



DragonSpawn

The Game Player's Guidebook

Official
DragonSpawn
Product

The Game Player's Guidebook

By Jeffrey R. Naujok

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Preface

This is the first edition of the rules for DragonSpawn, a fantasy role-playing system. This guide has been built around one general premise, that other systems are either too cumbersome or too simplified, turning role-playing into *Roll Playing*. Too many games have devolved into, "Open the door, kill the monster, divvy up the treasure. Go to the next door..."

That is not what role-playing is about. Good role-playing can be done without dice, without ability scores, and even without a Game Master. Not that this system doesn't use dice. To the contrary, one of my favorite things from gaming is a heavy velvet pouch that is filled to bursting with dice of every imaginable size and color, not to mention the number of sides. This system uses ability scores as well, quite a few of them in fact.

So why am I writing this?

The easiest answer is that I want to make everything consistent and easier. To remove all of the ambiguities that have cropped up over the years. That is a pipe dream. Any ambiguities I clear up will surely spawn twenty more. That is the nature of role-playing, and that is what makes it unique among all the games in the world. In the end, what I am trying to do is create a system that is easier to use than the "classic" systems (and I shall avoid naming names), yet still offers the rich depth of play those systems offer. In addition, this system, from the start, will be donated to the public forum. Although I will retain the rights to the system, and I will be the only "*official*" outlet for the game, *anyone* will be able to create their own adventures, addenda, and rule variations, and post them in any forum they want.

I will maintain an "official" logo for the game, and those additions that are submitted to me, and which I approve of, will receive this logo, and become an "official" addendum to the game.

I can only hope that this system catches on, and is put into wide use and accepted. If it is, there is no limit to the range this game can cover. In addition, although I have not tried it personally, there is no reason that these rules can't be extended easily to any genre of role-playing. I am sure, and I hope, that individuals will produce those rule addenda soon so that everyone can enjoy this system, whether they are swashbucklers or mech-warriors.

In closing, I can only say, "Enjoy!"

Acknowledgments

I have to send special thanks to those that made this possible. First of all, I need to thank all of the people I gamed with over the years. My parents bought me and my brother that first boxed set that led us into a creative realm from which we never truly escaped. My brother, for running those first games between just the two of us, which I will never forget. "There's *WHAT* behind the door?!? Close it, close it, CLOSE IT NOW!"

When we started gathering more into the group, it was Dean and Greg in a castle that was unbelievable. Both of your wizards are bleeding insane...

Eventually, I took the reins with my own group, Ken, Wayne, Chris, Jake, and Bryan. As an aside to Ken's mom, who was vehemently against RPGs, I guess Ken wasn't watching movies every Saturday night.

And finally, and foremost, there was the last player added, Brittany. I guess it was just natural since I did end up marrying her. She's the one who gives me support, even when she doesn't agree with me. She's the one who makes everything I do mean something. And she's also the one who thought she edited this special line out. She may be the light of my life, but I'll always be the one who knows how to lock out changes in the word processor.

One final note, I hope to add at least one more player at some point, my son Jason. It's truly amazing how much one little boy's smile can change your life.

Jeff Naujok - March 27, 1996

Foreword

This will be written when the book is done, not when it's starting.

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Introduction

Welcome to DragonSpawn! I know, you've probably seen a million role-playing Games, you only got this for curiosity and maybe for a few ideas. Hopefully, you will start reading and get hooked. That's the idea of this book.

If you are new to role-playing Games, or RPGs for short, then sit back, put your feet up, and start reading. I have tried to make this book as readable as possible, so you should be able to just read on. However, it is always better to learn an RPG from someone who has experience playing RPGs, so you might want to just read what you understand, and then find someone who can answer any questions you may have for you.

Role-playing is no longer just a niche activity played by a few frazzled teenagers who are drinking too much Mountain Dew™ and eating way too much pizza and chips. Being from Milwaukee, I see over 50,000 people flock to the GenCon convention every year. This game is only growing stronger.

You can always find fellow role players by looking at local hobby stores. The one in my neighborhood keeps a list of those who are looking to play, and the store even has gaming rooms in the basement where groups can meet to play.

Another option in this age of technology is the Internet. There are actually lists of people who are looking to create gaming groups. Find these lists and put your name and e-mail address on them. You may be surprised at how many people are out there just looking for a group to play in.

Well, now that we've got that out of the way, let's get down to the proverbial brass tacks. DragonSpawn is an RPG in the fantasy genre. That means this game contains mythical creatures like Minotaurs and dragons. There are wizards and warriors, rogues and men of the cloth in this game. Battles are fought, kingdoms are won, and in general, good triumphs over evil.

This means that the game encompasses fantasy; things that are outside the realm of normal experience. It is this fantastic quality that gives the game its special edge. You are free to let your imagination run wild.

Now, some of you out there may be saying, "but my church says that this kind of game is evil, that it causes young children to commit suicide and go on to lives of crime." Well, I've always known that wasn't true, but now I finally have proof. A *religious group* in Canada (The Ontario Centre for Religious Tolerance, found at the web address <http://www.religioustolerance.org/>), commissioned a study on the effects of RPGs on teenage children, so they could use the statistics to blast the game. Therefore, I'm sure that they were shocked when the results came back. Now, in all honesty, I have to compliment the church, because they swallowed their pride and actually admitted that the study showed playing RPGs actually *lowered* the

incidence of crime and suicide compared to the general population by almost 40 times. In a given population of teenagers where 500 would commit suicide, in the RPG community, only 7 would. It only goes to show that the healthiest emotions are those that are expressed and that RPGs are a *release* of emotions, not a cause of them. The study also showed that the crime rate among role-players was much lower than the general population's.

The second argument that a church uses is that these games teach demonology and devil worship. Well, I've played for fifteen years now, and I can honestly say that I haven't been involved in any satanic rituals, nor have I summoned any demons, or started worshipping ZYGYAT the all-powerful God of Soap Bubbles. (Okay, I made the name up, but the point is the same.) Of course, most of the people who use this argument base it on fourth-hand information and whispered rumors, having never even bothered to open any of the rule books themselves. Without the slightest shred of evidence, they claim that the activities that the player's imaginary character supposedly is involved in are actually performed by the *player*. It is this gap in their knowledge on which most of their arguments are based.

In actuality, the National Education Association has endorsed the use of role-playing games because of the massive benefits these games produce.

So, as I said before, strap in, and get ready to open your mind to a new horizon in enjoyment, DragonSpawn.

What You Need

DragonSpawn, like most other role-playing games, requires only three things: paper to write on, dice to roll, and the player's imagination. Anything else is just clutter.

Paper is easy enough to come by, either the lined type or if you can write straight lines, plain white paper. Graph paper is also good for mapping. 1/4" is the best to start with, while I find that now, 1/10" grids can cover more area once you get good at mapping.

Dice are the major sticking point. Any good hobby store will have racks of these things just waiting for the adventurer. Get the cheap ones first. When they start to wear down you can worry about the pretty colors and the crystals. Your dice will become very personal to you, you will know which ones roll high, and which ones roll low. I have a bag of over 100 dice myself. It's a hobby in itself just collecting dice.

Most dice are reasonably priced, with a set of seven available on amazon.com for less than \$4. That's one four-sided die, one six-sided, one eight-sided, two ten-sided, one twelve-sided, and a twenty-sided die. This one set is all you will need to get started playing.

A Note on Dice

Dice are referred to in this book using a method that seems to be a de-facto standard within the industry,

known as the “d” notation. When the player needs to roll a die or dice to determine the outcome of some event, the type and number of dice to be rolled is given in a series, “*n* d *s*” where *n* is the number of dice to be rolled, and *s* is the number of sides that the die to be rolled has.

For example, if the book tells you to roll 5d6, it means that you should roll five six sided dice and total the number of pips showing.

The only exception to this is the d100, or percentage dice. You can now actually buy 100 sided dice, but what most players do is roll two distinctive 10 sided dice instead. Before the roll is made, one die is chosen as the “high die” and the other die becomes the “low die”. Then, when the dice are rolled, the high die becomes the tens digit, and the low die becomes the ones digit. If the result of the high die is a seven, and the low die is a 3, then the result would be a 73. Double zeros (or double tens if your die is marked that way) are considered to be 100.

The “d” system makes it much easier to describe die rolls, because rather than saying, “roll four six-sided dice,” we simply say “roll 4d6.”

Imagination

Imagination is the one component of the game that you can't buy anywhere. Imagination is something you have to work on yourself. Only you can provide it, and only practice will improve it. You don't need to be a Shakespearean actor to play DragonSpawn, but you should be able to decide what reaction your character would have in a given situation. That's why it's called role playing.

Additional Supplies

The really avid gamer can bring along a laptop computer. There's a lot of software out there for managing a character's personal statistics, as well as for rolling dice, and mapping terrain. Eventually, we'll all just sit at home while our computer connects us in a video teleconference with the other players, so that we can game with people in other countries without leaving our own living room. It's up to you whether that's a good or a bad thing, but personally I'd love it if I could get a game together with all my old friends who are now scattered across five states. (Okay, it's only four right now, but my brother's in Madison, which anyone from Wisconsin can tell you deserves to be in a different state.)

In fact, there are a lot of things you can bring along outside of the “normal” supplies. There are miniatures available to help in visualizing a scene. There are landscape items to help build the scene around the miniatures. There are also other things less related to the game. As any seasoned player will tell you, the most vital items to bring along are snacks and drinks. I'm talking chips and soda pop, not that kind of drink. Now go sit in a corner for thinking that.

Onward

So all that's left is to send you onward into the game. Ahead you will find ways to make a character, to flesh that character out with skills and equipment, and some examples of how to role-play the various situations you will arrive in.

The examples are not complete, as no example could ever cover all of the possibilities inherent in the game. Part of the fun of this game is learning as you go along.

Another part of the game is that, like a great story, it never ends. There is no winning and no losing in this game, there are no points and no score. What this game does provide are feelings of personal achievement when a goal is reached, or a particularly difficult riddle is solved. So don't worry about winning or losing, just play the game.

Since the game never ends, no guidebook can be complete. Where the rules run out is where your judgment begins. There are a lot of situations that don't fall under “the rules”. In a situation like that, the final judge is the Game Master. He (or she) is the final arbiter of the rules in any situation.

Because the game is limitless, expect to see additional books and information come your way. Hopefully, like this guide, they will be distributed free of charge, if not, well let's just say that they won't be “official” products.

In any case, enjoy the game, because in the end, that's what it's all about.

A Note on the Use of Gender

This book was written by a human being. That means that I make mistakes. Now, hopefully the spelling checker will catch most of those mistakes, and the people who review this tome will catch the rest.

There is one sticking point I have, however, and that is the use of he/she. I am not a sexist pig. I think feminism is just peachy. But I hate to type out the term “he/she” and “his/her” everywhere. I don't believe in it. I think it screws up the way you read a line of text, and I can't stand to see it in print. If you have a really big problem with this, and you just can't stand to read it with this *masculine* form left in, then feel free to run the *Find and Replace* on the word “he” and replace it with “he/she”. Of course, that assumes you got this in the original Word 7.0 format, and not in the printed format. If you did get the printed format, then when you're reading, every time you see “he”, you can just add, “is a sexist pig” under your breath while thinking of me. It may not make for great literature, but you'll probably feel better about it at the end.

Chapter 1: Creating A Character

Characters are, of course, the central figures of any role playing system. Each player will have one or two of their own characters that they will role-play during an adventure. The biggest problem of role playing systems is coming up with a character that can be role-played. Many times, generating a new character becomes just another exercise in rolling dice and trying for the highest numbers possible.

Not that looking for high numbers is wrong. Let's face it, these characters better have high numbers somewhere, otherwise they'd be *average*, and average people just don't go out chasing after your basic bad guys, because the bad guys themselves aren't really average. However, that doesn't mean that every adventurer has to have all of their categories maxed out either. A good character has flaws, just like real people do.

The real fun of role-playing comes from the interaction between the characters, not from the combat. Most players can't recall the combat from two gaming sessions ago, but they can recall that twisted, thorny riddle that they puzzled out. Nothing is more interesting than two characters in conflict. I ran in a party with two wizards who were both basically after the same thing, world domination. That's right, two raving megalomaniacs. Half the fun of that campaign was from the constant back and forth banter that was flying between these two. The adventure forced them to grudgingly work together, but that's exactly the way it was played, grudgingly. Without those two, the adventure would have been far less enjoyable, as my character's quirks were far more secret than the blatant maniacal behavior of these two.

DragonSpawn takes a more thorough approach to character development, by starting this development with the ability scores, rather than develop character and abilities separately. I have played the other role-playing systems extensively, and the one thing I hate is the standard, boring, repetitive histories that come out of character histories. An example follows:

"Well, my character has a high strength, so he came from a harsh background where he had to work day and night. He's not very bright, so he must not have gotten much exposure to learning. Let's see, he also has really good agility, so somehow, while he was working without being taught, he learned how to do gymnastic maneuvers. Okay, he must have been a slave laborer at a dwarven coal mine where he was forced to work day in and day out. As a slave, he was never given access to a teacher or learning, so he's not very bright, but his time in the large, dangerous caves taught him to be quick on his feet. He escaped when the dwarves were attacked by a group of goblins."

Now, while that's a pretty good example of explaining away the details, it has a few problems. For instance, wouldn't this player now speak only the dwarven language? In addition, since we assume the class will be a warrior, how would he know *anything* about weapons? Surely, the dwarves would never have taught a slave how to use a sword. Third, wouldn't this guy now have an ingrained hatred of anything and everything dwarfish? This guy should loathe anything that even resembles a dwarf, and should go out of his way to bash in a little head or two. In addition, he would probably hate the slave trade and would take risks to help free slaves. In addition, as a prisoner, he would probably have never worn anything like armor, or even clothing other than a loincloth or something. Would he really be willing to wear that thick bulky armor that restricts his movements? Having been stuck in the coal mines, and never seeing magic of any kind, wouldn't he probably have a great fear and distrust of magic, at least initially?

Most of the time, the player will simply forget those little details, roll the 5d4 x 100 starting money and equip our warrior with a two-handed great sword and plank him over in plate mail before joining his companions who are two dwarves and a magi with his harem of slave girls attending him.

How To Fix History In Ten Easy Lessons

So why does this happen?

Mostly it's trying to fit the facts to a set of incredibly random scores. Most systems have some completely random system, say to roll 3d6 and tally the amounts. Now according to probability, most of these scores should fall in the 8-12 with the actual center being 10 ½. This means that someone is going to eventually end up with a character that has eighteen's in some categories, and threes in the rest. Now according to these systems' tables, a three strength is as weak as a young child. That means a maximum bench press of ten pounds. Now most adults who can move under their own power can press at least half their weight, just because they need to be able to stand up from a position where they are lying down. So this system is insane. A wizard with a strength of 3 wouldn't be able to lift their own spellbook, much less go adventuring.

These systems say that the randomness represents the trade-offs they made in life to get where they are. I don't know about you, but the average first level character doesn't seem to be much more than a regular Joe with a little extra training. Besides, if a wizard sacrifices everything physical just to get to first level, then why does it stop there? Shouldn't each level cost them more strength, and more stamina? Why end at three, why not keep going until they hit -10 at which point they would no longer have the muscle tone to keep breathing.

So, what can you do about it? The easiest answer is to make everyone average to start with.

DragonSpawn uses a system where every score starts off within the average range for an adult male human. This can be adjusted for racial or gender differences, but otherwise is standard for all scores. Each score has a theoretical range of -100 to 100, although scores under 0 or over 30 are rare. Human scores usually range from about 4 to 20, with the average human adult male falling in the range from 7 to 12.

It is then up to the player to decide which scores to increase. This gives them the ability to decide which scores are high, at the same time as they decide *why* those scores are high. Automatically, the history of the character starts to resolve itself. Why not put those points into Brawn? Maybe the character would rather be nimble than strong, so we put those points into Agility instead. The reasons are endless.

So now the character is already making sacrifices and decisions about what they want to be like, even before they have a name. In one step, we connect the abilities to the character history.

Ability Scores

There are twelve ability scores in DragonSpawn. That's right, twelve. Why so many? The better question is why do other systems offer so few. One of the other systems has a single category, charisma, that deals with the physical beauty of the character as well as such intangibles as leadership and social compatibility. What a crock. I've known lots of people who were stunningly handsome/beautiful; who could stop traffic. Of course after two minutes talking with them, you'd want to get away as quickly as you possibly could. Yet, the authors of this other system seem to say that this is impossible, that if you are good looking, you must also be great at socializing with others. Maybe this is a reflection on the social life of those authors, since the opposite case seems to be well known. Hmmm...

So we have twelve scores: four that describe purely physical attributes, four that describe mental attributes, and four that describe social attributes.

An argument could be made that beauty belongs under physical scores since it is solely a physical characteristic. I put it under social scores simply because it is only important in social situations.

What are these twelve scores? The physical scores are Brawn, Agility, Stamina, and Manual Dexterity. The mental scores are Knowledge, Thought, Wisdom, and Willpower. The social scores are Pride, Beauty, Socialization, and Leadership.

The following table shows how each of these scores applies.

Score	/	Definition
Brawn	2	The physical strength of the character. Shows how much they can physically lift in one single motion. Increases the amount of damage done when attacking, but does not make it easier to hit something.
Stamina	2	The ability of the character to "keep going". A marathon runner may not be as physically strong (so a lower Brawn score) then a weightlifter, but in a ten mile run, it will be the marathon runner who comes in first. Stamina reduces the onset of fatigue in combat and when carrying heavy items, and increases the amount of damage a character can withstand.
Agility	2	The ability of the character to move nimbly. A character with a high Agility score would be able to balance on a tightrope, or execute a back flip much easier then a character with a low agility score. Agility makes it more difficult to hit the character in combat, as they will simply not be where the attack was aimed.
Manual Dexterity	2	This score has to deal with how good a character is at manipulating tiny objects. A character attempting to pick a lock should have good manual dexterity.
Mental Attributes		

Score	/	Definition
Physical Attributes		

Score	/	Definition
Knowledge	2	This represents the amount of book learning a character has received. This does not directly relate to intelligence. If I had a dollar for all of the college professors I had that were extremely book-smart but dense as a doorknob, I'd be a rich man. High knowledge without wisdom is like someone who can answer every question in Trivial Pursuits™, but can't hold onto their job because they screw everything up. Knowledge is important for sage craft and in the use of spell craft. It is also useful in creating believable illusions.
Thought	3	The ability to "think fast" or think on one's feet. Thought is related to the speed at which a person assimilates information and acts on that information. Ted Williams often said that he could count the stitches on a fast ball hurtling towards him at 90+ miles an hour. That also means that he could move the bat to intercept that flying sphere. His .400 batting averages and other feats support his statements. In combat, this means the ability to see an attack coming and to dodge it, and the ability to see a hole in the enemy's defenses and exploit it. It is also important in spell craft for catching the changes in the magic as it is being created.
Wisdom	2	Best thought of as the lessons that life teaches us, Wisdom is a type of knowledge that can only be gained through experience. This is what all those college professors lacked. This can best be termed as real-world knowledge. In game terms it gives the character the ability to see through illusions easier, and to resist the influence and charm of others.

Score	/	Definition
Willpower	3	The ability of someone to influence their will. This means that the person can avoid suggestions and commands that are contrary to their beliefs and their ideals. It is used in the game to ward off charms and ensnarement. It is also important in spell craft, as it is used to mentally control the magic being created.
Social Attributes		
Beauty	2	The physical "good looks" of the player. Although it has little bearing other than first impressions, physical beauty plays an important part in defining the character. Everyone wants to know if their character is drop dead gorgeous, or just plain ugly.
Leadership	3	The ability of the character to lead others. Some people simply have an undeniable aura of leadership about them. They just have <i>that voice</i> , or <i>that look</i> , and seem to be able to talk any group into a frenzy and calm them down again. Think of Martin Luther King and his fiery speeches that brought Civil Rights to America. Or if you prefer an opposite example, think of Adolph Hitler and his ability to get millions of Germans to follow him without question or pause, even to the point of committing the most atrocious of acts.
Socialization	2	The ability of someone to get along with others in a social surrounding. We all know the guy who can walk into any party, from a fraternity-house beer guzzle to a black-tie dinner and be accepted without a second glance. That is equivalent to a high socialization score.

Score	/	Definition
Character	3	This ability defines the extent to which a player keeps their vows, whether they are public or private vows. Someone with character keeps his or her word. Those without character do not.

The Individual Scores

The following is a breakdown of each score in the categories.

Physical Attributes

The physical category's four statistics develop a complete physical picture of the character. These four statistics are Brawn, Stamina, Agility, and Manual Dexterity.

Brawn

Brawn is the raw physical strength of the character, how much they can lift, how much weight they can carry on their shoulders, or whether or not they can actually hold up that collapsing ceiling. This is not a measure of stamina or speed. The following table describes the various scores, and the bonuses and penalties associated with them. The first column is the representative score for the character. Details are only given for those scores that can be achieved naturally and those that could be achieved magically, plus a few steps beyond, just for information. The second column gives the bonus to damage caused by this strength. In the case of a negative number, the damage done can never drop below zero. The third column is the maximum weight that a character with this score could lift above their head, once. This is an absolute maximum weight. The final column is a comparison to help show what the score is similar to. At higher scores, fantastic creatures are used instead of human comparisons.

Score	Bonuses	Max Weight	Description
1	-10 damage (with a minimum of 0)	2#	Extremely weak, equivalent to a child of one. Cannot walk without help or aid. Small creatures like pixies which are 3 inches tall have this brawn score

Score	Bonuses	Max Weight	Description
2	-8 damage	5#	Very weak, similar to a child of three.
3	-6 damage	10#	Weak, a child of five
4	-4 damage	20#	A child of eight
5	-2 damage	40#	A child of ten
6	-1 damage	50#	A child of twelve
7	No changes	75#	A child of fourteen
8	No changes	100#	Young adult (16)
9	No changes	125#	Adult (18)
10	No changes	150#	Normal Human Adult
11	No changes	175#	Fit adult
12	No changes	200#	Strong adult
13	+1 damage	225#	Strong adult
14	+2 damage	275#	Very strong adult
15	+3 damage	325#	Very strong
16	+4 damage	400#	Extremely strong (body builder)
17	+5 damage	550#	Extremely strong
18	+6 damage	700#	
19	+7 damage	850#	
20	+8 damage	1000#	Human natural maximum / Hatchling Dragon
21	+10 damage	1250#	Minotaurs

Score	Bonuses	Max Weight	Description
22	+12 damage	1500#	Ogres
23	+14 damage	2000#	Half-Giant max / Vampires
24	+16 damage	2500#	Cyclops
25	+18 damage	3000#	Yearling Dragon
26	+20 damage	4000#	
27	+22 damage	5000#	Sphinx
28	+25 damage	6000#	Roc
29	+27 damage	7500#	Young Dragon
30	+30 damage	10000#	Small Giants (up to 20' tall)
40	+60 damage	50000#	Large Giants (up to 50' tall)
50	+100 damage	500000#	Titans
60	+300 damage	1000000 #	Fully Grown Dragons

The highest Brawn score that can be reached by a human with magical aid is 30. No Brawn can be higher than this, because the human body simply can't support it. Even a score of 30 is phenomenally strong. Imagine walking up to a pickup truck and lifting it above your head, then throwing it fifty feet. That's the equivalent of a 30 brawn.

Also worth noting is the strength of a fully-grown dragon. Imagine if you will a paw the size of the previously mentioned pick-up truck smacking you into the ground. Add to it the force of a raging mad 250-foot long dragon, and you'll see why the damage is basically automatically death for anything short of a deity.

Stamina

Stamina is the measure of how much a character can endure. Someone with good stamina can run a marathon, or carry a heavy weight a long distance. Exceptional stamina allows things like running triathlons and being able to recover from mortal wounds.

The following table describes the various scores, and the bonuses and penalties associated with them. The first column is the representative score for the character. Details are only given for those scores that can be achieved naturally and those that could be achieved magically, plus a few steps beyond, just for information. The second column gives the bonus to health and fatigue awarded by this stamina. The final column is a comparison to help show what the score is similar to. At higher scores, fantastic creatures are used instead of human comparisons.

Score	Bonuses	Description
1	-8 health	Sickly. Coughing up blood. About to die.
2	-6 health	Very ill person -- any exertion is exhausting
3	-4 health	Walking is a strain
4	-3 health	Jogging slightly is exhausting
5	-2health	Any running is exhausting
6	-1 health	Can run a short distance
7	No changes	Can sprint short distances (< 200 yards)
8	No changes	Can sprint up to 300 yards
9	No changes	Can sprint up to 500 yards
10	No changes	Can sprint up to 700 yards
11	No changes	Can sprint up to 1000 yards
12	No changes	Can sprint up to 1 mile
13	+1 health	Can sprint up to 1 ½ miles
14	+2 health	Can sprint up to 2 miles
15	+3 health	Can sprint up to 3 miles
16	+4 health	Can sprint up to 5 miles
17	+5 health	Can sprint up to 10 miles
18	+6 health	Can sprint up to 20 miles

Score	Bonuses	Description
19	+7 health	Can sprint up to 30 miles Regenerates 3 health every 2 days
20	+8 health	Can sprint up to 50 miles Regenerates 2 health per day. Human maximum.
21	+10 health	Can sprint up to 100 miles. Regenerate 4 health per day.
22	+12 health	Can sprint any distance. Regenerate 6 health per day.
23	+14 health	Can go for 2 days without sleep. Regenerate 10 health per day.
24	+16 health	Can go for 3 days without sleep. Regenerate 1 health every 10 turns
25	+18 health	Can go for 5 days without sleep. Regenerate 1 health every 5 turns.
26	+20 health	Can go for 7 days without sleep. Regenerate 1 health every 2 turns.
27	+22 health	Can go for 10 days without sleep. Regenerate 1 health per turn.
28	+25 health	Can go for 2 weeks without sleep. Regenerate 2 health per turn.
29	+27 health	Can go for 3 weeks without sleep. Regenerate 3 health per turn.
30	+30 health	Can go for 1 month without sleep. Regenerate 5 health per turn.

The highest Stamina score that can be reached by a human with magical aid is 30. No Stamina can be

higher than this, because the energy required would vaporize a human body.

Agility

The ability of a character to move quickly and with certainty and grace is known as agility. In the case of DragonSpawn, agility is the ability to move carefully yet quickly. The ability to walk a tight rope would fall under the category of agility. The ability to dodge away from a punch or a sword thrust is also part of the agility statistic.

The following table describes the various scores, and the bonuses and penalties associated with them. The first column is the representative score for the character. Details are only given for those scores that can be achieved naturally and those that could be achieved magically, plus a few steps beyond, just for information. The second column gives the bonus to the Dodge score awarded by this agility. The final column is a comparison to help show what the score is similar to.

Score	Bonus to Dodge & Initiative	Description
1	-10 dodge	Slow and incredibly clumsy. Unable to move at all.
2	-8 dodge	Very slow and clumsy
3	-6 dodge	
4	-4 dodge	
5	-2 dodge	Clumsy, like a gangly teenager
6	-1 dodge	Still a little on the clumsy side. Always "slow on the draw"
7	No changes	Tends to be clumsy, but not dangerously so
8	No changes	Slightly clumsy
9	No changes	Normal
10	No changes	
11	No changes	Tends to be agile at certain things.
12	No changes	Can do simple tumbles like forward rolls and such.
13	+1 dodge	Can duck away from punches in a fist fight
14	+2 dodge	Balances easily on thin rail

Score	Bonus to Dodge & Initiative	Description
15	+3 dodge	Tight-rope walking
16	+4 dodge	Trapeze artists
17	+5 dodge	Gymnasts
18	+6 dodge	Acrobats
19	+8 dodge	Karate Masters
20	+10 dodge	You know those martial arts films...
21	+12 dodge	
22	+14 dodge	Immune to thrown weapons
23	+16 dodge	Immune to most bow and arrow attacks
24	+18 dodge	
25	+20 dodge	Immune to crossbow attacks
26	+22 dodge	Immune to balistae and other powered missile attacks
27	+25 dodge	
28	+27 dodge	
29	+30 dodge	
30	+34 dodge	Immune to all missile attacks

Again, the human natural maximum is a score of 20. The magically augmented maximum for a human is 30.

Manual Dexterity

This score defines a character's ability to manipulate small objects. For instance, the ability to assemble tiny watch parts into a working watch is an example of fine manual dexterity.

The following table describes the various scores, and the bonuses and penalties associated with them. The first column is the representative score for the character. Details are only given for those scores that can be achieved naturally and those that could be achieved magically, plus a few steps beyond, just for information. This skill gives special advantages to the illicit skill set. The second column reflects this bonus or penalty. The third column is a comparison to help show what the score is similar to.

Score	Bonus to Illicit Skills	Description
1	-50%	Unable to manipulate anything smaller than a grapefruit
2	-40%	
3	-30%	
4	-25%	
5	-20%	Can't grasp small items, tends to be ungentle with fragile items.
6	-15%	Tends to break small items or drop them when trying to work with them.
7	-10%	Tends to drop small items often
8	-5%	Has hard time with delicate tasks
9	0	Normal
10	2%	
11	5%	Tends to be good putting small things together
12	7%	Good with small items
13	10%	Excellent at details
14	12%	
15	15%	Puts together clocks
16	18%	Puts together clocks quickly
17	20%	Attention to detail is phenomenal
18	22%	
19	25%	Paints landscapes on coins
20	30%	Paints portraits on the head of a pin.
21	32%	Paints those portraits to relax.
22	35%	

Score	Bonus to Illicit Skills	Description
23	38%	
24	40%	
25	45%	
26	50%	
27	55%	
28	60%	
29	65%	
30	75%	Magical Maximum for Humans

The human natural maximum is a Manual Dexterity score of 20. The magically augmented maximum for a human is 30.

