MYTHMAKER
PLAYER QUICK GUIDE

by Brian Cool

MYTHMAKER
PLAYER QUICK GUIDE
Made with the Mass-Adventure Game Engine
Game for More
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Email – mage.mythmaker@gmail.com
Web – www.mage-mythmaker.com
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Welcome to the Age of Myth

Thank you for trying Mythmaker! This book, along with the GM Quick Guide, provides all the information needed to play, from character creation to monster motivation, as well as a full adventure.

If you have played an RPG before, much of what you know will carry over to Mythmaker. If this is your first time playing, take some time to familiarize yourself with the rules. You needn't commit everything to memory, but you will benefit by knowing where to find things when needed later.

If you like the game, please check out our full version, coming in 2025. You will find expanded options for skills, occupations, spells, monsters, and much more.
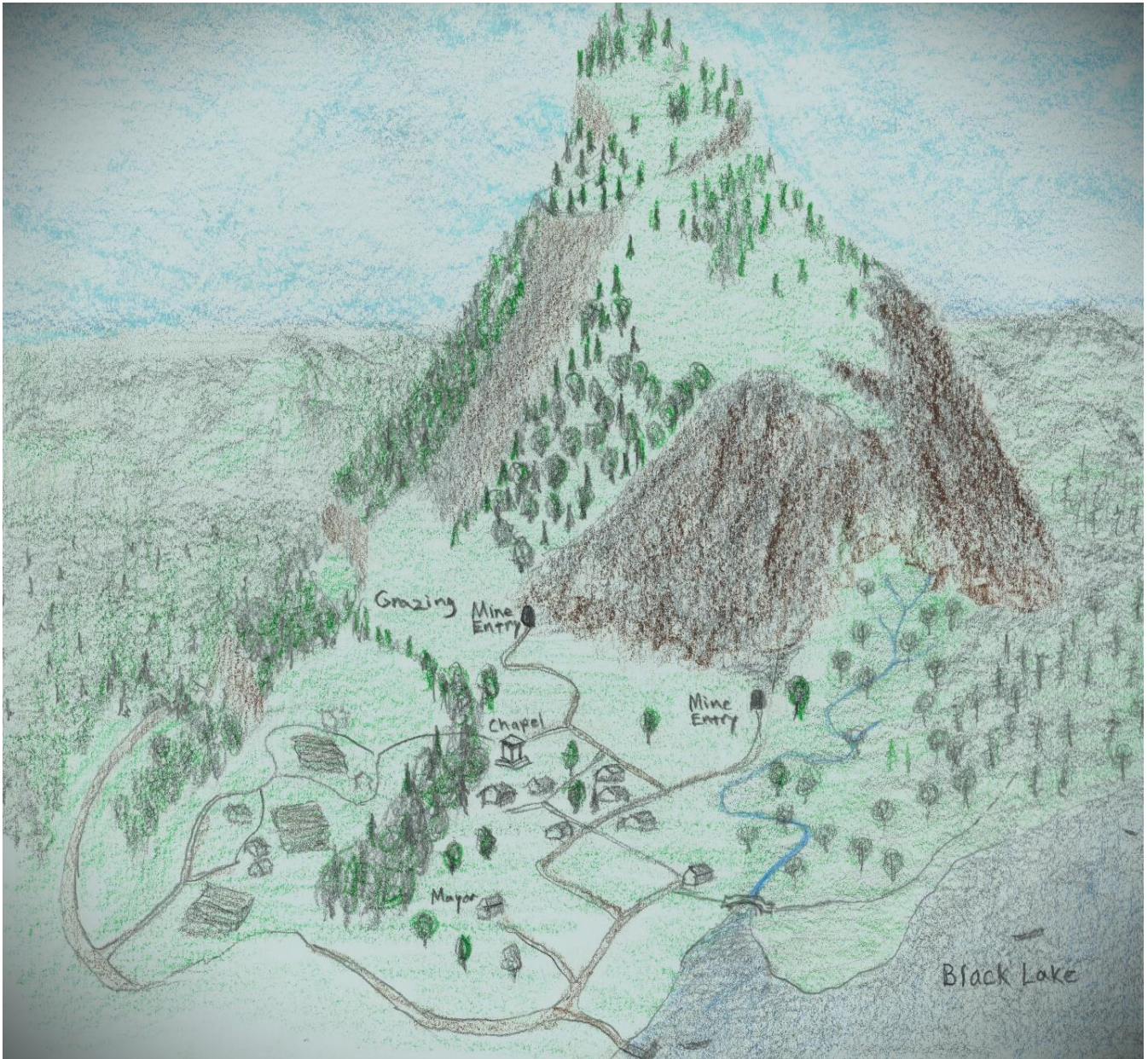
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PLAYER QUICK GUIDE
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THE KEY TO ADVENTURE

HERE IS THE KEY to all good stories—it opens the door to adventure. A roleplaying game is a key you hold in your mind.

Beyond the iron gates of time, over the horizon of dreams, lies a mythical realm that is our heritage and perhaps our greatest treasure. The wings of imagination provide the ticket to this otherworld.

Mythmaker feeds that sense of mystery within us through the art of storytelling. The mythologies of past civilizations are the springboard. The game aims to take old stories and make them new. And not just myths and legends, but also the many great modern works of fiction we all enjoy.

Gamemaster, Player, and Character

The Gamemaster, or GM, sets the scene. They control the winds and the rain. They know the villain's darkest secrets. They narrate the actions of all the supporting characters. But the GM is nothing without their players.

The player is a sort of puppeteer. You see the world through the eyes of your character. You may choose to embody a previously existing figure from established myths or published fiction. Or, make up your own.

The character does whatever you say. You give the game direction. When you are in tune with your character, the story transcends the game, and you gain that unique feeling of connection attainable only in roleplay.

As the adventure unfolds, you will pit your character's strengths against the obstacles in their way. Their chosen skills may ensure their success. Their fatal flaws may lead to their downfall. But it is you, the player, who drives the story. You are the mythmaker.

Some games are solo adventures, in which there is only one gamemaster and one player. But, more often a player group gets together to play a collection of MCs, referred to as the party. The adventuring party is a staple of RPGs. The cast traditionally consists of a mixed lot, including any combination of bruisers, healers, vagabonds, and mages. But, other kinds of characters exist, and different party combinations are common.

There are many reasons and many ways to roleplay. It's about social engagement and connecting with others at the gaming table. It's about fantasy, exploring the world your imagination creates, and escapism. It's about the spirit of heroism! But mostly, it's for the fun of it.

What You Need to Play

The necessities include: a standard set of RPG dice, this book, an adventure, a GM, and a place to play. Simple as that.

Miniatures and battlemats are welcome at many tables. It may also be useful to have extra dice, and more players. Beyond that, some groups use certain electronic tools, apps, and online platforms. But the most important thing you need is something you already have—imagination.

ONE: CHARACTER CREATION

MAIN CHARACTERS ARE EITHER made by the players, or premade to fit specific stories. The MC sheet provides a set of skills and a record of strengths and weaknesses. However, characters are more than the sum of their parts. Players shape their character by choosing an occupation, an archetype, and some backstory.

CREATING YOUR CHARACTER

SOME ADVENTURES ARE written for specific premade characters. Others are more inclusive, requiring the birth of a whole new character or party. It's fine for a player to have more than one character if needed to round out the party.

You should get your GM's help to ensure your character will be a good fit for the adventure they plan to run. So, grab a character sheet, a pencil, your dice, and dive in!

You may find that not every detail about your character will fit on the MC sheet. An extra sheet of paper may come in handy, especially if you add background info. Explore who your character is and enjoy the process.

When creating a character, it is important to think about what will be fun for you to roleplay. Roleplaying can be as simple as describing your character's actions. Or you may try to embody your character by imitating their body language, and engaging others in dialog. Actions and decisions will come naturally to players with a well-developed character.

Starting at the top of your sheet, fill in the blanks and follow along as each step is described below. For those already familiar with the process there is the Character Quick-Build Guide later in the chapter.

Some basic math is used, such as finding an average and rounding fractions. Use the standard rounding method (fractions less than half are rounded down – fractions of half or more are rounded up), unless specified otherwise.

Name

Consider your character's name carefully. Write your own name under the character name.

Archetype

The mental images of archetypes are engraved in our genes. Stored in the collective unconscious they are integral in shaping our personality. Think of an archetype as your character's theme. They are not pre-formed molds for us to fit into, but rather predisposed responses to real-world events.

Archetypes can be understood as the underlying structures of the human psyche. They correspond roughly to the various god archetypes of antiquity. The core elements of each are described on the next page, along with historic and deific examples.

The Twelve Core Archetypes: Hero, Magician, Outlaw, Explorer, Sage, Innocent, Artist, Ruler, Caregiver, Everyman, Trickster, Lover. You may roll 1d12 to determine your character's archetype randomly.

1. <u>The Hero</u>—**Ares**, Beowulf, Hercules, d'Artagnan, Zenobia, Gawain, Conan: These brave souls are found in all religions and myths. It is often the hero who initiates the journey, leads the party, and sets its goals. They are typically humble, generous, and loving, though they deal in bloodshed.

2. <u>The Magician</u>—**Dionysus**, Roger Bacon, Aleister Crowley, Merlin, Medea, Gandalf: Variously called wizard, sorceress, or mage. Historically represented as a wise old man, the magician deals in knowledge, both ancient and new. They are thoughtful, transformative, creative, and often unpredictable.

3. <u>The Outlaw</u>—**Poseidon**, Calamity Jane, Black Bart, all Forty Thieves, Robin Hood, Hervor: Labeled revolutionary, misfit, criminal, or vagabond. The outlaw may strive to better the world, but through questionable means. Known to be crafty, destructive, vengeful, self-sufficient, and patient. They are also hard to hold, and generous (especially with other people's money).

4. <u>The Explorer</u>—**Artemis**, Daniel Boone, Marco Polo, Ponce de Leon, Isabella Bird, Alexander the Great: These pioneers are often independent, and always in search of a new horizon. They seek fulfillment through discovery. They are restless between sojourns, and many come off as unreliable. Explorers also seek enlightenment and self-knowledge as they search out new frontiers.

5. <u>The Sage</u>—**Athena**, Dumbledore, Yoda, King Solomon, Helena Blavatsky, Rasputin: Called seer, visionary, or even 'old man on the mountain', they constantly seek truth, perfection, and right. The sage can be a vital link between past and future. Their quest is often geared to benefit others.

6. <u>The Innocent</u>—**Demeter**, Dorothy of OZ, Forrest Gump, Mary Poppins, Mowgli: Virginal and virtuous, their strength lies in trust. They are generally positive and happy. The innocent searches for solutions. They are pure, wholesome, often empathetic, open, and honest.

7. <u>The Artist</u>—**Apollo**, Pygmalion, Homer, da Vinci, Hildegard of Bingen: They seek to create, as if to fill some inner need. Full of ideas the artist loves the new, the unusual, and the unique. They can be unstable to the point of volatility, or just eccentric.

8. <u>The Ruler</u>—**Zeus**, Sargon of Akkad, King Arthur, Churchill, Genghis Kahn, Queen Boudicca: Known for their strong but attractive personalities. They are preventers of chaos, role models, and natural leaders. The best ruler's actions are guided by a concern for the safety, prosperity, and security of those they rule.

9. <u>The Caregiver</u>—**Hera**, the good Samaritan, Mary Magdalene, Asclepius, Florence Nightingale: They think first of other's needs, even to the detriment of their own. They are a blessing upon humankind, and above reproach. The true caregiver cares less for money and more for helping those in need.

10. <u>The Everyman</u>—**Hephaestus**, Alice Liddell, Bilbo Baggins, Jonathan Harker: They are quiet, simple, and family focused. The everyman shuns the limelight. They also seek to belong and to be accepted, though they are often undervalued and rejected. Rather than extravagance, they prefer possessions that serve basic needs.

11. <u>The Trickster</u>—**Hermes**, the Joker, Jack of the Beanstalk, Jack Sparrow, Tyrion Lannister: Often found in the role of Jester. Sometimes mixing cruelty with comedy, the trickster can be hard to accept. They often seek to eliminate hypocrisy, and to level the playing field between the powerful and the underdog.

12. <u>The Lover</u>—**Aphrodite**, Don Juan, Romeo, Juliet, Lancelot, Guinevere: Mature yet youthful, this archetype is not all about romance—they also encapsulate parental love, friendship, family ties, and spiritual communion. The lover sees the journey as more important than the goal.

MYTHMAKER MAIN CHARACTER

MC NAME Jack

PLAYER [your name here]

ARCHETYPE Trickster

OCCUPATION Warrior

LIFE POINTS 8 | 32

MOVE 1 | 41

Gender M   Age 24   Weight 181 lb

Height 5'10"   Body Type Medium Build

Hair Short/Brown   Skin Medium dark

STATS

INT 5   SPI 5   SUR 6

STR 7   HEA 7   AGI 6

WEALTH

Coins - **C**   **S**   **G** 40

Jewelry   Ingots

Gems   Load L   In pack

POSSESSIONS

Load	Item
1	Mixed Food Basket x2
LL	Change of Clothes
LL	Medium Backpack
LL	Wool Blanket

2 + LL → Load → 6 + L

Subtotal

PORTRAIT

COMBAT

ATT 19 | 21/21 | x | 2/2 |
Base   Full   #att

Skills +2/+2 + Weapon _____ + Other _____

DEF 19 | 26 | x | 2 |
Base   Full   #def

Skills 2 + Armor 5 + Other _____

Special Defenses:
Note: +1 to ATT armored foe

Weapons

H2H: Short Sword   ATT Mod: —
Dmg: 1d6+1   Type: G or P   Speed: 4   Load: LL

Range: Plumbata (20/35/60)   ATT Mod: —
Dmg: 1d6   Type: P   Speed: 3   Load: 1

Other: Fists   ATT: 21   ATT Mod: +1
Dmg: 1d4+1   Type: C   Speed: 3   Load: —

Armor Kit: Helm, Small Sheild
Thin Leather (half-suit)   Load: 2

ENCHANTED ITEMS

Name of Item	Rank	Span	Load

Properties

Properties

Properties

Occupation

Many myths and folktales feature some occupation in their telling. Occupations are important to a character for several reasons. Each provides adjustments ranging from bonus stat points, additional skill levels, or wealth. Occupations often confer guild eligibility, which tends to be recognized across friendly borders. Also listed in your occupation are related skills that you should consider but are not required.

While you have the book open to your occupation it may be a good time to fill in your wealth and address any awards. (Wealth carried is listed further down the sheet. Awards may be in the form of possessions, or as pluses to skill levels or stats.)

When you choose an occupation, you should assign the primary trade skill listed as one of your Innate skill choices. (Innate skills comprise the first four skills you must choose.)

Life Points (LP)

Also known as **L**iving **I**sn't **F**or **E**ver points. Think of LP as the measure of a character's life essence—a number to gauge how far they are from death. The higher the starting number, the more damage your character can take before dying.

Characters start with 21+1d10LP. The small boxes on the left may be used to keep track of adjustments.

Dropping to zero means that your hero is in a dying state, but still has a chance to recover. They will be barely conscious, incapable of all but the most minor actions. They can still be restored to health by normal means. If they go to -4LP, death follows.

MOVE (Maximum Movement Rate)

The average character has a base MOVE score of 40. This is equal to running 40′ per turn. That's about ten feet per second. Some characters may be much faster or much slower.

Certain skills can increase one's speed. Also, a character's rate of movement is influenced by their agility. Calculate MOVE only after you roll for AGI. The small boxes on the left can be used to keep track of adjustments.

Bodily Characteristics

Give your character a unique look.

GENDER, AGE, WEIGHT, HEIGHT, BODY TYPE, HAIR, & SKIN: Players should determine these as they wish.

Stats

These are the characteristics common to all mankind: Intelligence, Spirituality, Survival, Strength, Health, and Agility. Stats are vital to the success of questionable actions. Stat scores for new characters start from 1 to 10 points. Each will be the average of three ten-sided dice (3d10 divided by three).

Starting with INT, roll for each stat in the order listed. Keep in mind certain skills, occupations, and enchanted items may adjust this score, but not outside the 1 – 10 range (except temporarily).

Many of life's difficulties can be overcome with a stat check. Stat checks are always made with a six-sided die. Either the player or the GM may prompt the roll. The amount of the roll is added to the relevant stat. The number to equal or beat is always 10.

Intelligence, INT: Needed for skills such as Disguise, Leadership, and Thaumaturgy. Used for stat checks that test a character's intellect. If the player faces a mystery the GM may allow an INT check to solve it.

Spirituality, SPI: A way of gauging intuition. Used for stat checks that test a character's connection to the divine. It exists between idea and instinct as a feeling of knowing without knowledge. Important for skills like Charm, Insight, and Theurgy. The higher the MC's SPI, the more in touch they are with the force of spirit.

Survival, SUR: Measures your instinctual nature. Used for stat checks that test a character's animalistic side, or anything related to the five senses. Important for skills like Trapcraft, Intimidate, and Channel. The higher a character's SUR, the more likely they are to survive a potentially deadly situation or to notice something others miss. It also figures into combat scores.

Strength, STR: Used for stat checks against a character's brawn. Important for skills like Bow, Weaponless Combat, and Climb. Practically speaking, a high strength score allows a character to carry more stuff. It also figures into combat scores.

Health, HEA: Used for stat checks against one's fortitude. Important for skills like Medicine, Athletics, and Beauty. Healthy characters heal LP faster than the unhealthy.

Stamina is also a part of health. With higher HEA, characters can sustain strenuous activities for longer.

Agility, AGI: AGI is part speed, and part reflexes. Important for skills like Acrobatics, Evasion, and Sneak Attack. Agility impacts combat scores as well as adjusts MOVE.

One of the most important things about agility is that it determines a character's potential number of attacks per turn. To find this number divide your AGI by 2. **In this case, always round fractions down.** Thus, an agility score of 8 results in the potential for making four attacks in a single turn. Whether or not they live up to that potential depends upon their weapon speed and their combat skill levels.

Agility MOVE Modifier

AGI	1	2	3	4	5	6	7	8	9	10
Adj.	-10	-7	-4	-2		+1	+2	+4	+7	+10

Wealth

Beginning characters start with some wealth as noted in their chosen occupation.

Coins of the Realm

C = Copper Coin
S = Silver Coin
G = Gold Coin

Standard Exchange Rate

10C = 1S
10S = 1G
One gold ingot = 100G
One silver ingot = 100S
One copper ingot = 100C
Ten-thousand C = 1 gold ingot.

Add the weight of your wealth to your total load. Coins weigh about 1/8 ounce each. Individually their load rating is 'N' for negligible. 125 coins equal 'L' for light. 500 coins together equal one (1) load unit. Also, ingots weigh about 1lb each, or 'L'.

Possessions

During the game, MCs will acquire any number of possessions from various sources. Do not list

armor or weapons here as those are listed in the combat section. Do not list magical items here as those are listed to the right.

List possessions by the item. Include the item's load rating. Keep track of total Load points carried. You will often pick up items that have no listed Load—in such cases, you and the GM can make your best guess. See Load in Game Basics for more info.

TOTAL LOAD: This should be calculated only after the load ratings from Wealth, Possessions, Enchanted Items, Armor, and Weapons have been added.

Stronger characters can carry more. Note that carrying too much negates any positive movement rate adjustments from AGI. It also causes the character to tire faster.

Portrait

You are encouraged to use your imagination here, and your artistic ability. Make your character as handsome or as homely as you wish.

Combat Stats

Attack & Defense Scores (ATT and DEF) start out as the same number, but different modifiers apply to each. Add your STR, AGI, and SUR together to find your character's base score. This number may change via different armor and skills; be sure to recalculate your scores as your character gains new equipment or combat skill levels. The spaces below these are to add any modifications to this score. See Chapter 5 for more info on combat adjustments.

#att (Number of Attacks): Most MCs start out by only being able to make one attack per turn. A character's *potential* number of attacks often varies from their actual number. Several things affect this. First check your agility score. Half of this is your maximum number of attacks per turn. Combat skill level and weapon speed help determine the actual number.

#def (Number of Defenses): A character's defensive skill level is the main determiner of how many attacks they can defend against in a turn. This number can temporarily fall for several reasons that will be detailed later. Most characters start out by only being able to make one or two defenses per turn. Even those who have no defense skills have #def1.

Special Defenses: Indicate any defenses to special damage types. These are gained by magic or other immunities.

Weapons: Beginning MCs may be allowed their choice of one or two weapons. For quick reference, list your character's primary hand-to-hand (H2H) weapon and their primary Range weapon, along with attack modifier (ATT Mod),

Damage, Damage Type, Speed, and Load. See the Weapon Rack in Chapter Five.

Armor Kit: List the armor your character uses, and the points of protection it provides. Also list its Load. See the Armory in Chapter Five.

Enchanted items

List any magical possessions here, along with details such as Rank, Span, Load, and Properties.

Above is the skill section from the back of Jack's sheet.

Skills

These are listed on the back of your character sheet. Skills are all the things that are learned by doing; things where practice makes perfect. Your skill level at something is a clear indication of what you can and cannot do. A list of skills is found in Chapter Three. There are various types.

List the details of your character's skills on the top line: Type, related stat (RS) *, training intensity (TI), and level. Add a description of how the skill may affect the character or the game.

The 'add' box at the end of the line is for quick reference when making skill checks. List the sum of your skill level plus your related stat. Use this sum when a skill check is called for *. *Not relevant to combat skills.

Innate Skills: Starting characters begin by choosing their innate skills. There are four types. Choose at least one from each category:
1. **Native Language:** Each character's first innate skill must be their native tongue.
2. **Heritage:** The second innate skill choice is the Heritage to which they were raised.

3. **Social Skill:** The third innate skill may be anything from the list of social skills.
4. **Trade Skill:** The fourth innate skill is the primary trade skill listed in the character's occupation.

Next, choose additional skills from any of the eight skill groups. To make a character that specializes in something, choose skills that complement each other.

Beginning characters are allowed a pool of 14 total skill levels to start. These are divided between the skills chosen. For instance, the MC may pick 14 skills at level one, or seven skills at level 2 each, or one level 2 skill and 12 level one skills, and so on. (Beginning MCs are typically limited to two levels in any one skill.)

SKILL TYPES: Skills fall under eight broad categories: Language, Heritage, Social, Trade, Combat, Survival, Underhanded, and Misc. When combining related skills, they reinforce and complement each other in surprising ways.

SKILL LEVELS: Skill levels are stages of progress that measure how proficient someone is at something. You can add skills and levels throughout the game as time and training allow.

Note that certain skills award a bonus level to other skills, in which case beginning characters may start with more than 14 total levels. Also, note that this bonus level is optional; if it would give the character a skill they do not want, they may disregard it.

Language

Your character's native language is an innate skill. Speaking, reading, and writing of a language comes as one gains skill levels. Beginning MCs may start with up to three levels, and they may choose more than one language. Language levels figure into the character's maximum skill level count.

Language skill levels are used to represent eloquence and proficiency. General literacy relates to skill level as follows:

1=Illiterate but able to communicate
2=Limited vocabulary
3=Fluent
4=Well read and well spoken

As with Heritage you should pick a language that makes sense within the scope of the campaign. Certain shorter adventures will feature only one language. In that case, you may simply list 'Common'. Examples of languages used in Mythmaker settings: Middle English, Anglo-Norman (or French), and Latin.

Heritage
Guild, Ethnic, Political, Religious, etc.

Think of heritages as social groups. Groups are helpful as a character background building tool. Also as a roleplaying guide throughout the game. Heritages are important for providing characters with motivation, as well as context and connections to the world around them.

Characters are required to choose at least one Heritage to belong to as one of their four innate skills. Heritages are treated as skills in the sense of gaining levels, whether the social group has a well-defined internal hierarchy or not.

Heritages come in many kinds. Consult with your GM on which groups are available in a particular adventure. A character can be part of more than one social group. And, while a lone wolf character may feel no need to belong to any sort of guild or group (beyond the party), they must choose some connection with the world, even if only to reject it.

Skill levels are used with Heritage to represent overall social standing. A character's societal class relates to skill level as follows:

1=Low   3=Middle
2=Low-middle   4=High-middle

In other words, being 'middle-class' counts as three skill levels in Heritage. This number does count toward a character's maximum possible number of skill levels. Beginning MCs typically start with two levels.

Characters will find it easier to accomplish certain goals in the game if they are interacting within familiar circles. To belong to a social group means that the character 'fits in' and will always know how to function and co-exist with other members of that Heritage. It is when the character tries to step outside their circle that things can get interesting.

Social Skills
These seem to come naturally to some people, but that's just how they work. Education in social skills tends to be less formal than others.

Trade Skills
These can prove invaluable on an adventure. They are also useful between forays as an income option.

Combat Skills
These allow great advantages over the untrained foe. Your character's combat skills determine their fighting style and effectiveness. As they increase skill levels, their ATT & DEF scores go up. Also, one life point is gained for each combat skill level.

Underhanded Skills
These are useful to the scofflaw as well as to the adventurer. Many a robber has turned his talents to good works after a change of heart. Likewise, many a sheriff has turned bad, using the very tools of the criminal to break the laws he has sworn to uphold.

Survival Skills
These are often used in nature scenarios, though not exclusively. Many animals are experts at these skills, with excellent senses to match.

Misc. Skills
These are anything that may prove useful, interesting, or entertaining.

Spells

The middle section on page two of the MC sheet is to keep track of spell info.

Three skills enable the use of magic: Channeling, Thaumaturgy, and Theurgy. List a spell's TIME (casting time), Focus, Dur (Duration), Range, AE (area of effect), CI (casting ingredients), and Effects. Effects can be summed up in a sentence or two by reading the spell's full description. See Chapter Six for more on magic.

Level Up

At the bottom of the back of the MC sheet you will find a chart to mark your character's skill level progress. Leveling up is done at the end of a game session. Information on using this chart is given in Skill Advancement in Chapter Three.

Backstory

A character's backstory need not be extensive. All the information needed to play a character can be contained on their sheet. However, if you wish to write up extra details on a separate sheet, here's your chance to really distinguish them from the crowd.

Your skill choices reflect a character's background, and thusly how you plan to roleplay that character. Of course, you as the player, don't need to learn their language, but it might suggest an accent. And choosing a heritage does not behoove you to learn more about that heritage than you already know.

But any skill can be a catalyst for how you portray the MC. For instance, a character with Charm is charming. An MC with Identify may continually stop to examine some small detail of the setting, and then move on. Those with more than one combat skill may be overly curious about the arms in the hands of those around them. And there you have it: a basis for how to roleplay.

