

Pavis Quest



Book 1:
Core Rules

Pavis Quest: Core Rules

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Details

Pavis Quest is an unofficial and non-profit game set in Glorantha. You need to own the official games set in Glorantha to use this and to understand the background. It was based on HeroQuest Glorantha published in 2015 plus various online sources. It was first published in 2000 and went out of print in 2020 when the rights to the name were sold to Hasbro. The default setting used is Pavis, the Big Rubble and Prax. The current game set in Glorantha is RuneQuest and can be found at <https://www.chaosium.com/runequest-rpg/>

Please see <http://www.glorantha.com/> for details about Glorantha.

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D. McLaughlin 2022.

Pavis Quest: Core Rules 5.0

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Basic Concepts

Dice

How effective each ability a character has is measured in Dice (D). The Dice are D1, D3, D4, D6, D8, D10, D12, D14, D16, D18, D20, D22, D24, D26, D28, D30 then in 2s to D100. Modifiers such as +1 or -1 move the dice used up or down by one step. Each Dice also as an average result listed in brackets which is used when the ability is resisting. Each character has one basic dice called an Experience Dice (XD).

Each character initial XD depending on the starting level of the campaign.

Dice in the Rules

Any time dice in the rules are described in multiples or sums such as 2D6 it means you throw all the dice and the highest is the roll. If any of the dice come up as their maximum result then throw it again (exploding dice) and add the result on to that dice. Sometimes a character is allowed to throw two dice and takes the highest result. This is called an **Augment**. Each of the dice when **Augmented** explodes. When two or more individuals are allowed to work together then all throw their dice separately and the result is the best of their outcomes. The **value** of the dice is its number – so the value of a D8 is 8. Dice also have an **average** as listed in the box which is used when the dice is resisting. If the dice is Augmented it uses the Augmented average after the /. Note that for low dice (D6 or worse) Augmentation doesn't matter for resistance.

Hero Points

Hero Points (HP) can be spent to increase the chances of success in play. PCs start with 3 HP each session and can gain more HP for performing heroic and impressive deeds at the referee's discretion. The referee can also award them for roleplaying disadvantageous personality traits or characteristics. HP aren't retained from session to session so PCs may as well use them.

Experience Points

Characters gain Experience Points (XP) by succeeding in missions and quests. XP can be used to improve the character's experience dice. The cost is equal to the value of the dice moved to. This means, for example, moving from D6 to D8 costs 8 XP and from D8 to D10 costs 10 XP. XP can be spent to remove a character's special characteristics (if the referee agrees) at a cost of 4 XP. Certain magical abilities and statuses cost XP as listed in the magic section. Using certain magical abilities costs XP. Permanent penalties in runes and skills gained in play can be removed for 2 XP each.

Keywords

Keywords are broad descriptions of the character and help to determine the kind of things s/he can do with other characteristics.




















































Runes

Glorantha contains many runes but the following table shows those used in the game. Some Lunar runes are listed as embodying other runes. This means that they replicate some of the powers of those runes.

Rune	Usual Description	Other Descriptions	Notes
ᚠ	Air	Storm, Wind	

Experience Dice (Average/Augment)
Helpless: D1 (1/1)
Novice: D3 (2/2)
Beginner: D4 (3/3)
Competent: D6 (4/4)
Professional: D8 (5/6)
Lesser Elite: D10 (6/7)
Elite: D12 (7/8)
Greater Elite: D14 (8/10)
Lesser Rune Lord: D16 (9/11)
Rune Lord: D18 (10/12)
Greater Rune Lord: D20 (11/14)
Lesser Rune Master: D22 (12/15)
Rune Master: D24 (13/16)
Greater Rune Master: D26 (14/18)
Lesser Hero: D28 (15/19)
Hero: D30 (16/20)
Hero: D32 (17/22)
Hero: D34 (18/23)
Hero: D36 (19/24)
Hero D38 (20/26)
Hero D40 (21/27)

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Rune	Usual Description	Other Descriptions	Notes
	Animal	Beast	There is actually a specific animal rune of each kind which should be written as a qualifier to this. It will often be a stylized animal e.g.  bird,  horse,  goat,  ram,  sheep,  wolf,  beetle,  woodlouse,  sakkar,  lion,  snake,  water bird,  bat,  dog,  bull,  Praxian herd beasts,  pig,  cattle,  bear,  scorpion, bee  , wasp  , spider  , monkey  , cat 
	Anti Chaos	Eternal Battle	Specialist form of † specialising in fighting chaos.
	Black Moon	Illumination, Liberation	
	Cold		Cold.
	Chaos	Beginning	
	Crescent Come Moon	The Hunt	Embodies ☾ but not the middle air.
	Crescent Go Moon	Empty Victory, Birth, Motherhood	Embodies ☽
	Darkness		
	Death	Killing	
	Disorder	Conflict, Disruption, Fear, Rebellion	
	Dying Moon	Meeting. Madness, Woe, Suffering, Threshold Between Life and Death	Embodies ☾☽
	Earth	Living Earth	
	Empty Half Moon	Full Victory, Revenge	Embodies ☾☽
	Fate	Inevitability	
	Fertility	Life	
	Fire/Sky	Sun	
	Full Half Moon	Descent into the Mortal World, Youth, Innocence, Desire to Experience the World	Embodies ☽☾
	Full Moon	Triumphant Return, Insight, Understanding	Embodies ☽☽☽
	Harmony	Healing, Calm Fear, Peace	
	Heat		Specialist form of ☽. Does not include light.
	Hunger	Undead, Vampires	
	Illusion	Confusion	
	Law	Order	
	Light		Specialist form of ☽. Does not include heat.
	Luck	Fortune	
	Man		

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Rune	Usual Description	Other Descriptions	Notes
ᚱ	Magic		
ᚱ	Mastery	Command	
ᚠ	Moon	All Phases	The whole moon is used by the lunars to represent all the phases of the red moon. Also used for the Blue Moon and White Moon.
ᚲ	Movement	Change, Freedom	
ᚦ	Plant	Growth	
ᚮ	Shadow		
ᚱ	Spirit	Working with Spirits	
ᚰ	Stasis	Stability	
ᚨ	Trade	Exchange, Communication	Combines ᚲ and III specialising in trade and communication.
Y	Truth		
ᚱ	Water		

Skills

Skills are what the character uses to perform tasks and tests to solve problems. The dice value of a skill depends on the character's Skill Level and their Experience Dice (XD). Note that only PCs use skills like this. NPCs have skills that can be very different from their XDs. **Skill Levels** and **Special Modifiers** determine the dice to roll for skills.

In addition a character can have a special modifier to a skill (Usually from a **Unusual Characteristics**). A **Bonus (B)** moves the dice up one type and a **Penalty (P)** moves it down one type. A Penalty can't make a skill lower than D3. E.g. D6 with a B1 is D8, D6 with P1 is D4 but D3 with P1 is still D3. A Penalty in a skill gained in play can be removed for 4 XP per point.

A skill is a broad range of abilities with some suggestions given for each skill. Sometimes two different skills can be used to achieve a similar result by different methods.

Skill Levels

- Unskilled (Un): Uses D3 except for in skills marked * which are D0 (so can't be used at all).
- Familiar (Fa): Uses ½ XD (rounded up) or D6 whichever is better. E.g. if XD is 12 or lower than D6, if XD is 14 or 16 then D8, if 18 or 20 then D10 and so on.
- Trained (0): XD+0
- Skilled (1): XD+1
- Expert (2): XD+2. Only allowed for a character who is Talented in a skill which is a Special Characteristic.

Skill	Description
Arts (Kind)	Used to use another skill in an artistic manner. This is beyond the normal traditional artistic expression which is part of a Cultures' Customs and represents innovation and individual expression. Arts is combined with another skill when used. Use the lower of the two skills. Examples followed by the skill they relate to follow. Others can be developed with the agreement of the with Referee. Gymnastics: Dance Leadership & Oratory: Oral Poetry Literacy: Poetry Craft (Any): for individual artistic work of that kind. Customs <i>Culture</i> : music. Knowledge: Art History. A character with Arts should pick a type of art e.g. Arts (Dance). In other areas the character may still have artistic sensibilities but won't be trained. It is possible to learn another Art as another skill.
Athletics	Any feats where power is most significant such using strength to lift or push, causing damage with weapons, stand firm against being pushed or recoiled, jumping and climbing. Has some overlaps with Gymnastics.

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Skill	Description
Bravery	Not running away in battle or when faced with frightening creatures or situations. Used to resist Fear and to recover from Stun.
Craft (Kind)	Making practical objects beyond the norm for the Customs of a people. Kinds can be using particular materials such Clay, Bronze, Leather, Painting, Stone or Wood. Also can be Cookery or Brewing. A character with Craft should pick a kind of craft with which they are trained e.g. Craft (Bronze). In other areas the character may still have some applicable craft skills but won't be trained. Another craft can be learned as another skill and the referee can rule that the character starts with some skill from a related craft. Can often be combined with Arts for artistic expression.
Customs (Culture)	The character knows how to live in a particular culture, speak its language/s and to follow its social norms, tastes, religion, rituals and routines. For farming or horticultural societies it includes their way of living. A character who is trained in culture will be familiar with neighbouring cultures. A character will sometimes know multiple cultures. If increasing a neighbouring culture the use the starting point gained from own culture. Can be combined with Arts for Arts (Music). Culture includes the religious practices and beliefs of a culture. Some characters may join unusual or foreign cults which aren't part of their normal cultural setting. A character always has their own Customs (Culture). Each culture has certain cults that are normal to it. For example Culture (Heortling - Sartarite) has the Lightbringers, Ernalda, Heler, Humakt, Storm Bull and their associated cults. Customs (Culture) can be used with these normal cults. A foreign cult would need a different skill such as a separate Customs (Culture) or Knowledge. The referee can decide how foreign a cult is. So, for a Sartarite Heortling the Seven Mothers cult isn't very alien as it is quite common in the area and also designed to be comprehensible to foreigners. Other cults from Peloria such as Tholm or Natha would be completely unknown. Some cults are too unusual to ever be part of normal Customs. It is possible to learn Customs (Cult) which means the character has learned the specific way of life of the cult along with special cult languages. The Cult table in Pavis Quest: Cults & Magic lists which Customs normally apply to them. Note that various Pelorian parts of the Lunar Empire like Dara Happa, Pelanda, Darsen, Darjiin and Naveria have somewhat different cultures but most people there can get by in New Pelorian as well as their local dialect or language and the cultures have a lot in interchange. Customs (Lunar) is the way Lunar Citizens behave with each other and includes speaking New Pelorian and operating in any Lunar Cult.
Devices*	Working with simple mechanical objects such as locks and mechanical traps including setting them and disarming them.
Gymnastics	Any physical skill where speed, co-ordination and balance are the most important. Includes climbing, running, flying, dodging (which is used to resist being hit by attacks), balancing, tumbling, vaulting and jumping. Has some overlap with Athletics. Combined with Arts for Arts (Dance).
Health	Being able to survive damage and having endurance. Used to resist damage and poison.
Illumination*	This skill represents the degree of Illumination that the character has. If the character is actually illuminated it is followed by the ● Dying Moon Rune for a Lunar character or by the ∞ infinity rune for other.
Knowledge (Specialism)*	Formal education - knowledge of law, history, geography, literature or oral tradition, interpreting Divination and philosophy beyond that required for life in a culture. A character who is Skilled or Expert should choose an area of specialism. Specialisms include Astronomy, History, Geography, Philosophy and Law. When recalling information about specialism the character has a lot more detail from extensive study. New specialisms can be added starting each from Trained.
Leadership & Oratory	Being able to make a speech, inspire troops and command respect. It depends on keywords to determine the scale of leadership the character can exert.
Literacy (Language)*	Each language is a separate skill. The character can read and write the language. Will usually be the character's own language when gained (as long as it is a written language).
Medicine	Providing first aid and understanding of how to treat illness and poisons.
Perception	Spotting, searching, listening and noticing. Used to resist Stealth.
Persuasion	Persuading someone to do what you want, including gifting and obligations in traditional societies. A character might use reason, fast talking, lies or intimidation depending on their keywords, personality, runes and the circumstances.
Riding (Animal)	The character can ride a kind of animal. Which types of animal a character can use can be discussed with the referee and depends on culture. It includes caring for riding animals and driving harnessed animals. There will be a penalty imposed by the referee if riding an unfamiliar kind of

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Skill	Description
	animal. It is possible to learn to ride another kind of animal as another skill but the referee should allow the starting point to be pretty close to that of similar animals already known.
Stealth	Any attempt at concealing the character or something else. Includes sneaking, hiding, ambushing, cheating and theft.
Streetwise	Understanding life in towns and cities where not everyone is family. Knowing how to find contacts, deal with bureaucracy and buy and sell using cash.
Survival	The character is used to surviving and making a living in the wilderness. Includes hunting, tracking and gathering. The character understands the animals and plants of the region and the dangers and opportunities to watch out for. The exact environment the character is used to is indicated by keywords and the character will be at a penalty in other areas until they have gained familiarity with them.
Tactics	The character knows how to deploy fighters in combat to the best advantage, get initiative, get the jump on enemies, supply troops, set watches and manoeuvre in battle.
Water Life	The character is used to surviving and making a living on the water. The character can swim, find food in the water or banks and understands about the animals and plants that live there. They know what dangers and opportunities to watch out for. They can operate boats or ships. Keywords and culture show the precise environment there may be a penalty in others e.g. a seafarer on a river or vice-versa. Applies to Movement Swimming. Being at least Trained in Water Life gives B1 Swimming.
Weapon (Type)	Each weapon type is a separate skill. Can be Sword, Spear, Mounted Spear, Dagger, Axe, Trident, Net, Flail, Mace, Shield, Bow, Mounted Bow, Crossbow, Sling, Bolas, Throwstick or Unarmed. When attacking from a mount use the lower of Weapon and Riding skill. If using a Bow or Spear skill whilst mounted (as opposed to Mounted Bow or Mounted Spear) treat skill as H1. Mounted Bow and Mounted Spear can be used as Bow and Spear without penalty.

Movement

Represents how far the character can move in an action in combat. Different creatures may have a different **Base Move** in squares. Beginning characters have Running (ground movement) equal to Base Move and Swimming 3 lower than Base Move (P3). An individual may have circumstances, abilities, equipment or magic that increases or decrease **Base Move**. This is to the Base Move Number not the dice for movement. **Base Move** can be negative. A Bonus such as B1 or B2 adds that number to Base Move. A Penalty such as P1 or P2 subtracts that number from Base Move. In addition it is possible to have a Bonus or Penalty to a particular kind of movement such as Running or Swimming. When moving a character rolls a Movement Dice to add to the distance. This depends on a skill: Gymnastics for Running and Flying, Water Life for Swimming or Athletics for Climbing. This dice has a maximum depending on the movement rate as on the table and **doesn't explode**.

Move	Max Movement Dice
0-3	D4
4-5	D6
6-7	D8
8-9	D10
Each +2	+1

Learning

Learning shows how good a character is at learning new skills. It starts at D10.

Traits

Traits are tendencies of the character. Traits come in opposing pairs which cancel each other. So only the trait of the pair gained the most often counts: so if both are gained equally they cancel out completely.

Traits should be used for role-playing. The player should try to play the character according to their traits. Any time the referee thinks the player is doing this well and not to their advantage they gain a HP. Any time the referee feels a player is ignoring their traits to their advantage remind the player and if they want to carry on it costs 1 HP.

On the table below the opposed pairs are shown in the same row. Characteristics of the trait are listed. Some traits show a modifier to the character's Learning ability.

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Trait	How to Act	Trait	How to Act
Proud	Show confidence in your abilities and try to take the lead. Make your talents, abilities, lineage, wealth and power clear to others. Speak directly and expect others to listen. -1 Learning.	Modest	You work together with others and you don't push yourself forward to take the lead. Try to avoid making others feel you are better than them. +1 Learning.
Emotional	You are emotional and passionate. You react strongly to feelings like love and hate. You show your feeling - laughing and crying easily. You are at your best when doing things that you are emotionally involved in. -1 Learning.	Cold	You are logical and dispassionate. You make decisions following careful calculation and for practical reasons. You suppress your feelings and try not to display them to others. +1 Learning.
Constant	You act according to the traditions of your people. You do things as they have always been done. The old ways of doing things are the best. You are inflexible, predictable and reliable. +1 Learning.	Mercurial	You innovate and find new ways. You have no time for the old traditions and make your own way in the world. You are flexible, unpredictable and imaginative. +1 Learning.
Violent	You use violence in word and deed to accomplish what you want. You are aggressive and intimidating.	Peaceful	You dislike violence and prefer negotiation and consensus. You try to use persuasion to calm situations.
Loyal	You believe in working together with you friends and allies. You would never let them down. If someone is your leader you should not betray them. You work for the good of the group above yourself. You are solid and dependable. +1 Learning.	Faithless	You will work with others but will abandon them if necessary. You would disobey leaders if you disagreed with them. You work for what is good for you. -1 Learning.
Pure	You exist in a word of spiritual, moral and abstract notions. You try to remake the world as it should be. You won't compromise on your beliefs.	Worldly	You accept the world as it is and don't try to change it. You don't have strong moral or philosophical codes and you are prepared to compromise if that is the practical option.
Honest	You believe in telling the truth even if it is to your disadvantage to do so. You believe in fair dealing and expect others to do the same. You hate both lies and liars.	Deceitful	You have no problem with deceit and lies. You will deal crookedly with others if it helps you. You don't mind particularly if others lie to you - you expect it and are alert to it.
Generous	You are open handed. You inspire loyalty through gifts and reputation is more important to you than possessions. When you have wealth you spend it freely.	Thrifty	You don't give away what might be needed later. You think of the future and don't care if that means you have a reputation as a miser. You save wealth whenever you can and never spend it on unimportant things.
Industrious	You work hard. For you work always comes before pleasure. Others may consider you boring but to you duty and hard work is what counts. +2 Learning.	Frivolous	You believe in having a good time, partying and being fun. Work is something best avoided if you can. You want people to like you. -2 Learning.
Kind	You care about others and do your best for them. You care about their feelings and wellbeing. You don't like to see people hurt.	Cruel	You don't care about others, their feelings or wellbeing. You like to hurt others physically and mentally.
Just	You are fair and even handed. You obey the rules and expect others to do the same. You object to rule-breakers. You think your friends and family should obey the rules as you do.	Arbitrary	You believe in doing what is expedient. You put your friends and allies first: right or wrong. Rules are there to be broken if it helps.
Lustful	You are driven by sex and sensual experience. You aim to seduce others and are easily seduced yourself.	Chaste	You are uninterested in sex and sensual experience. You do not try to seduce others and are hard to seduce in turn.

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Trait	How to Act	Trait	How to Act
Forgiving	You believe in giving others a second chance. You assume the best of others and always think they could do better and learn from their errors. You think vengeance serves no purpose.	Vengeful	Once someone has wronged you there is no way back. People don't change and must pay for their actions. You believe in taking revenge.
Reckless	You act quickly without thought for consequences. You are wild and known for precipitous action. -1 Learning.	Prudent	You act carefully and cautiously after due consideration. You believe in being sensible and planning carefully. You are known for acting slowly and deliberately. +1 Learning.
Superficial	You say what you feel and are interested in minor and popular things. You care about appearances and like to look nice and dress well. You take others at face value judging them on whether they are amusing to be with.	Deep	You keep your thoughts and attitudes secret. You are interested in important and difficult things. You care little for appearance. You care about what lies beneath events and actions. You think about what motivates others and whether their beliefs align with yours at heart.

Relationships

A character can have many different relationships often classified as follows:

Ally: an ally is a loyal named character NPC of roughly the same status who supports the main character when required and expects the character to support them in turn.

Client: a client is a lower status named NPC to whom the character acts as a patron. The character provides the client with protection, help with the authorities and the law, financial support and employment. In return the client supports the patron by performing tasks as required, supporting the patron politically and using time to wait in attendance.

Community: the character may be a member of a community. Examples include a family or clan or a temple. The community provides protection, political support and other help. In return the character supports their community with time, money and aid.

Followers: the character may have a number of less powerful unnamed NPCs followers that provide loyal service. In return the PC provides them with maintenance and income.

Patron: a patron is a higher status named NPC who supports the character by providing protection, help with the authorities and the law, financial support and employment. In return the character supports the patron acting as one of their clients, performing tasks as required, supporting the patron politically and using time to wait in attendance.

Player Characters and Character Generation

Player Characters are unusual people in this game who have gone away to adventure in Pavis so this generation system doesn't produce standard people who would be NPCs and are described in *Pavis Quest: Creatures & Treasures*.

Starting XP

Player Characters usually start with 15 XP but for campaigns with a higher starting experience or for characters joining later in the campaign this can be higher. These can be spent during character generation or saved to spend later.

Selected Characteristics

During character generation most characteristics are randomly generated. Three times during character generation a player can decide, after a dice throw, to select a different result. Limitations to this are indicated in the sections. Whether to allow this is always up to the Referee. The idea of this is for a player to change something they really don't want not to power game the system!

Experience Dice

A PC usually starts with XD6. The cost of each dice is its value and you have to buy each in turn. E.g. for 8 XP this can be increased to XD8 and then for another 10 XP to XD10.

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Sex Keyword

Many Gloranthan societies have different standard social roles for the sexes though this varies a lot. Later in character generation some characters will end up with a different gender-based roll – or one that isn't based on gender at all. Roll for sex role on D10: 1-5 is Male, 6-10 is Female.

Basic Skills

Everyone gets Familiar (Fa) in:

- Athletics
- Bravery
- Gymnastics
- Health
- Persuasion
- Unarmed

All others start as Unskilled (Un).

Characters have a Base Move of 4, start with no modifier to Running and P3 Swimming.

Skills Gained or Improved in Generation

At various points in character generation a character can gain and improve skills. If something in character generation just lists the Skill Level then the character gains that Skill Level unless they are already better than this. If something in character generation says a skill gets +1 it improves by one Skill Level e.g. Unskilled to Familiar or Familiar to Trained. Remember that a character can't get to Expert (2) unless they are Talented (an Unusual Characteristic). So, unless they have this a character with Skilled (1) who gets +1 doesn't get any better. Remember that Bonuses (B) and Penalties (P) change Dice type independently of skill level.

Unusual Characteristics

This table provides characters with unusual characteristics. Roll 2D8 times on the table. The referee can allow a re-roll of opposites or things which don't go together. Characteristics marked * are like traits – if the character meets the circumstances they can gain a HP if the referee feels they are fully playing the characteristic to their disadvantage and can demand they pay a HP to avoid it. If these list a Personality trait then this is characteristic includes and replaces that trait in a more extreme form. The character cannot gain the opposite trait and there is no need to record this trait as well if gained separately. If a skill is listed in the table as T then the character is talented in the skill and can reach Expert (+2) either during generation or through later training and also gets Trained (0) in it. If a characteristic says Always Unskilled the character cannot improve this skill at all and ignores any improvements to it.. In play, if the referee agrees that a development warrants it, a special characteristic can be removed for 4 XP

Roll D200	Characteristic	Explanation
1	Agonising*	You worry about failure. You are always second guessing yourself and take a long time to come to decisions. If things go wrong you analyse what caused it at length. Personality Prudent.
2-3	Ally	You have a loyal ally. This is a kind of relationship as described in the Relationships section. The ally is a named NPC generated like a PC who can be relied on to attempt a rescue, come to your aid at need, sort out a ransom, provide advice, and help on expeditions if necessary. You do the same for the ally.
4-5	Altruistic*	You believe in charity for the poor and needy and frequently give away more than you can afford. Personality Kind.
6-7	Ambidextrous	No off-hand penalty
8	Artist	Arts T B1
9-10	Athlete	Athletics T B1
11-13	Attractive*	You are very appealing. Susceptible members of the opposite sex engage in attempts to impress, woo or seduce you. This may be to your benefit but can also be irritating. Persuasion B1.
14-16	Badly Educated	Customs P1, Literacy P1, Knowledge P1

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Roll D200	Characteristic	Explanation
17	Bombastic*	You explain your plans and actions in long self-justifying speeches which give away secrets and allows opponents to escape or thwart those plans. Your allies are likely to be irritated by your pomposity. Personality Proud.
18-19	Callous	You are able to act in a heartless manner if this is required. You can attack innocent non-combatants, threaten hostages, torture prisoners, abandon friends, ignore pleas for aid and has no compunctions about killing. You don't necessary enjoy this (unless you are Cruel) but you will do whatever you think is necessary. Personality Worldly.
20	Can't Craft	Craft Always Unskilled.
21	Can't Fight Unarmed	Unarmed Always Unskilled.
22-23	Can't Ride	Always Unskilled in Riding.
24-25	Can't Understand Devices	Devices Always Unskilled.
26-27	Chivalry*	You believe in chivalry. Fights should be fair: you don't ambush or attack enemies when they are down or disarmed. You have a duty to protect the weak and innocent. Personality Pure.
28	Choose the Wrong Side*	You are a poor judge of character and situation. Where there is a chance of confusion you have an unfortunate tendency to pick the wrong side.
29	Clumsy	Gymnastic P1, Stealth P1
30-31	Code of Honour*	If someone slights you, insults you or damages your interests or reputation you challenge them to a duel to satisfy your honour. Personality Proud.
32-33	Community	A clan, family or group can be relied upon to support you to the best of their ability and you support them in turn. This is a kind of relationship as described in the Relationships section. You use 10% of your time and money in support of them. This is an extra community beyond anything gained for cult membership etc.
34	Co-ordinated	Athletics B1, Gymnastics B1, Stealth B1
35-36	Courage	Bravery T
37	Cowardly	Bravery P2
38-39	Crafter	Craft T
40	Cunning	Trained and B1 in Stealth, Tactics and Streetwise. Personality Deceitful.
41	Curious*	You investigate interesting things with little concern for safety. You often wander off alone or becomes absorbed in tasks to the exclusion of all else. +2 Learning.
42-44	Dependants	You have D3 Non-combatant NPCs you must look after. They require 10% of your time and wealth.
45-46	Dim Witted	Knowledge P1, Persuasion P1, Tactics P1
47	Disarm	When using a weapon to try to disarm an opponent you are at E1.
48	Easy to Hit	Your dodge for resisting attacks is H2.
49-50	Educated	Trained in Knowledge, Arts, Literacy (Own Language) if written otherwise New Pelorian and has B1 in each.
51	Ego Signature*	You advertise your actions even it is unwise to do so. You might leave a special rune at the locations of your victories or brag about your actions to anyone who will listen. Personality Proud.
52	Elusive	Your dodge for resisting attacks is E1.
53-54	Enemies*	You have a group of enemies or a powerful individual enemy. The referee can use the enemy to get in the way during episodes and then like a trait you can either spend a HP to avoid the issue or gain a HP by confronting them.
55-56	Energetic*	3 times per game session can re-roll any skill roll. +2 Learning. Personality Industrious.
57	Extra Magic	Character has either 2 extra points of spirit magic or sorcery (if a sorcerer) and has +2 Memory (used to hold spells in mind – see Pavis Quest: Cult & Magic).

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Roll D200	Characteristic	Explanation
58-59	Fast	Base Move B2
60	Fears*	You have an irrational or extreme fear of something such as a type of creature, event or situation. Choose something appropriate with the referee.
61-62	Fighter	Choose a Weapon as T B1
63	Flashbacks*	You suffered a traumatic event in your past and when something similar is encountered you suffer flashbacks to the trauma causing you to suffer anxiety or even stand stunned.
64	Grasping*	Whenever loot is found you try to get it yourself. The way you do so and what you do with it will depend on your other traits -it isn't necessarily for you personally just that you should decide where it goes.
65	Guardian Angel*	You defend a particular kind of people – usually your own - (e.g. Citizens of Pavis, Lunars, Sable Tribe) and must act against all threats against them. Against a threat to the group you cannot flee and must intervene to help them. Personality Loyal.
66	Gymnast	Gymnastics T B1
67	Hated	A particular group or kind of creature hates you. They won't willingly work with you and if they are encountered they tend to attack you. Agree a suitable group or kind of creature with the referee.
68-69	Hates Water	River Life Always Unskilled. Swimming P1.
70	Healer	Medicine T B1
71-72	Healthy	Health T B1
73	Heavy Drinker*	If the opportunity arises you go out drinking and spend a lot of money. All your abilities used on others and skills are H1 next day. Personality Frivolous.
74	High Social Status	Your family holds a high rank in society. You come from a family of nobles. Depending on the society you come from this will either mean you inherit a noble title or that you find it easier to be selected for one. Trained and B1 in Leadership & Oratory, Wealth + 2.
75	Illiterate	Can't learn to read. Literacy Always Unskilled.
76-77	Illumination Natural	Illumination +1 and B1
78	Incurious	Knowledge P1, Perception P1
79	Indecisive*	In situations where a decision is required the character hesitates and dithers pointlessly. Personality Prudent.
80	Inexperienced	-3 starting XP.
81	Inspiring	Leadership & Oratory Trained (0) and B1. If you are the commander of a group you can allow any other group member to reroll any roll up to 3 times per episode in total.
82	Instinctive	You have an instinct for understanding the attitudes and feelings of others. Persuasion T B1.
83	Intuition	Customs - All B1, Perception B1, Persuasion B1
84	Iron Will	Survival B1, Bravery B1, Athletics B1
85-86	Irritating	Persuasion P1, Leadership & Oratory P1
87	Judgmental*	You blame others for their failures and tell them what they did wrong in no uncertain terms. You criticise people for their flaws constantly and didactically.
88-89	Knowledgeable	Knowledge T B1
90	Lacks Cunning	Stealth P1, Tactics P1, Streetwise P1
91	Lacks Intuition	Customs P1, Perception P1, Persuasion P1
92-94	Large	Size + 1
95	Lawyer	Knowledge (Law) Skilled (1), Customs B1
96	Lazy*	You avoid all forms of work. You try to get other people to do things for you. In combat if your side looks stronger then hang back. Spend as much time as possible loafing. -2 Training. Personality Frivolous.
97-98	Literate	Trained in Literacy (roll 1-5 on D10 for own language if it has a written form otherwise New Pelorian). If you already have these then choose another language as Trained. Literacy B1.

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Roll D200	Characteristic	Explanation
99-101	Low Social Status*	You come from the bottom of society and should act as such. Leadership & Oratory P1, Wealth -1.
102	Master Tactician	Tactics T B1
103-104	Mature	You are more sensible and level-headed than most. Leadership & Oratory B1, Tactics B1.
105	Melee Skill	Choose a weapon that can be used in melee as Skilled.
106	Missile Skill	Choose a weapon that has a missile attack as Skilled.
107	Musician	Arts (Music) T B1
108-109	Naïve*	Streetwise P2. Personality Pure.
110-112	Natural Follower	Leadership & Oratory P2. Personality Loyal.
113	Natural Leader*	Leadership & Oratory T B1. Personality Proud.
114	No Will	Survival P1, Bravery P1, Athletics P1
115	Not Artistic	Arts P2
116	Notorious*	Something in your background has made you notorious. Many people have heard of you and are familiar with your appearance. You are widely distrusted.
117-118	Obsequious*	You tend to excessively fawn over authority figures like leaders and patrons. Personality Modest.
119	Observant	Perception T B1
120	Obvious	Stealth P2
121	Obvious Fighter	Can't use Trip, Push or Disarm
122-123	Old	You are older than normal. Health -1, Knowledge +1, Customs (Culture) +1. Old x 1 gives an age of D10+45, Old x2 gives an age of D10+55, Old x 3 gives an age of D10+55 and so on.
124-125	Overconfident*	You tend to wildly overestimates your own abilities. -1 Training. Personality Proud.
126	Paranoid*	You worry that others, including allies, are plotting against you. You take elaborate preventative measures against betrayal.
127	Parrying	All Weapon Parries B1.
128-129	Patron	You have a powerful named NPC patron. This is a kind of relationship as described in the Relationships section. The patron will give you opportunities and support you against rivals and enemies. You, in turn, use 10% of your time supporting the patron and must do things that the patron requires.
130	Persuasive	Persuasion T B1
131-133	Poor	Wealth -3 and must use 30% of cash paying off debts incurred by family each month.
134	Poor Athlete	Athletics P2, ENC carried -2
135	Poor Fighter	Weapons P1
136	Poor Gymnast	Gymnastics P2
137	Poor Healer	Medicine P2
138	Poor Health	Health P2
139	Poor Lawyer*	You fail to understand laws and blunder by inadvertently breaching regulations. If confronted by any legal process you don't understand it.
140	Poor Melee Skills	All Melee Weapons P2
141	Poor Missile Skills	All Missile Weapons P2
142	Poor Parry Skill	All Parries P2
143	Poor Tactician	Tactics P2
144	Poor Thrown Skills	All Thrown Attacks P2
145	Power Hungry*	You are constantly seeking power, striving to be the leader of any group or organisation and to increase the number of followers you have. Personality Proud.
146-147	Practical	Trained and B1 in Crafts and Devices. +1 Training. Personality Industrious.