Mental Abilities

The mental abilities define the character's thought processes. Combined, they give a clear idea of how the character will react mentally in a given situation. These abilities are defined by the four scores, willpower, knowledge, thought, and wisdom.

Willpower

The character's willpower defines their mental "strength," or their ability to fight suggestion, or impose their will. This score is especially important to the field of magecraft, where it is this mental strength which allows those trained in magecraft to control the vast powers over which they have sway.

Score	Bonus to Spell casting success	Description
1	-30%	Takes any suggestion
2	-25%	
3	-20%	
4	-15%	
5	-10%	Very suggestible will back down from any argument
6	-5%	

Score	Bonus to Spell casting success	Description
7		Believes Infomercials
8		
9		Normal
10		
11		
12	5%	Strong minded
13	10%	
14	12%	
15	15%	
16	18%	
17	20%	
18	22%	
19	25%	
20	30%	
21	35%	
22	40%	
23	45%	
24	50%	
25	55%	
26	60%	
27	70%	
28	80%	
29	90%	
30	100%	Magical Maximum for Humans

Knowledge

The knowledge score defines the amount of book learning that a character has. For example, an academician, who has spent their lives studying books and reading their way through a library, would probably have knowledge on nearly every topic. He may not know

how to apply that knowledge, as that is the role of wisdom.

Score	Spell Research Time	Description
1	+200%	Imbecilic
2	+175%	
3	+150%	Moronic
4	+125%	
5	+100%	
6	+75%	
7	+50%	Third Grade Level
8	+25%	
9	+10%	Grade School Level
10	+5%	
11		
12		High School Level
13		
14	-5%	
15	-10%	College Level
16	-15%	
17	-20%	
18	-25%	Genius
19	-30%	
20	-35%	Super-Genius
21	-40%	
22	-45%	
23	-50%	
24	-55%	
25	-60%	
26	-65%	
27	-70%	
28	-75%	
29	-80%	

Score	Spell Research Time	Description
30	-90%	Magical Maximum for Humans

Thought

The thought score describes how quickly a character can think through or react to a situation. A high thought score is equivalent to being able to answer a math question as quickly as it is read off. A low thought score would be like the person who takes a few minutes to answer the question. Whether the answer is right depends on the knowledge score. Thought simply describes how quickly the answer is arrived at.

Score	First Round Initiative Adjustment	Description
1	-10	Slow... thinking...
2	-8	
3	-6	Forest Gump
4	-5	
5	-4	
6	-3	
7	-2	
8	-1	
9		Normal
10		
11		
12	1	Quick Thinker
13	1	
14	2	
15	3	
16	4	
17	5	
18	6	
19	7	

Score	First Round Initiative Adjustment	Description
20	8	Faster than the human eye
21	10	
22	12	
23	14	
24	16	
25	18	
26	20	
27	22	
28	24	
29	27	
30	30	Magical Maximum for Humans

Wisdom

Wisdom can be thought of as life's lessons. Someone with wisdom knows the best way to solve a problem, or the best way to react in a situation. Someone with a low wisdom will simply choose the fastest or easiest method. When encountering a strange door in a dungeon, a wise character will quietly listen to the door, or feel for vibrations. Perhaps they will try to peek under the door or through the keyhole to see what's on the other side. Then they will concoct a plan of attack for what lies beyond.

In contrast, the character with a low wisdom will walk up to the door, yank it open, and hope he lives through what's on the other side. This "devil-may-care" attitude is a sign of a low wisdom score. It exemplifies the old saying "Fools rush in where wise men fear to tread."

Score	Bonus to Illusion Spell Believability	Description
1	-75%	
2	-65%	
3	-55%	
4	-45%	

Score	Bonus to Illusion Spell Believability	Description
5	-35%	
6	-25%	
7	-15%	
8	-5%	
9		Normal
10		
11	5%	
12	10%	
13	15%	
14	20%	
15	25%	
16	30%	
17	35%	
18	40%	
19	45%	
20	50%	
21	55%	
22	60%	
23	65%	
24	70%	
25	75%	
26	80%	
27	85%	
28	90%	
29	95%	
30	100%	Magical Maximum for Humans

Social Abilities

We, as humans, at least I suppose you're all humans out there, tend to be social animals. We like to

congregate in groups, and hang out with friends and family. The term “loner” carries many negative connotations, because we feel that anyone who is alone is somehow “defective” in society.

The four scores that make up the social abilities attempt to give scores to the various interactions which define our social life. Those scores are beauty, leadership, socialization and character.

Beauty

Of all the scores, this is probably the most self-explanatory. Beauty is exactly that, the physical “good – looks” of the character. Our entertainment world is full of high beauty scores: Mel Gibson, Cindy Crawford, Kathy Ireland, and so on. High scores in beauty mean a measure of how closely the character meets the physical ideal.

In DragonSpawn, always remember that this score is in respect to the race of the character. A Silur with a beauty of 20 is still not especially attractive to a human. Would you want to date a seven-foot tall lizard?

Score	Description
1	Hideous, repulsive, other creatures will attack on sight
2	
3	
4	Very Ugly
5	
6	
7	Homely
8	
9	Plain
10	
11	
12	Pretty
13	
14	Attractive
15	
16	Beautiful
17	
18	Stunning

Score	Description
19	
20	Super-Model
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	Magical Maximum for Humans

Leadership

Leadership is a measurement of how willingly other people will follow you. It is one of those semi-intangible scores that define how people react in a social situation. Someone with a high leadership score will take charge of a situation, giving directions to others and generally trying to keep things, at least as they see it, in order.

Someone with a low leadership score is much more likely to follow someone else. They would rather be told what to do and when to do it.

Score	Base chance to take control of a situation	Description
1	0%	Follows Anyone
2	1%	
3	3%	
4	5%	
5	10%	Will only take over as a last resort, would rather anyone else make decisions
6	15%	
7	20%	Indecisive

Score	Base chance to take control of a situation	Description
8	23%	
9	25%	Normal
10	28%	
11	30%	
12	35%	Likes to be in charge, but will listen if necessary
13	40%	
14	45%	
15	50%	
16	55%	
17	60%	
18	65%	
19	70%	
20	75%	A born leader. Men will follow where he leads.
21	80%	
22	85%	
23	90%	
24	95%	
25	100%	Always in command. Anything they say seems to make perfect sense.
26	105%	
27	110%	
28	120%	
29	130%	
30	150%	Magical Maximum for Humans

Socialization

The socialization score defines how well someone responds in a social situation. In other words, how quickly they can fit into a group or enter a conversation. We all know people who can step smoothly into any conversation, or enter any social gathering without qualms. This is a mark of a high socialization score.

Characters with low socialization scores will have trouble fitting into a conversation, or entering a social event without feeling uncomfortable or being shunned by the other participants.

Score	Description
1	Nobody can stand to be around this guy. Loud, obnoxious, boorish, rude.
2	
3	
4	
5	People prefer not to invite this kind of person to the party.
6	
7	Rude, but livable.
8	
9	Normal
10	
11	
12	Easy going, fun to be with.
13	
14	
15	Everyone's friend
16	
17	
18	Invited to every party. Everyone crowds around him when he's there.
19	
20	Can enter any social situation and fit in. The greatest guy in the world to know.
21	

Score	Description
22	
23	
24	
25	
26	
27	
28	
29	
30	Magical Maximum for Humans

Score	Description
12	Loyal, a good friend, would lend you money.
13	
14	
15	Always keeps a promise. Would lend you a lot of money
16	
17	
18	Keeps word no matter what. Would pull a stranger out of a burning building
19	
20	Utterly loyal, would give you money with no strings attached. Risk death to save others.
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	Magical Maximum for Humans

Character

Probably the most intangible of all the social scores is the score for character. A character with character – doesn't that sound strange – will keep their word, be loyal to their friends, and generally be a guy you can count on. Someone with a low character score tends to be a person you trust less, who you can't count on, or is hurtful to others in favor of their own whims.

Score	Description
1	Self centered to the extreme, will lie, cheat, and steal, whatever, so long as it fulfils his needs.
2	
3	Self centered, will hurt others to get what they want
4	
5	Rude to others in order to get their own way. Breaks promises with impunity. Used Car Salesman.
6	
7	Makes Infomercials
8	
9	Normal, tends to balance self and others
10	
11	

How Do We Roll A Character from Scratch?

All of the scores are arranged so that the normal human average scores lie in the range from seven to twelve. Note that the range from 7 to 12 includes exactly six numbers. So how do we roll our character? We just roll 1d6 + 6 for each and every score. This will give the base character attributes. Then, we roll our Additional Points. Remember how we said that adventurers are not average. Well, this is why not.

To determine Additional Points, you roll 1d100. If the total on the die is double numbers, then the dice may be rolled again and added to the previous roll. For

example, Brittany is rolling up a new character, and has finished the first rolls; she then rolls 1d100 to get her Additional Points. She rolls a 29, and can now distribute those points across her scores as she sees fit. Jake, on the other hand, rolls a 22, or double twos. He writes down the 22 and then rolls again, getting a 99. He adds this to the 22 for 121, and then rolls again, this time getting a 35. He adds this to the previous total, and gets 156 points that he can now spread across his abilities. Obviously, Jake's character will probably have higher scores than Brittany's character. This can be considered the "breaks" that the character got, and usually relates directly to social standing and parentage. Jake's character had all the breaks, born to a noble family, taught in the finest schools, brought up by loving parents and given lots of physical training and lessons. Brittany's character, meanwhile, was brought up in lower-middle class surroundings, having to work most of the time, and able only to get what small amount of learning was available from others, as well as the school of hard knocks.

Already, these characters have more flesh than any other system would allow for before the scores have even been assigned.

Next comes the assignment of the Additional Points. The points can be distributed to any score, as long as no more than half of the Additional Points goes to any one category: physical, mental, or social. In addition, when you use points on a score, you must apply the divisor to the points being added. Therefore, to add to the physical score of Stamina, you must use two Additional Points to raise the Stamina score by one point. No fractional scores are allowed.

Health Scores

A character has a certain amount of health that represents their resistance to damage, as well as their ability to withstand poisons, sickness, and disease. A character's health score doesn't change over the lifetime of the character, barring increases in the character's stamina score or magical changes.

Every character's health score ranges from 7 to 18, which is determined by a die roll of 1d12 + 6. Added to this roll is the bonus from the character's stamina score. See the stamina table for the bonus for a given stamina score.

For example, Rarg, our favorite barbarian, rolls an 8 for his score, giving him a total of 14 for his health. However, Rarg has a stamina of 13, giving him a bonus of +1 to his health score, for a total health score of 15. This score is Rarg's health for the rest of his game career. This reflects the fact those more experienced characters don't get more resistant to damage, they just use better armor.

Recovering Health

Your character's health is very important to them. It is a measure of how much life they have left. When this number reaches zero, that's it, game over. Health is normally restored at a rate of one point per day of rest. If the character is engaging in strenuous activity, then this rate drops to one point every three days.

High stamina scores can increase the rate of healing that a character receives. For example, a stamina of 19 allows the character to recover an extra point of health every other day.

In addition, many magical means of healing are available, as well as herbalism skills which provide poultices and salves to speed up healing.

Comatose States (Optional)

If your GM chooses to allow it, when a character is hurt enough to reach zero health points or below, then they enter a comatose state. They must receive immediate care, or they will perish. The amount of time a character can spend in a comatose state is equal to one turn for every point of stamina they possess. Unless his non-comatose companions supply immediate medical care at this point, binding of wounds, application of healing magics, etc., the character is done for.

For example, Rarg, our barbarian, is down to a health of four. He is struck by a sword blow that pierces his armor and delivers six points of damage. Rarg now enters a comatose state. Because he received two more points of damage than he has, he starts at a score of negative two health. It takes his companions another two rounds to dispatch his attackers. During this time, the clock is ticking for him, and he proceeds to a minus four. His companions need another turn to dig out medical supplies and rolls of cloth to bind his wounds, and his score now drops to minus 5.

His companions then bind all of his wounds, stanching the bleeding, and in general making him comfortable. At this point Rarg makes a stamina check. Rolling a d20, he gets a 10. Since this roll is less than his stamina score, he survives the shock to his system, and starts to heal. Unless his companions provide some form of magical healing, he will remain comatose for five days, until he heals back five health points. At that point in time, he regains consciousness, and can walk himself out of whatever situation he's in.

Character Names

After you've rolled all the dice, distributed all the points and determined just how healthy your character is, you need to give him, or her, a name. A name says a lot about a character. Imagine how silly the *Lord of the Rings* would have sounded if the wizard's name had been George instead of Gandalf. Try to choose a name with a good sound to it.

Your GM may have some suggestions for you as well. If your character comes from a certain area, there may be common names. While John may be a common name in America, it would be very odd to find a John in the Middle East.

Character History

Most good GMs will make you write out a history of your character. Where do they come from, who are their parents, who are their friends, and so forth. Try to make this a good, believable history. Consider this as the window into your character's personality. Use it to explain the scores that they have, and what they mean.

As a guideline, try to answer the following questions:

Where was your character born?
Who were his parents?
Are his parents still alive?
Does he have any brothers or sisters?
Are they still alive?
What did his parents do for a living?
Where did he grow up?
Who were his friends?
Are they still his friends?
Why did he choose adventuring?
Who are his friends now?
Why is he so physically/mentally/socially able?
What do his siblings do?
Where does he live?
Where do his siblings live?
What is the most important thing in his life?
What things does he hate?
What things does he love?
Is he loyal to his nation, his family, his friends?
Does he have any odd characteristics, speech, identifying marks, or other things that stand out?
What would he say if you asked *him* what he was like?

If you can answer all of these questions, then you will have a reasonably complete character history. Your GM may ask you to answer other questions, or even give you a different list. It's entirely at the GM's discretion.

Character history is a great place for the role-playing in the game to develop. It also gives a GM a good place to start adventures from, because it will let him know how you view your character. Anything that can enhance the game as much as character history should not be overlooked.

Chapter 2: Character Race

In a fantasy game, we are faced not only with what our character can do, but also with where they come from. In the broadest sense, this means defining the race of our character. There are several races to choose from, and in fact, if your Game Master allows it, you could come up with a whole new race for your character. Usually though, your Game Master will tell you what races are available in the campaign that they are running.

The basic rules for DragonSpawn contain six different races that the player can choose from for their character: humans, elves, dwarves, gnomes, silurs, and fairykin. Each of these races has their own benefits and drawbacks.

Humans

Humans are the most common adventurers in most role-playing games, mostly because a human character is the easiest for most people to associate with. As a player, you have things in common with a human character that you can use to aid you in role playing the general behavior of your character. The other races don't offer this common viewpoint. Unless you are an elf, it would be hard to generalize the feelings of being an elf.

Most of DragonSpawn is based on the fact that most players will choose to play human characters. Thus, the rules are adjusted to keep the human as the standard even keel. No changes to ability scores need to be made, and no adjustments to any skills are required. DragonSpawn is made for the human character.

Gender

Choosing a gender as a human is simple. Male or female. Since the game is masculine centric, choosing a female character will require a few adjustments to ability scores to reflect the differences between men and women. Those changes are given below:

Ability Score	Modification
Brawn	-1
Stamina	+1
Knowledge	-1
Thought	+1

Now don't write me letters about the decrease in the knowledge category. This is to reflect the fact that the game takes place in medieval times, when it was uncommon for women to have access to knowledge. It also provides for a little game balance. The other numbers are generally regarded to be true through empirical evidence. Women tend to be less brawny, yet

have more stamina than men. Women also tend to be better at problem solving.

Elves

Elves as a race appear almost as humans do. They tend to be slightly shorter, and finer boned on average. They also tend to have angular features, giving them a somewhat more exotic look. Most elves are fair-skinned and light haired, although there is no hard and fast rule. Dark skinned elves exist, as well as burly members of the race. The one common feature of all elves is their ears, which end in swept up points.

Elves are a long-lived race, who tend to enjoy nature and the outdoors. Elves usually become uncomfortable in large cities or deep dungeons. They enjoy the outside world and tend to loathe being away from it.

Because of their long lifetimes, elves tend to take things slower than humans do, and sometimes less seriously. They know that, in most cases, they can simply outlive their problems. This lazier-faire attitude can cause friction between them and humans, since elves usually will take the long-term view on issues, which humans, at least in elven opinions, always take the short-term.

Their love of life, however, is legendary. Death is so rare among their kind that it is treated with great reverence. This respect is passed along to all living things, and most elves are loath to take a life in any circumstance. Elves, however, are known as formidable enemies.

Whenever an elf has reason to believe that someone, or some group, is responsible for loss of life or general destruction, the elven groups will come together to stop such a group or individual. Elves are known for their archery and their incredible skill at armor-smithing. Their attention to detail and their innate magical nature gives them advantages over many of the other races.

Playing an Elf

If you choose an elf for your character, you must remember at all times the information above. Most elves will have trouble working with a group of humans, as they tend to move too fast, and reach decisions without enough thought about the future. Elves tend to be more cautious in dangerous situations.

In addition, elves tend to take longer to improve their skills, because they tend to savor the knowledge and work towards perfecting their new skills before rushing out to use them. This may not be true of all elves, but it remains the GM's decision if it's true of your character.

Because of the innately magical nature of elves, they tend to be more sensitive around magi and other users of magic. They will loudly complain if a magus is using their power excessively. In addition, they can feel stronger magical fields around them, giving them abilities that normal humans don't have.

Elves, however, cannot be as physically strong as humans can; their Brawn ability is limited to a natural maximum of 18, and an absolute maximum of 26.

In contrast, elves tend to be extremely agile, and can move quickly and deftly. Elves experience a lot in their lifetime, which is reflected in an increased Knowledge and Wisdom, however, their slow, reasoning ways tend to result in a slower, more methodical thought process. The table of changes to ability scores for elves follows:

Ability Score	Modification
Brawn	-2
Agility	+1
Knowledge	+1
Wisdom	+1
Thought	-1
Beauty	+1 (for Humans only)

Elves are both male and female; however, there is little difference between the two genders. Thus, there are no changes for choosing either elven gender.

In addition to the above ability score changes, elves have a few other special abilities. The first is improved hearing. Elves tend to be able to hear about twice as well as humans.

Secondly, they have the ability to sense powerful magical fields. In general, if they are within ten feet of a field generated by a level 4 or more skill, and they are actively concentrating, they will be able to detect the presence of the magical field. With enough experience, they can begin to distinguish these fields from one another. This skill is listed under the Elven Skills as Magical Sensitivity.

Dwarves

Dwarves are a diminutive race of humanoids that tend to live underground or at least near mines or places where raw materials from the earth are available. Love of all things earthy is a defining facet of dwarven life. Dwarves tend to be anti-social as a race, preferring to only mingle with their own kind.

Dwarven cities are great, underground affairs that use thermal ventilation systems and various geothermal properties to exchange the air from outside and to keep their cities fresh and clean. They make wide use of geothermal power to provide luxuries that most of the other races can't begin to imagine. They are the only race with plumbing and running water in all of their cities. Things like elevators are common. Dwarven cities

tend to be made to be self-sufficient; in other words, they can last indefinitely under siege. The entrances to these underground cities are nearly impossible to find when sealed, as they are specifically built to blend into the surrounding landscape.

Dwarves tend to be extremely long lived, usually living to an age of 150 to 200 years. Dwarves have access to magic, but most tend to view it as a necessary evil rather than as a profession. This does not mean that dwarven magi are less than adequate. In fact, dwarves can become some of the more powerful wielders of magic. However, their culture has grown around the idea that you can accomplish more with your mind and hands than you can with magic.

Dwarves tend to be stocky and a bit gruff, with deep voices and large facial features. A dwarf will tend to have eyes that seem too large and noses that make their eyes seem normal sized. Dwarves are notorious for their long beards that begin to grow about the time they reach adulthood, or about 16 years old. Both men and women grow beards. In most dwarven societies, a beard is a mark of respect, and a dwarf is loath to shave.

Their short and sturdy build tends to make dwarves a strong group, and their society believes that sharp minds should accompany a strong body. Their height precludes them from using most pole arms and long bladed weapons, although there are dwarven equivalents to some of the pole arms.

Additionally, dwarves have extra keen nighttime vision, an adaptation from their long years underground. In situations that would be considered pitch black for most races, they can still see as clearly as if it were lit by torches. However, they are just as blind as other races in complete darkness.

Orks are the sworn enemy of all the dwarven clans, and they will usually go out of their way to try and destroy Orks and any Orkish settlements.

Playing a Dwarf

If you choose to play a dwarf in DragonSpawn, keep in mind that they tend to be gruff around people of other races. They also tend to think less of those who use magic than those who use their brawn and their wits. They tend to look at magic as a "quick fix" to a problem that doesn't have the kind of real thought behind it that a proper solution would.

Dwarves tend to be slow to anger but also tend to have a temper that boils. It is easier for dwarves to gain the Combat: Berserker skill than other races. Dwarves also generally have long memories. Certain dwarves have been known to hold grudges for generations. However, Dwarves also tend to be fun loving, and given a chance to loosen up, they will be just as likely as the next guy to end up dancing drunkenly on top of a table.

Dwarves are almost all deep voiced, even the women, and are known for their musical capabilities as well.

Dwarves have the following racial adjustments to their ability scores:

Ability	Adjustment
Brawn	+1
Thought	+1
Knowledge	+1
Socialization (with Other Races)	-1
Beauty (with Other Races)	-2

Gnomes

Even shorter than dwarves, these creatures tend to keep to themselves, living in forests and hills, and sometimes even on the slopes of mountains. They have a grudging relationship with the dwarves, and only a slightly better relationship with the elves.

Gnomes tend to have no facial hair beyond long bushy eyebrows, and they tend to have friendly, if somewhat comical faces. Gnomes are the only race that cannot use any magic at all, and in fact are somewhat immune to the effects of magic entirely.

Gnomes tend to live in small groups or communities far from the beaten path. They like nature and the outdoors, and tend to keep their homes from standing out, preferring them to blend into the natural surroundings. They are avid craftsmen and their work is prized in most human nations.

Gnomish women tend to be about the same size as men, if more delicately built. Their features tend to be smoother, and they are less aggressive in general. Not that the male gnomes are especially aggressive. Most gnomes believe in being passive observers, although they are known to fight almost without equal when their homes or families are threatened.

Playing a Gnome

Gnomes in DragonSpawn tend to be easy going and fun to be with. They will get along with any of the other races, although they are less fond of the silurs than any of the other races. Gnomes usually try to get along, and would rather be led than lead.

Gnomes tend to be very good with their hands, and actually tend to be quick on their feet. Longer lived than humans, they tend to enjoy learning, but also foster independence in their children.

Although they are not considered ugly by other races, they are often considered somewhat comical looking, giving rise to a slight decrease in their beauty and leadership score where other races are concerned.

Ability	Adjustment
Brawn	-1 (-2 for females)
Wisdom	+2
Knowledge	+1
Leadership (with Other Races)	-1
Beauty (with Other Races)	-1

Silurs

A race of creatures derived from reptiles, the silur are reptilian in appearance, somewhat taller and more massive than humans in general, and graced with a long thick tail. Scales cover their body, including their face, and they have yellow or green reptilian eyes. Their scales tend towards green, but individual scales range the gambit from grays and blacks to vibrant reds and oranges. Different groups tend to have different markings, but most silurs within a single group will have similar scale pattern markings.

Unlike most reptiles, they are warm-blooded, despite preferring to live in semi-tropical or tropical areas. They are fast moving and have excellent vision. In addition, a keen sense of smell provides them with a +1 bonus on their first round initiative, and gives a 5% bonus when searching for items that have a definite smell associated with them. A silur trained in the Tracking skill will also gain a 5% bonus.

Silurs tend to group in large villages and even some cities. Although villages often tend towards simplicity, their cities are massive works of architecture, which outstrips even the finest human architecture. They build solid walls of interlocking stone and tend towards a step-pyramid motif. Think of the Mayan or Aztec culture when you think of a Silur city.

Silurs do not normally mingle with other races, as their rather fearsome appearance tends to cause them to be shunned outside of their own kind. They have an innate distrust for magic, as their race is weak in magical power. In addition, they tend to have difficulties using magic, and their spells face an extra 25% chance of failure, with a maximum chance of success of 75%.

Playing a Silur

Silurs are one of the most alien races within the game. They do not tend to wear clothing, and their thick skin is as tough as hardened leather armor. They tend to wear bandoleers and belts to carry equipment. In addition, their tail can be used as a form of weapon, or for extra balance in combat situations.

Their reptilian musculature gives them unbelievable strength and agility, and they can move quickly and jump long distances. Their manual dexterity is terrible however, and they have trouble using small items. Their reptilian physique also gives them a high stamina, and they can regrow lost limbs, albeit slowly. This regenerative ability means that they recover health points at a rate of 2 per day, unlike all the other races.

Their weapons of choice tend towards pole arms and spears, although long swords and ranged weapons are also acceptable.

The silur tend to be slow, if persistent, thinkers. Despite the fact that they are civilized, most of the other races shun the silur because of their foreboding appearance. Silur tend to return the favor to the other races. Silur tend to like to take the lead role in a group, but unfortunately, other races don't really like to take orders from a Silur.

Ability	Adjustment
Brawn	+3
Agility	+2
Manual Dexterity	-3
Thought	-2
Leadership	+2
Leadership (with Other Races)	-4
Socialization (with Other Races)	-3
Beauty (with other races)	-5

Silurs are both male and female. The young are hatched from eggs that the female lays. There is little to no difference between the male and female, other than the male tends to be more brightly colored than the female. Female actually tend to be slightly larger than the males. Silurs tend to live about as long as humans do, averaging about 65 years.

Fairykin

These creatures tend to be thin and willowy, usually shorter of stature than humans, perhaps four to five feet tall. Their defining feature is their gossamer wings that sprout from their back between their shoulder blades. These wings allow them to fly gracefully in the air. This ability means that Fairykin cities tend to be high on mountains or cliff sides, in order to insure protection from the other races and marauding creatures.

Fairykin cities tend to be works of gossamer beauty that build on the surroundings rather than changing them. Fairykin works also tend to be treasured by other races for their outstanding craftsmanship and lasting beauty. Fairykin porcelain and jewelry is especially treasured without exception.

Fairykin tend to keep to themselves, delicate creatures, they like to avoid the other races which are too "gruff and burly" for their tastes. Although they hold nothing against the other races, they tend to like their own cities.

Fairykin are creatures of magic, and they revel in its use. Fairykin gain 25% bonuses on their chance to successfully cast a spell, and take 25% less time and money to advance a skill level in magecraft. Fairykin prefer to study light and airy magics to the more destructive types of magecraft.

Playing a Fairykin

Fairykin tend to be lighthearted about most everything, although short lived, averaging only 40 years, they tend not to take anything seriously. Their light and airy physique is reflected in their light and airy personalities.

Fairykin tend to be cautious around other races, since they are more fragile than most. Their slight physical build is reflected in a lowered brawn and stamina score, although they tend to be agile and nimble.

Fairykin are almost renowned for their fair appearance, although their flighty personalities tend to make them lean away from leadership roles and they are less than slaves to loyalty.

Fairykin men and women tend to be similar in most ways, although the women tend to be slightly less flighty in their beliefs.

Ability	Adjustment
Brawn	-2
Agility	+2
Stamina	-2
Willpower	+1
Wisdom	-1
Leadership	-2
Socialization (with Other Races)	-2
Beauty	+2

Chapter 3: Character Skills

“Call Me Sometime, When You Have No Class”

The first thing I thought about when writing this system was the problem of character classes. Take the traditional Wizard class. Most systems limit the wizards of the world to being wizened old men with funny pointy hats and robes. Unable to wear armor or use weapons bigger than a dagger, the tiny few that outlive their first harrowing adventures either retire to open magic stores, or go on to become continent-wrecking machine gun magus, throwing **Ball of Fire** spells with devastating effect turn after turn.

In contrast, the Warrior class usually begins with bewildering strength and armor which would stop all but the most powerful of low-level opponents. This walking battle tank carries a six-foot *claymore sword* and rattles about in full *plate armor*. However, no matter how long he adventures, even in the company of earth-shaking wizards and priests who conjure up miracles on a regular basis, (especially those of the healing variety) these walking engines of destruction are hopelessly unable to cast so much as the most meager of dweomers, such as one to create light in a dark room or to clean their sword and armor after the battle.

True, some systems do allow multiple-class characters, but they almost always pay a heavy toll for their abilities. Either slow advancement, or high training costs or both will leave these characters lagging far behind their single-minded companions. Even if a person wants only to have minor magics available, they are forced into the mold of the multi-class character who must advance in all areas and pays for it with massive experience penalties and training costs.

Therefore, the only way I have found to get rid of the straitjacket of too strict classes was to eliminate the “class” of a character altogether.

I can just hear all of the shocked gasps out there from the experienced role-players, “Eliminate classes! Has he gone mad!?”

I ask you to bear with me for a few moments, so I can explain the reasoning behind this shocking change. The simple answer is, no one in the real world knows only one thing.

It's true.

Even the most professional soldier knows things other than how to be a soldier. Green Beret troops in the army have other skills. Perhaps they know how to play a piano, or some other instrument. Some of them can quote the Bible from memory. In a fantasy setting, these are the sole providence of the minstrel and the priest. A warrior spewing song or religious dogma would not be allowed in most systems, yet in the real world, couldn't this soldier inspire others with his song, couldn't he raise spirits with his prayers?