CHARACTER QUICK-BUILD GUIDE

SOMETIMES YOU NEED an MC quick. This method can get you ready to play in half an hour. It cannot teach you the whys and wherefores of each entry.

1. Name your character.
2. Roll for an archetype.
3. Fill in their Occupation and add associated trade skill (on back), set at level two. Also, at this time see your occupation for related skills, starting wealth (roll for and add amount under Wealth), and awards.
4. Give the character 26LP.
5. Fill in their bodily characteristics as you wish.
6. Apply the following stat values wherever you wish; 4, 5, 5, 6, 7, & 8.
7. Calculate MOVE using the Agility modifier.
8. Calculate base ATT, (SUR+STR+AGI) and fill in DEF equal to ATT.
9. Pick a native language, add to skills, and set at level two.
10. Pick a heritage and set at level two.
11. Pick a social skill and set at level two.
12. Pick 3 additional skills starting at level two.
13. List spells or supernatural powers if used.
14. Fill in Possessions (consult with your GM when you are ready to equip your character).
15. Assign weapon(s) and fill in combat stats.
16. Equip armor and adjust DEF accordingly.
17. Calculate #att and #def.
18. Total up Load from wealth, possessions, weapons, and armor.

Your character is now ready to play.

TWO: OCCUPATIONS

AN OCCUPATION IS AN activity in which one spends most of their time, often for economic gain. A person's career is central to many aspects of their life. The evolution of civilization is largely the evolution of occupations.

Certain occupations are highly regarded in all societies, while others are devalued. The more difficult and complex the work, the greater the status and prestige.

Hail The Guild Hall

Adventures may or may not include guilds. In some games the influence of guilds may fall to the background. In others it may be the driving reason behind the overarching conflict.

Guilds of old may be compared to today's labor unions, although the few that survive are now styled as fraternal or ceremonial organizations. Originally the idea was strength in numbers. The guild's basic function is to protect its members.

OCCUPATIONS KEY

OCCUPATIONS ALL HAVE several common aspects: an associated trade skill, related skills, a starting wealth, and some sort of award.

Trade Skill

This is the primary skill for each occupation. The trade skill listed for certain occupations may not be on the main list of trade skills. For instance, the occupation of Hunter has Hunt as a trade skill, but it is listed under Survival Skills. Likewise, the Outlaw has Any Underhanded as a trade skill, and the Warrior has Any Combat.

Related Skills

These are skills that are in some way helpful to but not required by the occupation. Skills that are not listed here may also be taken.

Wealth

This is rolled for and listed on the sheet of a beginning character. Not all adventures allow a starting wealth, for instance the MC may start the game in jail, or kidnapped, or they may have just been robbed.

Award

A benefit other than money, enjoyed by those of this occupation. May include a stat boost, a bonus skill level, or some other advantage.

Occupation	Trade Skill	Related Skills	Wealth	Award
Archer	Bow or Crossbow	Armored Defense	40-160S	+1 to AGI or STR
Athlete	Athletics	Weaponless Combat	10-120S +2G	+1 HEA, +1 Heritage level, +2 MOVE
Bard/Troubadour	Entertain	Charm, Lore, Create	20-80S +2G	+1 Heritage level
Bodyguard	Single-Handed Weapon	Armored Combat, Ride/Drive, Weaponless Combat	10-60S	+1 Combat skill level
Bounty Hunter	Any Combat	Hunt, Pursuit, Crossbow	10-80G	+1 level any Combat skill, +1 level any Survival skill
Eunuch	Any Combat	Will, Intimidate	10-100S	+1STR, +1 level any Combat skill
Explorer	Mapping	Caving, Nautical, any Combat, Discovery	10-80G + 100S	+1 level any two skills
Gambler	Insight	Charm, Analysis, Prediction	10-100G	+1INT
Herbalist	Medicine	Forage	10-100S +3G	+1 level Heritage, any four tonics from the Enchanted Emporium
Hunter	Hunt	Husbandry, Evasion Bow, Sneak Attack, Discovery, Wildcraf	10-60S +4G	+1 level any Combat skill
Mage/Wizard/Witch	Thaumaturgy	Research, Will, Analysis	71-170S +5G	+1 INT
Monk/Friar	Spiritual Ministry	Will, Research, Medicine, Hindsight	1-10S +15C	+1SPI, +1 level Language
Outlaw	Any Underhanded	Blend, Intimidate, Climb	10-60G +100S	+1 any level skill, Truth Be Told or Invisible Ink (Enchanted items)
Priest/Cleric *	Theurgy	Spiritual Ministry, Will	10-40S +2G	+1 SPI, +1 level Language
Prophet	Channel	Analysis, Spiritual Ministry, Prediction	1-100S +2G	+1 level any Social skill
Sailor	Nautical	Aquatics, any Combat	30-140S	+1 STR, AGI, or HEA
Saint	Channel	Spiritual Ministry	1-100G	+1SPI, +1 level any skill
Spy	Disguise	Evasion, Steal, Blend, Cunning	10-100G	+1 INT, +1 level any two skills, +1 level Language
Warrior	Any Combat	Athletics, Leadership, any Survival, Will	10-80G	+1 STR or AGI
Woodsman	Wildcraft or Forestry	Hunt, Forage, Trapcraft	10-100S +2G	+1HEA, +1 SUR

Archer

The bow is ten thousand years old. Prehistoric men do much of their hunting with it. And from the beginning, arrows are used in warfare. Archers are included in nearly every ancient army. Their arrows are tipped with iron, bronze, bone, or flint, depending on the time and place.

The military strength of ninth century BCE Assyria is in the hands of its archers and lancers. The Romans at Carrhae suffer defeat in 55 BCE to the Parthians, due largely to archers. Another decisive win for archers takes place in the waning days of the Western Roman Empire when the Byzantine armies of general Belisarius rout the Gothic cavalry of the barbarian kings. The English archers who slaughter the French army at Agincourt are also of note.

Athlete

Successful Greek and Roman pro-athletes earn an appreciable living. Winning earns the victor a crown of leaves and a palm branch, and when they return to their city, they are showered with privileges and immunities, and often celebrated in statue and verse. They also earn prestige and certain other benefits. It is thought that their athletic prowess is a god-given gift.

Wrestling is probably the oldest sport and remains one of the most popular. Footraces, boxing, and chariot racing are some other early favorites. Tournaments throughout history award valuable prizes for wrestling and racing in imitation of the Olympic Games. MC athletes often enjoy a certain prestige and can be sought to train others in certain skills.

Some early athlete superstars are:
Milo of Croton—a wrestler and notorious glutton.
Chionis of Sparta—a long jumper and runner.
Leonidis of Rhodes—the only twelve-time Olympic winner.
Gaius Appuleius Diocles—the highest earning Roman athlete at 36 million sesterces.

Bard/Troubadour

Traveling musicians take their talents to new audiences and gain a unique renown. They spread culture, often praising but just as often satirizing national heroes in their songs. Acapella performances are not unknown, but the typical bard will also play one or more instruments during a performance.

A few bards dabble in magic, either through enchanted instruments or actual spells. Bards may study thaumaturgy but are limited to 3rd level and to the magic types of Sympathetic, Divination, Illusionary, Astral, and Discordant.

Some well-known bards are Taliesin from Wales, Amergin Gluingel from Ireland, and the MacMhuirich family from Scotland. Shakespeare was called the Bard of Avon. A bard by any other name is *sort of* still a bard.

Jongleurs, Minstrels, and Troubadours travel from court to court, to sing of the prowess of knights and the heartbreak of love. The authors of their own texts are called troubadours and those who play the productions of others are jongleurs. Early minstrels are often paid for their services with food, drink, and/or lodging, rather than money. Certain families have their own hired minstrels.

Later, trained instrumentalists and singers become high-ranking functionaries, so revered that they are treated to different legal standards, exempt from hard work and taxes.

Bodyguard

Soldiers guard members of royalty and their families, while civilian guards protect the wealthy and their property. Strength, height, agility, loyalty, bravery, and prior military service are important job considerations.

Bounty Hunter

For most of history bounty hunters are rare, until later in Medieval times. Papers from 13th century England record bounty hunters bringing fugitives to justice (execution by hanging).

The thief-taker, a form of bounty hunter, also rose to infamy with Johnaton Wild being a notorious example. He was hanged for working both sides of the law.

Bounty hunters start their day looking through wanted posters and gathering info, but the pursuit of fugitives can turn dangerous quickly. It may mean traveling across borders or into wilderness areas. It may mean breaking into an outlaw's home without a warrant. All in the hope that resistance will be minimal. And then it means transporting the prisoner, or their corpse.

Eunuch

In ancient times eunuchs serve as bodyguards, generals, and admirals. They are employed in the Middle East and East as harem officials, confidential aides, and political advisers to rulers. The Roman emperors Claudius, Nero, and Titus kept many political eunuchs.

Castration is practiced in Assyria in the second millennium BCE as preparation for sale into slavery and as punishment for crimes. By the third century CE, a sect of eunuchs, the Valesi, castrated themselves believing that it served the Lord. On the other hand, Jews in Biblical times forbid the practice. It is considered a sin by the Talmud to emasculate a human being since the victim is deprived the opportunity to 'be fruitful and multiply'.

Explorer

Exploration has been the savior of our species. The first explorers were hunters chasing a meal, or exiles seeking a new home. Even the earliest civilizations sent explorers in search of better lands, riches, or trade routes. Some seek adventure, some a new life. Hanno and Alexander the Great are ancient examples.

Facing the challenge of the unknown is tempered by the anticipation of discovery. The dangers of going off the map include hostile men

and monsters, as well as geographic and environmental obstacles. It requires bravery and a love of adventure.

The first documented explorers were early Egyptians and Babylonians, after which came the Phoenicians and then the Greeks. Vikings were the explorers of the Dark Ages, culminating in the great discoveries of Eric the Red and Leif Ericsson. Ibn Battuta and Marco Polo are good examples from the High Medieval period. The 1400s and 1500s see a substantial increase in exploration with such names as Cabot, Columbus, de Gama, Diaz, Drake, Magellan, Pizarro, Raleigh, and Vespucci.

Gambler

Gambling as an occupation is generally looked down upon, though gaming boards and dice are common throughout history. Attitudes toward gambling for stakes range from seeing it as counter to the interests of society, to being akin to robbery. The habitual gambler is often considered unfit as any kind of legal witness.

A common theme between the laws of different lands echoes the idea that if two people make a wager, they must carry out its provisions. The obligation is often moral however, not lawful, and based on the old saying, "that which is gone out of thy lips thou shalt observe and do."

Several gods from around the world are there for the gambler to call upon. Occasionally their prayers are answered. However, it is as often the devil who hears their pleas, and he finds many a gambler's soul an easy bargain.

Herbalist

The MC with a background in herbalism is often welcome in a party of adventurers. Able to concoct and administer cures tailored to the situation, these healers tend to gather all their own supplies. With each herb goes an age-old charm.

Herbalists are frequently attributed with unearthly powers, even when they restrict themselves to using only those green gifts given by Mother Nature. Then again, many herbal healers do mix mystic powers with their more potent concoctions. Some become witches.

Panacea is a famous Greek goddess associated with herbal cures. Other deities, too numerous to mention, attest to the importance of herbs. Many herbs have their own lore and legends. Achilles, for instance, applied yarrow poultices to the wounds of his fellows.

The industrious herbalist can create one potion each day. This requires a place to prepare it, several hours without interruption, and ingredients. Ingredients may be foraged or purchased (cost equal to 1/10 the sale price listed in the GM Quick Guide).

Hunter

While many persons hunt for pleasure in antiquity, just as many engage in hunting as a vocation, or to supplement their food supply. The Egyptian and Assyrian nobles and kings are fond of hunting. The Egyptians make use of dogs. The Mesopotamians hunt for sport, taking wild beasts such as bear and lions.

Many Medieval lords see hunting as their exclusive privilege, and the forest as their private preserve. More than a means of providing for the prince's tables, hunting is a substitute for warfare.

Techniques to bag animals and fowl vary, including the use of pitfalls, net traps, bow and arrow, sling, snare, spear, and club. The battue method from ancient times is when a large group forms a cordon, shouting, and pounding sticks and drums, thereby frightening their quarry into a box canyon, a set of nets, or a pit.

Main characters with a background in hunting bring several worthy talents to the party. The economic importance of hunting declines as city life, agriculture, and trade develops.
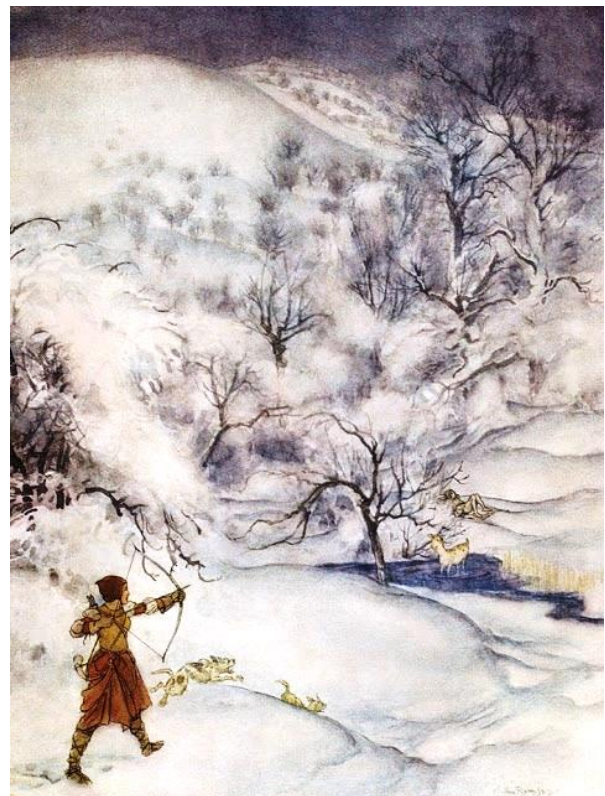
Mage/Wizard/Witch

Thaumaturgy is practiced by the third millennium BCE in Mesopotamia. The magic of the ancients is largely thought of as two types: black and white. However, to put such labels on magic is to miss the point—that it is the heart of the user, not the heart of magic that is white or black.

Necromancers are almost universally denounced for consorting with ghosts and spirits, yet there seems be an almost irresistible desire to consult with the dead through their services. But, for all the different ways of using magic it is important to remember that, at its source, it is simply energy, and pure.

Incantations and movements of the body are coordinated to powerful effect. The spoken word is the most common mode of witchcraft, and universally thought to carry limitless power. Elemental ingredients are also important.

The word "wizard" means one who is wise. Early wizards embody knowledge. Magic flows through their bodies like blood. They can change their shape, harness nature's elements, move the planets, and conjure things and people. They can cure or inflict deformity and disease. They can see the future.

They are both superhuman and down-to-earth. Strange tales often surround their births. Vainamoinen, was fathered on the Air Virgin of Finland by the winds as she floated on the sea; he was thirty years in the womb. Merlin's father was said to be an incubus.

Wizards tamper with the orderliness of nature, an activity that, over time, comes to be seen as evil and arrogant. Some continue to practice as the centuries pass, but a new force is rising. Priests of the new church examine the world, ordering and naming its various patterns and elements, and depose the mage.

In many cases, later adepts lack the natural generosity and insight of the first wizards. They are introverts seeking lost or hidden powers. Using complex pseudo-sciences and arcane systems they probe the mysteries of the world.

As the mage gains levels in thaumaturgy, they can cast more spells and more powerful spells. Also, as the mage gains levels they add rings of power to their auras. The mage sees the rings as glowing bands encircling their bodies. They store energy there for casting spells. The rings also act as a sort of invisible armor, giving a combat defense bonus.

Monk/Friar

Monks first appear at the beginning of Christianization. These quiet men dress in *habits*, practice celibacy, and dedicate their lives to prayer. Many Medieval monks specialize in prayers for the dead.

A simple, practical, and flexible code of regulations for monks emerges during the sixth century in Rome. It is the *Rule of Benedict* of Nursia. It comes to be employed in ever more Western monasteries, replacing other more rigorous rules. Benedictine monks vow to lead a communal life based on humility, individual poverty, obedience, and chastity.

Monastic communities are paragons of spiritual fraternity. Monasteries become widespread from the seventh through the twelfth centuries. Several kings and dukes bestow gifts of land for the establishment of new monasteries. A network of monasteries and cathedrals spreads over the face of Europe.

The church becomes rich, and the hills are crowned with monastic watchtowers. While the common folk follow the changing seasons with scythes and plows, and while kings rise and fall, monks studiously gather and preserve the wisdom of the ages.

Monks even begin to collect revenues in exchange for providing spiritual benefits. During the eleventh and twelfth centuries monks live off the income from their lands, much like the

seigniorial class. They also come to play a vital role in keeping harmony between the classes of society.

Over time, monks organize into orders that generally complement rather than oppose each other. There are the Benedictines, or black monks, which refers to the color they wear. The Dominicans wear a white robe and a black cape. The Franciscans wear a brown habit tied with a thrice-knotted cord. The Carmelites, or White Friars, wear a black robe and white cape.

The Benedictines are contemplative and scholarly. They are involved in education and missionary work. The Dominicans are traveling preachers who combat heresies. The Franciscans emphasize mendacity, respect for life, compassion, and joyful service. The Carmelites are known for their austerity, abstinence, vows of silence, and hermetic seclusion.

During the Carolingian period Canons are introduced to aid bishops. Like monks, they end up branching into various orders, however they differ from monks in that they are assigned missions and are allowed individual possessions. The canons of Saint Victor devote themselves to teaching, as do the Norbertines. The Hospitaller canons give care to pilgrims and the sick, working alongside the Templar Knights in the Holy Land.

Outlaw

Outlaws are a varied lot, but one trait they typically share is theft. Some limit their take to minor items from small time burgling. Others seek ever larger hauls, working their courage up for the big heist they can retire on.

Though the prophets denounce thievery, and the law punishes it, robbers flourish. Wise householders bolt their doors from dusk til dawn. In the days of the lonely road, robbers lurk behind every bush to despoil the unlucky wayfarer.

The thieves' guild, unlike the many other artisan guilds is a semi-secret affiliation of shady

characters, (or nonconformists, as they would call themselves). This rebel attitude may be their best trait in a pinch. It can also be their undoing, as groups of thieves tend to splinter and work at odds with each other.

There is no definitive model for a thieves' guild other than that they change and adapt as needed to stay ahead of the law. The brains of the operation will have several contingency plans against mutiny or police actions, and safe places to retreat to if things get too 'hot'.

They are at once the life of the black-market, scourge of the rich, and job security for the sheriff. They operate apart from the status quo, distrusting so-called authority.

They guard their trade secrets jealously, for safety's sake and for job security. However, their specific skills need not be used exclusively for nefarious ends. Goodhearted MCs have been known to make great use of these skills. Is it wrong to know the arts of locksmithing; of trap-setting; of the quick kill? But, for those who abuse the laws of the king, the GM has the long arm of the law.

Priest/Cleric

The various religions all have their own gods, and within religions, the various gods and goddesses all have their own dedicated priests or priestesses. The priest's role and functions have changed substantially over the centuries. Early priests and priestesses have the duty of caring for and guarding their god's sanctuary and its belongings. They consult oracles. They support themselves by tithes, redemption money, sacrificial dues, and by meal offerings among other things.

Priests of many religions wash their hands and feet before officiating. Some refrain from wine, others consume it religiously. They often remove their shoes during ceremonies and at shrines. The consecration ritual of a high priest typically includes the vesting of robes, the anointment with oil of various parts of their body, much bathing, and maybe, a ceremonial sprinkling with blood for good measure.

Priests have a say in the affairs of the sick, and in performing the required rituals. They blow the holy trumpet at feasts, to announce the new moon, on the Day of Atonement, or as an alarm against spiritual and material threats. They also participate in battles as army chaplains, ministering to the wounded, and bolstering morale.

Priests are generally forbidden much, depending on their god: forbidden to mourn their own dead, except their closest kin; forbidden to marry prostitutes or divorced women; forbidden to make cuttings in their flesh; and priests with disabilities or physical blemishes are often barred from serving in the temple.

Some priests become so influential that they can sway kings or depose and replace them. Across the ancient world—in Egypt, Phoenicia, Assyria, Greece, and beyond—the priesthood becomes a hereditary office, accruing privileges and responsibilities over generations, and giving rise to a class system.

The character who takes priest as their occupation is often welcomed in the adventuring party, not just for the holy forces they wield, but also for the authority of the church they represent. A priest's arsenal of spells, or miracles, is fueled by a heartfelt connection to their deity. Their form of magic is called theurgy. It is worked through spirituality and intuition.

Since theurgy involves operations and rituals that channel the essence of transcendental powers, the theurgist's ultimate goal is to unite their soul with The Divine. To that end they work 'like with like', materially through symbols; and spiritually through fasting, prayer, initiation, meditation, and imitating one of the supreme gods or goddesses.

You may consider doing some outside research when choosing your cleric's religion and god. Theurgy is even found in the philosophies of Neoplatonism, Paganism, Esoteric Christianity, the Kabbalah, Rosicrucianism, Theosophy, and Alchemy. The Hermetic Order of the Golden Dawn also teaches a form of theurgy.

Theurgic magic is like thaumaturgic magic mostly in that they are both skills, used to do the same things, but by different means. Many would claim it superior, but who is to say. Part of the difference between magics, whether by Theurgy or Thaumaturgy is seen in the magic types allowed to the user.

Prophet

They are a spiritual leader and counselor whose inspiring insights, moral courage, and ethical teachings are paramount. Although they predict future events, prophets are not mere fortunetellers. They often speak to social, economic, and national political affairs, but from an ethical and spiritual angle.

Denouncing luxury, self-indulgence, and oppression, the prophet often comes from humble beginnings. They expect that mercy, justice, and righteousness will rule the day. They are known to excoriate kings and the greedy for their transgressions. A prophet's favorite targets are the religious sacrifices and rituals made by the hypocritical and corrupt.

With an uplifted hand, they often convey their insights through utterances of parables and allegories. Many also offer up written works, and great symbolic acts. Guilds of ecstatic prophets, soothsayers, and wonderworkers arise in ancient times. False prophets, who are more concerned with fees than with religious teachings, if found guilty, are subject to die by strangulation.

Prophets have the gift of seeing the future, which they do through spells like Scry and Signs. They may only use the spell type Divination.

Sailor

Their work is often hard and sometimes dangerous. Officers are paid for their services, while the common sailors of old are often slaves. Crew quarters are typically primitive and cramped. The food is necessarily minimalistic in the absence of refrigeration.

The sailor's duties include navigation, watching for obstructions in the water, measuring the water's depth (sounding), repairing gear, painting, rigging sails, and 'swabbing' the ship's

deck. Their life is one of extremes, which fortunately helps to prepare them for some of the outlandish places they get to see. The owner of a vessel is frequently also its captain.

Saint

Many saints are simple, low-ranking church members—not bishops. The 'cult' of saints is vigorously promoted by the Roman Catholics, even before the Middle Ages. Their miracles are evidence of God's power. Christians seek protection from the sinners of the world. Saints, as agents of the divine, fill that need.

They heal the sore and sick! They fight dragons or stay armies! Such is their power it survives after their death. Naturally pilgrimages to their gravesites become popular.

It follows that in the fourth century, Saint Ambrose declares that to benefit from the healing power of dead saints, there is no need to visit their tomb, that physical or visual contact with some small part of their remains is sufficient.

The resulting cult-like worship of these relics leads to saints being disinterred and their skeletons distributed throughout Christendom: a finger bone here, a lock of hair or a tooth there.

An international trade grows and lasts into the eleventh century. Relics are taken from the Roman catacombs and other sanctuaries where they rest. Monks and monasteries without a holy founder are known to invent one, or to steal relics from a neighboring monastery.

Relics are mortared into altars or gilded with gold and inset with precious stones. Their power is tapped to protect villages, monasteries, and cities. They are carried onto battlefields and into judicial assemblies. Princes wear them as pendants. Oaths are made over them.

Different attributes are assigned to the different saints; Saint Peter carries the keys to heaven for instance. In the depictions of many saints, they brandish the instruments of their martyrdom, as an emblem of their triumph: Saint Stephen, the stones; Saint Paul, the sword; Saint Catherine, the wheel, and so on.

Spy

To the heads of state, spies are the thieves of peace of mind, hiding out in every corner, stealing their secrets. Early rulers who covet other lands or kingdoms use intelligence agents for reconnaissance, or to spread false rumors to undermine the enemy's morale.

The differing methods of espionage make it hard to become the universal spy. Some spies are relatively mobile while others stay in one place for years on end acting as informants. Penetration agents seek access to commanders. Disinformation agents work to confuse the enemy.

The examples of spies throughout the ages are many. Sun Tzu's writings continue to influence modern spying 2400 years later. Egypt's pharaohs relied on the acquisition of intelligence. The bible tells of Hebrew spies in the story of Rahab. The Greeks and Romans used spies, as have many since. Two of the earliest agents we know by name are Chrisopher Marlowe and Francis Walsingham, both working for Queen Elizabeth I of England.

Spies almost never wear the uniform of their own country. And they almost always, if caught, die for their country, whether by suicide or by the noose. But despite the dangers and isolation some become double agents.

MCs may encounter spies since they also often work on behalf of the state. MCs who become spies must gain the trust of their employer and enter a contract.

Warrior

As the name implies, warriors are the product of war. The first wars are small and short, and lost to history. The first professional soldier appears with the rise of the city-states in Egypt and Mesopotamia. They are born of the constant struggle for water rights and arable land.

War evolves from one battle to the next: its tactics, its rules, its arms, and its armor, and not least of all, its soldiers. These attributes necessarily evolve together in a push and pull relationship. For instance, Sumerian soldiers of the fourth millennium BCE are armed with short spears. They wear conical copper helmets and thick cloaks for body protection. Later, they carry battle-axes and large rectangular shields.