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Roll D200	Characteristic	Explanation
148-149	Prepared	You always get an extra two Personal actions before combat beyond any normally available. These can be used to activate magic on yourself or move to a more advantageous position. Personality Prudent.
150	Quick	Gymnastic B1, Stealth B1, Gymnastics B1
151-2	Quick Learner	Learning B2.
153	Quitter*	You often quit when the going is tough. Recovery rolls to get rid of Stun are H2. -2 Training. Trait: Frivolous.
154	Random Destruction*	You like to wreck things: break objects, burn buildings and leave a trail of destruction. Personality Reckless.
155	Relentless	Recovery rolls to get rid of Stun are E2. If you take a Wound add 2 to the roll when determining its type.
156	Retainers	You have two loyal NPC retainers. They are like unnamed NPCs though you can choose to name them if you wish This is a kind of relationship as described in the Relationships section. These will be of an appropriate type agreed by the referee. If one is killed you have a source which will allow them to be replaced in D4 weeks. They don't necessarily appear in every expedition or fight but provide suitable support such as guarding animals and baggage, guarding a house or business, running errands, looking after animals and equipment
157	Rich	Wealth + 3
158	Rider	Riding T B1
159	Sarcastic*	You constantly sound sarcastic and insincere.
160	Scheming	If you fail in a skill test where some time was available for planning you can immediately attempt it again but must take the result of the second roll.
161	Selfless*	Cannot flee whilst allies or innocent bystanders are still in danger from callous or cruel enemies. Personality Kind.
162	Shocked*	You are upset by shocking events like the death of allies, harm to innocents, gore and cruelty. Personality Pure.
163	Showboating*	You have to show off, toy with opponents in combat and generally demonstrate your awesomeness to all around. Personality Reckless.
164	Sixth Sense	You get a 'feeling' warning of danger. You can't be ambushed. You get an extra preparation action at the start of combat to get ready.
165	Slow	Base Move P2
166-168	Small	Size -1
169	Soft	Survival P2
170	Stable	Stand B2. This is used for resisting knockback in combat.
171	Stealthy	Stealth T B1
172	Streetwise	Streetwise T B1
173	Strong	Athletics B1. ENC carried +2.
174	Superficial	Personality Trait
175	Survival Instinct	Trained and B1 in Survival, River Life and Streetwise
176	Survivor	Survival T B1
177	Tactless*	You offend others in conversation by making inappropriate (though accurate) comments. You can't keep quiet and say what you think without thinking about other's feelings even when you don't mean to be cruel.
178	Teacher	When training others makes the test E2
179	Thrown Skill	Choose a weapon that can be thrown as Skilled.
180	Trick Fighter	Trip B1, Push B1, Disarm B1

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Roll D200	Characteristic	Explanation
181	Trickster*	You are a trickster. You are unreliable, unpredictable and flaunt customs and norms. You can perform the kind of comedy and humour of your society. Replace one of your runes with Illusion. You may follow a trickster cult or be an unusual member of a more conventional religion. Personality Mercurial.
182	Trip	Trip B2
183	Trusting*	You are easily convinced and uncritically accepts what you are told. Personality Pure and Honest.
184-185	Ugly*	You are very ugly. You cause an unpleasant reaction amongst the insensitive or cruel who belittle or ignore you. Persuasion P1.
186	Uncoordinated	Athletics P2, Gymnastics P2, Stealth P2
187	Understands Devices	Devices T B1
188	Unfit	Athletics P1, Base Move -1
189	Unobservant	Perception P2
190	Unpersuasive	Persuasion P2
191	Unprepared	You never get any Personal actions before combat.
192	Unreliable*	You don't do what you're supposed to and are rarely where you are supposed to be at the right time. Personality Superficial.
193	Unstable	Athletics (Stand Firm) P2
194	Unusual Appearance*	You don't look normal. People distrust you and you are highly noticeable and distinctive.
195	Unusual Odour*	Animals don't like you. You suffer random animal attacks even from pets and riding animals.
196	Victim	Survival P1, Water Life P1, Streetwise P1
197	Water Skills	Water Life T B1 Swimming +1
198-200	Young	You are not old enough to normally be considered an adult in your society (though for some reason you are acting as one). Athletics -1, Leadership & Oratory -1. Young indicates an age of 12+D5, Young x2 an age of 7+D5. A character with Young x 2 also has Size -1.

A Character's Runes

Each character has three runes: a Soul Rune, a Power Rune and a Being Rune.

<p style="text-align: center;">Soul Rune</p> <p>Your Soul Rune represents the dominant element of your soul. Can be:</p> <p>Element - </p> <p>Moon phase - </p> <p>Variant of the elements - </p>	<p style="text-align: center;">Power Rune</p> <p>Your Power Rune represents the power that best fits your temperament. Can be:</p> <p>A power rune - </p> <p>or sometimes </p>	<p style="text-align: center;">Being Rune</p> <p>Your Being Rune represents your physical nature as embodied in the world. It can be another power rune, a moon phase or a specialist rune. Only illuminates and characters with a moon phase can have opposed powers.</p>
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Each rune has a modifier determined on this table. No more than one of these can be a selected characteristic, and only if the character has no rune better than 0. If it is selected it is +1:

D10	Value
1	-2
2-3	-1
4-7	0
8-9	+1

Sometimes in play runes can get a Penalty (P) which reduced their value by 1 or more. These can be removed at a cost of 2 XP.

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10	+2
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The modifier is based on the character's Experience Dice (XD). For example a rune with +2 is two levels higher than XD: so with XD6 this would be D10.

Cultural Keyword

Pavis is a cultural melting pot following the Lunar occupation. Roll D100 to decide the culture the character comes from. In general characters with the Male keyword use Column 1 and those with the Female keyword use Column 2. However, the player can choose to use the other column if they wish. All rolls within the table are on D10. Each has a standard range which is the chances of having each of the standard runes which are listed in order: Soul; Power; Being. If there is no standard rune then a slot is shown as V (for variable). Later you will roll randomly for any of the Soul, Power or Being runes missing. **Random Rune** tables are provided for the missing runes. Some runes are listed as Φ -Phase and there is a **Moon Phase** table to determine which phase to use. Some cultures have multiple options for the standard runes shown on a table within the culture. The standard **Background Keyword** and the standard **Personality Trait** are also listed. Roll individually to see of the character has each. If you don't have the standard background you will roll on the **Non-Standard Background** table listed after the /. For example for Hunter/Nomad roll on the Nomad table. If you don't have the standard Personality trait it isn't replaced. Each culture has a list of skills and bonuses. No roll is required to gain these. Skills are shown as Fa (Familiar) or O (Trained). Any skill listed is a cultural skill and a weapon listed as Cultural is still Untrained but is still a cultural weapon which can be of significance later. Some cultures may have unusual characteristics such as a modifier to Size, Wealth or to Base Move. Note that a moon phase is written as Φ then the phase.

D100	Culture	Column 1	Column 2																
01-02	Agimori	1-8: ΘIX Hunter/Nomad, Honest Spear O, Shield O, Axe Fa, Athletics O, Survival O, Bravery O, Health O, Customs (Praxian, Lodrilli) O, Size +1, B1 Running	1-8: $\square \text{XV}$, Gatherer/Nomad, Honest Spear Fa, Shield Fa, Axe Fa, Survival O, Bravery O, Customs (Praxian, Lodrilli) O, Gymnastics O, Medicine O, Health O, Size +1																
03-04	Alkoring (Far Place)	1-7: Farmer/Settled, Emotional <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-2</td><td>Φ -Phase VV</td></tr> <tr><td>3</td><td>$\bullet \text{X} \square$</td></tr> <tr><td>4-7</td><td>$\circ \text{YV}$</td></tr> <tr><td>8-10</td><td>$\mathcal{G} \mathcal{R} \text{V}$</td></tr> </table> Spear O, Shield O, Axe Fa, Bravery Fa, Athletics O, Customs (Alkoring) O, Wealth +1	1-2	Φ -Phase VV	3	$\bullet \text{X} \square$	4-7	$\circ \text{YV}$	8-10	$\mathcal{G} \mathcal{R} \text{V}$	1-5: $\square \text{XIII}$, Steadwife/Settled, Cold <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-2</td><td>Φ -Phase VV</td></tr> <tr><td>3</td><td>Φ -Phase XV</td></tr> <tr><td>4</td><td>$\bullet \text{X} \square$</td></tr> <tr><td>5-10</td><td>$\square \text{XIII}$</td></tr> </table> Spear Fa, Shield Fa, Axe Fa, Bravery Fa, Gymnastics O, Customs (Alkoring) O, Persuasion O, Medicine O, Wealth +1	1-2	Φ -Phase VV	3	Φ -Phase XV	4	$\bullet \text{X} \square$	5-10	$\square \text{XIII}$
1-2	Φ -Phase VV																		
3	$\bullet \text{X} \square$																		
4-7	$\circ \text{YV}$																		
8-10	$\mathcal{G} \mathcal{R} \text{V}$																		
1-2	Φ -Phase VV																		
3	Φ -Phase XV																		
4	$\bullet \text{X} \square$																		
5-10	$\square \text{XIII}$																		
05-06	Alkoring (Tarsh Exiles)	1-6: Bandit/Settled, Emotional <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1</td><td>Φ -Phase VV</td></tr> <tr><td>2-8</td><td>$\mathcal{G} \mathcal{R} \dagger$</td></tr> <tr><td>9</td><td>$\mathcal{G} \mathcal{M} \nabla$</td></tr> <tr><td>10</td><td>$\mathcal{G} \text{V} \bullet$</td></tr> </table> Spear O, Shield O, Axe O, Athletics O, Stealth O, Bravery Fa, Customs (Alkoring) O	1	Φ -Phase VV	2-8	$\mathcal{G} \mathcal{R} \dagger$	9	$\mathcal{G} \mathcal{M} \nabla$	10	$\mathcal{G} \text{V} \bullet$	1-5: Steadwife/Settled, Cruel <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1</td><td>Φ -Phase VV</td></tr> <tr><td>2-7</td><td>$\square \text{XIII}$</td></tr> <tr><td>8-10</td><td>$\square \text{IX} \dagger$</td></tr> </table> Shield O, Mace O, Axe O, Athletics O, Stealth O, Bravery Fa, Customs (Alkoring) O	1	Φ -Phase VV	2-7	$\square \text{XIII}$	8-10	$\square \text{IX} \dagger$		
1	Φ -Phase VV																		
2-8	$\mathcal{G} \mathcal{R} \dagger$																		
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D100	Culture	Column 1	Column 2																		
07-09	Alkoring (Lunar Provinces)	1-6: Farmer/Civilized, Reckless <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-3</td><td>⓪ -Phase VV</td></tr> <tr><td>4-5</td><td>●X□</td></tr> <tr><td>6-7</td><td>□R̄V</td></tr> <tr><td>8-10</td><td>GR̄V</td></tr> </table> Spear Fa, Shield Fa, Axe Fa, Athletics 0, Bravery Fa, Health 0, Customs (Alkoring) 0, Wealth +2	1-3	⓪ -Phase VV	4-5	●X□	6-7	□R̄V	8-10	GR̄V	1-5: Steadwife/Civilized, Prudent <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-2</td><td>⓪ -Phase VV</td></tr> <tr><td>3-4</td><td>⓪ -Phase XV</td></tr> <tr><td>5-6</td><td>●X□</td></tr> <tr><td>7-10</td><td>□XIII</td></tr> </table> Spear Fa, Shield Cultural, Axe Fa, Bravery Fa, Gymnastics 0, Health 0, Customs (Alkoring) 0, Persuasion 0, Medicine 0, Wealth +2	1-2	⓪ -Phase VV	3-4	⓪ -Phase XV	5-6	●X□	7-10	□XIII		
1-3	⓪ -Phase VV																				
4-5	●X□																				
6-7	□R̄V																				
8-10	GR̄V																				
1-2	⓪ -Phase VV																				
3-4	⓪ -Phase XV																				
5-6	●X□																				
7-10	□XIII																				
10-11	Basmoli	1-7: V▼†, Hunter/Nomad, Worldly Spear 0, Unarmed 0, Survival 0, Athletics 0, Health 0, Gymnastics 0, Stealth 0, Customs, (Basmoli) 0, Gymnastics 0, B1 Running																			
12-14	Caladran	1-6: Horticulturist/Settled, Lustful <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-3</td><td>⓪III X</td></tr> <tr><td>4-5</td><td>□XIII</td></tr> <tr><td>6-7</td><td>GR̄V</td></tr> <tr><td>8-10</td><td>⓪IX</td></tr> </table> Spear 0, Axe 0, Athletics 0, Customs (Caladran) 0, Wealth +1	1-3	⓪III X	4-5	□XIII	6-7	GR̄V	8-10	⓪IX	1-5: Gatherer/Settled, Lustful <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-5</td><td>⓪III X</td></tr> <tr><td>6-10</td><td>□XIII</td></tr> </table> Spear Fa, Axe Fa, Customs (Caladran) 0, Persuasion 0, Gymnastics 0, Medicine 0, Wealth +1	1-5	⓪III X	6-10	□XIII						
1-3	⓪III X																				
4-5	□XIII																				
6-7	GR̄V																				
8-10	⓪IX																				
1-5	⓪III X																				
6-10	□XIII																				
15-19	Dara Happan	1-6: Citizen/Civilized, Proud <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-3</td><td>⓪ -Phase VV</td></tr> <tr><td>4-8</td><td>⓪†X</td></tr> <tr><td>9</td><td>⓪YV</td></tr> <tr><td>10</td><td>⓪IX†</td></tr> </table> Spear 0, Shield 0, Sword Fa, Health 0, Customs (Dara Happan) 0, Leadership & Oratory 0, Bravery 0, Athletics 0, Streetwise Fa, Wealth +3	1-3	⓪ -Phase VV	4-8	⓪†X	9	⓪YV	10	⓪IX†	1-4: Citizen's Wife/Civilized, Modest <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-3</td><td>⓪ -Phase VV</td></tr> <tr><td>4-6</td><td>□XIII</td></tr> <tr><td>7-8</td><td>□III⓪</td></tr> <tr><td>9</td><td>□X⓪</td></tr> <tr><td>10</td><td>≠IX</td></tr> </table> Spear Fa, Shield Fa, Sword Cultural, Customs (Dara Happan) 0, Persuasion 0, Streetwise Fa, Gymnastics 0, Medicine 0, Wealth +1	1-3	⓪ -Phase VV	4-6	□XIII	7-8	□III⓪	9	□X⓪	10	≠IX
1-3	⓪ -Phase VV																				
4-8	⓪†X																				
9	⓪YV																				
10	⓪IX†																				
1-3	⓪ -Phase VV																				
4-6	□XIII																				
7-8	□III⓪																				
9	□X⓪																				
10	≠IX																				
20-22	Darjiini	1-6: Farmer/Civilized, Mercurial <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-3</td><td>⓪ -Phase VV</td></tr> <tr><td>4-5</td><td>≠IX</td></tr> <tr><td>6-7</td><td>≠IX</td></tr> <tr><td>8-10</td><td>⓪IX</td></tr> </table> Spear 0, Shield 0, Mace 0, Athletics 0, Water Life 0, Customs (Darjiini) 0, Stealth 0, Wealth +2	1-3	⓪ -Phase VV	4-5	≠IX	6-7	≠IX	8-10	⓪IX	1-6 Pelorian Wife/Civilized, Lustful <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-3</td><td>⓪ -Phase VV</td></tr> <tr><td>4-6</td><td>≠IX</td></tr> <tr><td>7-8</td><td>≠IX</td></tr> <tr><td>9-10</td><td>□XIII</td></tr> </table> Spear Fa, Shield Fa, Mace Fa, Gymnastics 0, Medicine 0, Health 0, Customs (Darjiini) 0, Knowledge 0, Leadership & Oratory 0, Stealth 0, Wealth +2	1-3	⓪ -Phase VV	4-6	≠IX	7-8	≠IX	9-10	□XIII		
1-3	⓪ -Phase VV																				
4-5	≠IX																				
6-7	≠IX																				
8-10	⓪IX																				
1-3	⓪ -Phase VV																				
4-6	≠IX																				
7-8	≠IX																				
9-10	□XIII																				

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D100	Culture	Column 1	Column 2																				
23-24	Darsenite	1-6: Farmer/Civilized, Loyal <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-4</td><td>⓪ -Phase VV</td></tr> <tr><td>5-6</td><td>⓪IX</td></tr> <tr><td>7-8</td><td>⓪III V</td></tr> <tr><td>9-10</td><td>⓪X†</td></tr> </table> Spear 0, Shield 0, Athletics 0, Axe Fa, Customs (Darsenite) 0, Wealth +1	1-4	⓪ -Phase VV	5-6	⓪IX	7-8	⓪III V	9-10	⓪X†	1-5: Pelorian Wife/Civilized, Deep <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-4</td><td>⓪ -Phase VV</td></tr> <tr><td>5-6</td><td>□XIII</td></tr> <tr><td>7-8</td><td>⓪III V</td></tr> <tr><td>9-10</td><td>≠IX</td></tr> </table> Spear Fa, Shield Fa, Axe Fa, Customs (Darsenite) 0, Medicine 0, Health 0, Gymnastics 0, Leadership & Oratory 0, Knowledge 0, Bravery Fa, Wealth +2	1-4	⓪ -Phase VV	5-6	□XIII	7-8	⓪III V	9-10	≠IX				
1-4	⓪ -Phase VV																						
5-6	⓪IX																						
7-8	⓪III V																						
9-10	⓪X†																						
1-4	⓪ -Phase VV																						
5-6	□XIII																						
7-8	⓪III V																						
9-10	≠IX																						
25-26	Ditali	1-7: Free Farmer /Settled, Violent <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-5</td><td>⓪RV</td></tr> <tr><td>6</td><td>≠⓪</td></tr> <tr><td>7</td><td>⓪XX</td></tr> <tr><td>8</td><td>⓪HV</td></tr> <tr><td>9</td><td>⓪□III</td></tr> <tr><td>10</td><td>⓪VV</td></tr> </table> Spear 0, Shield 0, Axe 0, Athletics 0, Customs (Heortling) 0. Wealth +1	1-5	⓪RV	6	≠⓪	7	⓪XX	8	⓪HV	9	⓪□III	10	⓪VV	1-5: Steadwife/Settled, Worldly <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-7</td><td>□XIII</td></tr> <tr><td>8</td><td>≠⓪</td></tr> <tr><td>9</td><td>⓪HV</td></tr> <tr><td>10</td><td>□†V</td></tr> </table> Spear Fa, Shield Fa, Axe Fa, Customs (Heortling) 0, Gymnastics 0, Persuasion 0, Medicine 0, Stealth 0, Wealth +1	1-7	□XIII	8	≠⓪	9	⓪HV	10	□†V
1-5	⓪RV																						
6	≠⓪																						
7	⓪XX																						
8	⓪HV																						
9	⓪□III																						
10	⓪VV																						
1-7	□XIII																						
8	≠⓪																						
9	⓪HV																						
10	□†V																						
27-30	Esrolian	1-5: Farmer/Civilized, Loyal <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-4</td><td>⓪RV</td></tr> <tr><td>5</td><td>⓪HV</td></tr> <tr><td>6</td><td>⓪R†</td></tr> <tr><td>7</td><td>X⓪I</td></tr> <tr><td>8</td><td>●HV</td></tr> <tr><td>9-10</td><td>⓪VV</td></tr> </table> Spear 0, Shield Fa, Axe Fa, Athletics 0, Customs (Esrolian) 0, Wealth +1	1-4	⓪RV	5	⓪HV	6	⓪R†	7	X⓪I	8	●HV	9-10	⓪VV	1-4: Esrolian Woman/Civilized, Worldly <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-7</td><td>□XIII</td></tr> <tr><td>8</td><td>□HV</td></tr> <tr><td>9</td><td>□Y⓪</td></tr> <tr><td>10</td><td>□†V</td></tr> </table> Spear Fa, Shield Fa, Axe Fa, Customs (Esrolian) 0, Medicine 0, Health 0, Gymnastics 0, Leadership & Oratory 0, Knowledge 0, Streetwise Fa, Wealth +2	1-7	□XIII	8	□HV	9	□Y⓪	10	□†V
1-4	⓪RV																						
5	⓪HV																						
6	⓪R†																						
7	X⓪I																						
8	●HV																						
9-10	⓪VV																						
1-7	□XIII																						
8	□HV																						
9	□Y⓪																						
10	□†V																						
31-32	Grazelander	1-6: Herder/Nomad, Proud <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-6</td><td>⓪†X</td></tr> <tr><td>7-8</td><td>⓪RV</td></tr> <tr><td>9</td><td>⓪†Y</td></tr> <tr><td>10</td><td>⓪ -Phase VV</td></tr> </table> Mounted Bow 0, Sword 0, Mounted Spear Fa, Athletics 0, Riding 0, Health 0, Survival Fa, Customs (Grazelander) 0, Wealth +2	1-6	⓪†X	7-8	⓪RV	9	⓪†Y	10	⓪ -Phase VV	1-6: Herder/Nomad, Proud <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>1-7</td><td>□XIII</td></tr> <tr><td>8</td><td>□I†</td></tr> <tr><td>9</td><td>⓪†Y</td></tr> <tr><td>10</td><td>⓪ -Phase VV</td></tr> </table> Mounted Bow Fa, Sword Fa, Mounted Spear Cultural, Riding 0, Gymnastics 0, Health 0, Survival Fa, Customs (Grazelander) 0, Medicine 0, Wealth +2	1-7	□XIII	8	□I†	9	⓪†Y	10	⓪ -Phase VV				
1-6	⓪†X																						
7-8	⓪RV																						
9	⓪†Y																						
10	⓪ -Phase VV																						
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8	□I†																						
9	⓪†Y																						
10	⓪ -Phase VV																						

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33-36	Heortling (Hendriki)	<p>1-6: Free Farmer /Settled, Emotional</p> <table border="1"> <tr><td>1-8</td><td>ᄒᄒV</td></tr> <tr><td>9</td><td>ᄒHV</td></tr> <tr><td>10</td><td>●HV</td></tr> </table> <p>Spear 0, Shield Fa, Axe Fa, Customs (Heortling) 0, Athletics 0, Wealth +1</p>	1-8	ᄒᄒV	9	ᄒHV	10	●HV	<p>1-5: Steadwife/Settled, Cold</p> <table border="1"> <tr><td>1-7</td><td>□XIII</td></tr> <tr><td>8</td><td>□X†</td></tr> <tr><td>9</td><td>ᄒHV</td></tr> <tr><td>10</td><td>●HV</td></tr> </table> <p>Spear Fa, Shield Cultural, Axe Fa, Gymnastics 0, Health 0, Customs (Heortling) 0, Persuasion 0, Medicine 0, Wealth +1</p>	1-7	□XIII	8	□X†	9	ᄒHV	10	●HV				
1-8	ᄒᄒV																				
9	ᄒHV																				
10	●HV																				
1-7	□XIII																				
8	□X†																				
9	ᄒHV																				
10	●HV																				
37-41	Heortling (New Pavis)	<p>1-5: Free Farmer /Civilized, Frivolous</p> <table border="1"> <tr><td>1-6</td><td>ᄒᄒV</td></tr> <tr><td>7</td><td>ᄒHV</td></tr> <tr><td>8</td><td>ᄒᄒ†</td></tr> <tr><td>9</td><td>⊖ -Phase VV</td></tr> <tr><td>10</td><td>○YV</td></tr> </table> <p>Spear 0, Shield Fa, Axe Fa, Athletics 0, Customs (Heortling) 0, Wealth +1</p>	1-6	ᄒᄒV	7	ᄒHV	8	ᄒᄒ†	9	⊖ -Phase VV	10	○YV	<p>1-5: Steadwife/Civilized, Industrious</p> <p>Spear Fa, Shield Cultural, Axe Fa, Gymnastics 0, Customs (Heortling) 0, Persuasion 0, Medicine 0, Wealth +1</p> <table border="1"> <tr><td>1-7</td><td>□XIII</td></tr> <tr><td>8</td><td>□HV</td></tr> <tr><td>9</td><td>□VV</td></tr> <tr><td>10</td><td>⊖ -Phase VV</td></tr> </table>	1-7	□XIII	8	□HV	9	□VV	10	⊖ -Phase VV
1-6	ᄒᄒV																				
7	ᄒHV																				
8	ᄒᄒ†																				
9	⊖ -Phase VV																				
10	○YV																				
1-7	□XIII																				
8	□HV																				
9	□VV																				
10	⊖ -Phase VV																				
42-46	Heortling (Sartarite)	<p>1-5 ᄒᄒV, Free Farmer /Settled, Emotional</p> <table border="1"> <tr><td>1-6</td><td>ᄒᄒV</td></tr> <tr><td>7</td><td>ᄒHV</td></tr> <tr><td>8</td><td>ᄒᄒ†</td></tr> <tr><td>9</td><td>⊖ -Phase VV</td></tr> <tr><td>10</td><td>○YV</td></tr> </table> <p>Spear 0, Shield Fa, Axe Fa, Athletics 0, Customs (Heortling) 0, Wealth +1,</p>	1-6	ᄒᄒV	7	ᄒHV	8	ᄒᄒ†	9	⊖ -Phase VV	10	○YV	<p>1-5: Steadwife/Settled, Cold</p> <table border="1"> <tr><td>1-7</td><td>□XIII</td></tr> <tr><td>8</td><td>□HV</td></tr> <tr><td>9</td><td>□VV</td></tr> <tr><td>10</td><td>⊖ -Phase VV</td></tr> </table> <p>Spear Fa, Shield Fa, Axe Fa, Gymnastics 0, Customs (Heortling) 0, Persuasion 0, Medicine 0, Health 0, Wealth +1</p>	1-7	□XIII	8	□HV	9	□VV	10	⊖ -Phase VV
1-6	ᄒᄒV																				
7	ᄒHV																				
8	ᄒᄒ†																				
9	⊖ -Phase VV																				
10	○YV																				
1-7	□XIII																				
8	□HV																				
9	□VV																				
10	⊖ -Phase VV																				
47-48	Jajaloring	<p>1-5: Free Farmer/Civilized, Mercurial</p> <table border="1"> <tr><td>1-2</td><td>⊖ -Phase VV</td></tr> <tr><td>2-6</td><td>ᄒV□</td></tr> <tr><td>7-9</td><td>III V&</td></tr> <tr><td>10</td><td>●X□</td></tr> </table> <p>Spear 0, Shield Fa, Axe 0, Athletics 0, B1 Running, Customs (Alkoring) 0, Wealth +1,</p>	1-2	⊖ -Phase VV	2-6	ᄒV□	7-9	III V&	10	●X□	<p>1-5: Steadwife/Civilized, Prudent</p> <table border="1"> <tr><td>1-2</td><td>⊖ -Phase VV</td></tr> <tr><td>2-6</td><td>□XIII</td></tr> <tr><td>7-8</td><td>III V&</td></tr> <tr><td>9-10</td><td>●X□</td></tr> </table> <p>Spear Fa, Shield Cultural, Axe Fa, Gymnastics 0, Customs (Alkoring) 0, Persuasion 0, Medicine 0, Wealth +1</p>	1-2	⊖ -Phase VV	2-6	□XIII	7-8	III V&	9-10	●X□		
1-2	⊖ -Phase VV																				
2-6	ᄒV□																				
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10	●X□																				
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2-6	□XIII																				
7-8	III V&																				
9-10	●X□																				
49	Kitori	<p>1-6: Hunter/Settled, Deceitful</p> <table border="1"> <tr><td>1-3</td><td>●ᄒV</td></tr> <tr><td>4</td><td>●Vᄒ</td></tr> <tr><td>5-8</td><td>●HV</td></tr> <tr><td>9-10</td><td>✱✱</td></tr> </table> <p>Spear 0, Shield Fa, Mace Fa, Athletics 0, Customs (Heortling, Uz) 0</p>	1-3	●ᄒV	4	●Vᄒ	5-8	●HV	9-10	✱✱	<p>1-6: Steadwife/Settled, Deceitful</p> <table border="1"> <tr><td>1-3</td><td>●ᄒV</td></tr> <tr><td>4</td><td>●Vᄒ</td></tr> <tr><td>5-8</td><td>●HV</td></tr> <tr><td>9-10</td><td>✱✱</td></tr> </table> <p>Mace Fa, Gymnastics 0, Persuasion 0, Medicine 0, Customs (Heortling, Uz) 0</p>	1-3	●ᄒV	4	●Vᄒ	5-8	●HV	9-10	✱✱		
1-3	●ᄒV																				
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5-8	●HV																				
9-10	✱✱																				

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D100	Culture	Column 1	Column 2																								
50-52	Lodrilli (from a small farming village in Peloria)	<p>1-6: Farmer/Civilized, Lustful</p> <table border="1"> <tr> <td>1-3</td> <td>Ⓣ -Phase VV</td> </tr> <tr> <td>4-10</td> <td>ⓉXIX</td> </tr> </table> <p>Spear 0, Axe Fa, Athletics 0, Health 0, Customs (Dara Happan, Pelandan, Naverian or Darsentite) 0, Wealth +1</p>	1-3	Ⓣ -Phase VV	4-10	ⓉXIX	<p>1-5: Pelorian Wife/Civilized, Lustful</p> <table border="1"> <tr> <td>1-3</td> <td>Ⓣ -Phase VV</td> </tr> <tr> <td>4-7</td> <td>□XIII</td> </tr> <tr> <td>8-9</td> <td>□XIX</td> </tr> <tr> <td>10</td> <td>≠XIX</td> </tr> </table> <p>Spear Fa, Axe Fa, Customs (Dara Happan, Pelandan, Naverian or Darsentite) 0, Medicine 0, Health 0, Gymnastics 0, Knowledge Fa, Wealth +1</p>	1-3	Ⓣ -Phase VV	4-7	□XIII	8-9	□XIX	10	≠XIX												
1-3	Ⓣ -Phase VV																										
4-10	ⓉXIX																										
1-3	Ⓣ -Phase VV																										
4-7	□XIII																										
8-9	□XIX																										
10	≠XIX																										
53-54	Naverian	<p>1-6: Farmer/Civilized, Loyal</p> <table border="1"> <tr> <td>1-4</td> <td>Ⓣ -Phase VV</td> </tr> <tr> <td>5-7</td> <td>ⓉXIX</td> </tr> <tr> <td>8-10</td> <td>ⓉIIIT</td> </tr> </table> <p>Spear 0, Shield 0, Sword Fa, Athletics 0, Health 0, Customs (Naverian) 0, Bravery Fa, Streetwise Fa, Wealth +2</p>	1-4	Ⓣ -Phase VV	5-7	ⓉXIX	8-10	ⓉIIIT	<p>1-5: Pelorian Wife/Civilized, Constant</p> <table border="1"> <tr> <td>1-3</td> <td>Ⓣ -Phase VV</td> </tr> <tr> <td>4-7</td> <td>ⓉXIX</td> </tr> <tr> <td>8</td> <td>ⓉIIIV</td> </tr> <tr> <td>9-10</td> <td>□XIII</td> </tr> </table> <p>Spear Fa, Shield Fa, Sword Fa, Customs (Naverian) 0, Medicine 0, Health 0, Gymnastics 0, Knowledge Fa, Streetwise Fa, Wealth +2</p>	1-3	Ⓣ -Phase VV	4-7	ⓉXIX	8	ⓉIIIV	9-10	□XIII										
1-4	Ⓣ -Phase VV																										
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8-10	ⓉIIIT																										
1-3	Ⓣ -Phase VV																										
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8	ⓉIIIV																										
9-10	□XIII																										
55-59	Old Pavis	<p>1-5: Free Farmer/Civilized, Thrifty</p> <table border="1"> <tr> <td>1-4</td> <td>□ΔIII</td> </tr> <tr> <td>5-7</td> <td>□Δ*</td> </tr> <tr> <td>8-10</td> <td>□III*</td> </tr> </table> <p>Axe 0, Crossbow 0, Athletics 0, Spear Fa, Shield Fa, Customs (Old Pavis) 0, Streetwise Fa, Stealth 0</p>	1-4	□ΔIII	5-7	□Δ*	8-10	□III*	<p>1-5: Steadwife/Civilized Thrifty</p> <table border="1"> <tr> <td>1-4</td> <td>□ΔIII</td> </tr> <tr> <td>5-7</td> <td>□Δ*</td> </tr> <tr> <td>8-10</td> <td>□III*</td> </tr> </table> <p>Axe Fa, Crossbow Fa, Spear Cultural, Shield Cultural, Customs (Old Pavis) 0, Medicine 0, Gymnastics 0, Stealth 0, Knowledge Fa, Streetwise Fa</p>	1-4	□ΔIII	5-7	□Δ*	8-10	□III*												
1-4	□ΔIII																										
5-7	□Δ*																										
8-10	□III*																										
1-4	□ΔIII																										
5-7	□Δ*																										
8-10	□III*																										
60-64	Pavis Survivor (Zebra)	<p>1-6: Herder/Settled, Proud</p> <table border="1"> <tr> <td>1</td> <td>□ΔIII</td> </tr> <tr> <td>2</td> <td>□Δ*</td> </tr> <tr> <td>3</td> <td>□III*</td> </tr> <tr> <td>4-5</td> <td>○Y▽</td> </tr> <tr> <td>6</td> <td>○†Y</td> </tr> <tr> <td>7-8</td> <td>V#V</td> </tr> <tr> <td>9-10</td> <td>ⓉXIX</td> </tr> </table> <p>Mounted Bow 0, Sword 0, Mounted Spear 0, Riding 0, Athletics 0, Survival Fa, Customs (Old Pavis) 0, Streetwise Fa</p>	1	□ΔIII	2	□Δ*	3	□III*	4-5	○Y▽	6	○†Y	7-8	V#V	9-10	ⓉXIX	<p>1-6: Herder/Settled, Proud</p> <table border="1"> <tr> <td>1-2</td> <td>□ΔIII</td> </tr> <tr> <td>3-4</td> <td>□Δ*</td> </tr> <tr> <td>5-6</td> <td>□III*</td> </tr> <tr> <td>7-9</td> <td>□X▽</td> </tr> <tr> <td>10</td> <td>V#V</td> </tr> </table> <p>Mounted Bow Fa, Sword Fa, Mounted Spear Fa, Riding 0, Survival Fa, Gymnastics 0, Customs (Old Pavis) 0, Medicine 0, Streetwise Fa</p>	1-2	□ΔIII	3-4	□Δ*	5-6	□III*	7-9	□X▽	10	V#V
1	□ΔIII																										
2	□Δ*																										
3	□III*																										
4-5	○Y▽																										
6	○†Y																										
7-8	V#V																										
9-10	ⓉXIX																										
1-2	□ΔIII																										
3-4	□Δ*																										
5-6	□III*																										
7-9	□X▽																										
10	V#V																										

