wicker and last flesh. If a softer weapon hits harder armour or shield the armour or shield has x 1½ Val. e.g. a wooden club hits metal armour or a fist hits non-metal armour. If a harder weapon hits a softer material it can damage it. Fire attacks damage any non-metal, cold attacks damage metal, acid attacks damage anything, physical or air attacks damage nothing. An exception is that Enchanted items can only be damaged by other Enchanted items.

Attacking

General

An attack is an ability used on an unwilling target. Unlike skill or trait throws an attack is resisted by one of the target's STATs or Abilities. In general:

Attack Type	Attacking STAT	Resisting STAT
Weapon (Natural or Otherwise).	AT	DF
Area Effect (Not Cantrip or Spell)	AT	Movement (Often AG).
Magic	PW	PW
Cantrip or Spell.	IN	DF
Cantrip or Spell Area Effect	IN	Movement (Often AG).

- BD can be used to make a Solid attack. This can use a weapon if one is in hand otherwise it uses hands or feet.
- A lance attack involves moving at least 8 squares in a straight line into contact with a target. A lance is a 1 or 2H Spear. In this case it uses the BD of the mount but not more than the rider's BD+ Animal Skill.
- A stationary target such as a building has no DF. Damage is the val of the attack modified.
- No attack roll is made against a target in a solid, physical or energy trap. See Traps for the actual effects.
- If the defender cannot sense the attack (e.g. no sense at 1+ or invisible attack) then attack is +4.
- Only small melee weapon or natural weapons (such as hands and feet) can be used against a target at 0 range (in Hand to Hand).
- If the defender is carrying a shield and the attacker is to the front, shielded front (usually left) or shielded flank (usually left) then the attack must have a result greater than the shield's val or the attack hits the shield.

Modifiers:

Situation	Modifier
Attacker has no SE operating at 1+ against the Defender.	-8
Attacker higher (e.g. on slope or mounted vs foot)	+2
Attacking from flank with a non-ranged weapon.	+2
Attacking whilst prone unless with a natural or small weapon.	-4
Attacking with melee weapon against a mounted target.	-2
Defender has no SE operating at 1+ against the attack.	+2
Defender has no SE operating at 1+ against the attacker.	+2
Ranged attack against target in cover. If penalty causes a miss attack hits cover.	-2 (part), -4 (half), -6 (3/4), -8 (Arrow slit)
Shooting against a target engaged in melee or making a melee attack against a target grappling or in HTH	-2 and if penalty causes a miss hit engaged target.
Target is prone or attacking from rear with a non-ranged weapon.	+4
Using a ranged attack at R1.	-2
Using a weapon not allowed to character type	-3
Making an attack from a mount which is not war or cavalry trained.	-3
Making a normal melee or thrown attack from a mount.	-5 +Animal Skill (Max 0)
Making a lance or missile attack from a mount.	-7 + Animal Skill (Max 0)
Attacking a mounted target moving 16+	-2

Damage Shield

A Damage Shield always hits a figure making any attack at R1. Modify the effect with a dice throw.

Area Effects

An area effect attack doesn't miss the target square unless the modified attack (not including target's movement) is negative in which case it deviates by 1 square per point missed by in a random direction but by no more than the distance from the attacker to the target. An area effect attack applies against the target's movement – often AG. A target can add 2 to AG to avoid area effects by throwing itself to the ground if a 2 footed creature. If the area effect misses the target is allowed to move up to 1 square per point missed by to avoid the area effect by the minimum necessary number of squares.

Attack Fumble

On a fumbled attack roll 1D on the following table:

D10	Fumble
1	Drop weapon or if no weapon fall down.
2	Fall down.
3	Hit nearest friend in normal range – if none hit self but with no leverage.
4	Drop shield or if none a 2H weapon or if neither fall down.

5	Break shield straps, or if none break weapon unless it is iron or rune metal in which case drop it.
6	Let go of weapon which flies 1D/2 squares in a random direction. If no weapon fall badly taking 1D damage through armour.
7	Injure self: 2D through armour.
8	Fall down and drop everything in hands.
9	Fall down and scatter everything in hands 1D/2 squares.
10	Break weapon.

Range

Add 10 to the distance to or from an airborne target unless the target's last action was a non-ranged attack against a target on the ground, a pick up from the ground or similar.

An attack which can be used at greater than R1 is at -2 AT at R1.

