

CHARACTER CREATION

STAGE ONE

RACIAL SELECTION

WHAT THE CHARACTERISTICS MEAN

STR = Strength. A measure of muscular force.

CON = Constitution. A measure of physical health.

SIZ = Size. A measure of physical mass and volume.

INT = Intelligence. A measure of abstract thought, memorization, and intellect.

POW = Power. A measure of life force. The soul, if you would. High POW is useful for magic, but draws the attention of all who perceive it.

DEX = Dexterity. A measure of physical coordination and speed.

APP = Appeal. A measure of the combined physical and personality traits that affect personal interactions.

The first order of business is to select the race your character wishes to be. This will determine your cultural background, and help you in assigning skill points later.

Dwur, hobniz, humans, noniz, and olve are commonly seen and accepted in most regions, whereas avariel and chenxa, while less seen, will be unlikely to cause much of a problem.

Drow, euroz, nalshavel and ulsparani are likely to cause comment, and problems, in most regions. Nephar, by their nature, generally go undetected.

Culture refers to the common culture bias of the character race in question.

CPCost refers to the number of Character Points it costs to initially create a character of that race, based on how greatly their characteristics differ from Humans (the norm).

All stats are expressed in the format xx-yy/zz. xx represents the minimum value of the statistic, yy the maximum, and zz the average.

All characters start with average stats, and can buy or sell their stats for Character Points later in the generation process.

AVARIEL



STR: 02-12/07

CON: 03-18/11

SIZ: 02-12/07

INT: 08-18/13

POW: 08-18/13

DEX: 12-22/17

APP: 03-18/11

Culture: Nomadic, Barbarian

CPCost: 25

Avariel are winged olves who dwell in the most remote mountains and forests. They are still rare across most of the Flanaess, and uncommon even in olven lands that border their own domains.

Due to the climate they dwell in, they are capable of withstanding extreme cold, and possess vision roughly twice as good as humankind, with exceptional balance. They are uncomfortable indoors, and underground caverns give many of them feelings of intense claustrophobia.

Avariel fly at a rate equal to their $SIZ+DEX/2$, and can do so for a number of turns equal to their CON, if unencumbered. Weight carried affects them as it would their DEX in melee.

CHENXA



STR: 09-24/17
CON: 03-18/11
SIZ: 16-36/27
INT: 08-18/13
POW: 03-18/11
DEX: 06-21/14
APP: 03-18/11

Culture: Nomadic, Barbarian

CPCost: 40

Chenxa are large omnivorous beings common to many lands. While physically similar to both horses and humans, they are related to neither. The joints of a chenxa's back, legs and arms are far more flexible than might be guessed; chenxa easily climb trees, for instance.

Chenxa often sell their services as guides, and some clans have become skirmishers in several nation's armies in return for land and/or permission to migrate through the territory of the nation in question.

DROW



STR: 04-14/08
CON: 03-18/11
SIZ: 04-12/08
INT: 13-28/21
POW: 09-24/17
DEX: 11-26/19
APP: 04-24/14

Culture: Civilized

CPCost: 45

The drow compete for space with dwur, illithids, and worse denizens of the underworld.

Driven from the surface world centuries ago, they have become fearsome magic wielders, against the day when they make their bid for revenge against their surface olven enemies.

Though many are irrevocably linked to Chaos and Darkness, there are a few "bright drow" who travel the surface world seeking their place in it. Sadly, the hatred and fear the surface races have for their bretheren is often taken out on those least deserving of it.

DWUR



STR: 04-24/14
CON: 13-18/15
SIZ: 02-12/06
INT: 08-18/13
POW: 03-18/11
DEX: 03-18/11
APP: 03-18/11

Culture: Barbarian, Civilized
CPCost: 15

Dwur are an ancient race familiar to most role-players. They possess many secrets that they hide from mankind; among these are the secrets of forging mithral-steel and adamantine, as well as the uses of steam. Players are unlikely to begin adventuring with these kinds of hidden knowledge, as their dwur elders will have wiped it from their minds lest it fall into the wrong hands.

It is also unlikely that your character will have EVER seen a female dwur (except for their own mother, of course).

EUROZ (NALSHAVEL)



STR: 04-24/14
CON: 03-18/11
SIZ: 04-14/08
INT: 03-18/11
POW: 05-15/09
DEX: 04-24/14
APP: 02-12/07

Culture: Nomadic (Barbarian/Civilized)
CPCost: -10

Euroz are a swarthy, long-armed, bowl-legged, and commonly thought to be incapable of civilization or peaceful relations with other races.

Several sub-races predominate, varying slightly in size, intellect, and resistance to sunlight. Olves and euroz hold one another in low regard, and generally attempt to slay or enslave each other as the situation warrants.

One major subrace of euroz are the nalshavel, grey-skinned euroz who follow a rebel pantheon and have made great strides towards civilization despite the odds most races would place against just such an occurrence.

HALF-OLVEN



STR: 05-15/10
CON: 03-18/11
SIZ: 05-15/10
INT: 05-20/13
POW: 04-18/10
DEX: 05-20/13
APP: 03-18/11

Culture: As parents

CPCost: -10

Half-olves are, naturally enough, the product of human-olven matings. They are exceptionally rare, and often special magics are required to enable their mothers to conceive.

Half-olves tend to experience a great deal of prejudice. Being neither fully human or fully olven, they are often ostracized by both societies

Though halfbreeds, they share the talents of both their parent races. Many are skilled in music, magic, and diplomacy, bringing pleasure and honor to those families that accept them as they are.

HOBNIZ



STR: 02-12/07
CON: 14-24/18
SIZ: 02-06/04
INT: 08-18/13
POW: 05-15/10
DEX: 12-22/16
APP: 03-18/11

Culture: Barbarian

CPCost: -5

Hobniz tend to dwell in hillsides and meadows, preferring to burrow away from enemies than to face them in combat. Hobniz, due to their small size and florid complexions can sometimes be mistaken for human children at first glance.

While they make poor magicians, their small stature and high dexterity has often cast them in the most unfavorable light, as many believe them to be subtle thieves, always skulking about underfoot and out of sight. The fact that the most famous hobniz got that way by becoming burglars doesn't help, either.

HUMANS



STR: 03-18/11
CON: 03-18/11
SIZ: 08-18/13
INT: 08-18/13
POW: 03-18/11
DEX: 03-18/11
APP: 03-18/11

Culture: Any
CPCost: 0

(Females: STR 04-14/9 and SIZ 05-15/10). Several distinct groups of human stock are available to choose from. The differing racial stocks are described in the appropriate cultural reference guide; the stat adjustments below are for character generation purposes only.

Bakluni gain	+1 POW, -1 APP
Flannae gain	+1 CON, -1 INT
Oerids gain	+1 DEX, -1 POW
Olman gain	+1 CON, -1 APP
Rhenee gain	+1 STR, -1 APP
Suloise gain	+1 INT, -1 APP
Touv gain	+1 POW, -1 STR

NEPHAR



STR: ---
CON: ---
SIZ: ---
INT: 08-18/13
POW: 09-24/17
DEX: ---
APP: ---

Culture: Special

CPCost: 30 (+ cost of species inhabited!)

Nephars are a highly magical race, thought by some to be only a myth. In short, Nephars are spirits who possess the bodies of the newly dead and reanimate them in order to dwell among mortals.

Nephars lead curious lives; they possess no skills but those of the host they inhabit, except for magic skills. If slain, they must find a new host to inhabit within a number of rounds equal to their POW, or dissolve away into the spirit plane, never to return.

Host bodies possessed by a Nephar are immediately healed of all negative hit point damage, and must be allowed to heal naturally while the Nephar learns its way around the new body. Magical healing will send a newly incarnated Nephar into shock, causing it to remain comatose twice as long as it might otherwise have taken to heal.

NONIZ



STR: 05-09/07
CON: 05-30/18
SIZ: 02-06/04
INT: 08-18/13
POW: 08-18/13
DEX: 04-24/14
APP: 03-18/11

Culture: Barbarian, Civilized

CPCost: -5

Noniz are small humanoids distantly related to the dwur, who dwell mostly in rolling hills and similar terrain. They are expert miners, and excel in such arts as gemcutting and jewelerymaking. Though not many specialize in the magical arts, noniz seem to gravitate towards Trickster cults and Illusion magics. However, they are not limited to only these forms, and can learn any they choose to.

OLVES



STR: 04-14/09
CON: 03-18/11
SIZ: 06-12/09
INT: 09-24/17
POW: 08-18/13
DEX: 03-21/14
APP: 04-24/14

Culture: Barbarian, Civilized

CPCost: 15

Olves are divided into several sub-races, among these are aquatic, dark, grey, and many more. All of the olven races share common characteristics, including long lives and acute night vision. Coloration varies among the races, as does the common belief that all olves love nature equally.

Male and female elves can be very hard to tell apart under some circumstances, as their bodies tend to be more childlike than voluptuous.

ULSPRUNARI



STR: 06-26/16
 CON: 03-18/11
 SIZ: 05-30/16
 INT: 03-16/09
 POW: 03-18/11
 DEX: 04-14/09
 APP: 02-12/09

Culture: Primitive
 CPCost: 20

Ulsprunari are very rare in the Flanaess. The largest grouping of them resides in the Ulsprue Mountains, just west of the Paynim land of Ull. Here a number of small clans live in uneasy peace with their powerful Uli neighbors, herding giant goats that they sell to armed Uli merchants. Once more numerous, Ulsprunari cyclopskin suffered heavy losses when they raided human lands; in the relative calm of the last 300 years, the cyclopskin have adopted many of the beliefs and mannerisms of the Uli and are now considered minor allies.