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D100	Culture	Column 1	Column 2																
65-66	Pelandan	<p>1-5: Pelorian Farmer/Civilized, Just</p> <table border="1"> <tr><td>1-3</td><td>⓪ -Phase VV</td></tr> <tr><td>4-6</td><td>⓪ X̄I</td></tr> <tr><td>7-10</td><td>VIII†</td></tr> </table> <p>Arts Fa, Spear 0, Shield 0, Sword Fa, Athletics 0, Customs (Pelandan) 0, Health 0, Bravery Fa, Streetwise Fa, Wealth +2</p>	1-3	⓪ -Phase VV	4-6	⓪ X̄I	7-10	VIII†	<p>1-5: Pelorian Wife/Civilized, Peaceful</p> <table border="1"> <tr><td>1-3</td><td>⓪ -Phase VV</td></tr> <tr><td>4-6</td><td>□ X̄III</td></tr> <tr><td>7-9</td><td>⓪ IIIV</td></tr> <tr><td>10</td><td>⓪ X̄†</td></tr> </table> <p>Arts Fa, Spear Fa, Shield Fa, Sword Cultural, Customs (Pelandan) 0, Health 0, Medicine 0, Gymnastics 0, Knowledge Fa, Streetwise Fa, Bravery Fa, Wealth +2</p>	1-3	⓪ -Phase VV	4-6	□ X̄III	7-9	⓪ IIIV	10	⓪ X̄†		
1-3	⓪ -Phase VV																		
4-6	⓪ X̄I																		
7-10	VIII†																		
1-3	⓪ -Phase VV																		
4-6	□ X̄III																		
7-9	⓪ IIIV																		
10	⓪ X̄†																		
67-69	Pol Joni	<p>1-6: Herder/Settled, Violent</p> <table border="1"> <tr><td>1-5</td><td>⓪ R̄V</td></tr> <tr><td>6</td><td>⓪ X̄X</td></tr> <tr><td>7</td><td>⓪ HV</td></tr> <tr><td>8-9</td><td>⓪ R̄†</td></tr> <tr><td>10</td><td>⓪ YV</td></tr> </table> <p>Mounted Spear 0, Axe Fa, Riding 0, Athletics 0, Customs (Heortling) 0, Wealth +1</p>	1-5	⓪ R̄V	6	⓪ X̄X	7	⓪ HV	8-9	⓪ R̄†	10	⓪ YV	<p>1-5: Herder/Settled, Cold</p> <table border="1"> <tr><td>1-5</td><td>□ X̄V</td></tr> <tr><td>5-9</td><td>□ X̄III</td></tr> <tr><td>10</td><td>□ X̄X</td></tr> </table> <p>Mounted Spear Fa, Axe Fa, Gymnastics 0, Riding 0, Customs (Heortling) 0, Persuasion 0, Medicine 0, Wealth +1</p>	1-5	□ X̄V	5-9	□ X̄III	10	□ X̄X
1-5	⓪ R̄V																		
6	⓪ X̄X																		
7	⓪ HV																		
8-9	⓪ R̄†																		
10	⓪ YV																		
1-5	□ X̄V																		
5-9	□ X̄III																		
10	□ X̄X																		
70-71	Praxian (Bison)	<p>1-6: Herder/Nomad, Violent</p> <table border="1"> <tr><td>1</td><td>⓪ R̄V</td></tr> <tr><td>2-7</td><td>⓪ X̄X</td></tr> <tr><td>8</td><td>⓪ R̄V</td></tr> <tr><td>9</td><td>⓪ X̄Y</td></tr> <tr><td>10</td><td>⓪ X̄X</td></tr> </table> <p>Mounted Spear 0, Axe 0, Athletics 0, Riding 0, Survival 0, Customs (Praxian) 0</p>	1	⓪ R̄V	2-7	⓪ X̄X	8	⓪ R̄V	9	⓪ X̄Y	10	⓪ X̄X	<p>1-5: Herder/Nomad, Cruel</p> <table border="1"> <tr><td>1-7</td><td>□ X̄V</td></tr> <tr><td>8-9</td><td>□ X̄X</td></tr> <tr><td>10</td><td>⓪ X̄X</td></tr> </table> <p>Mounted Spear Fa, Axe Fa, Gymnastics 0, Riding 0, Survival 0, Customs (Praxian) 0, Medicine Fa</p>	1-7	□ X̄V	8-9	□ X̄X	10	⓪ X̄X
1	⓪ R̄V																		
2-7	⓪ X̄X																		
8	⓪ R̄V																		
9	⓪ X̄Y																		
10	⓪ X̄X																		
1-7	□ X̄V																		
8-9	□ X̄X																		
10	⓪ X̄X																		
72	Praxian (Bolo Lizard)	<p>1-6: Herder/Nomad, Deceitful</p> <table border="1"> <tr><td>1</td><td>V R̄V</td></tr> <tr><td>2-7</td><td>V X̄R̄</td></tr> <tr><td>8</td><td>V R̄R̄</td></tr> <tr><td>9</td><td>V X̄R̄</td></tr> <tr><td>10</td><td>V R̄X̄</td></tr> </table> <p>Bolas 0, Dagger 0, Riding 0, Athletics 0, Survival 0, Customs (Praxian) 0, Size -1,</p>	1	V R̄V	2-7	V X̄R̄	8	V R̄R̄	9	V X̄R̄	10	V R̄X̄	<p>1-5: Herder/Nomad, Deceitful</p> <table border="1"> <tr><td>1-7</td><td>□ R̄V</td></tr> <tr><td>8-10</td><td>□ R̄X̄</td></tr> </table> <p>Bolas 0, Dagger Fa, Gymnastics 0, Riding 0, Survival 0, Customs (Praxian) 0, Medicine Fa, Size -1</p>	1-7	□ R̄V	8-10	□ R̄X̄		
1	V R̄V																		
2-7	V X̄R̄																		
8	V R̄R̄																		
9	V X̄R̄																		
10	V R̄X̄																		
1-7	□ R̄V																		
8-10	□ R̄X̄																		

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D100	Culture	Column 1	Column 2																
73-74	Praxian (High Llama)	1-6: 𐄀𐄁𐄂, Herder/Nomad, Proud <table border="1"> <tr><td>1</td><td>𐄂𐄃𐄄</td></tr> <tr><td>2-7</td><td>𐄀𐄁𐄂</td></tr> <tr><td>8</td><td>𐄂𐄃𐄄</td></tr> <tr><td>9</td><td>𐄀𐄁𐄂</td></tr> <tr><td>10</td><td>𐄀𐄁𐄂</td></tr> </table> Mounted Spear 0, Axe 0, Athletics 0, Riding 0, Survival 0, Customs (Praxian) 0	1	𐄂𐄃𐄄	2-7	𐄀𐄁𐄂	8	𐄂𐄃𐄄	9	𐄀𐄁𐄂	10	𐄀𐄁𐄂	1-5: Herder/Nomad, Proud <table border="1"> <tr><td>1-7</td><td>𐄂𐄃𐄄</td></tr> <tr><td>8-9</td><td>𐄀𐄁𐄂</td></tr> <tr><td>10</td><td>𐄀𐄁𐄂</td></tr> </table> Mounted Spear Fa, Axe Fa, Gymnastics 0, Riding 0, Survival 0, Customs (Praxian) 0, Medicine Fa	1-7	𐄂𐄃𐄄	8-9	𐄀𐄁𐄂	10	𐄀𐄁𐄂
1	𐄂𐄃𐄄																		
2-7	𐄀𐄁𐄂																		
8	𐄂𐄃𐄄																		
9	𐄀𐄁𐄂																		
10	𐄀𐄁𐄂																		
1-7	𐄂𐄃𐄄																		
8-9	𐄀𐄁𐄂																		
10	𐄀𐄁𐄂																		
75	Praxian (Impala)	1-6: 𐄂𐄃𐄄, Herder/Nomad, Deceitful <table border="1"> <tr><td>1</td><td>𐄂𐄃𐄄</td></tr> <tr><td>2-6</td><td>𐄂𐄃𐄄</td></tr> <tr><td>7</td><td>𐄂𐄃𐄄</td></tr> <tr><td>8-9</td><td>𐄂𐄃𐄄</td></tr> <tr><td>10</td><td>𐄂𐄃𐄄</td></tr> </table> Mounted Bow 0, Athletics 0, Riding 0, Survival 0, Customs (Praxian) 0, Size -1	1	𐄂𐄃𐄄	2-6	𐄂𐄃𐄄	7	𐄂𐄃𐄄	8-9	𐄂𐄃𐄄	10	𐄂𐄃𐄄	1-5: Herder/Nomad, Deceitful <table border="1"> <tr><td>1-7</td><td>𐄂𐄃𐄄</td></tr> <tr><td>8-9</td><td>𐄀𐄁𐄂</td></tr> <tr><td>10</td><td>𐄂𐄃𐄄</td></tr> </table> Gymnastics 0, Riding 0, Mounted Bow 0, Survival 0, Customs (Praxian) 0, Medicine Fa, Size -1	1-7	𐄂𐄃𐄄	8-9	𐄀𐄁𐄂	10	𐄂𐄃𐄄
1	𐄂𐄃𐄄																		
2-6	𐄂𐄃𐄄																		
7	𐄂𐄃𐄄																		
8-9	𐄂𐄃𐄄																		
10	𐄂𐄃𐄄																		
1-7	𐄂𐄃𐄄																		
8-9	𐄀𐄁𐄂																		
10	𐄂𐄃𐄄																		
76	Praxian (Ostrich)	1-6: Herder/Nomad, Deceitful <table border="1"> <tr><td>1-4</td><td>𐄂𐄃𐄄</td></tr> <tr><td>6-9</td><td>𐄂𐄃𐄄</td></tr> <tr><td>10</td><td>𐄂𐄃𐄄</td></tr> </table> Spear 0, Throwstick 0, Axe Fa, Athletics 0, Riding 0, Survival 0, Customs (Praxian) 0, Size -1	1-4	𐄂𐄃𐄄	6-9	𐄂𐄃𐄄	10	𐄂𐄃𐄄	1-5: Herder/Nomad, Deceitful <table border="1"> <tr><td>1-5</td><td>𐄂𐄃𐄄</td></tr> <tr><td>6</td><td>𐄀𐄁𐄂</td></tr> <tr><td>7</td><td>𐄂𐄃𐄄</td></tr> <tr><td>8-10</td><td>𐄂𐄃𐄄</td></tr> </table> Spear Fa, Throwstick Fa, Axe Fa, Gymnastics 0, Riding 0, Survival 0, Customs (Praxian) 0, Medicine Fa	1-5	𐄂𐄃𐄄	6	𐄀𐄁𐄂	7	𐄂𐄃𐄄	8-10	𐄂𐄃𐄄		
1-4	𐄂𐄃𐄄																		
6-9	𐄂𐄃𐄄																		
10	𐄂𐄃𐄄																		
1-5	𐄂𐄃𐄄																		
6	𐄀𐄁𐄂																		
7	𐄂𐄃𐄄																		
8-10	𐄂𐄃𐄄																		
77	Praxian (Rhino)	1-6: 𐄂𐄃𐄄, Herder/Nomad, Violent <table border="1"> <tr><td>1</td><td>𐄂𐄃𐄄</td></tr> <tr><td>2-7</td><td>𐄂𐄃𐄄</td></tr> <tr><td>8-9</td><td>𐄂𐄃𐄄</td></tr> <tr><td>10</td><td>𐄂𐄃𐄄</td></tr> </table> Mounted Spear 0, Mace 0, Riding 0, Survival 0, Athletics 0, Customs (Praxian) 0	1	𐄂𐄃𐄄	2-7	𐄂𐄃𐄄	8-9	𐄂𐄃𐄄	10	𐄂𐄃𐄄	1-5: Herder/Nomad, Arbitrary <table border="1"> <tr><td>1-7</td><td>𐄂𐄃𐄄</td></tr> <tr><td>8-10</td><td>𐄀𐄁𐄂</td></tr> </table> Riding 0, Mounted Spear Fa, Mace Fa, Survival 0, Gymnastics 0, Customs (Praxian) 0, Medicine Fa	1-7	𐄂𐄃𐄄	8-10	𐄀𐄁𐄂				
1	𐄂𐄃𐄄																		
2-7	𐄂𐄃𐄄																		
8-9	𐄂𐄃𐄄																		
10	𐄂𐄃𐄄																		
1-7	𐄂𐄃𐄄																		
8-10	𐄀𐄁𐄂																		
78-82	Praxian (Sable)	1-6: 𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂, Herder/Nomad, Mercurial <table border="1"> <tr><td>1-6</td><td>𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂</td></tr> <tr><td>7-9</td><td>𐄂𐄃𐄄</td></tr> <tr><td>10</td><td>𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂</td></tr> </table> Sword 0, Mounted Spear 0, Shield 0, Athletics 0, Riding 0, Survival 0, Health 0, Customs (Praxian) 0, Wealth +1	1-6	𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂	7-9	𐄂𐄃𐄄	10	𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂	1-5: Herder/Nomad, Mercurial <table border="1"> <tr><td>1-5</td><td>𐄂𐄃𐄄</td></tr> <tr><td>6-9</td><td>𐄂𐄃𐄄</td></tr> <tr><td>10</td><td>𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂</td></tr> </table> Sword Fa, Mounted Spear Fa, Shield Fa, Gymnastics 0, Riding 0, Survival 0, Health 0, Customs (Praxian) 0, Medicine Fa, Wealth +1	1-5	𐄂𐄃𐄄	6-9	𐄂𐄃𐄄	10	𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂				
1-6	𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂																		
7-9	𐄂𐄃𐄄																		
10	𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂																		
1-5	𐄂𐄃𐄄																		
6-9	𐄂𐄃𐄄																		
10	𐄂𐄃𐄄 -Phase 𐄀𐄁𐄂																		

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D100	Culture	Column 1	Column 2																						
83-84	Rinliddi	<p>1-6: Farmer/Civilized, Proud</p> <table border="1"> <tr><td>1-5</td><td>⓪ -Phase VV</td></tr> <tr><td>6-7</td><td>⓪XII</td></tr> <tr><td>8-9</td><td>⓪V</td></tr> <tr><td>10</td><td>⓪X†</td></tr> </table> <p>Spear 0, Bow 0, Athletics 0, Riding Fa, Streetwise Fa, Bravery Fa, Health 0, Customs (Dara Happan) 0, Wealth +2</p>	1-5	⓪ -Phase VV	6-7	⓪XII	8-9	⓪V	10	⓪X†	<p>1-6: Pelorian Wife/Civilized, Forgiving</p> <table border="1"> <tr><td>1-5</td><td>⓪ -Phase VV</td></tr> <tr><td>6-7</td><td>□III⓪</td></tr> <tr><td>8-9</td><td>□XIII</td></tr> <tr><td>10</td><td>⓪XIII</td></tr> </table> <p>Spear Fa, Bow Fa, Gymnastics 0, Streetwise Fa, Customs (Dara Happan) 0, Medicine 0, Bravery Fa, Health 0, Gymnastics 0, Knowledge Fa, Riding 0, Wealth +2</p>	1-5	⓪ -Phase VV	6-7	□III⓪	8-9	□XIII	10	⓪XIII						
1-5	⓪ -Phase VV																								
6-7	⓪XII																								
8-9	⓪V																								
10	⓪X†																								
1-5	⓪ -Phase VV																								
6-7	□III⓪																								
8-9	□XIII																								
10	⓪XIII																								
85-87	Sun Domer	<p>1-8: OYV, Sun Dome Templar/Civilized, Proud</p> <p>Spear 0, Shield 0, Sword Fa, Athletics 0, Bravery 0, Health 0, Customs (Sun Domer) 0, Wealth +2</p>	<p>1-3: □XIII, Sun Domer Wife/Civilized, Modest</p> <p>Spear Fa, Shield Fa, Sword Cultural, Gymnastics 0, Customs (Sun Domer) 0, Persuasion 0, Medicine 0</p>																						
88-89	Sylilan	<p>1-6: Free Farmer/Civilized, Proud</p> <table border="1"> <tr><td>1-3</td><td>⓪ -Phase VV</td></tr> <tr><td>4-6</td><td>●R⓪</td></tr> <tr><td>7</td><td>⓪V</td></tr> <tr><td>8-9</td><td>⓪XII</td></tr> <tr><td>10</td><td>⓪X†</td></tr> </table> <p>Spear 0, Shield Fa, Sword Fa, Athletics 0, Health 0, Riding Fa, Bravery Fa, Customs (Alkoring) 0</p>	1-3	⓪ -Phase VV	4-6	●R⓪	7	⓪V	8-9	⓪XII	10	⓪X†	<p>1-5: Steadwife/Civilized, Chaste</p> <table border="1"> <tr><td>1-2</td><td>⓪ -Phase VV</td></tr> <tr><td>3-5</td><td>●R⓪</td></tr> <tr><td>6-7</td><td>□XIII</td></tr> <tr><td>8</td><td>●X□</td></tr> <tr><td>9</td><td>≠R</td></tr> <tr><td>10</td><td>≠X</td></tr> </table> <p>Spear Fa, Shield Fa, Shield Fa, Gymnastics 0, Riding Fa, Bravery Fa, Health 0, Customs (Alkoring) 0, Gymnastics 0, Medicine 0, Persuasion 0</p>	1-2	⓪ -Phase VV	3-5	●R⓪	6-7	□XIII	8	●X□	9	≠R	10	≠X
1-3	⓪ -Phase VV																								
4-6	●R⓪																								
7	⓪V																								
8-9	⓪XII																								
10	⓪X†																								
1-2	⓪ -Phase VV																								
3-5	●R⓪																								
6-7	□XIII																								
8	●X□																								
9	≠R																								
10	≠X																								
90-91	Talastaring	<p>1-6: Free Farmer/Settled, Reckless</p> <table border="1"> <tr><td>1-6</td><td>⓪RV</td></tr> <tr><td>8</td><td>⓪V</td></tr> <tr><td>8-9</td><td>⓪ -Phase RV</td></tr> <tr><td>10</td><td>⓪XII</td></tr> </table> <p>Spear 0, Axe Fa, Shield Fa, Athletics 0, Customs (Heortling) 0, B1 Running</p>	1-6	⓪RV	8	⓪V	8-9	⓪ -Phase RV	10	⓪XII	<p>1-5: Steadwife/Settled, Prudent</p> <table border="1"> <tr><td>1-7</td><td>□XIII</td></tr> <tr><td>8</td><td>≠RV</td></tr> <tr><td>9-10</td><td>⓪ -Phase XV</td></tr> </table> <p>Spear Fa, Axe Fa, Shield Cultural, Gymnastics 0, Customs (Heortling) 0, Persuasion 0, Gymnastics 0, Medicine 0, B1 Running</p>	1-7	□XIII	8	≠RV	9-10	⓪ -Phase XV								
1-6	⓪RV																								
8	⓪V																								
8-9	⓪ -Phase RV																								
10	⓪XII																								
1-7	□XIII																								
8	≠RV																								
9-10	⓪ -Phase XV																								
92	Telmori	<p>1-7: ▼†X, Hunter/Nomad, Violent</p> <p>Spear 0, Athletics 0, Unarmed 0, Health 0, B1 Running, Bravery Fa, Customs (Telemori) 0, Gymnastics 0, Stealth 0</p>																							
93-94	Unicorn Women	<p>Always Female, 1-7: Herder/Nomad, Chaste</p> <table border="1"> <tr><td>1-5</td><td>⓪†V</td></tr> <tr><td>6-7</td><td>□XIII</td></tr> <tr><td>8</td><td>OYV</td></tr> <tr><td>9</td><td>⓪ -Phase VV</td></tr> <tr><td>10</td><td>⓪R</td></tr> </table> <p>Mounted Spear 0, Axe 0, Riding 0, Health 0, Survival 0, Gymnastics 0, Customs (Praxian) 0, Bravery Fa</p>	1-5	⓪†V	6-7	□XIII	8	OYV	9	⓪ -Phase VV	10	⓪R													
1-5	⓪†V																								
6-7	□XIII																								
8	OYV																								
9	⓪ -Phase VV																								
10	⓪R																								
95-00	Zola Fel Riverfolk	<p>1-7: ≠RX, Fisher/Settled, Peaceful</p> <p>Water Life 0, Customs (Riverfolk) 0, Gymnastics 0, Stealth 0, Medicine 0, Swimming +1,</p>																							

Pavis Quest

Background Keyword

If your character doesn't have the standard background for their culture then use these tables to determine their background. Re-roll any result which is the same as the standard background. Note that there is no requirement for this to match sex.

D100	Nomad
01-10	Fisher
11-15	God-Talker
16-30	Gatherer
31-45	Healer
46-60	Herder
61-75	Hunter
76-80	Priest
81-90	Leader
91-00	Spirit Talker

D100	Settled
01-04	Fisher
05-09	Healer
10-14	Herder
15-19	Hunter
20-23	Lawspeaker
24-28	Merchant
29-33	Thane
34-37	God-Talker
38-39	Priest
40-43	Mercenary
44-48	Priest
49	Spirit Talker
50-53	Bard
54-58	Weaponthane
59-63	Crafter
64-68	Entertainer
69-72	Sage
73-77	Thief
78-82	Bandit
83-87	Farmer
88-92	Steadwife
93-00	Free Farmer

D100	Civilized
01-04	Fisher
05-08	Healer
09-12	Herder
13-16	Hunter
17-21	Lawyer
22-27	Merchant
28-32	Noble
33-37	Soldier
38-41	Mercenary
42-43	God Talker
44-47	Priest
48-51	Apprentice Sorcerer
52-55	Bandit
56-60	Crafter
61-65	Entertainer
66-70	Scholar
71-74	Thief
75-78	Sailor
79-84	Farmer
85-89	Citizen
90-94	Citizen's Wife
95-00	Pelorian Wife

The tables shows the skill levels or other characteristics gained because of background; either standard or non-standard. All increases are applied to either basic skills or cultural skills if the character has them. Some skills are listed in () and are increased to this value if currently below. Other skills show an increase from current value. If a skill is listed as (0) +1 it means that if currently below Trained (0) it becomes that but if already at least Trained (0) then go up 1 skill level. Without a Talent in a skill it can't reach Expert (2) so Skilled (1) is the maximum. This is usually the profession

the character's family were expecting or hoping they would take up. It was often the profession of one of their parents or another close family member and when they were young they received some training in this direction.

Background	Skills
Apprentice Sorcerer	Knowledge (0) +1, Literacy (Own Language) (0) +1, if from Lunar Empire add Literacy New Pelorian (0) +1. Roll D10 and on 1-7 gain or replace Being Rune with Δ or Ⓚ rune or a moon phase, player's choice of which.
Bandit	Cultural Weapons (0) +1, Gymnastics +1, Athletics +1, B1 Running unless has Riding at Fa or better in which case Riding +1, Stealth +1, Tactics +1, Perception +1
Bard	Gymnastics +1, B1 Running, Customs - Culture +1, Knowledge +1, Bravery +1, Arts (0) +1, Persuasion +1, Leadership & Oratory +2, Wealth +1
Citizen	Customs - Culture +1, Leadership & Oratory +1, Knowledge +1, Literacy +1, Streetwise +1, Wealth +1
Citizen's Wife	Customs - Culture +1, Streetwise +1, Knowledge +1, Literacy +1, Arts +1, Wealth +1
Crafter	Customs - Culture +1, Knowledge +1, Devices +1, Streetwise +1, Craft (0) +1, Wealth +1, Roll D10: On 6+ Arts (0) +1 or on 9+ Arts +2.
Entertainer	Customs - Culture +1, Gymnastics +1, Knowledge +1, Perception +1, Persuasion +1, Stealth +1, Streetwise +1, Arts (0) +1
Esrolian Woman	Customs - Culture +1, Persuasion +1, Streetwise +1, Leadership & Oratory +1, Knowledge +1, Arts +1
Farmer	Customs - Culture +1, Craft +1, Athletics +1
Fisher	Water Life (0) +1, Perception +1, Swimming +1
Free Farmer	Customs - Culture +1, Athletics +1, Craft +1, Health +1, Wealth +1
Gatherer	Customs - Culture +1, Medicine +1, Perception +1, Survival (0) +1
God-Talker	Customs - Culture +1, Knowledge +1, Persuasion +1. +1 to one Rune. Wealth +1
Healer	Medicine (0) +1, Knowledge +1, Perception +1

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Background	Skills																																										
Herder	Customs - Culture +1, +1 to one cultural weapon, Perception +1, If has Riding -1 or better then Riding +1 otherwise B1 Running																																										
Horticulturist	Customs (Cultures) +1																																										
Hunter	+1 to cultural one weapon, Perception +1, Survival +1, Stealth +1, If has Riding -1 or better Riding +1 otherwise B1 Base Move																																										
Lawspeaker	Customs - Culture +1, Knowledge +1, Persuasion +1, Wealth +1																																										
Lawyer	Customs - Culture +1, Literacy (Own Language) (0) +1, if from Lunar Empire also Literacy add New Pelorian (0) +1, Knowledge (0) +1, Persuasion +1, Leadership & Oratory +1, Streetwise +1, Wealth +2																																										
Leader	Customs - Culture +1, Cultural weapons +1 and replace Axe (if possessed) with Sword, Riding +1, Knowledge +1, Persuasion +1, Tactics +1, Leadership & Oratory (0) +1, Bravery +1, Wealth +2																																										
Mercenary	Perception +1, Stealth +1, Tactics +1, Bravery +1, Streetwise +1. Roll for Mercenary Unit to get skills.																																										
	<table border="1" style="width: 100%;"> <thead> <tr> <th>D20</th> <th>Mercenary Unit</th> </tr> </thead> <tbody> <tr><td>1</td><td>Spear (0) +1, Shield (0) +1, Sword (0), Athletics +1</td></tr> <tr><td>2</td><td>Spear (0), Sword +2, Shield +1</td></tr> <tr><td>3</td><td>Spear (0) +1, Sword (0), Shield (0) +1, B1 Running</td></tr> <tr><td>4</td><td>Sword (0) +1, B1 Running, Shield (0) +1</td></tr> <tr><td>5</td><td>Bow (0) +1, B1 Running, Gymnastics +1</td></tr> <tr><td>6</td><td>Bow (0) +1, Sword 0</td></tr> <tr><td>7</td><td>Sling (0) +1, B1 Running, Gymnastics +1</td></tr> <tr><td>8</td><td>Spear (0) +1, Sword (0) +1, B1 Running, Gymnastics +1, Shield (0) +1</td></tr> <tr><td>9</td><td>Spear (0) +1, Sword (0) +1, Riding (0) +1</td></tr> <tr><td>10</td><td>Spear (0) +1, Sword (0) +1, Shield (0) +1, Riding (0) +1</td></tr> <tr><td>11</td><td>Bow +2, Sword (0), Riding (0) +1</td></tr> <tr><td>12</td><td>Spear (0) +1, Sword (0) +1, Riding (0) +1</td></tr> <tr><td>13</td><td>Mace +2</td></tr> <tr><td>14</td><td>Axe (0) +1, Sword (0)</td></tr> <tr><td>15</td><td>Spear (0) +1, B1 Running, Gymnastics +1</td></tr> <tr><td>16</td><td>Mace (0) +1, Shield (0) +1, B1 Running, Gymnastics +1</td></tr> <tr><td>17</td><td>Sword (0) +1, Shield (0) +1, Athletics +1</td></tr> <tr><td>18</td><td>Spear (0) +1, Shield (0) +1, Sword (0), Riding +1</td></tr> <tr><td>19</td><td>Axe +2, Sword (0) +1, Riding +1</td></tr> <tr><td>20</td><td>Spear (0) +1, Shield (0) +1, Sword (0), Gymnastics +1</td></tr> </tbody> </table>	D20	Mercenary Unit	1	Spear (0) +1, Shield (0) +1, Sword (0), Athletics +1	2	Spear (0), Sword +2, Shield +1	3	Spear (0) +1, Sword (0), Shield (0) +1, B1 Running	4	Sword (0) +1, B1 Running, Shield (0) +1	5	Bow (0) +1, B1 Running, Gymnastics +1	6	Bow (0) +1, Sword 0	7	Sling (0) +1, B1 Running, Gymnastics +1	8	Spear (0) +1, Sword (0) +1, B1 Running, Gymnastics +1, Shield (0) +1	9	Spear (0) +1, Sword (0) +1, Riding (0) +1	10	Spear (0) +1, Sword (0) +1, Shield (0) +1, Riding (0) +1	11	Bow +2, Sword (0), Riding (0) +1	12	Spear (0) +1, Sword (0) +1, Riding (0) +1	13	Mace +2	14	Axe (0) +1, Sword (0)	15	Spear (0) +1, B1 Running, Gymnastics +1	16	Mace (0) +1, Shield (0) +1, B1 Running, Gymnastics +1	17	Sword (0) +1, Shield (0) +1, Athletics +1	18	Spear (0) +1, Shield (0) +1, Sword (0), Riding +1	19	Axe +2, Sword (0) +1, Riding +1	20	Spear (0) +1, Shield (0) +1, Sword (0), Gymnastics +1
	D20	Mercenary Unit																																									
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20	Spear (0) +1, Shield (0) +1, Sword (0), Gymnastics +1																																										
Merchant	Customs - Culture +1, If Civilized Literacy (Own Language) +1 and if from Lunar Empire add Literacy (New Pelorian) +1, If Settled Stealth +1, Persuasion +1, Streetwise +1, Wealth +2																																										
Noble	Customs - Culture +1, replace any Axe with a Sword, Sword +1, Literacy (Own Language) (0) +1 and if from Lunar Empire add Literacy (New Pelorian), Knowledge +1, Arts +1, Gymnastics +1, Leadership & Oratory +1, Riding +1, Wealth +4																																										
Pelorian Wife	Customs - Culture +1, Arts +1, Gymnastics +1, Knowledge +1, Streetwise +1																																										
Priest	Customs - Culture +1, Literacy (Own Language) (0) +1 and if from Lunar Empire add Literacy (New Pelorian) (0) +1, Knowledge +1, Leadership & Oratory +1. +1 to one Rune, Wealth +1.																																										
Sage	Literacy (Own Language) (0) +1, Knowledge (0) +1, Persuasion +1, Wealth +1.																																										
Sailor	Water Life (0) +1, Gymnastics +1, Perception +1, Streetwise +1																																										
Scholar	Literacy (Own Language) (0) +1 and if from Lunar Empire add Literacy (New Pelorian) (0) +1, Knowledge +2, Wealth +1																																										