A thrust is at -2 AT if used at less than maximum range unless a 0-1 square range weapon.

Attacks are -1 each time range exceeds SE.

Weapon or Shield Parry

If a figure is hit by a weapon attack from the front which does not hit his/her shield s/he can try to parry with a shield. It is also possible to parry with a weapon which is not Sm except against a ranged attack. Parrying with a large shield represents ducking behind it. To do so make a roll using AT resisted by the attack's result not including DF (i.e. just AT modified). Certain attacking weapons have a bonus to resist parry which is added to the result and some weapons and shields have parry bonus added to their results. If the parry is a success the attack hit the weapon or shield:

- If the attack was a hack parried with a weapon and has a result more than triple (quadruple for a 2H weapon parry) the defender's BD than the parrying weapon is dropped and the parry has no effect.
- If the attack was a hack and has a val double the defender's BD (triple for a 2H weapon) then the parry succeeds but the weapon is dropped.
- If the attack comes from a weapon made of a harder material then the parrying weapon it may break the defending weapon. The table below indicates when a weapon is broken. A fumbled parry always breaks the parrying weapon.
- A parry costs 1 AC. No more than one parry can be made against a single attack.
- No parry is possible against an attack from 0 range.

Parrying Weapon	Counts as wood if:
Sword	Never
Other Melee	Parry result 4 or fewer.
Long, Very Long	Always.

Attacking Weapon	Broken if weaker and:
Sword (Special S L Me)	Parry result 4 or fewer.
Axe etc. (S L Me)	Parry result 2 or fewer.
Other	Parry result 0.

Attacking Weapon	Broken if sword weaker or as strong and:
Mace etc. (B L Me)	Parry result 0.

Damage and Drain

The damage of an attack is equal to its result except that area effects cannot do more than 1½ Val damage or less than val.

Solid attacks have AR subtracted from them and the result comes off EN. Fire, Cold, Acid or Physical attacks half the value of conventional armour. Drains don't subtract AR and results are subtracted from the listed STAT.

Every 10 hits taken causes the loss of 1 AT for the target's next action. This is not cumulative so if a figure takes 30 hits and thus loses 3 AT and is then hit for 20 hits s/he does not lose 2 more AT. The AT penalty is therefore from the highest damage taken.

If an attack except from a sharp hacking weapon causes any damage in excess of a shield's hits reduces the shield's by ½ the penetrating damage (remember that a shield has x1.5 val against these attacks). A blunt weapon putting damage through a shield reduces its hits by 1. A pick, thrusting or piercing weapon sticks in the shield if it exceeds the shield's hits. It is a difficult BD throw to pull it out. Every 3 missiles or 1 thrown weapon stuck in a shield subtract 1 from the user's AT. If another weapon is stuck in the shield neither is usable until it is removed.

If a sharp hacking weapon penetrates armour made of a weaker material reduce the AR val by 1. If a blunt, flail, thrusting or pick weapon penetrates rigid metal armour reduce the AR val by 1.

Damage to a building which exceeds its resistance causes a breach. Excess hits go to the interior.

A figure who takes hits in a single attack equal to triple BD or equal to double BD from a sharp or pick attack is Hurt. The figure is at -2 to BD, AG, AT and DF. A figure who takes hits equal to quadruple BD or triple BD from a sharp weapon has been Mortally Wounded and is out of action for the whole combat and must roll on the following table to see the results: A mortal wound also counts as a hurt.

1D	Result
1	Leg destroyed AG x ½., BD -2, AT -2, DF -2.
2	Leg damaged AG -1, BD -1, DF -1.
3	Arm destroyed BD -2, AT -1.
4	Arm damaged AT -1.
5	Head injuries: -2 IN, -2 CH.
6	Head injuries: -1 IN, -1 CH.
7	Chest injury: -3 BD.
8	Chest injury: -2 BD.
9	Abdomen Injury: -2 DF, -2 AG, -1 BD.
10	Abdomen injury: -1 DF, -1 AG.

A figure whose BD is reduced to 0 by mortal wounds and hurts is dead.

Damage to followers is treated differently – hits are not totalled for followers. If the damage is less than or equal to BD the target is injured. Two injuries results in the target going out of action. If the damage is greater than BD the target is out-of-action and counts as hurt. A follower who takes damage more than 2 x BD is mortally wounded and 3 x BD killed immediately. A drain of less than or equal to the target STAT is treated as an injury and greater results in an out-of-action result.