This is not to say that a player does not have an area of specialization. While no one is a two-dimensional character in the real world, neither is there a master of all trades in the real world. The saying is, “Jack of all trades, master of none.” In short, that is the idea of eliminating the classes. You can *choose* to specialize in a single trade. You can *choose* to pour all of your abilities and experience into the learning of magic, and if you do, you will be a physically weak character, with a keen intellect, and a vast understanding of the arcane arts. Similarly, a player who chooses only to study *bladecraft* and *weaponry* will become an awe-inspiring warrior. However, there is an opportunity for a warrior, sick of being pummeled by magus from afar, which will spend time and money to be taught a few simple magic spells. He will never be an earth-shaking wizard, but the next time that evil wizard starts chanting, won't he be surprised when the fighter spools off a few **Mystic Bolts** in the magi's general direction.

This allows a character to be much more developed, and, in fact, to be much more “human” in their abilities. While this doesn't always make the game simpler, at lower levels, the number of skills an individual can choose from will be limited. Only when the character has earned some experience, not to mention some coinage, will they be able to become adept in a skill, or possess that mind-boggling array of minor skills that makes them special.

Learning Skills

So what are these skills? Well, there are a whole lot of skills available to the character, but initially, only a few will be of much interest.

Skills fall into several categories. Athletic skills, like tumbling, and balance; Close Combat skills like bladecraft and swordplay; Magical skills like Magecraft and Ritual; and other categories like Long Range Combat, Divinity, Healing, Herbalism, and others.

The chapters that follow list the various skills, one category per chapter. This is where you should look to find the skills your character wants to learn.

Although these skills all fall into different categories, they are all laid out in the same format. An example of this format follows:

Magecraft: Elemental Control - Fire

Prerequisites: Magecraft Skill, 13 Willpower + 1 per level, 12 Thought + ½ per level

Maximum Level: 8

Cost: 2 Skill Slots

Training Time: 3 months per level

Availability: Scarce + ½ per level

Monetary Cost: x5

Description:

The elemental control of fire is one of the more common skills learned by mages, as it is one of the most

powerful defenses a mage can muster. Fire is a potent weapon.

This skill allows the character to control and manipulate the magical elemental forces of fire and heat. The basic use of this spell is to control natural fires. The more exotic use is to conjure magical fire into existence without fuel or flame to start with.

The control of fire and heat also makes the character less vulnerable to attacks based on fire or heat. As the skill level progresses, this protection increases as well.

The following table describes the bonuses available with the skill of elemental fire:

Lvl	Will	Thought	Protection Bonus	Identify Bonus
1	13	12	1	---
2	14	13	2	+5%
3	15	13	4	+10%
4	16	14	6	+20%
5	17	14	10	+30%
6	18	15	15	+40%
7	19	15	20	+50%
8	20	16	25	+75%

The protection bonus applies to attacks that are done using fire or heat. The bonus is subtracted from the amount of damage done by the attack. This bonus only applies to the mage with the skill.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses elemental fire in its casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

The first item of the listing, *Skill* lists the formal name of the skill. This is the name by which the skill is referred to throughout the rest of the book.

The second item is the prerequisites for the skill. In this case, the prerequisites are the Magecraft skill, a 13 willpower and a 12 thought. However, there is also a 1 point per level addition to this for Willpower, and $\frac{1}{2}$ point per level addition for thought. Fractional points are always rounded up. What this means is that to gain first level, we go from zero level, so a 13 willpower and 12 thought. To go to a fourth level skill in elemental fire control, we would need a 16 willpower (13 + 3) and a 14 thought (12 + $1\frac{1}{2}$ rounded up). This requirement is usually what places the top limitation on skills.

The next item is *Maximum Level*. The maximum level is the highest skill level allowed within the game. It

represents the sum total of knowledge available in a given skill.

The next item is *cost*. The cost is the number of skill slots that must be used to learn this skill. Skill slots are described in the next section. The number of skill slots you character has are based on your character's ability scores.

Training Time gives the amount of game world time it will take to improve this skill. For this example, the number is 3 months per level. That means going to first level takes 3 months of study. Going to third level requires nine months of study. This is applied for each increase in skill, so twelve months for fourth level, 15 months for fifth level, and so on.

Availability determines how easy it is to find someone who can train your character in this skill. The different levels are: Common (or anywhere), uncommon, sparse, rare, very rare, extremely rare, and unique. It is also given a modifier for the level. In this case, that modifier is $\frac{1}{2}$ level. So, to find someone who can train at level 4 has a modifier of 2 or very rare (Sparse to rare to very rare). What each level of availability means is defined in the *Game Master's Guidebook*.

Monetary Cost determines how expensive training in this skill is to purchase. In this case, the modifier is $\times 6$ or six times the base training rate. The base training rate is ten standard brass pieces per month.

Description gives the general information about the skill. It may include, as this one does, a table to show the benefits of the skill.

Skill Slots

When you start the game, your character will have a set number of skill slots that they can use to learn skills. The number of skill slots is determined by the total value of your mental ability scores. Simply add the all four mental ability scores and divide the result by two, rounding down.

The result will be a number between two and forty. That is the number of available skill slots your character possesses. Each skill has a cost in skill slots to learn. When your character has zero skill slots left available, that is all the skills they can learn. You can choose not to select all the skills that your character has, instead leaving some skill slots available for later use. In addition, during the course of your adventures, should your ability scores change, more skill slots may become available.

For example, Brittany's character, Liliva has the following scores 17 Knowledge, 14 Thought, 12 Wisdom and 19 Willpower. The total of her scores is $17 + 14 + 12 + 19 = 62$. Dividing 62 by two gives Liliva 31 skill slots. Brittany can now pick and choose which skills she wants Liliva to have.

Skills

Close Combat

Close Combat: Trap laying - Fighting with passive weaponry
 Close Combat: Caltrops
 Close Combat: Tripwires
 Close Combat: Bladecraft - Fighting with a bladed weapon
 Close Combat: Knife
 Close Combat: Dagger
 Close Combat: Stiletto
 Close Combat: Hand Sword
 Close Combat: Scimitar
 Close Combat: Great Sword
 Close Combat: Rapier
 Close Combat: Foil
 Close Combat: Long Sword
 Close Combat: Hand and a Half Sword
 Close Combat: Claymore Sword
 Close Combat: Blunt Weaponry - Using non-edged weapons
 Close Combat: Club
 Close Combat: Spiked Club
 Close Combat: Hammer
 Close Combat: War Hammer
 Close Combat: Spiked Hammer
 Close Combat: Hand Staff
 Close Combat: Staff
 Close Combat: Mace
 Close Combat: Spiked Mace
 Close Combat: Morning Star
 Close Combat: Long Star
 Close Combat: Axes and Pole Arms - Using long handled weapons
 Close Combat: Sickle
 Close Combat: Scythe
 Close Combat: Hand Ax
 Close Combat: War Ax
 Close Combat: Great Ax
 Close Combat: Glaive
 Close Combat: Spear
 Close Combat: Pole Arm - General enhanced spear
 Close Combat: Sectional Weapons - Weapons with connected sections (two or more parts)
 Close Combat: Flail
 Close Combat: Footman's Flail
 Close Combat: Pugilism - Using your own natural weapons
 Close Combat: Hands
 Close Combat: Feet
 Close Combat: Grappling
 Close Combat: Throwing Opponents
 Close Combat: Brawling
 Close Combat: Head Strikes
 Close Combat: Attacking with defensive items - Using your defenses as a weapon

Close Combat: Hand Shield
 Close Combat: Shield
 Close Combat: Spiked Shield
 Close Combat: Gauntlets
 Close Combat: Clawed Gauntlets
 Close Combat: Improvised Weaponry - "Using Chairs in combat"
 Close Combat: Fighting From Horseback - How to fight while mounted

Ranged Combat

Ranged Combat: Thrown Weapons - How to use "thrown" weapons
 Ranged Combat: Rocks & Stones
 Ranged Combat: Sling
 Ranged Combat: Bola
 Ranged Combat: Nets
 Ranged Combat: Darts
 Ranged Combat: Knife
 Ranged Combat: Dagger
 Ranged Combat: Ax
 Ranged Combat: Bowcraft - How to use stringed weapons
 Ranged Combat: Bow
 Ranged Combat: Short bow
 Ranged Combat: Long Bow
 Ranged Combat: Hand Bow
 Ranged Combat: Recurved Bow
 Ranged Combat: Compound Bow
 Ranged Combat: Crossbow - Hand
 Ranged Combat: Crossbow - Light
 Ranged Combat: Crossbow - Heavy
 Ranged Combat: Crossbow - Foot Drawn
 Ranged Combat: Crossbow - Mounted Heavy
 Ranged Combat: Crossbow - Ballista
 Ranged Combat: Crossbow - Self-Loading
 Ranged Combat: Projectile Weaponry - Weapons that fire projectiles
 Ranged Combat: Blowgun - Hand
 Ranged Combat: Blowgun
 Ranged Combat: Blowgun - Large
 Ranged Combat: Blowgun - Steam Powered
 Ranged Combat: Dragon Cannon
 Ranged Combat: Cannon
 Ranged Combat: Fighting from horseback

Siege Craft

Siege Craft: Ranged Siege Machinery - Using weapons of Siege
 Siege Craft: Catapult - Light
 Siege Craft: Catapult - Heavy
 Siege Craft: Catapult - Slingshot
 Siege Craft: Battering Ram - Light
 Siege Craft: Battering Ram
 Siege Craft: Battering Ram - Heavy
 Siege Craft: Stone Breaker
 Siege Craft: Siege Ladder

Siege Craft: Siege Tower

Defense

Defense: Defense - Ducking blows and dodging arrows
 Defense: Hand Shield
 Defense: Buckler
 Defense: Small Shield
 Defense: Shield
 Defense: Large Shield
 Defense: Tall Shield
 Defense: Cover

Weaponry

Weaponry: Weaponcare - Caring for weaponry
 Weaponry: Weaponcraft - Making and repairing weaponry
 Weaponry: Bowyer - Making bows
 Weaponry: Fletcher - Making Arrows
 Weaponry: Crossbowyer - Making Crossbows
 Weaponry: Boltsman - Making crossbow bolts
 Weaponry: Blowpiper - Making Blowpipes
 Weaponry: Dartsman - Making darts
 Weaponry: Cannoneer - Makes cannons
 Weaponry: Sieger - Makes siege engines
 Weaponry: Bladesmith - Makes bladed weapons
 Weaponry: Swordsmith - Makes Swords
 Weaponry: Axesmith - Makes Axes
 Weaponry: Polearmorer - Makes Pole-Arms

Armor

Armor: Armor Care - Caring for armor
 Armor: Armorcraft - Making and repairing Armor
 Armor: Cloth - Makes cloth and padded armor
 Armor: Leather - Makes leather armor and studded armor
 Armor: Scaled - Makes scaled armor
 Armor: Chain - Makes ring armor
 Armor: Plate - Makes Plate armor
 Armor: Helms - Makes steel helms
 Armor: Shields - Makes shields

Mental

Mental: Discipline - General training to bring out mental abilities
 Mental: Clear Mind
 Mental: Healing
 Mental: Suggestion
 Mental: Pain Control
 Mental: Pain Causing
 Mental: Projection
 Mental: ESP
 Mental: Prediction
 Mental: Visions
 Mental: Dreaming
 Mental: Possession
 Mental: Aging

Mental: Disease
 Mental: Poison
 Mental: Psychokinesis
 Mental: Location
 Mental: Impressions
 Mental: Spirit Contact
 Mental: Clairvoyance
 Mental: Telekinesis
 Mental: Psychothermics
 Mental: Illusion
 Mental: Body Control

Magecraft

Magecraft
 Magecraft: Elemental Control - Fire
 Magecraft: Elemental Control - Water
 Magecraft: Elemental Control - Air
 Magecraft: Elemental Control - Earth
 Magecraft: Elemental Control - Energy
 Magecraft: Elemental Control - Entropy
 Magecraft: Elemental Control - Light
 Magecraft: Elemental Control - Darkness
 Magecraft: Ritual
 Magecraft: Transportation
 Magecraft: Dimensional Spaces
 Magecraft: Life Force
 Magecraft: Time
 Magecraft: Illusion
 Magecraft: Creation
 Magecraft: Sympathy
 Magecraft: Spell Weaving
 Magecraft: Summoning

Devotion Skills:

Devotion: Prayer
 Devotion: Conversion
 Devotion: Healing
 Devotion: Exorcism
 Devotion: Divine Effects
 Devotion: Divine Knowledge
 Devotion: Miracles

Illicit Skills:

Illicit Skills: Lock Picking
 Illicit Skills: Skulking
 Illicit Skills: Pick Pocketing
 Illicit Skills: Moving Silently
 Illicit Skills: Forgery
 Illicit Skills: Con Games
 Illicit Skills: Local Cant

Musical Skills

Musical Skills: Basic Music Theory
 Musical Skills: Voice Training
 Musical Skills: Stringed Instruments

Musical Skills: Lyre
Musical Skills: Dulcimer
Musical Skills: Dulcet
Musical Skills: Harp
Musical Skills: Lute
Musical Skills: Flute
Musical Skills: Piccolo
Musical Skills: Drums
Musical Skills: Pipes
Musical Skills: Spell Singing

Survival Skills

Survival Skills: Tracking
Survival Skills: Hunting
Survival Skills: Fishing
Survival Skills: Horseback Riding
Survival Skills: Scavenging
Survival Skills: Covering Tracks

General Skills

General Skills: Climbing
General Skills: Reading
General Skills: Writing
General Skills: Foreign Language
General Skills: Sewing
General Skills: Herbalism
General Skills: First Aid
General Skills: Horseback Riding

Elven Skills

Elven Skills: Magical Sensitivity
Elven Skills: Nature Sympathy

Chapter 4: Close Combat Skills

Close combat is the art of getting right up to someone or something while using some kind of implement to render the opponent unable to continue to try to do the same thing to you. Put a bit more bluntly, your character is using some kind of weapon to off the bad guy.

The following skills lay out the various forms of close combat, from swordplay to barroom brawling.

Close Combat: Trap Laying

Prerequisites: 13 Manual Dexterity + ½ per level, 12 Knowledge + ½ per level

Maximum Level: 20

Cost: 3 Skill Slots

Training Time: one month per level

Availability: Rare + ½ level

Monetary Cost: x3

Description:

The close combat skill of Trap Laying is a rare gift, usually prized by rogues and thieves. However, a skill that can be far more deadly than any other combat method. Traps can be produced with varying degrees of lethality, and often do not require attack rolls.

Traps, by their very nature, are meant to be subtle, and often are disguised as other items, or as common articles that tend to be ignored.

This skill provides the means to create and activate traps of this type. For each level of skill, the trapper can add another die of damage to the trap they create. At skills above three, poisons can be added to the mix. In addition, at the higher skill levels, simple traps can be made in much shorter times, allowing a skilled trapper to create snares for pursuing foes. For extremely advanced traps the trapper may be required to direct other workers in the construction of the trap, although they are still required to provide all of the critical portions of the trap. The following table outlines the various types of traps and the amount of damage they can do at the various levels.

Lvl	Know	Man Dex	Type	Damage
1	12	13	Trip Wire	1d4
2	13	14	Snare	2d4
3	13	14	Trigger	3d4
4	14	15	Poisons	3d6
5	14	15	Man-trap	4d6
6	15	16	Trapdoor Pit	5d6

7	15	16		5d8
8	16	17		6d8
9	16	17		7d8
10	17	18	Compound Traps	8d8
11	17	18		8d10
12	18	19		9d10
13	18	19		10d10
14	19	20		11d10
15	19	20	Complex Mechanical Traps	10d12
16	20	21		11d12
17	20	21		12d12
18	21	22		13d12
19	21	22		14d12
20	22	23	Super Traps	10d20

The level of damage done is the maximum damage that a trapper can do with a single trap given an unlimited amount of time to work on that trap. For most traps, the amount of time it takes to create is equal to the level at which the trap is first available multiplied by the amount of damage that the trap can do maximum, in hours, divided by the skill level of the trapper. Therefore, a simple tripwire would take a skill 1 trapper one hour per point of damage the trap is to do, up to a maximum of four hours. If the trap is not to do damage, i.e. to be used as a warning, it takes only a single turn to set up. This is true only of trip-wires. In contrast, to construct a super trap, a trap with multiple compound effects, which is meant to be utterly and inescapably lethal, a twentieth skill trapper would require up to 200 hours of work to build a trap capable of delivering the full 200 points of damage. That represents five man-weeks of work to build a trap. However, he can set up a trip-wire trap, capable of doing 1d6 points of damage in only 18 minutes / turns.

Tripwire traps are simply that, a wire that is stretched across an opening and causes an opponent to trip. The damage comes from the fall, or from the various spikes, needles or poisons left by the trapper for the victim to fall onto. The maximum number of damage points a tripwire can do is 12. The trapper is required to have string or wire with which to set the trap.

Snares are a loop of rope or wire that entangles and elevates or drags a person from their starting point. The fall and drag usually causes the damage that the

person will take. The maximum damage a snare can do is 24 points.

Trigger traps are traps that activate some mechanical device when a creature enters the area. This is exemplified by the trap in *Raiders of the Lost Ark* where Jones presses down the plate with the torch, the effect of which is the dart firing from the wall and sticking into the torch. This kind of trap is of the one-time variety, which means the trap springs and is used up. It needs to be physically reset before it can be used again. These traps usually are meant to cause damage and are not blatantly lethal.

Poison is a chemical or biological substance added to a standard trap that causes damage to the creature that the trap effects. Poison has no limit as to the amount of damage it can cause, but it can never cause more added damage than the maximum damage allowed by the current skill level. The amount of time it takes to manufacture the poison is calculated as if it were a trap to be laid.

Man-Traps are a type of trap similar to those seen in places in Vietnam, it is the first combinational type of trap, combining trip-wires or triggers to some other lethal device, such as a wall of spikes or boiling oil. These traps are usually intended to be fatal.

Trapdoor pits are exactly what they say, a pit covered with a trapdoor which is concealed in the surrounding floor. The trapdoor is often balanced or weighted so that once the trap opens; it immediately resets into its original position, thereby trapping the victim within. Pits can contain spikes, acids, poisons or anything else the trap-maker decides. Note that this trap requires the digging of the pit and the manufacture of the trap door. These may require special skills not covered in this skill alone.

Compound traps are traps composed of a combination of the traps above. Perhaps a trapdoor pit whose cover is a trigger for the release of acid into the pit. The same times and caveats apply for each of the components of the trap.

Complex Mechanical Traps are more like the trap in *Raiders of the Lost Ark* where Indy tries to balance the bag of sand for the stolen idol. When it doesn't match, it sets off a series of chain reactions throughout the whole temple complex: The room collapses, the metal door closes, the big stone ball rolls down, etc. This trap is obviously very complex, and would require a *lot* of work by the character. In general, complex mechanical traps require the combination of nearly every other type of trap the character can produce.

Super Traps fall into a category all their own. Consider a complex mechanical trap with no possibility for escape or rescue. A trap that inflicts massive amounts of damage and is meant to be totally fatal. A trap that also resets itself after every use so that it is ready for the next victim without manual intervention. That is the definition of a super trap. Super traps tend to take *massive* amounts of time to design and build, along with massive amounts

of money. Usually they require many other skills besides **Trap Laying**, and as such are very rarely built in any form, except as traps where guards would be more expensive or unreliable. Tombs of kings and the dwellings of powerful wizards are about the only place that you'll find these kinds of traps.

Close Combat: Caltrops

Prerequisites: 5 Manual Dexterity + ½ level

Maximum Level: 10

Cost: 1 Skill Slot

Training Time: two weeks per level

Availability: Common + ¼ level

Monetary Cost: x ½

Description:

Caltrops are a type of thrown or dropped weapon. They are usually a small – less than 3" – six or four pointed cross with tines in all the cardinal direction.

These tines are usually sharpened on some or all of the spikes. When used in combat, the caltrops are hurled at an opponent in much the same way as a throwing star or dagger. The intent is to embed the caltrop in the opponent.



The other use for caltrops is as a dropped item when retreating from an enemy. When placed on a hard surface, the design of the caltrop assures that at least one point is always pointing upwards. A chasing opponent will step on the caltrop, doing damage to them in the process.

Lvl	Man Dex	Attack / Damage Bonus
1	5	1
2	6	2
3	6	3
4	7	4
5	7	5
6	8	6
7	8	7
8	9	8
9	9	9
10	10	10

This skill is only effective during close combat, where the caltrop is hurled at an opponent. For each level of the skill, the chance that the caltrop will strike the target increases by one, and the damage it does will increase by one. This demonstrates the improved accuracy not only in throwing the caltrop, but in picking an ideal target for it as well.

Close Combat: Bladecraft

Prerequisites: 8 Agility + 1 per level, 10 Manual Dexterity + ½ level
Maximum Level: 10
Cost: 4 Skill Slots
Training Time: two months per level
Availability: Common + ½ level
Monetary Cost: x1

Description:

The close combat skill of Bladecraft is one of the most common skills an adventurer will have. It teaches the general use of bladed weapons and teaches the average character how to inflict wounds on others rather than on themselves.

The general skill requires that the character posses at least a modicum of agility and manual dexterity. As the character progresses through the levels of skill, those requirements will become more stringent. Each level of skill in Bladecraft confers an advantage of one point in the attack roll, and one point on the damage roll to every attack made with a bladed weapon. In addition, when fighting blade against blade in combat, this skill provides a +2 bonus when used to parry another bladed weapon, up to a maximum of a +15 bonus at level 10.

The skill table is given below.

Lvl	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	8	10	1	2
2	9	11	2	4
3	10	11	3	6
4	11	12	4	8
5	12	12	5	10
6	13	13	6	11
7	14	13	7	12
8	15	14	8	13
9	16	14	9	14
10	17	15	10	15

Note that the bonuses given by this skill are not cumulative with the bonuses for a specialized skill with a bladed weapon. In the case where a character has the skill of Bladecraft and also has the skill of Close Combat with a bladed weapon, then the bonus for the use of that weapon shall be whichever skill gives the higher bonus. Note that some of the skills for individual weapons do not have a cap at the tenth level.

Close Combat: Knife

Prerequisites: 6 Agility + ½ per level, 10 Manual Dexterity + 1 per level
Maximum Level: 6
Cost: 2 Skill Slots
Training Time: two months per level
Availability: common + 1 per level
Monetary Cost: x1

Description:

This skill allows the character to use a simple, short-bladed knife. A knife is a simple, blade weapon less than fifteen inches long, with a single sharpened edge. This skill teaches the character how to use a knife in combat situations. You don't need to take this skill to cut bread.



Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the knife into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the knife skill is as follows:

Lvl	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	6	10	1	0
2	7	11	2	1
3	7	12	3	1
4	8	13	4	2
5	8	14	6	3
6	9	15	8	4

Although basic skill with a knife is fairly common, advanced skill is fairly rare, as the weapon is not commonly used for more than street fighting.

Close Combat: Dagger

Prerequisites: 6 Agility + ½ per level, 9 Manual Dexterity + 1 per level

Maximum Level: 7

Cost: 2 Skill Slots

Training Time: Two months per level

Availability: Common + ½ per level

Monetary Cost: x1

Description:

This skill allows the character to use a simple dagger. A dagger is a simple, blade weapon less than fifteen inches long, with both edges sharpened. This skill teaches the character how to use a dagger in combat situations.

Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the dagger into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the dagger skill is as follows:

Lvl	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	6	10	1	1
2	7	11	2	1
3	7	12	3	2
4	8	13	4	3
5	8	14	6	4
6	9	15	8	5
7	9	16	10	6

Cutpurses and thieves commonly use daggers. It is also common for mages to carry them, because they are small and unobtrusive.

Close Combat: Stiletto

Prerequisites: 7 Agility + ½ per level, 9 Manual Dexterity + 1 per level

Maximum Level: 6

Cost: 2 Skill Slots

Training Time: 2 months per level

Availability: Uncommon + ½ per level

Monetary Cost: x1

Description:

This skill allows the character to use a stiletto dagger. A stiletto is a simple, blade weapon about twelve to fifteen inches long, very thin, with both edges sharpened, and tapering to a point. This skill teaches the character how to use a stiletto in combat situations.

Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the stiletto into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the stiletto skill is as follows:

Lvl	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	7	9	1	0
2	8	10	2	0
3	8	11	3	1
4	9	12	4	1
5	9	13	6	2
6	10	14	8	3

Stilettoes are a common weapon of the nobility and women. Stilettoes are used because they are lightweight and small, and tend to do quite a bit of damage if used correctly.

Close Combat: Hand Sword

Prerequisites: 7 Agility + 1 per level, 8 Manual Dexterity + 1 per level

Maximum Level: 7

Cost: 2 Skill Slots

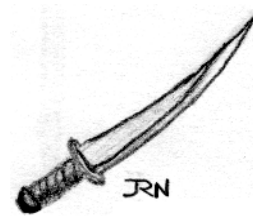
Training Time: 2 months per level

Availability: Uncommon + 1 per level

Monetary Cost: x2

Description:

The hand sword is an uncommon weapon, sometimes considered a long dagger or a short sword. The hand sword is usually a blade about fifteen to eighteen inches long that is sharpened on one or both edges. This skill teaches the character the use of the hand sword in combat situations.



Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the hand sword into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the hand sword skill is as follows:

Lvl	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	7	8	1	0
2	8	9	2	1
3	9	10	3	1
4	10	11	4	2
5	11	12	6	3
6	12	13	8	4
7	13	14	10	5

Hand swords are often carried by merchants or merchant guards. In addition, some sailors, especially rivermen, use these swords because they tend not to hamper movement when worn on the belt. They tend to be shunned by soldiers as they require closer quarters than a soldier would appreciate.

Close Combat: Scimitar

Prerequisites: 8 Agility + 1 per level, 8 Manual Dexterity + 1 per level
Maximum Level: 8
Cost: 2 Skill Slots
Training Time: 2 months per level
Availability: Uncommon + ½ per level
Monetary Cost: x2

Description:

A scimitar is a long, slightly curved blade, about 28 inches in length that is sharpened on the outside edge of the curve. The classic “swashbuckler’s” weapon, the blade tends to be thinner and slightly lighter than European styled swords of the same size. This skill teaches the character the use of the scimitar in combat situations.



Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the scimitar into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the scimitar skill is as follows:

Lvl	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	8	8	1	0
2	9	9	2	1
3	10	10	3	1
4	11	11	4	2
5	12	12	6	3
6	13	13	8	4
7	14	14	10	5
8	15	15	12	6

Scimitars are almost inseparably linked in culture with the sea-faring adventurer, or the swash-buckling pirate. The weapon is still graceful and fast, and carried rather commonly in certain seaports on Kroth.

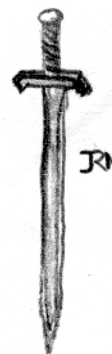
Close Combat: Great Sword

Prerequisites: 7 Brawn + ½ per level, 9 Agility + 1 per level, 7 Manual Dexterity + ½ per level
Maximum Level: 10
Cost: 2 Skill Slots
Training Time: 3 Months per level
Availability: Common + ½ per level
Monetary Cost: x3

Description:

The great sword is the most recognized weapon from the medieval period. Approximately thirty inches long, with a blade two and a half to four inches wide, the great sword is the classic sword of chivalric knights. Heavy bladed, this weapon requires a certain amount of muscle just to wield. This skill teaches the use of the great sword in combat situations.

Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the great sword into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the great sword skill is as follows:



Lvl	Brawn	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	7	9	7	1	1

Lvl	Brawn	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
2	8	10	8	2	2
3	8	11	8	3	3
4	9	12	9	4	4
5	9	13	9	6	5
6	10	14	10	8	6
7	10	15	10	10	7
8	11	16	11	12	8
9	11	17	11	15	9
10	12	18	12	18	10

Great swords are common in the world of Kroth, carried by nobility and soldier alike. Use of the great sword is the most commonly taught skill at martial academies. This sword is sometimes historically referred to as a bastard sword. Apparently the distinction between the two names is based solely on who is carrying the sword.

Close Combat: Rapier

Prerequisites: 8 Agility + 1 per level, 8 Manual Dexterity + 1 per level
Maximum Level: 8
Cost: 2 Skill Slots
Training Time: 2 months per level
Availability: Uncommon + ½ per level
Monetary Cost: x2

Description:

A rapier is a long, straight blade, about 28 to 34 inches in length, sharpened on only one edge. A rapier is light bladed, usually of thin, somewhat flexible steel, and only about one inch from edge to edge at its widest point. The rapier is commonly visible today as the weapon of officers in the American military branches. This skill teaches the character the use of the rapier in combat situations.

Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the rapier into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the rapier skill is as follows:



Lvl	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	8	8	1	0
2	9	9	2	1
3	10	10	3	2
4	11	11	4	3
5	12	12	6	4
6	13	13	8	5
7	14	14	10	6
8	15	15	12	7

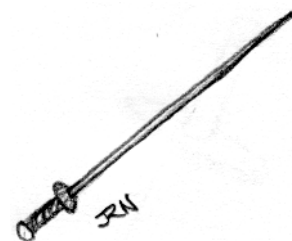
On Kroth, the rapier is most often found in the hands of the nobility.

Close Combat: Foil

Prerequisites: 8 Agility + 1 per level, 8 Manual Dexterity + 1 per level
Maximum Level: 8
Cost: 2 Skill Slots
Training Time: 2 months per level
Availability: Rare + ½ per level
Monetary Cost: x2

Description:

A foil is a long, round bladed weapon, sharpened to a point at its tip. The foil is effective only as a thrusting or parrying weapon. It is highly flexible, and will not break easily. It is also fast and highly maneuverable. In modern times, it is the weapon of fencing. This skill teaches the character the use of the foil in combat situations.



Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the foil into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the foil skill is as follows:

Lvl	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	8	8	1	1
2	9	9	1	2

Lvl	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
3	10	10	2	3
4	11	11	2	4
5	12	12	3	5
6	13	13	4	6
7	14	14	5	7
8	15	15	6	8

Foils are usually found in use only by the nobility, and then only for competitions and duels. They are not very effective in combat, and thus tend to be used only for ceremonial reasons such as dueling.

Close Combat: Long Sword

Prerequisites: 7 Brawn + ½ per level, 9 Agility + 1 per level, 7 Manual Dexterity + ½ per level

Maximum Level: 10

Cost: 2 Skill Slots

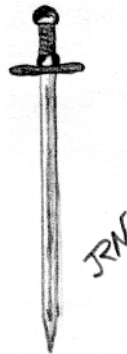
Training Time: 3 Months per level

Availability: Uncommon + ½ per level

Monetary Cost: x3

Description:

The long sword is probably the second most common weapon from the medieval period. Approximately thirty-four inches long, with a blade between one and a half and two inches wide, the long sword is a lighter weapon with a longer reach. Although the blade is lighter than a great sword's, the sheer length of this weapon requires a certain amount of muscle just to wield. This skill teaches the use of the long sword in combat situations.



Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the long sword into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the long sword skill is as follows:

Lvl	Brawn	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	7	9	7	1	1
2	8	10	8	2	2
3	8	11	8	3	3

Lvl	Brawn	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
4	9	12	9	4	4
5	9	13	9	6	5
6	10	14	10	8	6
7	10	15	10	10	7
8	11	16	11	12	8
9	11	17	11	15	9
10	12	18	12	18	10

Long swords, like great swords, are common in the world of Kroth, carried by nobility and soldier alike. Use of the long sword is taught at most martial academies.

Close Combat: Hand and a Half Sword

Prerequisites: 9 Brawn + ½ per level, 9 Agility + 1 per level, 7 Manual Dexterity + ½ per level

Maximum Level: 10

Cost: 2 Skill Slots

Training Time: 3 Months per level

Availability: Rare + ½ per level

Monetary Cost: x3

Description:

The hand and a half sword is the big brother to the great sword. As much as forty-eight inches in length, this sword has a pommel twice as long to accommodate both hands on the hilt. This sword must be wielded two-handed at all times, its use disallows a shield in the other hand. This skill teaches the use of the great sword in combat situations.

Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the hand and a half sword into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the hand and a half sword skill is as follows:

Lvl	Brawn	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	9	9	7	1	1
2	10	10	8	2	2
3	10	11	8	3	3
4	11	12	9	5	4
5	11	13	9	7	5

Lvl	Brawn	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
6	12	14	10	9	6
7	12	15	10	11	7
8	13	16	11	14	8
9	13	17	11	17	9
10	14	18	12	20	10

Hand and a half swords, while not rare, are not common on Kroth, and training in their use is only taught at a handful of the martial academies.

Close Combat: Claymore Sword

Prerequisites: 10 Brawn + 1 per level, 8 Agility + 1 per level, 6 Manual Dexterity + ½ per level

Maximum Level: 10

Cost: 2 Skill Slots

Training Time: 3 Months per level

Availability: Rare + ½ per level

Monetary Cost: x5

Description:

The Claymore is a weapon that is awesome to behold. Five feet of steel attached to a foot long hilt, this sword stands six feet from end to end. The base of the blade is four inches wide tapering to three before it becomes a point. A massive blade, this sword requires as much muscle as skill to control. This skill teaches the use of the Claymore sword in combat situations.

Each level of skill confers a bonus to attack, as well as a bonus to damage. In addition, when highly skilled, the character will be able to bring the Claymore sword into play much faster, and an appropriate bonus to initiative is added as well. The skill table for the Claymore sword skill is as follows:



Lvl	Brawn	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	10	8	6	1	1
2	11	9	7	2	2
3	12	10	7	3	3

Lvl	Brawn	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
4	13	11	8	5	4
5	14	12	8	7	5
6	15	13	9	9	6
7	16	14	9	11	7
8	17	15	10	14	9
9	18	16	10	17	11
10	19	17	11	20	13

Claymore swords are rare on Kroth, just as they were on Earth. The Claymore was devised primarily as a way for an infantryman to pull down an armored horseman from the ground. In truth, Claymores were almost never used in hand to hand combat, because they are too slow and unwieldy to use. However, as a proud owner of one of these beauties, I can tell you I wouldn't want to come within ten feet of someone swinging one of these things.

Close Combat: Blunt Weaponry

Prerequisites: 8 Agility + 1 per level, 10 Manual Dexterity + ½ level

Maximum Level: 10

Cost: 4 Skill Slots

Training Time: two months per level

Availability: Common + ½ level

Monetary Cost: x1

Description:

The close combat skill of blunt weaponry is one of the more common skills for an average adventurer. In general, this skill teaches the use of blunt, or non-edged weaponry in combat. Since the skill of blunt weaponry lies in knowing how to cause the most trauma without open wounds, as such, it is a vastly different kind of combat than the use of bladed weaponry.

The general skill requires that the character posses at least a modicum of agility and manual dexterity. As the character progresses through the levels of skill, those requirements will become more stringent. Each level of skill in Blunt weaponry confers an advantage of one point in the attack roll, and one point on the damage roll to every attack made with a blunt weapon.

The skill table is given below.

Level	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	8	6	1	1
2	9	7	2	2
3	10	7	3	3

1	8	10	1	1
2	9	11	2	2
3	10	11	3	3
4	11	12	4	4
5	12	12	5	5
6	13	13	6	6
7	14	13	7	8
8	15	14	8	10
9	16	14	9	10
10	17	15	10	10

Note that the bonuses given by this skill are not cumulative with the bonuses for a specialized skill with a blunt weapon. In the case where a character has the skill of Blunt weaponry and also has the skill of Close Combat with a blunt weapon, then the bonus for the use of that weapon shall be whichever skill gives the higher bonus. Note that some of the skills for individual weapons do not have a cap at the tenth level.

Close Combat: Club

Prerequisites: 8 Agility + 1 per level, 7 Manual Dexterity + ½ level
Maximum Level: 8
Cost: 1 Skill Slot
Training Time: one month per level
Availability: Common + ½ level
Monetary Cost: x1

Description:

A club is a cudgel, usually made of wood, perhaps as long as three feet, but usually about two and a half feet in length. In general, it is swung in an attempt to bludgeon an opponent. It is not especially good for parrying, as it is somewhat unwieldy.

Level	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	8	7	1	1
2	9	8	2	2
3	10	8	3	2
4	11	9	4	3
5	12	9	5	3
6	13	10	6	4

Level	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
7	14	10	8	4
8	15	11	10	5

Clubs are common on Kroth, every ruffian, every vagabond, every bully in the street carries a club. They are cheap, easy to make and readily available. In return, they do good damage.

Close Combat: Spiked Club

Prerequisites: 8 Agility + 1 per level, 8 Manual Dexterity + ½ level
Maximum Level: 8
Cost: 2 Skill Slots
Training Time: one month per level
Availability: Common + ½ level
Monetary Cost: x1

Description:

The nasty variety of the club, the spiked club appears much like a regular club but has a single spike or cluster of spikes which protrude from the business end of the club. These spikes enhance the damage done by the club, however they make it more dangerous to wield as well. This makes using the spiked club a different skill than the standard club.

Level	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	8	8	1	1
2	9	9	2	2
3	10	9	3	2
4	11	10	4	3
5	12	10	6	3
6	13	11	8	4
7	14	11	10	4
8	15	12	12	5

Simple spiked clubs are rather common on Kroth, since it simply adds a spike or set of spikes to a standard club.

Close Combat: Hammer

Prerequisites: 9 Agility + 1 per level, 7 Manual Dexterity + ½ per level, 7 Brawn + ½ per level
Maximum Level: 10

Cost: 1 Skill Slot

Training Time: one month per level

Availability: Common + ½ per level

Monetary Cost: x1½

Description:

A hammer is usually a long shaft with a hammer-like head on the end. Sometimes the hammer is one headed, sometimes dual-headed. It's length is usually about two feet long. In general, it is used to bludgeon an opponent. It is somewhat slow and unwieldy due to its center of balance being so close to the head of the hammer.

Level	Agility	Man Dex	Brawn	Attack / Damage Bonus	Parry Bonus
1	9	7	7	1	1
2	10	8	8	2	2
3	11	8	8	3	2
4	12	9	9	4	3
5	13	9	9	6	3
6	14	10	10	8	4
7	15	10	10	10	4
8	16	11	11	12	5
9	17	11	11	15	5
10	18	12	12	18	6

Hammers don't seem to be a commonly used weapon on Kroth, mostly because of their unwieldy qualities. War hammers are often more commonly used.

Close Combat: War Hammer

Prerequisites: 9 Agility + 1 per level, 7 Manual Dexterity + ½ per level, 10 Brawn + ½ per level

Maximum Level: 10

Cost: 2 Skill Slots

Training Time: 1 month per level

Availability: Uncommon + ½ per level

Monetary Cost: x2

Description:

A War Hammer is similar to its smaller cousin, the hammer, but is always double-headed. Its length is generally about two and a half feet long. It is also much heavier than a standard hammer. In general, it is used to bludgeon an opponent. It is very slow and unwieldy due to its center of balance being so close to the massive head of the hammer.

Level	Agility	Man Dex	Brawn	Attack / Damage Bonus	Parry Bonus
1	9	7	10	1	1
2	10	8	11	2	1
3	11	8	11	3	2
4	12	9	12	5	2
5	13	9	12	7	2
6	14	10	13	9	3
7	15	10	13	12	3
8	16	11	14	15	3
9	17	11	14	18	4
10	18	12	15	21	4

War Hammers are more commonly used than regular hammers, but they are still not a common weapon because of their poor parrying abilities.

Close Combat: Spiked Hammer

Prerequisites: 9 Agility + 1 per level, 7 Manual Dexterity + 1 per level, 9 Brawn + ½ per level.

Maximum Level: 10

Cost: 2 Skill Slots

Training Time: 2 months per level

Availability: Uncommon + 1 per level

Monetary Cost: x2

Description:

A spiked hammer is similar to a war hammer, but is only one-headed with a long, sharpened spike opposite the head. It is faster and lighter than a war hammer, and the spike offers a much more vicious form of attack, especially useful against armored foes. Still poor for parrying, it does offer an extra method of attack.

Level	Agility	Man Dex	Brawn	Attack / Damage Bonus	Parry Bonus
1	9	7	9	1	1
2	10	8	10	3	2
3	11	9	10	5	2
4	12	10	11	7	3
5	13	11	11	10	3
6	14	12	12	13	4

Level	Agility	Man Dex	Brawn	Attack / Damage Bonus	Parry Bonus
7	15	13	12	16	4
8	16	14	13	20	5
9	17	15	13	24	5
10	18	16	14	28	6

Spiked hammers are not commonly used on Kroth because they are slow for parrying, and tend to have a tendency to “stick” in a piece of punctured armor.

Close Combat: Hand Staff

Prerequisites: 8 Agility + 1 per level, 8 Manual Dexterity + 1 per level

Maximum Level: 12

Cost: 2 Skill Slots

Training Time: 1 month per level

Availability: Uncommon + 1 per level

Monetary Cost: x1

Description:

A hand staff is a short, half-length staff, about three feet in length. Used mostly in the martial arts, this staff is used in one hand and can be fast and dangerous in combat, although it does not do large amounts of damage. It is especially useful for parrying incoming strikes.

Level	Agility	Man Dex	Attack / Damage Bonus	Parry Bonus
1	8	8	1	1
2	9	9	2	2
3	10	10	2	3
4	11	11	3	4
5	12	12	3	5
6	13	13	4	6
7	14	14	5	8
8	15	15	6	10
9	16	16	8	12
10	17	17	10	14
11	18	18	12	17
12	19	19	14	20

Hand staves are not terribly uncommon on Kroth, but truly skilled users of the hand staff are uncommon.

Close Combat: Staff

Prerequisites: 8 Agility + 1 per level, 6 Manual Dexterity + 1 per level, 6 Brawn + ½ per level

Maximum Level: 10

Cost: 2 Skill Slots

Training Time: 1 month per level

Availability: Common + 1 per level

Monetary Cost: x1

Description:

A staff is a long, thin piece of wood, about six feet in length, with a slight taper at each end. Used mostly in the martial arts, this staff is used in both hands and can be fast and dangerous in combat, and can cause massive damage in skilled hands. It is quick and light and lends itself to both offensive and defensive use.

Level	Agility	Brawn	Man Dex	Attack / Damage Bonus	Parry Bonus
1	8	6	6	1	1
2	9	7	7	2	2
3	10	7	8	3	3
4	11	8	9	4	4
5	12	8	10	5	5
6	13	9	11	6	6
7	14	9	12	8	8
8	15	10	13	10	10
9	16	10	14	12	12
10	17	11	15	14	14

Staves are one of the most commonly used weapons on Kroth, partly due to its good qualities, but mostly because it's cheap. Little more than a smoothed out tree branch, the staff is easy to acquire and easy to use.

Close Combat: Mace

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Spiked Mace

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Morning Star

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Long Star

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Axes and Pole Arms

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Sickle

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Scythe

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Hand Ax

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: War Ax

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Great Ax

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Glaive

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Spear

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Sectional Weapons

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:
Monetary Cost:

Description:

Close Combat: Flail

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Footman's Flail

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Pugilism

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Hands

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Feet

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Grappling

Prerequisites:
Maximum Level:

Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Throwing Opponents

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Brawling

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Head Strikes

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Attacking with defensive items

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Hand Shield

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Close Combat: Shield

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Description:

Close Combat: Spiked Shield

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Gauntlets

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Clawed Gauntlets

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Improvised Weaponry

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Close Combat: Fighting From Horseback

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Chapter 5: Ranged Combat Skills

Ranged combat is the use of weapons that can be hurled, thrown, or fired over a long distance.

Ranged Combat: Thrown Weapons

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Rocks & Stones

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Sling

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Bola

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Nets

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Darts

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Knife

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Dagger

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Ax

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Bowcraft

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Bow

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:**Ranged Combat: Short bow**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Long Bow**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Hand Bow**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Recurved Bow**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Compound Bow**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Crossbow - Hand**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:**Description:****Ranged Combat: Crossbow - Light**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Crossbow - Heavy**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Crossbow - Foot Drawn**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Crossbow - Mounted Heavy**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Crossbow - Ballista**

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:**Ranged Combat: Crossbow - Self-Loading**

Prerequisites:

Maximum Level:

Cost:

Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Projectile Weaponry

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Blowgun - Hand

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Blowgun

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Blowgun - Large

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Blowgun - Steam Powered

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Dragon Cannon

Prerequisites:

Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Cannon

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Ranged Combat: Fighting from horseback

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Chapter 6: Siege Craft Skills

Siege Craft: Ranged Siege Machinery

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Siege Craft: Catapult - Light

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Siege Craft: Catapult - Heavy

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Siege Craft: Catapult - Slinging

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Siege Craft: Battering Ram - Light

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Siege Craft: Battering Ram

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:

Monetary Cost:

Description:

Siege Craft: Battering Ram - Heavy

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Siege Craft: Stone Breaker

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Siege Craft: Siege Ladder

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Siege Craft: Siege Tower

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Chapter 7: Defense Skills

Defense

Prerequisites: 6 Agility + 2 per level, 6 Thought + 1 per level

Maximum Level: 8

Cost: 1 Skill Slot

Training Time: 1 Month per level

Availability: Common + 1 per level

Monetary Cost: x1

Description:

This skill provides the basic means of defense for a character. It involves learning how to duck and move, roll and tuck and otherwise avoid being struck. Remember that the best defense is usually to not be where the attack is.

Level	Agility	Thought	Dodge Bonus
1	6	6	1
2	8	7	2
3	10	8	4
4	12	9	6
5	14	10	9
6	16	11	12
7	18	12	16
8	20	13	20

This skill is extremely useful for the adventurer, especially at the higher levels, because the dodge bonus becomes so good as to make even an unarmored character very difficult to do damage to.

Defense: Hand Shield

Prerequisites: 8 Agility + 1 per level, 6 Thought + 1 per level

Maximum Level: 10

Cost: 2 Skill Slots

Training Time: 1 month per level

Availability: Uncommon + 1 per level

Monetary Cost: x2

Description:

This skill provides the character with the ability to use a hand shield for defense. It teaches how to use the shield to block blows and parry attacks, deflecting or avoiding their damage completely.

Level	Agility	Thought	Dodge Bonus
1	8	6	1
2	9	7	2
3	10	8	4
4	11	9	6
5	12	10	9
6	13	11	12
7	14	12	16
8	15	13	20

This skill is extremely useful to the character, especially at higher level, where it is possible for a character to defend every attack launched against them using only a hand shield.

Defense: Buckler

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Defense: Small Shield

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Defense: Shield

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Defense: Large Shield

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:
Monetary Cost:

Description:

Defense: Tall Shield

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Defense: Cover

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Chapter 8: Weaponry Skills

The weaponry skills provide a character with a means of developing and creating their own weapons.

Weaponry: Weaponcare

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Weaponcraft

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Bowyer

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Fletcher

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Crossbowyer

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Boltsman

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Blowpipe

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Dartsman

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Cannoneer

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Sieger

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Bladesmith

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Swordsmith

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Axesmith

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Weaponry: Polearmorer

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Chapter 9: Armor Skills

The armor skills provide the character with knowledge of how to care for, repair, and even make armor.

Armor: Armor Care

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Armor: Armorcrafft

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Armor: Cloth

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Armor: Leather

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Armor: Scaled

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Armor: Chain

Prerequisites:

Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Armor: Plate

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Armor: Helms

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Armor: Shields

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Chapter 10: Mental Skills

Mental: Discipline

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Clear Mind

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Healing

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Suggestion

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Pain Control

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Pain Causing

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Projection

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: ESP

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Prediction

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Visions

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Dreaming

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Mental: Possession

Prerequisites:

Maximum Level:

Cost:

Training Time:
Availability:
Monetary Cost:

Description:

Mental: Aging

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Disease

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Poison

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Psychokinesis

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Location

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Impressions

Prerequisites:

Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Spirit Contact

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Clairvoyance

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Telekinesis

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Psychothermics

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Illusion

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Mental: Body Control**Prerequisites:****Maximum Level:****Cost:****Training Time:****Availability:****Monetary Cost:****Description:**

Chapter 11: Magecraft Skills

Magecraft, magic, the skills of legend. The skills that follow define the basic skills of magecraft. When these skills are blended together, they form the basis of the magical spells that a character can cast.

Magecraft

Prerequisites: 10 Knowledge + 1 per level, 10

Willpower + 1 per level

Cost: 4 Skill Slots

Training Time: 3 months per level

Availability: Uncommon + 1 per level

Monetary Cost: x4

Description:

The basic skill of magecraft is a general understanding of how magic works. All of the other magecraft skills require knowledge of this basic skill. This teaches the character how to control the basic fibers and flow of magic.

Each additional skill level imparts a greater mastery of those basic concepts. At skill level one, a mage could determine whether someone within a ten feet of him was using magecraft skills. By the time that same character achieves the 10th level of skill, he would be able to tell if anyone within almost a quarter mile was casting so much as a first circle spell.

The following table lists the progression of the Magecraft skill, and the abilities that go with that progression:

Level	Will	Know	Detect Range per circle	Identify Bonus
1	10	10	10'	---
2	11	11	40'	+5%
3	12	12	90'	+10%
4	13	13	160'	+15%
5	14	14	250'	+20%
6	15	15	360'	+25%
7	16	16	490'	+30%
8	17	17	640'	+35%
9	18	18	810'	+40%
10	19	19	1000'	+50%
11	20	20	1320'	+60%

The detection range is the range at which the mage can "feel" a first circle spell being cast. This distance is multiplied by the circle of the spell. For

instance, if a mage casts an eighth circle spell, then a mage with a magecraft skill of seven would be able to "feel" the casting of that spell up to 3920', about $\frac{3}{4}$ of a mile, away.

The identify bonus column is used to determine whether a mage who is viewing another mage casting a spell can identify the magecraft skills involved. The viewing mage will gain that bonus to identify the skills used in casting the spell. The viewing mage can not be disturbed while observing the other spell in order to identify the skills being used.

Magecraft: Elemental Control - Fire

Prerequisites: Magecraft Skill, 13 Willpower + 1 per

level, 12 Thought + $\frac{1}{2}$ per level

Cost: 2 Skill Slots

Training Time: 3 months per level

Availability: Scarce + $\frac{1}{2}$ per level

Monetary Cost: x5

Description:

The elemental control of fire is one of the more common skills learned by mages, as it is one of the most powerful defenses a mage can muster. Fire is a potent weapon.

This skill allows the character to control and manipulate the magical elemental forces of fire and heat. The basic use of this spell is to control natural fires. The more exotic use is to conjure magical fire into existence without fuel or flame to start with.

The control of fire and heat also makes the character less vulnerable to attacks based on fire or heat. As the skill level progresses, this protection increases as well.

The following table describes the bonuses available with the skill of elemental fire:

Level	Will	Thought	Protection Bonus	Identify Bonus
1	13	12	1	---
2	14	13	2	+5%
3	15	13	4	+10%
4	16	14	6	+20%
5	17	14	10	+30%
6	18	15	15	+40%
7	19	15	20	+50%
8	20	16	25	+75%

The protection bonus applies to attacks that are done using fire or heat. The bonus is subtracted from the

amount of damage done by the attack. This bonus only applies to the mage with the skill.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses elemental fire in it's casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Elemental Control - Water

Prerequisites: Magecraft Skill, 13 Willpower + 1 per level, 12 Thought + ½ per level

Cost: 2 Skill Slots

Training Time: 3 months per level

Availability: Scarce + ½ per level

Monetary Cost: x6

Description:

The elemental control of water is one of the four most common skills learned by mages. The ability to control, shape and even summon water is a powerful skill.

This skill allows the character to control and manipulate the magical elemental forces of water. The basic use of this spell is to shape and control bodies of water. More exotic uses are the ability to gather water out of the surrounding area and make it rain.

The control of water makes the caster less vulnerable to attacks based on water. This protection is conferred by the mage's ability to bend and shape the water to weaken its impact.

The following table describes the bonuses available with the skill of elemental water:

Level	Will	Thought	Protection Bonus	Identify Bonus
1	13	12	1	---
2	14	13	2	+5%
3	15	13	4	+10%
4	16	14	6	+20%
5	17	14	10	+30%
6	18	15	15	+40%
7	19	15	20	+50%
8	20	16	25	+75%

The protection bonus applies to attacks that are done using water. The bonus is subtracted from the amount of damage done by the attack. This bonus only applies to the mage with the skill.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses elemental water in it's casting, then the

character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Elemental Control - Air

Prerequisites: Magecraft Skill, 13 Willpower + 1 per level, 12 Thought + ½ per level

Cost: 2 Skill Slots

Training Time: 3 months per level

Availability: Rare + ½ per level

Monetary Cost: x8

Description:

The elemental control of air is one of the four most common skills learned by mages. It is, however, the least common of those four. This skill imparts to the character the ability to control the flow of air and gasses and bend those flows to their will.

This skill allows the character to control and manipulate the magical elemental forces of air. The basic use of this spell is to control gusts of wind or noxious gasses. More exotic uses are the ability to create whirlwinds or tornadoes.

The control of air makes the caster less vulnerable to attacks based on air. This protection is conferred by the mage's ability to deflect the air-based attack to weaken its impact.

The following table describes the bonuses available with the skill of elemental air:

Level	Will	Thought	Protection Bonus	Identify Bonus
1	13	12	1	---
2	14	13	2	+5%
3	15	13	4	+10%
4	16	14	6	+20%
5	17	14	10	+30%
6	18	15	15	+40%
7	19	15	20	+50%
8	20	16	25	+75%

The protection bonus applies to attacks that are done using air. The bonus is subtracted from the amount of damage done by the attack. This bonus only applies to the mage with the skill.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses elemental air in it's casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Elemental Control - Earth

Prerequisites: Magecraft Skill, 13 Willpower + 1 per level, 12 Thought + ½ per level

Cost: 2 Skill Slots

Training Time: 3 months per level

Availability: Scarce + ½ per level

Monetary Cost: x5

Description:

The elemental control of earth is the last of the four most common skills learned by mages. It is almost as powerful as fire, however it is not quite so showy. This skill imparts to the character the ability to control the shape and form of earth and remake those forms according to their own designs.

This skill allows the character to control and manipulate the magical elemental forces of earth. The basic use of this spell is to shape rock and earth. More exotic uses are the ability to create stone walls or build stone buildings magically.

The control of earth makes the caster less vulnerable to attacks based on earth. This protection is conferred by the mage's ability to deflect or re-shape the earth-based attack to weaken its impact.

The following table describes the bonuses available with the skill of elemental earth:

Level	Will	Thought	Protection Bonus	Identify Bonus
1	13	12	1	---
2	14	13	2	+5%
3	15	13	4	+10%
4	16	14	6	+20%
5	17	14	10	+30%
6	18	15	15	+40%
7	19	15	20	+50%
8	20	16	25	+75%

The protection bonus applies to attacks that are done using earth. The bonus is subtracted from the amount of damage done by the attack. This bonus only applies to the mage with the skill.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses elemental earth in its casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Elemental Control - Energy

Prerequisites: Magecraft Skill, 15 Willpower + 1 per level, 14 Thought + ½ per level

Cost: 2 Skill Slots

Training Time: 3 months per level

Availability: Very Rare + ½ per level

Monetary Cost: x10

Description:

The elemental control of energy is the control of the raw force that makes things happen. For instance, tossing a rock some distance would be the purview of a skill level of one, while moving boulders would involve a higher skill level. Energy also is the power within all things. Making stone is the power of elemental earth, making it harder is a power of elemental energy.

This skill teaches the control of magical force and energy. A mage skilled in this craft can control the elemental weaves and flows of energy and direct them according to their will.

The following table describes the bonuses available with the skill of elemental energy:

Level	Will	Thought	Protection Bonus	Identify Bonus
1	15	12	1	---
2	16	13	2	+5%
3	17	13	4	+10%
4	18	14	6	+20%
5	19	14	10	+30%
6	20	15	15	+40%

The protection bonus applies to attacks that are done using elemental energy. The bonus is subtracted from the amount of damage done by the attack. This bonus only applies to the mage with the skill.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses elemental energy in its casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Elemental Control - Entropy

Prerequisites: Magecraft Skill, 15 Willpower + 1 per level, 14 Thought + ½ per level

Cost: 2 Skill Slots

Training Time: 3 months per level

Availability: Very Rare + ½ per level

Monetary Cost: x10

Description:

The elemental control of entropy is the ability to take away the energy that binds things together. Entropy is a term that means the decay of all things towards chaos.

The mage trained in this ability is able to accelerate the rate at which things decay towards chaos. For example, a mage of high skill could take a piece of stone and cause it to crumble to dust in his hands. This power is the antithesis of energy.

The following table describes the bonuses available with the skill of elemental entropy:

Level	Will	Thought	Protection Bonus	Identify Bonus
1	15	12	1	---
2	16	13	2	+5%
3	17	13	4	+10%
4	18	14	6	+20%
5	19	14	10	+30%
6	20	15	15	+40%

The protection bonus applies to attacks that are done using elemental entropy. The bonus is subtracted from the amount of damage done by the attack. This bonus only applies to the mage with the skill.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses elemental entropy in its casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Elemental Control - Light

Prerequisites: Magecraft Skill, 13 Willpower + 1 per level, 10 Thought + 1 per level

Cost: 1 Skill Slot

Training Time: 3 months per level

Availability: Uncommon + 1/2 per level

Monetary Cost: x3

Description:

The elemental control of light is one of the easier skills of magecraft, and, at the lower skill levels, one of the more utilitarian skills as well. In short, it is the control of light, its creation and manipulation.

At higher levels, this skill becomes very powerful, as intense light is one of the most powerful forces imaginable, just consider the laser.

The following table describes the bonuses available with the skill of elemental light:

Level	Will	Thought	Protection Bonus	Identify Bonus
1	13	10	1	---
2	14	11	2	+5%

Level	Will	Thought	Protection Bonus	Identify Bonus
3	15	12	4	+10%
4	16	13	6	+20%
5	17	14	10	+30%
6	18	15	15	+40%
7	19	16	20	+50%
8	20	17	25	+60%

The protection bonus applies to attacks that are done using elemental light. The bonus is subtracted from the amount of damage done by the attack. This bonus only applies to the mage with the skill.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses elemental light in its casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Elemental Control - Darkness

Prerequisites: Magecraft Skill, 13 Willpower + 1 per level, 10 Thought + 1 per level

Cost: 1 Skill Slot

Training Time: 3 months per level

Availability: Uncommon + 1/2 per level

Monetary Cost: x4

Description:

The elemental control of darkness is one of the less pursued skills, as it allows the mage to create the absence of light, in other words, darkness. At lower skill levels, this power might allow the mage to create a covering shadow, or to deepen the available shadows. At higher levels, it allows the mage to plunge a city into darkness. (Insert evil laughter here.)