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Background	Skills																														
Soldier	If an Esrolian Male: Perception +1, B1 Running and increase all cultural weapons by +1. If an Esrolian Female: Perception +1, Bravery +1 and roll on Esrolian Military Unit to get skills:																														
	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="background-color: #e0e0e0;">D10</th> <th style="background-color: #e0e0e0;">Esrolian Military Unit</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>Spear (0) +1, Melee Attack (1H Axe) (0) +1, Gymnastics +1, Parry (Small Shield) (0) +1, B1 Running</td> </tr> <tr> <td>4-6</td> <td>Axe +2, B1 Running, Gymnastics +1</td> </tr> <tr> <td>7-10</td> <td>Mounted Spear (0) +1, Riding (0) +1</td> </tr> </tbody> </table>	D10	Esrolian Military Unit	1-3	Spear (0) +1, Melee Attack (1H Axe) (0) +1, Gymnastics +1, Parry (Small Shield) (0) +1, B1 Running	4-6	Axe +2, B1 Running, Gymnastics +1	7-10	Mounted Spear (0) +1, Riding (0) +1																						
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	4-6	Axe +2, B1 Running, Gymnastics +1																													
	7-10	Mounted Spear (0) +1, Riding (0) +1																													
	Others: Perception +1, Tactics +1, Streetwise +1, Bravery +1 and roll on Military Unit to get skills.																														
	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="background-color: #e0e0e0;">D20</th> <th style="background-color: #e0e0e0;">Military Unit</th> </tr> </thead> <tbody> <tr> <td>1-7</td> <td>All Cultural Weapons (0) +1, B1 Running</td> </tr> <tr> <td>8</td> <td>Spear (0) +1, Shield (0) +1, Sword (0), Bravery +1</td> </tr> <tr> <td>9</td> <td>Spear (0) +1, Sword (0), Shield (0) +1, B1 Running</td> </tr> <tr> <td>10</td> <td>Spear (0) +1, Sword +2, Shield (0) +1</td> </tr> <tr> <td>11</td> <td>Sword +2, B1 Running, Shield (0) +1</td> </tr> <tr> <td>12</td> <td>Bow +2, B1 Running, Gymnastics +1</td> </tr> <tr> <td>13</td> <td>Bow +2, Sword (0)</td> </tr> <tr> <td>14</td> <td>Sling +2, B1 Running, Gymnastics +1</td> </tr> <tr> <td>15</td> <td>Spear (0) +1, Sword (0) +1, B1 Running, Gymnastics +1, Shield (0) +1</td> </tr> <tr> <td>16</td> <td>Mounted Spear (0) +1, Sword (0) +1, Riding (0) +1</td> </tr> <tr> <td>17</td> <td>Mounted Spear (0) +1, Sword (0), Shield (0) +1, Riding (0) +1</td> </tr> <tr> <td>18</td> <td>Mounted Bow +2, Sword (0), Riding +1</td> </tr> <tr> <td>19</td> <td>Mounted Spear (0) +1, Sword (0), Riding +2</td> </tr> <tr> <td>20</td> <td>Mace (0) +1, Shield (0) +1, B1 Running, Gymnastics +1</td> </tr> </tbody> </table>	D20	Military Unit	1-7	All Cultural Weapons (0) +1, B1 Running	8	Spear (0) +1, Shield (0) +1, Sword (0), Bravery +1	9	Spear (0) +1, Sword (0), Shield (0) +1, B1 Running	10	Spear (0) +1, Sword +2, Shield (0) +1	11	Sword +2, B1 Running, Shield (0) +1	12	Bow +2, B1 Running, Gymnastics +1	13	Bow +2, Sword (0)	14	Sling +2, B1 Running, Gymnastics +1	15	Spear (0) +1, Sword (0) +1, B1 Running, Gymnastics +1, Shield (0) +1	16	Mounted Spear (0) +1, Sword (0) +1, Riding (0) +1	17	Mounted Spear (0) +1, Sword (0), Shield (0) +1, Riding (0) +1	18	Mounted Bow +2, Sword (0), Riding +1	19	Mounted Spear (0) +1, Sword (0), Riding +2	20	Mace (0) +1, Shield (0) +1, B1 Running, Gymnastics +1
	D20	Military Unit																													
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16	Mounted Spear (0) +1, Sword (0) +1, Riding (0) +1																														
17	Mounted Spear (0) +1, Sword (0), Shield (0) +1, Riding (0) +1																														
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19	Mounted Spear (0) +1, Sword (0), Riding +2																														
20	Mace (0) +1, Shield (0) +1, B1 Running, Gymnastics +1																														
Spirit Talker	Knowledge +1, Persuasion +1. Roll D10 on 1-7 has a ⚔ rune at +1 replacing another rune if necessary. Roll D10 and on 1-7 gain or replace Being Rune with ⚔ rune at +1 but remember the maximum modifier for a rune is +2.																														
Steadwife	Customs - Culture +1, Medicine +1, Persuasion +1																														
Sun Dome Templar	+1 to all cultural weapons, Bravery +1, Customs - Culture +1.																														
Sun Dome Wife	Customs - Culture +1, Persuasion +1, Medicine +1																														
Thane	Replace Axe (if any) with Sword, +1 Sword and one other cultural weapon, Customs - Culture +1, Knowledge +1, Persuasion +2, Leadership & Oratory +1, Riding +1, Bravery +1, Wealth +2																														
Thief	Dagger (0) +1, Gymnastics +1, Stealth +1, Streetwise (0) +1																														
Weaponthane	Replace Axe (if any) with Sword, +1 Sword and other cultural weapons, Athletics +1, Perception +1, Tactics +1, Leadership & Oratory +1, Riding +1, Bravery +1																														

Random Runes, Skills, Traits and Modifiers from Runes

A character may already have some runes decided earlier in character generation. Roll randomly for each of the others. Re-roll opposites automatically unless you have a moon phase. Re-roll any that match a standard rune that you didn't get and re-roll duplicates. Some runes can be swapped for others only in order to join a cult with a matching rune for 1 XP (See Pavis Quest: Cults & Magic). The allowed swaps are shown in the box.

Each rune lists some traits and the chance the character may have: roll for each of them. The tables also list some skills that a character gets at Trained (0) unless they already have a better value in them. Note this doesn't imply that NPCs with these runes all have these skills – it is just part of PC generation.

Swapping Runes (1 XP)
☉ to ☉☉
● to ●●
☿ to ●
☿ to ●
☿ to ● (Dying)
☿ to ●
☿ to ☉ (Full)
☿ to ☿
☿ to ☿

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Soul Rune

The character will have each soul trait on 1-6 on D10.

D100	Rune	Traits	Skills
01-25	☯	Emotional, Proud, Violent	Sword 0, Spear 0, Leadership & Oratory 0
26-35	☺	Loyal, Constant, Chaste	Spear 0, Bow 0, Perception 0
36-45	☼	Emotional, Worldly, Industrious	Spear 0, Craft 0, Streetwise 0
46-50	○	Modest, Pure, Loyal	Perception 0, Bow 0, Spear 0
51-60	≄	Mercurial, Deep, Arbitrary	Trident or Flail 0, Water Life 0, B1 Swimming
61-70	●	Cruel, Cold, Deceitful	Mace 0, Stealth 0, Bravery 0
71-72	●●	Deceitful, Mercurial, Frivolous	Gymnastics 0, Stealth 0, Survival 0
73-77	●○	Cold, Thrifty, Vengeful	Survival 0, Health 0, Stealth 0
78-95	□	Prudent, Lustful, Industrious	Axe 0, Survival 0, Athletics 0
96-00	⓪	Roll for phase	

Power Rune

The character will have each power trait on 1-8 on D10.

D100	Rune	Traits	Skills
01-14	†	Cold, Vengeful, Just	Athletics 0, Sword, Axe or Mace 0
15-16	☩	Emotional, Violent, Reckless	Axe 0, Mace 0
17-26	☰	Generous, Worldly, Lustful	Health 0, Persuasion 0
27-35	☱	Peaceful, Kind, Forgiving	Medicine 0, Arts 0
36-41	☲	Faithless, Forgiving, Modest	Persuasion 0, Streetwise 0
42-50	☴	Mercurial, Faithless, Arbitrary	Persuasion 0, Streetwise 0
51-61	Υ	Honest, Just, Loyal	Perception 0, Bravery 0
62-70	∴	Deceitful, Frivolous, Superficial	Persuasion 0, Stealth 0
71-78	♁	Constant, Prudent, Industrious	Health 0, Bravery 0
79-88	♃	Mercurial, Reckless, Frivolous	B1 Base Move, Gymnastics 0
89-95	▼	Choose the animal type for the rune. With the referee choose two skills and 3 traits suitable for the animal.	
96-00	✱	Emotional, Wordly, Loyal	Customs (Choose Two) 0

Being Rune

The character will have each being trait on 1-6 on D10.

D100	Rune	Traits	Skills	Opposite
01-04	†	Cold, Vengeful, Just	Athletics 0, Sword, Axe or Mace 0	☰
05-08	☰	Generous, Worldly, Lustful	Health 0, Persuasion 0	†
09-12	☱	Peaceful, Kind, Forgiving	Medicine 0, Arts 0,	☴
13-16	☴	Mercurial, Faithless, Arbitrary	Persuasion 0, Streetwise 0	☱
17-20	Υ	Honest, Just, Loyal	Perception 0, Bravery 0	∴
21-24	∴	Deceitful, Frivolous, Superficial	Persuasion 0, Stealth 0	Υ
25-28	♁	Constant, Prudent, Industrious	Health 0, Bravery 0	♃
29-32	♃	Mercurial, Reckless, Frivolous	B1 Base Move, Gymnastics 0	♁
33-36	▼	Choose the animal type for the rune. With the referee choose two skills and 3 traits suitable for the animal.		
37-46	⓪	Roll for phase		
47-49	○	Modest, Pure, Loyal	Perception 0, Bow 0, Spear 0	●●
50-51	☩	Mercurial, Faithless, Industrious	Bravery 0, Stealth 0	
52-53	✱	Cold, Constant, Deep	Tactics 0, Knowledge 0	
54-55	✱	Violent, Thrifty, Cruel	Stealth 0, Survival 0	
56-59	♁	Constant, Just, Industrious	Knowledge 0, Literacy 0	

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D100	Rune	Traits	Skills	Opposite
60-62	⚡	Reckless, Mercurial, Superficial	Can roll an extra D10 with any test. On a 1 bumps the result down a level or on an 9-10 bumps it up level.	
63-67	⚔	Emotional, Wordly, Loyal	Customs (Choose Two) 0	
68-70	⚔	Deep, Thrifty, Cold	Knowledge 0, +1 Power Point (PP)	
71-76	⚔	Proud, Just, Cold	Leadership & Oratory 0, Persuasion 0,	
75-80	⚔	Wordly, Generous, Lustful	Health 0, Survival or Water Life 0	
81-82	⚔	Mercurial, Arbitrary, Cruel	+1 Power Point (PP), +1 Magical Resistance	
83-84	⚔	Emotional, Proud, Violent	Sword 0, Spear 0, Leadership & Oratory 0	
85-86	⚔	Loyal, Constant, Chaste	Spear 0, Bow 0, Perception 0	●
87-88	⚔	Mercurial, Deep, Arbitrary	Trident or Flail 0, Water Life 0, B1 Swimming	
89-90	●	Cruel, Cold, Deceitful	Mace 0, Stealth 0, Bravery 0	⊙⊙
91-92	□	Prudent, Lustful, Industrious	Axe 0, Survival 0, Athletics 0	
93-94	⊙	Emotional, Worldly, Industrious	Spear 0, Craft 0, Streetwise 0	●
95	●	Cold, Thrifty, Vengeful	Survival 0, Health 0, Stealth 0	⊙
96	●	Deceitful, Mercurial, Frivolous	Gymnastics 0, Stealth 0, Survival 0	⊙⊙
97-98	⚔	Emotional, Violent, Reckless	Axe 0, Mace 0	⚔
99-00	⚔	Faithless, Forgiving, Modest	Persuasion 0, Streetwise 0	

Moon Phase

D14	Moon Phase	Traits	Skills and Effects
1-2	☾ Crescent Come	Proud, Violent, Chaste	Spear 0, Sword 0, Survival 0
3-4	☾ Crescent Go	Worldly, Lustful, Prudent	Medicine 0, Persuasion 0, Health 0
5-6	☾ Dying	Cold, Forgiving, Deep	Bravery 0, Knowledge 0, Medicine 0
7	☾ Black		The character has been exposed to teachings on Illumination. The character gains Illumination skill at +1. Roll another phase.
8-10	☾ Empty Half	Just, Vengeful, Loyal	Sword or Mace 0, Tactics 0, Athletics 0
11-12	☾ Full Half	Reckless, Pure, Frivolous	Persuasion 0, Bow 0, Gymnastics 0
13	☾ Full	Pure, Cold, Peaceful	Knowledge 0, Perception 0, Persuasion 0
14	Blue Moon (no phase)	Deceitful, Deep, Constant	Stealth 0, Perception 0, Knowledge 0

Profession Keyword

This represents what you have been doing just before the game begins. This is what brought you into the position of becoming an adventurer. If a skill is listed as (0) +1 it means that if currently below Trained (0) it becomes that but if already at least Trained (0) then go up 1 skill level. Without a Talent in a skill it can't reach Expert (2) so Skilled (1) is the maximum.

D100	Profession	Skills
01-10	Bandit	+1 to a Weapon, Different Weapon (0), Gymnastics +1, Athletics +1, B1 Running unless currently has Riding Familiar or better in which case Riding +1, Stealth +1, Tactics +1, Perception +1
11-20	Caravan Guard	+1 to a Weapon, Different Weapon (0), Customs (Other Culture) +1, Athletics +1, B1 Running unless currently has Riding Familiar or better then Riding +1, Tactics +1, Perception +1
21-30	Knowledge Seeker	Knowledge (0) +1, Literacy (0) +1 (Own Language if it has a written form otherwise New Pelorian), Literacy (Old Pavic) +1, Literacy (Other Language) +1, Customs Other Culture +1.

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D100	Profession	Skills																																										
31-40	Mercenary	<p>If the character had the Background Keyword mercenary then roll D10 – on 1-6 they stayed in the same unit. In this case use the same numbered option on the table otherwise roll for unit type. Perception +1, Stealth +1, Tactics +1, Bravery +1, Streetwise +1, Customs Other Culture +1.</p> <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>D20</th> <th>Mercenary Unit</th> </tr> </thead> <tbody> <tr><td>1</td><td>Spear (0) +1, Shield (0) +1, Sword (0), Athletics +1</td></tr> <tr><td>2</td><td>Spear (0), Sword +2, Shield +1</td></tr> <tr><td>3</td><td>Spear (0) +1, Sword (0), Shield (0) +1, B1 Running</td></tr> <tr><td>4</td><td>Sword (0) +1, B1 Running, Shield (0) +1</td></tr> <tr><td>5</td><td>Bow (0) +1, B1 Running, Gymnastics +1</td></tr> <tr><td>6</td><td>Bow (0) +1, Sword 0</td></tr> <tr><td>7</td><td>Sling (0) +1, B1 Running, Gymnastics +1</td></tr> <tr><td>8</td><td>Spear (0) +1, Sword (0) +1, B1 Running, Gymnastics +1, Shield (0) +1</td></tr> <tr><td>9</td><td>Spear (0) +1, Sword (0) +1, Riding (0) +1</td></tr> <tr><td>10</td><td>Spear (0) +1, Sword (0) +1, Shield (0) +1, Riding (0) +1</td></tr> <tr><td>11</td><td>Bow +2, Sword (0), Riding (0) +1</td></tr> <tr><td>12</td><td>Spear (0) +1, Sword (0) +1, Riding (0) +1</td></tr> <tr><td>13</td><td>Mace +2</td></tr> <tr><td>14</td><td>Axe (0) +1, Sword (0)</td></tr> <tr><td>15</td><td>Spear (0) +1, B1 Running, Gymnastics +1</td></tr> <tr><td>16</td><td>Mace (0) +1, Shield (0) +1, B1 Running, Gymnastics +1</td></tr> <tr><td>17</td><td>Sword (0) +1, Shield (0) +1, Athletics +1</td></tr> <tr><td>18</td><td>Spear (0) +1, Shield (0) +1, Sword (0), Riding +1</td></tr> <tr><td>19</td><td>Axe +2, Sword (0) +1, Riding +1</td></tr> <tr><td>20</td><td>Spear (0) +1, Shield (0) +1, Sword (0), Gymnastics +1</td></tr> </tbody> </table>	D20	Mercenary Unit	1	Spear (0) +1, Shield (0) +1, Sword (0), Athletics +1	2	Spear (0), Sword +2, Shield +1	3	Spear (0) +1, Sword (0), Shield (0) +1, B1 Running	4	Sword (0) +1, B1 Running, Shield (0) +1	5	Bow (0) +1, B1 Running, Gymnastics +1	6	Bow (0) +1, Sword 0	7	Sling (0) +1, B1 Running, Gymnastics +1	8	Spear (0) +1, Sword (0) +1, B1 Running, Gymnastics +1, Shield (0) +1	9	Spear (0) +1, Sword (0) +1, Riding (0) +1	10	Spear (0) +1, Sword (0) +1, Shield (0) +1, Riding (0) +1	11	Bow +2, Sword (0), Riding (0) +1	12	Spear (0) +1, Sword (0) +1, Riding (0) +1	13	Mace +2	14	Axe (0) +1, Sword (0)	15	Spear (0) +1, B1 Running, Gymnastics +1	16	Mace (0) +1, Shield (0) +1, B1 Running, Gymnastics +1	17	Sword (0) +1, Shield (0) +1, Athletics +1	18	Spear (0) +1, Shield (0) +1, Sword (0), Riding +1	19	Axe +2, Sword (0) +1, Riding +1	20	Spear (0) +1, Shield (0) +1, Sword (0), Gymnastics +1
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41-50	Merchant	Customs - Culture +1, Customs Other Culture +1, If Civilized Literacy (Own Language) (0) +1 and if from Lunar Empire Literacy (New Pelorian) (0) +1, If Settled Stealth +1, Knowledge +1, Persuasion +1, Streetwise +1, Wealth +2																																										
51-60	Sailor	+1 in one weapon, Water Life (0) +1, Athletics (0), Gymnastics +1, Perception +1, Streetwise +1																																										

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D100	Profession	Skills																																						
61-70	Soldier	<p>If the character has the Background Keyword Soldier then roll D10 and on 1-7 the character stay in the same unit so use the same option number as before otherwise: If an Esrolian Male: Perception +1, B1 Running and increase all cultural weapons by +1. If an Esrolian Female: Perception +1, Bravery +1 and roll on Esrolian Military Unit to get skills:</p> <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>D10</th> <th>Esrolian Military Unit</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>Spear (0) +1, Melee Attack (1H Axe) (0) +1, Gymnastics +1, Parry (Small Shield) (0) +1, B1 Running</td> </tr> <tr> <td>4-6</td> <td>Axe +2, B1 Running, Gymnastics +1</td> </tr> <tr> <td>7-10</td> <td>Mounted Spear (0) +1, Riding (0) +1</td> </tr> </tbody> </table> <p>Others: Perception +1, Tactics +1, Streetwise +1, Bravery +1 and roll on Military Unit to get skills.</p> <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>D20</th> <th>Military Unit</th> </tr> </thead> <tbody> <tr> <td>1-7</td> <td>All Cultural Weapons (0) +1, B1 Running</td> </tr> <tr> <td>8</td> <td>Spear (0) +1, Shield (0) +1, Sword (0), Bravery +1</td> </tr> <tr> <td>9</td> <td>Spear (0) +1, Sword (0), Shield (0) +1, B1 Running</td> </tr> <tr> <td>10</td> <td>Spear (0) +1, Sword +2, Shield (0) +1</td> </tr> <tr> <td>11</td> <td>Sword +2, B1 Running, Shield (0) +1</td> </tr> <tr> <td>12</td> <td>Bow +2, B1 Running, Gymnastics +1</td> </tr> <tr> <td>13</td> <td>Bow +2, Sword (0)</td> </tr> <tr> <td>14</td> <td>Sling +2, B1 Running, Gymnastics +1</td> </tr> <tr> <td>15</td> <td>Spear (0) +1, Sword (0) +1, B1 Running, Gymnastics +1, Shield (0) +1</td> </tr> <tr> <td>16</td> <td>Mounted Spear (0) +1, Sword (0) +1, Riding (0) +1</td> </tr> <tr> <td>17</td> <td>Mounted Spear (0) +1, Sword (0), Shield (0) +1, Riding (0) +1</td> </tr> <tr> <td>18</td> <td>Mounted Bow +2, Sword (0), Riding +1</td> </tr> <tr> <td>19</td> <td>Mounted Spear (0) +1, Sword (0), Riding +2</td> </tr> <tr> <td>20</td> <td>Mace (0) +1, Shield (0) +1, B1 Running, Gymnastics +1</td> </tr> </tbody> </table>	D10	Esrolian Military Unit	1-3	Spear (0) +1, Melee Attack (1H Axe) (0) +1, Gymnastics +1, Parry (Small Shield) (0) +1, B1 Running	4-6	Axe +2, B1 Running, Gymnastics +1	7-10	Mounted Spear (0) +1, Riding (0) +1	D20	Military Unit	1-7	All Cultural Weapons (0) +1, B1 Running	8	Spear (0) +1, Shield (0) +1, Sword (0), Bravery +1	9	Spear (0) +1, Sword (0), Shield (0) +1, B1 Running	10	Spear (0) +1, Sword +2, Shield (0) +1	11	Sword +2, B1 Running, Shield (0) +1	12	Bow +2, B1 Running, Gymnastics +1	13	Bow +2, Sword (0)	14	Sling +2, B1 Running, Gymnastics +1	15	Spear (0) +1, Sword (0) +1, B1 Running, Gymnastics +1, Shield (0) +1	16	Mounted Spear (0) +1, Sword (0) +1, Riding (0) +1	17	Mounted Spear (0) +1, Sword (0), Shield (0) +1, Riding (0) +1	18	Mounted Bow +2, Sword (0), Riding +1	19	Mounted Spear (0) +1, Sword (0), Riding +2	20	Mace (0) +1, Shield (0) +1, B1 Running, Gymnastics +1
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71-80	Thief	Dagger (0) +1, Gymnastics (0) +1, Stealth (0), +1, Streetwise (0) +1																																						
81-00	Treasure Hunter	Choose two weapons at (0), Gymnastics +1, Athletics +1, B1 Running, Stealth +1, Perception +1, Knowledge +1, Streetwise +1, Persuasion +1																																						

Lay Members

Characters can become lay members of cults for 1 XP. They take part in general holy days and festivals as a minor participant or audience member. They must sacrifice 1 power point at these holy days. The rune levels or shamans of the cult will usually offer to teach lay members cult spirit magic for 50L per point. If the cult is a spirit tradition, spirit society or spirit cult the shamans will teach other spirit magic that matches the runes of the cult for 100L per point. The cults will provide training in cult skills at normal price.

Lay Member 1 XP

Student

If a cult includes shamans then characters can become a Student of a shaman for 1 XP instead of becoming a lay member. Students give 5% of their wealth to support the shaman and are busy on 5 special holy days of the tradition each year as well as pretty much the whole of sacred time (this is 6% of the year). In return you can learn spirit magic spells that matches the cult's runes for 50L per point.

Spirit Tradition 1 XP

Assistant Shaman

To become an assistant shaman, a character must be a Student and either have a ⚔ rune or a ● rune at of at least D8. The ● rune is only allowed for Lunar shamans working through Jakaleel. An applicant must have at least D6 in Survival and Knowledge and pay the cost (2 XP). An assistant shaman lives with, works for, and aids their mentor shaman in every way. In return, the assistant shaman is taught the way of the shaman. An assistant shaman's time is not their own; most shamans have only two to four assistants, and have no room for sluggards,

Student 1 XP

Assistant Shaman 2 XP

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backsliders, or disloyal followers. An assistant shaman must spend 90% of their time serving their mentor shaman. They get the Client of (Shaman). The assistant shaman receives free training in Knowledge and Survival. They use their ⚡ or ⚫ rune in spirit combat and to resist spirits with an **Augment**. The assistant shaman can use their Survival skill in the environment of the spirit plane to find and track spirits and to travel safely across the spirit plane. They can use Knowledge skill to identify spirits and avoid hostile spirits. The assistant shaman also receives 1 free point of spirit magic per season from that available to their Spirit tradition and Spirit Cults.

Shaman

If deemed worthy by their shaman mentor at the end of a year of training, an applicant who is an Assistant Shaman may attempt to awaken their fetch and become a full shaman. A shaman must have at least D12 in their ⚡ or ⚫ rune. To gain a fetch, an adventurer accompanies the shaman to a holy place of his tribe or cult and undergoes a spirit quest. The shaman must sacrifice at least 4 XP but may sacrifice more. The character rolls their ⚡ or ⚫ rune against a difficulty of 12. If the result is a major success the fetch has an XD of D8 plus 1 per 4 XP sacrificed. On a success the XD is D6 plus 1 per 4 XP sacrificed. On a failure the XD is D4 plus 1 per 4 XP sacrificed. On a major failure the XD is D3 plus 1 per 4 XP sacrificed. The fetch cannot end up with an XD greater than the ⚡ or ⚫ rune of the shaman. Then the shaman must fight the Bad Man in D6 contests. In each the shaman rolls their rune (augmented as this is spirit combat) and also using the XD of the fetch. The difficulty is 12. Each Failure gives the shaman a taboo and each Success gives a free point of a shamanic power.

Shaman
4 XP

Taboos

D100	Taboo
1–5	Never eat elk meat.
6–9	Never eat bison meat.
10–12	Never eat bear meat.
13	Never eat any meat of any animal spirit creature.
14–18	Remain celibate during Sacred Time.
19–23	Remain celibate during a given season (usually corresponding to the shaman’s strongest Rune).
24–26	All celibacy requirements above.
27	Total celibacy always.
28–29	Speak only Truth to everyone.
30	Attack a particular intelligent race which is an enemy of your cult on sight.
31–32	Always play drum while spellcasting.
33–34	Always play rattle while spellcasting.
35–36	Always dance while spellcasting.
37–38	Always sing while spellcasting.
39	Only use Spiritspeech while casting spells.
40–41	Sleep outdoors one day every week.
42–43	Never let an animal sacred to the your clan or cult suffer needlessly.
44–45	Never wear leather armour.
46–47	Never wear metal armour.
48	Never wear any armour.
49–50	Never wear anything on the head.
51	Never wear any clothes.
52	Never use any shield.
53–54	Never use any axe.
55–56	Never use any bow.
57–58	Never use a flail or whip of any kind.
59–61	Never use any spear.
62–63	Never use a sword of any kind.
64–66	Make pilgrimage to a Spirit Place each Sacred Time.
67–69	Make pilgrimage to a Spirit Place once each season.
70–72	Make pilgrimage to the Great Herd (in the Spirit World) on your high holy day.
73–76	Make pilgrimage to Buldry (in the Spirit World) once per season.
77–79	Make pilgrimage to Daka Fal’s Fire (in the Spirit World) once per season.

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D100	Taboo
80–82	Make pilgrimage to Earth Camp (in the Spirit World) once per season.
83–85	Make pilgrimage to Hunter’s Camp (in the Spirit World) once per season.
86–88	Make pilgrimage to the Roost (in the Spirit World) once per season.
89–91	Make pilgrimage to the Serpent Ground (in the Spirit World) once per season.
92–93	Make pilgrimage to clan camp or settlement every Ancestor holy day.
94	Challenge all Mallia cultists on sight.
95	Never eat the meat of horses.
96	Never bathe.
97–99	Roll twice more.
00	Roll thrice more.

Fetch

Usually the fetch is visualized in the form of an animal. The shaman’s player may choose the animal form of the fetch. The referee should assign characteristics to the physical form of the fetch, as it may take physical form at times. The fetch has ⚔ or ● equal to its XD. It has power points equal to its rune which are always accessible to the shaman. The shaman can increase the fetch’s XD for 4 XP per increase but it can’t exceed the ⚔ or ● rune of the shaman. The fetch’s power points regenerate at the normal rate. The shaman can use of the fetch’s XD for storing spirit magic. The fetch can store captured spirits where their total XD is lower than or equal to its XD. The fetch shares the shaman’s intelligence and knowledge and can act as they do. It cannot be seen without magic that sees or detects spirits. Divine Intervention can be paid for by the fetch.

Discorporation

The fetch inhabits and protects the shaman’s body as the shaman goes into the Spirit World to find spirits to bind or control. When the shaman discorporates, their Fetch becomes visible in spirit form in the Mundane World and inhabits and protects the body awaiting the re-emergence. Of the shaman’s spirit. The fetch can cast any spell available to the corporeal shaman, including spells and spirits held by shaman’s corporeal body, but it cannot move or animate the shaman’s body. The fetch is in constant communication with the shaman’s spirit in the Spirit World. When discorporate, the shaman cannot add the fetch’s XD to their own to defend or attack, though they can use the fetch’s Power Points to fuel spells. When protecting the shaman in this fashion, the fetch is visible but still in spirit form; it is not corporeal.

Fetches and Combat

In combat, the fetch acts independently from the shaman. If the fetch casts spells against a target in the Mundane World, only then can the fetch be targeted by spells emanating from the Mundane World. Otherwise, the fetch cannot be attacked by corporeal entities. The fetch can always be engaged by an entity in the Spirit World or any spirit controlled by an enemy. When casting spells, the fetch uses its rune. If the fetch has become physical through use of the Materialize Fetch ability it may also attack normally.

Capturing Spirits with the Fetch

Spirits are automatically captured when a shaman defeats them in spirit combat and has a fetch with sufficient XD to maintain control of the spirit. When ordered to do so the fetch does this automatically; control type spells are not required. These spirits always remain captured without protest until discharged. A captured spirit performs any number of tasks at the shaman’s command. These spirits act as if they are Bound; the shaman may cast spells possessed by the spirits, draw on their Power Points, release them to perform desired functions, and cast any spells they know. Captured spirits are in addition to the limit of bound spirits.

Benefits of Being a Shaman

Discorporation

A shaman’s spirit can leave their body and wander deep into the Spirit World. To discorporate, a shaman must use 3 Power Points during a ritual that requires one hour to complete and has a difficulty of 6 using their ⚔ or ●. The duration of this discorporation is up to 3 hours or 6 hours on a major success. Every additional Power Point spent during the ritual increases the time that the shaman can remain discorporate by one hour. This discorporation process cannot be magically dispelled. While discorporate, the shaman can sense other spirits and runes at a range of roughly 10 meters per point of value of the rune. Within a range of 1 meter per value, the shaman can sense the value of runes of entities to within 2 levels. The shaman can also communicate with the spirit

Pavis Quest

using Spiritspeech. By moving into contact the shaman can engage in spirit combat. Neither the shaman or the fetch recovers Power Points while the shaman is disincorporate. If the disincorporate shaman wishes to interact with creatures on the Mundane World, they must then use the Visibility spell.

Learning Spirit Magic

A shaman may learn any spirit magic spell desired that comes from one of the one of the runes of their Spirit Tradition or Spirit Cults without cost. A shaman can do this once per day.

Teaching Spirit Magic

A shaman can teach any spirit magic spell they know to another person. It takes one week of ritual and training to learn the spell and have a focus made by the shaman. Spell teaching is an important source of income for shamans.

Second Sight

A shaman automatically has permanent Second Sight, as per the spirit magic spell. This means that the shaman can see another entity's runes and tell what their values are. When looking at another shaman, the shaman sees both the shaman's spirit and that shaman's fetch. The shaman has no penalties when attacking living things in darkness.

Exorcism

By means of Second Sight, a shaman can see possessing spirits. Then, using the proper spirit (such as bringing healing spirits to fight against disease spirits, etc.), or by becoming disincorporate, the shaman engages the spirit in spirit combat. If the combat is successful, the shaman drives the hostile spirit away, freeing the body of possession.

Spirit Combat

Shamans are the experts at combating spirits. When not disincorporate they roll their fetch's rune as well. If the shaman is not disincorporate, and an attacking spirit comes solely from the Spirit World, the shaman can intercept it with their fetch, so the fetch fights instead.

Spirit Pacts

Shamans may gain control of disembodied spirits by bargaining with them. To find spirits the shaman enters the Spirit World using their Disincorporation ability. Once the Spirit World is entered, refer to the Spirit Contact table below to determine the type of spirit encountered. More than one encounter can be had on the Spirit World in one venture there. However, except when in spirit combat, a shaman may always return to their body immediately. It is always possible, of course, to adventure in the Spirit World and find nothing. Once a spirit is contacted, the shaman must decide to approach it to bargain with it. Normally, the risk is not great, since spirits have little interest in fighting with each other unless there is an obvious gain for them. There is a 5% chance that the spirit is aligned with an opposing tribe or cult and immediately attacks if it has a rune equal to or greater than that of the shaman. If contact is made with a non-hostile spirit, the shaman may bargain with it. To do so the shaman rolls Persuasion with difficulty 8 or 6 if all the spirit's runes matches one of the shaman's runes. On a Success the shaman can pay the XP cost listed on the table to make a pact with the spirit. On a major success the cost is ½ rounded up. On a failure the spirit refuses, on a major failure the spirit becomes hostile and will attack if its rune is equal to or greater than the shaman's. A fumble will cause a disaster chosen by the referee. A spirit in a pact serves the shaman as an extra set of eyes in the Spirit World and as a reservoir of Power Points for casting spells. The spirit does not, however, hold or cast spells for the shaman. The pact lasts until the spirit's Power Points reach 3 or less. Deities are powerful and capricious beings. Their power is unlimited in human terms. In the case of a shaman contacting a deity, the referee should determine what god is involved and what its outlook is towards shamans. Generally, gods ignore other spirits unless they actively intrude on their sphere of activity. Spirits in pacts count to the limit of bound spirits the shaman can have.