Hair is shaggy black with blue highlights; skin tone is a muddy yellow-brown. The voice is sharp, coarse, and rough.

Superstitions. Ulsprunari fear fire, crowds, and trolls. They also have a well-founded fear of cavalry.

Ulsprunari automatically suffer from Bad Vision (2), due to their single eyes.

WEMIC



STR: 05-30/17
 CON: 03-18/11
 SIZ: 05-30/17
 INT: 03-18/11
 POW: 08-18/13
 DEX: 06-21/14
 APP: 03-18/11

Culture: Nomadic
 CPCost: 30

Wemics are large lion centaurs common to grasslands and savannas. Wemic family groups commonly consist of 1-2 males, up to a dozen females, and an equal number of young. They are carnivores, but prefer their meat seasoned and cooked.

Wemic can often be found serving as mercenaries, scouts, or guides to more civilized races in those lands where the two share a common border.

A wemic's hide is worth 2 AP, a male's mane 4 AP (head).

STAGE TWO ABILITY MODIFIERS

Now that you've decided on what race you will be, its time to fill in some of the blanks on your character sheet.

MAGIC POINTS

Your characters magic points are equal to his POW statistic. This is a general indication of how powerful your character is magically. Magic points regenerate at a rate of 1/24th of their current POW per hour - your character can completely regenerate his magic points in 24 hours. Circle the appropriate value on the character sheet.

FATIGUE POINTS

Your adventurers fatigue points equal the sum of his STR + CON. Circle the appropriate value on the character sheet.

HIT POINTS

The measure of how much damage your character can take before dying. Hit points are based primarily on CON, +1 point for each point of SIZ above 12, -1 point for each point of SIZ beneath 9.

In combat, your character will take two kinds of wounds; Major and Minor.

A Major Wound is suffered anytime the character takes more than 50% of his hit points in damage from a single blow. Characters who suffer Major Wounds are out of the battle until healed, as they are too near death to do much more than curl into a ball from the shock and pain.

A Minor Wound is anything less than a Major Wound; debilitating, but not incapacitating.

DAMAGE MODIFIER

To find your character's damage modifier, total your character's STR + SIZ and consult the chart below. An adventurer always has the same damage modifier, unless his SIZ or STR changes.

Add the full modifier when attacking with melee weapons, and half the modifier when using missile weapons that rely on STR for their propulsion (i.e. a javelin or longbow would receive the damage modifier, but a crossbow would not.)

STR + SIZ	Damage Modifier
01-12	-1d4
13-24	0
25-32	+1d4
33-40	+1d6
41-56	+2d6
57-	additional 1d6 damage for each additional increment of 16, or fraction thereof.

STRIKE RANKS & MODIFIERS

To simulate fantasy combat, TalQuest weaves together the DEX of the characters, the size of their weapons, and their carried ENC to determine who strikes when in a melee round.

Additionally, DEX of the character and the number of magic points in a spell determines when in the round his spell takes effect.

Combat is played out in the order of DEX strike ranks, with the character possessing the highest DEX potentially striking first, followed by the next most dextrous, etc.. However, in the case of two characters of equal DEX wielding weapons of unequal length (say a dagger vs. a greatsword), the wielder of the greatsword will attack prior to the character armed with the dagger.

The second phase of a combat round begins on the DEX-10 of the highest DEX character, going around again until everyone has acted. [Example: Fred Parker, DEX 18, wielding a broadsword (S2) declares who he is attacking on 18, and actually makes his attack on 16. Depending on the results of that attack, he may select a new target on DEX 8 (and strike on DEX 6) or attack the same target again. If Fred had a level of Mastery with his broadsword, his split attacks would be declared on DEX 18, 13, 8, and 3.

There is no DEX 0. If your DEX or weapon choice drives your strike below DEX 1, you cannot attack that round.

Where missile weapons are concerned, each missile weapon has a reload value. This represents the amount of time it takes to reload the device (in the case of bows, crossbows, and atlatls), or the amount of time it takes to ready and bring to bear weapons like throwing knives or handaxes.

Spell casting begins on the character's DEX. The spell will be completed a number of SR later equal to the magic points in the spell. [Example: if your DEX is 13, and you want to cast a spell that requires 6 MP, your spell will be completed on DEX 7.] Spell casting is the ONLY activity that can "carry over" from one melee round to the next.

EFFECTS OF ENCUMBRANCE

A character who is **unencumbered** (is carrying less than his FAT in ENC) suffers no penalties.

A character who is **lightly encumbered** (current FAT equal to or less than -5) has his DEX lowered by 1.

A character who is **moderately encumbered** (current FAT equal to or less than -10) has his DEX lowered by 3.

A character who is **severely encumbered** (current FAT equal to or less than -15) has his DEX lowered by 6.

And finally, a character who is **desperately encumbered** (current FAT exceeding -16) has his DEX lowered by 10.

Worn armor distributes it's overall weight across a character so that it only encumbers him for half the value expressed for it's overall weight. Similarly, gear stowed in a backpack/saddlebag also applies only half it's actual weight to encumbrance.

SKILLS AND MODIFIERS

Skills such as walking, riding a horse, jumping across a rivulet, etc., generally do not require skill rolls, and are assumed to be accomplished automatically. Sometimes, however, the difficulties of a situation will prompt the GM to call for skill

rolls in order for an adventurer to successfully perform an action.

Many of the skills on the character sheet have a number in brackets nearby, like (00), or (05), etc.. These represent base skills that every adult should have, in addition to any skills he has specifically trained in.

All of the skills on the character sheet are divided up into seven broad categories, as follows; Agility (Parry), Communication, Knowledge, Magic, Manipulation (Attack), Perception, and Stealth. Each of these categories have skills listed beneath them that all have the same basic chance for success, which may increase or decrease the base skill percentages.

[Example: Chablis has an Agility Category Modifier of -10%, and the base human Climb is 40%. Chablis would begin play with a Climb skill of 30%, instead of 40%.]

For ease of play, your skills category modifiers are figured as follows: assign one of the following values to each of your adventurers skill categories: 15%, 10%, 5%, 0%, 0%, -5%, and -10%. You may not steal points from one category to boost another.

Category modifiers also affect experience gain rolls, simulating the benefits of natural ability in trying to improve a skill.

Once established, add the category modifier to the base chances of every skill within that category that does not have a base percentage chance of zero (00). The result is the default skill that character has in the skill unless increased by experience or training.

IDEA ROLLS, EDU, & KNOW ROLLS

Your character's Idea Roll is based on his INT x5. This represents your character's skill at coming up with an idea that would occur to him, that eludes the player (a common occurrence when playing a character that is smarter than you are!)

The level of your adventurer's education is expressed as EDU. Since most people in this game world do not attend formal schools, most characters will have an EDU of 1d4, +1 for each 5 years of their lives above age 12. Characters who have been actively pursuing a scholarly lifestyle (i.e. most priests, sorcerers, wizards, and including some types of entertainers) will have a starting EDU of 1d6 + 1 for every 2 years of age above 14.

The Know Roll is equal to the character's EDU x3, and represents basic knowledge gleaned from years of book-learning. It generally provides sketchier information than a Lore roll would prefer, but can at least point in the right direction.

STAGE THREE SKILL SELECTION

Like many other systems out there, your characters will purchase their starting skills with character points. Each beginning character in the game will begin with 300 CP to spend on a variety of skills, advantages, and disadvantages. Races in Stage One each had a CPCost. Positive CPCosts actually subtract additional CP from the total that can be spent on skills, while negative CPCosts add (i.e. Being a Half-olve allows you to spend 290 points on skills, but being a Hobniz would leave you with 295 points to spend.)

In this section, you will be basically choosing the cultural background of your adventurer. The four main choices are Primitive, Nomadic, Barbarian, and Civilized.

PRIMITIVES

Primitive cultures are generally recognized as having several points in common. They are close-knit, family oriented (clans and tribes may have begun to appear), lack permanent settlements, are illiterate, and their main magic is almost always Spirit Magic.

Examples of primitive cultures include most pre-historic peoples, many Amerinds and Eskimos, African bushmen, australian aborigines, Picts, etc..

Primitives can select from the following skills: Boat, Climb, Throw, Sing, Speak Own Language, Animal Lore, Craft Leather, Craft Stone, Craft Wood, First Aid, Plant Lore, World Lore, Listen, Scan, Search, Hide, Sneak, Ceremony, Enchant, Summon, Brawl, Wrestle, Dagger Attack, Spear (1H or 2H) Attack/Parry, Bow Attack, and Club Attack.

NOMADS

Nomadic cultures are generally those which depend on herds of livestock for their sustenance, and who move them from grazeland to grazeland throughout the year to avoid depleting their resources. Most are mounted, or have beasts of burden to carry their supplies from place to place. Clan and/or tribal structure becomes much more pronounced, and in some cultures more advanced Crafts, such as metal-working, come into existence. Literacy still doesn't really exist, although the beginnings of simple pictogram-based alphabets are beginning to appear. Spirit Magic still predominates, but some Divine practitioners begin to appear among these cultures.