The title captain is often used for any military officer, whether a leader of thousands, hundreds, or fifties. His expertise includes knowledge spanning military hierarchy and its inner workings, large-scale tactics, counter-tactics, troop deployment, logistics, and resource management.
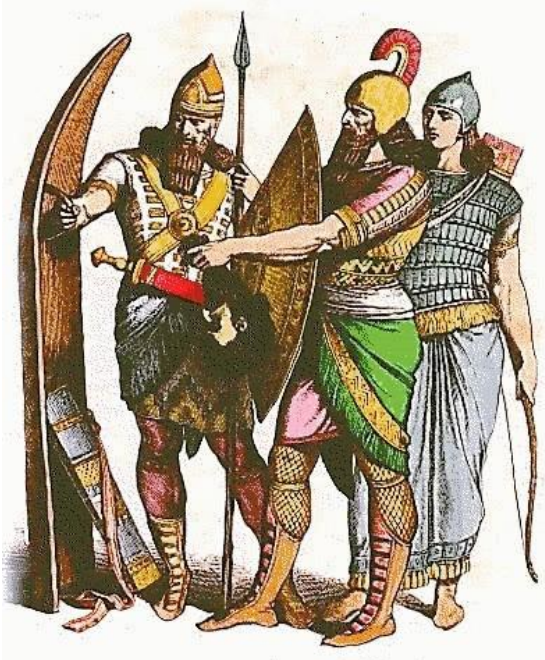
There needn't be an active war in the story for an MC to choose this occupation. Many are a byproduct of *past* service in some army or other. Characters that have a background in the military will also know several combat related skills. Captains in semi-retirement may be sought to instruct younger warriors. Veteran status and treatment vary by country and by war.

In many societies, military conscription is done by lot. Since the conscript faces death in combat, rituals of atonement and purification are performed prior to their service in the hope of averting the wrath of the gods.

MCs with a background in the military will naturally be skilled at combat, of one form or another. Additionally, their service will have influenced their mindset in some way, whether for good or bad. A little research into the armies of the day, in whichever era and area your character calls home, will go a long way toward bringing them to life.

Woodsman

Individualists at heart, woodsmen (or woodswomen) are at one with nature. They are in tune with their surroundings through nearly imperceptible clues: temperature and humidity, faint odors on a breeze, the secret language of birds, or the tracks of small animals.

Though they are born loners they are often drawn to join some cause for a while. Thus, a group of adventures may gain the help of a woodsman as a guide or mentor. They also make great main characters in solo wilderness adventures.

The woodsman can call on help once a day from any nearby wild creature. This may take the form of finding food, shelter, water, safety, or lost items.

THREE: SKILLS

KNOWING A SKILL enables a character to perform a wide range of related actions. The GM may prompt a skill roll by asking if anyone in the party has a particular skill. Players also may offer to use skills depending on their assessment of the situation.

The lack of a skill should not be a deterrent to trying something. Remember that skill descriptions are both vague and inclusive. This is to encourage the widest possible range of options when characters consider how to use their skills. Also remember there are often other options when no one in the party has the necessary skill, or when characters encounter a situation not covered by a listed skill.

WHERE SKILL MEETS LUCK

YOU NEVER KNOW AHEAD OF time *which* skills will be tested, or *where*. What you can do is listen for a chance to employ the skills your character has. Being ready to help tackle some problem is the heart of adventure.

There are two kinds of skill checks: unopposed rolls are those that are made against a target number—opposed rolls are made against the roll of another character. The target number of unopposed rolls is always 13. Opposed rolls have no target other than to be the highest.

Many social skill rolls are opposed. An argument with support characters may be roleplayed between a player and gamemaster, or it may be determined by a die check. To determine the outcome of such an encounter, opposing rolls are made, the results are narrated and the game progresses.

Perhaps you go for the best two rolls out of three. Perhaps another character steps up to support his comrade and adds his die to the roll. Or perhaps one side refuses to accept the outcome, opting for confrontation. At some point, roleplaying may supersede tossing dice.

SKILLS KEY

Related Stat (RS)

Denotes the stat used for this skill. The higher the number the better, as this is added to your level when rolling skill checks.

Certain skills have more than one related stat, but only one should be listed when making your character. This just means that the skill may be approached in different ways by different people. It's your choice which stat to use.

Training Intensity (TI)

This is a measure of the relative effort and resources needed to advance skill levels. Advancement requires time, practice, and (in the case of more difficult skills) money.

It's good to have a balance of skills that allows a character to do a wide range of things, but also, as the game progresses, to focus on advancing two or three as high as possible.

Easy skills can be learned without a teacher, by anyone, at any time, as long as the character has unused levels. Many skills require

education in the field. It can be assumed that the MC attends to the details of practice.

The following ranking system reflects the requirements of the three divisions, based on how hard a skill is to learn.

Easy: May be self-taught.

Moderate: Requires the skill Research, or access to a teacher.

Hard: Requires an expert level (or above) teacher. Also note these skills probably involve some sort of initiation ritual at key stages.

Related Occupations (RO)

Listed are those occupations that may rely on this skill. Characters with occupations that are not listed may still take a skill.

SKILLS	Related Stat	Training Intensity	Related Occupation(s)
Language	INT	Hard	N/A
Heritage	SUR	Hard	N/A
Social Skills			
Blend	SUR	Moderate	Outlaw
Charm	INT or SPI	Easy	
Cunning	INT	Moderate	Spy
Debate	INT	Moderate	
Hindsight	SUR	Easy	Monk/Friar
Insight	INT or SPI	Moderate	Gambler
Intimidate	INT or SUR	Easy	Outlaw, Eunuch
Leadership	INT	Moderate	Warrior
Trade Skills			
Athletics	HEA	Easy	Athlete, Warrior
Beauty	HEA	Moderate	
Create	SPI	Easy	Bard
Entertain	SUR	Moderate	Bard
Forestry	SUR or INT	Easy	Woodsman
Husbandry	SPI	Moderate	Hunter
Identify	INT	Moderate	
Mapping	INT	Easy	Explorer
Medicine	INT or HEA	Hard	Herbalist, Monk/Frair
Metallurgy	INT	Moderate	
Nautical	INT or STR	Moderate	Sailor, Explorer
Ride/Drive	SUR	Moderate	Body Guard
Spiritual Ministry	SPI	Easy	Priest/Cleric, Prophet, Monk/Frair, Saint
Thaumaturgy	INT	Hard	Mage/Wizard
Theurgy	SPI	Hard	Priest/Cleric
Wildcraft	INT	Easy	Woodsman, Hunter
Combat Skills			
Armored Defense		Moderate	Warrior, Archer
Armorless Defense		Hard	Warrior
Bow		Hard	Archer, Hunter
Crossbow		Moderate	Archer, Bounty Hunter
Minor Range Weapon		Easy	Hunter
Single-Handed Weapon		Moderate	Warrior, Bodyguard
Thrown Weapon		Easy	Warrior
Two-Handed Weapon		Moderate	Warrior
Weaponless Combat		Moderate	Bodyguard, Athlete

Skill	Related Stat	Training Intensity	Related Occupation(s)
Underhanded Skills			
Disguise	INT	Hard	Outlaw, Spy
Pick Locks	AGI or INT	Moderate	Outlaw
Sneak Attack	AGI or INT	Moderate	Outlaw, Hunter
Steal	AGI or SUR	Moderate	Outlaw, Spy
Trapcraft	SUR or INT	Hard	Outlaw, Woodsman
Survival Skills			
Climb	STR or AGI	Moderate	Sailor, Outlaw
Evasion	SUR	Easy	Spy, Hunter
Forage	SUR	Easy	Herbalist, Woodsman
Hunt	SUR or INT	Moderate	Hunter, Woodsman, Bounty Hunter
Pursuit	AGI	Easy	Bounty Hunter
Misc. Skills			
Analysis	INT or SPI	Moderate	Gambler
Aquatics	SUR	Easy	Sailor
Caving	SUR or STR	Hard	Explorer
Channel	SUR	Hard	Prophet, Saint
Discovery	SUR	Moderate	Hunter, Explorer
Lore	INT	Moderate	Bard/Troubadour
Prediction	SPI	Easy	Prophet
Research	INT	Moderate	Monk/Friar
Will	SUR	Hard	Eunuch, Priest/Cleric, Mage/Wizard, Warrior

LANGUAGE

ALL LANGUAGES are Hard training intensity. The related stat for all languages is INT. A skill check applies when a character tries to understand written or spoken words in a related tongue. Use the d8, add INT and level, attempting to match or exceed 13.

In the case of trying to read something in a totally different language, no roll is allowed. In a case where two characters are trying to communicate in related, or *sister* languages, both roll. If only one succeeds, conversation is limited.
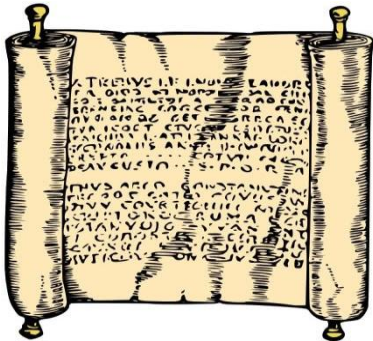
HERITAGE

THINK OF HERITAGES as social groups. The related stat for all heritages is SUR. Heritage checks may be used when characters interact with those above their station. In asking for a favor for instance, a stranger may agree or not agree, based on your roll. When interacting with those of your same class (level) a skill check may win over an enemy. All heritages are Hard training intensity.

SOCIAL SKILLS

MOST SOCIAL SKILLS are learned not through formal teachers but by simply observing other people in daily interactions. There are no Hard social skills.

Blend
The 'social chameleon' seems to fit in everywhere. Gain access to people above one's social station. Avoid attracting attention. Gain access to restricted areas.

Charm (Etiquette)
Win friends, and influence those in power. Get assistance or information. Gain attention or catch someone's eye. Instill sympathy.

Cunning
Lie, manipulate, take advantage, or cheat. Run a scam. Make plausible excuse for being caught committing a crime.

Debate
Use logic. Strike bargains or win arguments. Arbitrate disagreements. Get discounts on goods and services. Influence official and legal decisions.

Hindsight
This skill has a passive side in which the character's subconscious may work to remind them of something in their past that relates to something happening presently. Learn from past mistakes. Identify the best course of action in personal matters.

Insight
Learn the truth or determine a course of action. Identify a possible false statement. When your character is suspicious of a given statement, they may ask to roll an Insight check.

Intimidate
Force compliance through bluff and bluster. Used to forestall a fight, to rob someone, to silence someone, or to force somebody to break the law.

Leadership
Gain followers. Direct groups. Earn respect, even amongst enemies. Delegate duties. Differentiate between leaders and followers at a glance.

TRADE SKILLS

THESE ARE DIRECTLY related to occupations, meaning that when a chosen occupation lists a trade skill, it must be taken. However, multiple trade skills may be learned without having multiple occupations. Note that some occupations list other types of skills as their trade skill. For example, an Outlaw's trade skill is listed as Any Underhanded, Saints and Prophets list Channeling, and a Warrior's trade skill comes under the heading of Combat Skills.

Athletics
Participate in sports or stay in shape. Add one LP per level. Add 1 point per level to STR, HEA, or AGI.

Beauty
Enhance the appearance of self or others. Add level to Charm. Get help from strangers.

Create
Identify the possible solutions to a problem. Produce great works from mere imagination. Improvise things for other uses than intended.

Entertain
Gather and keep an audience. +1 level Heritage. Incite a crowd to action.

Forestry
Find food, water, and game. Discover a path to civilization if lost. Manage a tract of woodland. Identify the cause of a disturbance in the woods.

Husbandry
Care for and train animals. Tame a wild animal. Treat common animal maladies.

Identify
Ascertain an object's origin, uses etc. Spot a copy or forgery. Appraise an item. Deduce purpose of item.

Mapping
Read and make maps. Find shortcut between any two points. Add level to Forage or Hunt. Return to last known location using landmarks, wind direction, positions of heavenly objects, or other minor clues.

Medicine
Make and administer medical cures. Heal 2LP per day per person (3 people max). Able to treat moderate maladies.

Metallurgy
Diagnose critical manufacturing flaws and work with most metals. Fix and produce small simple items.

Nautical
Add level to Aquatics. Navigate all known and charted waters. Control larger watercraft. Chart a course (Requires skill Mapping).

Ride/Drive
Saddle and mount a horse. Harness a horse and hitch a wagon. Know an animal's limits and potential. Gallop horse or drive a road cart.

Spiritual Ministry
Spread the teachings of a deity or religion. Add level to Will or Insight. Pray and lead others in prayer. Preach or give a sermon.

Thaumaturgy
Allows use of magic spells. Perceive energy directly. Control energy through mental exercises. Add 1 point to LP and DEF for each level attained.

Theurgy
Invoke magic through divine channels. Sense the presence of enchantment or divinity. Add 1LP per level.

Wildcraft
Make emergency shelter, tools, and weapons. Add level to Forage.

COMBAT SKILLS
THERE ARE TWO TYPES of combat skills: defensive and offensive. The two defensive skills are Armored Defense and Armorless Defense— all others are offensive.

Offensive skill levels equate to the possible number of attacks a character can make in a turn. Thus, with only one skill level, a character can attack only once per turn. Also, note that AGI and a weapon's speed rating both affect the number of times a character can attack per turn. For instance, to attack three times per round (#att3), they must have an AGI of at least 6, they must be of skill level three with the weapon they are using, and the weapon must have a speed rating of at least three.

Similarly, defensive skill level equates to the number of defenses (#def) you can make in a turn. A character with three levels in a defensive skill can defend against three attacks per turn. Note that even characters with no defensive training are still allowed one defense per turn.

For every level gained in ANY combat skill, the character gains one life point. Thus, an MC with a combined total of 5 combat skill levels adds 5LP to their base score.

Remember to add one point per level to ATT for offensive skills. Also add one point per level to DEF for defensive skills.

Note that the combat bonuses (pluses to ATT, DEF, #att, #def, etc.) apply only when using the weapon or armor in question. Armorless

Defense bonuses do not apply when armored up, just as bonuses with a bow do not carry over to the crossbow.

Armored Defense
Maintain armor in good condition. +1 to ATT armored foe. Without this skill armor defense rating is at 50%.

Armorless Defense
Avoid harm with little to no armor (Helm and Sheild allowed). +1 DEF per level. +1 to ATT.

Bow
Use a bow and arrow. Maintain bow in working order. Range 35/75/110. +1 to DEF against bow & arrow.

Crossbow
Use a crossbow. Perform general maintenance. +1 to DEF against crossbow.

Minor Range Weapon
Use weapons such as the sling or blowgun. Add level to Hunt.

Single-Handed Weapon
Use weapons such as the club or scimitar. Allows use of a shield.

Thrown Weapon
Use throwing knives, axes, rocks, and plumbata.

Two-Handed Weapon
Use larger weapons, like the pike or greatsword. The wielder cannot use a shield while armed with a two-handed weapon.

Weaponless Combat
Use your body as a weapon. +1 LP dmg if using brass knuckles.

	Dmg	Speed	ATT Bonus	Dmg Type
Fist	1d4+1	3	+1	Crushing
Foot	1d6+1	2		Crushing

UNDERHANDED SKILLS
YOU MAY CONCEIVABLY learn all the tricks of a thief's trade through perfectly innocent channels, and never use them for aught but righteous ends, although you would be the exception. Outlaws may choose any or all of the following skills. Most outlaws tend to specialize in two or three. One question is *how the character learned their skills*. Thieves' guilds teach them all, but they don't operate in the public eye. Ask your GM if you need help working such training into your background info.

Disguise
Masquerade as someone else. Impersonate voices. Ventriloquism: Character learns to throw their voice.

Pick Locks

Defeat locking mechanisms. Work on other small, intricate machines similar to locks. Repair broken locks.

Sneak Attack

Appear non-threatening and inconspicuous. Auto-hit if successful. +2dmg per level on first hit. A sneak attack can also be used for actions that aren't typically used as attacks:

- by mages and their familiars to deliver contact spells.
- by an assassin to administer poisons. In the case of administering poison, if a failure occurs, an AGI roll is required to keep from poisoning oneself.
- by the kidnapper to abduct a target.
- to restrain someone to keep from being attacked. Roll opposed STR checks in next turn.
- by the purse snatcher as well as the weapon snatcher.
- with certain ranged (bow, crossbow, or blowgun) attacks.

Steal

Take something without alarming its owner. Used for picking pockets, disarming an opponent, or swiping an item in full view. Add level to Discovery.

Trapcraft

Construct, set, detect, and/or disable traps. Retrieve traps that are found. Reset traps that have been triggered. Trigger or flag trap without harm. Bypass or disarm trap without triggering.

SURVIVAL SKILLS

Climb

Scale cliffs, walls, trees, ropes etc. Add level to Evasion. +1 to Strength.

Evasion

Disappear in a crowd or into the shadows. Used to hide in one spot. Used to creep silently. Evasion is harder when several factors are stacked against you, such as: time, traps, alarms, and guards. Other mitigating factors are ambient noise, shadows, and cover.

Forage

Gather food or other useful natural items. Know direction. Locate water. Determine the best method of harvest for the item being foraged.

Hunt

Track, flush, drive, or stalk prey. A successful skill check adds a bonus to the hunter's ATT. Add level to Athletics or Discovery. Hunting includes the knowledge of tracking. Many things affect the ability to track, some giving a bonus, some a penalty.

Pursuit

Overcome one's quarry or win a race. Add two points per level to MOVE. +5 to MOVE for one turn, once per chase. Add level to Hunt.

MISC. SKILLS

Analysis

Predict possible outcomes to any course of action. Get clues to puzzles or crimes. Add level to Identify.

Aquatics (Canoe/Swim)

Feel at home in or on the water. Swim, dive, use a canoe, or tread water for several hours.

Caving

Explore underground without getting lost. Identify the basic nature of a cave: how it was made, if anything lives there, etc. Identify likelihood of flooding and other safety concerns.

Channel

Manifest a single spell or magic type. No casting ingredients are needed. At level one user may cast one 1st level spell once per day. At level two they may cast one 2nd level spell once per day, and one 1st level spell twice per day, and so on. Channelers do not learn their spells like other spell casters. Spells are chosen by the character when a new level is gained. Add 1 point to LP per level.

Discovery

Find traps, hidden enemies, or items. Close-up searches can typically be done by the novice at a rate of about 10sq. ft. per turn. Also used to get a cursory overview of a large area to identify spots where a closer look may prove fruitful.

Lore

Know history of people, places, and things. Make an educated guess about obscure subjects. Add level to an ancient or second language.

Prediction

Estimate the outcome of a proposed action. Make intuitive judgements. Give advice. A successful prediction roll elicits more information from the GM. A prediction is not a guarantee of anything.

Research

Uncover clues and advance other skills. This skill enables a character to learn Moderate skills without a teacher. Add level to Lore.

Will

Increase chance of success with other skills—bonus die added to one skill check per level per day. +1 to any stat. Add level to Debate.

Session One			Session Two			Session Three			Session Four		
Easy ✓	Mod	Hard	Easy ✓	Mod A	Hard	Easy F	Mod	Hard ✓	Easy A	Mod ✓	Hard
Session Five			Session Six			Session Seven			Session Eight		
Easy ✓	Mod	Hard	Easy F	Mod ✓	Hard A	Easy	Mod	Hard	Easy	Mod	Hard

Level Up Chart from MC Sheet

SKILL ADVANCEMENT

THE ABOVE CHART demonstrates how to level up a character's skills. This happens at the end of a game session. If a character is in play for that session, it is assumed they are actively trying to improve whichever skills they want to advance.

If the character is not in play for a session, they do not level-up. One Easy skill can be leveled up each session. One Moderate skill can be leveled up every second session. One Hard skill every third. On the table below 'X' indicates a chance to level up.

Schedule of Advancement by Session

Session Number

	One	Two	Three	Four	Five	Six
Easy	X	X	X	X	X	X
Med		X		X		X
Hard			X			X

Characters that were in play get a chance to level up at least one skill. If they roll above their current skill level on a d6 they succeed. If they will be going from level two to level three, they must roll a three or higher.

When a skill level is gained, the player should consult the skill description for level awards. Also remember to enforce any skill level restrictions the character may have. Note that instead of leveling up, a new skill may be added at level one without rolling.

The level-up chart indicates how a character can roll to level up a skill. The chart keeps track of these rolls. A checkmark indicates success. 'A' is for added skills. 'F' indicates failure.

FOUR: GAME BASICS

WE DON'T REALLY WANT to experience the realities of daily life in Medieval times. Life expectancy was low. Housing was crude. Torture and slavery were very real. Education was hard to come by. And the economy was a mess.

Still, we do want a workable compromise with reality that lets us visit for a few hours, here and there. That's where the Mass-Adventure Game Engine comes in—it revolves around people, and our world. Mythmaker was built so you could go wherever your imagination leads.

When depicting history and legend, a little research and an open mind goes a long way. Just remember to judge people in the context of the time and place in which they lived, not through our own modern lens.

One famous upside to RPGs is their huge variety. Settings can vary greatly, with the only limitation being the imagination. Add characters and the flow of time and anything is possible.

ENCOUNTERS GREAT & SMALL

MYTHMAKER SESSIONS ARE MADE up of a series of interactions or scenes, also called meetings or encounters. There are three basic types: Roleplay, Exploratory, and Combat. There is often an even mix of the three. As the game progresses, a story is created by moving through successive encounters—enemies are fought, plot lines are expanded, and mysteries are uncovered.

The same encounter will be different for each party, depending on their choices. How one scene unfolds often has a bearing on the next. Unexpected results have a way of changing the story trajectory, just as in real life.

Storytelling is a key part of Mythmaker, but not in the strictly traditional sense. The GM is responsible for setting the stage, but the MC's actions drive the plot. No one at the table knows the ending because it changes based on the actions taken by the party.

Roleplay encounters are typified by a presence of dialog. Problems are resolved through bargaining, sincerity, and wit. Players often speak in 'first person' for their characters. GMs may speak with several outlandish accents or voices depending on the SC they portray.

Exploratory encounters include uncovering secret clues, negotiating traps, and solving puzzles. It can be a tense time, fraught with lurking dangers at every turn. Players test their creativity against the GM's carefully measured clues. Problems are overcome through doing and daring.

Combat encounters happen when words and wisdom fail, and weapons are the only recourse. Dice work well as surrogate weapons if you are willing to narrate your character's actions based upon their rolls. Combat ends with retreat or defeat.

ROLL THE BONES

WE USE DICE with different numbers of sides, and they are referred to by that number. If you see a number preceded by a small 'd', it refers to a particular die. We may use any of the following: d2, d3, d4, d6, d8, d10, d12, d20, and d100.

Note that we do not use a die with 100 sides—but rather, generate a number between 1 and 100 by rolling two ten-sided dice. One die is for the first digit, the other is for the second. Two 0s equal 100. Similarly, the 'd2' and 'd3' are derived terms. To make a d3, use the six-sided die and count 1-2 as 1, 3-4 as 2, and 5-6 as 3. To make a d2 use the d4 and count 1-2 as 1, and 3-4 as 2.

You will often see a roll written with a number before the d and a number after, such as 1d20 or 3d4. In that case the first number is a quantity of dice and the second is their number of sides. So, 4d6 means to roll four six-sided dice.

It's good to know *when* and *when not* to roll the dice. In a situation not covered by the rules, the GM must make a decision as to the probable results of a character action. Often the best such decisions are a result of player input. Any RPG is a contest of words as much as it is a game of chance. The important thing is to get consensus and move on.

Don't always rely on your GM to call for a die check. You may look at a situation and see possibilities they don't. You know your character and their capabilities better than anyone. If there's something you'd like to try, ask.

The different types of rolls you may make include, stat checks, skill checks, attacks, damage rolls, special damage, and rolls on various tables. In almost all cases higher numbers are a better result.

Some of the more creative uses of die checks include 'stackable' outcomes, group checks, and working together.

- Stackable outcomes involve multiple die checks in which it takes a certain number of successes or failures to determine something absolutely. For example: two out of three rolls must succeed. Or three rolls must succeed in a specified length of time.
- Group checks happen if and when two or more characters are subject to the same circumstances, and all must succeed or the whole group fails. For instance, the party needs to form a bucket brigade to put out a fire but the klutzy one keeps spilling the bucket.
- Working together involves two or more characters cooperating to increase the odds. This typically involves making one roll, with a bonus die. Another example of working together involves problems where there is no chance of failure as long as the group has enough total stat points. For example, a stone obstructs the cave entrance, but it can be moved if the MCs have 15 STR points between them.

THE ESSENCE of TIME

AT ITS WORST, time in RPGs can be hard to keep track of, and distracting. At its best, time goes by almost unnoticed as the characters do their thing, and the GM makes intuitive judgments about how long said thing takes. It is recommended to be flexible with time, rather than try to break down every set of actions into a detailed chronology.

Many actions take only a turn or two (each turn is equal to about four seconds). A lot can happen in a few seconds. It is common for multiple main and secondary characters to act simultaneously during the same turn. Each MC capable of acting must state what they wish to do at the beginning of the turn.

The player and GM should make an educated guess as to how long it will take. It may be something simple and easy that the GM doesn't question, such as the entire party agrees to stand still for a few turns to listen for enemies.

Actions

Players and gamemasters control characters by having them perform actions. Uncontested actions happen as spoken, with no need for dice. These are such things as walking, talking, buying, selling, resting, eating, watching, and waiting.

Any of the above are *usually* routine enough to be spoken as a series of actions to move the story along. Something that might take hours or days but serves little purpose other than getting from point A to point B, is best accomplished with the fewest words.

The success of questionable actions is up to the roll of a die. For instance, if enemies were lurking about, the GM may determine there is a fair chance of them being heard using SUR. And then direct the player to roll. If an MC and an SC are attempting simultaneous opposing actions, both the player and the gamemaster should roll at the same time.

MOVE, SPEED, AND DISTANCE

MOVE RATES ARE LISTED by the turn, indicating how far someone can travel in a given length of time. A character with a MOVE of 40 can run 40 feet in 1 turn.

If using miniatures and a battle map, note the grid size. If for some reason your character finds it prudent to run from a fight, or better yet toward one, use your MOVE to see how much ground they cover.

All characters are limited to 50 turns at top speed. After that their speed must drop to something more sustainable for long distances.

In the case of one character chasing another, their movement rates must first be compared. If the slower character is in the lead, there is only a matter of time before they are caught. It depends on the length of the gap to be closed. The skill Pursuit may help to even the score. Likewise, the skill Evasion may help a slower character escape capture. Athletics can extend the time someone can run.

SWIMMING: Certain stories feature a great amount of water scenes. A number of creatures that may be encountered are natural swimmers, while characters with the skill Aquatics may also be quite good.

CLIMBING: Going up or down anything more than a ladder or a steep stairway is considered climbing. As a means of travel, it is often the last resort, considering how rigorous and dangerous it is. See Skills, Climbing, for more info. MOVE rates are quartered when climbing.