D100	Spirit's ♂	XP
01-10	D3	1
11-20	D4	1
21-35	D6	2
36-65	D8	2
66-72	D10	3
73-78	D12	3
79-83	D14	3

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D100	Spirit's ⚔	XP
84-87	D16	4
88-90	D18	4
91-92	D20	4
93	D22	5
94	D24	5
95	D26	5
96	D28	6
97	D30	6
98	D50	10
99	D100	20
00	Deity	N/A

Increased Limit to Bound Spirits

The total number of spirits a shaman may keep bound and in pacts is equal to the total of the shaman's average rune plus the fetch's average rune.

Tribal/Cult Support

Shamans are fully supported by their tribes or cults, and normally receive the best of everything, after the tribal chief and cult Rune Masters. If captured by foes, their tribe spends every reasonable effort to rescue or ransom them, depending on how many shamans are still with the tribe.

Shamanic Abilities

The shaman may have gained some shamanic powers during the ritual to become a shaman. Most shamanic abilities and all taboos are always in effect. If a shaman wishes to gain a new ability or taboo, they must contact the deity of their tradition or cult. To add an additional ability with one point costs a number of XP equal to the number of abilities the shaman already has. To increase the points in an existing ability costs XP equal to the number of points gained. So from 1 to 2, the shaman must spend 2 XP or from 2 to 3 costs 3 XP. Shamanic abilities are:

Conceal Fetch (Rare): This ability is known only to a few secretive sects, such as the Black Fang Brotherhood. Each point of Conceal Fetch conceals the fetch's presence from one selected form of magical vision or spell. Normally, Second Sight is chosen with the first point of this ability, with the second and third points going to Pierce Veil and Soul Sight.

Cure Disease: The shaman can lay hands on a diseased individual and spend up 3 Power Points per point of Cure Disease. The shaman uses their ⚔ or ● rune with 1 extra dice per point of Cure Disease vs. the infecting spirit's magical resistance. On a Success the spirit is extracted, usually in the form of a stone, bit of fluff, or small bloody organ. The shaman can then either exile the spirit into the Spirit World or trap it within their fetch or a spirit binding enchantment.

Expanded Presence: Each point means the fetch has 3 extra Memory (for remembering spells).

Hide Soul: allows the shaman to hide from an enemy spirits. If not already engaged in spirit combat the shaman expends up to 1 power point per point of Hide Soul. One power point so used lets the shaman mask their presence from hostile spirits with spirit runes up to D8 and each point is +2 to this. Sensory spells such as Second Sight, Detect Enemies, etc., cancel out an equal number of Hide Soul magic points.

Magic Attack: Each point gives the shaman E1 for overcoming an opponent's magic resistance when casting a spell.

Magic Defence: Each point increases the shaman's magical resistance vs spells by 1.

Materialize Fetch: By performing a 15-minute ritual, the shaman may materialize their fetch for a length of time equal to 15 minutes per point of the ability. While corporeal, the fetch may be attacked through normal means, take damage, etc. If the fetch dies whilst corporal so does the shaman. When the ability ends, the fetch dematerializes. If the fetch dematerializes while still suffering hit point loss, the fetch may not materialize again until fully healed. Healing proceeds normally and may not be magically augmented in any way.

Possession: while any shaman can disincorporate and engage others in spirit combat, this ability lets the shaman possess the body of a victim and control it as desired as though they are a possession spirit. If the victim is killed while the shaman is in possession, the shaman's spirit immediately returns to their own body, and they are Hurt. The



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first point of Possession lets a shaman possess members of their own species. The second point lets a shaman possess any creature with the same body plan (e.g. humanoid). Each subsequent point lets the shaman select another creature type.

Power Within: The shaman takes 1 turn and concentrates, gathering their inner strength. At the end of the turn, they gain a Hurt and receive one of the following bonuses: Gain 2D8 power points; Gain E2 to spellcasting for the next 10 turns, Cast any 1 or 2 point spirit magic spell, whether memorized or not. This must be the next spell the shaman casts. Additional points of Power Within let the shaman gain correspondingly more Hurts and gain the result up to that many times.

Second Sight (Enhanced): This gives the shaman additional abilities for his innate Second Sight. Each point lets the shaman choose a single ability from the following list: Determine if an individual knows any spirit magic; Identify the exact spirit magic spells cast on an individual; Determine if an individual knows any sorcery spells; Determine if an individual knows any Rune magic.

Self-Resurrection: If the shaman dies, they can pay 4 XP to heal all damage to their body. They can then return to life. The return from the Spirit World takes time, depending on the shaman's level of Self-Resurrection. Self-Resurrection 1: One season (eight weeks); 2: One week; 3: One day; 4: One hour.

Show Spirit: exposes discorporate spirits, making them visible to others. The shaman spends up to 1 power point per point of Show Spirit. A single magic point causes all spirits within a range equal to the shaman's fetch's XD value in squares to become visible as vague, half-unseen shadows. Each additional power point either increases the radius by the fetch's XD value in squares or increases the spirits' visibility: 1 - Onlooker can see a spirit in some detail; 2- All spirits easily and clearly visible; 3 – all discorporate spirits visible as per Second Sight; 4 – Exact XD of all discorporate spirits visible.

Spell Barrage: each point allows the shaman to throw one additional spirit spell simultaneously at normal cost. All spells cost the full magic point amount. All the spells are used as part of a single action.

Spell Extension: the shaman can maintain one spirit magic spell indefinitely per point. The shaman can drop the extended spell at any time and recast it when desired.

(Spirit) Affinity: the shaman has an affinity for spirits of a certain type or tied to a single Rune. The most direct benefit is that spirits tied to that Rune tend to be friendlier, though spirits tied to opposing Runes may be hostile. Spirit Affinity is normally required of shamans that belong to cults. The ability reduces the Frequency multiplier required to search for spirits of the appropriate type, as shown on the Spirit Rarity table. For example, Common spirits are now Very Common, Uncommon spirits are Common, Rare spirits are now Uncommon, etc. Additionally, each level of Spirit Affinity gives the user E1 when casting a Control or Command spell on an appropriate spirit. It also provides a H1 for an enemy trying to wrest control away from the user. A more restrictive affinity can be chosen. This provides the shaman with a bonus of E2 per point. For instance, if instead of Death Affinity a Disease Master chose Disease Affinity, the shaman would get E2 per point for Disease spirits only.

Spirit Defence: This gives the shaman some protection in spirit combat even when very weak. Each point means the shaman ignores 2 point of Power Drain for determining their resistance to spirit combat.

Spirit Mastery: each points means a spirit takes an extra level of Power Drain when it takes a Power Drain in spirit combat.

Disadvantages of Becoming a Shaman

Obligations to Tribe or Cult

A shaman's first obligation is to their tribe or cult. This takes precedence over all other obligations. A shaman only adventures when it is necessary to the tribe or cult. If a shaman fails in the obligation to support their tribe or cult, the tribal deities may remove the shaman's fetch. In such cases, only superhuman efforts on behalf of the tribe or cult can regain them.

Visibility

By their very nature shamans are conspicuous. The paraphernalia of their rituals and aura of power that hangs around them make them easy to distinguish.

Commitment

There is no leave of absence from being a shaman. Once tied into the Spirit World, there is no leaving, ever, except by being cast out from the tribe or cult. The normal action in such cases is suicide.

Taboos

When a shaman takes a taboo, their cost to buy Shamanic Abilities is "reset." That is, the next ability level the shaman takes only costs 1 characteristic point, then 2, etc. Taboos are rolled for on the table above.

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Initiate

A lay member of a cult can become an initiate if you meet any requirements listed for a cult. To

Swapping Runes (1 XP)

⊙⊙⊙ to ⊙⊙⊙

●● to ●●

⊖ to ●

□ or X to ●

III or X to ● Dying

⊙ or ʀ to ●

Y or ʀ or ⊙ to ⊕ Full

III or ʀ to †

† to ∞

initiate you must have at least one rune that matches the cult. You may swap any of the runes shown in the box to join a cult for 1 XP. If a cult has sub-cults these can be joined to grant additional powers as long as you match their rune. It is also possible to initiate to two associated cults.

You get the Community relationship with the Rune Cult and such backing as it can give you. Cost of membership in XP and depends on how important the cult is. The costs for membership are shown in the boxes to the right and includes one Rune Point which is used to cast magic of the cult.

Rune Sub-Cult
3 XP

Minor or Spirit Cult
4 XP

Spirit Society
4 XP

Ordinary Cult
6 XP

Ancient Moon Goddess
6 XP

Lunar New God
6 XP

Major Cult
7 XP

Greater Cult
8 XP

An initiate will be busy for 5 holy days each year and for pretty much the whole of Sacred Time (about 6% of the year). An initiate also usually spends about 2-4 hours a week at the temple or shrine mostly on one special day each week (the time is greater if the initiate is a member of an important cult, many aspects of a cult or joins sub-cults). An initiate of several cults will attend the holy days and weekly ceremonies of both. At worship ceremonies they sacrifice 2 power points.

An initiate must dedicate 10% of their wealth to the cult or 2% for a spirit cult. They may gain Rune Points to cast the rune magic of their cult and can regain Rune Points through worship on cult holy days. They can ask for Divine Intervention if the cult offers it. The cult will often teach skills at half price and will provide its cult spirit at reduced prices. If the cult is a spirit tradition, spirit cult or spirit society the shamans will also teach other spirit magic spells that match the cult's runes. After five years of initiation and then every five years the initiate is given one cult spirit magic free.

Assistant Shaman-Initiates

Some cults have assistant shamans who are also initiates. In this case a character must meet the requirements for both including paying the XP for both. The character then receives the benefits and restrictions of both statuses.

Rune Priest

An initiate of a cult can try to become a rune priest. You must be at least trained in Customs and Knowledge and skilled in four other cult skills. You must have at least 5 Rune Points with the cult. You must have a cult rune at least D12. You must be in good standing. Then once a season you can attempt to be accepted by rolling a rune you approach the cult with a difficult of 12 and getting a Success.

You can't be an initiate of other cults except sub-cults or closely allied cults. You spend 90% of your time and income on the temple and many cults have other restrictions. A rune priest spends the whole of a special day each week at the temple or shrine and spends as well as all holy days and the day before all of them. You must observe the cult holy days and sacrifice 2 power points during cult Worship rituals.

A rune priest is supported by the resources of their temple and also manages those resources. In many cults, it is customary that a Rune Priest is provided with armour, weapons, a riding animal, and other equipment. If captured, the temple usually does whatever is in its power to get the priest out of captivity, including paying their ransom. The temple may also demand compensation if a priest is injured or killed. In many Gloranthan societies, the Rune Priests of the locally dominant temple are the ruling class by virtue of their office. Rune priests replenish rune points more quickly and easily. They gain free training in cult skills and one point of cult spirit magic per year.

Many cults provide an allied spirit for priests (see the Allied Spirits section for a description). When a priest first obtains their office, they can attempt to gain an allied spirit as part of the investment ceremony. To do this they must make a difficulty 14 roll with a rune of the cult and get a Success. If the priest fails, they can try again once per year on the cult's High Holy Day. No person can

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have more than one allied spirit at a time. If an allied spirit is killed or destroyed, a new one may be obtained, but this is a matter for heroic deeds on the part of the priest.

A Rune Priest can teach any cult spirit magic they know to any member of the cult. This takes a week in a holy place. Apart from the free magic allowed to some members they charge for this service.

God Talker

In some cults these are known as acolytes. God-talkers may be initiates of their cults or may be Rune Priests or Rune Lords of a closely associated god. Godtalkers have some of the privileges and responsibilities of Rune Priests, but not all. Retired Rune Priests may be freed from many of their responsibilities by requesting demotion to God-talker status. God-talkers are often the only people to tend shrines. Necessary requirements for God-talkers are usually identical to those for Rune Priests.

God-talkers may not initiate new members of the cult. Although they are provided with food and board by the temple, they typically must maintain another occupation (including being a Rune Priest of another cult).

God-talkers must spend 10% of their time at the temple or on temple business. They must give 50% of their income to the temple. A God-talker who is also a Rune Priest of another cult must give 90% of their income to their primary cult, and then 50% of whatever is left to their secondary cult. They must observe the cult holy days and sacrifice 2 power points during cult Worship rituals.

A God-talker has all the benefits of being an initiate of the cult. A God-talker can replenish Rune points more quickly and easily. A God-talker gains an automatic 1-point in cult spirit magic each Sacred Time. As with Rune Priests, a God-talker may teach other cult members their cult spirit magic. They may charge for this service in the same fashion as a Rune Priest. The God-talker is trained for free in their cult skills. God-talkers must support themselves; they are not maintained by their temple beyond room and board. A God-talker does not typically receive an allied spirit from the god.

Rune Lords

Some cults allow initiates to become Rune Lords. They are holy people who dedicate their lives to the cult. Some cults, such as that of Storm Bull, have no Rune Priests but only Rune Lords they call Storm Khans. Necessary qualifications and benefits vary by cult, as do titles: there are Wind Lords for Orlanth Adventurous, Swords for Humakt, Storm Khans for Storm Bull, Light Sons for Yelmalio, and so on.

A candidate for Rune Lord must possess at least one Rune shared with the deity of at least D14, and either Customs or Knowledge at D14. They must have Social at D14. In general, a candidate for Rune Lord must possess at least D14 in three other cult skills, though there is usually a minimum requirement of two of these to be Weapons. Cults may have additional requirements for Rune Lords.

A Rune Lord can replenish Rune points more easily. The temple provides for the material needs of the Rune Lord. Because the Rune Lord is a manifestation of the deity, most temples supply the Rune Lord with the finest gear, clothing, decorations, accommodation, mounts, etc. that the temple possibly can. A temple always tries to ransom its Rune Lords taken captive. Rune Lords function as the local nobility in many areas of Glorantha. Large or old established cults generally have enchanted iron or other enchanted Rune metal weapons and armour. These cults typically provide a new Rune Lord with enchanted weapons and armour as part of their investiture ceremony. Small, nomadic, or fugitive cults usually do not, and a new Rune Lord of these cults must quest for iron or other Rune metals.

Rune Lords have a minimum of 10 to resist magic. A Rune Lord can teach any spirit magic spell they know to any member of the cult. The Rune Lord performs a ritual in a holy place of the cult that allows the Rune Lord to teach the magic to a student. This occupies a week of ritual and training during which nothing else may be done except for eating and sleeping. Spell teaching is an important source of income for the cult. Most temples require that Rune Lords provide a certain amount of spell teaching for free to initiates and other members of the hierarchy. Beyond that, the Rune Lord may charge for the service. The Rune Lord gains 1 of cult spirit magic each Sacred Time. The Rune Lord is trained for free in their cult skills.

The Rune Lord is accountable to his cult and must come at its call. Rune Lords are sent on quests by the cult. The Rune Lord has a fair measure of independence under normal circumstances. Since Rune Lords live to serve their temple and their god, they must give 90% of their income to the temple. They must observe the cult holy days and sacrifice 2 magic points during cult Worship

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rituals. Other duties and restrictions vary from cult to cult. Most cults impose many ritual obligations upon the Rune Lord to re-enact the deeds, conflicts, and alliances of the deity.

Many cults provide an allied spirit for rune lords (see the Allied Spirit section). A rune lord can cast spells through the ally (and vice versa) at any distance. When a rune lord first obtains their office, they can attempt to gain an allied spirit as part of the investment ceremony. To do this they must make a difficulty 12 roll with a rune of the cult and get a Success. If the rune lord fails, they can try again once per year on the cult's High Holy Day. No person can have more than one allied spirit at a time. If an allied spirit is killed or destroyed, a new one may be obtained, but this is a matter for heroic deeds on the part of the rune lord.

Rune Lord-Priests

If a character meets the requirements for both a Rune Lord and a priest they can be accepted to both functions if their cult includes both ranks. The Rune Lord-Priest keeps any benefits they have already gained from their prior status. They still have only have one allied spirit at a time. A Rune Lord of one cult cannot become a Rune Priest of another.

Shaman-Priests

If a character meets the requirements for both a Shaman and a priest they can be accepted to both functions if their cult has this status. In this case a character must meet the requirements for both including paying the XP for both. The character then receives the benefits and restrictions of both statuses.

Chief and High Priests

A Rune Priest that runs a minor temple is called a Chief Priest. Rune Priests heading major or great temples are called High Priests. Immediate aides to the High Priest of a great temple may also be called Chief Priests. Priests heading major temples that are subject to a great temple may also be called a Chief Priest. In most cults, each High Priest needs answer only to their god. In a few extremely large and well-organized religions, the High Priests answer to a high cult official responsible for a large area. A few cults continue this process of centralization to have one person or council ruling the entire cult. Only Chief and High Priests can perform the Ban ritual that expels an initiate from a temple. In socially dominant cults the Chief and High Priests are often the rulers.

The greatest advantage of being a Chief Priest is that the Chief Priest is accountable only to the High Priest, and often that accountability is minimal. A Chief Priest need no longer pay 90% of their income into the temple treasury; and they may require initiates of the cult to obey them. The chief advantages of being a High Priest are that the new High Priest need not obey the orders of another High Priest; they need no longer pay 90% of their income into the temple treasury; and they may have initiates, Priests, Rune Lords, and God-talkers of the cult to obey them. To gain this status the character needs to either replace an existing chief or high priest or found a new temple. They must have at least 8 Rune Points and be at least D14 in Customs, Knowledge and another cult skill.

Life Stage Cults

Some cults are associated with women's life stages – girl/maiden/adolescent (1), wife/mother/adult (2) and elder (3). A woman can move from one such cult to the next as her status changes with no reprisals. Rune Points transfer over and it is possible to use them to pick new Rune Spells. Any spells already known can be retained or swapped for spells available to the new cult. Almost always these transfers will be within the local tradition e.g. Solar Pantheon, Lunar Pantheon, Storm Pantheon but variation is possible especially amongst earth cults from different regions and between earth or solar cults and lunar cults. It isn't compulsory to move along this path.

Sorcery School

A character who is an initiate of a cult with sorcerers such as Lhankhor Mhy can become a member of its sorcery school. To become a sorcerer requires Literacy and Knowledge at Trained or better. They get to master a rune and a Sorcerous Technique decided by the school. For Lhankhor Mhy this is Command and Y.

Sorcery School 4 XP

Lunar Sorcerer

A character who is an initiate of a Lunar Cult can join a Lunar sorcerer school and some Lunar Cults have their own special schools for initiates. To become a sorcerer requires Literacy and Knowledge at Trained or better. The character gains 1 rune and 1 Sorcerous Technique to have mastered. These will

Lunar Sorcerer 4 XP

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depend on the school the character joins and will usually be ☉☉☉☉ or any power rune and any technique. Irripi Ontor initiation requires that a character becomes a sorcerer and must choose to master the ☉ rune and the Command Sorcerous Technique.

Illumination

A character can become a novice of an illumination school for 2 XP. Such schools only offer training and if they are joined in character generation they give +1 in one of their skills. A character with the Illumination Skill may become Illuminated. After character generation and then each Sacred Time roll Illumination Skill with a difficulty of 12. On a Success the character is Illuminated. The referee can choose to allow a VP to be spent on this roll if the character has had one of the following during the year:

Novice of an Illumination School: 2 XP

- Had a Madness, Mind Blast or Ray of Piercing Truth spells successfully cast on them.
- Received training from an Illumination School.
- Had a revelation on a Hero Quest.
- Other shocking events such as insanity, tragedy, encountering the Crimson Bat or Jar-eel.
- Being tested by the Illumination Examiners of the Red Goddess.

If the referee thinks an event is significant enough it can trigger an immediate roll for Illumination.

For a Lunar character write the Black Moon Rune after their skill or for other characters the Infinity rune ∞. If the character is a Novice of an Illumination School they become a Teacher instead at no cost. Illumination has the following effects:

Secret Knowledge

The Illuminated one will know as truth that Chaos is, in itself, neither evil nor inimical. This secret knowledge is the source of the other benefits of Initiation. It makes a person free from automatic fear of Chaos and the obsession to destroy it. Likewise, it frees creatures of Chaos from their twisted convictions and offers them the chance to rid themselves of the hate that rules their lives. Illumination will give the realization, but it is not necessary that an individual change his life if he has other, stronger beliefs which intervene. Viewed as a curse by many, this is the most common power gained by Illuminates, and all gain it.

Overcome Traits or Psychological Limitations

An illuminate can use the same time as training in one skill to meditate on one of their traits or psychological limitations (from special characteristics). If they succeed in a difficulty 8 Illumination skill test the trait or limitation is removed.

Ignore Traits or Psychological Limitations

An illuminate can attempt a difficulty 8 Illumination skill test to ignore a trait or psychological limitation in one case.

Embrace Runic Opposites

An illuminate can use the same time as training in one skill to meditate on one of their runes. If they succeed in a difficulty 8 Illumination skill test the rune can be replaced with the opposite rune of another power rune they have. If they have a moon rune they can add another phase to it.

Sense Illumination in Others

Once the person is Illuminated, they can recognize other Illuminates. The Illuminate's special knowledge permits them to deduce the presence of another Illuminate from physical evidence, gesture, intonation, etc., which non-Illuminated persons would not have cause or way to understand.

Immunity to Sense Chaos/Law Skills or Spells

By making a difficulty 6 Illumination skill test an Illuminate will not register to either type of sense or spell.

Power to Ignore Cult Restrictions Cult

Restrictions on particular individuals in a cult can be ignored by Illuminates without retribution from the god though the members may take some convincing.

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Immunity to Spirits of Reprisal

An Illuminated person can avoid being subject to attack by any spirit of reprisal of a cult in which they are an initiate or Rune Master, even if they disobey cult rules, quit the cult, or encounter the spirit on the Spirit Plane.

The Ability to Illuminate Others

Only the Illuminated may present the teachings of Illumination properly and effectively.

Starting Magic for Characters

Beyond the starting magic below characters can gain magic according to the rules in Pavis Quest: Cults & Magic.

Spirit Magic

You can have Spirit Magic abilities associated with your runes. You start with 2D6 (doesn't explode) points of spirit magic spells taken from those associated with your runes as listed in the Magic section for free as long as you have a source for learning the spell. A point of spirit magic refers to its cost in Power Points.

Sorcery Spells

You can use spells if you are a member of a sorcery school. You will have access to the sorcery spells of your cult or school. Each sorcerer begins with 1 sorcery spell of the ones taught by their sorcery school.

Rune Magic

An initiate of a rune cult, Lunar New God or an ancient moon goddess worshipped in the traditional manner can cast Rune Magic. Lunar Rune Magic is sometimes called Glamours. A player character starts with 1 Rune Point in each cult they are initiated to. They can use any common rune spells allowed by their cult/s and can choose 1 special rune spell from a cult which they match the rune of. Only Rune Lords, Rune Priests and God-Talkers/Acolytes can learn their cult's enchantments.

Lunar Magic

An initiate the Red Goddess, who must be illuminated, can use Lunar Magic. This is a special kind of magic which manipulates Spirit Magic.

Chaos Magic

A character with the Chaos rune or is an initiate of a lunar new god and has a moon phase can use be able to use Chaos magic for 4 XP. This can be any of the powers listed in the Chaos Magic section and the character doesn't need to learn any of them or hold them in mind to use the. Chaos magic is powerful but risky as described in the magic section. A character who uses chaos magic is tainted by chaos.

Chaos Magic: 4 XP

Allied Spirits

Some characters – usually Rune Lords or Rune Priest – have an allied spirit. The Allied Spirit is a cult spirit or daemon bound into a creature (as a familiar) or into an object. The character is always in mind-to-mind communication with the Allied Spirit which means they can communicate mentally and share spells, rune points and power points. The Allied Spirit has a spirit rune and two more runes of the cult. It begins with XD equal to the character's best cult rune -3. The character can increase its XD at a cost of 3 XP for +1. Its XD can't be higher than the character's best cult rune. The spirit is an initiate of the cult. It has Power Points and Memory as normal and can hold Spirit Magic and spells in mind. If the Allied Spirit is bound into a creature it has the skills and abilities of the creature and can perceive the physical world normally. If it is bound into an object, it has no extra skill or abilities but can perceive the spirit world like a disembodied spirit – noticing the magical power of things whether embodied or disembodied. If a familiar is killed or an object containing an Allied Spirit is broken, then a ritual requiring a week is required to put it into something new. Each cult has certain creatures or objects into which they put Allied Spirits.

Starting Equipment

You start with one weapon plus up to two more if you have at least 0 skill level in them. If you choose a weapon which can be thrown then you get two of them. If you choose a bow you will have a bow case or quiver and 12 arrows. If you have a sling you will have bag with 12 smooth stones. You have one set of common clothing, a cloak and some kind of head covering. You have a belt with a pouch and a scabbard for a sidearm, if you have one, and a pack or bag containing a few personal items such as a comb, a bowl, a spoon, a little cult statue, a small memento of home, a fire starter and a blanket. If your Profession Keyword has Riding skill

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then you have a mount of an appropriate kind on 1-7 on D10. It will be a cavalry mount if from a profession that could fight from a mount. Equipment will be bronze as even stone age Praxians have had prior experience outside Prax.

Wealth

Roll for starting wealth on this table adding any bonuses received so far. Some of this wealth can be spent in advance on extra equipment:

D6	Wealth (in Lunars)
1 or fewer	3L
2	10L
3	30L
4	50L
5	100L
6	200L
Each +1	+100L



More Experienced Characters

If a character is starting with more than 15 XP they may have more wealth initially. This could have been already spent on better equipment, more magic or on training. Every 10 extra XP gives +1 to the roll on the Wealth table. Also for every 2 XP assume that the character has had 1 season available for training (See the Training section).

Character Concept

This is a description of the character made up of two keywords. These keywords are free. E.g. Loyal Mercenary, Haughty Priestess, Cunning Tomb-robber etc. Also in this stage if a character has more than three Personality Traits the player can, in discussion with the referee, trim these down to make playing the character easier.

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Game System

Rolls

A roll is when a player throws all the dice applicable to an action and then takes the highest number shown on any of them as the **Roll**. E.g. a player throws a 4 and a 5. The roll is 5. If any of the dice come up as their maximum result then throw it again (exploding dice) and add the result on. If two dice come up maximum throw them together and take the highest as usual. A few types of magic let you throw an additional dice of a different type as well and if so this explodes separately.

Saves

Saves are used to stop something happening. When saving there will be a save number. Roll the indicated rune, skill or if no skill applies use a D10. If it gets the required save number or higher the effect is avoided.

Resistance

An average is used when resisting Tests. When this happens this is the average for the dice rounded up (as shown on the Dice table).

Modifiers

Modifiers always apply to the resistance – not to the **Roll** or the **Dice**. They are expressed:

- **Hn** which means that if you perform a test with the skill it is **n** harder and if you resist with the skill your resistance is reduced by **n** e.g. H1, H2
- **En** which means that if you perform a test with the skill it is **n** easier and if you resist with the skill your resistance is increased by **n** e.g. E1, E2.

Tests

Tests are one off results for things that happen quickly. Actions in combat are tests. The active individual uses a Skill. NB this means throw all the dice applicable to the Skill and the highest is the **Roll**.

- A **Roll** of 1 is a **Fumble**
- A **Roll** of 2 is a **Major Failure**.

If the outcome isn't already a **Fumble** or **Major Failure** the resistance of the target matters. The resistance may be that of a target NPC, magic or may be chosen by the referee for the environment. The referee may also modify it according to circumstances being especially advantageous or disadvantageous:

- If the **Roll** is double the resistance or better it is a **Major Success**.
- If the **Roll** is equal to or greater than the resistance it is a **Success**.
- If the **Roll** is lower than the resistance it is a **Failure**.
- If the **Roll** is half the resistance or worse it is a **Major Failure**.

After a test is made by a PC may spend a HP to bump up the result up one level e.g. from a Fumble to a Major Failure or a Success to a Major Success or a roll against them down a level.

Common Resistances

To resist Damage to an Individual: Health (Resist Damage).

To resist recoil from Damage: Athletics (Stand Fast).

To resist Damage to a weapon or shield (when parrying) = Weapon or Shield Parry Damage.

To resist magic on an individual: Magic Resistance (worst rune) + modifier for magic difficulty.

To resist other magic: Magic Difficulty.

To resist being hit with an attack: Gymnastics (Dodge)

To resist being hit with an attack by parrying: Weapon Parry

To resist being spotted: Stealth modified by Concealment

Major NPCs and Bumps

NPCs don't have HP so can't bump results. However they have the ability to stop bumps against them in certain circumstances. In all cases a Major NPC:

- Character can't bump up against them from a Success to a Major Success.
- Character can't bump them down to a Fumble.

Also the referee can grant these abilities to important NPCs:

Tenacious: can stop any bump against it 3 times/fight.

Tricky: stops a bump against it unless an extra HP is spent.

If a PC spends a HP to get a bump which is stopped the HP is still lost.

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Test Results

Fumble

A **Fumble** means the test went particularly badly. The character must make a save using the skill to try to get 5+. If the save is a 1 then the result is disaster. In combat roll on the fumble table. In other cases the referee decides an appropriate disaster such as:

- When running trip, fall and stunned.
- Break the item used and wreck the situation such as breaking lockpicks and jamming the lock
- Being egregiously and irretrievably offensive in an interpersonal situation such as to permanently damage any relationship
- Woefully and dangerously misunderstanding things
- When climbing fall when nearly at the top
- When balancing fall off completely and break the thing balanced on so as to make further attempts impossible
- When jumping misjudge it and fall. Land badly and stunned even from a small fall.
- Trigger a trap in such a way as its effects are unavoidable

If the save is failed but isn't a 1 then the character does something a bit less disastrous. In combat roll on the fumble table. In other cases, the referee decides an appropriate disaster such as:

- When running trip and fall
- Break the item used such as breaking lockpicks
- Being offensive in an interpersonal situation such that the current test will be impossible
- Woefully misunderstanding things
- When climbing fall when halfway up
- When balancing fall off completely
- When jumping misjudge it and fall
- Trigger a trap

If the save is successful then there are no more drastic consequences – it is just a Major Failure.

Other Results in Combat

The results are listed on the tables in the Combat Section.

Major Failure Out of Combat

A **Major Failure** in an **out of combat test** means the character has messed up sufficiently to make recovery difficult and another test is needed just to avoid disaster. The test is using a different skill. For example, if climbing the character makes a gymnastic test to grab on and save themselves, or if jumping doesn't quite reach the target needing a gymnastics test to grab the edge, when negotiating make a perception throw to see that they are causing offence and so on. The player can suggest a suitable skill to use and the referee should adjust the difficulty according to how sensible it is. If this second roll is successful then there are no more drastic consequences. If it is a failure treat as a Fumble.

Failure Out of Combat

A **Failure** means the test just didn't work but not in a particularly dangerous way. No progress was made. The character didn't achieve what they wanted.

Success Out of Combat

A **Success** means the character succeeds in what they were trying to do.

Major Success Out of Combat

A **Major Success** means the character succeeds really well getting some extra benefit such as going faster or producing a better outcome.

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Trying Again in Tests

Out of Combat

If a test gets a **Failure** it can be attempted a second time after accepting any consequences for the failure and after a delay to decide what went wrong. The referee decides the delay required. Another try is not allowed after a **Major Failure** without spending a HP. No second attempt is allowed after a **Fumble**.

A third attempt is only allowed by spending a HP and not at all after a **Major Failure** on a first or second attempt. After this no more attempts are allowed – the test is beyond the character. An exception is if the test is **straightforward**. This is when the referee decides that a test can definitely be accomplished given time – what is at stake is how long it takes. In this case unlimited attempts are always allowed again. Some obstacles are like this such as climbing a low wall, a rope, scrambling up a slope etc. Also cases where the referee has decided the characters will find a clue or a secret but the longer it takes the more problems it will cause. The referee can decide how long each test takes.

In Combat

All combat tests are **straightforward** and can be attempted again when the combat system allows – usually next turn.

Tasks

These are longer continuous problems that may swing either way. They can be conducted by individuals or groups either against another individual or group or some environmental effect. In each round of the task each side in the task rolls their dice. If more than one individual is involved, then each individual will get a separate roll and the roll for their side is the best of all. In tasks the roll is, in effect, the resistance for the other side so Easier or Harder modifiers apply to each individual's own roll. For example, if you are rolling a D8 and have the H2 modifier that lowers your resistance so a roll of 4 would be modified to 2. If one sides result is double the other's they win and the task is over. If one side's result is higher then the lower side must do the first of the following that apply. If it is a draw then both sides must do the first of the following that apply:

- If more than one individual is in the side then the one with the lowest result is knocked out of the contest.
- If there is more than one dice then the lowest scoring dice is knocked out of the contest.
- Reduce the dice.

Repeat the rolls until one side wins.

HP in a Task

Using Hero Points in a task. **Doubled:** Use a HP to treat the result as if you had just rolled lower than the opponent.

Lower than opponent: Use a HP to avoid any negative consequences from failure.

Encumbrance

To determine any penalty for encumbrance consider what the character is carrying.