Examples of nomadic cultures include arabic bedouins, ancient huns, sioux and other plains-dwelling amerind tribes, afgan shepherds, and post-egyptian hebrews.

Nomads can select from the following skills: Boat, Climb, Ride, Throw, Orate, Sing, Speak Own Language, Speak Other Language, Animal Lore, Craft Leather, Craft Redsmith, Craft Stone, Craft Weaving, Craft Wood, Evaluate, First Aid, Plant Lore, (Species) Lore, World Lore, Conceal, Devise, Play Instrument, Sleight, Listen, Scan, Search, Hide, Sneak, Ceremony, Enchant, Summon, Brawl, Wrestle, Dagger Attack, Melee Weapon (1H or 2H) Attack/

Parry, Bow Attack, and Shield Parry/Attack.

BARBARIANS

Barbarian cultures are those which bridge the gap between nomads and the "civilized" cultures. They possess cities and towns, but no strong central governments; and while families and clans are still important, they become less so, as people begin to join together out of common interests rather than blood relationships. Spirit Magic slowly begins to lose ground to organized Divine religions, but still has its place in society.

Many new innovations appear with these cultures, including ship-building, advanced metal-working, organized trade, organized religion, and the beginnings of feudalism, serfs, slavery, and all the other "improvements" that civilization brings. Literacy appears, usually among certain social classes and the clergy.

Examples of a barbarian culture include feudal Europe, Gauls, Vikings, Iriquois, Cherokees, etc..

Nearly all skills are available to barbarians.

CIVILIZED

Civilized cultures are known by their strong central governments, policies of taxation, and professional, rather than hereditary soldiery. Large cities come into existence, as do royal dynasties, naval warfare, civil engineering, professional thieves, regular education and literacy for anyone who wants/can afford it.

Many new forms of magic appear at this stage, including Sorcery and Wizardry. Spirit Magic is generally only available from Divine churches, which predominate.

Examples of civilized cultures include the Roman, Persian, Chinese, Japanese or Incan Empires, dynastic Egypt, or early Renaissance Europe.

Civilized cultures have access to all the skills Barbarians do, plus the addition of Sorcery magic, Wizardry Magic, Martial Arts, and weapon styles.

The skills listed for each culture are the ones you learned as you grew up, and they are consequently the cheapest skills to purchase. If you desire to begin play with skills not listed for your culture, they will cost TWICE the listed value on the table below.

Skill Purchase Table

Skill	Skill %	CP Cost
Familiar	15%	3
Novice	30%	6
Trained	45%	12
Experienced	60%	18
Veteran	75%	24
Elite	90%	30
Mastered	100%	36

Before this point, I listed several "templates" for ease of character creation. However, in play, I have discovered that people who've come from an AD&D background continue to

think of these as "classes" they're locked into. So I'm not going to do that anymore.

Build your characters however you like, skill wise, but remember to save some points for additional skills and powers, to be detailed in the next section.

AGILITY SKILLS

BOAT

The boating skill applies to small water-borne craft, either oar or paddle-driven.

In an unhurried situation, the player must successfully roll beneath his skill when he starts. He cannot move the boat until this roll succeeds. If conditions are placid, the GM may allow multiples to this skill.

In bad weather or hostile environments (whirlpools, rapids, shoals, etc.) the GM can postulate percentiles of difficulty, and have the player roll his skill with a penalty. If the roll succeeds, the boat stays on course. If unsuccessful, the boat either veers off course or doesn't move, depending on the situation. If the roll is a fumble, the boat overturns (requiring swim rolls for everyone in the boat.)

CLIMB

At adulthood, anyone can climb well enough to scale a slope with handholds, a tree with low branches, etc.. Not having the stamina to make the climb is a matter for fatigue.

As a rule of thumb, an adventurer who makes his climb roll can ascend or descend 1 meter of a 75-degree or less slope or a thickly branched tree per 5 strike ranks. If the player misses his climb roll, his adventurer stays in one place, unable to find the necessary hand or footholds. On a fumble, the character falls.

A player can speed his climb by subtracting 10% from his skill for every extra meter per 5 strike ranks. This may increase his fumble chance as well.

DANCE [VARIES]

This skill represents the character's skill in a particular style of dancing. Possible subskills might be Waltz, Tango, etc.. Alternatively, certain dances might be at a lowered skill percentage to perform well.

DODGE

A skillful dodger is seldom where the blow falls. Dodge is more fully described in the combat section.

JUMP

The ability to leap for distance or height, or over obstacles like fallen bodies. Generally, a successful roll allows the character to leap twice his height horizontally or up to his height vertically with a running start. A standing start reduces these distances by half. A fumbled roll on a running jump indicates that the adventurer landed badly, with the force of a 3-meter fall, and takes damage accordingly.

If a character is falling, Jump can be used to select which hit

location he lands on (as can Tumble, see below), unless the fall is the result of a fumbled Jump roll.

LEAP

Leap differs from Jump in only a few ways. It is primarily a combat or martial arts maneuver, and concerns itself not so much with distance as it does placement.

Leap is used to put oneself in a better combat position, either by leaping over / behind your opponent or by leaping away from them entirely. Think Xena.

MANEUVER

This is another combat-related skill, mostly designed to aid a character in either closing on or keeping an opponent at distance when they are fighting with differently sized weapons.

[Example: Fred and Barney, both with a DEX of 14 are engaged in melee with one another. Fred is wielding a long spear (WS:0) while Barney is armed with a dagger (WS:3). Under normal circumstances, Fred gets to strike on 14, and Barney on 11. If neither has the Maneuver skill, this is how it will remain.

If Barney had the skill and Fred did not, he could elect to close on Fred on his attack on 11, and with a successful Maneuver roll, close with Fred and render his spear useless as a weapon (being inside it's reach)..

If Fred had Maneuver and Barney did not, a successful roll would permit him to keep Barney on the point of his spear, negating his ability to attack him at all.

If both possess the skill, a skill contest results from round to round, the winner deciding who can attack and who cannot.

Note that when using Maneuver with an attack, you must roll beneath the lower of the two skills.

RIDE

Riding a horse or other riding animal takes no skill so long as the animal goes no faster than a walk and is trained to accept a rider. To compel the animal to go faster requires a Ride skill of at least 15%.

Ride limits the adventurer's ability to do certain things while on horseback. A saddle with stirrups adds 10% to the rider's Ride skill. The Ride skill determines the character's maximum combat skills while riding, as well as his ability to coax the animal to do things it has never tried before (like riding into melee, or jumping obstacles.)

SWIM

Humans can swim at a rate of 1m per 2 DEX ranks under placid conditions. Also under these conditions, an adventurer has to make a successful skill check every time he swims a number of meters equal to his skill, i.e. a swimmer with 15% in swim needs to make a check every 15 meters.

A failed swim roll indicates that the character has failed to progress through the water; in the next melee round the character must make a successful check or begin to drown. If the second roll succeeds, the adventurer is not drowning, and can continue to move again.

THROW

A palm sized object balanced for throwing can be thrown one meter for every STR point which exceeds it's SIZ. If the thrown object is unbalanced or awkward, the distance falls off to one meter for every three STR points powering the throw.

If the distance is over 20 meters, accuracy is affected. For such throws subtract 1% of Throw for every meter in excess of 20. An object can be thrown vertically only half the distance it can be horizontally.

TUMBLE

This is the skill of diving and rolling in combat. A successful use of this skill means that the character may move away from his attackers at up to 1 meter per strike rank, and they must subtract the actual successful roll from their attack chances.

COMMUNICATIONS SKILLS

DEBATE

Successful use of this skill causes the target(s) to take the debater's side on an issue, by persuading the listener that the user is correct in his position.

While this skill cannot be used to change the minds of listeners who firmly believe an opposing view, it is useful for persuading listeners to support an issue.

FAST TALK

Successful use of this skill causes the target to agree with whatever the fast talker is saying, deceiving the target into thinking that the user is logically correct. If allowed a moment to think, the victim may make an INT x5 roll to shake off the effects of the fast talk, although if the talker was actually correct to begin with, this will only reinforce the victim's assistance.

Fast Talk is implicitly used against one or only a few individuals.

This skill cannot be used to change the mind of a listener who firmly believes in an opposing view, or whose duty constrains his options (a hangman or bodyguard, for instance).

However used, Fast Talk appeals to the intellect of the target. Only one Fast Talk roll is allowed per full turn of talking.

ORATE

Fast Talk appeals to (or confuses) the intellect; Orate appeals to the emotions. This is the skill that politicians, clergymen, and other word-smiths use to appeal to the masses.

Orate is implicitly used against groups of people, for a successful use influences everyone without immediate chance for recovery, as with Fast Talk.

If successful, Orate can be far more useful than fast Talk, because it can grab and hold the emotions of the listener. However, where Fast Talk can take a full turn (five minutes), Oratory might require hours to unify the listeners to full agreement with the speaker.

SEDUCTION

This is a sort of "cascade skill" off of Orate, and Fast Talk. It partakes of both in that while appealing primarily to the emotions, it also confuses the intellect and can be used in far less time than Orate (although generally longer than Fast Talk). A successful Seduction skill roll indicates that the adventurer can match the sum of his (INT, POW, and APP) minus 30 vs. the sum of his victim's (INT, POW, and APP) minus 30 on the resistance table. A success indicates that the victim has succumbed to the character's wiles. A failure does not always mean failure, since if the victim was inclined to bed the adventurer anyway, they might simply smile at his clumsy attempt and do so anyway.