Damage Type

Type	Special Effects
Acid	Damage dealt directly to armour and shields.
Air	Ignores Shields. 2 x result KB.

Type	Special Effects
Cold	Ignores Shields. Ignores Armour. Normal Clothes 3 AR. Warm clothes e.g. Wilderness Outfit 6 AR, Cold Weather Clothing 9 AR.
Electricity	Ignores Metal Armour or Shields.
Fire	Ignores Non-Metal Shields. ½ Val Armour Null.
Physical	Ignores Shields. Armour ½ Val.
Solid	None.

Knockdown and Knockback

An attack in melee or listed as KB which has a Val over double the target's BD (or triple for a creature with 4 or more legs) causes the target to step back a square and fall down. If the attack is over triple the targets BD each extra causes the target to be knocked back an extra square.

A mounted figure is knocked back (and off its mount) by damage over double its BD + Animal Skill.

If a figure is knocked back off the board s/he **must** re-enter play as his/her next action appearing on the board edge s/he was knocked off. A figure cannot be attacked if off the board.

Traps

A figure in a solid, physical, mental or elemental trap cannot move or attack.. S/he can break the trap with an attack action using the STAT listed for the trap. Roll STAT modified. Any positive result is subtracted from the trap's Val. The trap breaks when it is reduced to 0 Val. A figure may use abilities with no range and if they are Physical, Elemental or Solid they can do damage to a solid trap unless they ignore armour.

A figure may use a casual STAT or ability (½ Val) to snap a trap for no actions. If this fails to destroy the trap in one go then it has no effect and the figure loses his/her turn. A figure may not make both a casual and non-casual escape attempt in the same turn.

If an attack is aimed at a figure in a solid trap take the attack's Val modified is dealt as damage to the trap. Any positive result is subtracted from the trap's Val. If this reduces the trap to less than 0 surplus damage hits the trapped figure. An attack which ignores armour applies as a modified roll straight to the figure and doesn't damage the trap.

For an attack against a figure in a physical or elemental trap or for any Drain against any trapped figure roll the Powers Val- Trap's Val. A positive result is applied to the target. An Elemental trap counts as a Damage Shield of equal Val.

If a trap is used on a follower then if the trap's result is less than the resisting STAT the target loses a move action, if equal to or greater than the STAT an attack action and if the result doubles the STAT the target is out-of-action.

Grapple

A grapple used by a normal character requires two free hands. It triggers an opportunity attack against a target with a ready melee weapon. It causes no damage but traps the target like a physical trap resisted by BD. The attack persists as long as the attacker remains adjacent. The val of the trap is equal to the attack result. A grappled target can be attacked with an AT vs BD dealing normal solid damage. Alternatively a grappled character can be thrown by making a BD vs AG attack with a positive result causing the target to fall. The attacker can choose to fall with the target resulting in them being in HTH. Against attacks from others the target counts as engaged and has -3 DF and AG. Against area effect attacks unless the attacker lets go both resist with the grappler's BD+AG minus the victim's BD. If the

victim successfully resists the grapple any excess result is applied as knockback to the grappler.

Persistent Ability

A persistent attack has its result recorded. It can be resisted in an action using the listed STAT (Mind Control is resisted for free as each order is given). The power has its effect again on the user's action of the next turn. It has its effect at its recorded result. An Area Effect which is persistent makes a barrier. Record its result. Anyone entering it takes the effect immediately with no further roll.

Follow up Attacks

If a figure has just made an attack using an active phase and did not fumble s/he may perform a follow up attack. This costs AC. A follow up attack consists of an extra Active Phase which allows a bonus ½ move if a combat opponent was downed by the first attack. The cost in AC of a follow up depends on circumstances: Some weapons make follow ups more expensive in AC.

- Last attack dealt damage through defences. Follow up is a different type of attack that deals damage and is against the same target: 1 AC used and +2 AT.
- Last attack had an effect through defences. Follow up is an attack against the same target: 2 AC.
- Last attack took target out of combat: 2 AC and up to ½ move.
- Any other circumstance following a hit: 3 AC.
- Following up a miss: 5 AC.
- The basic AC cost of following up is doubled for a second follow up, tripled for a third and so on unless the target was taken out by the last attack in which case the basic cost is always 2 AC no matter how many follow ups have been made.