The following table describes the bonuses available with the skill of elemental earth:

Level	Will	Thought	Protection Bonus	Identify Bonus
1	13	10	1	---
2	14	11	2	+5%
3	15	12	4	+10%
4	16	13	6	+20%
5	17	14	10	+30%
6	18	15	15	+40%
7	19	16	20	+50%

Level	Will	Thought	Protection Bonus	Identify Bonus
8	20	17	25	+75%

The protection bonus applies to attacks that are done using elemental darkness. The bonus is subtracted from the amount of damage done by the attack. This bonus only applies to the mage with the skill.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses elemental darkness in its casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Ritual

Prerequisites: Magecraft Skill, 12 Willpower + 1½ per level, 12 Thought + 1 per level, Knowledge 9 + 2 per level, 8 Agility + 1 per level

Maximum Level: 6

Cost: 3 Skill Slots

Training Time: 6 months per level

Availability: Rare + ½ per level

Monetary Cost: x20

Description:

The magecraft skill of ritual magic is the practice of creating spells through long and involved rituals. In and of itself, this skill has little power, however, it can be used to amplify the power of other skills to much higher levels.

For example, a mage skilled in ritual magic might create a ritual that combines the skills of energy, fire and earth to create an earthquake and volcano. At lower skill levels, this kind of ritual would take months or years of uninterrupted ritual. At higher levels, the time might be reduced to a week or a day.

Ritual magic involves such things as gestures, dances, and slow ritualistic chants. Some more powerful magics, at the GM's discretion, may involve things such as fasting or going without sleep.

In general, ritual magic makes the casting of spells take much longer, but multiplies the power of the spell.

Level	Will	Thought	Know	Agility	Max Mult.
1	12	12	9	8	3
2	14	13	11	9	5
3	15	14	13	10	7
4	17	15	15	11	10
5	18	16	17	12	15

Level	Will	Thought	Know	Agility	Max Mult.
6	20	17	19	13	20

The Max Mult. (i.e. Maximum Multiplier) column provides the maximum amount by which the mage can multiply the spell. For example, a fiery blast normally does 5d6 points of damage. The mage has a skill of ritual magic of 3, so he can multiply this by a maximum of 7 times, for a total of 35d6. However, the casting time is now changed to seven times the circle of the spell (4) for a total of 28 hours. The skill level of three divides this value for a casting time of just over nine hours. Not especially useful for combat, but very useful in the siege of a castle or some such thing.

Each skill level also means one more category of the spell that can be multiplied. For example, the skill level of three would allow the mage to not only multiply the damage, but also the range and area of effect. However, this would mean another three times multiplier, giving back 28 hours to cast the spell. A very nasty spell, admittedly, but still a long time to cast.

Magecraft: Transportation

Prerequisites: Magecraft Skill, 15 Willpower + ½ per level, 12 Thought + 1 per level, 10 Stamina + 1 per level

Cost: 4 Skill Slots

Training Time: 6 months per level

Availability: Very Rare + ½ per level

Monetary Cost: x8

Description:

The magecraft skill of transportation allows the mage to instantaneously move materials from one place to another. This skill is its most powerful in the teleportation from one place to another, of people or goods.

The following table describes the bonuses available with the skill of transportation:

Level	Will	Thought	Stamina	Max Weight	Max Dist.
1	15	12	10	10#	50'
2	16	13	11	30#	500'
3	16	14	12	75#	½ mile
4	17	15	13	150#	5 miles
5	17	16	14	300#	25 miles
6	18	17	15	500#	250 miles
7	18	18	16	1000#	1000 miles

Level	Will	Thought	Stamina	Max Weight	Max Dist.
8	19	19	17	2500#	5000 miles
9	19	20	18	5000#	20,000 miles

Maximum weight is the maximum amount of mass that can be moved by a mage with a skill of the given level. This can be a single item or a combination of items whose mass total less than or equal to the given amount.

Maximum distance is the farthest that an object can be transported using this skill.

Both of these values are absolute maximums. The mage can choose to move things lighter than the maximum and for shorter distances.

Magecraft: Dimensional Spaces

Prerequisites: Magecraft Skill, Magecraft: Transportation Skill, 18 Willpower + ½ per level, 15 Thought + ½ per level, 16 Knowledge + 1 per level
Cost: 4 Skill Slots
Training Time: 6 months per level
Availability: Extremely Rare + ½ per level
Monetary Cost: x50

Description:

The magecraft skill of dimensional spaces is one of the most uncommon and arguable one of the most powerful skills the mage can possess. This skill is extremely rare and hard sought. Those who know it are often loath to give up their knowledge.

This skill gives the mage the ability to create spaces outside of the normal universe. This power, although small at first, can become truly phenomenal. The creation of demi-planes of existence can become reality with this skill. It is why this skill's secrets are so closely guarded, for someone who can create such a place can also destroy one.

The following table describes the bonuses available with the skill of dimensional spaces:

Lvl	Will	Thought	Know	Max Size	Max Duration
1	18	15	16	10 ³	5 turns
2	19	16	17	100 ³	60 turns
3	19	17	18	1 miles ³	1 day
4	20	18	19	10 miles ³	1 month

Lvl	Will	Thought	Know	Max Size	Max Duration
5	20	19	20	100 miles ³	1 year

The maximum size is given in cubic measurements. In other words, at first level, a box 10 feet on a side can be created. It will last, at most, five minutes. By fifth level, that box can be 100 miles on a side, and last for a year. The other option is to make the space, 1000 miles on a side and a mile high.

When the duration of a dimensional space expires, any material within the dimensional space is forcibly expelled. Note that the duration of the spell can be extended through ritual magic or spell weaving. Also, at high levels of skill, the elemental energy skill can be used to create a permanent flow of energy to the dimensional space, stabilizing it in perpetuity.

Note that this skill's prime requisites are extremely high. Not only are the three ability scores near their physical maximums, but there is also the requirement for knowing the Magecraft skill of Transportation.

Magecraft: Life Force

Prerequisites: Magecraft Skill, 13 Willpower + 1 per level, 12 Knowledge + ½ per level, 12 Wisdom + 1 per level
Cost: 2 Skill Slots
Training Time: 4 months per level
Availability: Rare + ½ per level
Monetary Cost: x5

Description:

The life force skill imparts upon the mage the ability to differentiate the various energies of life. With this knowledge, they can create simulacrums of life, or even transfer life energy from one character to another.

This skill has its upsides as well as its downsides. Often mages who tamper with this skill are considered evil, and at best are usually shunned. Unlike divine healing, the mage's forms of healing are considered unnatural, and often cause as much pain as they heal.

The mages who dabble in simulated life are often branded with the name, "Necromancer" and cast from society.

Lvl	Will	Know	Wis	Max "Healing"	Identify Bonus
1	13	12	12	1	---
2	14	13	16	2	+5%
3	15	13	14	4	+10%

Lvl	Will	Know	Wis	Max "Healing"	Identify Bonus
4	16	14	15	6	+20%
5	17	14	16	10	+30%
6	18	15	17	15	+40%
7	19	15	18	20	+50%
8	20	16	19	25	+75%

The Maximum Healing column lists the maximum amount of health that the mage can either transfer from one creature to another, or to heal a creature with a two for one conversion to fatigue. In other words, a mage with a skill level of seven could heal up to 20 points of health damage, but the recipient would be fatigued for 40 fatigue points.

The same mage could transfer 20 points of health from another creature, doing 20 points of damage to the first creature, along with 20 points of fatigue. The recipient would heal 20 points, but also at a cost of 20 fatigue points.

In the same tone, the mage can create simulacrum or undead with only the number of health points given in the Max Healing column. For example, a first skill level mage could create an undead skeleton with but one point of health. On the other hand, an eighth skill level mage could animate a skeleton with twenty-five health points.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses the life force skill in its casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Time

Prerequisites: Magecraft Skill, Magecraft: Energy level 3, Magecraft: Entropy level 3, 18 Willpower + 1 per level, 18 Thought + ½ per level, 18 Knowledge + ½ per level

Cost: 4 Skill Slots

Training Time: 12 months per level

Availability: Extremely Rare + 1 per level

Monetary Cost: x100

Description:

The control of the flow of time is one of the most ancient pursuits of the mystical arts, and the world of DragonSpawn is no exception. This skill provides the caster with the means to control the awesome forces of time. It will give him the power to set the hands of time to his own tempo, or his own position.

This power is phenomenal, and in the wrong hands, horrendously dangerous. This is reflected in its scarcity and the tremendous cost in both time and money in its research.

Level	Will	Thought	Know	Identify Bonus
1	18	18	18	---
2	19	19	19	+5%
3	20	19	19	+10%

This skill is measured by the spells created with it. For example a first skill level time spell might create a local disturbance in time that slows down or speeds up time within its area. Perhaps a similar spell could slow down the aging of a person for a year's time. A third level skill might provide the means to halt time in its tracks while the mage remains unaffected, or to create a stasis field where things inside do not experience time passing at all.

The Identify Bonus is the bonus given to the mage if they are attempting to identify a spell being cast. If that spell uses the time skill in its casting, then the character will receive the above bonus to his ability to identify that portion of the spell.

Magecraft: Illusion

Prerequisites: Magecraft Skill, 12 Willpower + ½ per level, 12 Knowledge + ½ per level, 12 Thought + ½ per level

Cost: 2 Skill Slots

Training Time: 3 months per level

Availability: Uncommon + ½ per level

Monetary Cost: x4

Description:

The skill of illusion is exactly that. Creating images that appear real, but are not. This skill gains its power from the overwhelming urge people have to believe what they see. However, it is all tricks of the light, smoke and mirrors without substance.

But, the power of suggestion can be very powerful. Imagine creating the illusion of a safe and sturdy bridge, when in reality the center span is missing. A person who comes to the foot of the bridge is unlikely to be suspicious until they plunge to their doom below.

At a high enough level, illusions become more than just light and shadow. They can have effects on all five of the senses, even providing tactile response. Although still less than real, these illusions possess a power as great as many of the elemental forces.

Illusion also finds its niche in other areas. Invisibility is an illusion, albeit a very powerful and useful one.

Level	Will	Know	Thought	Base Belief	Max time w/o attentio
1	12	12	12	50%	0
2	13	13	13	55%	1 turn
3	13	13	13	60%	5 turns
4	14	14	14	65%	20 turns
5	14	14	14	70%	1 hour
6	15	15	15	75%	3 hours
7	15	15	15	80%	8 hours
8	16	16	16	85%	1 day
9	16	16	16	90%	3 days
10	17	17	17	95%	1 week
11	17	17	17	100%	3 weeks
12	18	18	18	105%	2 months
13	18	18	18	110%	6 months
14	19	19	19	120%	1 year
15	19	19	19	130%	5 years
16	20	20	20	140%	20 years
17	20	20	20	150%	100

Base belief defines the basic chance that the illusion created will be believed by an average intelligence person. For every full point of knowledge beyond what's needed for the level, this base is increased by 5%. This means that a skill level one illusionist with a 20 knowledge has a base 90% chance of their illusion being believed. The target's mental scores lower the likelihood of the illusion being believed.

The Maximum time without attention defines how long the illusion will "maintain itself" after the mage goes on to other things. For example, a first level mage who ceases to concentrate on an illusion will find that the spell dissipates immediately. By the fifth skill level, that same spell will take a full hour to dissipate on its own. By the seventeenth level of skills, the mage's illusions are all but permanent.

Magecraft: Creation

Prerequisites: Magecraft Skill, 14 Willpower + 1 per level, 14 Knowledge + 1 per level

Cost: 2 Skill Slots

Training Time: 2 months per level

Availability: Scarce + 1/2 per level

Monetary Cost: x8

Description:

The skill of creation allows the mage to conjure matter out of nothingness. The skill to create material from the mystical energies of the universe. A mage trained in this skill can conjure gold coins out of thin air, or cause great metallic walls to spring from the ground, blocking passage.

This skill provides the mage with a means to create goods that they need, although their complexity varies from level to level. At low levels, only simple items, such as base elements can be created. At higher levels, more complex goods can be the result, including things like food, or worked goods like cloth.

A mage must know what they are creating, and their creation will have no mystical powers of its own, it is simply material, woven by the mage, straight from the warp and woof of creation itself.

Level	Will	Know	Max Weight	Max Complexity
1	14	14	2#	Simple elements: iron, stone, water
2	15	15	10#	Compounds: steel, worked
3	16	16	50#	Worked steel
4	17	17	200#	Liquids: Beer, wine, ale
5	18	18	500#	Wood
6	19	19	1000#	Meats, foods
7	20	20	2500#	Prepared foods, delicately worked steel, jewelry

The maximum weight is the maximum amount of material that can be created at once.

The maximum complexity is the type of material that can be created. For example, a mage of skill level one could create only things like water or iron, or stone. (Author's note: Okay, for the science buffs out there, stone is a very complex material, but in the medieval sense, it's considered simple.)

However, a high level mage could create a feast of fine foods, enough to feed a small army.

Magecraft: Sympathy

Prerequisites: Magecraft Skill, 10 Willpower + 1 per level, 12 Thought + 1/2 per level

Cost: 2 Skill Slots

Training Time: 3 months per level

Availability: Uncommon + 1 per level

Monetary Cost: x6

Description:

The magecraft skill of sympathy is one of the most well known in folklore. Sympathetic magic is the binding of a token to a larger or more complex object. The best known example is the voodoo doll. When the pin strikes the carefully crafted doll of the person, it is the person who feels the pain. While in the real world, voodoo dolls are the stuff of superstitious nonsense and bad horror films, in the magical world of DragonSpawn, mages can create just such a binding.

This skill is useful in other ways as well, create a token and a stack of coins from the same piece of lead, and use sympathy and earth skills to change the token to gold. The stack of coins will change with the token. When the transmutation of the token wears off, the coins will change back as well. In the meantime, however, they may have entered the possession of an unscrupulous merchant instead.

The opposite can be true. A sword of massive proportions is made, strong and sturdy. From the same piece of steel, a normal sword is made as well. Sympathetic magic binds the two, and now the sword in hand will be nearly unbreakable, for the damage is done to the giant, linked sword instead.

Level	Will	Thought	Scale Factor	Max Range
1	10	12	x1	10'
2	11	13	x 2	50'
3	12	13	x 5	250'
4	13	14	x 10	1000'
5	14	14	x 20	1 mile
6	15	15	x 50	5 miles
7	16	15	x 100	25 miles
8	17	16	x 500	100 miles
9	18	16	x 1000	500 miles
10	19	17	x 2500	2500 miles
11	20	17	x 5000	10,000 miles

The scale factor is the maximum amount of size the two items may differ by. If any factor differs by more than this, height, weight, length, weight, mass, whatever, then they can not be linked through this skill at the current level.

The maximum range is the greatest distance that the link can be stretched to. Once the linked objects exceed that distance, the link is broken and can only be recreated through the recasting of the spell.

Magecraft: Spell Weaving

Prerequisites: Magecraft Skill of 5 or more, 15 Willpower + 1 per level, 18 Thought + ½ per level

Cost: 6 Skill Slots

Training Time: 12 months per level

Availability: Very Rare + ½ per level

Monetary Cost: x10

Description:

The skill of spell weaving allows more than one mage to work together to create a spell effect. At least one of the mages must have spell weaving skills for this combination to be effective.

When the skills of multiple mages are woven together, the result is the sum of the skills of all the mages. This allows a group of mages to cast a spell that none of the individual mages could.

When more than one spell weaver is in a group, they can consider the other woven group to be a single mage, allowing groups of spell weavers and mages to create circles of massive power.

However, spell weaving, much like ritual magic, multiplies the amount of time it takes to cast a spell because of the amount of communication that must go on between the weavers and the other mages.

The weaver must also have knowledge of the spell to be cast, or they run the risk of attempting an unknown spell (c.f. the Mystic Arcana Guide section on impromptu magic.)

Level	Will	Thought	Max Skill Level	Casting Time
1	15	18	3	x5
2	16	19	5	x4
3	17	19	9	x3
4	18	20	11	x2.5
5	19	20	15	x2

For each skill level, the spell weaver can add one more mage to his linked weave. So, at skill level three, the weaver can have himself and three other mages for a ring of four total mages.

The spell weaver can add their own skill levels to the weave without restrictions. For other wizards, the weaver can direct only as many skill levels as given in the Max Skill Level per extra wizard in the weave. Thus, a skill level one weaver could add up to three skill levels *per skill* of the other mage to his own skills, while a fourth skill level weaver could add up to 11 skill levels, *per skill, per wizard*. That's an awful lot of power.

The casting time for the spell is multiplied by the casting time given in the last column. For example, a fourth circle spell, woven by a skill level 1 weaver would

take five times as long as normal to cast. The same spell cast by a fifth skill level weaver would take only twice as long to cast.

Speed casting is possible for weavers, although they take the same fatigue penalty as if the spell took as long to cast as the multiplied casting time. So a first level weaver casting a fourth circle spell in 1/10th time would take a base 200 fatigue points which would probably be modified down into the high double digits, instantly rendering them dead tired, or worse. A fifth skill level weaver could cast the same spell at 1/10th time and take only a few dozen fatigue points.

Magecraft: Summoning

Prerequisites: Magecraft Skill, 18 Willpower + ½ per level, 16 Knowledge + ½ per level

Cost: 2 Skill Slots

Training Time: 8 months per level

Availability: Very Rare + ½ per level

Monetary Cost: x50

Description:

The magecraft skill of summoning involves the creation of gateways to other planes of existence and the forcible removal of its denizens to the plane of existence of the spell caster. Many of these denizens will be extremely unhappy about such a rude “invitation” and will turn on the caster. Summoning is a dangerous game, but if the creature can be controlled, it can be made to perform tasks for the mage.

Often times, due to the ability to multiply the control percentage, ritual magic is mixed with summoning, producing the eerie scenes we’ve seen in so many bad horror films.

Much like necromancers, summoners are often shunned in society, and are usually considered dangerous, if not more then a bit mad to risk such horrors. Other planar creatures are rarely hospitable to those they take back to their own worlds.

Level	Will	Know	Base chance to control	Max Level
1	18	16	35%	2
2	19	17	40%	4
3	19	17	50%	7
4	20	18	60%	10
5	20	18	75%	15

The base chance to control is the modifier added to the mage’s Leadership ability. The summoned creature’s leadership ability is then subtracted from this value, and then the mage rolls d100 to see if they succeed in controlling the summoned creature. Failure often

results in attack, or the creature will flee back to its own plane. Sometimes the creature will take the spell caster back to its own plane to serve as the creature’s servant.

The Max Level describes the maximum level creature that the mage can summon at that skill level. The GM will use this column to determine what creatures you have a chance of summoning.

Some other planar creatures have true names that can be used to summon a specific individual. Knowledge of a true name grants a 100% bonus to the chance to control the creature summoned. Powerful beings fiercely guard their true names and will try anything to make sure that those names are not commonly known.

Evil creatures summoned will almost always attempt to twist the meaning of commands they are given to their most evil means. In short, if there are two ways to accomplish a goal, one pure and harmless, the other bloody and violent, the evil creature will always choose the bloody and violent method if given the choice.

A creature that is forced into a suicidal or hopeless situation will always be allowed another chance to break control with a 100% bonus to its roll.

Chapter 12: Devotion Skills

For those characters that are truly devoted to the service of a deity, these skills provide a means of requesting divine aid in trying circumstances.

Devotion: Prayer

Prerequisites: 13 wisdom +1 per level, 12 thought + ½ per level

Maximum Level: 8

Cost: 2 skill slots

Training Time: 1 month per level

Availability: Common + ½ per level

Monetary Cost: Special, see description.

Description:

The basic devotion of prayer is both the most common, as well as one of the most powerful devotion skills. Through the use of well worded, pious, humble requests to the character's deity, the prayer devotion causes miraculous events to occur. At low skill levels, these miraculous events are small, perhaps a lifting of spirits, or a bolstering of faith. At higher levels, however, such divine intervention can cause whole cities to take heart, and for the divine presence of the deity to flow from his minion.

Level	Wisdom	Thought	Divine Bonus
1	13	12	1
2	14	13	2
3	15	13	4
4	16	14	6
5	17	14	10
6	18	15	15
7	19	15	20
8	20	16	25

The divine bonus given in the table is the adjustment used when dealing with adversaries of an alignment or motivation opposite that of the deity. This is the result of the "divine radiance" the character possesses.

When facing creatures of an undead ilk, this is the bonus added to the "turn undead" roll for the character.

The monetary cost for this devotion varies based on the deity in question. A god of greed would want their clerisy to withhold their monetary wealth, while a god of charity would demand that their clerics keep only what

they need to survive. The same is true for this skill. The clerics must pay what their god demands.

Devotion: Conversion

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Devotion: Healing

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Devotion: Exorcism

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Devotion: Divine Effects

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Devotion: Divine Knowledge

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Devotion: Miracles

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Chapter 13: Illicit Skills:

These skills are the skills of the cutpurse and that skulker. They're uses are almost purely illegal.

Illicit Skills: Lock Picking

Prerequisites: 9 Manual Dexterity + 1 per level, 8 Thought + ½ per level
Maximum Level: 12
Cost: 2 Skill Slots
Training Time: 2 months per level
Availability: Uncommon + 1 per level
Monetary Cost: x2

Description:

This skill provides the rogue with the ability to pick locks of many different types and complexities. This skill is usually highly frowned upon by law enforcement and the rest of “polite” society.

For each skill level gained, the rogue becomes more likely to correctly open a lock using this skill. The skill also assumes the ownership of a set of lock picks and tools for opening locks.

Level	Man Dex	Thought	Base Percent
1	9	8	35%
2	10	9	45%
3	11	9	60%
4	12	10	75%
5	13	10	90%
6	14	11	110%
7	15	11	130%
8	16	12	150%
9	17	12	175%
10	18	13	200%
11	19	13	225%
12	20	14	250%

The base percentage is the base chance for a rogue to open a “standard” simple lock. More complex locks will include a percentage penalty that must be applied to the base percentage before the roll to open the lock can be attempted.

For example, a triple-tumbler, magically enhanced, completely silent lock could be picked at a penalty of -150%, meaning that it would take a skill of at least 9 to have a chance of opening the lock.

Illicit Skills: Skulking

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Illicit Skills: Pick Pocketing

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Illicit Skills: Moving Silently

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Illicit Skills: Forgery

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Illicit Skills: Con Games

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Illicit Skills: Local Cant

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Chapter 14: Musical Skills

Musical Skills: Basic Music Theory

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Voice Training

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Stringed Instruments

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Lyre

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Dulcimer

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Dulcet

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:

Monetary Cost:

Description:

Musical Skills: Harp

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Lute

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Flute

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Piccolo

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Drums

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Pipes

Prerequisites:
Maximum Level:
Cost:

Training Time:
Availability:
Monetary Cost:

Description:

Musical Skills: Spell Singing

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Chapter 15: Survival Skills

Monetary Cost:

Survival Skills: Tracking

Description:

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Survival Skills: Hunting

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Survival Skills: Fishing

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Survival Skills: Horseback Riding

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Survival Skills: Scavenging

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:
Monetary Cost:

Description:

Survival Skills: Covering Tracks

Prerequisites:
Maximum Level:
Cost:
Training Time:
Availability:

Chapter 16: General Skills

General Skills: Reading

Prerequisites: 6 thought + 1/level

Maximum Level: 14

Cost: 1 skill slot

Training Time: 2 months / level

Availability: common + ½ per level

Monetary Cost: x1

Description:

This skill allows the character to read any language that they can speak. Each level of reading skill allows the character to read twice as fast as the previous level. Someone with a skill level of one can read one standard page of information in sixteen minutes. Therefore, someone with a skill of two could read the page in eight minutes, a skill of three in four minutes, and so forth. A skill of 12 would allow you to read the page in about ½ of a second. This also means that you have good comprehension of everything you have read as well.

General Skills: Writing

Prerequisites: 7 Thought + 2/level, 6 Manual Dexterity + 2/level

Maximum Level: 6

Cost: 1 skill slot

Training Time: 3 months/level

Availability: uncommon + ½ per level

Monetary Cost: x3

Description:

This skill allows the character to write any language that they can speak. The first level of skill provides only a slow, legible version of writing. For each level of skill beyond the first, the writing becomes clearer and faster. At skill level one, it will take two hours for the character to write a full, standard page. Each skill level cuts the previous level about in half. This means that skill level 2 can write a page in 1 hour, 3 in ½ hour, and level 4 in 20 minutes. Level 5 can write the page in 10 minutes, and level 6 in five. At the higher levels, the quality of the writing improves, so that at level 6, the hand is steady, even, and clearly legible.

General Skills: Foreign Language

Prerequisites: 8 knowledge + 1/level

Cost: 2 skill slots

Training Time: 6 months / level

Availability: varies by language and location

Monetary Cost: x2

Description:

This skill allows the character to learn a foreign language (foreign to them, i.e. not their native language.) If they have reading and writing skills, then they will learn to read and write in that language as well. For each

skill level, the character can learn one more foreign language. The languages are pre-selected, and cannot be exchanged. In other words, you can't forget one language to learn a new one.

General Skills: Sewing

Prerequisites: 9 Manual Dexterity + 1 per level

Cost: 1 skill slot

Training Time: 2 months / level

Availability: common + 1 per level

Monetary Cost: x2

Description:

This skill gives the character the basic knowledge of sewing. A first skill level character can perform basic sewing skills, such as mending tears in cloth, or sewing on buttons. For each progressive skill level, they become more talented, being able to mend tears so they are not easily noticed. Being able to make simple clothing, until they finally reach a level where they can become a professional tailor, or make clothing fit for kings.

General Skills: Herbalism

Prerequisites: 10 knowledge + 1 per level, 10 wisdom + 1 per level

Cost: 3 skill slots

Training Time: 12 months per level

Availability: rare + 1 per level

Monetary Cost: x4

Description:

The skill of herbalism lies in the use of common plants, salves and poultices to produce healing or cures for disease. The skill of herbalism is passed down from a mentor to a student, and the training is intense.

Such knowledge provides a good basis for treating common and uncommon ailments. A trained herbalist can remove fatigue or staunch wounds. Wounds treated by an herbalist are less likely to become infected, and often heal better and cleaner than those treated by someone without the herbalist's skill.

General Skills: First Aid

Prerequisites: 10 Knowledge + 1 per level, 10 wisdom + 1 per level

Maximum Level: 11

Cost: 3 Skill Slots

Training Time: 2 months per level

Availability: Rare + ½ per level

Monetary Cost: x2

Description:

The first aid skill allows the character to provide immediate care to wounded or injured companions. This skill is important, as it allows the character to staunch wounds and treat injuries in a rapid and appropriate manner.

For each skill level, the character can dress and staunch one wound in a turn. So a skill level of three means that the character can bind and treat three wounds in each and every turn.

In addition, a wound treated by someone with the first aid skill will recover more quickly. For each two skill levels, the wounded character will recover one extra health point per day.

General Skills: Horseback Riding

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

General Skills: Climbing

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Chapter 17: Elven Skills

Elven Skills: Magical Sensitivity

Prerequisites: Elven race, 10 Thought + 1 per level, 9 Knowledge + ½ per level

Maximum Level: 11

Cost: 1 Skill Slot

Training Time: 1 month per level

Availability: Very Rare + ½ per level

Monetary Cost: x2

Description:

This skill allows an elf to sense certain magical flows and residues in a given area. Active use of magecraft skills in an area provide a bonus of 25% to the ability to detect this activity.

At each skill level, the base chance of detecting a trace residue of such a use increases by 10%, and the age of that residue increases by a factor of two.

In the following table, the max age is given in turns (t), hours (hrs), and days. The base chance to detect is the chance to tell that magic has been used in the area within that amount of time.

Level	Thought	Know	Max Age	Base Chance to Detect
1	10	9	10 t	10%
2	11	10	20 t	20%
3	12	10	40 t	30%
4	13	11	80 t	40%
5	14	11	3 hrs	50%
6	15	12	6 hrs	60%
7	16	12	12 hrs	70%
8	17	13	1 day	80%
9	18	13	2 days	90%
10	19	14	4 days	100%
11	20	14	8 days	110%

Elven Skills: Nature Sympathy

Prerequisites:

Maximum Level:

Cost:

Training Time:

Availability:

Monetary Cost:

Description:

Chapter 18: Equipping Your Character

After you've given your character the basic attributes that they need, next comes the task of outfitting them with equipment. To start out, we need to establish a system of money that can be used universally throughout the game.

Monetary Units

In the world of DragonSpawn, there are many different types of money, for instance, one country may mint a coin stamped out of silver which is only a half an inch across and thinner than a dime. Another country may mint a coin that is stamped out of a silver-nickel alloy that is two inches across and weighs over four troy ounces. Thus, the term Silver Piece and Gold Piece are not truly accurate measures.

However, we are going to use them, not because it's accurate, but because it's a lot easier. For our case, we would consider that a Standard Gold Piece (SGP) is equivalent to twenty Standard Silver Pieces (SSP), which are equivalent to fifty Standard Brass Pieces (SBP) each, and so on. In the example above, the first silver piece (the small one) would be equal to about 15 SBP, or about 1/3 SSP, while the second one may be equal to anything from one SGP to one SSP depending on the mixture of nickel to silver in the coin.

The standard coins that we are working from can be considered to be $\frac{3}{4}$ of an inch in diameter, and $\frac{1}{16}$ of an inch thick. Each coin has a different weight due to its material. A table of weights and conversions between coins follows.

Coin Type (Abbreviation)	Weight	Conversion
Standard Gold Piece (SGP)	1.1 oz	20 Standard Silver Pieces
Standard Silver Piece (SSP)	.6 oz	50 Standard Brass Pieces
Standard Brass Piece (SBP)	.5 oz	5 Standard Bronze Pieces
Standard Bronze Piece (SBrP)	.4 oz	2 Standard Copper Pieces
Standard Copper Piece (SCP)	.3 oz	10 Standard Wood Pieces
Standard Wood Piece (SWP)	.1 oz	1/100,000 Standard Gold Piece

There are many other kinds of coins available in different places; such rare metals as Iridium, Indium, Aluminum, Platinum and Palladium are also used as denominations of coinage. Some places have writs of wealth, others have carried the writs one step further and have paper money, issued by the government or even by the church. Certain lords pay vassals with Script money, which is only accepted within the lord's own walls, thus making any vassal who leaves the Lord's care a penniless pauper.