A fumbled Seduction roll always indicates that the character has offended his target, and he / she might well relate the failed attempt to their siblings, parents, spouses, etc., with varying (usually painful) results.

SING

Success in this skill indicates that the singer pleased his audience. Failure indicates that the singer went off-key, forgot the words, or something similar. The better the singer's chance of success, the better the song when performed, so that a singer with 80% skill will sound significantly better than someone with only a 40% skill, even if both succeeded with their skill rolls.

SPEAK LANGUAGES

Language ability varies with each individual, and even people speaking the same language with widely differing skills can misunderstand one another. High skill in Language indicates a larger vocabulary, better grammar, and the knack for choosing the right words for the audience at hand (i.e. no big words in front of the ignorant foreigner, unless you WANT to talk over his head).

At 30% in any language, normal everyday communication is assured. At 50%+, you have the language skills of most storytellers, bards, and local politicians. At 80%+, you are speaking the rarefied language of scholars, diplomats, and philosophers.

Similar Languages: When trying to learn a language similar to one you already know, you get anywhere from one-quarter to one-half of the skill in the language you do know in the one you are trying to learn as a base percentage.

Eavesdropping: When trying to overhear a conversation, your chance of doing so is limited by both your skill in Listen and your skill in the language.

KNOWLEDGE SKILLS

COURTESAN

Courtesans are skilled and professional craftspeople whose tools and media are human bodies. Where Seduction is the skill of getting someone into bed, this is the skill of pleasing them once they arrive there. It goes beyond the simple necessities of sex, and is one part entertainment, one part manipulation, and one part basic know-how in what feels good.



Highly skilled courtesans are never found wandering back alleys and dimly lit street corners; they are almost always either House or Temple based, or make their livings as professional mistresses to men in positions of power and influence.

CRAFT

Crafts can be divided into two main types, General and Specific. Both have advantages and disadvantages.

General skills, like 'Craft Wood' represent a broad array of skills relating to woodworking. While the user of such skills can accomplish a wide variety of tasks, it will typically take a general skill user twice the time to accomplish a task as a user of the correct specific skill. General skills also have an upper limit of 75%.

Specific skills, like 'Craft: Cabinetry', represent a narrow selection of skills, but they allow the user to accomplish tasks within their specialization faster and with a higher degree of 'recognition'. Masters of specific skills are widely sought and highly paid.

Performance of a craft usually takes several hours of game time, and might or might not require tools appropriate to the craft. Craft examples include armorer, artificer, baker, bowyer, brewer, butcher, carpenter, cobbler, cooper, engraver, fletcher, healer, joiner, leatherworker, mapmaker, mason, potter, smith, tailor, and weaver.

Each character may begin play with one of his parent's Crafts at 10%.

EVALUATE

With this skill you can evaluate the worth of artifacts and goods (cloth, jewelry, art objects, etc.), and valuable natural materials (gems, land, exotic animals, slaves). If the adventurer has a craft, he will double his normal chance to correctly value materials associated with his craft.

If an object or substance is associated with a Lore, and the adventurer also makes a successful Lore roll, the Evaluate chance is doubled.

Failure to Evaluate means that the character doesn't know the worth of the item. A fumble with the roll provides erroneous information, higher or lower, whichever is more detrimental to the adventurer. A Critical success means the character knows the

exact worth of the object in whatever coinage he is most familiar with.

Evaluate takes one full turn to perform, and Evaluate rolls are commonly made by the GM for the player.

FIRST AID

This skill imparts a basic knowledge of what to do with an injury, and how to use the materials at hand for that purpose.

The success chance for this skill should be rolled immediately. If the roll succeeds, all bleeding stops and the victim will not lose any more hit points. If unsuccessful, the user may try again the next round, but the victim will continue to lose hit points if his injury calls for it.

Once a success has been rolled, the user may specify that he is spending the next five full melee rounds to perform First Aid. At the end of that time the user will have healed 1d3 hit points of damage on a regular success, or 2d3 on a critical.

If anything else is done during the five melee rounds in which the user is performing this skill, subtract 2 from the recipient's hit points. This means that, even with a successful First Aid roll, rushing the job could wind up hurting the patient -more- than the amount he was healed for.

First Aid can only be used once successfully against each injury, but it may be tried again and again until successful. However, a fumble with this skill will cause 1d3 damage to the victim, and no further attempts may be made to repair that injury by that First Aider.

Use First Aid on any living creature.

LORES

There are many different kinds of Lore. A successful roll for a particular Lore means that the adventurer has the necessary knowledge about an item or situation. A Lore skill does not increase through experience; either the character knows the information or he doesn't. Lore skills assume good knowledge about the native region of the character; Lores are rolled against when the character encounters new animals, plants, peoples, and so on.

It is possible to research a Lore, to learn about unicorns, for instance, and in this way increase a particular Lore knowledge (or several, if there are interlocking factors. Unicorns would normally come under Animal Lore, but their horns have certain alchemical uses, so Lore increases in Alchemical Lore and even Poison Lore would not be inappropriate.)

Lores can also be further subdivided into regional subskills; a desert nomad's initial World Lore (Desert) would know much about desert weather and the ways of sand, but if he later moved to an heavily forested region, he could gain a new World Lore (Forest) with new research.

Alchemical Lore: This lore provides a general knowledge of the principles and practices of alchemy. Successful use of this lore will enable the user to recognize various substances useful to, or produced by, alchemy.

Alchemy is useful for creating potions, slaves, and oils that store magical energy, and for creating golems, homunculi, and simulacra.

Animal Lore: This lore represents biological knowledge.

The user who successfully makes this lore roll can identify an animal, or know what to feed an animal, or tell if an animal is in good health, or perhaps predict the animal's behavior.

A major use for this lore is in training riding animals. Any adventurer with a 50%+ skill in this lore and a 25% Ride skill can train a riding animal to saddle and bridle. This check is made once per week until successful.

A riding master is 50%+ in both of the above skills. Such a character can train a riding animal to cavalry quality, so that the animal will not panic in battle. A riding master can also train the animals natural combat skills up to the master's skill in Ride minus 50%, thus a 90% riding master can train a war steed up to 40% with it's attacks.

Chaos Lore: This lore represents practical and scholarly knowledge of the forms of chaos common to one's local region.

Demon Lore: This lore represents knowledge of forms of chaos and chaotic entities that do not exist naturally on Oerth, primarily those entities which must be summoned here. With this lore a character could tell the difference between a chaotic entity native to this world, and one which is not. It also represents his knowledge of the more commonly summoned demon breeds. It can also be used to determine the needs, weakness' and / or desires of a demon, so that it might be placated, driven off, or slain.

Human Lore: This lore represents psychology and sociology. With it an adventurer could evaluate the politics of an unfamiliar culture, bring to mind obscure facts about one's own nation or tribe, trace genealogies, or answer trivial questions about the place where he grew up or had lived.

Magic Lore: This lore represents scholarly knowledge of occult writings, styles of spellcasting, ancient magical workings, glyphs, runes of enchantment, and the like. Successful use of this lore could identify a forgotten rune, the purpose of a series of glyphs, remember the supposed location of an ancient school of magicians, or identify the purpose of a particular magical item. It also includes knowledge of what material components are useful in the casting of sorcery or wizardry spells.

Million Spheres Lore: This lore represents knowledge of worlds beyond Oerth, worlds of both Law and Chaos. Successful use of this lore might reveal the name of the plane from which a demon originates, or might identify the plane upon which an adventurer finds himself.

Mineral Lore: This lore is used to understand geology and soils. A successful skill roll allows the user to identify types of rock formations, determine if what glitters is really gold, check soil for fertility, or determine if a mine is truly valuable.

Music Lore: This lore includes knowledge of songs and singing styles common to one's local region. It might also relate to epic poems, folklore, and various other styles of poetry. A successful music lore roll would allow its user to recall the name, composer, and lyrics of an obscure song, or aid him in composing a song of his own.

Plant Lore: This lore allows its user to identify plants and know their common uses. It also helps determine what sort of food crops would survive in the given climate, or locate edible plants in the wilderness.

Poison Lore: This lore represents the ability to concoct both poisons and antidotes to poisons with common (or rare) ingredients. It interlocks quite nicely with Animal Lore (venom), Mineral Lore (mineral poisons, like arsenic) and Plant Lore (plant-based poisons, like nightshade or belladonna). A huge variety of poisons and their antidotes are possible through the use of this lore.

Racial Lore: This is the equivalent of [Human} Lore, applied to other races.

Religious Lore: Every grouping of deities has a separate subgroup of Lore. Thus, there is Bakluni Lore, Flannae Lore, Suloise Lore, etc.. Since all of the deities seem to have interlocking mythologies, it is appropriate to make a lore roll against your own faith's lore to remember a legend in which a member of another pantheon was involved, but the information revealed by this fashion is at a penalty (half or less) and colored by your side's view of the encounter.

Spirit Lore: This lore represents knowledge of the inhabitants of the spirit plane. With a successful lore role, a character could correctly identify a type of spirit, determine the most probable means of exorcising a spirit, or know what sort of spirit is necessary for the task at hand.