Movement

A figure can move as far as Move or with another ability equal to Val. A turn costs 2. A backstep costs 4 (or all) and the figure must roll AG-number of squares stepped back or fall. A figure cannot make a backstep after an attack. Standing up takes a whole move or 12. A figure is assumed to be running if s/he uses both phases to move. A figure may deliberately move off the board which counts as being defeated. A mounted figure uses the movement of the mount.

A move in bad-going such as moderately boggy or rocky ground, through brush or on dunes (except to camels) costs x1.5 move to figures in Md+ armour and x2 to mounted. A move in difficult going such as steep slopes, marsh, in rivers or through woodland costs x 1.5 to all foot, x2 to figures in Med+ armour and x3 to mounted. The referee should decide the movement status of animals or exotic creatures depending on how light on their feet they are.

Facing, Threatened Squares, Opportunity Attacks and Stop Thrusts

A figure's front is the square (or squares for a large multi-square creature) directly in front of him. The square immediately to the left of this is the left front and immediately to the right the right front. Square opposite the front squares are rear squares. Other squares adjacent to the figure are flank squares. A figure with a weapon (not thrown or ranged) in hand threatens every square to his/her front out to the reach of the weapon. If an enemy moves into a threatened square and does not stop the figure may immediately make an opportunity attack against the target. An attack against a mount triggers an opportunity attack from its rider. A figure with a thrusting weapon may immediately make a stop thrust attack against a figure moving into range of the weapon. A figure cannot make more than one opportunity attack and one stop thrust per turn per action s/he has. If a figure in a threatened square turns his/her

back on an enemy then this produces an opportunity attack unless the figure flees. An attack against a mount triggers an opportunity attack from its rider.

Covering

A figure with a ready ranged weapon may choose to cover a group of up to nine adjacent squares as an action. The figure remains still for the rest of the turn but can immediately attack a target who enters the covered squares.

Move Through or Entering Hand to Hand

A figure may attempt to move through or into a square containing another figure. If the figure moved into wishes to evade the move then an attack roll is made of AT vs AG. If the attack fails the target moves to any one of the nearest squares which is not being moved through. Alternatively the target can stand firm. In this case the move through or into automatically succeeds with its val modified but not including AT.

If a move through succeeds it does normal BD damage plus the number of squares moved before impact using the material the figure moving through leads with (e.g. flesh, horn (for a horned animal) or the material of a shield (at least medium)). The attack inflicts knockdown (double if the target attempted to evade) and if the target is knocked down then the attacker takes no damage otherwise the same damage as inflicted using the material of the target's armour (if any) or flesh. If the target is knocked down the figure moving through is bipedal it makes an average AG throw to avoid falling. If successful or if the move through was avoided it continues to the end of its move beyond the target but if the move through was successful in the process it tramples the target for $\frac{1}{2}$ normal damage modified.

A move through automatically fails against a target with a Large value higher than the attacker.

If a move into succeeds roll for result in the same way as for a move through but no damage is inflicted – only knockdown. If the target is knocked down and the attacker is a biped it falls in the same square, otherwise it remains standing. In either case the figures are now in Hand to Hand. If the target is not knocked down the attacker falls instead.

Up to three attackers may combine to move into the square of a target in which case their collective attack is the highest BD plus half each of the others.

Standing Up or Drawing a Weapon in Hand to Hand

A figure in hand to hand must make a BD roll against the highest BD of its attackers plus $\frac{1}{2}$ the BD of each other attacker.

Fleeing and Pursuit

A flee move means the figure must drop any medium, large or metal shield and any long or very long weapon, turn for free and flee a modified move (not more than double) away from the enemy. The enemy can immediately pursue if it wishes. The pursuit is a modified move (again not more than double). If the pursuer rolls a higher result then the fleeing figure's move is reduced by the number by which it was beaten and the pursuer moves to contact (even if off board contact is assumed to be made). The pursuer can then make an opportunity attack. If a flee or pursue move takes a figure off the board s/he must re-enter as normal next turn, unless the pursuer also went off board in which case the fleeing figure must stay off-board for an additional turn. A mounted figure uses the movement ability of his/her mount and must make a riding throw to do so.

Falling

A falling figure suffers a Physical attack (no hit roll) Damage of Val=2 x Squares fallen.