TRAVEL

YOUR CHARACTER'S TRAVELS may take them overland, underground, by sea, by river, across rough country, or even through the air. Available transportation options depend on the story setting and are at the discretion of the GM.

The various modes of travel available differ mainly by speed and carrying capacity. If going by ship, different watercraft each have their own movement rating. One can rent passage and cargo space, but often has little choice in the ports of call.

LOAD

A CHARACTER MAY CARRY a lot of stuff or nothing but the clothes on their back. Their strength is the main factor in determining their carrying capacity. A character's total load allowance is the same as their Strength score. Load refers to the total load units they carry. So, if a character's STR is 5, their Load should not exceed five points.

Items are listed with a load rating, being either 'N' for negligible, 'L' for light, or a whole number from 1 on up. You may see a load designation of 'LL', or 'LLL'. Four light items count as 1 load unit. Negligible items do not count toward total load.

The rating of an item accounts for a relationship between its size, shape, and weight. Thus, a small, heavy item, like a shot-put, equals one load unit. However, a much larger item such as a bird cage, though lighter, also equals one.

Items are typically listed with their load rating. For example: Whetstone = load N, Wooden Bucket = load L, Bow = load LL, Poleaxe = load 1, Wooden Ladder = load 3. All these items together equal a Load of 4 + LLL.

When a character's possessions equal more than their load allowance, they are considered overloaded. This reduces their MOVE by 25% and increases exhaustion. When a character is over-loaded, they must reduce what they are carrying or suffer the consequences (See Fatigued in Disorders).

DIE CHECKS

TWO OF THE MAIN dice-driven mechanics are Stat Checks and Skill Checks. Throughout the game MCs and SCs alike will take actions requiring die checks to determine the success or failure of said actions. Die checks decide whether an action succeeds. To win a stat check, the number to match or exceed is 10. The target number for Skill Checks is 13.

If a stat check is called for from a character whose stat is a ten, a roll is still made since a natural one is always a failure. Likewise for skill checks if the character's skill level and RS equal 13. In rare cases, a character may have a stat above 10 or a skill total above 13—meaning success is automatic and no roll is necessary.

Often, rolling for one thing triggers a follow-up roll for something else, which may in turn lead to a cascade of rolls and game changing plot twists, all of which should be narrated or roleplayed, by the GM and players alike.

Die checks are prompted in several ways, depending on where the character goes and what they do. Premade adventures feature many such prompts at key times and places.

For those random times when the MC attempts anything that would be difficult, the GM should determine the appropriate skill or stat. Another way die checks are thrust upon a character is in avoiding disorders that come from spells, poison, terror, sickness, and so on.

STAT CHECKS: are made with a d6. They are the most common die checks. Rolling a six-sided die, add the result to your character's applicable stat. The total must match or exceed 10. Thus, a strength check requires the character to roll 1d6 and add it to their STR. If a character's STR were 6, they would need to roll a four or higher to succeed.

Also, a stat check may be forced upon a character when their actions trigger unforeseen consequences.

If a party of adventurers is subject to an occurrence that may affect them all, all roll. If two characters are competing against each other (in a tug-of-war, for instance), it is called an opposed roll. If two characters can work together, the GM may award a bonus die.

SKILL CHECKS: These are made with a d8. They are called for when a character attempts to use their special training to overcome an obstacle. Much like stat checks, the character tries to match or exceed a number, in this case 13.

All skills are listed with a related stat, or RS. Skill checks call for the character to add that number to their skill level when rolling. To simplify things the skill listing on your character sheet includes boxes to add the skill level and the related stat.

When nobody in the party has the needed skill, you may still be able to come up with a novel way to use a different skill to achieve the same goal. Likewise, if a stat check is indicated, certain skills may also qualify, at the GM's discretion. This may give the creative player a better chance.

UN-NAMED DIE CHECKS: Certain skills have a secondary aspect in which they may be employed subconsciously, and/or without the character being immediately able to tell if they are successful. If the GM determines that such is the case, they may call for a die roll without saying which stat or skill is being tested.

For instance, there is a faint odor of smoke on the breeze which might be detected by a successful SUR check. Or certain clues to a crime are scattered about the scene and may only be noticed upon a successful INT check. In either case, the GM may simply ask you to roll a six-sided die without telling you why. The GM can consult the MC roster for your stats. If you fail the roll, you may never know why.

OPPOSING DIE CHECKS: Checks that involve two competing opponents using the same stat (for instance, arm-wrestling, using STR.), require each opponent to roll 1d6 against the other. Or for example, two characters are trying to catch one ball. Both roll and add their respective AGI scores.

In any case, there is no target number—the highest total wins. If a tie occurs, either party, or both, may concede, or choose to continue, which requires additional opposed rolls until someone rolls higher.

In the case of two characters using the same skill against each other, Debate for instance, both make a skill roll, the higher result wins. Likewise, for those using different skills against each other, such as Insight vs Cunning, or Charm vs Will.

PENALTY AND BONUS DICE

THROUGHOUT THE GAME, when characters come up against challenges, some will be more difficult; some will be less. But no matter who tackles the problem, the target numbers stay the same: 10 for stat checks, 13 for skill checks. However, some situations call for adjusting the odds. This is usually done with the addition of a second die.

Circumstances that should lessen a character's chances call for a penalty die (PD). Circumstances that better their chances call for a bonus die (BD). Either way, both dice are rolled at once. The higher die counts in the case of a bonus—the lower die counts in the case of a penalty.

Penalties and bonuses may or may not apply to opposing die checks, depending on the

situation. Additionally, combat can be affected by a BD or PD. This will be covered in more detail in the next chapter.

Helpful magic can bestow a bonus to one's roll, as can several other things. On the other hand, adverse environmental conditions are a common cause of penalties; harmful spells are another. A GM may assign penalties or bonuses as they see fit, even if there is no prescribed rule. Disorders also commonly cause penalties. They are detailed below.

DISORDERS

A NUMBER OF ADVERSE conditions can affect a character. These are states that inhibit character actions in some way. They are often imposed upon the character by the actions of an enemy, or by their own negligence.

When it is determined that a character has a disorder of any sort, the extent is also determined. Also indicated will be the duration.

Disorder	-vs-	Related Stat
Blinded		Survival
Fatigued		Health
Intoxicated		Health
Panicked		Survival or Intelligence
Paralyzed		Survival
Restrained		Agility or Strength
Stunned		Agility

Disorders may result in a penalty to subsequent die checks and combat rolls. These penalties are 'stackable'; for instance, if two separate disorders each impose a penalty, both apply. There are four levels of effect depending on the character's roll:

None - When a character rolls a natural six, they suffer no ill effects from the disorder in question, no matter their stat score.

Moderate - This occurs if the character makes a successful stat check with any number other than a natural six. It means that the character feels some mild temporary effects but suffers no actual penalty.

Mostly - occurs when a check fails with any number other than a one. The character is given a penalty.

Full - this occurs only if the character rolls a natural one (1), no matter their stat score. It signifies the worst possible outcome. Effects may be permanent. Permanent effects may spell defeat and cause the removal of the character from play.

Blinded (SUR)

Characters may be blinded by any number of means: bright lights, total darkness, certain spells, blindfolds, injuries, acid etc.

An attacker who is specifically trying to blind their enemy by somehow damaging their eyes, suffers the addition of a penalty die to their attack roll.

If a combatant is suddenly blinded prior to or during a fight it will make them easier to surprise and attack. The effects of sudden darkness are treated similarly to blindness but are likely to diminish in several turns unless the darkness is total. Likewise, if a character's surroundings suddenly go from pitch black to extreme brightness.

None - No effect.
Moderate - Character can still see well enough to act without penalties.
Mostly - Roll with penalty for all die checks and combat rolls until condition ends.
Full - Character is disoriented and effectively immobilized. Attacks against character automatically hit. The GM may assign a chance of permanent blindness if applicable. If permanent, the penalties can be lessened over an extended time as the character becomes accustomed to using their other senses.

Fatigued (HEA)

Weakness is your body's way of telling you to rest and get some sustenance. A character with heavy gear will become exhausted faster than an unencumbered character. Physical discomforts can also sap a character's strength—allergies, heat, humidity, severe cold, lack of sleep, thirst, hunger, swarms of bugs, and other such things can take their toll.

Normal activity by a character, carrying less than their fully loaded weight capacity, for a reasonable length of time (up to twelve hours), are not a cause for a fatigue check. However,

strenuous activities such as running, fighting, wading through water or mud, climbing, etc. cause fatigue much faster.

Fatigue Points

- Every hour of normal activity over 12 in a 24hr period = 1 point.
- Every half-hour of strenuous activity = 1 point.
- Every hour of normal activity when fully loaded or overloaded = 1 point.
- Every ten minutes of strenuous activity when fully loaded or overloaded = 1 point.
- Also add one point for each of the following conditions that apply: severe heat or cold, illness, poisoning, thirst, starvation, substantial blood loss, lack of sleep.

If the character reaches a total equal to their HEA score using the chart above, it's time to roll. The average adventurer's day will cause them to accumulate points from across the chart. Characters who continue to be active after succeeding at their die check must check again each time they rack up another point.

None - No effect.
Moderate - Character feels slight fatigue but suffers no penalty. Condition can only worsen without rest.
Mostly – Character temporarily loses one point of STR and cannot stay alert. Roll with penalty for all die checks and combat rolls. Condition lasts until character rests 4 hours.
Full – Character temporarily loses 2LP and two STR points and passes out for eight hours.

Intoxicated (HEA)

Characters become intoxicated by ingesting substances that depress the nervous system, such as alcohol. Other examples of intoxicating substances are: the fumes of certain herbs or ingredients from the manufacture of potions, the scent of dryad orchids, the breath of the succubus, and the classic sleeping potion.

None - No effect.
Moderate - Character feels buzzed, but well enough to act without penalty.

Mostly - Character feels drugged. Duration varies by source. Roll with penalty on all die checks and combat rolls.
Full - Character passes out for 1d6 hrs.

Panicked   (SUR or INT)

The gamemaster may decide whether SUR or INT applies, depending on the situation, or they may let you choose. Characters can be panicked by several means—spells that cause fear, seeing certain scary things, or by failing a SUR check in battle. Characters will typically only be panicked once or twice by the same thing before becoming immune.

None - No effect.
Moderate - Character shows fear but suffers no penalties.

Mostly - Character panics and moves away from perceived danger or rolls with penalty on all die checks and combat rolls until the perceived danger has passed.
Full - Roll a second six-sided die:
1. Character faints
2. Surrenders to the enemy.
3, 4 or 5. Suffers a temporary psychotic break. (Lasting 2d20 turns).
6. Has a fatal heart attack.

Paralyzed   (SUR)

Paralysis is a state of immobility of part or all of one's body while the mind remains conscious. A number of unfortunate events cause this condition, the most common of which is injury to the spine. Certain drugs, poisons, and the spell Disable will also paralyze a character. Duration varies by method.

None - No effect.
Moderate - Character feels a bit clumsy but suffers no penalties.
Mostly - Roll with penalty to all die checks and combat rolls. Add 2 Fatigue points.
Full - Character is incapacitated indefinitely.

Restrained   (AGI or STR)

The gamemaster may decide whether AGI or STR applies, depending on the situation, or they may let you choose. Being restrained means being tied up, pinned down, netted, grappled, lassoed, stuck in the mud, wrapped in tentacles, etc.

Examples: You are moderately restrained if your non-dominant hand is tied behind your back. You are mostly restrained if a sea serpent is coiled about your legs, torso and one arm. You are fully restrained if you are buried nose-deep in an avalanche.

None - No effect.
Moderate - The character is momentarily hindered or slowed somewhat but suffers no penalties.
Mostly - Roll with penalty for all STR or AGI based die checks, and combat rolls until condition ends. Characters may be allowed a second chance to escape in the next turn (Go to opposed STR checks). Attackers gain a bonus die against the character.
Full - Character cannot cast spells, attempt to escape, attack, or defend. The only way to escape is with outside help. Attacks against the character hit automatically.

Stunned (AGI)

Several things may stun a person, including standing too close to an explosion, the spell Blast, or receiving a crushing blow to the head.

None - No effect.
Moderate - No penalty. Character disoriented momentarily.
Mostly - Take 1d6LP damage. Roll with penalty to all die checks and combat rolls for 1d4 rounds.
Full - 'Shell shock', character suffers permanent damage: burst eardrums, loss of coordination, slowed reflexes, and 1d6LP dmg. Character unconscious 1d4 rounds.

RESTING AND HEALING

BY SIMPLY RESTING (Neither training, traveling, fighting, or working) characters heal naturally. To gain the healing benefits of rest a full 24 hours is required. The rate of healing is equal to a character's health score. Thus, characters with a health score of 3 heal only 3LP per day. Those with a 9 HEA heal 9 LP every 24 hours.

CHARACTER DEATH

WHEN SOMEONE IS REDUCED to 0LP or less, semi-consciousness sets in. Unless healing is administered, there is a 50 percent chance that they will gain or lose one LP every ten minutes (roll 1d10: if below 6 subtract 1LP; if 6 or higher add 1LP).

Full consciousness returns at 1LP, or death occurs at -4LP. If the character survives five such rolls without dying, they will stabilize at 1LP.

THE CHASE

THE RULES FOR PURSUITS begin with the MOVE for each character or monster. This number is found on the character sheet, next to Life Points. The higher the number, the faster they are. The one with the highest MOVE, all other things being equal, often wins a race.

Several things can affect the outcome of a chase between opponents with matching MOVEs. Opposing HEA checks are one option, to see who can run the longest. In the right circumstances, the skill Evasion can allow the chased to slip away into the landscape, or into a crowd (also see Skills, Pursuit).

IMMUNITY AND RESISTANCE

THERE ARE SO many ways to die, so many ways to do harm. Considering magic and all the hurtful spells, special damage, and disorders, and the world looks more terrible than beautiful. *What can save us?* Immunity and resistance are the balancers. They protect us from the worst the world has to offer: Immunity provides 100% protection; resistance provides 50%.

There are several ways to gain such protections. Certain spells and enchanted items are among the most common. Meanwhile, many monsters are born with them.

The way they work in general terms is that Immunity cancels all damage or effects from the listed source. For instance, if immune to Heat, you would not take damage from the heat of a torch, but you could take damage from a torch used as a club. The same applies to Resistance except that effects are reduced by half. For instance, if resistant to Piercing damage, you would take half damage from any arrow strike.
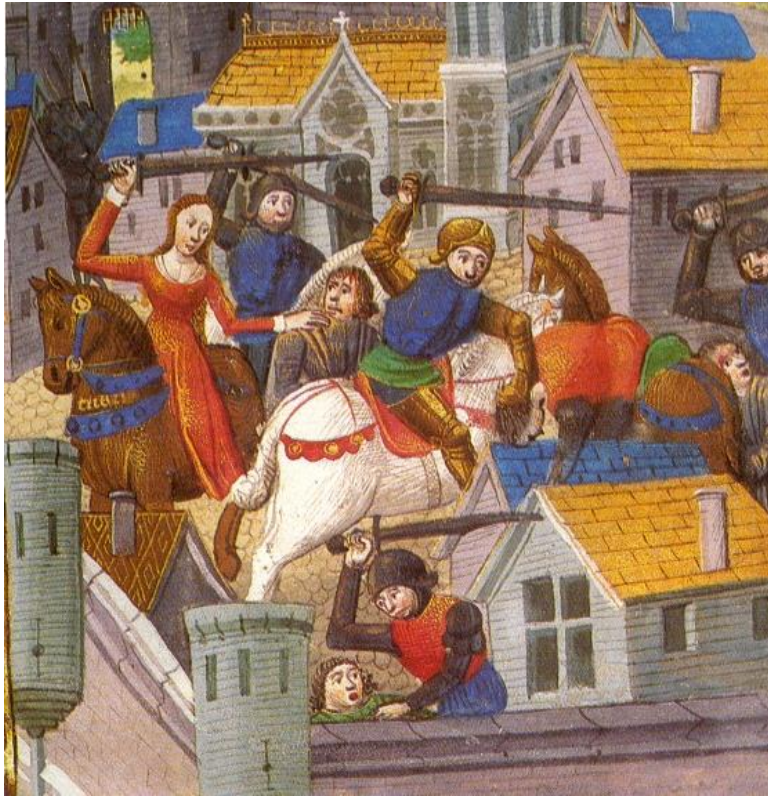
FIVE: COMBAT

COMBAT CAN BE ENTERED in a number of ways. One side, or maybe both sides, may know ahead of time that a fight is coming, allowing for preparations. This often starts with opposing parties sizing up the competition and jostling for an advantageous position.

It's common for a fight to start from a distance with arrows or spells, progress with blades and hammers, only to end in retreat. When multiple foes fight, it is often a case of several small separate skirmishes taking place at once. It may happen that only one side can attack, depending on proximity or readiness. Only those who are in a position to hit may roll to attack. This depends on the reach or range of their spell or weapon.

THE ROAD TO VALHALLA

COMBAT ENCOUNTERS VARY BY foe and by fighting style. There are combat encounters with only propelled weapons, others with battle-spells and magic wands. Many involve a good mixture of elements.

Each combatant has both an attack and a defense score (ATT & DEF). Modifiers may apply to each from skills, armor, or magic.

Attack rolls are made with a d10, adding the roll to your character's base attack score. Certain things give bonuses to attacks. Others cause penalties.

If either attacker's roll is equal to or greater than their opponent's DEF, a hit is made, and damage is rolled. If the roll is lower than the DEF, the attack does no damage.

Each combatant also has both a number of attacks per turn (#att), and a number of defenses per turn (#def). Determining who gets the first strike is done by comparing attack rates. The one with the highest #att goes first.

A character's number of defenses per turn (#def) is the same whether for ranged combat or hand to hand. If the fight is partly or wholly fought with range weapons, the sequence is essentially the same, with the addition of any 'cover bonuses' to defense scores.

COMBAT FLOW

ATTACKS BETWEEN OPPONENTS with the same attack rate (#att) are ordinarily made simultaneously. This raises the possibility that both could perish in the same turn.

Still, very few fights will be between equal foes with one-to-one attacks. Attack rates will vary depending on the weapon speed and the wielder's combat skills. If the fight is between

two unevenly matched foes there may be an uneven rolling sequence, depending on the number of attacks each has. The one with more attacks per turn rolls first. (However, the GM may give the first attack of the first turn to one side or the other for reasons of readiness).

To illustrate the difference between attack rates, consider the Crossbow—it is a relatively dangerous weapon in the hands of an experienced user, but rather slow. In a fight between a novice crossbowman and an expert bowman, you could have a situation in which one side gets several attacks per turn, and the other gets only one.

The following two examples cover the basics of fighting for most combat situations. The first is between two foes—'A' is played by the GM. The second example is between multiple foes—one group controlled by the GM, the other by a crew of players.

One on One Combat Procedure

Standard Steps:

1. Prefight: Prepare by assessing the territory and each participant's position. Only if both are ready and within range may they attack. Certain vantage points may give an attacker the edge.

Identify any conditions affecting combat scores. Also, certain situations call for the addition of a bonus die or a penalty die.

Determine the order of attacks between the two foes. If one has more attacks per turn than the other, they attack first. For this example, 'A' can attack twice per turn—'B' can attack three times per turn.

2. Attack (roll to hit). The order in this case is, B – A – B – A – B.

As attacks are made, each combatant adds their die result to their ATT. If the total is lower than their target's DEF, it misses. If both combatants miss all their rolls, the turn is over.

If either combatant scores equal to, or higher than their target's DEF, they roll for damage. Targets subtract damage from their LP. That ends the turn.

Repeat step 2 until one side is incapacitated, surrenders, retreats, or is killed. At the start of each new turn, a combatant has the option to change tactics.

Multiple Combatants Procedure

Standard Steps:

1. Prefight: Prepare by assessing the territory and each participant's position. Only those who are ready and within range may attack. Determine types of attacks. Identify any conditions affecting anyone's combat scores. Determine if and which combatants will pair off and if anyone has more attacks per turn than the other. Remember, each attack counts against the target's maximum number of defenses.

2. Attack (roll to hit). Combatants add the die result to their ATT. Start with any character and resolve all attacks by or against them before moving to the next in line.

Proceed around the table until all have had their turn.

If any combatant scores higher than their target's DEF, they roll for damage. Targets subtract the damage from their LP.

Repeat step 2 until one side is killed, incapacitated, surrenders, or runs away.

Auto-Hit

A strike is automatically successful, and no roll is necessary if the attacker's ATT is equal to or greater than their opponent's defense score.

Also, a strike is automatically successful for each extra attack above a foe's maximum number of defenses.

Or, if a fight is between odd numbers of opponents, the side with greater numbers may gain one or more auto-hits.

Surprise!

Attacks against opponents who are sleeping or otherwise incapacitated auto-hit. Other types of sneak attacks do not necessarily auto-hit. The following must apply: the target must be within optimum striking distance and the target must not be suspicious. (If so, go to surprise turn).

If a target expects a surprise attack, they may counterattack in the same round. Note that an attacker may not know if a target suspects them until they try to attack. If the attack fails, the target may strike back on the next turn.

Failed Attack Rolls

Failing an attack roll doesn't just mean you missed. It may mean any of the following:
1. No Opening: no attack was possible.
2. Clear Miss: the attack went wide.
3. Parry: the opponent was able to deflect the attack.

4. Armor Hit: your attack was stopped by the enemy's armor or shield.

5. Glancing Blow: you hit the enemy but did no damage.

But since there is no damage it's not usually necessary to determine how a roll fails.

THE WEAPON RACK

COMBAT TRAINING IS A RATHER formalized process, best done by veteran teachers. Using a weapon without the proper training means there is no chance of doing special damage and no skill bonuses.

Each weapon has a damage rating, speed, special damage type, skill, and description. Weapons with two special damage types allow the wielder to choose which type they wish to do.

Some weapons also list an attack modifier. This applies to attack rolls. Also listed is whether it takes two hands to use, in which case a shield may not be used at the same time.

Weapons are listed with a base speed. This indicates the maximum times a user may attack in a turn. Although skill level and agility also help determine #att.

Range weapons also list their range (the distance given as Short/Medium/Long). If the distance to a target is less than its short range a bonus die applies. If the distance is between short and medium no bonus applies. If between medium and long a penalty die applies. Attacks at a distance greater than long are certain to miss all but the broad side of a barn.

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ASSORTED WEAPONS

The weapons here are only representations. There can be a marked variation from one short sword to another. These and more are detailed in *The Weapon Rack* in Chapter Five. Illustrations are not to scale.

Arrows with Stone Points

Short Sword
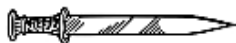
Dagger

Spear

Dirk in Sheath

Hand Ax

Pike

Throwing Dagger

Poleaxe
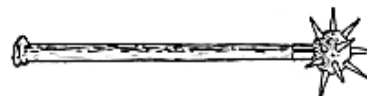
Morningstar
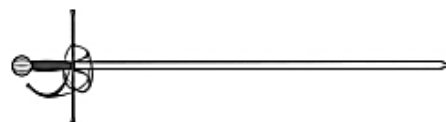
Rapier

Weapon Special Damage Types: Piercing–P, Crushing–C, Gorging–G

Weapon	Damage	Speed	2 Hand	ATT Mod	Damage Type	Skill
ARROW	1d6	3	Yes		P	Bow
Description: Use with bow.					**Range:** 35/75/110	
AX, HAND	1d6+1	3	No	+1	G	Single-Handed Weapon
Description: A medium sized ax for combat.						
AX, THROWING	1d6	2	No		G	Thrown Weapon
Description: Lighter and balanced for throwing, sturdy enough for H2H.					**Range:** 25/40/50	
BLOW GUN DART	1d2	3	Yes	+1	P	Minor Range Weapon
Description: Use with blowgun.					**Range:** 25/35/45	
BOLT	1d6+1	1	Yes	+1	P	Crossbow
Description: Use with crossbow.					**Range:** 40/80/110	
BRASS KNUCKLES	1*	4	Yes		C	Weaponless Combat
Description: Hand-held device for fist fighting. Used as a pair.				*See Weaponless Combat skill for more info.		
CLUB, WAR	1d6+1	3	No	+1	C	Single-Handed Weapon
Description: Wood haft with small stone or metal head.						
CLUB	1d6	3	No		C	Single-Handed Weapon
Description: Made of wood or bone. (Shillelagh)						
DAGGER	1d4+1	5	No		G or P	Single-Handed Weapon
Description: A single- or double-edged knife for fighting.						
DAGGER, THROWING	1d4	3	No		P	Thrown Weapon
Description: Lighter than an ordinary dagger. Balanced for throwing.					**Range:** 25/40/50	
FLAIL	2d4+1	3	No	+1	C	Single-Handed Weapon
Description: Based on the farmers' grain flail						
FLAIL, LONG	2d4+2	2	Yes	+2	C	Two-Handed Weapon
Description: Allows greater reach than the single-handed model.						
GREATSWORD	1d10+2	1	Yes	+2	G or P	Two-Handed Weapon
Description: A large, heavy double-edged sword.						
LASSO	*	1	Yes		*	Minor Range Weapon
Description: Its purpose is to catch and restrain someone or something.					**Range:** 20/30/40	
* See Chapter Four, Disorders, Restrained.						
MACE	1d6+1	3	No		C	Single-Handed Weapon
Description: A stylized club with a steel head.						
PLUMBATA	1d6	3	No		P	Thrown Weapon
Description: A lead-weighted battle dart.					**Range:** 20/35/60	
POLEAXE	1d8+1	2	Yes	+1	G	Two-Handed Weapon
Description: A cross between an ax and a melee spear.						
SLING BULLET	1d4+1	2	Yes		C	Minor Range Weapon
Description: Made from baked clay or small round stones. Bullets and slings are typically made from local materials.					**Range:** 40/75/100	
SPEAR, THROWING	1d6+1	1	No		P	Thrown Weapon
Description: Also called Javelin. Combine with Atlatl to double range.					**Range:** 30/60/80	
SPEAR, MELEE	1d8+1	2	Yes	+1	P	Two-Handed Weapon
Description: Also called heavy spear. May be thrown short distances.					**Range:** 20/40/60	
STAFF	1d6+1	3	Yes	+1	C	Two-Handed Weapon
Description: Made from strong, heavy wood.						
SWORD, SHORT	1d6+1	4	No		G or P	Single-Handed Weapon
Description: A single or double sword, about 2 feet long.						
SWORD, LONG	1d8+1	3	No	+1	G or P	Single-Handed Weapon
Description: A single or double sword, about 3 feet long.						
WAR HAMMER	1d8+1	3	Yes	+1	C	Single-Handed Weapon
Description: Based on the blacksmith hammer, but with a spike or two added.						