Undead Lore: This lore represents practical or scholarly knowledge of the various forms of undead, their capabilities, weakness', and formation.

World Lore: This lore represents knowledge of the physical world. A successful skill check enables the user to predict weather, remember geological facts, and generally understand the processes of the world around him.

MARTIAL ARTS

This skill makes the best use of natural weapons. It is a discipline of the mind which allows a character to double the damage done by his natural weapons.

To use martial arts, the adventurer must first successfully make an attack roll with such a weapon. If the roll made is also beneath his martial arts skill, then the adventurer gets the benefit of two weapon damage rolls for the weapon in question.

READ / WRITE

This is actually the skill of understanding certain alphabets. With this skill the adventurer can read a language and write in it simply. The writer knows how to form the symbols that another literate person can read and understand. Some languages require a special calligraphic skill in order to communicate with anyone of status or pretense to culture, in which case this skill can have two separate skills listed.

SHIPHANDLING

This skill allows a character to successfully command a ship which needs a crew to operate. It includes aspects of navigation, sail-setting, arranging watches, and the other knowledge necessary for the master of a ship.

A possible subskill for this is Navigation.

WEAPON STYLES

Much like Martial Arts, skill in a particular weapon style gives

the character the potential to do extra damage in combat when utilizing the specific combination of weapons described by the style.

In combat, whenever the adventurer succeeds in an attack or parry roll which is also beneath his weapon style skill, his result is 'bumped up' one level of success (i.e. a normal success is treated as a critical, and a critical is treated as a double crit, etc.).

Common weapon styles include Sword and Shield, Cloak and Rapier, Axe and Dodge, etc.

NOTE: Starting characters may not be more than Familiar with a weapon style, unless they are also an initiate of a Death or Storm Rune cult (in which case they may rise to Trained).

MANIPULATION SKILLS

CONCEAL

With this skill an object can be concealed so that it may be found only with a Search roll. The object may be of any size, and the act of concealing can be as simple as putting the it into a drawer or as complex as rigging a false floor into a chest.

To successfully use Search to find a concealed object, subtract the Concealing skill from the Searching skill and roll less than or equal to that percentage, as with Hide and Search. These rolls may be modified due to size or information possessed by the Searcher.

Assume that each SIZ point to be concealed requires 1 melee round.

DEVISE

This is the skill of both assembling and disassembling mechanisms such as traps and locks. If the devisor has a craft, a successful craft roll will double his chances for the devise roll. If a mechanism has been devised by someone for the purpose of foiling subsequent devisors, then the creator's devise skill must be subtracted from all later devise rolls attempted against it.

Devise takes one melee round per SIZ point for disassembly, and one turn per SIZ point for assembly.

DRIVE [VEHICLE]

With this skill a character can control a wheeled vehicle drawn by one or more beasts of burden. Like ride, this skill represents the users ability to do more than simply let the horses pull the vehicle along; it involves sharp or difficult turns, jumps, bumps, and combat from the vehicle.

Unlike ride, however, the combat abilities of the rider's are limited to the driver's skill, not their own. Common Drive skills are Chariot, 4-wheeled cart, and coach.

JUGGLE

This is the skill of keeping many small objects aloft in a (more or less) circular pattern. The user of this skill can keep a number of objects aloft equal to his skill / 10. The user of this skill can also elect to catch small hurled objects (such as eggs, but including knives) and return them to the person who threw them

at a varying penalty. (Assume that a juggler attempting to catch and return a thrown knife must subtract the knife thrower's skill from his own when attempting this maneuver (assuming, of course, the knife was thrown to injure him; someone merely tossing a knife into the mix of objects would only generate a 10-20% penalty).

PLAY INSTRUMENT

With this skill a specific type of instrument can be used to create a pleasing performance. Failure indicates wrong chords played, broken strings, dropped instruments, etc..

As with sing, the better the user's chance to play, the better the piece will sound when played.

SLEIGHT

This is the skill of quick hands and misdirection. This skill is often used for such purposes as shell games, card tricks, and picking pockets. Success with this skill means that the user accomplished his purpose with no complications, if nobody was watching him with a Scan roll, for instance.

Sleight takes one SR to perform.

PERCEPTION SKILLS

LISTEN

This is the skill of both listening intently for sound where one would not normally hear it and the ability to pick up incidental sounds and interpret them correctly, even when not consciously searching for them.

A successful Sneak roll is usually subtracted from a listener's Listen chance, along with modifiers for distance, obstructions, etc..

SCAN

Scan is used to observe areas for anomalous movement. Scan can be pitted against Sleight or Hide.

Scan takes one melee round per 90-degree arc scanned. This skill is reduced by half for every extra 90-degree arc a user attempts to scan in the same melee round.

SCENT/TASTE

Using this paired skill, an adventurer can accurately identify wines, foods, even animal scents with just a small sampling.

On a critical roll (or perhaps with a successful Alchemy or Poison Lore roll) he can spot tainted foods/beverages, identify familiar potions, etc.

SEARCH

Using Search, an adventurer can closely scrutinize an area to find a Concealed item, a person using Hide, or even a small object hidden with a Sleight roll. This skill can also reveal hidden doors, traps, or secret drawers in chests. Search often involves handling items while tracing the exact outlines of a trap. Search takes one melee round per 4 meter area searched.

TRACK

With this skill a living being can be trailed through the wilderness and rural farming areas. The skill includes such knowledge of how certain animals behave when trying to elude pursuers, and the tricks used to cover trails.

Track rolls are generally made every two turns.

STEALTH SKILLS

AMBUSH

This is the skill of arranging to have the benefit of surprise in combat. In order to be successful, all participants in an ambush must possess the Ambush skill, and a single roll under the lowest of the participant's skill ratings resolves if the ambush is a success or not.

While one group has the benefit of surprise over another, the victims of the ambush cannot fight back -or- defend themselves for the first round of combat, and suffer a -5 to their dex for the next 1d4 melee rounds..

In an opposed ambush (one where the victims were expecting trouble, and were actively scanning for it, but failed to spot it in time), the victims of the ambush are still unable to fight or defend in the first melee round, but only suffer a -3 to their DEX for the next 1d4-1 rounds.

Failure of an ambush roll gives the victims enough time to conduct melee normally on round one.

DISGUISE

Disguise is the skill of hiding one's appearance from others. With disguise, a character uses make-up, costumes, and rudimentary mimicry to hide his true identity. It will not allow the user to disguise himself as anyone smaller than himself, though with the right props, he may appear larger.

A successful Search roll will penetrate a disguise.

HIDE

With Hide, any available cover, including shadows, brush, etc., can be used to hide oneself from others. If a character wishes to hide and move at the same time, his chance to do so is halved.

A simple success roll will work against casual passers-by, but active Searchers must subtract the user's Hide skill from their chances to locate him.

The Hide skill takes until the user's DEX strike rank to perform. It can only be attempted once per melee round.

SNEAK

This is the skill of moving in silence, without alerting one's foes. If it is used in conjunction with Hide, a single roll covers both situations.

OTHER SKILLS

Many other skills exist, of course. Some are taught only by certain cults or societies, like Guild of Bodyguard's 'Sense

Assassin' or the Paladin's 'Detect Chaos'. Other skills are taught only by certain magical orders, like the psionist's Gestalt and Combat skills.

Some skills depend upon senses humans just don't possess, like olven night-vision. When a species possesses such a 'special sense', it's skills increase at different rates (i.e. there is no gain to Darksense Scan if you rolled against your normal vision-based Scan.)

QUIRK SKILLS

Quirk skills are an odd subset of skills, They cost half as much as normal skills to purchase, with one special caveat: in most situations, they are completely useless. Quirk skills enjoy no special skill category, and are just as interesting at laughably small levels as they are at the dizzying heights of mastery.

Regardless of your character's skill level, he is likely to consider himself to be a master with the skill in question. These skills are mainly useful from a roleplaying perspective, and are entirely optional. A selection of sample 'quirk' skills appears below:

Barbeque Questionable Foods	Tell Joke
Nag	Card Tricks
Act Attentive	Flirt
Belch	Cut Hair
Lie Outlandishly	Identify Knot Type
Wiggle Ears	Perform Tricks with String
Blow Smoke Rings	Overtip/Undertip
Snore Loudly	Snub
Mumble	Roll Cigar/Cigarette

STAGE FOUR PURCHASING ADVANTAGES, DISADVANTAGES, & MAGICAL PATHS

All beginning players have 300 Character Points with which to build their characters. Please look over this entire section VERY carefully, and then pick and choose. This is the only time in your character's career that he will be able to purchase an advantage like "Absolute Direction", but he can always improve his Sword Attack to 90% later in his career. By the same token, your character can always improve his skills in play, rather than becoming a master of them right out of the gate. Points left over become your starting Elan.

By the same token, just because you didn't pick a Magical Skills package in character creation doesn't mean you can't learn

whatever path of magic you desire later in the campaign.

TalQuest is a very "open-ended" game system... odds are you can always better yourself in play.

Some advantages cost a flat amount, others have a variable amount, depending on the level of advantage you wish to buy.

Disadvantages are useful to "buy down" the price of expensive advantages. Disadvantages are generally limited to a total of -40 points.

ADVANTAGES

Absolute Direction (15)

You always know which way is north, and you can always re-trace a path you have followed within the past month, no matter how faint or confusing it might be. (There are spells and drugs which can interfere with this, however).