In the above table, all coins are referred to as being "standard". In most campaigns, it would be exceedingly rare for any given kingdom to actually mint "standard" coins in all denominations. In addition, the Standard Wood Piece is almost a misnomer, since wood pieces are not standard mintage of any government. Usually a wood piece is used among farmers as a debt marker with each wood piece being worth some basic amount, a single cob of corn, or a sheaf of wheat. Most of these markers are crudely cut from whatever wood is at hand and are rarely of equal sizes. However, over time, these coins have come to have a meaningful value despite their not being officially sanctioned.

As to the economy of the nation-states in the world, the best comparison is what a coin will buy. The wood piece has already been discussed as being worth only a trifling amount. A standard copper piece is enough to buy a bowl of broth at a dingy inn or a village cook place. The Standard Bronze would likely turn that broth into a bowl of hearty stew, or a mug of ale. Two bronzes will put a cup of wine on the table, or a tough steak. A Brass piece will buy a steak dinner in a more respectable inn, or a pair of steaks dinners with all the fixings at that less fancy eatery.

A single Standard Silver piece will buy a month's stay in an inn, with meals. Two silvers will buy a cow, while three will buy a draft horse. A farmer will see only the equivalent of five silvers a year when their crops come in. (That's about the same as 25,000 cobs of corn or sheaves of wheat.)

A single Standard Gold Piece will buy a farmer's house, or an outstanding war horse. A golden coin will buy a stay in a fine inn for a year with meals, maid service, and special extras included. A more successful merchant will do from 6 to 10 gold coins worth of business in a year. Some specialists make a salary of about 10 gold coins a year, while merchants with wide holdings will sometimes earn as much as 50 gold pieces a year.

It's easily seen that most of the economy is driven by the trade of Standard Brass Pieces and Standard Silver Pieces. Only the nobility holds gold coins in these kingdoms and city-states. Gold coins, in fact, are usually used only for the exchange of wealth

between nobility, and commoners holding gold coinage is usually enough to place them under suspicion of thievery.

Equipment prices and prices in general throughout the rest of the book are given in these standard units. Although in practice there are rarely “standard” units, in terms of keeping the game simple, it is acceptable to use the standard coinages to speed up the game.

Optional Rule: Different Coinage

In the real world, no nation ever mints coins of a “standard” size and shape. In fact, it was the fact that two coins were nearly the same size that sounded the death-knell of the Susan B. Anthony silver dollar in America. So if we know that no country actually makes all their coins the same size, it would only add to the game to have the nations within the game print their own coinage.

This addition of realistic exchange problems and strange coins from far-away lands only lends to the aura of mystery as well as the level of credibility of a game world. For instance, the DragonSpawn game originated with the world of Kroth, where coinage varied from nation to nation and sometimes within the nation itself. In the nation of Hyperia, the main area explored during the campaigns, there were eight different official coins, along with a handful of unofficial ones. In addition, old and ancient coins turned up in various treasure troves. The following table outlines those coins:

Table: Coinage of Hyperia

Coin	Exchange	Description
Aluminum Shet	10 Gold Lions (10 SGP)	Rarely minted due to the scarcity of aluminum, this coin is about 1 inch across and 1/8 inch thick. Stamped on one side with the raging lion and the other side with the Crossed Swords and Triangle of the Royal Seal, this coin has a smooth edge, but no border ring around the

Coin	Exchange	Description
Gold Lion	50 Silver Lemurs (1 SGP)	Gold coin, approximately ¾ inch across and slightly less than 1/16 inch thick. Edges are smooth, with a raised ring on both sides around the face designs. “Heads” side is the image of the ruler of Hyperia when the coin was minted along with the season the coin was struck. The “Tails” side of the coin is the rampaging lion that is the royal symbol of Hyperia.
Ancient Gold Krill	40 Silver Lemurs (16 SSP)	A gold coin minted during the Second Kingdom. Named a Krill for the Royal House of Krill that sat the throne at the time of the minting. Each coin bears the flying eagle crest on the back, and the face of the Royal in power on the face. These coins are uncommon, but not yet rare.
Ancient Gold Rive	Varies. See description	This coin is from the Reign of the Usurper, between the First and Second Kingdoms. The face bears the face of the Usurper King Jalthorne, while the reverse bears the clenched, gauntleted, fist in front of the pennant banner of the usurper. This coin is very rare, and some merchants and collectors will pay up to ten Gold Lions for a single coin, however, by decree of the Second Kingdom, these coins are illegal to own, and anyone caught in knowing possession of these coins can be sentenced to prison time, or even death for treason. If someone turns these coins in to a royal treasury, they will be reimbursed one Gold Lion for each Gold Rive turned in

Coin	Exchange	Description
Silver Lemur	5 Brass (20 SBP)	Silver coin, known to nobles as the "Silver Penny," this coin is small, only about ½ an inch across, and stamped very thin, perhaps 1/32 of an inch. The face bears the Crossed Swords and Triangle of the Royal Seal, and the back bears the marking of a cup. The date of stamping is
Brass Cantrell	100 Coppers (4 SBP)	This thick, coin is marked only on the face with the words Can'T'Rel E' Be'Lar'Um, the motto of the Aklar Royal Line, "In Calm Lies Our Strength, In Storm Rages Our Sword." The non-abbreviated version of the motto, "Canret Te Var Relest - Eba Benat Larus Dum,"
Copper Penny	5 Iron Pegs (4 SWP)	Small and marked only with a star, these coins are only about ½ inch across and stamped very thin.
Iron Peg	(.8 SWP)	These coins are very, very small, perhaps ¼ inch across and unmarked. The surfaces are smooth. These coins are no longer minted due to lack of value, however there is a more than ample supply of these tiny coins around.
Ancient Clay Tokens	(1-5 SWP) See description	Used instead of wood, this ancient coinage was balls of clay, marked with a symbol or character and used to represent some other item. They are rarely accepted by anyone except collectors looking for oddities. These are not at all rare, as they seem to turn up everywhere.

Coin	Exchange	Description
Wood Flats	(1 SWP)	Square pieces of wood carved with designs, these are often used as tokens in board games and other such items. They are common enough among the peasantry that they are sometimes used as currency, although it is not uncommon for merchants and others to reject them, even when Iron Pegs are

In addition, there are many other nations that print currency and other ancient coins that are more or less unknown. Sometimes merchants will accept foreign coins for a lesser percentage of their value, because they can use local coinage on journeys abroad.

In most cases, currency can be exchanged easily, or at worst, through the services of a moneychanger or other financial resource.

Equipment

No one is going to get very far without equipment. Although this seems obvious, it's invariably forgotten as to just how useful equipment can be. For instance, in a dark, drafty castle, torches can be blown out, but a shielded lantern happily lights the area. Twenty feet of rope is awfully helpful right up until you come to that 100-foot cliff. Equipment is the first step of becoming an adventurer. Buying the right things will change your character from a helpless peasant into a fearless warrior. Okay, maybe not, but it's a lot better than being naked.

As an aside, here's a little quibble I have with other adventure games. Most of them tend to start out as if the character were a newborn babe as far as equipment. In other words, you need to buy everything from the sword you swing to the underwear you're putting on under that chain mail. To me, this seems just a tad unrealistic. Unless you're in special circumstances, you're going to have a decent set of clothes, usually one suitable for the studies you've done, and the skills you've learned. Oh well, back to the important stuff.

Starting Money:

This category is based on what the character's place in life is. A nobleman is much more likely to start out with oodles of money than a commoner is. Thus, we start this discussion with another one, what is the social standing of the character. There are a few ways we can determine this. First, there are the amounts of points distributed to attributes above the initial roll of the dice.

If we presume that this represents the extra “breaks” in life that the character received, then we can use the following table to determine social standing.

Additional Points	Social Class (Starting Cash)
< 10	Poor (1d10 SBrP)
10 - 20	Lower Class (1d10 + 8 SBrP)
20 - 50	Lower Middle Class (1d10 SBP)
50 - 80	Upper Middle Class (1d10 SSP)
80 - 95	Upper Class (5d10 SSP)
95 +	High Class (1d10 SGP)

This table is more in line with how reality works, but it doesn't cover all the bases. Sometimes people get extra breaks without being rich or successful. In that case, a modifier to the original Additional Point score can be made. This second method rolls another 1d100 and subtracts 50 from the value. This number is then added to the Additional Point score before indexing the table.

The third method is to simply decide on the ratio of social classes that spawn adventurers and then choose percentages for each class. Perhaps you have decided that on your world, the poor don't adventure because they don't have the money, and the rich don't adventure, because they have everything they need. In addition, most of the higher earners aren't willing to take the same risks that those who make less money. That would give you the following table:

Die Roll (1d100)	Social Class (Starting Cash)
01-02	Poor (1d10 SBP)
03 - 25	Lower Class (1d10 + 10 SBP)
26 - 75	Lower Middle Class (1d4 SSP)
76 - 94	Upper Middle Class (1d10 SSP)
95 - 98	Upper Class (5d10 SSP)
99 - 00	High Class (1d10 + 5 SGP)

From the above table, it is easy to see that the majority of adventurers will come from the middle classes, with most coming from the lower middle class.

They are the ones who have the most to gain from adventuring, and don't stand to lose as much.

The final method of choosing a social class is to simply let the player or the Game Master decide which class the character should be. Remember that there are very few noblemen in a medieval world, however, and a player must have a very good reason for making a character a member of the upper classes. The same can be said of the very poor. While there is no shortage of the very poor in those times, it is hard to explain how someone who must beg and scrape to survive would suddenly become a practitioner of swordplay or a fledgling magus.

Equipment Lists:

Now that your character has their social status decided, and their equipment list in hand, the time arises to purchase equipment. A character will start with certain basic items before purchasing anything. Most will have one or more sets of clothing and a pair of shoes or boots. Some characters will start with more things that they won't need to buy. It is likely that a noble character would not need to purchase a horse, perhaps not even armor or weapons. In all cases, it comes down to the judgment of the player and the Game Master. If you can give a logical, reasonable explanation for the equipment a character has, and if the Game Master agrees with your reasoning, then your character should have that item without paying for it. The final judgment, of course is the GM's.

What follows are some general lists of equipment that should be available at any larger town or city. Some towns will not have everything listed; other towns will have more. Large cities will undoubtedly have everything on this list and probably many more items besides.

Item	Price
Clothing	
Shoes, everyday (1 pair)	1 SBP
Shoes, fancy dress (1 pair)	3 SBP
Shoes, heavy work (1 pair)	2 SBP
Slippers, velvet (1 pair)	5 SBP
Boots, low, soft	3 SBP
Boots, low, hard	4 SBP
Boots, high, soft	4 SBP
Boots, high, hard	5 SBP
Boots, polished, low	5 SBP

Item	Price	Item	Price
Boots, polished, high	7 SBP	Torches, wrapped, bundle of 20	3 SBrP
Shirt, linen	3 SCP	Torches, metal based, bundle of 20	3 SBP
Shirt, canvas	5 SCP	Lantern, oil, simple (8 hours)	2 SBP
Shirt, Wool, coarse	1 SBP	Lantern, hooded (8 hours)	3 SBP
Shirt, Wool, fine	2 SBP	Lantern, metal, square (8 hours)	5 SBP
Shirt, Silk, plain	10 SBP	Lantern, metal, shaded (8 hours)	8 SBP
Shirt, Silk, embroidered	20 SBP	Oil for Lanterns, 1 use	1 SCP
Vest, canvas	4 SCP	Oil for lanterns, 25 uses (1 gallon)	2 SBP
Vest, Wool, fine	1 SBP	Bladder for lantern oil (1/2 gallon)	4 SBP
Vest, Leather, common	2 SBP	<u>Food and Drink</u>	
Vest, Leather, fine	4 SBP	Water skin (1/2 gallon capacity)	1 SBP
Pants, linen	4 SCP	Wine, rotgut, 1 bottle	1 SBrP
Pants, canvas	7 SCP	Wine, common, 1 bottle	2 SBrP
Pants, Wool	1 SBP	Wine, fine, 1 bottle	1 SBP
Pants, leather	3 SBP	Wine, exceptional, 1 bottle	3 SBP
Hat, Wool	2 SCP	Ale, 1 mug	1 SCP
Hat, Leather	6 SCP	Ale, Small keg (2 gallons)	1 SBP
Jacket, canvas	1 SBP	Ale, full keg (6 gallons)	3 SBP
Jacket, Wool	3 SBP	Ale, Barrel (48 gallons)	20 SBP
Jacket, Wool, Fine	10 SBP	Mead, 1 mug	2 SCP
Jacket, Leather, common	7 SBP	Mead, small keg (2 gallons)	2 SBP
Jacket, Leather, Fine	15 SBP	Mead, full keg(6 gallons)	6SBP
<u>Candles and lanterns</u>		Mead, Barrel (48 gallons)	45 SBP
Candle, small, 1 hour	2 SWP	Meal, gruel	5 SWP
Candle, large, 5 hours	5 SWP	Meal, stew	1 SCP
Candle, Long, 5 hours	5 SWP	Meal, meat and vegetables	3 SCP
Candle, long, thick, 12 hours	1 SCP	Meal, standard	3 SBrP
Torch, wood, simple (2 hours)	2 SWP	Meal, good	1 SBP
Torch, wood, wrapped (4 hours)	4 SWP	Meal, fine	2 SBP
Torch, metal based, layered (6 hours)	2 SCP		
Torches, simple, bundle of 20	1 SBrP		

Item	Price	Item	Price
Meal, exceptional	4 SBP	Sailboat, large (25')	5 SSP
Bread, loaf	1 SCP	Barge	10 SSP
Flatbread (1 loaf/1 meal)	5 SWP	Schooner	3 SGP
Flatbread (1 week)	3 SBrP	Galleon, 2 masted	10 SGP
Jerky (1 meal/2 pieces)	1 SCP	Galleon, 3 masted	15 SGP
Jerky (1 week)	2 SBP	Galleon, 4 masted, ocean going	20 SGP
Egg (1)	1 SWP	Raker, ocean going	30 SGP
Eggs (1 dozen)	1 SCP	<u>Weaponry</u>	
Fruit (type depends on locale) (1 piece)	3 SWP	Caltrops, 10	1 SBP
Fruit (10 pieces)	1 SBrP	Knife, belt	1 SBP
Whole Pig	25 SBP	Knife, long	15 SCP
Side of Beef	30 SBP	Dagger, plain	2 SBP
<u>Livestock</u>		Dagger, balanced	4 SBP
Chicken	7 SCP	Dagger, fancy	7 SBP
Pig	30 SBP	Stiletto	5 SBP
Cow	1 SSP	Hand Sword (18" blade)	10 SBP
Horse, Draft	1 SSP	Scimitar	12 SBP
Horse, riding, common	3 SSP	Great Sword (28" blade)	18 SBP
Horse, riding, good	5 SSP	Rapier (30" blade)	16 SBP
Horse, riding, fine	10 SSP	Foil (29" blade)	14 SBP
Horse, war, light	10 SSP	Long Sword (34" blade)	20 SBP
Horse, war, heavy	15 SSP	Hand and a Half Sword (40" blade)	28 SBP
Saddle	1 SSP	Claymore Sword (58" blade)	38 SBP
Bit, bridle, harness	10 SBP	Club	1 SBP
<u>Transportation</u>		Cudgel	2 SBP
Cart, hand	10 SBP	Spiked Club	2 SBP
Cart, horse	15 SBP	Hammer	4 SBP
Carriage, simple	20 SPB	War Hammer	8 SBP
Carriage, covered	40 SBP	Spiked Hammer	12 SBP
Carriage, fancy	2 SSP	Hand Staff (42")	2 SBP
Row boat	12 SBP	Staff (72")	5 SBP
Dinghy	20 SBP	Mace	8 SBP
Sailboat, small (15')	2 SSP		

Item	Price	Item	Price
Spiked Mace	12 SBP	Ballista Bolts (5)	25 SBP
Morning Star	15 SBP	Blowgun, hand (12")	1 SBP
Long Star	18 SBP	Blowgun (30")	3 SBP
Sickle	3 SBP	Blowgun, Large (60")	5 SBP
Scythe	5 SBP	Blowgun, Steam Powered, Mounted	2 SSP
Hand Ax	8 SBP	Dragon Cannon, non-rifled	2 SGP
War Ax	12 SBP	Cannon, rifled	10 SGP
Great Ax	17 SBP	Cannon balls, each	1 SSP
Glaive	19 SBP	Catapult, small	1 SGP
Spear	2 SBP	Catapult, Large	3 SGP
Flail	2 SBP		
Footman's Flail	4 SBP	<u>Armor</u>	
Clawed or Spiked Gauntlets	10 SBP	Hand Shield, wood	1 SBP
<u>Ranged Weapons</u>		Hand Shield, steel	3 SBP
Sling	5 SCP	Small shield, wood	2 SBP
Bola	1 SBP	Small shield, steel	8 SBP
Net	3 SBP	Large shield, wood	4 SBP
Darts, 10	5 SCP	Large Shield, steel	15 SBP
Throwing Ax	10 SBP	Great Shield, steel	25 SBP
Short Bow	5 SBP	Gauntlets, leather	2 SBP
Long Bow	8 SBP	Gauntlets, Steel	5 SBP
Hand Bow	4 SBP	Cloth armor	5 SBP
Recurved Bow	15 SBP	Soft Leather Armor	12 SBP
Compound Bow	25 SBP	Leather Armor	15 SBP
Crossbow, Hand	5 SBP	Studded Leather Armor	20 SBP
Crossbow, Light	8 SBP	Banded Mail	25 SBP
Crossbow, Heavy	15 SBP	Plated Leather (Stripped Plate)	35 SBP
Crossbow, Foot Drawn	25 SBP	Ring Mail	45 SBP
Crossbow, self-loading	1 SSP	Scale Mail	1 SSP
Crossbow bolts (10)	2 SBP	Chain Mail	5 SSP
Mounted Crossbow	1 SSP	Light Plate or Chain Plate	10 SSP
Mounted Crossbow Bolts (10)	4 SBP	War Plate or Combat Plate	15 SSP
Crossbow, Ballista	10 SSP	Heavy Plate or Full Plate	1 SGP

Item	Price
Jousting Plate (decorative)	30 SSP
<u>Adventurer's Equipment</u>	
Spikes (10)	5 SCP
Lock Picks	5 SBP
Climbing Tools	10 SBP
Rope, 50'	2 SBP
Rope, 100'	5 SBP
Flask, glass, 1 quart	5 SCP
Flask, iron, 1 quart	2 SBP
Sack, small, 1 cu. Ft.	2 SCP
Sack, large, 3 cu. Ft.	5 SCP
Backpack, small, 1 cu. Ft., cloth	1 SBP
Backpack, small, 1 cu. Ft., leather	2 SBP
Backpack, large, 3 cu. Ft., cloth	3 SBP
Backpack, large, 3 cu. Ft., leather	6 SBP

Equipment Descriptions

Clothing

Shoes, everyday (1 pair)

An everyday pair of shoes – in medieval times, usually a soft leather or heavy cloth stitched to a wood or hard leather sole.

Shoes, fancy dress (1 pair)

Shoes of a higher quality, often made of soft, well treated leather, always stitched to a leather sole.

Shoes, heavy work (1 pair)

Shoes of leather or hide, stitched and connected to a heavy sole, usually of wood with leather inside. These shoes were often treated to be waterproof to some extent.

Slippers, velvet (1 pair)

A pair of slippers made from velvet, although sometimes attached to a soft leather sole for better wear.

Boots, low, soft

Soft leather boots, attached to a hard leather sole. Often times, these were made from deer or lamb skin. Low boots ride only just past the ankle and do not reach the calf.

Boots, low, hard

Boots which are made from hardened leather with a hard leather or wood sole. Low boots ride only just past the ankle and do not reach the calf.

Boots, high, soft

Soft leather boots, attached to a hard leather sole. Often times, these were made from deer or lamb skin. High boots cover the leg up to and often including the lower half of the calves.

Boots, high, hard

Boots which are made from hardened leather with a hard leather or wood sole. High boots cover the leg up to and often including the lower half of the calves.

Boots, polished, low

Boots which are made from a hardened leather treated and polished to a shine with a hard leather or wood sole. Low boots ride only just past the ankle and do not reach the calf.

Boots, polished, high

Boots which are made from a hardened leather treated and polished to a shine with a hard leather or wood sole. High boots cover the leg up to and often including the lower half of the calves.

Shirt, linen

A plain white shirt made from linen, soft and somewhat breathable usually with a tied front.

Shirt, canvas

A plain white shirt made from canvas, rough and durable usually with a tied front.

Shirt, Wool, coarse

A plain white shirt made from wool, soft but itchy, somewhat stretchy, and very warm usually without any fastening.

Shirt, Wool, fine

A plain white shirt made from wool, soft, stretchy, and very warm usually without any fastening.

Shirt, Silk, plain

A fine white shirt made from silk, soft, light, and breathable yet still warm, the shirt is often buttoned or more rarely strung with laces.

Shirt, Silk, embroidered

A fine shirt made from silk, soft, light, and breathable yet still warm, the shirt is embroidered with designs and crests and is always buttoned. These shirts are often accented with lace at collars and cuffs.

Vest, canvas

A sleeveless shirt made from canvas. The vest is often buttoned.

Vest, Wool, fine

A sleeveless shirt made from thick wool. The vest is often buttoned.

Vest, Leather, common

A vest made of soft leather. The vest is often buttoned.

Vest, Leather, fine

A vest made of tanned and possibly colored soft leather. This vest is usually buttoned, possibly with clasps made of precious metals.

Pants, linen

A heavy, coarse pair of pants typically used by commoners and the working class. The pants are usually tied with string at the waist.

Pants, canvas

A heavy slightly softer pair of pants typically used by commoners and the working class. They are usually tied with string at the waist.

Pants, Wool

Made from sheep's wool, these pants are usually worn in colder areas, and tend to tie or fasten with a belt.

Pants, leather

Made from soft leather, these pants provide good protection from common hazards like sticks and thorns. They are often worn by foresters and noblemen.

Hat, Wool

Soft wool cap to protect the head.

Hat, Leather

A cap made of leather, usually shaped to the specific owner's head.

Jacket, canvas

A jacket made of coarse canvas that tends to wear well. This is often possessed by commoners.

Jacket, Wool

A jacket made of soft wool cloth that is either buttoned or tied to close.

Jacket, Wool, Fine

A jacket made of spun smooth wool. It is especially fine and used by the nobility.

Jacket, Leather, common

A jacket made of soft leather, as often from an animal hide as true cow leather. It is worn most often by commoners.

Jacket, Leather, Fine

A jacket made from soft, tanned leather that is either cloth or fur lined. This jacket provides ample warmth. It is usually worn by the nobility.

Candles and lanterns**Candle, small, 1 hour**

A small candle is about one inch across and two inches high. It will burn for about one hour or sixty turns.

Candle, large, 5 hours

A large candle is about four inches across and four to eight inches tall. It will burn for about five hours, or three hundred turns.

Candle, Long, 5 hours

A fifteen inch long, one inch wide candle that will burn for about five hours or three hundred turns.

Candle, long, thick, 12 hours

A four inch wide, twelve inch tall candle that will burn for up to twelve hours, or seven hundred and twenty turns.

Torch, wood, simple (2 hours)

A plain piece of round wood whose end has been soaked in paraffin to extend burning. It will typically last for two hours. Because of the paraffin soaking, it is resistant to water.

Torch, wood, wrapped (4 hours)

A plain torch that has been wrapped with layers of waxed cloth to extend its useful life to four hours.

Torch, metal based, layered (6 hours)

A metal cap is placed on the gripping end of this torch. The cap holds several thin layers of wood that have been soaked in paraffin so that there are multiple circular layers of wood when viewed from the end to be ignited.

Torches, simple, bundle of 20

This is a bundle of twenty simple torches.

Torches, wrapped, bundle of 20

This is a bundle of twenty wrapped torches.

Torches, metal based, bundle of 20

This is a bundle of twenty metal based torches.

Lantern, oil, simple (8 hours)

This is a simple, open flamed lantern that burns oil. It holds enough oil to burn for eight hours.

Lantern, hooded (8 hours)

This is a simple lantern that has a "hood" or an upright mirror to help direct the light from the flame. It holds enough oil to burn for eight hours.

Lantern, metal, square (8 hours)

This square metal lantern encloses the flame in glass plates so that the flame is protected from breezes or water. It holds enough oil to burn for eight hours.

Lantern, metal, shaded (8 hours)

This square metal lantern encloses the flame in glass plates so that the flame is protected from breezes or water. However, it also includes metal doors or slides which can block the light coming through any of those glass panes. It holds enough oil to burn for eight hours.

Oil for Lanterns, 1 use

This is enough oil, about five fluid ounces, to keep a lantern burning for eight hours.

Oil for lanterns, 25 uses (1 gallon)

This is about 128 ounces of oil, or enough to keep a lantern burning for about two hundred hours.

Bladder for lantern oil (1/2 gallon)

This specially treated skin is able to hold lantern oil for any length of time. Each bladder can hold about sixty-four fluid ounces of oil.

Food and Drink**Water skin (1/2 gallon capacity)**

This is a tanned and treated skin which can hold up to 1/2 of a gallon of water.

Wine, rotgut, 1 bottle

This is a bottle of extremely low quality wine. Common in the middle ages, it has an alcohol content of about 1%.

Wine, common, 1 bottle

This is a bottle of common wine. Common in the poorer taverns, it has an alcohol content of about 3%.

Wine, fine, 1 bottle

This is a bottle of fine quality wine. Normally drunk by nobles, it has an alcohol content of about 5%

Wine, exceptional, 1 bottle

This bottle of wine is of exceptional quality. It is only drunk in the most rich of company or for special occasions. It has an alcoholic content of about 7%

Ale, 1 mug

A mug of ale contains about 10% alcohol. It is sold in bars and taverns across the world.

Ale, Small keg (2 gallons)

A small keg of ale, it contains 10% alcohol. It is in stock at bars and taverns everywhere.

Ale, full keg (6 gallons)

A full keg of 10% alcoholic ale. It is found in taverns and bars all around the world.

Ale, Barrel (48 gallons)

A barrel of ale that has an alcoholic content of about 10%. It is sold everywhere.

Mead, 1 mug**Mead, small keg (2 gallons)****Mead, full keg (6 gallons)****Mead, Barrel (48 gallons)****Meal, gruel**

A bland meal of mush, it is satisfying but not too tasty. It can feed two people for a day.

Meal, stew

A stew made of various ingredients, it is fulfilling and can feed 4 people for a day easily.

Meal, meat and vegetables

A meal made of a slab of meat and some vegetables, it is very fulfilling and can feed a person for 3 hours.

Meal, standard

The most common meal, it is balanced and can feed a person for 6 hours. It is made of a slab of meat, some vegetables, and bread.

Meal, good

A good meal that is fulfilling and satisfying. It is made well and can feed a person for 12 hours. It is made up of fresh vegetables, pork and buttered bread.

Meal, fine

A meal fit for nobles, it is made out of exotic ingredients. It can feed a person for one day.

Meal, exceptional

This meal is perfect for a king or queen. It is specifically made for each person and fills a person for 30 hours.

Bread, loaf

A loaf of bread can be used for food. It can feed one person for a day.

Flatbread (1 loaf/1 meal)

A loaf of flatbread, it can be combined with other food to make an interesting meal. Otherwise, it can feed one person for one meal, or 6 hours.

Flatbread (1 week)

Flatbread that can feed one player for a week, or for 168 hours

Jerky (1 meal/2 pieces)

A piece of dried meat, it can feed one player for a meal, or 6 hours. If only one piece is eaten, it will fill the player for only 2 hours.

Jerky (1 week)

Dried meat, it will last a long time unless eaten. It can feed one player for one week.

Egg (1)

An egg laid by a chicken, it can be used for cooking or raising a chicken (by hatching the egg)

Eggs (1 dozen)

Eggs laid by one or more chickens, they can be used for cooking or for raising a chickens (by hatching the eggs)

Fruit (type depends on locale) (1 piece)

A piece of fruit common to the area, it can be eaten raw or used for cooking. Some fruits make good juices for drinking.

Fruit (10 pieces)

Fruits native to the area, they can be used in cooking or they can be eaten raw. A juice could be made from these fruits.

Whole Pig

A dead pig, it can be cooked as food, eaten raw, or used for bait.

Side of Beef

A quality piece of beef, it can be used for cooking or bait

Livestock**Chicken**

A full grown chicken that can be used as a source of eggs, killed for food, or treated as a pet.

Pig

A full grown pig, it can be slaughtered for food, treated as a pet, or used to help start a farm.

Cow

A full grown calf, it can be milked once per day, slaughtered for food, or used to breed.

Horse Draft**Horse riding, common**

A horse commonly seen on the streets, it is not suited for adventuring, although it makes travel faster. It can travel up to 10 miles per day

Horse riding, good

A horse more suited for adventure, it can endure much travel. This type of horse can travel 20 miles per day, although it is easily frightened.

Horse riding, fine

A horse suited for royalty, it may not travel far, but you will be admired by most people. Adds 1 to Beauty and Leadership while riding.

Horse, war, light

A horse trained for war, the light war horse is more suited for scouting then towing heavy catapults.