- Any penalty for wearing armour is shown on the armour table.
- There is a penalty for a Large Shield being carried either in hand or slung on the back shown on the armour table.

As well as this objects are classified as Big, Medium or Small and have an Encumbrance number (ENC):

Big Items (3 ENC)	Medium Items (2 ENC)	Small Items (1 ENC)	0 ENC Items
Composite Bow with bow case and arrows 3-7 JLS 4-5 Throwsticks Heavy Weapon (2H) Large Shield Backpack (and contents)	Self Bow with arrows and quiver Crossbow with bolts and quiver Heavy Weapon (1H or 1-2H) 4-6 Bolas Small Shield 2 JLS 2-3 Throwsticks Satchel (and contents)	Up to 3 Bolas Other Weapons (not Heavy or Bows)	Within reason knives, daggers, a belt pouch and contents

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In combat a character can carry up to 8 ENC and no more than one Big Item without penalty.

It is usual practice to pile up extra baggage before combat or other physical activity or keep it on a pack animal. This has the disadvantage that it is usually lost in a retreat. The referee should rule if the character is carrying too much stuff to move much at all.

Too Much Encumbrance

More than 8 ENC:

P1 Base Move

H1 Gymnastics

H1 Stealth

H1 Athletics

H3 to Water Life (Swimming)

Size

A character normally has 0 size. Other creatures can be of various sizes. Space is the number of cubes a creature of that size typically takes up though this varies a lot with the creature's build. A humanoid standing up will have the largest dimension vertically but quadrupeds for example have length as the largest dimension. A creature doesn't take up the whole of each cube necessarily – they are just overlapping the space. The modifiers listed will reduce the Dice of skill until D1. Increases will increase the Dice.

Size	Effect	Typical Weight (kg)	Space (Cubes)	Example
-3	P2 Athletics, P2 Health, B2 Gymnastics, B3 Stealth, P1 Base Move	5-20	1	Rubble Runner, Pixie
-2	P1 Athletics, P1 Health, B1 Gymnastics, B2 Stealth, P1 Base Move	21-50	2	Wolf, Newtling, Mostali, Runner, Crested Dragonewt
-1	P1 Athletics, B1 Gymnastics, B1 Stealth	51-59	2	Green Elf, Trollkin
0	No modifiers	60-90	2	Human, Impala, Broo
1	B1 Athletics, B1 Health, P1 Gymnastics, P1 Stealth	91-120	2	Dark Troll, Beaked Dragonewt, Morokanth
2	B2 Athletics, B1 Health, P1 Gymnastics, P2 Stealth	121-200	2	Scorpion Man, Lion, Minotaur
3	B2 Athletics, B2 Health, P2 Gymnastics, P2 Stealth	201-500	2	Sakkar, Horse, Zebra, Sable, Great Troll, Cave Troll
4	B3 Athletics, B2 Health, P2 Gymnastics, P3 Stealth	501-1000	4	High Llama, Bison, Wyvern
5	B3 Athletics, B3 Health, P3 Gymnastics, P3 Stealth	1001-2000	4-24	Allosaurus, Dream Dragon
6	B4 Athletics, B3 Health, P3 Gymnastics, P4 Stealth	2000-4000	6-30	Rhino
7	B4 Athletics, B4 Health, P4 Gymnastics, P4 Stealth	4001-8000	20-40	Ankylosaurus
8	B5 Athletics, B4 Health, P4 Gymnastics, P5 Stealth	8001 - 16 000	41-80	Triceratops, Tyrannosaurus
9	B5 Athletics, B5 Health, P5 Gymnastics, P5 Stealth	16 001 - 32 000	81-160	Brontosaurus
10	B6 Athletics, B5 Health, P5 Gymnastics, P6 Stealth	32 000 -64 000	161-320	

Spotting, Detecting and Concealment

Figures have different targeting senses listed in the section below. If a target isn't concealed a figure automatically spots targets in Line of sight (LOS) and in range of their sense. A target can be concealed by the light level, smoke or fog, concealing terrain, cover or using certain magic. If a figure is concealed it can use Stealth to avoid being spotted. In this case the spotting figure must roll Perception vs Stealth + concealment modifier (see boxes below) and get at least a Success or it cannot spot the target. **Spotting a target is E2 if it is within 5 squares.** A target must be spotted to take a targeted action against it from more than range 1. To move towards or place a target within an area ability a figure must detect broadly where the target is. To do this a figure can use a non-targeting sense such as hearing or tracking scent or detection magic. The referee can also decide that it is possible to use an area or move towards the last location where the target was last detected if it seems appropriate.

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Light Levels

These affect senses and may provide concealment. Note below that some senses ignore certain light levels. They are:

Light: Light dominates over darkness. Sunlight or a brightly lit area.

Twilight: Darkness and light are in conflict such as dawn, dusk, firelight, candlelight, torchlight, full moon or half-moon.

Night: Darkness dominates light. After sunset under the stars.

Darkness: no light. Underground or in a sealed room with no artificial light.

Fog or Smoke

Can be haze or fog both of which conceal things.

Terrain

Things like undergrowth can be light or heavy and provide concealment.

Cover

Can provide Concealment – Partial Cover hides 50-75% of the target and full cover 76%-99%.

Complete cover is beyond Concealment as it means the target is not in LOS.

Magic

The concealment of magic is listed for each function in the Magic section.

Targeting Senses

Generally creatures have the sense 'Vision' which can be used for targeted actions unless listed as 'Blind'. Some creatures have other senses listed and some abilities grant other senses. Senses use the Perception skill.

Sense	Function
Vision	Normal vision. Ignores concealment for Light. No range limit.
Night Vision	Normal vision adapted to low light. Not good at seeing colour. Ignores concealment for Twilight and Night. Works to 60 squares.
Dark Sense	A kind of echolocation. Doesn't detect colours. Works to 10 squares and ignores concealment except from Cover.
Earth Sense	Sensing air movements, earth masses etc. Doesn't detect colour or details. Works to 5 squares and ignores concealment.
Magical Sense	Senses the power of things living and non-living. Can see the runes and the power of runes of things. Provides little detail of the physical world. Ignores concealment.

Concealment

Light 3

Twilight 1

Night 3

Darkness: Total

Haze 1

Fog 3

Light Terrain 1

Heavy Terrain 3

Partial Cover 1

Full Cover 3

Complete Cover: Total

Magic: varies

Total Concealment -senses which don't ignore this don't work.

Non-Targeting Senses

Creatures are assumed to have hearing as a non-targeting sense unless listed as Deaf. Others can have tracking scent. To detect the approximate location of a target using hearing is automatic if in a fairly quiet environment in which the target isn't trying to be quiet (e.g. calling out its location or making lots of noise).

Otherwise a Perception roll is required against the target's Stealth if it is trying not to give away its location. The referee can increase the resistance according to circumstances. If using tracking scent use Perception against a resistance of 4.

Hearing

Noisy H2

Every 10 squares away H1

Tracking Scent

Wind blowing the scent away unless following a trail H2-4

Not strongly scented e.g. non-living H2-4

Every 50 squares away H1

Weather

Normally weather can be determined randomly depending on the region the characters are in and the season. However, it can be altered by magic.

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Wind

Wind is classified as:

- Still: sailing boats are becalmed.
- Breeze: sailing boats move slowly.
- Wind: sailing boats move briskly. Missile and thrown weapons are H1 per 10 squares of range. In dusty or sandy areas Perception is H1.
- Gale: sailing is fast but very dangerous. Buildings suffer minor damage, flimsy buildings suffer severe damage or may blow down. Missile and thrown weapons are H1 to hit per 3 squares of range. Base Move is -1 for anyone without the 6 rune. In dusty or sandy areas Perception is H3 and everything has Concealment 1.
- Hurricane: sailing or being in a boat is probably lethal. Buildings are damaged and least robust buildings are destroyed. Trees blow down and the air is filled with dangerous debris. Thrown or missile attacks are impossible. Base Movement in the area is -2. Anyone at the start of their turn must use Athletics with difficulty 6 (those with an 6 rune count as augmented) and on a Failure they are knocked down if standing up and on a Major Failure they are blown 1 square per point of failure down wind. In dusty or sandy areas Perception is H5 and everything has Concealment 3.

Precipitation

Rain is classified as:

- Dry: no issues except if it prolonged can lead to lack of water.
- Drizzle: provides 1 Concealment over 500 meters. If the temperature is Frigid or Freezing a thin covering of snow develops.
- Rain: provides 1 Concealment over 100 meters. Missile or thrown attacks and damage are H1 per 5 squares of range. For characters without a 7 or 6 rune Base Movement is -1. Camping outside and travelling require a Survival roll every 6 hours. This is typically around 6 modified by circumstances and is augmented for characters with a 7 or 6 rune. On a Major Failure the character is Weakened. If the temperature is Frigid or Freezing falls as snow and after 30 minutes the snow is thick enough to count as bad going.
- Downpour: provides 1 Concealment. Missile or thrown attacks and damage are H1 per 3 squares of range. For characters without a 7 or 6 rune Base Movement is -2. Camping outside and travelling require a Survival roll every 6 hours. This is typically around 6 modified by circumstances and is augmented for characters with a 7 or 6 rune. On a Failure the character is Weakened and on a Major Failure the character is Exhausted. If the temperature is Frigid or Freezing falls as snow and after 5 minutes the snow is thick enough to count as bad going.

Temperature

Temperature is classified as:

- Frigid: Base Move -1. H2 Weapons and Devices for individuals without a 4 or 3 rune. Without thick winter furs and clothing characters without a 4 or 3 rune take a Hurt every 5 minutes. Even with thick winter clothes camping outside and travelling require a Survival roll every 6 hours. This is typically around 7 modified by circumstances and is augmented for characters with a 4 or 3 rune. It is H3 in a Hurricane, H2 in a Gale, H1 in Wind, H3 in a Downpour and H2 in Rain. On a Failure the character is Weakened and on a Major Failure Exhausted.
- Freezing: H1 Weapons and Devices for individuals without a 4 or 3 rune. Without winter furs and clothing characters without a 4 or 3 rune take a Hurt every hour. Even with winter clothes camping outside and travelling require a Survival roll every 6 hours. This is typically around 5 modified by circumstances and is augmented for characters with a 4 or 3 rune. It is H2 in a Hurricane, H1 in a Gale, H2 in a Downpour and H1 in Rain. On a Failure the character is Weakened and on a Major Failure Exhausted.
- Temperate: temperature OK, No special problems.
- Hot: H1 Health and Survival for individuals without a 4 or 3 rune unless the characters have plenty of water. Even with plenty of water camping outside and travelling require a Survival roll every 6 hours. This is typically around 5 modified by circumstances and is augmented for characters with a 4 or 3 rune. It is E2 if there is a Breeze, Wind, Drizzle or Rain. On a Failure the character is Weakened and on a Major Failure Exhausted.
- Sweltering: H1 Health and Survival for individuals without a 4 or 3. Even with plenty of water camping outside and travelling require a Survival roll every 6 hours. This is typically around 7 modified by circumstances and is augmented for characters with

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a ☉ or ☽ rune. It is E1 if there is a Breeze, Wind, Drizzle or Rain. On a Failure the character is Weakened and on a Major Failure Exhausted.

Visibility

Visibility is classified as:

- Clear: no issues
- Haze: grants 1 Concealment. Cancelled by a Gale or Hurricane.
- Fog: grants 3 Concealment. Cancelled by Wind, Gale or Hurricane.

Annual Variation in Weather

The referee can roll at the end of Sacred Time to determine the general weather pattern of the year. This pattern has some effect on things like agriculture.

Example Weather: Prax

Annual Variation

Roll D100 at the start of the year:

01-05: Cold Year: -10 on temperature rolls. Agriculture is E2.

06-70: Normal Year

71-95: Drought Year +20 on precipitation and temperature rolls. Agriculture is H2.

96-00: Severe Drought Year +30 on precipitation and temperature rolls. Agriculture is H4.

Weather is shown from dawn to dawn.

Where perception indicates rainfall this will be the most in any hour during the day. Can roll randomly for when this is. If significant can roll D100 each other hour:

01-30: the same

31-50: 1 level lower

51-70: 2 levels lower

71-00: Dry

Fog or mist will burn off about an hour after dawn if the temperature is Sweltering, D2 hours if Hot or D4 hours if temperate.

Season	Winds and Visibility Use standard wind direction unless unusual weather	Precipitation	Temperature Day/Night
Early Sea Season	Usually SW wind 01-20: Still, Fog 21-30: Still, Haze 31-40: Breeze, Haze 41-70: Breeze 71-95: Wind 96-99: Gale 100: Hurricane	01-02: Downpour 03-20: Rain 21-37: Drizzle 38+: Dry	01-02: Temperate/Freezing 03-93: Temperate/Temperate 94+: Hot/Temperate
Late Sea Season	Usually SW Wind 01-10: Still, Fog 11-15: Still, Haze 16-30: Breeze, Haze 31-70: Breeze 71-95: Wind 96-99: Gale 100: Hurricane	01: Downpour 02-10: Rain 11-21: Drizzle 22+: Dry	01: Temperate/Freezing 02-90: Temperate/Temperate 89+: Hot/Temperate

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Early Fire Season	Usually SW Wind 01-05: Still, Fog 11-15: Still, Haze 16-30: Still 31-70: Breeze 71-95: Wind 96-99: Gale 100: Hurricane	01: Drizzle 02+: Dry	01-50: Temperate/Temperate 51-70: Hot/Temperate 71-100: Sweltering/Temperate
Late Fire Season	Usually SW Wind 01-02: Still, Fog 03-10: Still, Haze 11-60: Still 61-70: Breeze 71-95: Wind 96-99: Gale 100: Hurricane	01: Drizzle 02+: Dry	01: Temperate/Freezing 02-85: Temperate/Temperate 86+: Hot/Temperate
Early Earth Season	Usually W Wind 01-15: Still, Fog 16-30: Still, Haze 31-70: Breeze 71-93: Wind 94-99: Gale 100: Hurricane	01: Downpour 02: Rain 03: Drizzle 04+: Dry	01: Temperate/Freezing 02-90: Temperate/Temperate 91+: Hot/Temperate
Late Earth Season	Usually W Wind 01-15: Still, Fog 16-30: Still, Haze 31-70: Breeze 71-92: Wind 93-99: Gale 100: Hurricane	01: Downpour 02: Rain 05: Drizzle 06+: Dry	01-02: Temperate/Freezing 03-98: Temperate/Temperate 94+: Hot/Temperate
Early Dark Season	Usually NW Wind 01-20: Still, Fog 21-30: Still, Haze 31-50: Breeze 51-91: Wind 92-99: Gale 100: Hurricane	01: Downpour 02-03: Rain 04-07: Drizzle 08+: Dry	01: Freezing/Frigid 02-30: Freezing/Freezing 31-60: Temperate/Freezing 61-99: Temperate/Temperate 100+: Hot/Temperate
Late Dark Season	Usually NW Wind 01-20: Still, Fog 21-30: Still, Haze 31-50: Breeze 51-90: Wind 91-99: Gale 100: Hurricane	01: Downpour 02-12: Rain 13-29: Drizzle 30+: Dry	01-50: Freezing/Freezing 51-80: Temperate/Freezing 81+: Temperate/Temperate

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Early Storm Season	Usually W Wind 01-03: Still, Fog 04-10: Still, Haze 11-20: Still 31-40: Breeze 41-80: Wind 81-99: Gale 100: Hurricane	01-05: Downpour 06-30: Rain 31-50: Drizzle 51+: Dry	01-10: Freezing/Freezing 11-30: Temperate/Freezing 31+: Temperate/Temperate
Late Storm Season	Usually W Wind 01-03: Still, Fog 04-10: Still, Haze 11-20: Still 31-40: Breeze 41-85: Wind 86-99: Gale 100: Hurricane	01-03: Downpour 04-25: Rain 26-44: Drizzle 45+: Dry	01-08: Freezing/Freezing 09-25: Temperate/Freezing 26-99: Temperate/Temperate 100+: Hot/Temperate
Sacred Time	Usually W wind 01-10: Still, Fog 11-20: Still, Haze 21-50: Breeze, Haze 51-70: Breeze 71-95: Wind 96-99: Gale 100: Hurricane	01-03: Downpour 04-20: Rain 21-39: Drizzle 40+: Dry	01-02: Freezing/Freezing 03-10: Temperate/Freezing 11-98: Temperate/Temperate 99+: Hot/Temperate

Wealth

A Household

The PCs will be organised into one or more households. A household has an adult head and can also contain other related adults such as a spouse, unrelated adults such as retainers and friends, children, servants and slaves. All of these live together in one residence. The PCs may all choose to make up a single household. A household can be a single PC with no dependents or relatives living alone.

Wages

Profession	Pay with daily hire	Pay per Season	Difficulty
Labourer, unskilled worker, guard.	1L	28L	3
Trained craftsperson, soldier	2L	56L	4
Skilled craftsperson, supervisor, infantry file leader (6-9 subordinates, mounted soldier)	4L	112L	6
Cavalry file leader	6L	168L	7
Expert craftsperson, manager, officer with 40-60 soldiers or 20-30 cavalry	8L	224L	8
Officer	10L or more	280L +	8



Wages are higher for short term work listed as daily hires for mercenaries and workers who are hired for a few days or weeks. The pay for season assumes instead a character has a full-time job. If a PC has a job then if adventures are not actually associated with this it may reduce pay if they are away a lot. Wages are frequently not in cash but in kind such as rations but are treated according

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to their cash value. Where PCs are receiving a wage roll at the end of each season to see how the job went using whichever skill the referee considers most appropriate for the job e.g. Craft, Arts, Customs, Weapons, Ride, Leadership & Oratory, Tactics.

Result	Effect
Major Success	The character receives a bonus for exceptional service of 20%
Success	The character does well and receives their wages.
Failure	The character isn't very successful. Wages reduced by 10%.
Major Failure	The character isn't very successful. Wages reduced by 20%. They need to make a Persuasion of difficulty to keep their position.
Fumble	Something bad happens e.g. soldier is wounded, a cavalry soldier loses their horse, they are hurt in an accident, the business they work for collapses. They lose their position and wage reduced by 40%.

Income from Agriculture

In some societies (Pelorian, Lunar) it is possible to buy and sell land. Otherwise it is usually a grant for service. Land is measured in hides. A household containing 2 adults can manage 1 hide of land. This is mostly arable but includes a few animals. They will be very busy in Sea Season and Earth Season and have some work to do at other times. Alternatively, a character may hold hides of land that are managed by another household on their behalf and the character draws some income from them as a rentier. If a character is the renter then they manage the land themselves and pay the rentier from their income. Again, the income is given in cash though actually almost all will be in kind. A herd of 750L of suitable animals (25 cattle or the equivalent) on pastureland can be managed by a household in the same way and actually generates more income but is riskier as the herd is more vulnerable to theft. The household managing it will need a place to live which could be tents as they follow the herd. Such herds are kept on common or wild land. The amount is given as the standard. In theory a rentier could draw more income by driving their tenants into poverty but custom usually precludes this. Each extra 10% extracted increases the difficulty by 1. In some cultures (Pelorian, Lunar) it is possible to have an estate which is run by a single free household and 2 adult slaves per hide. Such an estate must be from 3-6 hides and the character needs to own the slaves. There is nothing to stop someone having multiple estates which are contiguous but they are treated as separate entities for this purpose. In an estate the first hide is treated normally but hides 2-6 are slave hides. Use the difficulty of the slave hides for the whole estate.

Source of Income	Income Self-Managed	Income Rentier	Difficulty
Hide	600L per year collected at the end of Earth season.	120L per year collected at the end of Earth season.	5
Herd	800L per year collected at the end of Earth season.	160L per year collected at the end of Earth season.	6
Slave Worked Hide		400L per year collected at the end of Earth season.	7

A character uses Customs skill against the difficulty of agriculture in earth season each year. This represents either farming personally or managing those who do so. If one PC rents land off another it is the PC who actually farms who makes the roll for that hide. The referee should modify the difficulty for exceptional weather or instability such as war or raiding. The character's agricultural enterprises are assumed to get the standard benefits from local agricultural deities and this is included in the difficulty except when noted in the weather section where some local deities have advantages. The character can improve the chances of success if they personally possess suitable spells. One roll should be made for all the character's enterprises in the same area.

Result	Effect
Major Success	Excellent harvest. Income increased by 30%,
Success	Standard harvest.
Failure	Poor harvest. Income reduced by 20%.
Major Failure	Bad harvest. Income reduced by 50%.

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Result	Effect
Fumble	Disaster. In addition to major failure hide future income will also be reduced by 20% until 200L per hide is spent on restorations. For herds D100% of the herd has been stolen or died and income is reduced by the same amount until more animals are acquired.

Income from Business

A character can personally run a business with their own household or draw rent from owning one managed by another household. In a collective business treat the character who is head of the household is the operator. Other PCs who are not part of the same household are paid employees. A business could be a shop, trader, craft workshop, builders, fishing boat, art reclamation and restorers – anything really. To run a business the household needs to own the tools and equipment required to do so. They will probably need to either own a suitable sized premises or to rent one. The premises will usually also be a house as generally people live in their place of business. The referee should determine a plausible business and can modify the income and difficulty a bit according to how lucrative the idea sounds, competition and local demand and supply. If a character runs the business themselves they may own it outright or rent it in which case they have to pay the rentier from the income. The main characteristics of a business is how many employees it has. These could be other PCs, paid employee NPCs, or in some cultures, slaves. Members of the operator’s household (including the operating PC) often work in the business too. Note that any slaves working for the business are part of the household so get support from it rather than pay. Add up base income for the business as follows. The referee can rule on how many people at maximum can be in each category but a single business can’t have more than 30 employees:

Employee	Notes	Income per Season
Unskilled worker		35L
Trained worker		60L
Supervisor	Need one of these for every 7 the two types above.	35L
Skilled worker		135
Expert	These are often hard to recruit if they aren’t PCs and the operator will have to try to find one willing to work for them.	60L

After adding the employees up add any modifiers for how good the referee thinks the business model is (plus or minus 30%). They have a modifier for difficulty:

Difficulty	Modifier
4	-20%
5	None
6	+10%
7	+20%
8	+30%
9	+40%
10	+50%

A rentier customarily takes 20% of the business’ income – it is possible to take more but the difficulty increases by 1 (for the rentier) for every 5%.

The PC operating the business should make the difficulty roll using a suitable skill selected by the referee – Customs, Persuasion, Leadership & Oratory, Craft, Arts, Knowledge, Water Life, Survival – depending on the business. If the PC operator or other PCs in the business have suitable spells they can use them to modify the difficulty. Business income is gained each season.

Result	Effect
Major Success	Excellent business season. Income increased by 30%.
Success	Standard business season.
Failure	Poor business season. Income reduced by 20%.
Major Failure	Terrible business season. Income reduced by 40%.

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Result	Effect
Fumble	Disaster. Fire, theft, accident, judicial interference or scandal. In addition to major failure future income will also be reduced by 40% until 50% of income spent to restore things.

Any PCs working for the business should make their own rolls as employees modifying both the income they receive and generate accordingly. Note that getting sacked is a matter for the PCs though!

Example Business:

Pavis Archaeology and Restoration is run by one PC who has 2 adults in his household. He and one adult work in the business. He employs 4 labourers and 2 trained craft persons and a skilled craftsperson. He personally acts as a supervisor and the adult in his household acts as a trained craftsperson. Total income is 490L, Pavis is a good place for this but there is quite a lot of competition +10% 539L, Difficulty 7 +20% = 647L of which 20% goes to the rentier leaving 518L. Wages bill is 336L leaving the operator with 182L.

Living Standards

The cost for living standards is paid at the end of each season. This cost is calculated per household as follows:

- 1st adult full cost
- Each subsequent adult ½ cost
- Each child ¼ cost
- Each servant ¼ cost max 15L
- Each slave ¼ cost max 10L (must own the slave)

Living standard includes the cost of any standard taxes, fees, tithes and dues except cult membership. It requires the household to have the indicated accommodation. The following are possibilities:

- A hide will have a small house associated with the land. If the PC rents the land or holds it personally and works it with their household they can live in this.
- A business is operated from a suitable premises which is usually also living accommodation for the household that runs it.
- In other cases the PC will need to either own or rent a suitable residence.

Standard	Cost per Season
Destitute. Begging for food and starving. Living on the street or in ruins. No maintenance of clothing or equipment. Health P3.	0L
Meagre. Eating the most basic carbohydrates with few vegetables and no meat. Drink some ale or watered wine. Living in a simple tent or hovel. Clothing and equipment becoming shabby and worn out. Health P2.	7L
Poor. Eating basic carbohydrates with vegetables and with meat or fish only on a few holy days. Drink ale or watered wine. Living in a room or hut. Also includes nomads living in a tent and eating a higher proportion of animal products. Carrying out some basic maintenance of clothing and equipment. Health P1.	13L
Reasonable. Eating a small variety of carbohydrates with vegetables and meat and fish maybe twice a week. Drink ale or watered wine with beer or wine on holy days. Living in a small house or apartment. Also includes nomads living in a good tent and eating a high proportion of animal products. Maintaining clothing and equipment. Requires a servant or slave.	21L
Comfortable. Eating a variety of carbohydrates, vegetables, meat and fish. Drink ale or watered wine with beer or wine a couple of times a week. Living in a medium house. Clothing and equipment kept in good condition. Requires two servants or slaves.	40L
Wealthy. As above but with some special foods and spices. Beer or wine as wished. Large house. Requires three servants or slaves.	80L
Luxurious. As above but with special foods and spices. Fine wines. Mason. Requires four servants or slaves.	160L

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Training and Practice

Training is a way to learn some skills or sorcery spells. To get training a character can go to a school or teacher if one exists where they are based for the skill or spell. It is also possible to receive training from another character who is better than you at a skill or knows the spell. Alternatively, it may be possible for a character to perform solo practice or research. To do this a character must have suitable facilities if any are required such as a library, ancient texts that give information about a spell a gymnasium for physical skills etc. Each character can choose up two skills or spells that they are working on improving each season (either as a teacher or learner). A character must have talent (from Special Characteristics) to get to Expert (2) in a skill. A lot of training comes from cults and each lists the skills they teach. Otherwise:

- **Arts, Crafts:** big cities may have schools otherwise more likely to find a working artist or craftsman and become their assistant.
- **Athletics, Gymnastics:** cities may have gymnasiums to work on these and this often have professional trainers. Weapon trainers also will work on these as a matter of course.
- **Bravery:** can be improved if the character has been brave in frightening situations or has seen associates set a good example.
- **Customs:** cities may have language schools which will also have information about a culture. It is more likely this is learned from a member of the culture or actually just living in it.
- **Devices:** most likely learned as result of working with a craftsman who makes devices like locks. Alternatively learned from thieves.
- **Health:** can be improved if the character has had a comfortable lifestyle, hasn't suffered any serious injuries but has had exercise and fresh air.
- **Illumination:** training is available from illumination Schools to members. Other illuminates such as initiates of the Red Goddess are often prepared to offer training.
- **Knowledge, Literacy, Leadership & Oratory:** large cities may have schools otherwise individual scholars can be hired as tutors to provide instruction.
- **Medicine:** there may be a few local folk healers outside cults who can teach this.
- **Perception, Stealth, Survival:** working with a hunter or scout is the best chance of training.
- **Persuasion, Streetwise:** really a matter of experience and practice and maybe observing skilled practitioners.
- **Riding:** there are schools and horse masters teaching this.
- **Sorcery Spells:** teaching is available from cults that are sorcery schools and also a character who is a member can perform research in their libraries. Other libraries, ancient runes and writings may also provide an opportunity for private study.
- **Tactics:** there are some theories and manuals on this but it is mostly observing the more skilled.
- **Water Life:** swimming instruction isn't unknown otherwise working with users is most likely.

Skill Attempting to Reach	Difficulty	Cost Per Season (L)	Cost Per Season for an Exceptional Teacher (L)
Familiar	6	16	32
Trained	8	24	48
Skilled	10	32	64
Expert	12	40	80

Spell Attempting to Learn	Difficulty	Cost Per Season (L)	Cost Per Season for an Exceptional Teacher (L)
1 point	6	24	48
2 points	8	36	72
3 points	10	48	96
4+ points	12	60	120

At the end of every season the character can roll a test of Training vs Difficulty. The difficulty is reduced by 2 for an exceptional teacher and increased by 2 for working without a teacher. Developing a new spell is 2 more difficult and no teacher is possible. Note that HP can't be used for this. Results as follows:

- **Fumble:** the character has got as good as they are going to in this skill. Further training won't work.

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- Major failure: no benefit. Any cumulative improvement to the test is lost.
- Failure: test becomes 1 easier next season (cumulative).
- Success: skill learned.
- Major Success: skill learned and test to learn the next skill level (if continued) is 1 easier (cumulative) next season.

Goods and Services

<p>Quality of Goods and Services Poor x ½ Typical x 1 Good x 3 Excellent x 5 - minimum 100L</p>	<p>Silvered Weapons Arrow or Bolt + 5L Spear, Dagger +20L Other Hafted Weapon +40L Sword + 80L</p>	<p>Transport Small reed boat 25L Small wooden boat 75L Large reed boat 75L Large wooden boat 225L Wagon 80L Cart 40L Litter 20L Rent 1/50 of cost per day</p>
<p>Weapons Poor has -1 Save Good and Excellent have +1 Save Excellent has +1 Resist Prices with a / are non-metal/bronze.</p> <p>Arrow or Bolt 5C/1L Bastard Sword 30/70L Battleaxe 7/25L Bolas 6L Broadsword 25/50L Claws 12/25L Composite Bow 60L Composite Bow Case 5L Crossbow 70L Quiver 3L Dagger 10/20L Flail 10/30L Great Axe 17/30L Hatchet 5/15L Heavy Mace 8/30L JLS 5/15L Kopis 25/50L LTS 10/20L Light Mace 4/20L Maul 5/22L Pike 12/22L Rapier 30/45L Rhomphia 30/60L Self Bow 10L Shortsword 20/40L Sickle Sword 30/60L Staff 1L Trident 15/30L War Flail 30/55L Whip 3L</p>	<p>Property (Buy/Rent per Season) Hovel 100L/2L Hut 250L/5L Small house 500L/10L Medium House 1000L/20L Large House 2000L/40L Mansion 20000L/400L Tower 5000L Fort 30000L Castle 50000L Palace 80000L</p>	<p>Land Hide (includes small house): 6500L</p>
	<p>Accommodation Rent Inn: day 5C, week 3L, season 20L</p>	
	<p>Animals (War/Cavalry/Riding/Pack/Food) Riding and Pack animals impose penalties when used in combat. A good animal has either B1 Athletics, Health or Running. An excellent animal has either B1 in each of these or B2 in one of them. A Poor animal has P1 in all of them. Herd Men are not ridden as such but can carry a litter. Food animals are kept for meat or milk.</p> <p>Bison 900/-/-/80/70 Cattle -/-/-/30 Donkey -/-/50/25/- Herd Man 200/-/50/20/15 High Llama 1500/360/185/45/25 Horse 2000/400/200/50/20 Impala -/100/60/15/10 Mule -/-/250/100/- Sable 1000/180/150/25/20 Sheep -/-/-/7 Swine -/-/-/7</p>	<p>Slaves Good or excellent slaves have skills or special talents. Poor slaves have limitations. Adult 200L Young or Old 50L</p>
		<p>Camping Small tent 30L Medium tent 80L Large tent 120L Sleeping hide 10L Woollen Blanket 30L</p>
		<p>Animal Tack War or cavalry 50L Riding 30L Pack 20L</p>

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Writing

Scroll 50L
Quill 2C
Pot of Ink 5C
Sheet of Parchment 3L
Sheet of Papyrus 2L
Scribe Set 20L

Light and Fire

Firestarter 6C
Torch 2C
Bronze Lamp 5L
Clay Lamp 3C
Pint of Oil 1L
Candle (wax) 7C
Candle (tallow) 1C

Tools

With a / then before flint or stone.
Knife 2/10L
Hammer 8C/10L
Chisel 1/6L
Fish Hook 2C
Adze 3/12L
Saw 2/10L
Drill 1/5L
Pick 1/14L
Lockpicks 15L

Musical Instruments

Kithara 20L
Lur Horn 30L
Lyre 15L
Reed Pipes 3C
Nose flute 5C
Drum 15L
Cornu 25L
Bagpipes 6L
Sistra 10L
Cymbals 25L
Harp 40L

Expedition Kit

Grappling Hook 3/22L
50' rope 3L

Healing (Chalana Arroy)

Major 20% of Wealth
Other 5% of Wealth

Food and Drink

Salt 1 lb 1L
Local spice 1 lb 10L
Imported spice 1 lb 50L
Preserved food per day 5C
Prepared food/day 1L
Food uncooked/day 2C
Beer/day 2C
Wine/day 1L
Animal Fodder/day 2C

Cooking and Eating

Bronze pan 15L
Bronze cauldron (small) 80L
Bronze cauldron (large) 200L
Bronze tripod 40L
Clay bowl 3C
Clay jar 1L
Clay cooking pot 2L

Bags

Purse 2L
Belt pouch 3L
Satchel 9L
Backpack: leather 10L
Sack (small): leather 10L
Sack (large): leather 10L

Armour and Shields

Poor has -1 Save
Good and Excellent have +1 Save
Excellent has +1 Resist
Light Armour 30L
Medium Armour 50L
Semi-Heavy Armour 150L
Heavy Armour 200L
Extra Heavy Armour 320L

Clothing

For clothing standard is undyed, pay extra for dyed
Dye for large clothing item: red, brown, dull yellow, orange, blue/green or green 3L
Dye for large clothing item: crimson, purple, bright blue, saffron yellow 50L
Mordants per large clothing item: 2L
Tunic: linen or wool 30L
Loincloth: linen or wool 10L
Chiton: linen or wool 25L
Trousers: linen or wool 35L
Underdress: linen or wool 35L
Overdress: linen or wool 45L
Robe (sleeved): linen or wool 60L
Vest (Praxian): leather 8L
Loincloth (Praxian): leather 15L
Cloak: wool 30L
Cloak: animal hide 15L
Broad brimmed hat 8L
Esrolian bodice 45L
Esrolian skirt 80L
Girdle 2L
Belt 5L
Slippers: leather 9L
Sandals 5L
Boots: leather 20L
Sartarite woman's headdress 10L
Veil 5L

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Combat System

Time and Space

A square is 1.5m by 1.5m. A cube is 1.5m x 1.5m x 1.5m. A turn is about 10 seconds.