THE ARMORY

MEDIEVAL ARMOR IS characterized by distinct developmental periods. For instance, beginning circa the eleventh century, chain-mail is in widespread use. It features interlocking, metal rings. By the thirteenth-century improvements in design produce the coif, a hood that covers the head—and by the fifteenth century, the hauberk, a knee-length cloak. Meanwhile, beginning in the mid-fourteenth century, the best suits feature the use of plates, forged from sheet iron. Coverage inevitably goes from partial to full-body plate armor.

Mythmaker acknowledges the many varieties of armor but seeks a workable system to simulate combat. The following guidelines simplify the myriad small incremental innovations throughout the history of warfare.

Generally, a character's combat skills are just as important as their choice of armor and weapons. Armor use, like weapons, requires training to get the full benefit from its protection. Just as there are skills to learn for wielding weapons, using armor to the best of one's ability requires more than just a good fit.

The skills Armorless Defense and Armored Defense govern the defensive aspects of combat. They increase your number of defenses per turn (#def). They grant added Life Points. But perhaps most importantly they allow the full effectiveness of a given piece of armor. Without a defensive skill an armor's defense rating is at only 50%.

ARMOR MATERIALS: Materials can vary greatly: wood, stiffened leather, metal chain-links, hardened plates of steel or some other metal, overlapping metal scales, and more. A piece is rated for its protection value in part based on the material. Some suits use a combination of materials. For instance, a chainmail and thin padded combo.

Combo kits make the best of two different kinds of materials. They afford a better defense rating; however, they are bulky and heavy, and do reduce MOVE by 25%.

Defense Rating

Individual pieces of armor are given a number rating as are kits and combos. This number is added to a character's base DEF. Individual pieces may be added to kits and combos that lack protection for certain areas.

Item or Kit	DEF Rate
Helm ~ most helms are made of metal; covers from the ear up.	1
Shield ~ materials vary: wood, wicker, leather, or metal.	1
Armored Boots ~ made of thick leather with inset steel plates.	1
Greaves ~ materials vary, covers shins.	1
Thigh Plates ~ materials vary, covers thighs.	1
Gauntlets ~ armored gloves.	1
Arm Plates ~ materials vary, covers the forearms & biceps.	1
Full Helm ~ made of metal, covers most of a wearer's head.	2
Large Shield ~ materials vary.	2
Thin Padded, Short ~ protects upper arms, pelvic area, and torso.	2
Thin Leather, Half Suit ~ includes protection for arms, pelvic area, and torso.	3
Thin Padded, Long ~ covers from knees to neck to elbows.	3
Chain Shirt ~ covers upper arms, torso, and pelvis.	3
Scale Tunic ~ covers upper arms, torso, and pelvis.	3
Breast Plate ~ most are made of steel; covers only front, from hips to neck.	3
Thick Leather, Half Suit ~ includes protection for arms, pelvis, and torso.	4
Thick Padded, Short ~ covers arms, pelvis, and torso.	4
Thick Padded, Long ~ covers from knees to neck to elbow.	4
Chain Hauberk ~ covers head, neck, arms, torso, thighs, & knees.	5
Full Torso Plate ~ made of steel, covers front and back, from hips to neck.	5
Half Plate ~ covers arms, pelvis, and torso.	7
Chain Hauberk & Long Thin Padded Combo ~ covers all but face, feet, hands, & shins.	7
Chain & Half Plate Combo ~ covers all but head, feet, hands, & shins.	8

ASSORTED ARMOR

Armor comes in a huge variety of styles. The look of one helm may differ greatly from another while their defense rating remains the same. The following examples (and others) are detailed in *The Armory* in Chapter Five.

Helm

Bascinet (Full Helm)

Coat of Chainmail

Large Shield

Buckler (Small Shield)

Cuirass (Full Torso Plate)

Lower visor
Cap
Upper visor
Beaver
Neck guard
Gorget

HELMET
GORGET
BREAST-PLATE
GAUNTLET
JAMB
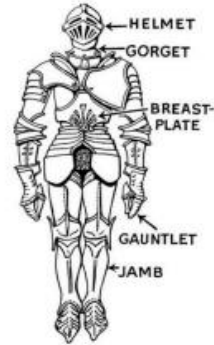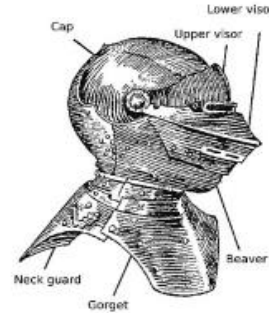
Scythian Scale Mail c.400 BCE

RANGED COMBAT

THIS INCLUDES ALL thrown and launched weapons. Range weapons are listed with details on distance vs. accuracy. Distances used are short, mid, and long. A penalty die is applied when a character is at long range, and a bonus if within short range.

Note, that if characters are close enough for hand-to-hand combat, yet still using range weapons (called point blank), their DEF against hand-to-hand attacks is lowered by 2 points.

RANGES
Example with Bow
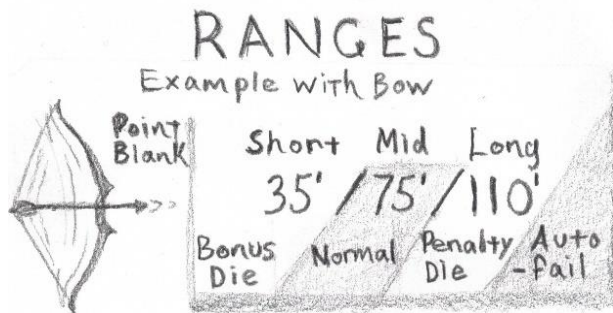
Range Weapons and Cover

The target of a ranged attack may do well to go prone or hide behind an obstruction of some sort. Defenders against range weapons impose a penalty die upon their attacker if their cover is over 50%. 100% cover provides proof against all attacks. Range attacks against a prone opponent are made with penalty unless 'point blank'.

SPECIAL DAMAGE

IT IS THE JOINT GOAL of weapon makers and users alike to disable a foe. Bruised kidneys, broken bones, pierced lungs, split spleens, brain hemorrhages, and such are the dangers inherent to those who live by the hammer and sword. Such damage may prove crippling, ending the fight and necessitating specialized healing.

Most attacks do only normal damage. Special damage occurs when an attacker rolls a ten to hit. And then only if the user has trained with the weapon. Special damage from weapons typically comes in the form of Crushing, Gorging, or Piercing. However, other forms of special damage exist, and may come from sources other than weapons.

When special damage is indicated, it triggers an additional roll after normal damage is rolled. For example, your archer attacks rolling a natural 10. They first roll their regular damage, and then roll 1d6. Comparing the result (a six in this case) to the piercing table indicates that the unfortunate target is killed.

Special damage results are cumulative. Take Crushing for instance; on 1d6 rolling a one causes bruising on the skin. Rolling a 2-5 causes bruising on the skin, plus 1-8LP, and deep bruising. Rolling a six causes all of the above plus broken bones or internal hemorrhaging. Such extensive damage takes weeks, not days to heal.

Special Damage Types

A: Acidic   G: Gorging
B: Blight   H: Heat
C: Crushing   N: Neural
E: Electrical P: Piercing
F: Frost   S: Spiritual

ACIDIC: Corrosive to flesh and most materials. Causes extra (LP) damage. Effects can be lessened by immediate treatment with an alkaline solution.
1) Character feels intense irritation but suffers no penalty.
2-5) Dmg 1d8. Temporary blindness if eyes hit.
6) Permanent damage and scarring, determined by GM. Blindness if eyes are hit.

BLIGHT: Withers and corrupts the body. Affects HEA. From disease, venom, or poison.
1) Character notices disturbing ill effects but suffers no penalties.
2-5) Dmg 1d8. Penalty die added to all die checks and combat rolls. Lasts 1d100 turns.
6) Roll 1d6: If an odd number is rolled, the character loses 1 HEA permanently; If even, character death will occur within a predetermined time according to the cause of the blight.

CRUSHING: Blunt force and concussive wounds. Causes extra damage.
1) Extensive bruising on skin.
2-5) Deep dark bruises. Dmg 1d8.
6) Broken bone(s), internal hemorrhaging, or concussion, requiring long-term healing.

ELECTRIC: Shocking and disruptive. Causes cell damage and heat damage.
1) Character recoils involuntarily from the shock.
2-5) Dmg 1d8. Character is momentarily dazed (cannot attack for one turn).
6) Roll 1d6: On 1-5 the character loses 1 AGI point permanently; 6 indicates character death.

FROST: Bone chilling cold. Causes frostbite and extra damage.
1) Intensely uncomfortable chill on skin.
2-5) Causes uncontrollable shivering. Dmg 1d8. A penalty die is added to all die checks and combat rolls for 2d10 turns.
6) Permanent damage, determined by GM.

GORGING: Deep, slashing cuts. Causes substantial blood loss and extra damage.

1) Wound comes dangerously close to artery or internal organs. Infection likely if not treated soon.

2-5) Long deep gash. Dmg 1d8.

6) Roll 1d6: On a 1-2, the character permanently loses 1LP; On a 3-5 dismemberment occurs, requiring immediate intensive care; Rolling 6 results in character death.

HEAT: Flaming, radiant, or scalding. Causes burns and extra damage.

1) First degree burns, causing great pain.

2-5) Second degree burns. Dmg 1d8. Susceptible to infection.

6) Character suffers permanent damage, as determined by GM. A slow but sure death ensues if wounds are not given expert care.

NEURAL: Affects agility and brain function. From spells, venom, or poison.

1) Character notices dizzying effect but suffers no penalties.

2-5) Penalty die added to all AGI and INT die checks and combat rolls. Lasts 1d100 turns. Nausea. Dmg 1d8.

6) Roll 1d6. If an odd number is rolled, the character enters a coma, lasting 1d4 days; an even number indicates character death.

PIERCING: Impaling, deep wounds. Causes extra damage.

1) Wound comes alarmingly close to vital internal organs. Infection possible if not treated.

2-5) Dmg 1d8.

6) Roll 1d6: On a 1-5, the character suffers a permanent loss of 1LP; a six indicates character death.

SPIRITUAL: Drains energy. Affects SPI.

1) Doubt temporarily clouds and disturbs the character's thoughts. No penalty.

2-5) Dmg 1d8. Irrational thoughts plague the character's every action. A penalty die is added to all die checks and combat rolls. Lasts 1d20 turns.

6) Mental breakdown. Character incapable of rational action. Condition lasts 1d20X10 turns.

UNTOUCHABLE FOES

OCCASIONALLY YOU WILL come up against something or someone whose defenses protect them completely against your best shot. They may be immune to all but enchanted weapons, or certain kinds of damage. Or maybe the difference between their defense score and your attack score is too great to overcome. Without access to magic weapons, or the particular kind of special damage needed, or some way to increase your ATT, these foes are best left for another day.

Subdue and Surrender

Not every fight must be fought to the death. In some games, especially at the novice level, there will be few lethal encounters, though there will still be a victor if one side surrenders.

If your character doesn't want to kill someone, have them say so. If someone surrenders, you can interrogate them. Likewise, if a character wishes to surrender, the player should state this at the beginning of a new turn, and roleplay how the MC goes about it.

RETREAT! A successful retreat is best planned in advance. If you do get into a deadly situation, the sooner you turn back the better. The gamemaster may allow the opponent(s) a final attack (probably with a penalty).Tell the GM you plan to retreat at the beginning of your turn. They may decide you acted in time, depending on the situation.

SIX: CASTING MAGIC

MAGIC IS ALL AROUND US. If we could see energy, like the seers of old, we would perceive a vast web of glowing, vibrating lines, extending out in all directions. These lines form energetic pathways between points of significance. One such point might be a rock, or a tree, or even a person. By these lines, connecting all things, the element of spirit creates a universal interdependence. Hence the energy at the core of things is connected to and flows through all other things.

THREE PATHS TO MAGIC

CERTAIN INDIVIDUALS KNOW how to *see* the web behind the world. They learn to focus its power, and to bend its pulsing lines to their will. This is called thaumaturgy. It is practiced by Witches, Wizards, and Mages.

Others have cultivated the ability to *feel* the spirit, and to draw its power forth to manifest great miracles. Think of it as prayers for divine intervention. This is known as Theurgy. It is practiced by Priests or Clerics.

Still others are born with an innate gift. They can manifest a single supernatural power that acts much like a spell, but without the prayers and incantations. This is known as Channeling.

All three modes of wielding magic are accomplished via skills. And though the results of each will be similar, the processes are quite different. Thaumaturgy uses INT, Theurgy, comes from SPI, and Channeling works through SUR.

The wizard sees magic and understands what they see. They pluck and prod the lines of energy to manipulate the supernatural forces. To him it is a matter of formulaic words and movements. The priestess, on the other hand, feels energy directly. She learns how to funnel its power through her body.

Many spells are designed to be cast surreptitiously, so the user can cast them undetected. However, close observation may reveal a telltale gesture. An open ear may catch the murmur of unfamiliar words, and thus a mage may be discovered. The priest on the other hand may make grand flourishes and loud prayers.

Theurgy is related to purity, devotion, and order. It involves the practice of evoking the help of beneficent forces and spirits. It stems from a philosophy that asserts a spiritual universe as emanations of a divine mind. Its adherents uphold its superiority over thaumaturgy based on their belief that transcendence cannot be fully grasped by mental contemplation, since the transcendent is super-rational.

HOW TO USE MAGIC

MAGIC WORKS ON the principle of a hidden energetic world overlaying the physical world we all know. It is the essence of the great spirit that moves through all things. Trained minds and hearts can read and influence these energies to do incredible things. Casting a spell requires having the correct ingredients. A skill check determines a spell's initial success or failure.

Rolling a natural 8 when casting spells that do damage of a certain type indicates special damage. For example, Lightning Strike is cast, and the mage rolls an 8. Electrical damage is Special Damage type 'E'. A roll on the indicated table can cause extra damage or even death.

MENTAL FOCUS and CASTING

WIELDING MAGIC REQUIRES concentration, for a spell interrupted is ruined, or weakened. This is true regardless of the casting method.

A magic user's training prepares them to deal with distractions of a minor sort. The best of them are able to focus even in hectic situations. Which is not to say they can cast a spell while being hit by weapons or by other spells. The GM may impose a penalty die to the caster's skill roll in such circumstances.

Likewise, some spells require a caster's concentration even after the spell is cast. For those, there may be occasions when the GM calls

for a second skill check to keep the spell from breaking. Spells with a focus of Auto require no further thought on the caster's part. Spells with a focus of Low will last for the duration as long as the caster remains awake and alive. High focus spells end if the caster is injured or required to make any kind of die roll.

HOLDING: Spell focus comes into play again if the caster opts to "hold" a spell. Holding means preparing a spell without releasing it until the right time. There is no time limit to holding a spell other than that it will expire at midnight. It can only be done with one spell at a time, and it requires the caster's focus while doing so (each spell has a listed Focus).

Holding has its advantages, chiefly in that a spell can be released immediately when needed. Also, characters have the advantage of preparing the spell free of distractions in anticipation of danger. Finally, a held spell may be abandoned without losing it, in other words it doesn't cost if it isn't cast. However, no other spells may be cast while holding a spell.

Non-Spell Magic Skills

Before casting their first spell novice mages are required to attain two levels in one of the following: Dreaming, Will, or Research. Similarly, before the priestess can work her miracles, she must reach second level in either Spiritual Ministry or Will.

Channeling differs from Thaumaturgy or Theurgy in that no other skills are a pre-requirement.

Spell Level & Skill Level

This section applies to Thaumaturgy and Theurgy, not Channeling.

Spell casters gain access to more spells, and spells become more powerful as the user moves up through priestly ranks or magical circles. The first table below indicates the number of spells a caster may learn as they gain skill levels. Note that a spell may be learned in advance of attaining the power to cast it. Spells may be learned from books, scrolls, or another spell user.

It takes a day of study to learn a new spell. After that the only ways to forget how to cast a spell is by not using it, or casters may choose to forget a spell and replace it with another they wish to learn.

Skill Level vs. Number of Spells a Caster May Learn

	Spell Level			
	1	2	3	4
I	3	1	0	0
II	4	2	1	0
III	5	3	2	1

Spell users can cast only a set number of spells per day depending on their skill level. The table below indicates how many spells the caster may cast in a 24-hour period beginning at roughly midnight each day. Individual spells are useable more than once a day, if the total number allotted per level is not exceeded. For instance, a caster who knows two different first level spells may opt to cast one of them twice in a day.

Spells Useable Daily by Skill Level

	Spell Level			
	1	2	3	4
I	2	0	0	0
II	3	1	0	0
III	4	2	1	0

The Ten Types of Magic

Celestial magic cannot be used by thaumaturgists. Mentalism and Illusionary magic cannot be used by theurgists. Those who channel may choose any of the ten types but can only use one type for their lifetime.

CELESTIAL: Disallowed to thaumaturgists. Tends to have a more spiritual than practical purpose. The casting ingredients for all Celestial spells includes some sort of holy element or item, and supplicant posturing.

PRIMORDIAL: Embodies the defiance of natural laws regarding the elements. It is used for: levitating, changing temperatures, dowsing, and working with fire, air, water, or earth. The ingredients for casting primordial spells always include an elemental component.

SYMPATHETIC: Associated with the 'folk classes'. It is one of the oldest magic types, It draws a link between things that have been in contact with each other and that have thus established an energetic bond. Or it may involve the influence established over something by its natural resemblance to something else.

CONJURATION: Includes four sub-types.
Production—causing the materialization of something from nothing.
Disappearance—causing someone or something to vanish.
Transformation—changing something into something else.
Transposition—trading the places of one thing for another.

MENTALISM: Disallowed to Theurgists. This magic type requires a highly developed mind (7INT or above) and a forceful personality. It features extrasensory powers, imagination, and psychology. Its greatest achievement is the control of another's thoughts. Mentalism spells require no casting ingredients.

DISCORDANT: This magic type pairs well with necromancy, but not at all with Celestial. The Trickster and the Outlaw archetypes favor discordant magic. The casting ingredients for discordant spells tend to be strange and unique and are often made up on the spot by the caster.

NECROMANCY: Concerns magic connected to negative energies and death. Necromancy can call the dead, speak with them, repel them, animate them, and more. The elemental ingredients for many necromantic spells come from the dead: a tooth, a bone, some hair, or an entire corpse.

ASTRAL: This magic features contact with dreamland entities and out-of-body experiences. It is favored by sorcerers, witches, channelers, and the explorer archetype. Astral magic rarely uses elemental type ingredients.

ILLUSIONARY: Disallowed to theurgists. Another favorite of the trickster. An illusion creates the false perception of something heard or seen. No matter how real they may seem, materially they do not exist. They tend to disappear if touched.

DIVINATION: Its purpose is not so much to influence events, but to understand or predict them. It tends toward practical uses. Astrology is but one of many types of divination. Methods range from predicting the future through oil droplets in a bowl of water, to using various parts of animals.

MAGIC TYPES
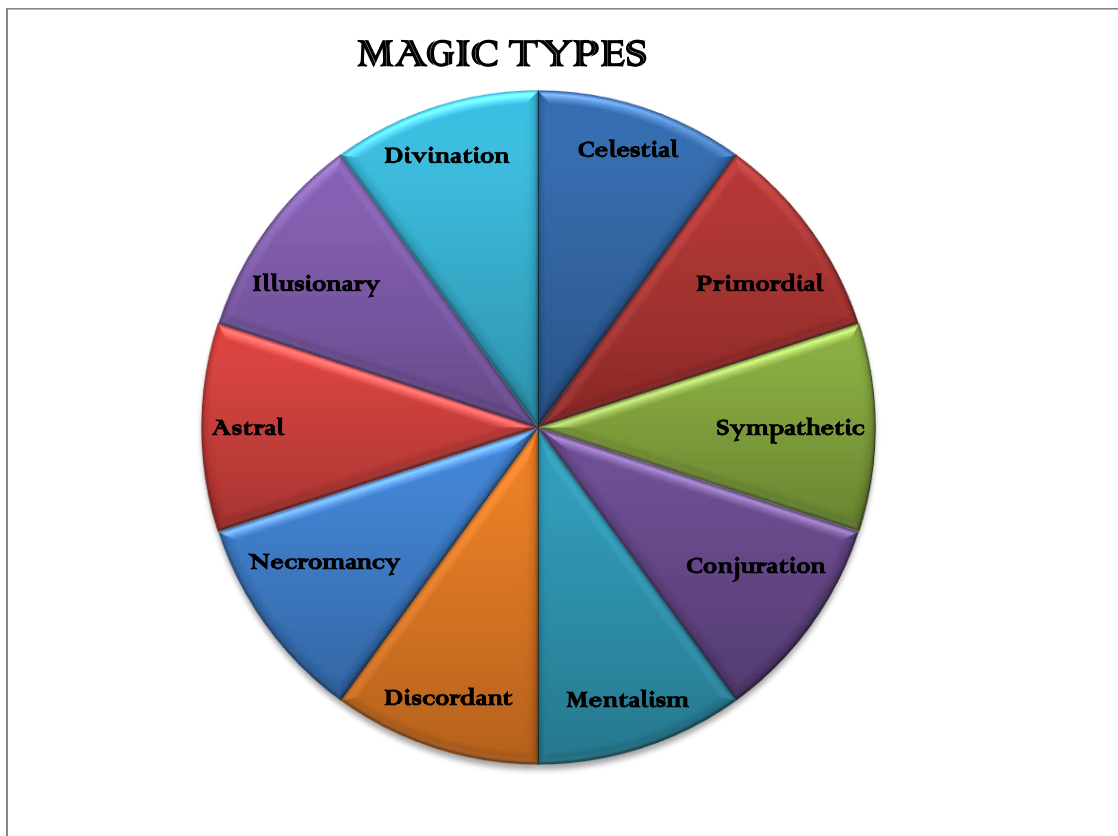
Spells

Level One
Break (Con)
Breath of Life (Pri)
Call of the Dead (Nec)
Clouds Within (Ill)
Criss-Cross (Sym)
Cup of Stars (Div)
Darken (Dis)
Detect Intent (Ast)
Distract (Ill)
Embolden (Men)
Empathy (Sym)
Evade the Dead (Nec)
Fix (Con)
Flame Walker (Pri)
Heighted Awareness (Pri)
Hypnotize (Men)
Illuminate (Cel)
Invisible Touch (Ast)
Jar of Hearts (Sym)
Night Vision (Ill)
Penny for the Ferry (Cel)
Second Sight (Div)
Signs (Div)
Sigil (Sym)
Silent Knight (Ast)
Soothe (Cel)
Summon Object (Con)

Terrorize (Dis)
Ventriloquism (Con)
Winter Winds (Pri)

Level Two
Augment Damage (Nec)
Banish (Cel)
Befriend Creature (Men)
Bless (Cel)
Contact the Dead (Nec)
Cornucopia (Con)
Cure (Cel)
Darts (Con)
Disable (Men)
Evil Eye (Dis)
Fetch Familiar (Ast)
Find (Div)
Fireball (Pri)
Follow Trail (Ast)
Healing Touch (Cel)
Hide (Ill)
Lie Detector (Div)
Lightning Strike (Pri)
Lock (Con)
Protection (Sym)
Puppet Strings (Sym)
Purify (Cel)
Putrefy (Dis)

Remove Protection (Sym)
Sicken (Dis)
Unlock (Pri)
Wounding Touch (Dis)

Level Three
Animate Corpse (Nec)
Animation (Sym)
Blast (Con)
Chrystalaria (Pri)
Com. w/Higher Power (Div)
Counterspell (Dis)
De-animation (Dis)
Empty Vessel (Dis)
Exorcise (Cel)
Fire Wall (Pri)
Friend (Men)
Give Strength (Ast)
Illusion (Ill)
Pin (Sym)
Recover (Sym)
Rewrite Memory (Men)
Sap Strength (Ast)
Summon Guardian (Ast)
Telepathy (Men)
Waste (Sym)
Waterworks (Pri)

Spell Key

The following covers the most common aspects of each spell, such as: how long it takes to perform, how long the effects last, how far it can be cast, the shape and size of its effect, ingredients, and more. The chart below shows what the abbreviations represent.

Terminology	Abbreviation	Example
Turns to Cast	TIME	2
Focus	Focus	Auto
Duration	dur	2 min
Range	Range	Mid
Area of Effect	AE	Self
Casting Ingredients	CI	Ml, Vl, El
Doubles each level	2XL	10T, 2XL

Name: Names may evolve over time, and change from place to place, and from one language to another. An ancient tome may contain a spell that needs translating and may have a different name than its modern version. And characters that use channeling may never even know there is a name.

Spell Type: The type of magic is listed in parenthesis following the spell name. Types range from Celestial to Necromancy. Each contains spells of a similar nature.

Turns to Cast (TIME): This is the length of time it takes a spell to be cast. Certain spells include some sort of preliminary work that takes time not included in TIME. Especially if some elemental ingredient needs to be procured or prepared. Holding a spell will also affect its time to cast.

Focus: The amount of concentration needed to cast and keep a spell active after it has been cast.

Auto: These spells require no amount of concentration after they are cast.

Low: These spells require limited focus. The effects last for the duration unless the caster is killed or loses consciousness.

High: These spells are broken if the caster attempts anything other than the simplest of actions (including casting another spell) or is distracted by an outside force.

Duration: The length of time a spell is in effect after casting is expressed in turns (T), minutes (Min), hours (hr.), days, or permanent (Perm).

Range: Certain spells require the caster to physically touch their target. Others can be cast over a distance. The four main categories for spells that target someone, or something, are:

Touch: The caster must physically touch the entity or object in question for the spell to be complete.

Short: Caster must be within 25′ of target.

Mid: Caster must be within 50′ of target.

Long: Caster must be within 100′ of target.

Spells that have no specific target may be listed as N/A. Spells with longer ranges are listed by yards, miles, or unlimited.

Area of Effect (AE): A spell will affect an area of a certain shape and size, or it will affect a target of a given size. If an area, the shape may be described as a cone, sphere, beam, or special.

An area's size is listed in miles, yards, inches (″), or feet (′) and may refer to length, width, height, or diameter. The spell description may elaborate on the area's basic shape, as well as any other needed information.

If the AE refers to a specific living (or undead) target, its size is listed as a single number from 1 to 10, with 1 being the size of a rat, 5 being the size of a human, and 10 being the size of a whale. If multiple targets are possible, it will be noted in the description.