Throwing

A figure can attack by throwing a heavy object. The heavy object counts as an area effect. It does solid damage equal to the thrower's BD -1 per square of range and has -1 AT per 5 squares.

Endurance Use

BD or move may be pushed by up to 4 Val at the same cost in EN.

Reduced STATS

If BD, IN, PW or CH is reduced to 0 by a Drain then the figure can not move or use a ranged ability. A STAT can't be reduced below 0: excess comes off EN. A follower with a STAT reduced to 0 is out of action. STATS can be regained by taking a recovery action.

Increased STATS

A STAT cannot be increased to more than double its original value. It declines by $\frac{1}{4}$ of its total each turn.

Concealed Targets

Some targets are concealed because they have an ability that reduces SE or are in hiding. In order to attack them a figure needs to locate them. A figure may try to spot such a target by using an SE. Hiding puts SE at a penalty equal to result. Perception skill adds to the chance of finding a concealed target. Calculate the range penalty to the target and make a modified roll. Add 4 if the target made an attack that the figure could detect (i.e. could be sensed and within LOS). If the result is 0+ the target has been spotted and a direct attack can be made against it and it is possible to deliberately move toward or away from it. If the result was -4 or better an area effect can be used but at -4 to hit in addition to range penalties.

Mounted Combat

Many rules concerning mounted combat are mentioned in the appropriate sections but in summary:

- A lance attack involves moving at least 8 squares in a straight line into contact with a target. A lance is a 1 or 2H Spear. In this case it uses the BD of the mount but not more than the rider's BD+ Animal Skill.
- Some shields marked * on the shield table can't be used when mounted.
- The only 2H weapons that can be used mounted are spears and bows.
- A mounted figure usually has +2 AT against a figure on foot because of height.
- An attack against a mounted target with a melee weapon (R1 or less) is at -2.
- An attack from a mount which is not war or cavalry trained is at -3.
- A melee or thrown attack from a mount is at -5+ Animal Skill (Max 0).
- A lance or missile attack from a mount is at -7 + Animal Skill (Max 0).
- An attack against a mount triggers an opportunity attack from the rider.
- A war trained mount can attack in melee at -2.
- The rider uses the mount's move.

Some actions require a riding throw:

Action	Difficulty	Fail	Fumble
Lance attack against a target with a very long weapon facing	Dif	Mount turns away	Mount turns away. Spend next 2 turns regaining control.
Lance attack against an opponent with a long weapon facing	Avg	Mount turns away	Mount turns away. Spend next 2 turns regaining control.
Lance attack against a formed body of infantry with very long weapons	Edif	Mount turns away	Mount turns away. Spend next 2 turns regaining control.
Lance attack against a formed body of infantry with long weapons	VDif	Mount turns away	Mount turns away. Spend next 2 turns regaining control.
Fleeing	Dif	No flee move	Fall Off
Escape	Avg	Escape roll -10	No Escape. Fall off.
Jumping	Varies: at least Dif	Mount refuses	Fall off.
Shooting whilst moving 16+	VDif	Shot misses	Drop ammunition.

Taken Out of Combat

If a figure reaches 0 EN or less s/he is out of the combat. When a figure is out of the combat s/he is removed from the board and is assumed to be stunned, unconscious, wounded, exhausted or demoralised. No attacks can be made against a figure who is out of the combat and s/he can not use any abilities except medical to treat bleeding.

A figure can admit defeat. S/he drops to 0 EN and is out of the combat. (it is assumed s/he is trying to flee, hide or surrender).

If in any turn no figure on one group makes an attack because all are off the board, out of combat, or choose not to attack then the battle is over and the group is defeated. An attack against a trap, resisting a persistent power, closing with the enemy or shouting invective at an enemy all of whom cannot be attacked (e.g. insubstantial) does count as an attack in this context.

Reduced to 0 EN in Non-Combat Situations

A figure reduced to 0 EN out of combat by damage from a fall or trap for example falls down and cannot act until recovery (no bonus or limit from time). In this case a figure can still take hurts and mortal wounds whilst down.