Above Average (5/1)

For each point of this advantage, you can add one point to any of your stats, up to the listed racial maximum.

Absolute Timing (10)

You have an accurate mental clock. Unless you have been knocked unconscious, hypnotized, or otherwise interfered with, you always know what time it is, down to the second.

Acute [sense] (5/1)

You get a bonus to any skill associated directly with the sense involved, i.e. Acute Sight would give a bonus to Scan or Search rolls, Acute Hearing would aid with Listen rolls, etc.. For every 5 points invested, you get a 1% bonus to the applicable skills.

Ambidexterity (25)

You can use both hands without penalty. You do not suffer penalties for using your off hand, or for using both hands at once.

Combat Reflexes (20)

You have extraordinary reactions and are rarely surprised for more than a moment. You never suffer more than one melee round of surprise during an ambush, and when you fumble in combat, you can make a second roll on the fumble results table, and choose between the two results.

Common Sense (15)

Any time you start to do something the GM feels is STUPID, he rolls an INT x3 check, and if it succeeds will warn you "Hadn't you better think about that?"

Double-Jointed (10)

Your body is unusually flexible. You get a 15% bonus on any climbing or escape roll.

Language Talent (4/1)

You have a knack for languages. Whenever you learn a new

language, your beginning percentage chance is always equal to your Communications Modifier + your INT + your level in this advantage.

Lightning Calculator (5)

You have the ability to do math in your head, instantly. If you have this advantage, then you may employ a calculator at any time to figure anything you want, even if you're busy fighting or running away.

Magical Resistance (20/l)

This advantage makes you less likely to be affected by magic of most kinds. This advantage cannot be combined with any Magical Path, and in fact renders you completely incapable of casting spells whatsoever. You can still use magical weapons, however. Also, this cannot be "turned off" to allow friendly spellcasters to place spells upon you; you resist ALL magical spells no matter what the source.

Each level of this advantage provides the same effects as the Spirit Magic spell Countermagic. It cannot be dispelled, although the psionic discipline of Severance can turn it off at a cost of 10 mp/level.

Musical Ability (1/l)

You have a natural talent with music and musical instruments. Each level of this advantage adds 5% to all Sing and Play [instrument] rolls.

Psionic Resistance (10/l)

This advantage makes you less likely to be affected by psionics. This advantage cannot be combined with Psionics, and in fact renders you completely incapable of using psionics OR psionic-like spells whatsoever. You can still use psionic artifacts, however.

Also, this cannot be "turned off" to allow friendly psis to defend, heal, or assist you psionically in any way; you resist ALL psionics or psionic-like magical spells no matter what the source.

Each level of this advantage provides the same effects as the Spirit Magic spell Countermagic, only for psionics instead.

Social Status (varies)

This advantage indicates that are the child of a nobleman in your land of origin. The costs for this advantage might seem low; but noblemen often have a variety of obligations and enemies that offset the costs.

Title	Cost
Duke	66
Marquis	50
Earl	36
Count	24
Viscount	16
Baron	12

For every sibling between yourself and the title in question, subtract 2 points. Cost cannot be lowered by more than half, in

any case.

Spent POW (15)

This advantage indicates that you possess an enchantment of some sort; a magical item, bound spirit, etc. Each point of POW required to manufacture the enchantment costs 15 CP. This does not affect your current POW. The GM will generate the spirit caught in the enchantment.

Strong Will (20)

This advantage makes you less susceptible to skills such as Fast Talk and Orate, and provides a +5% / +1 bonus to your defenses against any sort of mental attack, including spells, spirit combat, and psionics.

Toughness (10 / 25)

Your skin and flesh are tougher than the average. Weapons that penetrate all other forms of armor may still break the skin (and make you vulnerable to poison) but if the damage done is less than your Toughness, they do no damage to your hit points.

The 10 point version of this advantage gives you an effective skin armor of 1 AP, and the 25 point version gives you a skin AP of 2.

Wealth (5/l)

This advantage consists of your starting cash. Each level purchased nets you 100 silver pennies. Use this money to buy equipment, etc., for your character.

DISADVANTAGES

Achilles Heel (10)

One (or more, if you're seriously misguided) hit location is extremely vulnerable to damage. Each location with this disadvantage becomes useless after suffering only 1 point of damage. It still takes the normal amount of damage to sever the limb in question, but it cannot be used for anything after suffering any damage whatsoever.

Addiction (Varies)

You are addicted to some sort of drug, be it alcohol, marijuana, hazia, krrf, etc.. The cost of this disadvantage varies depending on the availability, cost, and legality of the drug involved.

- Daily dose 20p or less: -05
- Daily dose 100p or less: -10
- Daily dose 100p+: -20
- Incapacitating or hallucinogenic: -10
- Highly addictive: -05
- Totally addictive: -10
- Its legal: +05

For example: tobacco is cheap, highly addictive, and legal; a smoker would have a -5 point addiction. Alcohol is cheap, incapacitating, and usually legal, so it is worth -10 points. Krrf is totally addictive, expensive, and illegal; its worth -20 points.

Each day an addict is separated from his drug of choice, he is allowed to make a roll vs. CON - addiction factor to "kick the habit". Any day that this roll is failed, all skills are reduced by TWICE the addiction cost due to distraction, jitters, etc..

Bad [sense] (10) Limit (4)

The affected sense is weaker than normal, reducing all skills related to that sense by 10%. Thus someone with Bad Sight would have all scan rolls reduced by 10%, Bad Hearing would reduce Listen rolls by 10%, etc..

Below Average (1/l)

For each point of this disadvantage, you are one point below your racial average, down to the listed racial minimum.

Combat Paralysis (15)

This is the opposite of Combat Reflexes; you tend to "freeze up" in combat situations. This does not indicate cowardice or fear; it is your body that betrays you in these situations. Your DEX is reduced by 5 until you can manage to roll INT x1 on a percentile die.

Epilepsy (30)

You are subject to seizures, during which your limbs tremble uncontrollably and you cannot think or speak clearly. Whenever your life or the life of someone dear to you is in danger, the GM will make a CON x3 roll, and if it is failed, you will enter a seizure for 20-CON melee rounds.

Eunuch (5)

You have been rendered incapable of sexual relationships with the opposite sex. either by accident or hostile action.

Hemophilia (30)

You are a bleeder. Any wound to your body will continue to bleed at a rate of 1 hp / wound / melee round until bandaged or healed. Thus, if you are injured in the left arm 3 times for 1 point of damage each time, you 'd take an additional 3 points of damage every round until the wounds were all closed or you die.

Magical Ineptitude (5/l) (Required: Magic)

You have a knack for magical disasters. For each level of this disadvantage, your fumble chance in spellcasting increases by 5%. (i.e. if your skill with a spell were 70%, you'd fumble on a 66, even though that's technically within your casting chance!)

Magical Susceptibility (10/l)

This is the reverse of Magical Resistance, and is incompatible with that Advantage. Each level of this Disadvantage purchased causes you to roll all resistance rolls at a 5% penalty. Thus, you are more likely to be affected by magic than normal.

Psionic Ineptitude (5/l) (Required: Psionics)

You have an increased chance of your psionic abilities failing you. For each level of this disadvantage, your failure chance in psionic operations increases by 5%. (i.e. if your skill with a

discipline were 70%, you'd fumble on a 66, even though that's technically within your activation chance!)

Psionic Susceptibility (10/l)

This is the reverse of Psionic Resistance, and is incompatible with that Advantage. Each level of this Disadvantage purchased causes you to roll all resistance rolls at a 5% penalty. Thus, you are more likely to be affected by psionics than normal.

Stuttering (10)

You suffer from a stammer or other speech impediment, which your GM is going to require you to act out. Skills such as Fast Talk, Orate, Sing, etc. are treated as having a 25% penalty to success, and the same goes for spellcasting!

Wanted (5/l)

You are wanted (justly or unjustly) for a crime in your land of origin. For every 1000 gold on your head, you can receive 5 character points back. However, the higher the price, the more often bounty hunters will come seeking to claim it.

Weak Will (8/l)

You are easily persuaded, frightened, bullied, coerced, etc.. For each level of this disadvantage, you are 5% more likely to be affected by Fast Talk, Orate, Seduction, or magical / psionic attempts to take over, read, or affect your mind. it also makes you more subject to spirit possession, addictions, and the like.

MAGICAL PATHS

Initiate Status (25)

You've joined a religion as an initiate, and have gained a knowledge of the inner cult secrets, You can now purchase the skills of <Cult> Lore and the <Cult> Language as basic skills, as well as seasonal renewal divine magic for 10 points per point of spell. Spirit Magic spells cost 5 points per point of spell.

The GM reserves the right to require you to have certain skill levels to back up your position in the cult.

The Spent POW requirement for joining the cult is subsumed by the cost of this Path.

Mysticism(40) (Required: INT 16+)

Starting as a Mystic costs 40 points (or, 20 for each Sphere or Rune, if you have the INT (24+) for more than one of each).

Psionic Endowment (25)

You're an active psionic adept. Possession of this power allows you to purchase Gestalt and Psionic Combat as basic skills. Included in the base cost is your endowment and 2 points of Aspect, to be distributed as you see fit. Additional points of Aspect can be bought with the Spent POW advantage, and disciplines within those aspects can be purchased for normal costs.