Many spells can be cast upon one's own person, whether 'Self' is listed or not. If only Self is listed the spell may not be cast on another.

Casting Ingredients (CI): Every spell type except Mentalism has at least one ingredient. They are classed as Motional, Vocal, and Elemental, or Ml, Vl, & El. Also, for those born with supernatural powers (See Skills, Channel), typically no ingredients are needed other than the user's own energies. There is also often a difference between the theuristic and thaumaturgic approach to ingredients, as detailed below. Information regarding casting ingredients is given under Casting Ingredient Details at the end of the spell description.

Ml – Motional: Requires unusual hand gestures or body positions. For the thaumaturge these are used to manipulate invisible energy strands. In a moment of heightened awareness, the caster can see behind the material veil to the strings they must pull.

Motional ingredients for the priest, will be similar to those of the mage except that the priest's holy item may be in hand as they gesture.

Vl – Vocal: Requires odd sounds or foreign words, from single syllables to lengthy incantations. Words are the building bricks of many incantations. Words can maim, blind, and destroy, and cause kings to lose their crowns.

El – Elemental: This may comprise one or more physical ingredients, or a multi-use item that works for more than one spell: Examples are, a splash of holy water, a handful of herbs, a pinch of dust.

Effects by Caster level: Most spells become more potent as casters gain skill levels. This can mean any of the following: reduced casting time, lower focus, increased duration, longer range, larger area of effect, and/or increased intensity.

Some enchantments have aspects that double for each skill level that the user is above the spell's level. Look for the designation 2XL.

Some effects listed by level are cumulative, some are not. Let common sense be your guide. For instance, Winter Wind's damage dice pool grows by one per level. Third level casters get three damage dice, not three plus two plus one.

Level One

Break (Conjuration)

TIME	Focus	Duration
3	N/A	N/A

Range	AE	CI
Mid	*	Vl

* Object up to 2′ cube, 2XL
Uses
This simple incantation is used to fracture an item. All manner of materials are affected. If a caster attempts to break a magically enchanted item, they must be at least one level higher than the rank of the item. If such items are broken by this spell they lose their enchantment.

Casting Ingredient Details
A short rhyme including the item's name is recited.

Breath of Life (Primordial)

TIME	Focus	Duration
2	Auto	1 hr., 2XL

Range	AE	CI
Touch	Size 6	Ml, El

Uses
Take a deep breath of air and hold it. That is the essence of this spell. It ends when the air is exhaled, or when its duration is over—whichever comes first. It will also end if the caster speaks or casts a spell with a vocal CI.

Casting Ingredient Details
The two ingredients are:
Elemental: the initial breath of air.
Motional: the left hand is held over the mouth in the shape of a funnel while inhaling.

Call of the Dead (Necromancy)

TIME	Focus	Duration
1	Auto	30 min

Range	AE	CI
Long *	1 Mile Sphere	Vl

* The caster creates a focal point within range. It may be centered on a point in space, an object, or a living recipient.
Uses
This spell is used to lure the undead. It works on any plane. The recipient of this spell becomes a veritable energetic beacon. The spell has no effect if there are no undead in the area (within a mile or so). It must be night if cast outside.

Any undead called will see the target of the spell as a source of sustenance. Thus, it may be used to lure a host of monsters to plague one's enemy, or to draw them away from something with a moving decoy.

Effects by Caster Level
1. Attract one rank 2 undead, such as the Animal Spirit, 2XL.
2. Attract one rank 3 undead, such as the Ghost, 2XL.
3. Attract one rank 4 undead, such as the Guardian Spirit, 2XL.

Casting Ingredient Details
A short chant is uttered.

Clouds Within (Illusionary)

TIME	Focus	Duration
2	Auto	20T, 2XL

Range	AE	CI
Short	Size 7	Ml

Uses

This spell blurs a target's eyesight. This imparts a penalty die to all rolls and die checks that rely on vision.

Casting Ingredient Details

The caster passes a hand before their eyes.

Criss-Cross (Sympathetic)

TIME	Focus	Duration
1	Auto	1T, 2XL

Range	AE	CI
*	Size 5	Vl

* The range of this spell varies. The target must be within sight if the caster does not know their name. Otherwise, range is unlimited.

Uses

Criss-Cross is a form of one-way communication. It can act as a useful reminder. This unusual spell allows the caster to briefly put an image into the mind of another. There is theoretically no limit to the image, other than the caster's imagination. If they can picture it, they can transmit it.

Transmission can be instantaneous, or set in the future at a certain time, or upon a certain triggering event. The content of the message is limited to a single thought or image.

Effects by Caster Level

1. Image may include background.
2. Image may include smell.
3. Image may appear 3D.

Casting Ingredient Details

The caster whispers the recipient's name if known. If not known, a descriptor will suffice.

Cup of Stars (Divination)

TIME	Focus	Duration
4	High	1 min

Range	AE	CI
Touch	*	Ml, Vl, El

* The amount of water, oil, and the size of the container are fairly specific, respectively: 1-2 cups of water, one large drop of holy oil, and a container several inches deep but less than a handspan in width.

Uses

Egyptian magicians were the first to predict the future using cups, a rite involving a drop of oil in a cup of water. A foretelling is done by observing the way light falls on the spreading oil and the shapes it forms. The amount of detail seen increases slightly by caster level, from sufficient to excellent.

The spell reveals the future as it may happen. It is a probable telling, not set in stone. It relies on the gamemaster's understanding in relation to the caster's query.

Casting Ingredient Details

The motional portion of this divination is done by the caster sweeping a hand from left to right above the water. It may take several tries.

The vocal portion is the spoken question, beginning with, "stars above, reveal to me, . . ."

The elemental portion is a drop of holy oil (worth 1C ea.).

Darken (Discordant)

TIME	Focus	Duration
3	Low	1 min, 2XL

Range	AE	CI
Short	10′ Sphere, 2XL	Ml, Vl

Uses

This spell works to suppress photon activity in an area. The effect is to make it harder to see. It works on sunlight or artificial light.

The potency of this magic grows as the caster's skill increases. In the beginning the effect is small (Causing available light to become 50% darker). As their power grows, users can blot out the sun over a small village.

The spell can be cast at a fixed spot in the air, or upon a movable object. The size of the object can be as small as pea or as large as an ostrich egg. The spell will automatically center on the object, and travel with it if moved.

Effects by Caster Level

1. Cause light level to become 50% darker.
2. Cause light level to become 100% darker.
3. Set Range to Mid and focus to Auto.

Casting Ingredient Details
A gesture mimicking throwing a handful of dust at the sun (or other light source) is made while also saying, "Darken".

Detect Intent (Astral)

TIME	Focus	Duration
2	Low	2T, 2XL

Range	AE	CI
Short	Size 5	Vl

Uses
This spell is great for learning whether a target's actions and statements match their internal dialog. It can be used in two ways. A person's thoughts show up on their aura as a play of colors and shapes that hint at what they are thinking (only the caster sees this). Exact thoughts cannot be read, only impressions. These concern actions that the target is actively planning.

The caster can either focus on a single target to 'see' what they are up to, or they can focus on detecting a particular intent to learn if anyone within range is thinking about it.

Effects by Caster Level
1. Affects a single target up to 25′ away.
2. AE = 2 targets.
3. Increase target size to 6.

Casting Ingredient Details
The caster may either ask the target what they are thinking about or ask if anyone within range is thinking a particular thing. More than one question can be asked if time allows.

Distract (Illusionary)

TIME	Focus	Duration
1	Auto	2T

Range	AE	CI
Long	Two/Size 5 *	Ml

* Target number/size increases by one per level.
Uses
Here is a trick for breaking an enemy's focus. It can be used to interrupt attacks or spells. It creates an illusion of whatever will distract the attacker. The effect is brief, but possibly lifesaving.

An attacker's number of defenses is reduced to one for the duration. The spell also penalizes any skill or stat check by giving the target a penalty die. It also breaks an enemy spell

caster's concentration on previously cast spells with a focus of High.

Casting Ingredient Details
The sole ingredient to cast Distract is a short wave of the hand.

Embolden (Mentalism)

TIME	Focus	Duration
3	Auto	20T

Range	AE	CI
Mid	Size 5 *	N/A

* Caster may embolden a number of recipients equal to their casting level.
Uses
Embolden has the effect of increasing the recipient's ATT score by +1 for each casting skill level. It also grants immunity to all fear (magical or natural).

Empathy (Sympathetic)

TIME	Focus	Duration
2	Low	2T, 2XL

Range	AE	CI
Short	Size 5	Ml

Uses
Empathy has two possible modes: one that projects an emotional state upon the target, and one that detects the target's emotions, informing the caster. In the first case, the target is made to feel joy, dread, revulsion, sorrow, anger, bravado, peace, loneliness, or any other emotion as dictated by the caster. In the second case, a target's feelings are felt by the caster.

Effects by Caster Level
1. Empathize with a human-sized target.
2. Increase target size to 6.
3. Increase range to Mid.

Casting Ingredient Details
Consists of holding the right hand over the heart while holding the left over the eyes.

Evade the Dead (Necromancy)

TIME	Focus	Duration
1	Auto	30 min

Range	AE	CI
Long, 2XL	Size 6	Vl

Uses

This spell works by masking the recipient's life force, making them invisible to undead. It is useful for bypassing graveyards, haunted ruins, or gates to the netherworld. It works against undead one rank higher than the caster's skill level.

Effects by Caster Level

1. Evade Animal Spirit.
2. Evade Ghost, and Walker.
3. Evade Guardian Spirit.

Casting Ingredient Details

A short, monotone chant completes the spell.

Fix (Conjuration)

TIME	Focus	Duration
3	Auto	N/A

Range	AE	CI
Short	2′ Sphere, 2XL	Vl

Uses

This incantation is used to repair a (non-living) broken item. Worn items can be restored to like-new condition. Note that enchanted items that are fixed must also be re-enchanted.

Casting Ingredient Details

Using the name of the item in a short rhyme completes the magic.

Flame Walker (Primordial)

TIME	Focus	Duration
5	Auto	30 min, 2XL

Range	AE	CI
Touch	Size 6	Vl, El

Uses

This spell reduces damage from fire and heat (special damage type H).

Effects by Caster Level

1. Resistance (Dmg 50%).
2. Range increased to Mid. Size increased to 7. TIME reduced to 2 turns.
3. Immunity to Heat damage.

Casting Ingredient Details

Vl: an ancient song from a forgotten tongue is sung while casting.
El: a drink of spring water; (may be gathered and kept for up to 12 days if not used).

Heighten Awareness (Primordial)

TIME	Focus	Duration
5	Auto	3 min, 2XL

Range	AE	CI
Touch	Size 5	Ml

Uses

The purpose of this spell is to give the recipient superhuman sensory faculties. This allows one to see hidden details, at a distance, or at a microscopic level. It allows the recipient to hear undetectable sounds, even into the subsonic or hypersonic ranges. Touch, smell, and taste are also heightened considerably. This adds a bonus die to SUR checks for the duration. Also +1 to ATT and DEF.

Casting Ingredient Details

The spell is cast by tracing a rune at the base of the recipient's skull.

Hypnotize (Mentalism)

TIME	Focus	Duration
3	High	1d4 min, 2XL

Range	AE	CI
Short	Size 5	N/A

Uses

This spell is very much like the well-known parlor trick used for amusement in front of audiences around the world. Both are used for several practical purposes, such as retrieving lost memories, modifying bad habits, or mitigating psychological trauma.

A minor telepathic link forms between caster and recipient. This allows the caster to see a shadow image of what the recipient sees. It also allows them to give simple commands: nothing requiring the use of a Hard skill, or combat.

If the target's intelligence is equal to or greater than the caster's, they are allowed an INT check to avoid the effects of this spell. The person hypnotized appears subdued, or dreamy, but can easily be brought back to reality if accosted. The caster may terminate the spell at any time.

Illuminate (Celestial)

TIME	Focus	Duration
3	Low	4 min, 2XL

Range	AE	CI
Short	10′ Sphere 2XL	Ml, Vl

Uses

This spell works to magnify photon activity in a small area. The effect is to make it easier to see. The potency of this magic grows as the caster's skill increases.

In the beginning the effect is small. As their power grows, users can turn up the intensity to a blinding light of immense proportions. It can be cast at a fixed spot in the air, or upon a movable object. The size of the object can be as small as a pea or as large as an ostrich egg. The spell will automatically center on the object, and travel with it if moved.

Effects by Caster Level

1. Cause light level to become 50% brighter.
2. Cause light level to become 100% brighter.
3. Set Range to Mid and focus to Auto.

Casting Ingredient Details

An upward gaze as a prayer is spoken.

Invisible Touch (Astral)

TIME	Focus	Duration
3	High	5T, 2XL

Range	AE	CI
Mid	N/A	Ml, Vl

Uses

This spell lets you reach out and touch someone from a distance. It projects a small invisible hand, able to reach out across short distances to do the bidding of the caster. Pull a lever, push a button, or lift a gem from across the room.

It is initially only about 1/10 as strong as the caster's real hand. As the caster advances in level, the hand gains strength until it is as strong as its owner.

A dim outline of the appendage, like the shimmering of heat in the air, may be visible to the observant onlooker. Note that the hand is not at all invisible to the caster, or anyone else that can see magic. In fact, the caster must be able to see the hand, or the spell will break. The spell will also break if the hand is attacked.

Effects by Caster Level

1. Strength of hand at 10%.
2. Increase strength of hand to 25%. Increase range to Long.
3. Increase strength of hand to 50%.

Casting Ingredient Details

The motional ingredient is that the caster must mime the desired action.
Vocally, a whispered chant is intoned.

Jar of Hearts (Sympathetic)

TIME	Focus	Duration
3	Auto	*

Range	AE	CI
Touch	Size 5	Ml, Vl, El

* There are several means by which this spell may be broken. Its duration is indefinite unless:
1. Superseding magic is used on the target.
2. The caster dies.
3. The jar (See Casting Ingredient Details below) is lost, opened, or broken.
4. The caster releases the target from the spell.

Uses

The effect is similar to a love potion, instilling feelings for a designated individual. This includes a protective aspect by which the target can be talked into combat to prove their love.

Effects by Caster Level

1. Jar may contain only one 'heart'.
2. Jar capacity increased to two.
3. Jar capacity increased to three.

Casting Ingredient Details

The motional ingredient is a smile and a wink.
The vocal ingredient is a short statement incorporating the names of the target and the object of their affection.
The elemental ingredient is a small clay jar of salt (cost 5<u>S</u>). Its lid is sealed with wax containing powdered passionflower. The caster may only target one recipient per spell; however, they may add hearts to their jar as they gain levels.

Night Vision (Illusionary)

TIME	Focus	Duration
3	Auto	10T, 2XL

Range	AE	CI
Touch	Size 6	Ml

Uses

This spell allows one to see fairly well in the dark (it has no effect on one's vision in regular daylight). It works by forming an image of the surroundings in the recipient's mind without using the eyes. The images are built from magical

emanations and are only slightly less clear than those seen with good eyesight.

Casting Ingredient Details
The motional ingredient of this spell is a three-finger touch to the recipient's brow.

Penny for the Ferry (Celestial)

TIME	Focus	Duration
3	Auto	N/A

Range	AE	CI
Touch	Corpse	Vl, El

Uses
A special coin is used to bring someone back from the dead. It must be done soon enough, and the damage cannot be too extensive. This spell in the hands of a beginner, provides just enough healing magic to bring the victim's LP out of the negative zone. It grows in strength as the caster's skill grows.

Effects by Caster Level
1. Effective on target at -4LP. Raised to 4LP if cast within 4 minutes of death.
2. Effective on deceased if dead less than 10 minutes. Raised to 10LP.
3. Effective if deceased is dead less than 20 minutes. Raised to 20LP.

Casting Ingredient Details
A prayer is said while casting.
A gold coin is placed over the wound that caused the fatality. The coin must be new (uncirculated). These can be procured from a money changer. They may only be used to power a spell one time.

Second Sight (Divination)

TIME	Focus	Duration
3	Low	2T, 2XL

Range	AE	CI
100 Miles, 2XL	Self	Vl, El

Uses
Bestows the ability to see a mental image of distant events. Images subject to the following:

- Must focus on a single person or location from a single vantage point.
- May not include past or future; only present events.
- Includes only visual aspects; not sounds, smells, etc.

Second sight has two possible methods for zeroing in on its subject.
1. By place: in which case the caster must be familiar with the place.
2. By person: the caster must know the person's name.

Casting Ingredient Details
The vocal portion involves a description of the desired scene, giving as much information as possible about the location, or by naming the person.
The spell is completed with a snort of powdered herb (rue, worth 1C).

Signs (Divination)

TIME	Focus	Duration
3	Auto	*

Range	AE	CI
N/A	Self	Vl

*A sign is rarely given immediately, but rather when least expected.

Uses
For those who seek guidance from on high, signs are taken as direct communications from the otherworld. This spell elicits such communiqués and gives the caster some insight within. Of course, such signs are seldom straightforward and are thus open to some interpretation.

Howsoever it comes the sign will be noticeably out-of-place, and probably fleeting. Signs take on many forms, but the common denominator is that they surprise the caster, despite being sought. They are usually something the caster sees but can also come as a sound or even a smell.

There are no added effects by caster level. Rather, there is a general tendency for this spell to become more effective over time if the caster both uses the advice given and refrains from asking about every little thing.

Casting Ingredient Details
A short statement or question about what the caster wants to know.

Sigil (Sympathetic)

TIME	Focus	Duration
4 *	Auto	Six years, 2XL

Range	AE	CI
Touch	**	Vl, El

* The time to cast this spell is in addition to the time it takes to cast whichever spell it is intended to trigger.

** The size of a sigil is as large or as small as the caster wishes.

This spell can create a magical trap that is not detectable by the skill Trapcraft. However, it's energy can be detected by those who can see or feel magic.

By this spell the caster stores the energy of another spell and causes it to be released instantaneously by any of a number of triggers. A sigil is a magic rune or word placed somewhere to trigger a stored spell. As it is traced the caster instructs the sigil as to what will trigger it.

The next step is to store a spell within the sigil. For instance, a door handle could have Blast stored upon it, set to go off upon contact with a named individual. This can be done with a wand or by casting a spell at the sigil. Note, the caster of the stored spell does not need to be the same person that casts the sigil.

Effects by Caster Level
1. Store first level spell. Instruct single trigger.
2. Store second level spell. Instruct multiple triggers (up to 4).
3. Store third level spell.

Casting Ingredient Details
The vocal part of sigil is the caster's statement of which spell is to be stored and what is to be the trigger.
The elemental ingredient is the chalk or charcoal (See Equipment List) used to inscribe the sigil.

Silent Knight (Astral)

TIME	Focus	Duration
2	Auto	5 min, 2XL

Range	AE	CI
Short	Size 6 *	Ml

* A spell can affect a number of targets equal to the caster's level.
Uses
This spell is used to quiet someone. It even works on those who are trying to be heard. So, it may be used against an enemy spell caster, limiting them to spells without a vocal ingredient. Or it can be used on the party member with the clanky armor. It muffles all but the loudest sounds. A hammer blow might sound like a fly landing—a shout might sound like a whisper.

Casting Ingredient Details
The caster must be facing the target and place two fingers over their (own) lips.

Soothe (Celestial)

TIME	Focus	Duration
3 *	Auto	N/A

Range	AE	CI
Touch	Size 6 **	Vl, El

* TIME is increased by 1T per recipient.
** As a caster levels up, they can affect multiple targets, 2XL.
Uses
This little charm heals minor wounds, eases physical pain and discomfort, and calms the troubled mind. The spell may accomplish any one of these effects, or all, depending upon the recipient's condition. Soothe heals 4LP per caster level. At the same time, it erases all pain and suffering, such as the symptoms of sickness or shock. Lastly, it removes any fear or insanity, and fortifies the mind against both, for 1d6hr.

Casting Ingredient Details
Ml: The caster holds their hand on the recipient's forehead.
Vl: a short prayer.
El: a dusting of powdered poppy heads (cost 5C).

Summon Object (Conjuration)

TIME	Focus	Duration
2	Auto	N/A

Range	AE	CI
50 Miles, 2XL	*	Ml, Vl

* Larger objects may be summoned as the caster levels up: One cubic foot in size per level.
Uses
The quintessential conjuration—this spell can summon all manner of items, seemingly from thin air. It works on only a single item per casting. If the caster wishes to reverse the summoning, a second casting is required.

Effects by Caster Level
1. Includes item worth up to 4C
2. Includes item worth up to 4S
3. Includes item worth up to 4G

Casting Ingredient Details

Ml: a beckoning sweep of the hand over the spot where the item is to appear.

Vl: the item is called upon to appear.

Terrorize (Discordant)

TIME	Focus	Duration
3	Auto	20T

Range	AE	CI
Mid	Size 6 *	Ml, Vl

* Caster may Terrorize a number of recipients equal to their casting level.

Uses

Terrorize causes the recipient to succumb to their inner fears (INT check applicable—see Disorders, Panicked).

Casting Ingredient Details

Ml: the right foot is tapped upon the ground behind the left.

Vl: a demonic prayer is recited.

Ventriloquism (Conjuration)

TIME	Focus	Duration
1	Low	1d4+1T

Range	AE	CI
Long	*	Ml

* The area of effect is a pinpoint anywhere within the spell's range—it must be within the caster's field of vision.

Uses

The magical equivalent of throwing your voice, this spell improves upon the old parlor trick in several ways.

- The caster produces the sound, not with their vocal cords, but with their mind.
- It allows them to throw their voice behind someone that they are in front of.
- The volume of sound can be twice as loud as the caster's voice.
- The sound is not limited to words—any sound imaginable can be made.

Casting Ingredient Details

This spell is initiated by the caster touching the thumb and middle finger of one hand to both temples.

Winter Winds (Primordial)

TIME	Focus	Duration
2	Low	1T

Range	AE	CI
Short	25′ cone	Ml, El

Uses

Winter Winds may be cast only once per day. With this spell the caster summons a frozen blast of air to issue from their lips. The temperature is low enough to freeze water. Opponents in the area of effect may not perform complicated actions, attack, or cast spells for the duration.

The wind is strong enough to topple people within its range. The chance to keep from being blown over is determined by an AGI or STR check. The caster can direct the spell by moving their head.

Effects by Caster Level

1. Dmg 1d6 (F). Affects up to two targets.
2. Dmg 2d6 (F) per turn. Increase duration to 2T.
3. Dmg 3d6 (F) per turn. Increase range to Mid, and AE to 50′ cone. Affects up to 4 targets.

Casting Ingredient Details

The motional ingredient is a wave of the arms.

The elemental ingredient is a drink of water taken prior to casting and a short spray of air from the caster's lips.

Level Two

Augment Damage (Necromantic)

TIME	Focus	Duration
5	Auto	20T

Range	AE	CI
Touch	One weapon	Vl, El

Uses

This incantation makes ordinary weapons do extra damage. Quite simply, it adds two life points to damage rolls, and as the spell caster becomes more skilled the number grows. At level three, the bonus is +3, and so on.

Effects by Caster Level

2. +2 dmg.
3. +3 dmg.

Casting Ingredient Details
Several short power words are spoken over the weapon as the caster applies a special oil known as Oil of Makeda (costing 2<u>S</u> per application).

Banish (Celestial)

TIME	Focus	Duration
2	High	N/A

Range	AE	CI
Mid	*	Vl, El

* Use Effects by Caster Level to determine which targets can be banished compared to the caster's skill level.

Uses
Use this spell against otherworldly or undead opponents. Such entities can be de-animated or sent back to where they belong. This doesn't necessarily mean they can't come back if they find a way.

Effects by Caster Level
2. Effective against one Rank Four (or less) opponent such as a Guardian Spirit, Ghost, or Imp.
3. Effective against one Rank Five (or less) opponents such as a Ghoul or Mummy.

Casting Ingredient Details
The vocal ingredient is a forceful prayer commanding the undead to, "be gone from this place."
Meanwhile a splash of holy water (worth 1<u>S</u>) is flung in the direction of the target.

Befriend Creature (Mentalism)

TIME	Focus	Duration
3	Low	10 min, 2XL

Range	AE	CI
Short	*	N/A

* See Effects by Caster Level.

Uses
This spell is effective on many animals from amphibians to mammals. It is not effective on humans or their kin, or on other such intelligent races. The main effect is to prevent an escalation of tensions for the duration of the spell. It does not imbue creatures with qualities or talents they would not otherwise have.

It cannot permanently prevent violence if it is inevitable. But perhaps it can allow the caster to pass by without a fight.

Effects by Caster Level
2. Effective on two creatures up to size 5.
3. Effective on three creatures up to size 6.

Bless (Celestial)

TIME	Focus	Duration
3	Auto	10 min, 2XL

Range	AE	CI
Touch	Size 6	Ml, Vl

Uses
This spell can increase one's chances of success in almost any endeavor. Or it can counter the spell Evil Eye.

Effects by Caster Level
2. Target receives bonus die to all stat checks and skill rolls.
3. Target receives bonus die to all combat rolls.

Casting Ingredient Details
The motional ingredient consists of holding one hand over the recipient's heart while making a gathering motion with the other hand.
The vocal portion is a prayer for favor from the caster's god.

Contact the Dead (Necromancy)

TIME	Focus	Duration
7	High	2 min, 2XL

Range	AE	CI
Short	N/A	Vl, El

Uses
Ordinarily, death draws a curtain behind the deceased, barring passage back to the land of the living. However, it is a barrier that can be breached. Use this spell to speak with corpses, or to call on specific spirits from the afterlife. The dead are compelled to answer truthfully to the best of their knowledge, though their answers sometimes come in riddles.

Casting Ingredient Details
A chanted invocation including the name of the deceased if known, begins the conversation. A question completes the vocal ingredient.
The elemental portion is a human tooth.

Cornucopia (Conjuration)

TIME	Focus	Duration
5	Auto	N/A

Range	AE	CI
Short	N/A	Ml, Vl, El

Uses
This spell can be used to feed a small group. There will be meats, cheeses, fruits, vegetables, breads, and candies, enough to fill the bellies of four people, 2XL.

Casting Ingredient Details
El: two squares of cloth (worth 3S), both of which are laid out on a hard surface while the spell is cast. The cloths are reusable if kept clean.
Vl: a short prayer or chant is uttered as the caster passes their hands over the cloths. When the top square is lifted, a pile of food appears.

Cure (Celestial)

TIME	Focus	Duration
7	Low	N/A

Range	AE	CI
Touch	Size 6	Ml, Vl

Uses
Use this spell to remove and reverse any poison, sickness, or disease. 10LP damage is also healed (Add 5LP per caster level above 2nd).