Horse, war, heavy

A horse trained from birth for war, the heavy war horse is good for towing and fighting. It will protect its rider if the rider has treated it well and owned the horse for a while. (GM discretion)

Saddle

A saddle made out of leather, it makes for more comfortable riding. A saddle has two spots for either two one handed weapon or one pole arm

Bit, bridle, harness**Transportation****Cart, hand**

The common cart among the poor, the hand cart is pushed along by manual power instead of horses. it can hold either 2 people (depending on the strength of the character pushing.) or 5 cubic feet of items.

Cart, horse

A cart common to most, it is moved by horsepower. It can hold either 2 people or 5 cubic feet of items (depending on the strength of the horses.)

Carriage, simple

A simply made carriage for those poor people who save up. The carriage is drawn by horses and can fit up to 6 people in it.

Carriage, covered

A simply made carriage for those commoners who save up. The carriage is drawn by horses and can fit up to 6 people in it. The carriage has curtains inside of it that can be shut at whim.

Carriage, fancy

A fancy made carriage for nobles or kings. The carriage is drawn by fine horses and can fit up to 8 people in it.

Row boat

A very simple boat, it is fine for small trips over water. It will tip over if a storm occurs, and is easily wrecked. The rowboat can only hold 2 people at a time.

Dinghy

A dinghy is only a little better than a rowboat, it will tip over in storms, but the dinghy can hold 4 people in it.

Sailboat, small (15')**Sailboat, large (25')****Barge****Schooner****Galleon, 2 masted**

Galleon, 3 masted**Galleon, 4 masted, ocean going****Raker, ocean going****Weaponry****Caltrops, 10**

Small four or six pointed metal spikes, caltrops are often used to delay pursuers. They do 1d2 points damage each if stepped on.

Knife, belt

A short, six-inch bladed knife, this item is useful for utility purposes. In combat, the knife does 1d4 points of damage per attack.

Knife, long

A longer, ten to twelve inch knife, this item does 1d6 points of damage per attack.

Dagger, plain

A simple dagger with plain quillions, with a blade between twelve and fifteen inches in length, this weapon does 1d6 points of damage per attack.

Dagger, balanced

A dagger, much like a plain dagger, but carefully balanced carefully for throwing, this weapon does 1d6 points of damage per attack.

Dagger, fancy

Certain members of the nobility prefer form to function. Fancy daggers often have jewels embedded in the pommel and quillions shaped like exotic beasts. While it makes the dagger look nice, it reduces the damage to 1d4 per attack.

Stiletto

A stiletto is a thin bladed knife, usually with a blade about twelve inches in length, and a six to eight inch hilt. Often used by assassins, this blade does 1d6 points of damage.

Hand Sword (18" blade)

Also known as a short sword, this weapon is about 24 to 26 inches in length, and is meant to be used one handed. Not considered a heavy weapon, the blade is usually one inch to one and a half inches wide. This blade does 1d8 points of damage.

Scimitar

About two feet long, and using a slightly curved blade, the scimitar is a favorite weapon of merchants and sailors. The traditional "pirate" weapon, this sword does 1d8 points of damage.

Great Sword (28" blade)

The traditional weapon of the knight, this heavy bladed weapon is about three feet long with the hilt and pommel, and usually has cross style quillions. The weapon does 2d6 points of damage.

Rapier (30" blade)

Long, thin, and light bladed, the rapier typically has a blade about $\frac{3}{4}$ of an inch wide. Fast and agile, this sword does 1d10 points of damage.

Foil (29" blade)

Long and thin, this sword has a round blade without an edge. It is used primarily as a piercing weapon. When used as such, it does 1d10 points of damage. When used as a slashing weapon, it does 1d4 points of damage.

Long Sword (34" blade)

Long, and heavier than a rapier, this sword is still meant to be used one handed, and could be considered a light-bladed sword. The blade is usually about one inch wide, and may be grooved to improve strength. This sword does 1d12 points of damage.

Hand and a Half Sword (40" blade)

Long and heavy bladed, this sword also has a twelve inch pommel, requiring a large space to use the weapon. However, this vicious weapon is extremely good in combat situations, dealing 3d6 points of damage per strike.

Claymore Sword (58" blade)

Used in the highlands of Scotland, this imposing weapon is well over six feet long with the hilt and pommel. It also is a massive weapon requiring great strength to use and was historically used to remove mounted knights from their horses. It requires ten feet of open space to use, and is a slow weapon. However, on a successful strike, this weapon causes massive damage, with each strike doing 4d6 points of damage.

Club

A short (3') length of stout wood, the club is one of the most ancient weapons known. Simple to use, it does bludgeoning damage to the target. Each strike causes 1d6 points of damage.

Cudgel

A club with refinements, this weapon is a shaped piece of wood with a smooth handle and a heavier striking end. More effective than a club, it does 1d8 points of damage.

Spiked Club

Similar to a standard rough club, this item has been improved for combat by placing large protruding spikes from the head of the club. Clubs vary as to how many spikes are on each club, but they all do more damage than a standard club, 1d10 per hit.

Hammer

Hammers are, exactly as they sound, special long-handled hammers that are used in combat. Heavier than a common carpenter's hammer, they were used to inflict damage against armored opponents. A hammer does 1d6 points of bludgeoning damage.

War Hammer

Even longer or heavier than a standard hammer, a war hammer does more damage. War hammers are very effective against opponents in armor, especially plate mail that can be dented and damaged. War hammers do 1d8 points of damage.

Spiked Hammer

Similar to a war hammer, the spiked hammer also has a large, and rather nasty, spike attached to the back of the hammer-head. When used against an armored foe, the spike can penetrate armor. When used as a hammer, it does 1d8 points of bludgeoning damage. When used as a spike, it does 1d10 points of piercing damage.

Hand Staff (42")

Hand staves are cheap and easy to acquire. A little more than three feet long, they are just a straight one inch thick piece of polished wood with a slight taper at each end. Hand staves do 1d6 points of bludgeoning damage in combat.

Staff (72")

Similar to the hand staff, the full staff is about 1 ½ inches in diameter and also tapers along the last foot of each end. Since it is used with both hands, it can deliver more force, and does 1d10 points of bludgeoning damage.

Mace**Spiked Mace****Morning Star****Long Star****Sickle****Scythe****Hand Ax**

A hand axe is a useful weapon in close combat situations. It is smaller than a normal axe, and it is more easily used. A normal hand axe will do 1d4 +1 damage

War Ax**Great Ax****Glaive****Spear**

Spear is very similar to a staff. The main difference is that a spear has a metal tip on one end. A spear is very useful in setting off traps from a distance, or for reaching enemies from a distance. A normal spear does 1d6 damage and can reach up to 3' away.

Flail**Footman's Flail****Clawed or Spiked Gauntlets**

Clawed or spiked gauntlets are common weapons for smaller characters. Since they lack the brute force and strength needed to wield the larger weapons, they use the weapon they are most comfortable with... their fists!

Ranged Weapons**Sling**

A small piece of leather used for throwing small rocks, a sling is one of the simplest weapons around. Despite its simplicity, it is unlikely you will find an expert slingshot in every town you come across. Slingshots do 1d4 damage.

Bola**Net**

Nets are used for many different reasons, among them traps and fishing. A net is simply wire or mesh woven together in a particular manner that can tangle opponents easily. A net does no damage unless it has barbs on the ends. When used, it tangles an opponent until 2 turns have passed or it is attacked.

Darts, 10

Darts are small and thin in size and arrowlike in their shape. They are usually associated with thieves and rouges because it is easy to hit a target for assassination from a distance with them. A dart does 1d4 damage and has a range of 20'

Throwing Ax

Similar to a hand ax, the throwing ax is small and compact. It can reach distances up to 15' and damages 1d4 points.

Short Bow

This bow has been designed for attacking enemies at close distances. The range of the short bow is from 5' to 15'. The short bow does 1d6 damage.

Long Bow

The long bow is similar to the short bow, the difference being that it was designed to attack enemies from 15' to 30' away. The long bow does 1d6 damage.

Hand Bow**Recurved Bow****Compound Bow****Crossbow, Hand****Crossbow, Light****Crossbow, Heavy****Crossbow, Foot Drawn****Crossbow, self-loading****Crossbow bolts (10)****Mounted Crossbow****Mounted Crossbow Bolts (10)****Crossbow, Ballista****Ballista Bolts (5)****Blowgun, hand (12")****Blowgun (30")****Blowgun, Large (60")****Blowgun, Steam Powered, Mounted****Dragon Cannon, non-rifled****Cannon, rifled****Cannon balls, each****Catapult, small****Catapult, Large****Armor****Hand Shield, wood**

A shield about eight to ten inches across, with a single leather strap across the back used to grip it, the hand shield provides little defense. Wooden ones are usually of poor construction, and will not survive much

damage. It provides a +1 to Armor rank, and a +1 to parry.

Hand Shield, steel

Made of steel rather than wood, but otherwise similar, the steel hand shield stands up better to attack than the wooden version. It also provides a +1 to Armor Rank and a +1 to parry.

Small shield, wood

A shield made out of wood, this shield is small and compact. It is ideal for small characters or characters using one handed weapons. It adds +2 to Armor Rank and Parry. It can't take too much damage, but more than the hand shields can.

Small shield, steel

A shield made out of steel, this shield is small and compact. It is ideal for small characters or characters using one handed weapons. It adds +2 to Armor Rank and Parry. It can take some damage.

Large shield, wood

A shield made out of steel, this shield is small and compact. It is ideal for small characters or characters using one handed weapons. It adds +3 to Armor Rank and Parry. It can take a decent amount of damage.

Large Shield, steel

A shield made out of steel, this shield is large and strong. It is ideal for characters using one handed weapons or who need a bit more defense. It adds +3 to Armor Rank and Parry. It can stand huge amounts of damage

Great Shield, steel

A shield made out of steel, this shield is large and strong. It is ideal for characters who want more defense or characters using one handed weapons. It adds +4 to Armor Rank and Parry. It can stand vast amounts of damage.

Gauntlets, leather**Gauntlets, Steel****Cloth armor**

This armor, made of any type of cloth, provides very little armor and is more for show or fashion than actual protection.

Soft Leather Armor

This armor, made of leather soaked for softness, provides little armor and is good for the more agile characters. It allows free movement and a small amount of armor.

Leather Armor

This armor, made of freshly cut leather, provides some armor and is good for the casual adventurer.

Studded Leather Armor

This armor, made of hard leather, provides good armor and is good for the soldiers in an army.

Banded Mail

This armor, made of mail banded multiple times, is good against some weapons and protects the wearer better than leather or cloth armor.

Plated Leather (Stripped Plate)**Ring Mail****Scale Mail****Chain Mail****Light Plate or Chain Plate****War Plate or Combat Plate****Heavy Plate or Full Plate**

Heavy plate is a form of armor that covers its wearer from head to toe with solid, overlapping steel plates. Usually there is a layer of chain mail worn under the armor, or at least worn as a "skirt" to protect the hip joint area.

Full plate armor is extremely heavy and cumbersome, although it provides awesome protection from damage. The armor usually requires a second person in order to put it on, and is one of the main reasons that knights had squires.

Full plate is also tremendously expensive and must be personally fitted to the wearer when it is made.

Jousting Plate (decorative)**Adventurer's Equipment****Spikes (10)**

Spikes are used for anything from traps to defense. Spikes are just spears that are sharpened on the wood end so they can stick in the ground more easily. If an enemy runs into a spike, it is harmed 1d8 unless otherwise specified.

Lock Picks

Lock picks are tools usually used by the thieves and burglars in towns. They make opening a chest or door easier and are easily stored. Lock Picks raise your chance to open a chest or door by 15%.

**Climbing Tools**

Climbing tools are used for climbing, as their name implies. If you buy climbing tools, you get a set made up of a grappling hook, a belaying belt and two claws. The rope needed for the belaying has to be bought separately

Rope, 50'

A 50 foot rope made out of tightly woven threads, it is strong and durable.

Rope, 100'

A 100 foot rope made out of tightly woven threads, it is strong and durable.

Flask, glass, 1 quart

A flask made of glass, it is very fragile and can hold 1 quart of liquid. If it is dropped or hit in any way, the flask will break and the liquid inside will become unusable. The glass flask is see-through.

Flask, iron, 1 quart

A flask made out of iron, it is stronger than glass and won't break unless deliberately attacked multiple times. Since it is made of iron, it is not see-through, making it perfect for poisoning. This flask can hold up to 1 quart of liquid.

Sack, small, 1 cu. Ft.

A small sack made out of sackcloth, it is not very durable, but it can hold up to 1 cubic foot of items.

Sack, large, 3 cu. Ft.

A large sack made out of sackcloth, it is not very durable, but it can hold up to 3 cubic feet of items.

Backpack, small, 1 cu. Ft., cloth

A small backpack made of cloth; it is less durable than a sack. Although it is fragile, it is more easily carried around and is nice to have when running away from enemies.

Backpack, small, 1 cu. Ft., leather

A small backpack made of leather; it is more durable than a sack and a cloth backpack. It is durable and it is more easily carried around than a sack and is nice to have when running away from enemies.

Backpack, large, 3 cu. Ft., cloth

A large backpack made of cloth; it is less durable than a sack. It is more easily carried around than a sack and is nice to have when running away from enemies. It can hold up to 3 cubic feet of items.

Backpack, large, 3 cu. Ft., leather

A large backpack made of leather; it is more durable than a sack and a cloth backpack. It is more easily carried around than a sack and is nice to have when running away from enemies. It can hold up to 3 cubic feet of items.

Chapter 19: Setting Off For Adventure

Now that your character has been defined, their race chosen, their skills honed, and their equipment, well, equipped, it's time for adventure. This is the part of the game where role-playing truly begins.

The Game Master will have an adventure laid out ahead of time, and you and possibly a group of other players will guide your characters through that adventure.

Fatigue

Over the course of an adventure, the character will face many challenges, pitfalls, and hazardous situations, a gauntlet of both physical and mental tests that will leave a character fatigued.

Fatigue plays a major role in the game of DragonSpawn, as the leveler between different characters and skills. As a character does more and more, they will also become more and more fatigued. In particular, combat is especially fatiguing.

A freshly rested character will have a fatigue score of zero (0). For each hour they are awake, up to twelve hours, their fatigue score increases by two points (2). When a character has been awake for twelve hours, their fatigue score increases at a rate of five (5) fatigue points per hour. After a character has been awake for thirty-six hours or more, the rate increases to ten (10) points per hour.

Close combat situations cause 1 point of fatigue per *turn* of combat.

Spell casting also causes fatigue. In fact, fatigue is the singular bane of the spell caster. All of the spells given in the Game Player's Guidebook require certain skill levels to cast. The sum of all these skill levels is the total effort required to cast the spell. This is also known as the "Circle" of the spell. When casting a spell under "normal" conditions, the spell will cause the same number of fatigue points as the Circle of the spell, and will take the same number of turns to cast as the Circle of the spell.

However, it is combat where most spells are most useful. In that case, it is often necessary to cast a spell in a great hurry. The penalty for this extra effort is paid in fatigue. Spells can be cast in as little as one tenth the normal casting time, but the price is ten times the fatigue. Similarly, casting the spell in one fifth the time causes five times the fatigue. Casting in half the time causes twice the fatigue. Under no circumstances can a spell be cast in less than one tenth of its original casting time.

However, for every skill point the caster has achieved beyond the skill level needed to cast the spell, they will take one less point of fatigue for "speed

casting" the spell. However, no "speed cast" spell can cause less fatigue than the original casting cost of the spell.

It is also possible for a spell caster to cast a spell which is beyond their skill level, but for each skill level above their own, the fatigue level is tripled. For example, Zilfin the Magus has a skill level in Magecraft: Elemental Fire of 2. He wants to cast the spell *Fiery Blast* which is a fourth circle spell whose only skill requirement is a skill level of 4 in Magecraft: Elemental Fire. Zilfin is two levels lower than this, so for him to cast this spell will cost him a minimum of 36 fatigue points, arrived at as follows:

Circle of the spell $4 \times 1 = 4$
 Skill Level 2 to 3 $4 \times 3 = 12$
 Skill Level 3 to 4 $12 \times 3 = 36$ total fatigue.

Effects From Fatigue

As fatigue scores increase, the character is affected adversely. The following table shows the general effects of building fatigue.

Fatigue Score	Effect on Dodge and Movement	Other Information
0-30	None	Rested
30-50	-1	Tired
51-60	-2	Need sleep
61-70	-3	Very Tired
71-80	-4	
81-85	-5	
86-90	-6	Zombie like
91-95	-8	
96-100	-10	Fatigued stupor, will fall asleep immediately if allowed to
101-110	-15	
110-120	-20	Pass out unless in constant pain
120-150	-30	Comatose
151+	----	Death

Recovering From Fatigue

Although there are many ways of becoming fatigued, the simple fact is that there is only one effective method of recovering from fatigue, sleep.

Sleeping restores 1 point of fatigue per 10 turns, or 6 points an hour. Sleeping less than ten turns has no effect on fatigue.

Sleep which is interrupted or nervous will not be as effective as sound sleep, restoring only 1 point every 15 turns, or 4 points per hour. Unless otherwise stated, magical sleep is usually considered sound sleep.

Ability Feats

During an adventure, it is often necessary to perform acts that test the ability of the character. For example, it may be necessary for the character to creep along the edge of a building, a task for which agility is the key.

At such a time, the GM may decide to ask the player to roll an ability feat. The basis of the ability feat is to roll your ability score or less on one or more dice. The die used to make an ability feat is a d6.

There are several different levels of ability feats, simple, easy, difficult, hard, awesome and legendary. Each level of difficulty adds an extra die roll. For example creeping along the edge of a building may require a difficult feat roll. For a character with a 16 agility score, he needs to roll a 16 or less on 3d6, something he will most likely do. However, with an agility of only 11, Rarg the barbarian will fail the feat almost as often as he makes it.

Simple feats require rolling 1d6, easy feats require 2d6, difficult feats use 3d6, and so on, up to legendary feats which require the player to roll their character's ability score or less on 6d6. Since the average roll on 6d6 is 21.9, it means that a character would need an agility of 22 to succeed as often as they fail at a legendary feat. It would require a skill of 36 to succeed every time at a legendary feat.

Chapter 20: Encounters and Combat

For anything to happen there must be a point where two things come together. That event is called an encounter, and it's what drives the action in a role playing game. There is no fun in an adventure that simply starts in one place and ends in another, with nothing in-between. How each character handles an encounter is what the game is all about.

Sometimes encounters can be with inanimate objects, a door or a trap. More often, however, they will occur between the characters and other entities within the game, known as non-player characters or NPCs. Such an encounter is one of the best opportunities for role-playing. Is that wizened old man really just a beggar who knows the workings of the underworld, or is he actually an agent who is setting your party up for an ambush? Is that eleven foot tall warty-skinned humanoid friendly, or is that really the hindquarters of your war horse that he's chewing on? You must answer those questions when an encounter occurs.

Dodge

The ability of the character to avoid being struck during combat is represented by the character's Dodge score. The dodge score for an immobile object in the middle of an open room with no impediments interfering is zero. Anything that can move has a dodge score of at least one. To strike someone, a player has to roll at least the target's dodge score on a 20-sided die. Notice that bonuses can make a die roll exceed twenty, so Dodge scores of 21 and more do not make a target "unhittable."

The character's dodge score does not increase with experience. The only way to improve dodge score is through the skill **Combat: Dodging**.

Armor Rank

Every type of armor protects its wearer, not from being hit, but from being hurt. In other words, wearing armor means that the ax hit that would have normally killed you simply bounces off your breastplate leaving just a nick in the steel. DragonSpawn reflects this reality of armor with separate scores for Dodge and Armor Rank. Dodge scores have already been discussed; Armor Rank is covered in this section.

Armor Rank is a value given to the armor that describes how many points of damage the armor will stop from a single attack. In other words, when an attack hits, damage is rolled. The armor rank is then subtracted from that damage, and the remainder is subtracted from

the Health score of the character. Obviously, the higher the Armor Rank, the better off the character is.

The following table lists the various types of armor and the protection that it lends to the character that's wearing it.

Armor Type	Armor Rank
Human / Elf / Fairykin Skin	0
Dwarf Skin / Clothing	1
Padded Clothing	2
Silur Skin / Soft Leather	3
Leather	5
Studded Leather	8
Banded Leather	10
Stripped Plate	12
Ring Mail	14
Scale Mail	16
Chain Mail	17
Chain Plate	19
Combat Plate	21
Full Plate	24
Shield, Hand (v. 1 attack/turn)	+1
Shield, Small	+1
Shield, Large	+2
Shield, Great	+4

Armor Damage (Optional)

The main problem with armor is that when you use it, it takes damage. For instance, an ogre smashes Rarg across the chest with a spiked club. Rarg is wearing Combat Plate, so the damage from the ogre's attack, 13 points, is absorbed by Rarg's armor, leaving Rarg whole and hale. However, that same blow leaves a large dent in the breastplate of the armor, with various scrapes and weakening of the armor. Therefore, Rarg's armor is no longer as strong as it was. This is armor damage.

Each armor type has its own "health" score, known as damage capacity. In addition, any damage that the armor absorbs is taken off the damage capacity score for the armor. Thus, the more damage that the armor

saves the character from, the more damage that the armor takes.

As armor loses damage capacity, it degrades in quality at the same rate. For instance, armor with only 50% of its original damage capacity points left will only protect against half as much damage. This reflects the way that the armor degrades from its constant use and abuse.

For example, given the above example, Rarg now faces the ogre in armor that has seen better days. In fact, this armor is at only 20% of its original damage capacity. Thus, the armor is only 20% effective. The ogre again hits Rarg across the chest, but this time Rarg's armor only stops 4 points of the damage, and Rarg takes 9 of his 15 health points in damage. Rarg now wishes he had gotten his armor repaired in that last small city. In fact, Rarg has to make a constitution check to see if he falls into shock from the crushing blow that took more than half of his health.

Repairing Armor

Obviously, if armor is damaged, it can also be repaired. Many towns support a blacksmith or tack and harness shop that can do repairs on steel and leather armor. Large towns will have trained armorers and leather workers who can repair armor at a faster rate and higher quality.

In general, a town blacksmith can repair metallic armor at a rate of 25 points of damage capacity per day, at a cost of one **ssp** per day. However, they will only be able to restore 75% of the damage taken. They will also be able to repair chain mail armor at a rate of 10 points per day, at the same rate. However, the average blacksmith can restore 90% of the damage done to chain mail armor.

A tack and harness shop can repair 5 points of damage an hour to leather armor, at a cost of one **ssp** per day. However, they can restore at most 80% of the original damage capacity of the armor. This effect is cumulative, and leather armor can only be repaired five times before it can no longer be used without replacing substantial portions of the armor.

Skilled armorers can repair metallic armors at a rate of 50 points a day, at a cost of 3 **ssp**. They can repair ring and chain mail armor at a rate of 30 points a day at the same rate. In addition, they can repair all armors to 100% of its original damage capacity.

A trained leather worker will be able to restore 10 points of damage capacity every hour, at a cost of three **ssp** per day. They can restore 90% of the armor's original damage capacity. However, this doesn't remove the limit of only repairing leather armor five times.

Partial Armor (Optional)

In some situations, it may be advantageous, or at least necessary for only parts of a character to be

wearing one kind of armor, while the rest of the character is armored differently, or not at all (All those chain-mail bikini wearing warrior amazon women spring to mind.)

In the course of adventuring, a character is likely to come across various pieces of armor left behind by others. In particular, the armor from defeated foes is often available after combat. It is entirely possible, therefore, that the armor bits left behind may be better than the armor that the character is wearing. In this case, the character may choose to wear partial armor. For instance, an opponent was slain, destroying his leather armor; however, he was also wearing a metal helmet, the equivalent of Combat Plate for the head.

Rarg, seeing this helmet, grabs it and slaps it over the chain-mail coif he was wearing before. He can do this, because the helm is a little large for his head normally, but with the extra padding of the chain mail coif, it fits snugly. Now any attack directed specifically at Rarg's head (see **Called Shots** below), will have to hit an armor rating of 38. When an attacker aims at the rest of the body, the armor rating is only 21, as he was wearing combat plate.

Nevertheless, the helm can only absorb 40 points of damage before it becomes useless. Each portion of the armor constitutes a different percentage of the whole armor.

Portion	% of Whole
Helm	10%
Breast Plate	20%
Back Plate	20%
Arms (each)	10%
Legs (each)	10%
Gauntlets (each)	5%

"Called Shots" & Intentional Aiming (Optional)

Since different regions of the body can have different armor ratings, it only stands to reason that a character can aim at a specific part of the body. Called shots are done at a penalty to the "to hit" score as follows, presuming a man-sized humanoid.

Body Portion	Penalty To Hit	Damage Multiplier
Head	-5	x4
Eye	-10	x8
Arm	-2	---

Hand	-5	x2
Leg	-2	---
Foot	-4	x2
Torso	-1	---
Hip	-1	---
Back (Hand to Hand only)	-8 +3 for opponents next attack	x3

Note that an attack to the back is only possible in close combat, and requires maneuvering that gives the opponent a bonus on their to hit whether the attack is successful or not.

Successful attacks do additional damage as above. Remember that the multiplier is applied after armor ranking has been subtracted.

Combat

When negotiations break down, and all methods of peaceful discourse are exhausted or unavailable, the result is usually combat.

Combat in DragonSpawn revolves around a series of back and forth turns of attack and defense between the opposing forces. Each combat turn is broken down further into the actual seconds that comprise a one-minute turn. Combat takes place based on turns, but actions take place in seconds.

Another value, called combat sections, are used in reference to spell casting. A combat section is a period of six seconds, or ten sections per turn.

A combat turn consists of three phases: Initiative, Melee, and Resolution.

Initiative Phase

The first phase of combat, called the initiative phase determines which actions will occur on which second of combat. Initiative, like most of combat involves rolling a d20.

The result of the d20, plus any bonuses for agility and cognition, weapon speed, casting time, and skill, are subtracted from 30. The result is the second of combat in which the action will occur. The following gives a simple example.

Thorian is moving through a dungeon corridor with the rest of his party, Jarvan the Mage, Liliva the Archer, and Pevrath the Holy Warrior. They discover a door at the side of the corridor, and after quietly conferring, they decide to open it. Liliva checks the door for any obvious trap mechanisms, while Pevrath and Thorian watch the hallway in each direction. After

informing the party that the door is not trapped, Pevrath, brandishing his broad sword, steps forward and swings the door open into the hallway. Thorian stands ready with his own broad sword, and Liliva nocks and draws an arrow in her long bow. Jarvan stands behind and a little to the side of Liliva, mentally preparing a spell.

When the door opens, Thorian quickly recognizes the dark, misshapen creatures within as goblins. They are surprised by the sudden appearance of the adventurers and take a moment to react.

This is the point at which combat occurs. Ken, who is playing Thorian, needs to roll initiative. Thorian is wielding a broad sword, which has a speed penalty of 5, however, Thorian has a skill of 3 in Close Combat: Broadsword, so the penalty is reduced to a 2. Thorian has an agility of 14, so he also has a speed bonus of 2. Additionally, Thorian was prepared for combat, so he gains a five-point bonus for this first turn. On this first round, however, he must close to attack with his close combat weapon, for a penalty of minus two. Ken rolls a 15 on the initiative, and his bonuses and penalties total three. His final roll is adjusted to an 18, so he is attacking on the twelfth second of combat.

Brittany, who plays Liliva, is using a bow, in which she has a skill of 6. Bow speed is normally a penalty of 10, but the arrow is already nocked and drawn, giving her a speed penalty of only 1. Her skill changes this to a bonus of 5; In addition, she is prepared for combat for an additional 5-point bonus, bringing her total bonus to 10. She has a 17 agility for a bonus of 5 more points, and her thought score of 14 adds 2 more. Her initiative bonus totals 17 for this first turn of combat. Brittany rolls an 18 on the d20, and the total is adjusted to 32. Subtracted from thirty, this gives a -2, which means her attack occurs at the starting moment of combat. The negative value should only be used to determine the order of extremely good combat initiative rolls which would all adjust below 0.

Jarvan, however, had been planning to cast a fiery blast, but the room is smaller than he thought, so the blast would expand into the corridor. In addition, Thorian and Pevrath, using their broadswords would be too close anyway. Hastily he switches to a different spell, Mystic Bolt, and plans to speed cast it in 3 turn segments. His initiative roll is a 12, but he faces several penalties. Because he switched spells, he is no longer prepared for combat, so he loses his 5-point bonus. His spell will take 3 segments to cast, at a penalty of 6 per segment, or 18. His roll plus penalties is now a negative six. His agility is average, although he gains a plus two for his thought score of 14, bringing his total to negative 4. However, he is in the back of the group, and must maneuver for a clear shot. Since he is behind Thorian, he takes another 2-point penalty for a total of negative six. His initiative, subtracted from 30, gives a 36, or the 36th second of combat.

Pevrath, who opened the door, will have to maneuver to enter combat, giving him a penalty of two.

In addition, he is using a broad sword, which is a close combat weapon, so he must close to attack, this means covering a good ten feet of floor, for another 2 point penalty. Pevrath's broadsword is a heavy weapon, and has a modifier of -4, giving Pevrath a total of -10 in penalties. He gains the +4 bonus for his skill level of four with the broadsword, and an additional 5-point bonus for being ready for combat. Pevrath has only a 12 agility, so he gets no agility bonus. He rolls a 13, and his remaining one point penalty lowers it to a 12. He will attack in the 18th second of combat.

The goblins get their own initiative rolls, and they will be attacking on the 24th, 29th, and 38th second of combat.