Major and Minor Characters

A major character is either a PC, an important named NPC or a fierce monster. Other nameless NPCs are minor NPCs. Some rules apply differently to minor NPCs.

Command

Each side must have a commander who is the leader for the whole force and uses Leadership and Tactics on behalf of the whole side. A group can have a second in command who will take over if the leader is Disabled or Routed. The second in command can make Leadership rolls for everyone except the leader. A large force with military organisation may also have file leaders in charge of smaller sections of 6-16 troopers who can make Leadership rolls for them. If both the commander and second in command are Disabled or Routed then after a delay of one turn a new character can take over – this will usually be a file leader if there is one.

Ambush

If one side is aware of the other and is hidden an ambush may occur. Roll the best Perception skill of the unhidden side resisted by the worst Stealth of the targets. On a success the ambushers automatically go first and the ambushed side loses 1 action and on a major success 2 actions on the first turn. In an ambush the ambushed side has no Reactions on the first turn.

Initiative

If an ambush hasn't decided the initiative the leader of each side rolls Tactics vs Tactics. On a success that side chooses to go first or second. On a major success the other side loses 1 action.

Turns and Actions

Each side gets one turn and then the other side gets one turn. Each individual gets 2 Actions per turn, 1 Bonus Action and 1 Reaction. The Reaction is used in the opponent's turn and interrupts one of their actions. There are also some Free Actions that are allowed in addition. Each can be used for the following. Actions marked * cannot be chosen more than once per turn:

Actions
Attack: to attack with a crossbow it must be loaded. To attack with a bow must have an arrow in hand.*
Magic: use magic on something other than yourself or something you are wearing or carrying.*
Spirit Combat: attack in Spirit Combat against a spirit in the same space.*
Leadership Action.*
Rally: if a commander.
Load a crossbow (with bolt in hand).*
Move.
Pick something up or take something from another willing character.
Put away an item in hand.
Stand Up.*
Tactics Action.*
Resist a Grapple.*
Draw: get out a carried item so it is in hand.

Bonus Action
Use magic on yourself or an item you are carrying or wearing.*
Shield Bash: immediately after a move into contact with the enemy*
Tackle: immediately after a move into contact with the enemy.*

Free Actions
First Draw: get out a carried item so it is in hand - once per turn.*
Drop: drop an item in hand.
Turn as a reaction to a Move

Reactions
Cast Reaction Magic*
Evade*
Flee*
Make a Stop Thrust*
Make an Opportunity Attack*
Skirmish*

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Sequence Within a Turn

In general, the referee should decide each side’s board edge – usually the side they entered from. Each individual on the side whose turn it is takes actions, including any bonus actions or Follow Up Attacks (see later), starting from the rightmost figure from their board edge and working left. Where two figures are equally positioned left to right then the figure furthest forward acts first then the next furthest forward and so on. A Tactics action can change this sequence.

Powerful Actions

Powerful characters get special powerful actions. When a character gains certain XD they can choose one type of action. In future when they choose that action then can do it an extra time. Therefore if they selected Attack then when they attack they can attack twice, if they selected Magic then when they use magic they can do so on two targets and if they selected Move then when they chose Move they can move twice. This does not have any effect on their Bonus Actions, Reactions or Follow Ups. Disembodied spirits and elementals don’t have Powerful Actions.

Powerful Actions: Attack, Magic or Move
<ul style="list-style-type: none"> • XD 14 • XD 20 • XD 26 • XD 32 • Each XD +6

Bonus Action Magic

A character can use Bonus Action magic once per turn either before or after any action. The magic must target themselves or something that they are wearing or carrying. The magic can’t be sorcery.

Bonus Shield Bash

A creature with a shield can use a bonus action to attack with a shield immediate after moving to contact. The shield does count as having been used for an attack this turn and cannot then be normally used for an attack.

Bonus Tackle

A humanoid creature can use a bonus action to attempt a tackle attack immediate after moving to contact. This attack is a Grapple.

Reaction Magic

A character can use magic, except sorcery, which would help resist something that happens to a character in someone else’s action as a Reaction. The magic must target themselves or something that they are wearing or carrying.

Weapons and Attacks

Weapon Combinations

A character is allowed an item in each hand or a two-handed weapon in both. The off-hand has the following skill modifiers:

- Shield in off-hand: 0
- Standard combination such as sword and dagger, 2 hatchets, 2 shortswords, trident and net: -1
- Harder combination such as 2 swords, spear & dagger: -2
- Strange combinations: at least -3

A Small Shield can be used with a two-handed spear but at -1 shield skill. A Small Shield can also be used with a sling at no penalty even though a sling is otherwise two handed. Usually, a character can only attack with one weapon in a single action and attacking with an off-hand weapon would be a Follow Up (see Below). Sometimes a character has more than two hands either naturally or because of magic. In this case one extra hand can use a bonus action to attack (with an off-hand penalty).

Weapon Table

Those attacks marked ✖ are possessed by all humanoids. Those marked ▼ are possessed by certain creatures and are listed amongst their abilities. And attacks are non-metal (see below). All of these use the Unarmed skill. Others are held weapons and use their own skills.

Weapon	Range	Attack	Damage	Parry	Resist	Save	Special
1-2H as 2H		+1	+1	+2			Modifier when 1-2H used 2H
Bash	1	0	+1	N/A	N/A	N/A	Recoil, Push, ▼

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Weapon	Range	Attack	Damage	Parry	Resist	Save	Special
Bastard Sword	1	0	+2	-1	+2	4+	Sword, 1-2H, Cut and Thrust, Heavy
Battle Axe	1	0	+2	-2	-3	6+	Axe, 1-2H, AP, Heavy, Hafted
Bolas	T20	-1	0*	N/A	N/A	7+	Bolas, Trip, Snare
Broadsword	1	0	+2	0	+2	4+	Sword, Cut and Thrust, Heavy
Carnivore Bite	0-1	0	+1	N/A	N/A	N/A	No recoil, ▼
Claws	0-1	+1	0	N/A	N/A	N/A	▼
Composite Bow	60	-1	+1	-3	-4	7+	Bow, 2H, Pierce, Fragile
Crossbow	60	0	+2	-4	-4	8+	Crossbow, 2H, Pierce, Reload, Fragile
Dagger	0-1, T10	+1	+1	-3	+1	4+	Dagger, Pierce
Flail	1	0	+1	-3	-3	7+	Flail, AP, Recoil, VP, Hafted
Gaze	LOS	+2	N/A	N/A	N/A	N/A	With power only ▼
Great Axe	1	+2	+3	+1	-4	6+	Axe, 2H, AP, Heavy, Hafted
Great Sword	1	0	+5	+1	+5	4+	Sword, 2H, Cut and Thrust, Heavy
Hatchet	1, T10	+1	+1	-1	-2	6+	Axe, AP, Hafted
Heavy Mace	1	+1	+1	-3	-3	6+	Mace, 1-2H, AP, Recoil, Heavy, Hafted
Horns	1	-1	+1	N/A	N/A	N/A	Piercing, Move Through ▼
Javelin/ Light Spear (JLS)	1, T20	0	0	-2	-2	6+	Spear, 1-2H, Thrust, Pierce, Polearm
Kick	1	-1	-1	N/A	N/A	N/A	Trip ▼✳
Kopis	1	+1	+1	0	+2	3+	Sword, Disarm, Trip
Large Shield	1	0	-1	+2	+2	5+	Shield, Push, Move Through, Ranged Parry, Heavy
Light Mace	1	+1	0	-3	-2	6+	Mace, AP, Recoil, Hafted
Long Thrusting Spear	2	-1	+1	-2	-3	5+	Spear, 1-2H, Pierce, Thrust, Heavy, Polearm, Mounted Charge
Maul	1	+2	+2	-1	-4	6+	Mace, 2H, AP, Recoil, Heavy, Hafted,
Net	1, T4	-1	+1*	-2	-2	6+	Net, Grapple and the Net counts as the Grappler. Immune to Piercing and Bashing. When used to attack is dropped except on Major Success at R1.
Pike	3	-1	+1	-2	-3	6+	Spear, 2H, Pierce, Heavy, Polearm
Pincer	1	0	0	N/A	N/A	N/A	No recoil, Grapple as well as damage. Can attack grappled target ▼
Punch	0-1	0	-2	-1	N/A	N/A	Can only parry punch ▼✳
Ram	1	-1	+1	N/A	N/A	N/A	AP, Push, Move Through ▼
Rapier	1	0	0	0	+2	3+	Sword, Pierce, Thrust,
Rhomphia	1	+2	+3	+2	+2	4+	Sword, 2H, Trip, Heavy,
Rock	1, T15	0	-2	N/A	N/A	N/A	AP ✳
Rush	0	0	-1	N/A	N/A	N/A	Move Through, ▼✳
Self-Bow	40	-1	0	-3	-4	7+	Bow, 2H, Pierce, Fragile
Shortsword	1	0	+1	0	+2	3+	Sword, Cut and Thrust
Sickle Sword	1	+1	+2	0	+2	4+	Sword, Disarm, Trip, Heavy
Sling	30	-1	0	N/A	N/A	8+	Sling, 2H, AP
Small Shield	1	0	-1	+1	+1	5+	Shield, Ranged Parry
Spit	6	0	N/A	N/A	N/A	N/A	Noxious substance such as acid or poison ▼
Staff	1	+1	+2	0	-2	5+	Mace, 2H, AP, Recoil, Hafted

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Weapon	Range	Attack	Damage	Parry	Resist	Save	Special
Stinger/ Venomous Bite	0-1	+1	-1	N/A	N/A	N/A	Inject Venom ▼
Throwstick	1, T20	+1	+1	-2	-5	6+	Throwstick, Fragile
Touch	0-1	+2	N/A	N/A	N/A	N/A	With power only ▼✳
Trident	1	0	+1	-2	-2	5+	Trident, 1-2H, Piercing, Disarm, Polearm
Tusks	1	-1	+1	N/A	N/A	N/A	Piercing, AP, Move Through ▼
War Flail	1	0	+2	-3	-4	6+	Flail, 2H, AP, Recoil, VP, Heavy, Hafted
Whip	2	-1	-2	-3	-3	7+	Flail, AP, VP, Hafted
Wrestle	0-1	-1	-1*	N/A	N/A	N/A	1-2H, Grapple, Trip, Push ▼✳

AP: if the weapon damage gets a Failure using Damage against a target in Medium+ armour get +2 to the roll.

Attack: modifier to weapon skill when attacking.

Cut and Thrust: can be used to make a Stop Thrust and also can make a follow up attack with the same weapon.

Damage: a modifier to Athletics (Damage) skill to deliver Damage or any other result of the attack. If marked * the attack doesn't deal damage so the modifier applies only to the other listed effects.

Disarm: weapon is better at disarming (not H2).

Entangle: is resisted by the target's Athletics. On a Success

Fragile: Minimum resistance is 1.

Grapple: can be used as a Grapple attack. Attacks without this characteristic can't be used in a Grapple.

Hafted: has a wooden haft. Minimum resistance is 3.

Heavy: only characters with Size 0+, Weapon Skill +1 or better (Skilled or B1), Athletics +1 or better (Skilled or B1) or better and Athletics (Damage) D10+ can use these weapons.

Inject Venom: if the attack causes a Hurt it also injects Venom into the target.

Mounted Charge: can be used by a mounted character as part of a Move Through or Move By Attack and if so deals +1 damage if the move was at least 8.

Move Through: can be used as a Move Through attack. Attacks without this characteristic can't be used in a Move Through.

Parry: modifier to weapon skill when resisting being hit with a parry.

Pierce: if the attack roll is a Major Success then the damage (not Disarm or Recoil) is E4 instead of E2. If a damage roll gets a Success then add 2 to the roll (which could turn it into a Major Success).

Polearm: has a long wooden haft. Minimum resistance is 3. Can be used when not in the front rank in melee.

Push: weapon can be used for a Push attack. Weapons without this characteristic can't be used in a Push.

Ranged Parry: can parry ranged (missile or thrown) attacks.

Recoil: on a Fail add 2 to roll to see if the target recoils.

Resist: a modifier to damage for resisting damage with the weapon. Work out the damage dice normally and then use this modifier to work out the resistance.

Save: the save to avoid breaking on a D10.

Snare: If the trip gets a success the target can't move until the weapon is removed. This requires an action and a successful test using either Athletics or Gymnastics. Difficulty is 4 against a successful hit or 5 against a major success. Difficulty is H2 for creatures without hands.

Thrust: can be used to make a Stop Thrust.

Trip: weapon is better at Trip (not H2).

VP: if the attack is vs a Parry add 1 to the roll on a Failure.

The only two-handed weapons that can be used when mounted are Spear and Composite Bow plus a Self Bow dealing D8 damage or less.

Armour

Armour provides protection by increasing the character's Health to resist Solid Damage. It is called Solid Armour. Armour has a break save of 6+ on a D10. It modifies some of a character's other skills.

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Armour	Resist Damage	Gymnastics, Stealth	Water Life	Perception, Parry other than Shield	Base Movement	Examples
Light	+1		-1			Leather Lamellar Cuirass and Conical Helm; a Linen Cuirass and leather cap; an Open Helm
Medium	+2	-1	-2			Linen Cuirass, Hard Leather Vambraces, Conical Helm; Leather Lamellar Cuirass and an Open Helm
Semi-Heavy	+3	-2	-4			Metal Scale Hauberk or metal breastplate, Hard Leather Vambraces, Open Helm
Heavy	+4	-3	-5	-1		Metal Cuirass, Hard Leather Vambraces, Open Helm
Extra-Heavy	+5	-4	-6	-2	-1	Metal Cuirass, Full Helmet, Metal Greaves and Vambraces
Large Shield		-1	-2 No Swimming		-1	A hoplon, body or tower shield.
Small Shield			-1			A pelte or similar shield.

Materials for Weapons and Armour

Weapons can be made of different materials. Some are usually non-metal and most natural weapons are non-metal unless modified in some way (for example artificial metal claws). Note that shields only have minor metal fittings. It is possible to make a shield using a lot more metal at which point the material can be different. Light and Medium armour isn't made of metal so doesn't benefit from materials.

Material	Weapons	Armour	Shield
Bronze	Non hafted B1 resist vs non-metal	B1 resist vs non-metal	B1 resist, Heavy, B1 resist vs non-metal, -1 Water Life
Enchanted Copper	Non hafted B1 resist vs non-metal, Axe B1 save	B1 resist vs non-metal, +1 modifier Gymnastics and Stealth, Base Move 0	B1 resist, Heavy, B1 resist vs non-metal
Enchanted Gold (Gilded)	Non hafted B1 resist vs non-metal, +1 damage vs Darkness rune creatures, light magic +5 radius	B1 resist vs non-metal, +1 Athletics (Stand), light magic +5 radius	B1 resist, Heavy, B1 resist vs non-metal, light magic +5 radius
Iron	Non hafted B1 resist vs non-metal, deals 2 Hurts instead of 1 to Uz and Aldryami, damages creatures immune to non-enchanted weapons, makes magic H1 to cast and gives B1 magical resistance	B1 resist vs non-metal, makes magic H4 to cast and gives B4 magic resistance	B1 resist, Heavy, B1 resist vs non-metal, makes magic H2 to cast and gives B2 magical resistance
Enchanted Iron	Non hafted B1 resist vs non-enchanted iron, +1 damage, non-hafted B2 save, deals 2 Hurts instead of 1 to Uz and Aldryami	B1 resist vs non-enchanted iron, B1 resist	B1 resist, Heavy, B1 resist vs non-enchanted iron, B1 Save
Enchanted Lead	Mace +1 damage, requires Athletics (Damage) D10+ to use, can't be used for non-hafted weapons	B1 resist vs non-metal, +1 modifier Stealth, if not Size+1 or higher -1 Gymnastics and Base Move	Heavy, B1 resist vs non-metal, B1 Save
Enchanted Quicksilver (Aluminium)	Non hafted B1 resist vs non-metal, Flail or trident can be used underwater without penalty	B1 resist vs non-metal, Water Life modifier 0	B1 resist, Water Life modifier 0

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Material	Weapons	Armour	Shield
Enchanted Silver	Non hafted B1 resist vs non-metal, damages insubstantial creatures	B1 resist vs non-metal, works against attacks of insubstantial creatures	B1 resist, Heavy, B1 resist vs non-metal, works against the attacks of insubstantial creatures
Non-Metal	Doesn't cause break saves against metal, Damage P1 vs Heavy or Extra Heavy.	Not heavy or extra heavy	Standard

Facing, Threat and Engaged

Each creature can face one square either orthogonally or diagonally. The square faced and those on either side are the individual's front and the creature's front extends directly outward from these. The squares directly behind the creature (one square for a 1 square creature) is the rear. Others are flanks. A creature threatens all squares to the front and in range of a melee attack. Each creature can engage one opponent in a threatened square. If there are multiple opponents directly in front then the closest is engaged and on a tie the furthest right as looked at by the creature. An individual's arc is the entire area 180-degree arc starting from the square/s immediately in front of it.

Move Action

Each creature has a **Base Move** in squares (usually 4). Characters usually have Running equal to Base Move, Climbing P2 and Swimming P3. Fast land creatures like riding animals and four legged predators have Running B4 or better but often P4 or worse at Climbing. Flying animals could have Flying B8 for example. Note that for riders the mount makes the move actions carrying the rider with it. Nonaquatic creatures usually have Swimming P3 whereas aquatic creatures have P1 or better. An individual may have circumstances, abilities, equipment or magic that increases or decrease **Base Move**. This is to the Base Move Number not the dice for movement. **Base Move** can be negative.

To determine how far a creature can move in an action throw a Movement and add the roll to the base move. This depends on a skill dice, modified for any armour: Gymnastics for Running and Flying, Water Life for Swimming or Athletics for Climbing. Any augment to these skills applies. **Movement dice do not explode**. The maximum Movement dice depends on Running, Swimming, Climbing or Flying move as follows:

Move	Max Movement Dice
0-3	D4
4-5	D6
6-7	D8
8-9	D10
Each +2	+1

Movement costs are as follows. Rough going is steep slopes (including steep enough to require climbing). Rocky terrain or moving through thick vegetation.

Movement	Cost
Directly forward	1
Diagonally forward	1.5
90 degree turn 4 legged	3
90 degree turn 2 others	2
1 square any direction maintaining facing or turn any number of degrees	All
Rough going 4 legged	x3
Rough going others	x2

If the total move over a turn is 24+ the moving creature is **Fast Moving** and if 30+ **Very Fast Moving**. This makes it (and its rider if any) harder to hit when shooting.

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Move Through

A creature can try to move through an opponent's square. The move through includes making an attack with a weapon from the Weapons Table that has the Move Through characteristic attack as part of the same action. Only some attacks which are listed on the weapons table are allowed to be used in this way. After the attack unless the move through hit or some other consequence stopped it the rest of the move continues to its conclusion. If doing this when mounted then a riding skill test must be made with difficulty depending on the training of the mount. On a failure the mount will veer to the side as for a **Move By** (below) if it can. If there is no gap it can veer through it will press on except on a major failure when it will stop and the rider must make another skill test to avoid falling off. A fumble will result in falling off either way.

Skill Test Move Through War Mount 4 Cavalry Mount 6 Other 10
--

Move By (Mounted)

A rider can try to move by an opponent's square. The rider but not the mount can make attacks at some point during the Move By and then the mount completes the move after the attack or attacks. When making a Move By only one attack is allowed per square which is adjacent to the enemy within the move so this restricts the number of Follow Ups or extra attacks allowed. If the mount isn't a cavalry or war mount then a riding skill throw is required or the mount will veer away out of reach of the target if it can.

Skill Test Move By Not War or Cavalry Mount 8
--

Responses to a Move

A creature must be able to detect a creature it is responding to.

Turn

If a creature starts a move in arc of an unengaged opponent and finishes its move outside the arc then the opponent can turn to face the moving creature as a **Free Action** if it wishes.

Flee

If an enemy attempts to moves into reach of an individual it can use its **Reaction** to Flee. This is a like a movement action which must be an attempt to get away from contact and must be the full possible move. The flee move may involve having to make a turn or two (so this means fleeing doesn't work very well if the enemy is very close). The enemy moving into contact may pursue (making a movement roll if necessary if it hasn't already). If the enemy tried to move to contact on its first action and therefore has an action left it can use that second action to move to contact again but usually this means it can't attack.

Skirmish

It is also possible to make a Skirmish against an enemy trying to move to contact starting 3 or more squares away using a **Reaction**. The individual Skirmishing needs a ready missile or thrown weapon. The attack is delivered when the target has moved 1 square and the attack is H1. After the shot the skirmisher must make a flee move reducing the distance moved by 2.

Stop Thrust

An individual armed with a weapon with the Thrust special ability can immediately make an attack on an enemy moving into range and to the front using a **Reaction**. No follow ups are allowed after a Stop Thrust. If the target recoils it can't move any further this action.

Opportunity Attack

An individual can make an opportunity attack using a **Reaction** if an opponent in a threatened space:

- Having moved into such as space this action doesn't stop moving.
- Moves more than one space in a single action starting from a threatened space.
- Tries to make a missile or thrown attack.
- Tries to use magic that targets something other than itself or something it is wearing or carrying or the individual threatening it.
- Tries to load a bow or crossbow.
- Tries to pick something up.

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Such an opportunity attack must be with a melee attack. No follow ups are allowed after an opportunity attack.

E.g., Yarna is armed with a sword. A fierce troll tries to get around her by moving into a square that she threatens and them moving again to sidle around her. Yarna can make an opportunity attack against it with her sword.

Also an individual with a ready missile weapon (a loaded crossbow, a JLS in hand, a bow with an arrow in hand) can make an **Opportunity Attack** against an enemy in LOS that moves to contact picking the moment within the move to shoot. This is instead of fleeing or skirmishing.

Attack Actions

An attack action can be used with one of the attacks on the weapons table as follows:

- Damage: any attack except those with damage marked *
- Disarm: any attack but H2 without the Disarm characteristic
- Grapple: only those attacks with the Grapple characteristic
- Push: only attacks with the Push characteristic
- Trip: any attack but H2 without the Trip characteristic

Note that a war mount will attack as well as the rider.

If a character is lying down then it can only attack at range 0 (Hand to Hand) or using a crossbow. The individual picks a target within range. If using a **polearm** for a melee attack it can be made at **range +1** if the attacker isn't fighting from the front rank. This means fighting from behind an ally who is engaging the enemy. To attack roll a test against the target using weapon skill. The target can choose to resist with:

- Shield Parry only to the Front or shielded Flank
- Weapon Parry only be used to the Front or flank of the weapon hand and not against a Move Through
- Dodge
- Riding if mounted

Against Disarm the target must resist with the Weapon Parry of the target weapon.

E1 to Hit (all that apply cumulatively)
 Per extra melee attacker against the target this turn
 Target is being attacked from above in melee (uphill, higher upstairs, defending a wall, mounted vs foot, prone)
 Target is prone
 Attack isn't from the target's front
 Attack is from the target's rear
 Target hasn't spotted the attacker
 Target hasn't detected the attacker
 Follow up after a successful Push, Disarm or Trip

H1 to Hit (all that apply cumulatively)
 Target is parrying with a sword or trident against an unarmed attack
 Target isn't spotted
 Attacker is skirmishing
 Mounted attack not from a war or cavalry mount
 Mounted attack from a pack animal
 Attacking an enemy which isn't the closest
 Attacking a mount in melee
 On foot and attacking a rider in melee unless with a Polearm
 Shooting at fast moving (24+) target
 Shooting at very fast (30+) moving target
 Melee attack with a polearm at +1 Range

Note that **Fumbles** (on a 1) and automatic **Major Failures** (on a 2) apply as normal to attacks.

Compare the results with the resistance chosen by the defender. Some results are defined as hits but this can be cancelled by a later result (e.g. by the damage result).

Attack	Vs Gymnastics (Dodge or Riding)	Vs Weapon (Parry)	Weapon (Disarm) vs Weapon (Parry)
Major Success	Hit. Result is E2 or E4 Damage with Pierce		Hit. Result is E2
Success	Hit		
Failure	Melee attack misses if target steps back one. Ranged misses if target steps 1 to either side	Hits parrying weapon or shield	Miss
Major Failure	Miss and target can choose to move 1	Miss and target can choose to move 1	Defender gets a disarm against attacker

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Using Magic

The effect of attacking with magic is lasted for the different magic abilities on the magic section.

Using Spirit Combat

A character can attack in Spirit Combat if in the same space as a spirit. A Spirit Combat attack always hits with no attack roll.

Evade

A target in an area that is being attacked can use a **Reaction Action** to evade using Gymnastics (Dodge) against resistance as follows:

- Against a Move Through or similar things such as rolling logs or boulders which the target can see or sense coming, or against individuals knocked into a target is 4 +1 per square to reach the nearest square that is even partly outside the template.
- Against sudden unexpected events like a trap dropping a rock on a character, a trip triggering an explosion or a Move Through from out of LOS is 6 +1 per square to reach the nearest square that is even partly outside the template.

Evade	Outcome Against an Engaged Enemy	Outcome Other Cases
Major Success	Move outside the area	Move outside the area
Success	Move outside the area	Move outside the area and fall down
Failure	Don't move	Don't move
Major Failure	Don't move and fall down	Don't move and fall down

Note that Evade is not used for a Physical Agent as the character's dodge will be included in the resistance to the attack.

Fumble

If an attack roll is fumbled (and not saved) roll on the following tables. The disaster column is used when the save was a 1.

D8	Fumble	Disaster
1	Roll twice	Roll twice
2	If making a melee attack step directly or diagonally forward one square if possible or if not possible fall down. If adjacent opponents have a reaction available they can use it to make an opportunity attack. If not making a melee attack treat as 6.	If making a melee attack step directly or diagonally forward one square if possible or if not possible fall down. Stunned. If adjacent opponents have a reaction available they can use it to make an opportunity attack. If not making a melee attack treat as 6.
3	If using a weapon it must save or it is broken. Success: it is dropped. If attacking unarmed suffer 1 Hurt.	Weapon saves at -2 or is broken. Success: it is dropped. If attacking unarmed suffer Serious Wound in the limb attacked with.
4	Weapon is dropped or if attacking unarmed fall down. Turn ends.	Weapon is dropped and it scatters 2D6 squares in a random direction or if attacking unarmed fall down. Turn ends.
5	Character suffers 1 Hurt.	Character suffers a Minor Wound.
6	Make the attack again against the nearest friend in range and arc or if there are none then suffer 1 Hurt.	Make the attack again against the nearest friend in range and arc at E2 to hit or if there are none then suffers a Minor Wound.
7	If using a bow or sling drop all the ammunition – it scatters within 1 square. If using another weapon drop it.	If using a bow or sling drop all the ammunition – it scatters within 3 squares. If using another weapon drop it and it scatters 2D6 squares in a random direction.
8	Fall down, turn ends	Fall down, turn ends, Stunned

Conditions

The status of an individual can be shown using markers or another record. The following conditions are possible. More than one different status stacks if possible but a character can't have two the same unless noted. All these can be repaired using healing magic but some can be removed in other ways as noted. If created by magic with a **Duration** they will also end with the magic and can also be cancelled by magic such as Dispel.

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- **Befuddled.** Each action can only move in a random direction at half move. Save on 9+ at the start of the turn to end the effect. If the character is attacked the effect ends to the extent that they will assume that the attacker is an enemy as are those on its side.
- **Blinded.** The character cannot use Vision or Night Vision. If caused by a sudden flash of light it wears off after around 2 minutes and the character is then Dazzled.
- **Calmed.** The character cannot attack. Wears off if attacked.
- **Confused.** At the start of each turn the character must save on 5+ using Knowledge or each action can only move in a random direction at half move. If the save is 10+ it ends. If the character is attacked the effect ends to the extent that they will assume the attacker and its allies are the enemy and can move and attack bearing this in mind.
- **Dazed.** The character is at H1 Arts, Craft, Customs, Medicine, Knowledge, Persuasion, Stealth, Streetwise, Survival, Tactics, Water Life, Weapons and using Runes.
- **Dazzled.** The character is H1 in Craft, Devices, Gymnastics, Medicine, Perception, Base Move, Stealth, Survival and Weapons if targeted with Vision or Night Vision. If caused by a sudden flash of light it wears off after around 2 minutes.
- **Demoralized:** The character is H3 at Bravery, any Attacks and Movement if toward an enemy. They can't use offensive magic.
- **Disabled.** The character can only use actions to crawl 1 square. Can be treated with Medicine Skill.
- **Exhausted.** The character is H2 Athletics, Health, Gymnastics and Weapons. They have -2 Base Move. Wears off after a day in better conditions with food and rest. An Exhausted character who is Weakened or Exhausted again is Disabled.
- **Frightened:** The character is H1 at Bravery, Weapon Attack and Movement if toward an enemy. Can be removed by Leadership & Oratory from a leader or the commander of force can use a Rally action to recover but otherwise wears off after 5 minutes of peace and quiet.
- **Grappled.** Individual can only act to resist the grapple or make an unarmed attack against the grappler at H2 attack and H2 damage. Removed by resisting the grapple successfully.
- **Grappling.** Individual can only make an Unarmed Trip attack, other Unarmed attacks at H1 attack and damage, ready a R0 weapon which requires another grapple outcome roll or attack with an R0 weapon and can't take any other action without breaking the grapple.
- **Hurt.** An individual can have several of these. Each is Health H1. An individual whose Health is reduced to 1 is Disabled. After 12 hours rest a character can remove 1 Hurt once per day. Can be treated with Medicine Skill.
- **Paralysed.** The character stands absolutely still and takes no actions and no parry. They defend against physical attacks with a Dodge of 1. When caused by poison that will list how long it lasts: normally 2 hours and in this case it can be treated with Medicine Skill.
- **Poisoned.** The character is H1 Athletics, Health, Gymnastics, Base Move and Weapons. Caused by poison which lists how long it lasts: normally 12 hours and in this case it can be treated with Medicine Skill.
- **Power Drained.** An individual can have several of these. Each is Magical Resistance H1. An individual with 1 in Magical Resistance is Unconscious. When gained lose 1 Power Point (see Magic). Each Power Point a character regains also removes a Power Drain.
- **Routed.** The character must try to escape the situation and can't take any further actions to try to win. The character flees to the nearest reasonably safe place. Can be removed by Leadership & Oratory from a leader or the commander of force can use a Rally action to recover but otherwise wears off after 5 minutes of peace and quiet.
- **Slowed.** The characters Base Move is -4.
- **Soul Blasted.** The target has enough Power Drains to be Unconscious (i.e. to have Magic Resistance 1).
- **Stunned.** Whilst an individual has a stun marker it can take no actions except to Crawl one square. At the end of each turn roll Bravery vs 6 and on any Success remove the Stun.
- **Stupefied.** The character is mindless. In each action they make a half move in a random direction. They can't defend themselves against physical attack and resists with 1 dodge and no parry.
- **Uncertain:** The character is H2 at Bravery, any Attacks and Movement if toward an enemy.
- **Unconscious:** the character can't do anything. Happens because of a roll on the wound table which will say how long it lasts. Also ends if the wound that caused it is removed. Can be treated with Medicine Skill.
- **Weakened.** The character is H1 Athletics, Health, Gymnastics and Weapons. They have -1 Base Move. Wears off after a day in better conditions with food and rest. A Weakened character who is Weakened again is Exhausted.

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Attack Results

Solid Damage

Produced by solid things like weapons, natural weapons and spells which project solid items such as stones. Resisted by Health + Physical and Magical Armour.

- Piercing weapons add 2 to the result on a Success so are more likely to get a Major Success against a character or shield.
- AP weapons add 2 on a Failure against a character wearing Medium+ armour.