Casting Ingredient Details
Ml: the caster holds the recipient's hand in theirs.
Vl: a prayer for relief.

Darts (Conjuration)

TIME	Focus	Duration
3	Auto	*

Range	AE	CI
Mid	N/A	Ml, El

* Lasts until used, or midnight, whichever comes first.
Uses
The caster causes a fleeting barb of energy to fly forth and strike any opponent within sight and range. No attack roll is necessary. These dangerous projectiles are summoned to the caster's hand as needed. Up to three can be thrown in a single turn. The darts dissipate away to nothing an instant after striking an opponent.

Each dart causes 1d4+2LP damage. Caster gains 3 darts per skill level. Will not pass through hard solid objects.

Casting Ingredient Details
El: an application of rare herbs, powdered and mixed with rust (costing 5C per casting). This is rubbed between the fingertips. The herbs include spikenard and cassava root.
Ml: a dart-throwing motion.

Disable (Mentalism)

TIME	Focus	Duration
2	Auto	5 min, 2XL

Range	AE	CI
Short	Size 5	N/A

Uses
Disable causes a paralytic state in its target. It does not hinder thought processes or paralyze involuntary muscle functions such as breathing.

Effects by Caster Level
2. Disable one human-sized target.
3. Increase target number to two, range to Mid, and size to 6.

Evil Eye (Discordant)

TIME	Focus	Duration
3	Auto	10 min, 2XL

Range	AE	CI
Mid	Size 5	Ml, Vl

Uses
Another common name for this spell is Curse. The Evil Eye decreases a foe's odds at any endeavor. A bless spell will remove a curse of the same level or below and vice versa. If used to do so, the spell has no other effect. In other words, Evil Eye can either remove Bless, or penalize the target, not both.

Effects by Caster Level
2. Target receives penalty die to all stat checks and all skill rolls.
3. Target receives penalty die to all combat rolls.

Casting Ingredient Details
The Evil Eye combines a malicious glare directed toward the target, with one hand held over the heart forming the shape of an eye. At the same time a short prayer is uttered in reverse.

Fetch Familiar (Astral)

TIME	Focus	Duration
13 *	Auto	* *

Range	AE	CI
1 Mile	* * *	Ml, Vl, El

* The first time this spell is cast there may be some prep time involved if a specific familiar is sought. Once a familiar is gained they will answer to this spell as quick as they can.
* * Lasts until the familiar dies or is mistreated by its master.
* * * A familiar's size is generally irrelevant to its abilities.

Uses

This spell has some odd quirks. It is used initially to gain a familiar, and subsequently to call that familiar to one's side. The spell does not enslave the familiar, nor does it teleport them to the caster's side, but it does form a psychic link between it and the caster.

  Many possible candidates exist. Most are animal species we all know, although more exotic examples range from imps to baboons. If a familiar dies or is killed the caster may seek to engage another. The process can involve travel and effort if the caster has their heart set on a certain kind.

  Once per day the familiar can add their power to a caster's spell. This imparts a bonus die. Also, once per day, they can communicate empathetically with their patron/partner/master.

Casting Ingredient Details

The elemental ingredient is a bit of the familiar's favorite food.

The motional and vocal ingredients are combined and comprise an imitation of the familiar's call and mannerisms.

Find (Divination)

TIME	Focus	Duration
5	Low	10 min, 2XL

Range	AE	CI
1 Mile, 2XL	Range	Ml, El

Uses

Used to locate people, places, or things. Find creates a magical beacon that is sensed only by the caster. It centers on the spell's subject, being mobile if the subject moves. Find will not work on subjects that are immune to magic.

Casting Ingredient Details

Ml: a series of hand gestures resembling plucking motes of dust from the air.
El: a bit of fresh liver (worth 1<u>C</u>).

Fireball (Primordial)

TIME	Focus	Duration
3	Auto	1T

Range	AE	CI
Mid	5′ Sphere	Ml, Vl, El

Uses

The caster summons an exploding ball of plasma. Note that the caster must be able to see the targeted area. This spell can be made to explode directly above an enemy, showering them with flames. The plasma tends to cling where it lands. This means that the spell may also cause collateral damage if the fire spreads to flammable materials, unless something is done to put out the flames. An opponent hit with Fireball may not perform complicated actions, attack, or cast spells for the duration.

Effects by Caster Level *
2. Dmg 2d6 (H).
3. Dmg 3d6 (H). Increase AE to 8′ sphere.
* A caster's level also equals the number of enemies that may be affected, provided they are closely grouped.

Casting Ingredient Details

A loudly spoken chant is the vocal ingredient. The elemental ingredient is a pinch of Sulphur (worth 1<u>S</u>). The Sulphur is thrown with a great flourish in the direction of the intended victim.

Follow (Astral)

TIME	Focus	Duration
5	Low	10 min, 2XL

Range	AE	CI
Short	Size 5	Ml

Uses

The various traces we leave behind of our presence in a place may be many, though minute. It is by these clues that the criminal is caught, or the lost are found. However, not every clue is a physical one. A seer pursues his quarry by the energies they leave behind, without relying on the physical traces used by the tracker, or the scent trail used by the bloodhound.

An energetic 'wake' is left behind when a being passes through a place. It gets fainter over time, disappearing altogether after a day. Different individuals leave unique energies, much like the unique scent trails they leave. The target of the spell gains the ability to see these energy trails. This spell can also be used to link an item to the last person to touch or see it.

Casting Ingredient Details
Crossing the eyes twice comprises the motional ingredient of this spell.

Healing Touch (Celestial)

TIME	Focus	Duration
5	Auto	N/A

Range	AE	CI
Touch	Size 6	Ml, Vl

Uses
This spell is often kept in reserve and is gladly left unused. The caster must bring to focus their own healing energy as they hold their palm over the wound to be healed. There is a cost to the caster of one Fatigue point. The spell heals 1d6+3LP per caster skill level. Alternatively, this spell may be used to restore one stat point, even if lost permanently.

Casting Ingredient Details
Healing Touch is accomplished by holding one hand over the wound while the other is held open to the heavens.
Meanwhile a prayer is spoken.

Hide (Illusionary)

TIME	Focus	Duration
5	Low	30 min, 2XL

Range	AE	CI
Short	4′ Sphere, 2XL	Ml, El

Uses
This illusion bends light around an object so well that a person attempting to pass their hand through the spot is often fooled into thinking the spot is empty. The spell works on living creatures if they stay still.

Casting Ingredient Details
The elemental ingredient is a pinch of dust from a crossroads. The motion required is to blow the dust upon the item from a hand held perfectly flat.

Lie Detector (Divination)

TIME	Focus	Duration
5	High	1 min 2XL

Range	AE	CI
Touch	* 2XL	Ml, Vl, El

* Stationary 10′ sphere surrounding the caster.
Uses
This spell will end early if the caster moves from the spot it was cast. Also, they must be able to see and hear someone to tell if they are lying. They see a lie as a blackish sludge falling from the speaker's mouth while they speak. The spell works on anyone and everyone within its AE. The caster may ask as many questions as the assembled will answer.

Casting Ingredient Details
The vocal ingredient can be almost any question, so long as it is asked in the right tone. The elemental part is a pinch of dust from a crossroads. The dust is sprinkled in a circle around the caster. The movement used is a slight divergence of the eyes for the spell duration.

Lightning Strike (Primordial)

TIME	Focus	Duration
3	Auto	1T

Range	AE	CI
Short	Size 6	Vl, El

Uses
With this spell the caster directs a bolt of electricity. It can be focused onto an object or an enemy. It is seen as a flash of white light wreathed in sparks centered upon the target. An opponent struck by lightning may not perform complicated actions, attack, or cast spells for the duration.

The damage is determined by skill level. A caster may split the damage between a number of targets equal to their skill level. Note that if a caster chooses to split their damage between targets, they need not make a separate skill check for each. However, all must be within their line of sight. Damage can be split by dividing total between targets.

Effects by Caster Level
2. Dmg 3d6 (E).
3. Dmg 4d6 (E). Increase range to Mid and size to 7.

Vl: a short chant in an ancient forgotten language.
El: a piece of amber (worth 5<u>G</u>), which is held up in the direction of the target. It is reusable.

Lock (Conjuration)

TIME	Focus	Duration
5	Auto	Special

Range	AE	CI
Short	10′ Sphere	Ml

Uses

Forms a magical seal between a door and jamb, or similar objects like trapdoors, windows, gates, drawers, coffins, or chests. It can be unlocked by several methods: by a magical trigger word chosen by the caster, by a spellcaster of equal or higher level using the spell Unlock, or by superhuman strength (above STR10). A character with a strength of 9 or 10 may bash the door down if they make a STR check with penalty.

Casting Ingredient Details

A motion like slowly turning a key.

Protection (Sympathetic)

TIME	Focus	Duration
3	Auto	30T, 2XL

Range	AE	CI
Long	Size 5	Ml, Vl

Uses

With this spell the caster invokes a 50% resistance to the disorder, spell type, or special damage type of their choosing. For instance, protection against (P) piercing, reduces all damage from arrows to half.

Casting Ingredient Details

The caster makes a sign with their hand to represent the thing to be protected against. Meanwhile a rhyme is recited asking for mercy.

Poppet Strings (Sympathetic)

TIME	Focus	Duration
9	Mid	Variable

Range	AE	CI
1 Mile, 2XL	Size 5	Vl, El

Uses

A common object used for sympathetic magic is a small effigy made of wood, clay, straw, or wax. It is made in the likeness of an actual person. It could be mistaken for a doll; a modern name is voodoo doll. Other names are 'fetish' or 'poppet'.

The making of a doll takes a small amount of time not included in casting time. A crude likeness will work. It does require something taken from the target: typically, hair or fingernail parings. The spell forms a connection between the person and the figurine. This connection is used to do both bad and good to a target. There are two methods: by spell, and by physical actions made upon the effigy.

Using a spell upon the effigy causes a like effect on its lookalike. One spell per day per doll. Harmful spells do damage. Alternately, healing, blessings, and other such spells can be cast on the doll to benefit the actual person.

Performing certain physical acts upon the effigy causes a like effect upon the target. For example: it can be stuck with pins to produce pain or illness in various parts of the victim's body. It can be dissolved in acid or melted above a fire to cause pain and wasting. Damage is limited to 3d6LP per doll per day.

Casting Ingredient Details

Vl: the recipient's name is spoken along with what the caster hopes to accomplish.
El: the poppet, made to resemble the target.

Purify (Celestial)

TIME	Focus	Duration
5	Auto	N/A

Range	AE	CI
Short	1′ Sphere, 2XL	Ml, Vl

Uses

This spell is great for those times when the wine turns sour, the milk goes bad, the meat gets rancid, the fruit rots, or rats breach the larder. Any food and drink within its Area of Effect are cleansed of poison, contaminants, and rot. If cast on a living being it can stop the effects of poison.

Effects by Caster Level

2. Removes parasites, spoilage, odors, and disagreeable flavors.
3. Neutralizes poisons.

Casting Ingredient Details

Motion: a clockwise stirring motion in the air.
Vocal: a short prayer.

Putrefy (Discordant)

TIME	Focus	Duration
5	Auto	N/A

Range	AE	CI
Short	1′ Sphere, 2XL	Ml, Vl

Uses

This spell will ruin good water, sour milk, spoil food, and turn wine to vinegar. Food poisoning is likely if one decides to consume such fare. If cast on a living being it acts as would a dose of poison (Type Blight, see Special Damage). The ingredients for the spell are similar to Purify except in reverse.

Casting Ingredient Details

A counterclockwise stirring motion, while reciting backwards the short phrase that powers the magic.

Remove Protection (Sympathetic)

TIME	Focus	Duration
3	Auto	5T, 2XL

Range	AE	CI
Long	Size 6	Vl

Uses

With this spell the caster removes the protection of his choosing. This applies to special damage types. If the target has resistance to a special damage type it is removed. If the target has immunity it is reduced to resistance.

Casting Ingredient Details

The caster makes a hand sign representing the type of protection to be removed. Meanwhile a short rhyme asking for harm to the target is recited.

Sicken (Discordant)

TIME	Focus	Duration
7	Auto	1 hr, 2XL

Range	AE	CI
Touch	Size 6	Vl

Uses

Use this spell to cause a flu-like sickness. The effect can be dramatic depending on the caster's level. The higher the level the worse the symptoms.

Effect by Caster Level

2. Mild nausea. All stats temporarily reduced by one point.
3. Nausea. All stats temporarily reduced by two points. May not be reduced to zero.

Casting Ingredient Details

The name of the spell is spoken as the caster touches the victim.

Unlock (Primordial)

TIME	Focus	Duration
5	Auto	N/A

Range	AE	CI
Short	10′ Sphere	Ml

Uses

This spell can be used to disengage a lock, open a barred door, or to undo another caster's Lock spell.

Casting Ingredient Details

The motional ingredient is done by waving the left hand over the locking mechanism and snapping the fingers several times.
The elemental portion is a chunk of Lodestone (worth 1G) which is held in the right hand. The stone may be reused up to 50 times.

Wounding Touch (Discordant)

TIME	Focus	Duration
5	Auto	*

Range	AE	CI
Touch	Size 6	Vl

* The power is stored in the caster's fingertips until used, for up to one hour per caster level.

Uses

The foe to be harmed must be touched. This may or may not require an attack roll, depending on the situation. This spell causes 1d8 +4LP damage per caster skill level.

Casting Ingredient Details

The Latin word 'Mordeo' is spoken as the caster touches the victim.

Level Three

Third thru Sixth level spells are available in the Adventurer Manual.

SEVEN: GOODS, SERVICES, and MORE

SOME GAMES MAY START at the market square, but not every adventure gives you such easy access to merchants. Your character might have to go out of their way to get what they want. Published adventures may provide premade characters complete with possessions. On the other hand they may start you off with nothing but the clothes on your back.

YE OLDE MARKET SQUARE

BEFORE YOUR ADVENTURER goes off the beaten path it's nice if they get a chance to think about the supplies and gear they might need. Perhaps you're given a clue about a specific thing you should get—more often you'll have to guess, and hope. But don't expect that every adventure includes a place to shop. You *can* usually assume that a complimentary change of clothing comes with your character.

Another thing to keep in mind is selling. You should be able to find someone to buy the stuff you find. Don't be surprised if you get less coin than you'd need to buy the same item. If you can't sell it, consider barter.

Available goods and services will vary by the historical period, and by the size of the community. The larger the population and the later the period, the more items will be for sale.

Note that anything available in the village should also be available in the metropolis, and anything available in an early era should also

be available in a later era. In other words, larger, later communities can supply anything that smaller earlier communities can.

To be precise, availability doesn't mean everything can be found in one big supermarket. the availability of certain things may be limited, restricted, or pricey, as determined by the GM. Most things will be found where you would expect, clothing at the clothier, food at the market etc. Competing shops may offer lower prices.

Spell Ingredients

Spell casting characters often find themselves in need of some rare elemental ingredient. *Where* they might find such stuff is sometimes a question. Asking around about certain things in the wrong setting may raise some eyebrows.

Casting ingredients for low level spells are often of negligible cost and easy to procure. If there is a cost for the ingredient the price is listed along with the spell.

Services

Services are available through support characters. Prices may vary depending on your needs. For instance, you could hire an alchemist to figure out who is poisoning the water, which may be as simple as identifying the type of poison. However, if it will take several days, or if danger is involved you should expect to pay more.

The GM has a large list of services that may be offered if you need a little help. Certain services charge extra for expenses such as when you hire a Guide, and they need to consult an Oracle. Some charge extra for supplies (Armorers, Herbalists, etc.), others have a daily fee. Sometimes finding the right person for the job is an adventure in itself.

Equipment List

Each listing includes a short description, the item's cost, and its load rating. Note: items with a load rating of 'N' (Negligible) can add up to a rating of L or more at the GM's discretion.

Item	Cost	Load	
Armor ~ ancient villages offer few armor choices. The city may offer more choices and at the same time prohibit it's use.			
- Arm Plates	1G	LL	
- Armored Boots	1G	LL	
- Breast Plate	10G	LLL	
- Chain Shirt	10G	LLL	
- Chain & Half Plate Combo	80G	2	
- Full Helm	3G	LLL	
- Full Torso Plate	25G	1	
- Gauntlets	20G	LLL	
- Greaves	1G	LL	
- Half Plate	50G	2	
- Hauberk	80G	2	
- Hauberk & Long Thin Padded Combo	90G	3	
- Helm ~ simple skull cap design	1G	LL	
- Sheild ~ unadorned	5S	LLL	
- Large Sheild	1G	1	
- Scale Tunic	10G	LLL	
- Thigh Plates	1G	LL	
- Thick Leather, Half Suit	4G	1	
- Thick Padded, Long	5G	2	
- Thick Padded, Short	3G	1	
- Thin Padded, Short ~ economical and easy to make	1G	1	
- Thin Leather, Half Suit ~ two layers, tanned & hardened	2G	LLL	
- Thin Padded, Long ~ warm in cold weather	3G	LLL	
Backpack ~			
- small ~ cloth or leather, holds 1 cu. ft.	3S	L	
- medium ~ cloth or leather, holds 2 cu. ft.		5S	LL
- large ~ cloth or leather, holds 4 cu. ft.	6S	LLL	
Bag of six leather sacks ~ various sizes	8S	LL	
Bark Canoe ~ holds two people and supplies	3G	5	
Burglars' tool kit ~ wire, crowbar, wedges, lock picks	2G	LL	
Caltrops (20) ~ spiked metal devices to impede horses	1G	1	
Candles, wax (5) ~ each burns 3-4hrs	8C	LL	
Carriage, horse drawn ~ four wheeled	9G	11	
Cart ~ wooden, four-wheeled, ox or horse drawn, holds four people	12G	10	
Chain ~ 10 yards, forged iron			
- light ~ capacity 100lb	2G	LLL	
- heavy ~ capacity 500lb	8G	1+L	

Item	Cost	Load
Chalk, 10 pcs ~ for marking & writing	2C	N
Charcoal, 5lbs ~ in cloth sack, for cooking	2C	LL
Cloth & Clothing ~ little progress is made until the turn of the first millennium.		
- Commoner's outfit ~ shoes, shirt, and trousers or dress	1G	LL
- Double Cloak ~ winter wear, w/heavy hood	1G	LLL
- Fine Linen ~ Sq. yard, for upper class clothing	4S	L
- Hooded Cloak or robe ~ wool	6S	LL
- Leather coat ~ with cloth liner and several pockets	8S	LL
- Linen piece, Sq. yard ~		
- Thin	1S	L
- Thick	2S	LL
- Marten Cloak ~ noble wear	2G	LL
- Satin ~ yard	6S	L
- Short Cloak ~ superior workmanship	8S	L
- Silk ~ yard	1G	L
- Tanned leather, Sq. yard ~ pliable & durable	2S	L
- Woolen coat ~ w/ pockets, hood optional, finely made	8S	L
- Woolen coat, heavy ~ insulated w/hood, finely made	1G	LL
- Work clothes ~ matched to character's occupation	8S	LL
Compass ~ Brass with glass face	1G	L
Crate ~ made of wood, comes in three sizes		
- Small crate ~ cap. 1 cu. ft.	2S	LLL
- Medium crate ~ cap. 8 cu. ft.	6S	2
- Large crate ~ cap. 18 cu. ft.	1G	5
Glass Bottle & Cork ~ empty, good for most liquids		
- 8oz.	4S	L
- Qt.	7S	LL
- Gal.	1G	LLL
Healing Kit ~ bandages, smelling salts, herbs (heals 1LP per day, 10 days)	2G	LL
Hour Candle ~ burns 12hrs, hours marked on side	1S	L
Horse fodder, 1-day ~ dried hay	2C	1
Ink, 1oz. ~ black, in glass bottle	4C	L
Keg ~ wooden, empty (triple Load when full)		
- small ~ Capacity 2gal.	2S	1
- medium ~ Capacity 5gal.	3S	2
- large ~ Capacity 10gal.	5S	3
Lamp Oil ~ qt., in glass bottle	3S	LLL
Leather belt pouch ~ holds 100 coins	8C	N
Leather Thong, 10 yards ~ cured or rawhide		
- thin ~ for jewelry or stitching clothing	2C	N
- medium ~ for sandals or snowshoes	4C	L
- thick ~ use as rope or for harness	6C	LLL
Lock and Keys	2G	LL
Mining Tools Set ~ Pick, drill, hammer, prybar	1G	1.5
Mirror, handheld ~ polished steel	1G	L
Mortar and Pestle ~ for grinding cosmetics, herbs, etc.	4S	LL
Oil Lamp ~ clay or metal w/wick	1G	L
Papyrus Scroll ~ yard roll, in bark cylinder	2C	L
Rope, 10 yards ~ made from plant fibers		
- thin ~ for tying packages or lacing boots	8C	L
- medium ~ for rigging, climbing, or husbandry	2S	LL
- thick ~ for shipping or heavy construction	6S	LLL

Item	Cost	Load
Rowboat ~ holds 3 or 4 people	5G	10
Saddle ~ primitive, without stirrups	1G	1
Sledge, horse drawn ~ for transport, capacity 800lb.	1G	9
Shovel ~ flat or spade	1S	LL
Tent ~ Canvas or leather, sleeps three	1G	3
Tinder Kit ~ shredded tinder, flint, & steel in box or pouch	2S	L
Torch ~ materials used vary, lights 10yd. radius 1hr.	3C	L
Trumpet ~ a horn for music, religious ceremonies, battle charges, or royal pomp	1G	LL
Weapon ~		
- Arrow ~ 25, with quiver, use with Bow	4S	LL
- Blow Gun ~ w/25 darts	1G	LL
- Bolt ~ 25, in quiver, use with Crossbow	1G	LL
- Bow ~ use with Arrows	6S	LL
- Brass Knuckles ~ often custom made (see Weaponless Combat)	1G	L
- Club ~ made of wood or bone	1S	L
- Crossbow ~ use with Bolts	6G	1
- Dagger ~ w/sheath	1S	L
- Greatsword ~ w/scabbard	4G	1
- Hand Ax ~ wood haft w/metal head	6S	LL
- Long Sword ~ w/scabbard	2G	1
- Mace ~ a metal club	15S	1
- Melee Spear ~ for hand-to-hand combat	5S	LL
- Plumbata ~ dozen weighted darts	4G	1
- Poleaxe ~ an ax on a long handle	4G	1
- Short Sword ~ w/scabbard	2G	LL
- Sling ~ w/50 bullets	1S	LL
- Staff ~ doubles as walking stick	2S	LL
- Throwing Ax, pair ~ balanced to throw	1G	LL
- Throwing Daggers,6 ~ balanced to throw	6S	LL
- Throwing Spear ~ Javelin	5S	LL
- War Club ~ made of wood w/stone head	2S	LL
- War Hammer ~ the head is blunt on one end and spiked on the other	4G	1
Wheelbarrow ~ wooden, capacity 200lb.	8S	3
Whetstone ~ jade, jasper, ceramic, etc.	2C	N
Wilderness Camp Kit ~ bedroll, towel, cookery	8S	1
Wooden Bucket ~ holds about two gallons	7C	L
Wooden Ladder ~ 10ft. tall, capacity 400lb.	7S	3
Wool Blanket ~ for cold nights	5S	LL

Lodging

Lodging options in the Medieval world vary from 'a hole in the wall' to lavish private suites, depending on your MC's tastes and wealth. Larger, more affluent communities will naturally have more to offer. Many places offer a stable and fodder for your mount at 4C per day. Also, the later the era the better the accommodations, relatively speaking.

For the traveling adventurer, inns are the mainstay. Other options include relying on the hospitality and charity of strangers; imposing on acquaintances or relatives; seeking the mercy of monasteries or nunneries; sleeping in the rough; or calling at a hospice (for pilgrims or those in need of healthcare). Often, one of the best things about staying at an inn is the Innkeep. If they can't get something for you, they can tell you where to get it.

Accommodations	Cost per Night
Bed in Common Room ~ dorm style, no furnishings.	4C
Bed in Private Room ~ small, basic furnishings, bolts from inside.	7C
Basic Suite ~ modest furnishings, for 2-6 guests. Price is per guest.	1G
Deluxe Suite ~ quality furnishings, fireplace, room service. Price per guest.	2G
Cottage ~ self-contained, fully furnished. Sleeps seven.	10G
Lodge ~ spacious great-room with fireplace. Attached rooms sleep twelve.	20G

Food & Drink

Two questions to keep in mind when buying provisions are *how much?* and *will it spoil?* The second question is important in warmer climates in an age without refrigeration or canned food. Characters with the skill Hunt or Forage may help with both questions. It's helpful to know if there will be opportunities to restock.

Item	Cost	Load
Ale ~ qt., strong and bitter	1S	LL
Candy ~ made with nuts, dried fruit, and honey	2S	N
Mixed Food Basket ~ nuts, fruit, cheese, dried meat, bread. 1-day	2S	LL
Salt ~ 1/2lb., granulated	5C	L
Wine, Jug ~ 2qt., dry and sharp	2S	LL
Wine Sack, & Wine ~ 1qt, strong and sweet	3S	LL
Bread ~ two fresh loaves	2C	L
Cheese ~ waxed, aged, 2-pound wheel	5C	L
Eggs ~ 3 dozen packed in basket w/straw	6C	LL
Meat ~ salted pork, beef, or lamb. 10lb.	4S	1

APPENDIX ONE: ABBREVIATIONS

Adventures
- A-ITB, In The Blood
- A-TCD, The Candlemaker's Daughter
- A-TCD2, The Cursed Dell (TCD sequel)
- BD – Bonus Die
- GM – Gamemaster
- Load – Load allowance or load rating
- LP – Life Point(s)
- M.A.G.E. – Mass-Adventure Game Engine
- MC – Main Character
- med – Medium
- min – Minimum*
- MOVE – Maximum movement rate
- N/A – Not Applicable
- PD – Penalty Die
- RAW – Rules as Written
- SC – Supporting Character
- sum – Summary
- TTRPG – Tabletop Roleplaying Game
- TPK – Total Party Kill
- d – Dice, or Die
   — (i.e. 1d4, meaning one 4-sided die)

Books
- B-PQG – Player Quick Guide
- B-GMQG – GM Quick Guide
- B-AM – Adventurer Manual
- B-GMP – GM Primer
- B-BOL – Book of Legends

Time Related
- dur – Duration
- TIME – Turns to cast, if a spell
   - Turns to manifest, if enchanted item
   - Turns to disarm, if a trap
   - Turns to perform, if a skill or action
- T – Turn, or per turn
- min – Minute*
- hr – hour
- BCE – Before Common Era
- CE – Common Era
- b – Born
- d – Died
- ca Circa

Stat(s)
- INT – Intelligence (Mental capacity)
- SPI – Spirituality (Intuition)
- SUR – Survival (Instinct)
- STR – Strength (Physical power)
- HEA – Health (Bodily well-being)
- AGI – Agility (Quickness)

Combat Related
- ATT – Attack score
- DEF – Defense score
- #att – Number of attacks
- #def – Number of defenses
- dmg – Damage
- AK – Armor Kit
- H2H – Hand to Hand

Weapon and Special Damage Type
- A – Acidic
- B – Blight
- C – Crushing
- E – Electrical
- F – Frost
- G – Gorging
- H – Heat
- N – Neural
- P – Piercing
- S – Spiritual

Skill Related
- RS – Related Stat
- TI – Training Intensity
- RO –Related Occupation

Spell Related
- 2XL – Doubles per skill level gained
- AE – Area of Effect
- CI – Casting Ingredients
   - Ml – Motional
   - Vl – Vocal
   - El – Elemental
- Magic Types
   - Cel – Celestial
   - Pri – Primordial
   - Sym – Sympathetic
   - Con – Conjuration
   - Men – Mentalism
   - Dis – Discordant
   - Nec – Necromancy
   - Ast – Astral
   - Ill – Illusionary
   - Div – Divination

Money
- C – Copper Coin(s)
- S – Silver Coin(s)
- G – Gold Coin(s)

*Since the abbreviations for Minute(s) and Minimum are the same, the full word is written out unless the context is clear.