Therefore, Liliva will attack first, Thorian will attack second, then Pevrath, despite everything, will attack third. After those three attacks, the first two goblins will attack before Jarvan loses the Mystic Bolts. If the last goblin is still standing, it will then be his turn to attack. Pevrath, who has two attacks per turn because of his skill level, then gets his second broadsword attack. The same applies for Liliva, who can draw and fire a second arrow from her bow because of her skill of six.

Initiative Modifiers

Several factors can modify the final initiative roll. A semi-complete list of these modifiers is given below. Other situations may arise during game play, and the bonus or penalty that they incur is up to GM fiat.

<u>Condition</u>	<u>Bonus/Penalty</u>
Weapon not readied	-5
Prepared and expecting combat	+5 (first turn only)
Closing to Attack	-1 per 5 feet of distance
Maneuvering around companions (Clear shot)	-2 per companion or other obstacle
Weapon Skill	+1 per skill level
Weapon Speed	Penalty as listed per weapon type
Agility Bonus	Per agility score listing
Thought Bonus	Per thought score listing
Fatigued	-1 per 10 points of fatigue
Spell casting time	-6 per segment of casting time
Each attack after the first (simplified combat)	-10 per attack added to the initial roll (do not re-roll)

Condition

Each attack after the first (opposed combat)

Bonus/Penalty

-5 per attack added to the initial roll (do not re-roll)

The Standard Combat System (Simplified Combat)

DragonSpawn uses two different methods for resolving combats. The first, and most easy to use, is the standard or simplified combat system. The more difficult, yet more realistic combat system, is described in the optional Opposed Combat system below.

Combat begins when either side of a conflict enjoins martial action against the other. As a skills based system, the character's skill with the weapon he is using is tantamount to the resolution of combat.

Each participant in the combat has a Dodge score. (C.f. Chapter 1: Creating a Character) Since each participant will also, most likely, be using some kind of weapon, the parry bonus for that weapon will be added to their dodge score.

The attacker receives a number of attacks per turn equal to half of their skill with the weapon they are using, rounded up. So at skill one and two, the attacker receives one attack per turn, at skill level three and four they receive two, and so forth. At the GM's option you can, at the even numbered levels, receive one extra attack every other round.

For each attack, the attacker rolls a d20. Added to this is his attack skill bonuses, any magical bonuses of the weapon, and any other bonuses which specifically are listed as an "attack bonus."

If the adjusted roll is greater than the opponent's dodge score, then the attack has landed. The attacker then rolls for damage, by weapon type, adding skill bonuses, magical bonuses and brawn bonuses to the damage.

The damage actually done to the opponent is mitigated by the opponent's armor ranking. The opponent's armor ranking is subtracted from the damage the attacker does, and any remaining damage is applied to the opponent's health score. The process is then repeated for each attack. Pay attention to the initiative order for each attack.

Adjusting Damage

There are a few cases where an attacker may wish to do less damage than the amount rolled. This is allowed within the rules as follows. The attacker may add all, some, or none of their skill damage bonus to the attack damage.

In addition, they may choose to reduce the remaining damage by a number of points equal to their skill level. As an example, when using a hand sword with a skill of six, the player rolls a four for damage. With a 10 brawn, the damage would normally be 12 points of

damage (4 for the roll plus 8 for skill bonus). However, the player doesn't want his character to do that much damage, he wants this to be a "warning hit." He removes his skill bonus, reducing the damage to a four. He then removes three more points, which is less than his skill level of six, for a final damage of 1 point. This, of course, doesn't include the opponent's armor in the equation, which will most likely reduce the damage to zero, although the armor (if the optional rules are used) would take 1 point of damage.

Attacking to Disable

There are times when an attacker may not wish to kill an opponent, for instance, when it is desirable to take prisoners. In this case, the damage bonuses due to skill are considered to be disabling damage instead of killing damage. Skill damage will always be the "last" points done when the armor ranking is subtracted. When the opponent's health is reduced to zero or below, the opponent is rendered unconscious.

If the "real" damage done to the opponent is enough to bring them to zero health, then the opponent will die unless immediate medical attention is given. (C.f. Chapter 1: Comatose States)

Opposed Combat (Optional)

The second combat system used in DragonSpawn is the Opposed Combat system. Although similar to the simplified combat rules in some ways, it is entirely different in others. As in the simplified system, the attacker rolls a d20 plus their various bonuses. However, the defender's dodge score is *not* modified by their parry bonus. Instead, the defender also rolls a d20 with their parry bonus added to their roll along with any magical bonuses. If the defender's roll is greater than or equal to the attacker's roll, then the attack has been successfully parried by the defender. If the attacker's roll is greater than the defender's roll, but still less than the defender's dodge score, the attack misses.

In the opposed combat system, the attacker gets a number of attacks equal to their skill level each turn. The defender gets a number of parries equal to their skill level each turn. For each parry they attempt beyond this number, the roll is at another -1 penalty. This means that a defender with a skill of five can parry five attacks per turn without penalty, but if he were to parry eight attacks, the sixth parry would be at -1, the seventh at -2, and the eighth at -3. This penalty is open-ended, meaning that if he tried to parry 14 attacks in a turn, he would be at a -9 for the last parry. The penalty also applies to the character's dodge score, so when the minuses accumulate, the character becomes easier to hit, as he is overextending his skills and leaving himself open for attack.

Both the Attacking to Disable rule and the Adjusted Damage rule can be used in the opposed combat system as well as in the simplified combat rules.

Massive Damage

It is possible, during combat, that an opponent will do a large amount of damage to a character. If that amount of damage is greater than half of their remaining health points, then the character needs to make a willpower check to avoid going into shock and falling unconscious.

Open Ended Damage (Optional)

During combat, it is possible for a skilled opponent to cause extreme damage to an opponent. When an attack is landed on an opponent, the maximum damage that is caused often may not penetrate the armor. Unless armor damage is used, this may mean that the opponent doesn't take any damage from an attack. This is where open-ended damage comes into play.

When the damage rolled is the maximum damage available, the die may be re-rolled, and that die added to the original damage. This can be repeated a number of times up to the skill level of the character's weapon skill.

For example, your character is using a long sword to strike an opponent, and rolls a successful hit. Now you roll 1d8 damage, and get an eight, the maximum. You roll again, getting another eight, for sixteen total points of damage. At this point you stop, because your character only has a skill of two in the long sword. If your character's skill was higher, you could roll again.

Added to the sixteen points are your character's skill of two and his brawn bonus of four, for 22 points of damage total.

Combat Fatigue (Optional)

It is still possible, even with open-ended damage and high skills, that an opponent's armor is impenetrable. This causes problems in a combat situation, and it doesn't necessarily reflect the reality of the situation.

For example, you are wearing a football helmet, and I whack you in the head with a baseball bat. Now, the helmet does prevent me from splitting your scalp wide open and generally making mush out of your brain. However, you will feel the result of the impact. Your head will ring, you'll stagger from the blow, and you will not be as coordinated as if I hadn't just smacked you in the bean.

In DragonSpawn, this is reflected as follows. When a blow strikes your armor, and is wholly absorbed by your armor, then that blow can cause fatigue. For every point of damage absorbed by the armor that

exceeds your stamina score, you take one point of added fatigue.

For example, Rarg the barbarian has a stamina of seventeen. He is wearing full plate mail armor, which absorbs up to 24 points of damage per strike. He is hit, and takes 16 points of damage. However, his armor absorbs the whole hit, and he takes no damage to his health. In addition, because of his high stamina, he shakes off the blow, without addition to his fatigue.

Garvan, the skulker, is wearing light chain mail, which can absorb up to 17 points of damage per strike. He is hit for the same 16 points of damage, which is also absorbed totally by his armor. However, Garvan only has a stamina score of 8. Therefore, Garvan now takes six points of fatigue from concussion damage. His fatigue, already at a score of 26, now becomes 32. Garvan's fatigue score now moves into the "tired" category, and he faces a -1 penalty on both movement and dodge score.

Chapter 21: Advancement

After an adventure has reached its conclusion, or perhaps even while it is going on, there arises the possibility for advancing the character's skills. This chapter deals with the process a character must go through to improve their skills.

Experience

Each time a skill that a character possesses is used, the player should make a check mark next to that skill on his character's data sheet. When an adventure is complete, a player can determine if their character is ready to advance in that skill by using the following formula:

$$\frac{\text{Number of Skill Check Marks}}{(\text{Current Skill Level})^2} < d20$$

Note that the denominator (the bottom number) is the current skill level, squared, or multiplied by itself. This means at skill level 1, the denominator is (1 x 1) or 1, at skill level 2, the denominator is (2 x 2) or 4.

In other words, take your current skill level, square it, so to advance to skill level 4, take your current skill level, 3, and square it to get 9. Divide the number of check marks, for example 58, by the squared value, 9, and take the result, rounding down. In our example, this would be a six.

Now the player rolls a d20, and if the roll is lower than this value, the character is ready to advance in that skill.

For example, our barbarian, Rarg, has used his Combat Skill: Short Sword skill a total of 23 times. He is already at skill level two, and wants to advance. He takes his skill level, 2, and squares it to get 4. He divides it into 23 and gets a result of 5.75 that is rounded down to 5. Rarg's player rolls a 12 on the d20, so Rarg is not ready to advance to skill level 3 yet. Rarg will have to use his skill more before he can try to advance again.

On the other hand, our Magus, Zilfin, has used his skill of Magecraft: Elemental Control - Fire a total of 314 times. He is currently at skill level 5 in Elemental Control - Fire, so his player squares 5 to get 25, and divides it into 314 to get a result of 12.

Zilfin's player rolls an 11 on a d20, meaning that Zilfin is now ready to advance to skill level 6. This doesn't mean that Zilfin *is* skill level six, just that he can now seek out the training that he needs to reach skill level six.

It is easy to see from this scale that earlier levels are much easier to achieve than later levels. In fact,

advancing to skill level 11 will require, on average, 1000 skill points in that skill.

Although skill levels are theoretically unlimited, the number of skill points needed to advance a level quickly increases to a *very* large value. On average, to reach the 21st skill level would require 4000 skill points, and the 51st skill level would require 25,000 skill points. Since a skill point is granted only when the skill is used, this would represent 25,000 uses of that skill.

Chapter 22: Magic and Spells

The most in-depth part of being skilled in magecraft is the use of spells. Spells are the basis of what gives a magus his power. A warrior skilled in sword play does not need to forge a new sword to become more powerful, yet, in essence, that is exactly what a magi must do to advance in power and prestige.

The world of DragonSpawn uses a magic system in which each character creates and researches their own spells, developing their powers as they go along. The following sections will provide you, the player, with information on how to define the spells that your Magecraft trained character can develop.

Spell Research

Magus characters will begin the game with only a handful of weak spells of which they have knowledge. It is their goal to increase the number of spells that they know and can perform.

Spells in DragonSpawn, at least at early Circles, are not very similar to spells of legend and myth. There is no strange chanting or bubbling pots of noxious materials. DragonSpawn's spells are based on a combination of skills special to those who can control certain elemental forces. It is the controlled combination of these elemental forces that create the spells in DragonSpawn.

Certain types of spells are common in the world of DragonSpawn and most novice magus are taught these spells by the master they learn from. An example of these simple spells is the first circle *Mystic Bolt* spell. This spell, which is produced solely by the control of the mystic energy of magic, does not require skills in any other element of Magecraft.

On the other end of the spectrum is the third circle *Shadow Knife* spell. The *Shadow Knife* spell requires a skilled control of *Negative Energy*, *Force*, and *Shadow*.

For the *Shadow Knife* spell applies those skills as follows. The control of *force* is used to shape the *Shadow Knife*, giving it a solid form, control of *Negative Energy* is used to create the heart of the blade that allows it to cut through armor protection, and the control of *Shadow* provides protection from the light of annihilation as the blade cuts through matter. It also gives the blade its dark, shadowy appearance. Because the spell requires all three skills at the first level of experience, it is a third circle spell, because $1 + 1 + 1$ equals three.

Spells start at first circle, and can theoretically be of any level. Higher circles require more effort and cause more fatigue. They also require more varied skills on the part of the magus. Eventually the skill of *Magecraft: Ritual Magic* will become a part of all spells, returning that image of the arch-magi with his bubbling chemicals and strange incantations.

However, the problem for magus characters is that there exists no central repository for this knowledge, no *Spell Library* from which to glean these potent incantations. Spells are the life's blood of the magus – they give the magus his power and prosperity. Therefore, it is easily seen that any magi would be loathe to allow even one such spell to slip out of their control. Most magi regard their spells as their most treasured possession and will protect them with their life. Although magi who take apprentices will often teach the apprentice a few of the simpler spells, it is always in return for large amounts of money or services.

Thus, it becomes necessary for the fledgling magi to create spells of their own. This research is often a slow, arduous, and potentially hazardous process. It often results in failure or unexpected results even after long periods of trial and error.

Even success may result in a spell of a higher Circle than expected, possibly putting the spell outside of the capabilities of the magus who created it.

For the player, the process is somewhat easier, if no less harrowing. The player needs to come up with the effect they want the spell to achieve. The player then presents this spell to his GM, who will decide whether the spell is allowable within the game. If he decides it is, then the Player has more work to do. They need to create a complete description of the spell, with all of its effects outlined.

The GM will then inspect the spell again. At this time he will eliminate certain effects, or add side effects. The GM will then determine the skill levels for the spell based on its complete description. Once this is complete, the spell will have been researched, and will be assigned a circle.

Each researched spell has an associated cost in materials, time, and money. In general, the amount of time to research a spell is based on the Circle of the spell. The following table lists the average cost of researching a spell.

Circle	Cost
1 st	1 ssp
2 nd	8 ssp
3 rd	27 ssp
4 th	64 ssp
5 th	125 ssp
6 th	216 ssp
7 th	343 ssp
8 th	512 ssp
9 th	729 ssp
10 th	1000 ssp

11th +Circle³ ssp

In general, each spell cost is calculated by taking the circle of the spell and cubing it (multiplying it by itself three times.) This value is taken as the number of silver pieces it costs to research the spell. In addition, it will take a number of weeks equal to the Circle of the spell to research the spell.

If any of the side effects of the spell are dangerous, such as explosions, fire, or disease, then there is a chance that the magus was injured during the research. The GM will decide whether such an injury occurred, and how much the magus was injured.

There are additional factors in spell research that the GM will take into account. For example, if the spell the character is researching is one whose effect he has seen before, perhaps used against the magus in combat, then the research costs will be lowered. If it is a spell that the magus has seen many times, the research costs could be cut in half. If the researching magus has access to the notes of another wizard who developed the same spell, then the research time may be as little as one tenth of the cost otherwise.

There are also penalties, if any of the skill levels required for the spell is more than the current level of the magus, it is possible that research time may double or more.

It is this constant struggle for new spells and knowledge that drives many of the magi out into careers in adventuring. By garnering the knowledge of other magi, or at least seeing other spell effects, the magus will gain power much more quickly than the magus who researches slowly and carefully. Of course, many adventuring magi end up on the business end of some sharpened implement, wondering why they didn't stay home researching spells.

As an example, we turn to Zilfin, our adventurous magus, who wants to research a spell. Last time out on adventure, an evil shaman attacked his adventuring group by gouging rocks out of the ground, shaping them into balls and hurling them at great force into the midst of the group where they burst into chunks of gravel that pummeled and disoriented the group.

Zilfin's player, Jake tells his GM that he wants to research this spell. The GM, who knows that the spell is possible, allows Jake to write out the spell's description. Jake writes out a description of the spell, similar to the one above and gives it to the GM. The GM inspects the spell and makes a few changes, and marks it as a seventh circle spell, with the following Magecraft skills: *Mystic Control - 2, Elemental Control - Earth - 3, Force - 2*. However, the spell has changed slightly, the balls tend to tear themselves apart before striking, rather than exploding as shrapnel. The GM has made this change because Zilfin has no experience in the skill *Magecraft: Elemental Control - Air*. Zilfin also would not know that the spheres were hollow and were blown apart by expanding air.

This new spell does similar damage, 1d12 per main ball, 1d4 for each large chunk, but each piece now strikes as a blunt object rather than the 6 sharp pieces doing 1d2 each. For each extra skill level in each skill, Zilfin will be able to form an extra ball above the two he can form normally with the spell.

Zilfin already has Magecraft skills of *Mystic Control -4, Elemental Control - Earth 4, and Force 4*. Since this is only 1 greater than what he needs in *Elemental Control - Earth*, he can create only 3 spheres. By advancing his skill to 5, he would now exceed each skill by two, and could create 4 balls.

Zilfin had seen the spell used before, and since he had skill in most of the areas, he would have recognized most of the "weaving" of the spell. Thus, the GM gives him a 20% bonus for cost and research time. This means Zilfin can research the spell in only 5 ½ weeks, at a total cost of $343 * 80\% = 274$ ssp.

Jake decides that this is an acceptable cost for this rather potent spell, and decides that Zilfin will undertake this research.

Had there been any possible damage involved with researching the spell, the GM would have informed Jake of it after his decision to research the spell was made.

After this point, the spell is Zilfin's, and it is unique within DragonSpawn. Very few of the more powerful spells are common, or spread around, almost all are unique, having been researched for a certain purpose by a specific magi. Only some of the simpler spells are common and similar to each other. Research is the sole means of achieving magical power in DragonSpawn.

Spell Books

Many magi will eventually choose to write down the spells they have learned, and keep the notes for the ones which they have researched safely in volumes for use in later research and for safekeeping. These spell books are often guarded with magical traps and guardians. These books are a concentration of the knowledge of the magi, and as such represents the sum total of their life's work.

Capturing or obtaining a magus's spell book does not provide the holder with instant access to every spell that the magi possessed. The spell book is not a step-by-step instruction book on how to cast the spell. In fact, magic in DragonSpawn is more a trial and error process. Possession of a spell book may make it incredibly easy to research the spells of the magi who wrote it, but it doesn't provide the instant gratification of a group of new spells.

Using a complete and well-written spell book will reduce the time it takes to research the spells it contains by a factor of ten, but it still requires research.

For instance, if Zilfin had found that evil shaman's spell book, he would have been able to research the spell in a fraction of the time it took.

However, he would not have been able to cast the spell, since he has no experience in the *Magecraft* skill of *Elemental Control - Air*, a skill that the initial spell required at a skill level of 1. In this case, having the spell book might actually prevent Zilfin from researching a spell that he could use. Of course, he could just train for *Magecraft: Elemental Control - Air* and be able to cast the full spell.

In either case, should Zilfin research the spell using the spell book, he would only have to spend 34 ssp, and spend a little less than five days researching the spell. In this case, however, due to the fact that he doesn't understand the control of *Air*, he could be subject to damage from his initial experiments that might backfire. That choice is up to the GM.

Spell Failure

When casting a spell, there is always a chance that the spell will fail. This chance may be nil, or it may be quite large, especially if the spell caster is distracted or attacked while casting the spell. When a spell fails, the results can range from harmless to disastrous.

For example, Zilfin, our magus, has been casting *Mystic Bolt* since his apprenticeship, and now needs to cast it in combat. His base chance for success is 50%. He has cast the spell successfully more than ten times, so his base percentage is now 100% plus. As long as he is not disturbed, his base chance to cast the spell is 100%.

However, he is in the middle of combat, and more than half of his friends are already down. The attack is coming from arrows launched by a distant group of Orks, and his spell is his last hope. He can cast 8 bolts, because of his skill level of 4, and he plans to rain down fire on the two archers facing him. The spell takes only a turn segment to cast, costing him 6 fatigue points to speed cast at ten times speed. He has decided he can afford 12 fatigue points, so he will cast it twice, forming 16 bolts.

On the first cast, he is undisturbed, and eight white-hot bolts lance towards the archers, five hit, doing 5d4 damage, or 13 points, and one of the archers drops to the ground, dead.

The other archer, seeing this new danger takes careful aim at the magi and lets loose an arrow.

Zilfin has already started to cast the spell again, when he is struck by the arrow. It pierces his soft leather armor, causing 3 points of damage.

Zilfin's base success rate is now 70%, because $100\% - (10\% \times \text{points of damage}) = 70\%$. Zilfin's player, Jake, rolls an 83 on the d100 roll, and Zilfin's spell fizzles. The GM decides that the spell is not powerful enough to cause any side effects, and it simply fizzles with no effects.

However, Zilfin is now in a fix. With only 5 health points remaining, he must choose a spell to use wisely.

Realizing that the Orks are safely separated from his companions, he chooses his *Fiery Blast* spell, a fourth circle spell. It is a new round, and Jake rolls an 18 for combat initiative. The Orks roll a 4, giving Zilfin a differential of 14 seconds. Realizing that he has only used this spell three times before, he steps behind an outcrop of rock to make himself harder to hit, and then prepares his spell.

Zilfin's base chance of success is 65%, or $50\% + (3 \times 5\%)$. The Ork archer, realizing the danger Jake represents takes aim and fires again, but now Jake has taken partial cover, providing a -4 on his to hit roll. The Ork needs a 10 normally, but now needs a 14. The Ork rolls a 16, and an arrow again hits Zilfin. This time, he takes only one point of damage from the arrow, which changes his base percentage to 55% ($65\% - 10\%$). Jake rolls a 45% on the d100 roll, meaning that Jake will successfully cast the spell.

Zilfin has chosen to cast the spell in 4 turn segments, or at 10 times normal speed. He takes a hit of 40 fatigue points for this action, pushing his two turn total to 52 points. Added to his initial fatigue score of 14, Zilfin is struck by exhaustion at the completion of the spell, when his fatigue score becomes 66, equivalent to being awake for almost 24 hours straight.

However, the fiery blast sails across the cavern, exploding in a blazing ball of carnage, doing 4d6 damage, and nearly obliterating the Ork party, leaving only a lingering smell of fried bacon. Zilfin's companions tend to the wounded while he collapses, exhausted, for a short nap.

The next time he casts the spell, his base success rate will be 70%, for he has now successfully cast the spell 4 times. He does not tell his companions that, should the spell have failed, he could very well have roasted all of them, as well as himself had the GM chosen to make the *Fiery Blast* explode prematurely.

For each skill level required beyond the ones possessed by the character, the chance of failure increases by 20%.

Unraveling Spells

Magi have the ability to attempt to block spells using their own skills. If they can identify the parts of a spell being woven, they can forfeit any other action to attempt to "unravel" the spell being made.

In general they start with a 50% chance and then get the following bonuses:

- +5% for each skill level in they possess in *Magecraft*.
- 5% for each skill level in *Magecraft* possessed by the opposed caster

+5% for each skill level greater than the skill required in the weaving
 -5% for each skill level less than the skill required in the weaving
 -10% each skill level in the weaving that is unknown to the blocking mage.

For example: Joe the Journeyman mage (Magecraft - 2, Elemental Fire - 1, Elemental Earth - 2) attempts to block Agnaroth the Black casting a Fiery wind spell. He has skills of Magecraft - 4, Elemental Fire - 3, Elemental Air - 4, etc.) Fiery Wind uses Magecraft 1, Elemental Air 1, and Elemental Fire 2.

Base chance is 50%.

Going in order, Joe gets +10% for Magecraft of 2. Joe then loses 20% for his opponent's magecraft skill of 4. Joe possesses a 2 in Magecraft, and thus gets a +5%. Joe has a 1 in elemental fire, thus a -5%. Joe then loses -10% for a skill level of unknown in Elemental Air.

Total is $50\% + 10\% - 20\% + 5\% - 5\% - 10\% = 30\%$ chance of disrupting the spell if that is *all* he does that round. In any case, the fatigue is equal to the fatigue caused as if the blocking mage had attempted to cast the spell himself, whether he successfully unravels the spell or not. (Caveat: There is a 25% penalty for each skill level lacked by the blocking mage) So for Joe, the total is 40 fatigue points for a fourth circle spell speedcast x10, -1 for his skill in magecraft, +1 needed skill level in elemental air and fire for a total of a 50% penalty for 59 fatigue points. That's quite a strain on Joe, and will move him from a rested state to anywhere from "Needs Sleep" to "Zombie Like" depending on how fatigued he was when he started.

Obviously these are measures for last-stands, or for vastly powerful mages to crush the spells of weak opponents.

Some Common Spells

So, what are some of the more common spells found in DragonSpawn? What follows is a list of a few common spells just to give you, the player, a starting point for research, and a quick idea of what each circle of a spell means.

First Circle Spells:

Mystic Bolt

Casting Time: 1
Duration: Instantaneous
Area of Effect: Selected target
Range: 100'/level
Skills: Magecraft - 1

Description:

The Mystic Bolt spell is probably the most common spell out there in terms of teaching young apprentices the ropes. This spell conjures into existence two small, diamond shaped bolts of pure white mystic energy. The bolts leap from the caster's hands to the intended target without fail. If the target is visible to the caster, then the bolt strikes the target. The caster cannot hit any target that he cannot see.

For each level of skill in Magecraft beyond one, the caster can create another two Mystic Bolts. Thus, at a skill level of 6, the caster can create twelve mystic bolts.

Each mystic bolt delivers 1d4 points of damage to the intended target. If more than one bolt strikes a target, then the damage is done as if it were a single attack. In other words, if four bolts strike a target, then the damage is 4d4 for the purpose of damage absorbed by the armor of the target. It is not 1d4 taken four times. This is because each bolt will strike exactly the same spot.

The caster can chose a different target for each and every bolt, although if they choose to do so, then there will be a one second delay between each target chosen as the caster adjusts to track a new target. Consider this when determining initiative order of attacks.

If a bolt strikes any intervening object before striking the target, for instance, if the target is behind a pane of glass, then the bolt's damage is done against the intervening target, and not the intended target.

Flame Spurt

Casting Time: 1
Duration: 1 turn + 1 turn/skill level
Area of Effect: See description...
Range: 0
Skills: Magecraft - Elemental Control - Fire - 1

Description:

This spell is rather simple, a control over fire. When cast, a single spurt of fire extends from the hand of the caster in a straight line. The fire lasts for one turn. At the first skill level, this flame is three feet long, and does 1d6+1 points of damage to anyone caught within the flame.

For each skill level beyond one, the flame's length is increased by one foot, and the damage done is increased by +1. So, at the sixth skill level, the flame would be nine feet long, and would do 1d6+7 points of damage. In addition, the flame lasts one turn longer for each additional skill level, so the 6th level skill would allow the flame to last for seven turns.

This flame will set alight any easily flammable objects like paper in a single turn. Objects such as wood or cloth can be set alight if the flame is held on the object for the entire turn. This spell comes in very handy for lighting campfires.

This flame will cast light, equivalent to a torch for the length of the spell.

Wind Gust

Casting Time: 1

Duration: Instantaneous

Area of Effect: 100 square feet / level

Range: 0

Skills: Elemental Control-Air – 1

Description:

This spell causes a sudden, and tremendous gust of wind to come into being. The gust begins at the caster and continues forward in a ten-foot wide swath for 10 feet for each level of skill possessed by the caster. This gust will fowl small missiles in flight such as arrows and crossbow bolts. Loose items will be blown away from the caster, and small objects which can be picked up and thrown may strike anyone “downwind” from the caster doing 1d2 points of damage each. The gust lasts only a few moments, and then is gone.

Creatures smaller than 1 foot tall, or weighing less than 10 pounds will be picked up and thrown by the gust, suffering 1d6 points of damage.

Any non-shielded flame (e.g. a torch) will be extinguished by this spell.

The spell duration can be increased by one turn for each level of magecraft skill beyond one. However, the spell cannot be held for longer in turns than the mage's willpower score.

Second Circle Spells:

Third Circle Spells:

Fourth Circle Spells:

Fiery Wind

Casting Time: 4

Duration: 1 turn + 1 / Magecraft skill

Area of Effect: 100 sq. Ft. + see Description

Range: 0

Skills: Elemental Control-Fire -- 2, Elemental Control Air -- 1, Magecraft -- 1

Description:

The fiery wind calls into being an area of sheets of fire driven by a magical wind. This can cause massive damage to creatures caught within its confines. A creature trapped within takes 4d6 points of damage for each turn it is within the area of effect.

The area is 100 sq. feet, or, for example, a 10 x 10 foot area. However, for each level of skill in control of elemental air beyond the first, the area can be increased by another 100 sq. feet. Note that increasing the area increases the circle of the spell as well.

For each level of skill in elemental fire beyond two, the mage can increase the amount of damage done by 1d6. For each 2d6 added, however, the spell circle increases by one.

Chapter 23: Prayer and Miracles

For those characters that have chosen devotional skills, there arises the possibility that those characters can communicate with their patron deity, and request that they cause miraculous events to occur. This ability is the realm of Prayer and Miracles.

This chapter describes some of the more common prayers and miracles that a deity will grant within the DragonSpawn game.

Chapter 24: Mental Abilities (Psionics)

Characters that study and become disciplined in the many varying skills of mental control can begin to attain a certain control of events outside of their own body. Down through the ages this control has become known as the paranormal or psychic powers. This chapter describes some of the psychic powers available in the game of DragonSpawn.

Appendix A: Sample Character Sheet

Name: _____ Race: _____

Physical Brawn: _____ Stamina: _____ Agility: _____ Manual Dexterity: _____ Health: _____ Fatigue: _____ Dodge: _____	Mental Attributes Knowledge: _____ Willpower: _____ Thought: _____ Wisdom: _____ 0-30 31-50 51-60 61-70 71-80 81-85 86-90 91-95 96-100 101-110 111-120 121-150 151+ 0 -1 -2 -3 -4 -5 -6 -8 -10 -15 -20 -30 death	Social Attributes Beauty: _____ Character: _____ Leadership: _____ Socialization: _____
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Armor Rank: _____ **Armor Type:** _____ **Damage:** _____

Weapons:

Name	Skill Level	Damage	Initiative Penalty	Condition

Equipment:

Name	Number	Condition

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