Damage	Vs Health + Solid and Magical Armour	Vs Shield Resist	Vs Weapon Resist
Major Success	Hurt and Wound. Possible Recoil.	Pierce weapon stuck in shield. Other weapons shield Break Save. Possible Recoil.	Break save if not parrying a Pierce weapon. Weapon skill save 5+ or drop weapon. Possible Recoil.
Success	Hurt. Possible Recoil.	Shield Break save E2. Possible Recoil.	Weapon skill save 3+ or drop weapon. Possible Recoil.
Failure	Unhurt. Possible Recoil.	Possible Recoil and counts as a miss unless Recoil occurs.	
Major Failure		Miss.	

If a piercing weapon is stuck in a shield then both are useless until it is removed. Usually the shield is dropped and it will take 2 actions with the shield on the floor to pull it out. Against an arrow or bolt the arrow goes through the shield as well and getting stuck in it – damage to the target is reduced by the shield’s resist. Having lots of arrows or bolts stuck in a shield is awkward but they can usually be snapped or pulled out reasonably easily.

Recoil and Push

Recoil happens unless the Damage result says it doesn’t. Push only does recoil. Other kinds of attack don’t cause Recoil. The recoil result uses the same result as the damage roll. It is resisted by the target’s Athletics or if mounted then Riding.

- A Recoil weapon adds 2 to the result if the outcome would be a Failure and this can improve the outcome.
- H2 if target is mounted.
- H2 if the target has 4 or more legs.
- H2 against a target on foot that has an ally immediately behind it with a shield (forming a phalanx).

Recoil and Push	Vs Unmounted Athletics	Vs Mounted Riding
Major Success	Hit. Recoil 1 and fall. Attacker can move 1 forward.	Hit. Hurt. Recoil 1 and fall off. Attacker can move 1 forward.
Success	Hit. Recoil 1. Attacker can move 1 forward.	Hit. Fall off. Mount moves 1 forward into an empty space if possible. Attacker can move 1 forward if there is space.
Failure or Major Failure	No effect.	

Recoil into an Object or another Individual

If the individual recoils into an object then the recoiling individual must make a Gymnastics test vs 4. If the result is a failure or major failure the individual falls over. If the recoiler hits another individual then that individual can choose to either:

- Use a Reaction Action to try and evade.
- Resist the same recoil result with E2.
- If part of a phalanx (shielded and helped to resist the recoil) recoil 1 square with the whole file of the phalanx doing the same.

Disarm, Trip and Move Through

- Move Through is E1 if moved 4-8 into contact in a straight line or E2 if 9+.

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- Any damage caused when making or receiving a Move Through with a Large Shield applies to the shield.

Disarm, Trip, Move Through	Disarm vs Weapon Resist	Trip vs Athletics	Move Through vs Athletics
Major Success	Weapon Skill save on 8+ or 6+ for a shield or the target weapon is dropped.	Fall down and Hurt. Breaks any Grapple.	Recoil 1 and fall. Damage equal to move through. Unless the attacker is mounted or is a 4+ footed creature it must make a Gymnastics (Balance) test vs 4 and on a failure fall over in the same square as the target.
Success	Weapon Skill save on 6+ or 4+ for a shield or the target weapon is dropped.	Fall down. Breaks any Grapple.	Recoil 1 square. Damage equal to move through. Attacker moves forward 1 square.
Failure	Miss.		Miss. Attacker stops. Both take damage equal to the move.
Major Failure			Miss. Attacker falls and takes damage equal to the move through.

Grapple

Grapple	Individual vs Athletics	Weapon or Shield vs Weapon Resist	Tackle vs Athletics
Major Success	Grapple	Weapon disarmed	Grapple. Both fall in the same square.
Success		Shield Held, Sword missed others disarmed.	
Failure	Miss	All but Sword held.	Miss. Attacker falls.
Major Failure		Miss. Sword does damage to the attacker.	

Grappled targets can't take any actions except to resist the grapple or make unarmed attacks against the grappler at H2 attack and H2 damage until it is broken. Resisting a grapple requires the attacker to make a grapple result roll again as above (i.e. the grappler is still the active side). Without breaking the grapple the grappler can make an Wrestle Trip attack, make other Unarmed attacks at H1 attack and H1 damage, ready a range 0 weapon (this can't have been in hand when the grappled occurred because grapple requires 2H) but this requires another grapple result roll because the target could escape or attack with a R0 weapon. If a weapon or shield is held and the grappler chooses to keep hold then the target cannot use it whilst it is held. It can use an action to try to throw the grappler off which allows the grappler to roll again as above. The target can also get the grappler off by attacking with its other hand for example or its feet. The grappler can choose to roll again as above for an action. The grappler's Gymnastics (Dodge) is H2 and it can't parry.

Acid

Acid acts against the target's Health + Physical and Magical Armour. It can also melt (break) the target's Solid Armour (if hit by acid) or a Weapon (if parrying acid or hitting an acidic thing).

Acid	vs Health + Solid and Magical Armour
Major Success	Hurt and Wound. Item makes break save. Roll new result next turn.
Success	Hurt. Item save E2. Roll new result next turn.
Failure	No effect.
Major Failure	

Energy Damage

Energy damage is caused by spells and other effects causing Cold, Lightning or Fire. It ignores Solid Armour.

Energy Damage	Vs Health + Magical Armour
Major Success	Hurt and Wound.

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Success	Hurt.
Failure	Unhurt.
Major Failure	

Spirit Combat

There is no hit roll for Spirit Combat – hitting is automatic. Most characters use their weakest rune for causing damage in Spirit Combat. An assistant shaman uses their ☿ or ● rune with an **Augment**. A shaman uses ☿ or ● rune with an **Augment** and can also add their fetch's XD if it is supporting them. The same rune is used to defend and this is called **Magical Resistance**. Add any Spirit Armour gained from spells to this. Disembodied spirits and ghosts have their own effects in spirit combat listed in Pavis Quest: Creatures and Treasures. Spirit combat can only be initiated by a disembodied spirit which enters the same square as the target. When a disembodied spirit does this it becomes visible in the Middle World. Any number of disembodies spirits can occupy the same square. When engaged in spirit combat a corporeal entity must make a Knowledge test with difficulty 6 and get a Success to be able to take an action other than attacking the spirit.

Spirit Combat	vs Magical Resistance + Spirit Armour
Major Success	Spirit is defeated. It can either be driven off into the spirit plane, a shaman can capture the spirit or it can be bound with the correct magic.
Success	Spirit is Power Drained. May disengage from spirit combat.
Failure	No effect.
Major Failure	

Attacking Spirits with Other Attacks

It is possible to attack a spirit engaged in spirit combat with other attacks. This has the following effects:

- If a weapon has rune magic on it which states that it makes it enchanted, such as True Weapon or is made of enchanted rune metal it can be used to attack a disembodied spirit. The spirit avoids being hit using its ☿ rune. On a hit the weapon rolls its damage against the spirit's Magic Resistance with H2 (i.e. it is harder to damage the spirit). On a Success it causes 1 Power Drain and on a Major Success 2 Power Drain.
- Weapon affecting spirit magic that makes damaging targets easier without augmenting it like Bladesharp and similar sorcery doesn't work on spirits.
- Unenchanted metal doesn't work on them.
- An Attack Spell which causes Hurts like Disruption does work on spirits with the Hurts swapped for Power Drain. Ignore any result other than a Hurt.
- Physical Agents which ignore armour affect them with the Hurts swapped for Power Drain. Ignore any result other than a Hurt.

Spirit Combat Fumbles

D100	Spirit Combat Fumble
1–15	Combatant confuses realities and loses all actions next round.
16–30	Combatant begins to dream; loses next two turns while attacking imaginary enemies.
31–45	Combatant confuses self with target. In subsequent turns they make spirit combat attacks on themselves until they get a Success.
46–60	Combatant hallucinates; if disincorporate, may attack any random nearby target; if in the Middle World, misses next 1D3 turns negotiating with imaginary foe.
61–75	Combatant's energies become unfocused; take 1 Power Drain.
76–79	Combatant begins to cry uncontrollably, and has trouble seeing. Combatant's Spirit Combat is H2 for 2 turns.
80–89	Spirit combat energies penetrate the veil; an embodied combatant takes a Hurt, a disembodied combatant can be affected by unenchanted weapons as though they are rune metal for 1d3 turns.
90	One enchanted item (chosen at random) is damaged beyond repair due to outpouring of magical energies.
91–95	Energies affect the combatant's senses. For an embodied combatant roll 1D6: 1: Combatant's legs become numb and the combatant falls 2: Combatant's arms become numb and they drop anything they are holding

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D100	Spirit Combat Fumble
	3: Combatant loses control of their bladder 4: Combatant is deafened for an hour. 5: Combatant is Blinded for an hour. 6: Combatant becomes Unconscious for an hour. For a disembodied combatant it loses its ability to detect things in the Middle World for an hour. This likely ends spirit combat.
96–98	Non-shaman Combatant’s body and spirit become separated; combatant discorporates and may only be reunited and can only return to their body with the help of a shaman. Shaman Re-roll twice.
99–100	Combatant loses all faith and believes that their only viable choice is to surrender; spirit combat ends.

Disengaging from Spirit Combat

If a combatant gets a Success in spirit combat it may then use its next action to disengage from spirit combat.

Spirit Possession

When a spirit gets a Major Success in Spirit Combat against a corporeal entity the spirit may possess the entity. There are two kinds of possession:

Dominant Possession: In this form, the identity of the original occupant of the body is suppressed by the possessor and imprisoned within the body beyond normal reach, communication, or action. The possessed entity cannot regain power points or heal its body. The possessor controls the body and uses its own runes and skills.

Covert Possession: The possessing creature exerts no influence upon the actions or consciousness of the natural owner of the body but shares the physical form. Examples include disease spirits, passion spirits and madness spirits. If magically viewed, the aura of a being suffering covert possession appears cloudy where the two spirits overlap. Pavis Quest creatures and Treasures lists the effects of passion by various spirits. When a spirit possession an individual is defeated in spirit combat it is always driven off – it can’t be bound.

Wound Tables

Some damage results and other effects require an individual to take a Wound. Minor NPCs are always Disabled by taking a wound and will remain this way at least until the end of combat unless healed by magic. For major characters and when significant for Minor NPCs (for after the battle) roll on the following table. Subtract 2 if the damage result was 20+.

D10	Wound Table
1 or fewer	Dead
2	Mortal Wound
3-4	Serious Wound
5-9	Minor Wound
10+	Stun

A PC can spend a HP when rolling on the wound table to bump the result one down the table. Some major NPCs have the ability to bump wounds down e.g. can bump wounds 1 level 3/day, bumps all wounds 1 level, bumps all wounds 2 levels etc.

Dead: individual killed outright immediately. Their spirit will remain near the body for 30 minutes and then depart. Roll on the Mortal Wound table below.

Mortal Wound: save on 3+ each turn or the character is Dead as above. If the save gets a 10 then the character stabilises and no longer has to roll each turn. Roll on the Mortal Wound table below. Character is Disabled for 1 week and H1 Health for 1 season.

Serious Wound: Roll on the Serious Wound table below. Character is Disabled for 1 day and H1 Health for 2 weeks.

Minor Wound: Character is Disabled for 1 hour and H1 Health for 1 week.

Stunned: Character gains the **Stunned** status.

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For a Mortal or Serious Wound roll on the following table. Each lists in () how long the effect lasts if not healed by magic. Some list an Unconscious Save and a number. If this save is failed the character is **Unconscious**. The character can save again every 5 minutes to regain consciousness but on a roll of 1 then the roll changes to every hour and on another 1 then daily:

D10	Mortal Wound Table	Serious Wound Table
1	Blinded in one eye. Unconscious 6+. Perception (Vision) and Ranged Attacks H3. Serious change to appearance. All skill H2. (Permanent but after 6 weeks penalty to Perception (Vision) and Ranged Attacks drops to H2 and H2 to all skills goes)	Broken leg. Untreated can't walk. Treated Base Move Athletics and Gymnastics are H3. (12 weeks but without healing victim will always limp at H1 Gymnastics and Athletics (Using Leg))
2	Lost an ear. Unconscious 6+. Perception Hearing H2. All Skill H1. (Permanent but after 6 weeks penalty to all skills goes)	Broken arm. The arm can't be used untreated. Treated it is at H3. (12 weeks but without healing using the arm will always be H1 when used)
3	Brain injury. Unconscious 8+. P4 Knowledge, Customs, Literacy, Leadership & Oratory. H2 to all other skills. (Permanent but every 16 weeks the Penalty gets 1 better until it reaches H1)	One eye closed. Unconscious 3+. Useless until healed. Perception (Vision) and Ranged Attacks H3 (4 days).
4	Serious damage to jaw. Unconscious 6+. Can't eat solid food or talk easily. Health H2, Persuasion H2, Leadership & Oratory H2, Survival H2. All other skills H1 (Permanent but after 6 weeks penalty to all skills goes and others improve to H1)	Broken nose. Unconscious 3+. H1 to all skills (2 weeks but without healing won't be straight so appearance altered)
5	Neck injury. Unconscious 4+. Can't turn neck, H2 Perception, Gymnastics, Weapons (Permanent but after 6 weeks improves to H1)	Concussed. Unconscious 5+. H2 to all skills for D30 hours after the injury
6	Severed or shattered arm. Unconscious 4+. It can't be used at all. All Skills H1 (Permanent but after 12 weeks penalty to all skills goes)	Hit in the mouth Unconscious 3+. Lost some teeth. H1 to all skills. (7 days for the injury but the teeth aren't coming back so appearance altered and finds it harder to eat).
7	Severed or shattered leg. Unconscious 4+. Can't walk. All skills H1. (Permanent but after 12 weeks loses the H1. Only if treated then after 4 weeks can walk at H3 with a crutch and/or peg-leg)	Body injury: H1 Athletics and Health (8 days)
8	Body injury. Unconscious 4+. H3 Athletics, Gymnastics, Health (Permanent but after 6 weeks goes to H2)	Ankle or foot injury - Untreated can't walk. Treated Base Move Athletics and Gymnastics are H2. (8 weeks)
9	Shattered or severed hand. Unconscious 4+. It can't be used at all. All Skills H1 (Permanent but after 8 weeks penalty to all skills goes)	Hand or wrist injury. Untreated the hand can't be used. Treated it is at H2. (8 weeks)
10	Shattered or severed foot. Unconscious 4+. Can't walk at all. All skills H1 (Permanent but after 8 weeks loses the H1. Only if treated then after 4 weeks can walk at H2 with a crutch and/or peg-leg)	Serious cuts or bruises: H1 Health (4 weeks)

Follow Up Attack

If an individual makes an attack which doesn't miss (a miss is defined as certain results on the attack and result tables) then it can make a follow up attack as long as this is using a different weapon (this can be a different arrow, another thrown weapon, a weapon currently sheathed or slung or a weapon in the other hand or using another hand or another foot). Cut and Thrust weapons allow one additional attack with the same weapon. If the target of the attack is still standing up and able to fight on (not Disabled, Paralysed etc.) then the follow up attack must be against the same target if it is in reach of any attack. In other circumstances the attack can be against any enemy within reach. An individual can carry on making follow up attacks until it runs out of different weapons/attacks or one misses. If the character has them available then other actions, bonus actions or free actions can be used before the follow up attack. For example an action could be used to draw another weapon or make a move

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before the follow up attack. A free action could be used to draw another weapon or arrow if it is the first one drawn this turn. An individual making a follow up attack is also allowed as part of the follow up to either:

- Make one free additional move action immediately before a follow up attack which must be used to get into range to use the follow up attack but only one such move per turn and using the shortest move that allows this.

E.g.1. In the first action of the turn Iddi throws a JLS he has in hand hitting his target. He uses his free action to ready a second JLS and then follows up by throwing it at the same target who is disabled. Now with no weapon in his right hand Iddi uses his second action to draw his sword and then follows up again by closing with a second enemy (using his free follow up move) and attacks with a shield bash (which is allowed as a bonus action) knocking his opponent down and steps forward into range again (for free using the one square move allowed after a recoil). He then follows up again by stabbing his enemy on the ground with his sword. As this hits he can then follow up again by kicking his enemy on the floor.

E.g.2. Iddi has no weapon in hand and uses his free action to draw a javelin. He then uses his first action to move into LOS of his enemy. In the second action of the turn Iddi throws the JLS hitting his enemy. He has now got no weapon in hand and no actions to draw another so he closes with his opponent using his free follow up move. He attacks with his shield bash as a bonus action. When this hits he is then allowed to follow up again by punching his opponent.

E.g.3. In the first action of the turn Ferra shoots at an opponent with an arrow she has in hand getting a hit. She uses her free action to draw another arrow. She then uses her follow up to shoot at the target again getting another hit. She then uses her second action to draw another arrow. She can then shoot that arrow as a second follow up which hits. She can't shoot again as she has no arrow in hand and no way to draw one so if she wanted to follow up she would have to close with an enemy and punch or kick it for example.

E.g. 4. Ferra has no arrow in hand and uses her free action to draw one. In the first action of the turn Ferra shoots at an opponent with an arrow she has in hand getting a hit. She uses her second action to draw another arrow. She then uses her follow up to shoot at the target again getting another hit. She can't shoot again as she has no arrow in hand and no way to draw one so if she wanted to follow up she would have to close with an enemy and punch or kick it for example.

Attacking Objects

If a character is attacking an object such as a wall, door, chest etc. Then the referee should decide if the attack has any effect. In general an object has to be fairly flimsy such as a weak door, fence or wattle and daub wall if it is going to be damaged by unarmed attacks and stone or brick walls aren't affected but can potentially be bashed or picked. An axe will work on a wooden door or wall but swords are pretty useless for attacking objects. Elemental damage will work on structures at the referee's discretion – it often represents a violent explosion so in this case it will work on many structures. Some types of walls like those made of mud brick can be dug through in time but are hard to break. An object will be given a resistance to damage. The following are examples:

Structure	Resistance
Wattle and daub wall, fence or light door	5
Typical door, wooden wall	7
Reinforced door	8
Thin brick or stone wall (10cm). Gate.	10
Standard brick or stone wall (20 cm)	14
Thick brick or stone wall (30 cm)	16
Each extra 1cm thickness of wall	+2
Metal door	20

When dealing damage to structures a Success reduces the resistance by 1 and a Major Success breaches 1 cube of the structure.

Morale Saves

In combat a Moral Save (using a Bravery) is triggered at the referee's discretion but typically by:

- Leader Routed or Disabled for those under that leader's command – so a Commander affects a whole force, a file leader their file but a second in command doesn't trigger a save unless they have taken over command.

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- Ambushed.
- Undead are first close enough this combat that they could attack next turn.
- Seeing a Ghost unless a Shaman, Assistant Shaman or other experienced spirit worker.
- Chaos creatures are first close enough this combat that they could attack next turn.
- The first time odds look worse than 1:2 given the apparent power of the two sides.
- An individual on a side is Disabled or Routed and there are now less allies in action than Disabled or Routed.
- Seeing a horrific sight.
- Individual is currently Routed or Frightened and odds now first look better then 2:1 given the apparent power of the two sides. Cannot make a Frightened character Routed.
- The commander of a force can roll for themself by taking the Rally action. Cannot make a Frightened character Routed.
- As a result of Leadership (see below).

The individual usually rolls Bravery vs 6 though the referee can make the test more difficult for really bad cases or multiple causes.

Bravery	Vs 6
Major Success	The individual is fine and can continue. Remove Frightened or Routed.
Success	
Failure	Frightened or if already Frightened then Routed.
Major Failure	Routed

Leadership Action

The leader of a force, the second in command or a section leader can attempt a leadership action to inspire or rally those character under their command.

Leadership & Oratory	Vs 6
Major Success	All followers within 20 squares who are Frightened or Routed make a Morale Test using the Leader's Leadership & Oratory as well as Bravery. As a result of this their status can't get any worse.
Success	All followers within 20 squares who are Routed or Frightened make a Morale Check. As a result of this their status can't get any worse.
Failure	No effect.
Major Failure	All followers within 20 squares who aren't Routed must make a Morale Check as a result of which their status can't get better.

Tactics Action

An individual can make a Tactics roll vs the Tactics of an opponent. A leader can make a Tactics roll vs the tactics of the enemy leader.

Tactics	Individual	Leader
Major Success	E1 in Attack, Parry and Dodge against opponent for the rest of this turn.	All followers within 20 squares have E1 in Attack, Parry and Dodge against opponents for the rest of this turn.
Success	Has E1 in one Attack, Parry or Dodge against opponent which occurs during the rest of this turn.	All followers within 20 squares have E1 in one Attack, Parry or Dodge against opponent occurring during the rest of this turn.
Failure	No effect.	No effect.
Major Failure	Opponent has E1 in Attack, Parry and Dodge against individual for the rest of this turn and on its next turn.	All followers within 20 squares are confused and take no further actions this turn.

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Alternatively a leader can use a Success or Major Success to change the action sequence within a round for their side from its current status (always starts right to left & front to back) to some other sequence such as from left to right, centre to outside, flanks to centre, back to front etc.

NPCs Fighting NPCs

On occasion it is necessary to see what happens when NPCs fight such as if the PC's followers fight NPCs, the PCs are caught in a fight between other factions and so on. To this end NPCs are given a combat stat which will indicate which way they fight and how good they are. This only matters when using the system against other NPCs. They can be:

Type	Effect
Foot Skirmishers (FS)	P2 when attacking in melee.
Light Mounted (LM)	P1 when attacking in melee. P2 resisting in melee in rough terrain.
Medium Foot (MF)	No modifiers.
Heavy Mounted (HM)	B2 attack when fighting FS or MF in melee in good-going if moved into contact. P2 resist in melee in rough terrain.
Heavy foot (HF)	B1 resist in melee in good-going. P1 attack in melee in rough going.

In addition they have a general classification composed of how competent, professional and well equipped they are of their kind:

Class	Effect
A	Elite: B2
B	Good: B1
C	Average: 0
D	Poor: P1
E	Rabble: P2

When NPCs are attacking another NPC roll their XD and subtract any E values and add any P values shown above against the target's resistance from their XD with the modifiers shown.

Use the normal combat modifiers for attacking and defending used by other characters (e.g. above, flanks etc.). Also use P1 if attacking with thrown or missile.

NPC Attack	NPC Resist
Major Success	Eliminated from the fight. HM or HF follows up 1 if it moved into contact. MF follows up 1.
Success	FS or LH retreat a full move in melee. Others recoil 1 square. HM or HF follows up 1 if it moved into contact.
Failure	No effect.
Major Failure	

After the conflict roll to see the status of any individual eliminated. +2 for LH or FS:

D10	Status
1-4	Killed
5	Serious Wound
6	Minor Wound
7	Hurt
8+	OK

Falling

This is the damage taken from a fall. If the creature is expecting the fall it can make a gymnastics test of the indicated difficulty to take no damage. Falling causes Damage Against an Individual as for a weapon. Size of the creature falling adds to the Damage e.g. Size +2 is +2 and Size -2 is -2:

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Squares	Damage	Gymnastics
1	D4 AP	3
2	D6 AP	4
3	D8 AP	6
4	D10 AP	8
5	D10 AP	9
6-7	D12 AP	10
7-10	D14 AP	11
11-20	D16 AP	12
21-35	D18 AP	13
36-55	D20 AP	16
56-75	D22 AP	Squares Fallen
76-105	D24 AP	Squares Fallen
106-140	D30 AP	Squares Fallen
141+	D50 AP	Squares Fallen

Fire and Light

Fire damage depends on the kind of fire it is. Fire in Glorantha doesn't need air to burn and can burn anything as fuel. The value of light is important for resisting Darkness. Fire turns normal Night or Darkness into Twilight as long as it has a value of at least D1 and its value goes down by 1 for each square after the first away from it.

Fire Type	Volume (Cubes)	Min Footprint (Squares)	Max Footprint (Squares)	Fire Damage	Light
Lamp or Candle	0	0	0	D2	D4
Torch	0	0	0	D4 E2	D4
Mahome (Camp Fire)	0-8	0	4	D6 E2	D6
Gustbran (Bonfire)	9-125	5	25	D10 E2	D8
Oakfed (Wild Fire)	126+	26	Unlimited	D14 E2	D10

Fire will only spread onto an element or other rune if its value can get a major success against – otherwise it may damage it but it won't actually set it alight. If the fire gets a major failure against an element then that cube of the fire will go out. Fire against an element affected by stasis is H2.

Element or Rune	Resistance	Examples not Affected by Stasis	Example Affected by Stasis	Notes
Air	10	Air		Air is so influenced by movement that it tends to blow away from fire so fire tends not to spread through the air.
Animal/Man	2	Hair	Flesh, bone	Living animals and people are wet.
Darkness	7	Darkness		Darkness lacks any real substance and tends to burn away in the presence of fire but doesn't spread much or cause damage.
Earth	8	Dust, Sand	Rock	
Plant	1	Kindling, grass and leaves	Block of wood, tree	Living plants are often wet
Water	13	Liquid Water	Ice	When another rune is wet it will add 2 to its resistance

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Poison, Venom and Antidotes

Venoms are injected whereas poisons are ingested or inhaled. They both cause poisoning. When an individual is poisoned there will be a delay of a certain number of turns before the it takes effect. After this the victim must use Health with difficulty equal to the potency at the start of each turn until the poison has had its ultimate effect or the victim gets any success which stops further effects or is cured in some other way.

Poison or Venom	Potency	Minimum Delay	Effect Major Failure	Effect Failure	Ultimate Effect
Lethal	1 to 12	3 Turns	2 Hurts	Hurt	If Disabled save on 3+ each turn or the victim is Dead. If the save gets a 10 then the character stabilises and no longer has to roll each turn. If survives Disabled ends after 1 day and then Poisoned for 1 week.
Paralysing	1 to 12	2 Turns	Poisoned and Paralysed	Poisoned	Paralysed. Wears off after 2 hours.
Weakening	1 to 12	3 turns	Poisoned	Poisoned	Wears off after 1 week.

Poison comes in several kinds each of which can either be Lethal, Paralysing or Weakening.

- Manticore: injected by scorpions or related creatures such as manticores and scorpion men.
- Gas: any kind of gas such as that produced by dream dragons, waltapi and serpent guardians.
- Wyvern: injected by reptilian creatures such as wyverns and snakes.
- Spider: injected by spiders and related creatures.
- Herbal: that produced by plants or fungi or manufactured from them.
- Mineral: made from inorganic substances.
- Insect: injected by any insect like a wasp or bee.

Antidotes are specific to the kind of poison. Antidotes are ingested. Each one reduces the potency of poison affecting a target by its potency. Some have half value against another kind of poison:

- Mineral ½ vs Spider
- Gas ½ vs Wyven
- Spider ½ vs Manticore or Spider
- Wyvern or Mineral ½ vs Gas
- Insect ½ vs Spider
- Manticore ½ vs Insect



Blade Venom

This type of venom is manufactured to be applied to weapons. One dose can cover 5 arrows, 2 spear points or 1 sword or axe blade. It takes 1 turn to apply to an arrow, 2 to a spear, 3 to an axe or 5 to a sword. Once applied it last for 15 minutes or until the weapon has hit 3 times or caused a hurt or wound once. On a hurt or wound the venom is injected.

Buying or Making Gas, Venoms, Poisons or Antidotes

Poisons and Blade venom are made by alchemists. Alchemy is a type of Craft skill which is a specialism of certain cults. Cultists of Lankhor Mhy, Irripi Ontor and Jakaleel the Witch can use it to make gas, poison, venom and antidotes. Cultists of Chalana Arroy and Deezola can use it to make antidotes. To make them requires acquiring rare ingredients either personally or by purchasing them. Acquiring them requires Survival skill. The maker can choose a delay over the minimum when manufacturing. A Major Success halves the required time.

Kind	Difficulty for Ingredients	Time to Collect	Difficulty to Manufacture	Time to Manufacture
Gas	Potency H3	Potency x 2 days	Potency H6	Potency days
Venom	Potency	Potency days	Potency H3	Potency days

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Kind	Difficulty for Ingredients	Time to Collect	Difficulty to Manufacture	Time to Manufacture
Poison	Potency E2	Potency/2 days	Potency H1	Potency days
Antidote	Potency E2	Potency/2 days	Potency H1	Potency days

If buying either ingredients or completed poisons:

Kind	Cost for Ingredients	Cost for Manufacture	Total Cost	Where?
Gas Potency 1-3	Potency x 2L	Potency x 4L	Potency x 6L	Small City
Gas Potency 4-6	Potency x 4L	Potency x 8L	Potency x 12L	City
Gas Potency 7-9	Potency x 8L	Potency x 16L	Potency x 24L	Large City
Gas Potency 10-12	Potency x 16L	Potency x 32L	Potency x 64L	Metropolis
Venom Potency 1-3	Potency L	Potency x 2L	Potency x 3L	Town
Venom Potency 4-6	Potency x 2L	Potency x 4L	Potency x 6L	Small City
Venom Potency 7-9	Potency x 4L	Potency x 8L	Potency x 12L	City
Venom Potency 10-12	Potency x 8L	Potency x 16L	Potency x 24L	Large City
Poison Potency 1-3	Potency L	Potency L	Potency x2L	Village
Poison Potency 4-6	Potency L	Potency x 2L	Potency x 3L	Town
Poison Potency 7-9	Potency x 2L	Potency x 4L	Potency x 6L	Small City
Poison Potency 10-12	Potency x 4L	Potency x 8L	Potency x 12L	City

Medicine

Injuries and status on characters can be healed using the magic or a healing potion. Otherwise, mundane medicine can help. The following indicates the difficulty of the Medicine skill test and assumes the character has suitable equipment. It also shows how long is required to perform the test.

Injury	Treatment Task (Difficulty)
Disease	Difficulty as the magical resistance of the disease ghost (15 minutes) - victim can use the healer's skill as well on next roll to resist disease.
Mortal Wound	Stabilised: Difficulty 5 (1 Turn), Disabled Removed: Difficulty 7 (12 Turns), Treated: Difficulty 7 (1 hour) - gain any treated benefits after the listed time. Other recovery time halved.
Serious Wound	Remove Disabled: Difficulty 6 (6 Turns), Treated: Difficulty 6 (15 minutes) - gain any treated benefits and recovery time halved.
Minor Wound	Remove Disabled: Difficulty 5 (3 Turns), Treated: Difficulty 5 (5 minutes) - half recovery time.
Hurt	Treated: Difficulty 4 (5 minutes) - each treated hurt will recover after an hour.
Poisoned	Treated: Difficulty 6 (5 minutes) - half recovery time.

Remedies

Characters with Medicine skill can manufacture medicines. To make a dose of a remedy which must be specific to physical injuries, poison or disease takes a ½ a day to collect the ingredients and a Survival 5 skill test. Manufacturing the medicine takes ½ a day and requires a Medicine 5 roll. A dose of a remedy makes treating the target E1. Alternatively a remedy can be bought for around 2L.

Healing Potions

Cultists of Lankhor Mhy, Chalana Arroy, Dezola and Irripi Ontor can use Craft (Alchemy) to produce healing potions. When ingested they remove some injuries. Each requires ingredients which can be collected with Survival.

Kind	Ingredients (Survival)		Manufacture (Alchemy)	
	Difficulty	Time	Difficulty	Time
Healing 1	4	2 days	5	3 days
Heal 2 Hurts	5	3 days	6	4 days
Heal Minor Wound and 2 Hurts	6	4 days	7	4 days

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Kind	Cost for Ingredients	Cost for Manufacture	Total Cost	Where?
Healing 1	2L	6L	8L	Village
Heal 2 Hurts	3L	12L	15L	Town
Heal Minor Wound and 2 Hurts	8L	16L	24L	Small City

Divine Intervention

A PC who is an initiate of an Ordinary or Greater Rune Cult, Ancient Moon Goddess, the Lunar Goddess or a Lunar New God may call for divine intervention. To do so the character must choose a rune through which the cult is approached and is worth at least D8 and use it to make a test with a Difficulty of 10. A rune priest (not a god talker) gets improved divine intervention and rolls for it with an **Augment**. A Rune Lord gets to use a different table and their requests are therefore always granted. A Rune Lord-Priest gets both the **Augment** and the Rune Lord table.

Kind	Rune Lord	Others
Major Success	Request Granted. Rune used Permanent P1.	Request Granted. Rune used Permanent P2.
Success	Request Granted. Rune used Permanent P2.	Request Granted. Rune used Permanent P3.
Failure	Request Granted. Rune used Permanent P3.	Request Denied.
Major Failure	Request Granted. Rune used Permanent P4.	Request Denied.
Fumble	Request Granted. Rune used Permanent P5.	Request Denied.
Disaster	Request Granted. Rune used Permanent P6.	Request Denied. Rune used Permanent P4.

Note that a P1 Permanent loss to a rune is regained at a cost of 2 XP. If a character's rune would be reduced to 0 then, even if the request was granted, the god takes the character's spirit. Note that whilst important NPCs sometimes come back from the dead too this is a narrative effect rather than a roll and is a lot less common than this.