APPENDIX TWO: GLOSSARY

#att: Number of attacks. This indicates how many times per turn a combatant can attack.

#def: Number of defenses. Indicates how many attacks per turn a combatant can defend against.

Action: Anything done to achieve a goal. Typically, there will be a die roll and a time frame associated with performing an action.

Antagonist: An adversary, villain, enemy, or foe. Someone who is hostile in their opposition toward the protagonist.

Archetype: A recurrent and typical example of a behavioral predilection. Archetypes help give some direction to roleplaying characters.

Attack: The physical act of trying to cause harm. Aggression against an enemy, typically with a weapon. Also describes a spell meant to harm.

Bestiary: A treatise on various real or legendary creatures. A Medieval tome that details a taxonomy of the animal world through moral anecdotes.

Bonus Die: An extra die added to a roll when the odds are favorable. The highest number counts.

Character: Part of the cast in an RPG story. May be either a main character or a supporting character.

Die Check: Called for when using one's skills, or stats, unless there is no chance of failure.

Disorder: A prohibitive or disruptive condition affecting a character. May be mental or physical.

Encounter: A meeting or experience with someone or something. They may be hostile, mysterious, difficult, entertaining, casual, revealing, etc.

Fate Role: An unexpected circumstance happening randomly as the main story progresses. An encounter indicated by rolling on a fate table.

Homebrew: Adventure content not published or purchased. It is created by those who plan to use it in their personal gaming.

Human-Kin: Races of beings similar to man, like the Dwarf, Elf, Pitkin, and so on.

Hybrid: A creature of mixed origin like the Manticore or Minotaur.

Innate Skills: These skills are some of the first things a character learns, and the last they forget.

Life Points: An amount of life essence. It can be lowered by physical damage or raised by healing.

Magic Type: Each is abbreviated by its first three letters. There are ten types.

Main Character(s): Those characters controlled by players, not by the GM.

Metagaming: A player's use of their own knowledge about an adventure, or rule, to plan their MC's actions, when their character actually has no knowledge of said adventure or rule.

Monster: From the Latin words monstrare (to show) and monere (to warn). A monster is a disruption of the natural world that often takes the form of a dangerous creature.

Movement Rate: The speed at which one can travel, either by walking, running, or by vehicle.

MOVE: The maximum movement rate of a character or monster.

Natural: An unmodified die roll, as in the actual number rolled on a die. Often shortened as 'Nat'.

Night Vision: An ability of certain creatures and beings to see in the dark. There is also a spell by this name.

Novice: A level of play geared to new players. It usually involves easier encounters and uses fewer rules.

Occupation: A profession or line of work.

One-Shot: A shorter adventure that can be played in a single game session.

Penalty Die: An extra die added to a roll when the odds are unfavorable. The lower result between the two dice counts.

Point Blank: An attack made with a range weapon from a distance short enough to use a hand-to-hand weapon.

Potion: Magic in a bottle; A spell that can be drank. Potions combine rare ingredients with enchantment.

Protagonist: One of the main characters in a story. Often a heroic figure or the driver of a particular cause.

Range: Used for spells or propelled weapons. Expressed as short/mid/long. Measurements are given in feet (Example – 20/40/60).

Rank: A difficulty level applied to adventures, traps, and monsters, or a power level applied to enchanted items, or a way to quantify an adventuring party. Traps are ranked Easy, Moderate, or Hard. Monsters are ranked from one to ten. Adventures are ranked Novice, Advanced, or Expert. Enchanted items are ranked from 1-4. Adventuring parties are ranked by a combination of average skill level and party number.

Sandbox: A style of campaign that gives characters their choice of numerous plotlines; like the 'open world' mechanic in video games.

Skill: A specialized character talent used in combat and to perform actions or accrue bonuses. Skill levels range from 1-6.

Skill Check: A roll of the die, with added modifiers, to determine whether a skill action succeeds. The mechanics of this roll are: d8 + skill level + stat score = a number that can range from three to twenty-four. The target number for skill checks is always thirteen.

Special Damage: Extra damage done by type. From weapons, magic, monsters, traps, or natural causes. Typically occurs from high attack rolls.

Stat: A number that represents a character's rating on a scale of 1-10, in one of six given domains: Intelligence, Spirituality, Survival, Strength, Health, and Agility.

Stat Block: The section of information that introduces each occupation, skill, spell, trap, magical item, or creature, etc. Stats are intended to impart information at a glance. Character sheets include several stat blocks.

Stat Check: A roll of the die, with added modifier, to determine the success or failure of actions related to one's vital stats. The mechanics of this are: 1d6+ stat score = a number that may range from two to sixteen. The target number for stat checks is always ten.

Supporting Character: Those characters controlled by the GM, not by the players.

Thaumaturgy: The casting of magic through one's Intelligence.

Theater of the Mind: A style of play in which narration and the imagination are the primary tools to set the scene and resolve encounters, in contrast to play that employs battle maps and miniatures.

Theurgy: The casting of magic through one's Spiritual intuition.

Turn: About four seconds.

APPENDIX THREE: CANDLEMAKER PLAYER EXTRAS

This section contains the world map and the village map, pre-made character sheets, a blank character sheet, and a letter to Jack. Pre-made character sheets may be printed off separately and used 'as is', or manually copied onto a new blank sheet.

CENTRAL EUROPE

Much of the area above was part of the Roman Empire near the end of the 4th Century. This was about to change, as over the next century the old world threw off the cloak of imperialism. Already the signs of Rome's decline were showing. This was a time of much migration in and around Europe. Wars large and small were continually reshaping the political landscape. Entire tribes and villages might pull up stakes and relocate.

Next page, SETTING B, VILLAGE OF BLAKBURGN

Blakburgn is a fictional Gallic village based on folklore and the limited historical records from the period.

To Farm Tracts

To Treetop Path + South Mine Entrance

To Mine Main Entrance

Laurel Grove Spring
Shrine to Apollo

Celia's

Candle-maker

Refinery Row

Copperhead Row

Inn

South Rd.

Copper Rd.

Warehouses

Well

Stables

Herbalist

Cobb's Corner

Blakburgn Lane

Black-Smith

Vineyard

Mill

Village Common

Abe's Store

Carpenter

To Moors

VILLAGE of BLAKBURGN

Founded by Gaius the Black

1 inch = 200 ft

Apple Orchard

Great Hall

Mayoral

Black Rd.

Game Field

Creek Daphne

To Dracea

Olive Grove

Park

To Docks

W
North
S
E

Black Lake

Jack Front Page

MYTHMAKER MAIN CHARACTER

MC NAME	Jack
PLAYER	[your name here]
ARCHETYPE	Trickster
OCCUPATION	Warrior

LIFE POINTS 8 | 32   **MOVE** 1 | 41

Gender M   Age 24   Weight 181 lb

Height 5'10"   Body Type Medium Build

Hair Short/Brown   Skin Medium dark

PORTRAIT

STATS

INT 5   SPI 5   SUR 6

STR 7   HEA 7   AGI 6

WEALTH
Coins - **C**   **S**   **G** 40

Jewelry   Ingots

Gems   Load L

In pack

POSSESSIONS

Load	Item
1	Mixed Food Basket x2
LL	Change of Clothes
LL	Medium Backpack
LL	Wool Blanket

2 + LL ⟹ Load ⟹ 6 + L
Subtotal

COMBAT

ATT 19 | 21/21 | x | 2/2 |
Base   Full   #att
Skills +2/+2 + Weapon ____ + Other ____

DEF 19 | 26 | x | 2 |
Base   Full   #def
Skills 2 + Armor 5 + Other ____

Special Defenses:
Note: +1 to ATT armored foe

Weapons
H2H: Short Sword   ATT Mod: —
Dmg: 1d6+1 Type: G or P Speed: 4 Load: LL

Range: Plumbata (20/35/60) ATT Mod: —
Dmg: 1d6   Type: P   Speed: 3 Load: 1

Other: Fists ATT: 21   ATT Mod: +1
Dmg: 1d4+1 Type: C   Speed: 3 Load: —

Armor Kit: Helm, Small Shield
Thin Leather (half-suit) Load: 2

ENCHANTED ITEMS

Name of Item	Rank	Span	Load
	-	-	-
Properties			
	-	-	-
Properties			
	-	-	-
Properties			

Jack Back Page

SKILLS

Name of Skill	Type	RS	TI	Level	
Latin	Language	INT	Hard	2	7 add
Desc. Popularized and spread by Rome					
Roman	Heritage	SUR	Hard	2	8 add
Desc. Empire that ruled much of Near East, Europe, & N. Africa					
Insight	Social Skill	SPI	Moderate	2	7 add
Desc. Detect lies. Determine best course of action.					
Single-Handed Weapon	Trade	—	Mod	2	— add
Desc. Use club, short sword etc.					
Armored Defense	Combat	—	Mod	2	— add
Desc. Use Armor, +1 to attack armored foe.					
Thrown Weapon	Combat	—	Easy	2	— add
Desc. Use javelin, plumbata, etc.					
Weaponless Combat	Combat	—	Mod	2	— add
Desc. Wrestling, boxing, etc.					
	-	-	-	-	add
Desc.					
	-	-	-	-	add
Desc.					
	-	-	-	-	add
Desc.					

Session One			Session Two			Session Three			Session Four		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard
Session Five			**Session Six**			**Session Seven**			**Session Eight**		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard

Jack is Lucian's brother, a young soldier returning home from the war. He lived in Blakburgn with Lucian for a year before joining the army: long enough to become familiar with the area, and to get acquainted with many of the villagers.

Oella Front Page

MYTHMAKER MAIN CHARACTER

MC NAME **OELLA**

PLAYER

ARCHETYPE **Sage**

OCCUPATION **Crystalarian**

LIFE POINTS $\frac{2}{1}$ **28**   MOVE **40**

Gender **F**   Age **20**   Weight **120 lb**

Height **5'5"**   Body Type **Medium**

Hair **Long Blonde**   Skin **Tanned**

STATS

INT **5**   SPI **6**   SUR **7**

STR **5**   HEA **7**   AGI **5**

WEALTH
Coins - **C**   S **20**   G **4**

Jewelry   Ingots

Gems **Fire Opal (A1)**   Load **L**

Sewn into bedroll

POSSESSIONS

Load	Item
1	Wilderness Camp kit
	– bedroll, towel, cookery
LL	Healing Kit – bandages etc.
	(heals 1 LP per day, 10 days)
LL	5 Candles

2   Load   **2 LLL**
Subtotal

COMBAT

ATT **17** Base   **20** Full x **1** #att

Skills **1** + Weapon **1** + Other **1**

DEF **17** Base   **18** Full x **1** #def

Skills **1** + Armor   + Other **1**

Special Defenses:

Weapons
H2H: **Staff**   ATT Mod: **+1**

Dmg: **1d6+1**   Type: **C**   Speed: **3**   Load: **LL**

Range: (/ /) ATT Mod:

Dmg: Type: Speed: Load:

Other: ATT Mod:

Dmg: Type: Speed: Load:

Armor Kit:

Load:

ENCHANTED ITEMS

Name of Item	Rank	Span	Load

Properties

Properties

Properties

Oella is on a mission to follow a strange star which has been moving south across the evening sky. She thinks she will finally catch the star with the next coming of night.

Oella has lived most of her 20 years with the Crystalarians, as a student of their arts and a servant of the oracle. It is by the oracle's order that she approaches Blakburgn and her appointment with what she calls *the eagle star*.

Oella Back Page

SKILLS

Name of Skill	Type	RS	TI	Level	
LATIN	- Language -	INT	- Hard -	1	6 add
Desc. Language spoken by many in the Empire.					
GALLIC	- Heritage -	SUR	- Hard -	2	9 add
Desc. Citizen of Gaul, under Rome's rule.					
INSIGHT	- Social Skill -	SPI	- Mod -	2	8 add
Desc. Detect lies or truth.					
CHANNELING	- Trade -	SUR	- Hard -	2	9 add
Desc. Limited spell casting — Magic type, Primordial.					
ARMORLESS DEFENSE	- Combat -	—	- Hard -	1	— add
Desc. +1 ATT.					
TWO-HANDED WEAPON	- Combat -	—	- Mod -	1	— add
Desc. Oella's walking staff doubles as her weapon.					
WILDCRAFT	- Trade -	INT	- Easy -	2	7 add
Desc. Make tools, weapons, shelter, etc.					
FORAGE	- Survival -	SUR	- Easy -	2	9 add
Desc. Live off the land.					
ATHLETICS	- Trade -	HEA	- Easy -	1	8 add
Desc. +1 LP per level. +1 per level to STR, HEA, or AGI					
EVASION	- Survival -	SUR	- Easy -	1	8 add
Desc. Hide, skulk, escape...					

SPELLS

Name of Spell	TIME	Focus	Dur.	Range	AE	CI
WINTER WINDS	2	- Low -	2T	- Short -	25'cone -	ML, EI
Effect(s) 2d6 LP (F) per turn, up to 2 targets. Knock down vs. STR or AGI.						
LIGHTNING STRIKE	3	- Auto -	1T	- Mid -	Size 6 -	VI, MI
Effect(s) 3d6 LP (E). May split dmg between 2 targets.						

Effect(s)

Effect(s)

Effect(s)

Effect(s)

Session One			Session Two			Session Three			Session Four		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard

Session Five			Session Six			Session Seven			Session Eight		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard

Crystal Cult

The Crystalarians are energy workers. Their doctrine and sphere of influence is rather narrow like many other such proto-religions. Their mission is to map, monitor, and maintain Earth's ley lines.

Crystalarians often carry one or more crystals. These are used to 'recharge the soul', and for various other things. If spell casting, they may substitute casting ingredients. They can also be used to power wands and other enchanted items such as the magic compass or certain charms and trinkets.

Brodkin Front Page

MYTHMAKER MAIN CHARACTER

MC NAME **BRODKIN**
PLAYER
ARCHETYPE **Everyman**
OCCUPATION **Archer/Miner**

LIFE POINTS **5 29**   MOVE **1 41**

Gender **M**   Age **30**   Weight **165 lb**
Height **5'10"**   Body Type **Medium**
Hair **Short Brown**   Skin **Pale**

PORTRAIT

STATS
INT **7**   SPI **5**   SUR **7**
STR **7**   HEA **5**   AGI **6**

WEALTH
Coins - **C**   S **90**   G
Jewelry   Ingots
Gems   Load **L**
                   In belt pouch

POSSESSIONS
Load   Item
LL   **25 Arrows & Quiver**

LL ⇨ Load ⇨ **3 + L**
Subtotal

COMBAT
ATT **20** Base   **22/23** Full x **2/3** #att
Skills **2/3** + Weapon / + Other

DEF **20** Base   **24** Full x **1** #def
Skills **1** + Armor **4** + Other
Special Defenses: **+1 to defense against Bow & Arrow**
Note: **+1 to ATT armored foes**

Weapons
H2H: **Short Sword**   ATT Mod: **—**
Dmg: **1d6+1** Type: **G or P** Speed: **4** Load: **LL**
Range: **Bow** (35/75/110) ATT Mod:
Dmg: **1d6** Type: **P** Speed: **3** Load: **LL**
Other: ATT Mod:
Dmg: Type: Speed: Load:

Armor Kit: **Thin leather, half suit shield**   Load: **1+LL**

ENCHANTED ITEMS
Name of Item	Rank	Span	Load

Properties
Properties
Properties

Brodkin Back Page

SKILLS

Name of Skill	Type	RS	TI	Level	
LATIN	Language	INT	Hard	2	10 add
Desc. Language common to area around Blakburgn					
ROMAN	Heritage	SUR	Hard	2	9 add
Desc. Citizen of Roman Empire (tends toward loyalty)					
BLEND	Social Skill	SUR	Mod	3	10 add
Desc. Conveys sense of belonging or unobtrusiveness					
BOW	Trade	—	Hard	3	— add
Desc. Learned as a boy. Was an archer in the army.					
SINGLE-HANDED WEAPON	Combat	—	Mod	2	— add
Desc. Prefers a short sword.					
EVASION	Survival	SUR	Easy	1	8 add
Desc. Use to avoid being seen.					
PREDICTION	Misc.	SPI	Easy	1	6 add
Desc. Predict the outcome of a proposed action					
ARMORED DEFENSE	Combat	—	Mod	1	— add
Desc. Use armor. +1 to attack armored foe.					
	—	—	—	—	add
Desc.					
	—	—	—	—	add
Desc.					

Session One			Session Two			Session Three			Session Four		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard
Session Five			Session Six			Session Seven			Session Eight		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard

Brodkin is a lonely fellow. At thirty he is still a bachelor. He has begun to look for any opportunity to increase his standing in the community, believing this will lead to finding a wife. 'Let no good deed go undone' is his motto.

It should be a natural choice for Brod' to carry Lucian out of the mine and to help cart him home. And even to join Jack in looking for Lucy if an extra hand is needed.

Dago Front Page

MYTHMAKER MAIN CHARACTER

MC NAME	DAGO, son of Uris
PLAYER	
ARCHETYPE	Anti-hero
OCCUPATION	Woodsman

LIFE POINTS 5 30   MOVE 4 44

Gender __M__ Age __34__ Weight __200 lb__

Height __6'__ Body Type __Tall & Broad__

Hair __Long, Dark, Brown__ Skin __Tanned__

STATS

INT __5__ SPI __7__ SUR __8__

STR __6__ HEA __6__ AGI __8__

WEALTH
Coins - C   S 50   G 2

Jewelry

Gems

Ingots

Load __L__

In belt pouch

POSSESSIONS

Load	Item
LL	Medium rope, 10 yd
L	Tinder Kit
N	Jasper Whetstone
I	Wilderness Camp Kit

1 + LLL ⇒ Load ⇒ 4 + LL

Subtotal

COMBAT

ATT __22__ Base   24/23 Full   x 2/1 #att

Skills 2/1 + Weapon 1/ + Other ___

DEF __22__ Base   29 Full   x 2 #def

Skills 2 + Armor 5 + Other ___

Special Defenses:
Note: +1 to ATT armored foes

Weapons

H2H: HAND AX   ATT Mod: +1

Dmg: 1d6+1 Type: G Speed: 3 Load: LL

Range: THROWING AX (25/40/50) ATT Mod: —
(Pair)

Dmg: 1d6 Type: G Speed: 2 Load: LL

Other: ATT Mod:

Dmg: Type: Speed: Load:

Armor Kit: Thin Leather, half suit
Sheild, Helm   Load: 2

ENCHANTED ITEMS

Name of Item	Rank	Span	Load
	-	-	-
Properties			
	-	-	-
Properties			
	-	-	-
Properties			

Dago Back Page

SKILLS

Name of Skill	Type	RS	TI	Level	
LATIN	- Language -	INT	- Hard -	1	6 add
Desc. One of several languages known (illiterate in all)					
GALLIC	- Heritage -	SUR	- Hard -	2	10 add
Desc. Raised in the old ways. Dago both fears and cheers Rome's fall.					
INTIMIDATE	- Social Skill -	SUR	- Easy -	2	10 add
Desc. Forceful persuasion					
FORESTRY	- Trade -	SUR	- Easy -	2	10 add
Desc. To be at home in the woods					
ARMORED DEFENSE	- Combat -	—	- Mod -	2	— add
Desc. Use Armor. +1 to attack armored foe.					
SINGLE-HANDED WEAPON	- Combat -	—	- Mod -	2	— add
Desc. Prefers a Hand Ax					
THROWN WEAPON	- Combat -	—	- Easy -	1	— add
Desc. Prefers the Throwing Ax					
HUNT	- Survival -	SUR	- Mod -	2	10 add
Desc. Track, drive, flush, or stalk prey.					
DISCOVERY	- Misc -	SUR	- Mod -	1	9 add
Desc. Find hidden items, enemies, or traps					
	-	-	-	-	add
Desc.					

Session One			Session Two			Session Three			Session Four		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard
Session Five			Session Six			Session Seven			Session Eight		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard

Tall, broad, and broody, Dago is a man of few words—still his appearance speaks volumes. His axe is always at his side, silently proclaiming his trade as a woodsman. Dago's long hair and beard, deep piercing eyes, and proud posture belie a nature closer to beasts than men. His leathern outfit has a distinct northern look, right down to the wolf fur trim. And when he does talk, in his low, commanding way, the words ring with truth.

Dago came to Blakburgn on a tip from a stranger in a town to the north. He seeks the man who killed his son. The only lead is that a man matching his description will be in the village in a week or two.

Letter to Jack from Lucian

Greetings, my incomparable brother Jacobus,

I, Lucian, salute you as your commission ends, and pray that you are well.

You asked about lodging nearby. I have a surprise for you. We have emptied your old room at the back of the house. You are welcome to move in until you can build or buy a place of your own.

You wondered what news there was. Not much. The Village is as tame as ever, which is to say she's still an ornery mule of a town. We still share a sheriff with Dracea. A giant moved into the old sorceress' tower on Treetop. His name is Krang. He keeps to himself. The candle business is better than ever. I'm looking forward to your help. I'm ready to expand sales beyond Blakburgn.

You mentioned the wicked heathen beliefs you were exposed to in the North. Let us hope they stay put. It's bad enough that the old gods here at home must make room for the Christians and their cross. They claim moral superiority, yet I hear their scripture quoted much more than I see it practiced.

Our neighbor Celia asks about you often. She is helping Aylin plan your Hero's Welcome Party.

Aylin is in good health. She and your little niece Lucia salute you as well and pray for your safe journey home.

Lucian

MYTHMAKER MAIN CHARACTER

MC NAME

PLAYER

ARCHETYPE

OCCUPATION

LIFE POINTS

MOVE

Gender .... Age .... Weight ....

Height .... Body Type ....

Hair ....Skin ....

STATS

INT_____ SPI_____ SUR_____

STR_____ HEA_____ AGI_____

WEALTH

Coins - **C**　　**S**　　**G**

Jewelry　　　　**Ingots**

Gems　　　　**Load**

POSSESSIONS

Load　　**Item**

⇨ **Load** ⇨

_____

Subtotal

PORTRAIT

COMBAT

ATT_____
　Base　　　Full　　#att

Skills_____ +Weapon_____ +Other_____

DEF_____
　Base　　　Full　　#def

Skills_____ +Armor_____ + Other_____

Special Defenses:

Weapons

H2H:　　　　　　　　ATT Mod:

Dmg:　　　Type:　　　Speed:　　Load:_____

Range:　　(/ /) ATT Mod:

Dmg:　　　Type:　　　Speed:　　Load:_____

Other:　　　　　　　ATT Mod:

Dmg:　　　Type:　　　Speed:　　Load:_____

Armor Kit:

....

Load:_____

ENCHANTED ITEMS

Name of Item	Rank	Span	Load
	-	-	-
Properties			_
	-	-	-
Properties			_
	-	-	-
Properties			_

SKILLS

Name of Skill	Type	RS	TI	Level	
...... -	Language -	INT -	Hard -	......	add
Desc.					
...... -	Heritage -	SUR -	Hard -	......	add
Desc.					
...... -	Social Skill -	-	-	......	add
Desc.					
...... -	Trade -	-	-	......	add
Desc.					
...... -	-	-	-	......	add
Desc.					
...... -	-	-	-	......	add
Desc.					
...... -	-	-	-	......	add
Desc.					
...... -	-	-	-	......	add
Desc.					
...... -	-	-	-	......	add
Desc.					
...... -	-	-	-	......	add
Desc.					

SPELLS

Name of Spell	TIME	Focus	Dur.	Range	AE	CI
...... -	-	-	-	-	-	-
Effect(s)						
...... -	-	-	-	-	-	-
Effect(s)						
...... -	-	-	-	-	-	-
Effect(s)						
...... -	-	-	-	-	-	-
Effect(s)						
...... -	-	-	-	-	-	-
Effect(s)						
...... -	-	-	-	-	-	-
Effect(s)						
...... -	-	-	-	-	-	-
Effect(s)						

Session One			Session Two			Session Three			Session Four		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard
Session Five			Session Six			Session Seven			Session Eight		
Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard	Easy	Mod	Hard

The MYTHMAKER Player Quick Guide and GM Quick Guide present a streamlined ruleset and Novice adventure. If you enjoy these, please check out the full version.

What is Mythmaker?

An RPG in the grand old tradition, with mystery, braggadocio, death, and the occasional shenanigan. It's made for taking myths and legends and recasting them in a new light. Simple, intuitive guidelines allow the ultimate immersive experience. It's about social engagement and connecting with others at the game table. It's about fantasy and escapism. It's about the spirit of heroism. But mostly it's for the fun of it.

What is the Mass-Adventure Game Engine?

It comes down to roleplay and dice. Roleplaying provides direction—dice may bring chaos or save the day. We use three different dice for the three most common rolls: The d6 is for stat checks. The d8 is for skill checks. The d10 is for combat. In all cases a high roll wins.