Shamanic Assistant (20)

You're the student of a shaman, and are preparing yourself for the final trials that will prepare you to undergo the awakening of your fetch. Spirit Magic spells cost 3 points per level, and you may study the skills of Enchant, Summon, and Spirit Lore as common skills.

Sorcerer Training (varies)

As sorcery training is almost entirely skill driven, there is no specific cost to become a sorcerer. However, the type of background you want in sorcery does cost points, as follows:

Theists - must purchase the Initiate Package, and may use the Spent POW advantage to acquire Arts, if the cult of your choice gains them in that fashion.

Soloist (3) - Your knowledge of sorcery is entirely self-taught, possibly from a grimoire that you found, stole, or that was left to you by a relative. You may buy skills in only *three* of the basic Arts, plus one other, at the GM's discretion. Common spells cost as below, but rare and exotic spell costs are doubled.

Hedge Wizard (5) - Your master in sorcery is what is popularly known as a Hedge Wizard. While not unskilled in his art, he lives modestly by necessity and does not have access to a large library of spells. You may buy skills in the 4 basic Arts plus 1 other, at the GM's discretion. Common and Rare spells cost as below, but exotic spell costs are tripled.

Standard (8) - Your master is a traditional sorcerer, perhaps in the employ of a merchant house or petty noble. You may buy skills in the four basic Arts plus two others, at the GM's discretion. Spells cost normal values, as below.

Academic (12) - You are the product of one of the minor magical institutions that dot the Flanaess. You may buy skills in the 4 basic Arts plus 3 others, at the GM's discretion. Spells may be bought for the normal costs, below.

Ivy League (16) - You are the product of one of the major magical institutions, probably the one right in Greyhawk City. You may buy skills in the 4 basic Arts plus 3 others, at the GM's discretion. Spells may be bought for half costs listed below.

Major Player (25) - Your master is one of the few sorcerers whose name is known across the entire Flanaess. With such notoriety, however, often comes added responsibility. You may buy skills in the 4 basic Arts plus 4 others, at the GM's discretion. Spells may be bought for half the normal costs, below.

All the various types of sorcerers may buy common spells for 2 points, rare spells for 10 points, and exotic spells for 24 points. Each Vow the character is eligible to take also costs 2 character points, as well.

Magic Lore, Demon Lore, and any lores/skills available to specialists can be purchased as basic skills.

Wizardry (20)

Characters with the wizardry package can purchase the appropriate skills at the basic cost, and can utilize the Spent POW advantage to purchase spells.

STAGE FIVE (VERY Optional) Virtues, Traits & Passions

The following should not be taken as a complete list of possible traits your character can possess, merely the ones I've written up. Players who wish to create a trait are encouraged to do so, using the traits presented here as a guide.

TRAITS

Each trait (also known as Virtues) listed contains a variety of information. It begins with a description of the trait in question, and is followed by ideas on ways in which the trait can be directed.

The opposed traits listed are not exact opposites, merely pointers towards inappropriate behavior. Finally, each trait concludes with a section called Understanding, which lists circumstances under which the GM might award a check for successful trait use.

There is no limit to the number of traits your character may possess, and they may be freely selected when your character is created. Certain cults may require one or more traits of their followers, and require that you have a demonstrable level in that trait in order to advance in the cult.

ALTRUISTIC -- People who are willing to help and do good for others without thought of reward are considered altruistic.

Directions -- towards certain people (orphans), at certain times (holidays), certain types of generosity (giving to the poor)

Opposed -- Cruel, Misanthropic, Uncaring

Understanding -- doing a good deed for no reward, convincing others to help you do good, putting yourself into danger to help others.

ANGRY -- Mad, embittered, or resentful people are generally classified as angry. They usually have a dark outlook on the world and try to force others to join their viewpoint, are often violent and destructive, and like to make others unhappy.

Directions -- at certain people (elves), at certain times (holidays), at some organization (the government).

Opposed -- Joyous

Understanding -- making another sad in a joyous time, provoking an elder for no reason, destroying something for which you harbor resentment.

CALM -- Calm individuals enjoy simple serenity. They are composed and collected, one might even say aloof. They prefer no excitement, no surprises, and nothing out of the ordinary. This is not to say that they are incapable of action, but all activity is done with clear and rational thinking, detached from emotions.

Directions -- in certain situations (while leading), about certain things (about death), with certain people (while with trusted friends).

Opposed -- Reckless, Unpredictable

Understanding -- taking the time to fully comprehend something, helping to calm others, remaining composed in unsettling circumstances.

CONSERVATIVE-- Conservative people are often seen as nostalgic, introspective, and meditative. Others simply yearn for the golden age of their youth.

Directions -- about certain things (hates new ideas), about certain people (hates the new mayor).

Opposed -- Rebellious

Understanding -- convincing people that things used to be better, preserving an ancient tradition, staying with the 'old ways' even when the new ways are easier or more efficient.

CREATIVE -- creative people enjoy making new things, whether they are physical items, spells, or ideas.

Directions -- a type of creation (poetry), a situation (when in danger), sponsoring a certain type of person (the homeless, refugees, etc.)

Opposed -- Destructive

Understanding -- creating something truly new, protecting a unique item from destruction, helping another to discover their creative potential.

CRUEL -- Cruel people evince a disregard for the feelings of others, or lack sympathy. In extreme cases, a cruel individual can be sadistic and enjoy another's suffering.

Directions -- towards certain things (towards dogs), towards certain people (towards peasants) at certain times (when angry).

Opposed -- Altruistic, Spiritual

Understanding -- being unmoved by the pain of others, going out of one's way to cause another pain, hurting friends or family.

CURIOUS -- Curious people enjoy not only finding new things, but also discovering mysteries of the past. Their god is knowledge, and they seek to know everything that ever was, and everything that ever will be. To a curious man, destroying knowledge is the greatest sin possible.

Directions -- a science (astronomy), a time-period (the ancient Suel Imperium), and organization (the Knights of the Hart).

Opposed -- Stagnant.

Understanding -- making an important new discovery, saving old knowledge from being destroyed, discovering something that you're not supposed to know.

DECEITFUL -- deceitful means that a person is likely to distort the truth. This may be done in an attempt to reach some goal, or simply as a reflexive action. Chronically deceitful people are called liars, frauds, and cheats.

Directions -- about something (concerning a dark secret of the past), towards certain people (to women), at certain times (when caught doing something wrong).

Opposed -- Honest.

Understanding -- succeeding at a complex con, deceiving a large organization, fooling people concerning your essential nature.

DESTRUCTIVE -- To be destructive is to enjoy wanton ruination. It can involve the destruction not only of physical items, but also concepts, ideas and even governments. Destructive people must constantly restrain their ruinous tendencies, lest they damn all their associates to the scrutiny of the world. In order to do this, they tend to direct their destruction against those who would do harm to themselves.

Directions -- an organization (the Order of the Hart), a type of item (magical grimoires), a type of person (redheads).

Opposed -- Creative

Understanding -- successfully destroying a large entity (the Knights of the Holy Shielding), destroying something personally precious to you, engaging in destruction even when it puts you in grave danger.

ENERGETIC -- A person who is energetic is vigorous, active and decisive. Unable to sit idle, such a person must always be doing something. The Energetic Trait doesn't suggest that something useful is always accomplished, simply that something is always being done.

Directions -- certain actions (fleeing from foes), certain situations (while leading), certain times (during the full moon).

Opposed -- Lazy

Understanding -- convincing others to go out and do things despite extreme reluctance, avoiding extremely comfortable traps of sloth (a large stipend to sit and garrison a town), doing something you dislike just to do something.

HONORABLE -- honor is a combination of personal dignity, integrity and pride. A person who is honorable expects to be shown respect by his fellows, and in return shows them respect as well. All honorable people have a specific code of ethics which they follow. This code may vary from one person to another, but it usually centers around questions of fairness, propriety and justice.

Directions -- to someone (to friends), in certain circumstances (while among strangers), certain aspects of honor (acts justly to foes).

Opposed -- Dishonorable

Understanding -- acting honorable even if doing so will cause you future problems, helping one who has been wronged to regain their honor, protecting the honor of your faith, family, or nation.

INDULGENT -- People who are indulgent revel in the joys of the human body. They are sensual. They eat and drink, acting either the glutton or the gourmet. They are unafraid to explore the sexual side of their existence.

Directions -- certain items (alcohol), at certain times (during holidays), when with certain people (around young boys).

Opposed -- Spiritual, Temperate

Understanding -- massively overindulging, eating and expensive delicacy, experiencing a new sensation.

JOYOUS -- Joyous people are unmoved by the mysteries of the world. They manage to find a good side to every disaster and are

able to spread their happiness to others. Joyous people often help out others who are unhappy.

Directions -- about certain things (about the new blooms of spring), around certain people (around current lover), at certain times (at dawn).

Opposed -- Angry

Understanding -- helping another to find joy in times of sadness, finding some new aspect of personal happiness, doing something that makes a number of people happy.

LOYAL -- People who place a great respect in friendship, and in the responsibilities associated with such bonds are considered loyal. They are devoted and faithful, and would often rather die than betray the object of their loyalties.

Directions -- to a person (to the ruler of a city), to an organization (to the Guild), in certain circumstances (when with loyal friends).

Opposed -- Rebellious

Understanding: -- risking your life to protect a friend, refusing to betray your loyalty despite threats or coercion, placing a friend's goals above your own due to your loyalty.