Recovery

Any figure who is taken out may Recover but must first spend two full turns out of the combat. Only characters or NPCs may recover (not followers). To recover roll 1D for a score of 9+. The figure can add any Rec bonus. If s/he fails she must wait a further 2 full turns before trying again. A figure taken out on turns 1-3 gets +3 to REC. The figure can add any REC bonus from powers etc. If s/he fails she must wait a further 2 full turns before trying again. The figure reappears with $\frac{1}{2}$ EN or EN equal to XP (whichever is lower) and $\frac{1}{2}$ AC anywhere on the board as part of his/her first action and must immediately explain how this happened. If a figure who has recovered is taken out again they are at -1 to REC for each time this has happened. No recovery is allowed after the 12th turn of a combat or for hurt figures. A figure taking hits/turn (bleeding) may attempt medical to halt bleeding whilst out of combat.

Statistics of Buildings

Item	STATS
Thin wall/door.	Resistance 10.
Wall/heavy door.	Resistance 15.
Thick wall/ armoured door.	Resistance 20.
Castle Wall/ Metal Portcullis	Resistance 30

Defeat

At the end of a combat some of the losing side can be taken in the pursuit or captured on the field. Each active figure on the winning side can attempt to capture one of the losing side. The loser makes a modified movement roll (adding any escape bonuses) the winner makes a modified movement roll (adding any pursuit bonuses). Mounted figures use the movement of their animals. A figure on foot can add stealth to escape but in this case the pursuer can add perception.

Mortally wounded figures cannot try to escape but a figure can voluntarily take a 4 penalty if mounted or a 6 penalty on foot to try to save them.

A captured figure can be killed or made a prisoner.

Followers in a defeated side escape on a positive roll and are captured on a negative.

Wounds

A hurt figure can be healed by certain magic or given medical attention. It is difficult to treat a hurt. If treated the figure rolls an easy BD roll every 4 days for it to heal. A fumbled roll turns it to a mortal wound. If untreated the roll is Difficult.

Only magic or a difficult medical roll can stop a mortally wounded figure from dieing in BD modified minutes and then a v. difficult medical roll or magic can stop the figure dieing in BD modified hours. A figure who doesn't die can make an average BD roll every 4 days to become active again with a fumble resulting in reversion to dieing in BD minutes. Only magic can remove the bad effects.

A figure who is taken hits per turn (bleeding) can be given medical attention taking 2 full actions for a figure with bandages etc. in hand. It is easy to treat 1-2 points of bleeding, average for 3-4, difficult for 5-6 etc. Also every full 5 points of healing stops 1 bleeding.

A figure with lost EN (after recovery) regains it after 1 hour. A figure who escaped a combat is assumed to have recovered.

Carrying

There are 3 grades of carried equipment: light, medium and heavy.

Equipment	AG	DF
Light	0	0
Medium	-1	-1
Heavy	-2	-2

To determine any penalty for carried equipment consider what the figure has slung (i.e. weapons or shields in hand don't count). A large shield or weapon like a pike or halberd can't be slung – it has to be carried or put down. No one can carry two shields without being heavily encumbered.

- Light = up to 1 big item slung, 1 medium item slung and 1 small item slung
- Medium = up to 1 big item slung, 2 medium items slung and 2 small items slung.

- Heavy = more than this (up to the maximum weight the character can carry).

Big is a bow and arrows, 7 javelins, a medium shield, a 2H weapon or a pack.

Medium is a 1H weapon, 2 javelins, 7 darts, small shield or a knapsack.

Small is a small weapon, 2 darts, a sling and ammo or a pouch.

Experience Points

Player characters gain Experience Points (XP) from taking part in series. NPCs don't keep XP's in the same way. Their point totals are set at the start of a series.

All **novice** characters who take a lead part in a game session gain 1XP at the start of the session.

All characters who have been successful in a game session gain 1 XP and if exceptionally successful or a leader showing decisive leadership they gain 2 XP.

Character Grades

Characters are divided into grades based on the number of XP they have.

Grade	XP	Followers	Hero Blocks	Fumble	Abilities	Special Skills	Advantages
Follower, Communal Worshipper, Lay Member	-	-	0	4	None	0	1
Neophyte, Supplicant, Novice	0-10	0	0	5	2 Gr 1	1	1
Apprentice	11-20	0	1	6	3 Gr 1	1	1
Initiate	21-30	1	2	7	4 Gr 1 1 Gr 2	2	1
Devotee	31-40	2	3	8	4 Gr 1 2 Gr 2	2	1
Acolyte	41-50	3	4	9	4 Gr 1 3 Gr 2 1 Gr 3	3	1
Rune Lord	51-60	4	5	10	4 Gr 1 4 Gr 2 2 Gr 3	3	1
Rune Master	61-70	6	6	No	4 Gr 1 4 Gr 2 3 Gr 3 1 Gr 4	4	1
Lesser Hero	71-80	10	7	No	4 Gr 1 4 Gr 2 4 Gr 3 2 Gr 4 1 Hero	4	2
Hero	81-90	16	8	No	4 Gr 1 4 Gr 2 4 Gr 3 4 Gr 4 2 Hero	5	3
Greater Hero	91-00	24	9	No	4 Gr 1 4 Gr 2 4 Gr 3 4 Gr 4 3 Hero	5	4
Super Hero	101-110	34	10	No	4 Gr 1 4 Gr 2 4 Gr 3 4 Gr 4 4 Hero	6	5
God	111-120	46	11	No	4 Gr 1 4 Gr 2 4 Gr 3 4 Gr 4 5 Hero	6	6
Greater God	121+	60	12	No	4 Gr 1 4 Gr 2 4 Gr 3 4 Gr 4 6 Hero	7	7

When taking an action such as an attack against an opponent of a higher grade extra dice rolls resulting from rolls of 10 are ignored up to the difference in levels starting with the last dice rolled.

E.g.1. A novice attacking an apprentice rolls a 10 and rolls again scoring 8. The 8 is ignored so the total roll is 10.

E.g. 2. A novice attacking an apprentice rolls a 10 and rolls again scoring 10 and then 8. The 8 is ignored so the total score is 20.

E.g. 3. A novice attacking a initiate rolls a 10 and rolls again scoring a 10 and then a 6. The 10 and the 6 are ignored so the total roll is 10.

Higher grade characters have hero blocks. A hero block can be used once in any 1 battle to make a lower grade opponent fail in an action against the character.

On gaining each grade the character gains new ability rolls at the listed grade and any listed special skill rolls or advantages. An exception is hero abilities which can only be gained when the required grade is achieved by heroquesting and must be gained before the next grade can be achieved.

Each STAT except RE increases by 2. Using the random table for STATs 1 STAT goes up by an additional 1. If RE is rolled instead choose the STAT that increases.

Each ability the character already has increases by 2 unless it is an ability with a starting val of 1 in which case it increases by 1.

Each skill and trait goes up by 2.

Example Hero Abilities

Here are some examples of hero abilities when initially gained:

Separate Soul (Jar-eel): 1. Po. R1. Mag. Used as a follow up when opponent is taken out. Opponent is spiritually dismembered and cannot escape, recover or reappear.

Charming Presence (Jar-eel). 5. All opponents are at a penalty of characters CH +val – their IN to any attack against the character.

Illumination of the Moon (Jar-eel): 1. Po. CH vs IN. Dis: Fanatic(Lunar Way).

Separate Argument (Jar-eel): 8. Opponents are at –val to resist persuasion.

White Bear Rage (Harak): 10. Sp. Persistent. Add val to BD. No parry.

White Bear Skin (Harak): 10. Sp. Persistent. Val AR.

Endless Fury (Harak): 8. +val to resist persuasion, mind-control and possession.

Hate (Harak): 5. Po. Caster chooses one target a gains Maj Dis: Hate(Target). He is then add +val to all actions against target. Only when target is killed can a new target be chosen.

Dragontooth Runners (Argath): 6. Po. R1. Persistent. Summons val Dragontooth runners to serve the caster.

Destroy Magic (Argath): 14. Sp. Mag. Ranged. Drain spell ability ½ result.

Command Giant (Argath): 1. En. Mag. Ranged. Target ginat is permanently commanded by caster.

Goldentooth (Jaldon): 1. Po. Rit(V.Diff/1). The caster eats through any wall or fortification.

Spiritual Return (Jaldon): 1. En. Character can return from the dead at the start of the campaigning season if the Bastard Tribes enter Dragon Pass. His mount (Home) will be with him.

Cavalry (Jaldon): 4. +val move and AT when mounted.

Wrestle Soul (Red Emperor): 16. Sp. Mag. Ranged. MT resist PW. Drain EN ½ result - persists whilst trapped.

Mandate of the Moon (Red Emperor): 16. Sp. Mag. Ranged. Area Effect Sphere. Mind Control resist inclusion.

Moonson (Red Emperor): 4. + 3 x val on full moon, 2 x val on half moon, 1 x val on crescent to PW.

Cloak of Darkness (Ethilrist): 12. Area Sphere. Red SE(Vision) Val. SE (Darkvision) val.

Command Demon (Ethilrist): 1. En. Mag. Ranged. Target hellhound or black horse demon is permanently commanded by caster.

Hell Weapon (Ethilrist): 10. Sword or lance also deals ½ result PW drain.

Lost Followers

If a character's followers are lost a social skill roll with difficulty determined by the recent success of the character and the casualty rate of followers will be needed to recruit replacements. It will also require some time to find suitable replacements.

Special Items and Materials

Well Made Items

Well made items can be Good or Excellent and cost more resources.

Item	Good	Excellent
Weapon	+1 damage. 1 less likely to break.	+2 damage. 2 less likely to break.
Shield	+1 Hit.	+2 Hits.
Armour	+1 AR.	+2 AR.
3 Outfits	+1 Social	+2 Social
Tools	+1 Skill	+2 Skill

Material

The hardest material is Enchanted iron/steel, then bronze, brass, iron or enchanted rune-metal, then stone, rune metal or wood and leather, then wicker and last flesh. If a softer weapon hits harder armour or shield the armour or shield has x 1½ Val. e.g. a wooden club hits metal armour or a fist hits non-metal armour. If a harder weapon hits a softer material it can damage it. Elemental attacks damage any non-metal, acid attacks damage anything and physical attacks damage nothing.

Special Effect of Materials

Unenchanted Iron: reduces the val of any spell cast at or by the character by 4.

Enchanted or Unenchanted Iron: x2 damage vs Aldryami or Uz.

Enchanted Quicksilver: floats in water and at no penalty in water.

Copper: enchanted AG penalty for armour reduced by 1 weapons are +1 AT.

Enchanted Gold: +2 val to any light producing spell cast with or on item.
 Lead: no AG penalty for stealth.
 Silver: damages creatures only damaged by magic or enchanted weapons.

Power Crystals

Require a use items roll of difficulty equal to val.

D100	Type	Description
01-04	Chaotic	Roll two abilities on 2D. Anyone who attunes the crystal will detect as chaotic and on a roll of 1 on 1D get a chaotic feature.
05-07	Healing Focussing	PW 1D/2. Any healing spell cast by the owner heals extra EN equal to the PW of the crystal.
08-09	Sensitivity	PW 1D/2. Adds PW to all SE.
10-12	Power Enhancing	PW 1D. This crystal has PW which the owner can use as temporary PW. It regains PW itself.
13-14	Spell Reinforcing	PW 1D. The crystal's power is added to the caster's temporary PW when attacking with magic.
15-16	Spell Resisting	PW 1D. The crystal's power is added to the caster's PW for resistance rolls when attacked with magic.
17-18	Spirit Supporting	PW 1D. Adds to the caster's PW when resisting spirits..
19-25	Flawed	Roll again for type but there is a disadvantage associated with the crystal. On 1-6 it is minor 6-10 major.
26-30	Combination	Roll for two types and combine. The PW is totalled for attuning.
31-70	Unpowered	PW 1D. The crystal stores PW but must be refilled by its owner.
71-90	Unpowered	PW 2D. The crystal stores PW but must be refilled by its owner.
91-95	Unpowered	PW 3D. The crystal stores PW but must be refilled by its owner.
96-00	Power Enhancing	PW 2D. This crystal has PW which the owner can use as temporary PW. It regains PW itself.

Matrix

A character can make a matrix for a spell. This is a very difficult ritual taking 6 hours. The spell is then part of the item with whatever val the character sacrificed into it. The sacrificed val is lost to the creator. The matrix can then be used by anyone making a use items of difficulty equal to the matrix value.

Truestone

A blank truestone can have any number of spells cast into it by up to 6 characters. It is then fixed and can only contain these spells at the values set. Each spell can be cast once out of the truestone and the truestone can be refilled by casting the same spell back into it.

Potions

A potion can be made by making a difficult alchemy roll and using 1 resources. It takes 1 week. To buy a potion costs 2 resources. The following potions are available:

Healing: Heals a hurt or makes a mortal wound count as fully treated.

Endurance: Regain 20 EN.

Antidote: Reduce poison by 20.

Blade Venom: 20 poison resist BD on a weapon – lasts for 3 hits.