MANIPULATIVE -- People who enjoy controlling others are called manipulative. They use people like tools. They are not utterly uncaring of those they use, for losing them would probably set back their plans. People who are manipulative are often called machiavellian, mercenary, or scheming. The ends justify the means.

Directions -- of certain people (of old and corrupt politicians), using certain methods (using threats), at certain times (when a victim is down on their luck).

Opposed -- Malleable

Understanding: -- gaining a hold on a powerful politician, convincing someone to do something that they really do not want to, tricking an enemy into doing your bidding.

MISANTHROPIC -- a man who has developed misanthropy has developed a hatred for their own kind. They are antisocial, selfish, and cynical. They see all others as cattle, and enjoy inflicting pain and misery upon them.

Directions -- certain people (rapists), organizations (a magical college), or at certain times (when depressed).

Opposed -- Altruistic

Understanding -- destroying some relic important to your own kind, going out of your way to inflict pain or misery, causing someone to lose their faith in themselves or their gods.

MODEST -- modest people do not seek out excessive attention for their deeds. They are willing to quietly do their tasks, unrecognized. While called by most humble, reserved, or shy, there are always those who fear that unwarranted attention may lay waste to their carefully laid plans.

Directions -- about certain things (deeds of valor), around certain people (the opposite sex), at certain times (social or religious gatherings).

Opposed -- Proud

Understanding -- letting another take credit for your

accomplishments, doing great things in secrecy to prevent attention, being unmoved by others declaring proudly that they are better than you.

PRAGMATIC -- ever practical, the pragmatist understands the inevitable, and bows to it willingly. This is not to say that pragmatists cannot rebel, or that they always bow to authority, but they do understand when a cause is lost and do not continue sweeping at the waves when it is clear that doing so is pointless.

Directions -- about certain things (death), towards certain people (mages), in certain situations (when dealing with the government).

Opposed -- Stubborn

Understanding -- giving up when a goal becomes impossible, convincing others that their goals are impractical, betraying something (an ideal, organization, or Vow) to practicality.

PRIVATE -- those who are private prefer to keep their own council. They generally hate social situations, and while willing to deal with others, they will prefer a small group of associates and will be unwilling to expand that group any more than necessary.

Directions -- about certain things (their goals), around certain people (the opposite sex), at certain times (before guild meetings).

Opposed -- Social

Understanding -- avoiding situations involving lots of people, avoiding talking about yourself when being interrogated, helping to protect another's privacy.

PROUD -- prideful men know their own greatness and enjoy going on at length about it. They experience great joy going on about their own deeds and accomplishments, and enjoy flaunting their power when they can.

Directions -- a possession (a magical sword), an aspect of themselves (their great strength), around certain people (their fellows).

Opposed -- Modest

Understanding -- openly exhibiting your power among others, bragging about yourself when it may be dangerous to do so, spending time and resources to make yourself look better.

PRUDENT -- prudent men give thought to what they do before they act. Such an individual is cautious, avoiding problems by learning the true nature of the threats they face.

Directions -- in certain situations (when meeting strangers), about certain things (magic weapons), when with certain people (wizards).

Opposed -- Reckless, Unpredictable

Understanding -- doing research on a problem before confronting it, fleeing bad odds when the situation is important to you, negotiating with a hated foe before engaging in combat.

REBELLIOUS -- rebels have no respect for authority. Whether they merely hold it in contempt, or openly defy it, they often act out against authority simply as a gut reaction. While some have no use for order whatsoever, others require it as a standard to act against.

Directions -- to certain people (the respected or powerful), at

certain times (when trying to impress new friends), around certain people (priests of certain faiths).

Opposed -- Calm, Prudent

Understanding -- speaking out directly against your superiors, defying the orders of your boss.

RECKLESS -- reckless men act before they think, without concern for the consequences. Sometimes called careless, reckless individuals have a gift for dragging themselves and their associates into trouble for their actions. Reckless men sometimes crave danger, and often have little or no fear of death.

Directions -- in certain situations (combat), about certain things (the welfare of others), when with certain people (members of sacrificial cults).

Opposed -- Calm, Prudent

Understanding -- rushing into life-threatening situations, making promises without thinking, reacting quickly to dangerous commands.

SPIRITUAL -- those who seek some inner truth in the universe, or in themselves, are often called spiritual. They often seek answers in meditation, astrology, or divination.

Directions -- a certain religion, in certain circumstances (when facing death), around certain people (fellow cultists).

Opposed -- Cruel, Indulgent

Understanding -- finding solace in spiritualism, introducing others to spiritualism, or understanding some omen or sign from the gods.

SOCIAL -- social people enjoy interacting with others, enjoying the company and uncertainty that large groups of people can create.

Directions -- a certain type of people (fellow guild members), a certain type of situation (parties), a certain place or location (the streets of Greyhawk City).

Opposed -- Private

Understanding -- holding a tremendous gathering, learning something new by social interaction, attending an exclusive event (the coronation of the King).

STUBBORN -- stubborn people refuse to change their ideas or views under any circumstances. They make poor followers, for they often develop their own interpretations of the orders they have been given. Even when proven wrong, stubborn people are loathe to admit it.

Directions -- about certain things (battle plans), in certain situations (while debating), around certain people (lower ranked guildmembers).

Opposed -- Pragmatic

Understanding -- holding to a principle even when in the smallest minority, adhering to one's beliefs despite persecution, converting others to your viewpoint.

SUSPICIOUS -- those who tend not to believe things unless shown concrete evidence are called stubborn, skeptical, or doubters. Extremely suspicious people are often called paranoid.

Directions -- toward certain people (thieves), concerning

certain things (foreign places, other people's motives), in certain places (the wrong side of town).

Opposed -- Trusting

Understanding -- withholding secrets even under duress, refusing to reveal one's intentions even when it might be beneficial, rejecting gifts from an alleged friend.

TRUSTING -- anyone who believes information without considering its source, who never tries to second-guess others, or who accepts things at face value are considered trusting. Those who would take advantage of these people consider them gullible.

Directions -- of certain people (friends), concerning certain things (matters of importance or inheritance), in certain places (at home).

Opposed -- Suspicious

Understanding -- trusting another with a secret, believing in another despite evidence to the contrary, telling others your deepest fears.

UNCARING -- those who feel no emotions for others are called uncaring. They consider all other beings to be tools, and never stop to think how those people may feel about being used in such a way. People who are uncaring never take into consideration the feelings of others, for good or ill. Think Vulcans.

Directions -- with regard to certain emotions (joy), with regard to certain people (orphans), at certain times (during war).

Opposed -- Altruistic

Understanding -- being unmoved by the pain of your friends, purposefully putting others into danger to improve your own position, ignoring pleas for help.

UNPREDICTABLE -- this trait is generally closely tied to the other emotions felt by a person. As this trait increases, it is likely to send the person possessing it in random directions. Often violent in their emotional displays, unpredictable people are often called wild, chaotic, or reckless.

Directions -- a certain situation (parties), a certain emotion or other trait (destructive), around certain people (noniz).

Opposed -- Calm, Prudent

Understanding -- expressing your emotions in a surprising manner, acting wildly and uncontrollably, rushing into situations without thinking about them.

VENGEFUL -- prone to seeking revenge or redress, people possessing this trait may embark on plots grand or petty to balance the scales within themselves. This trait also includes spitefulness.

Directions -- about certain things (personal insults), towards certain people (followers of Iuz), towards an organization (the Guild of Moneylenders).

Opposed -- Forgiving

Understanding -- taking vengeance upon someone who has wronged you, helping another to take vengeance, convincing another that vengeance is necessary.

WARLIKE – warlike people enjoy combat and the sense of power it brings them. They are often seen as aggressive and territorial, though they can be subtle if that suits their ends as well.

Directions -- against certain people (the folk of Keoland), when leading certain people (your fellow knights), under certain circumstances (when righting a wrong).

Opposed -- Peaceful

Understanding -- entering a battle despite overwhelming odds, defeating an old enemy, gaining territory through combat.

PASSIONS

Normally, only the GM will award passions to a character, assigning them a value dependant upon the roleplaying of the character. Passions follow the same general rules as traits, but are generally smaller in scope.

Passions generally express emotions like love, hatred, or strong convictions.

USING TRAITS & PASSIONS

Traits do not often come into play. Free will dictates your actions, and nothing else. However, whenever an action is undertaken that falls under the 'umbrella' of a Trait (i.e. while making an attack, a Warlike check is not unreasonable), your character can reap the benefit of his strong beliefs in game terms. Once the intention to make a Trait roll is announced, the character in question **MUST** live by the results.

The act of making a Trait check, whether it succeeds or not, immediately earns the character one or more points of Elan. Priests and Rune Lords earn 1d10 Elan for successful checks in Traits their religion promotes, Initiates 1d4. Members of non-religious institutions can also gain extra awards, depending on the organization in question.

Trait Result Table

Critical Success (1)	Character is Inspired. One related skill of the player's choice is doubled for the duration of the event (or 12 hours, whichever comes first) Trait in question goes up by one, and an experience check may be made.
Success	Character is Inspired. As above, one related skill is temporarily increased by 50%, (i.e. a 50% skill becomes a 75% skill) and the Trait in question earns an experience check.
Failure	Character is disheartened. He may act as the player chooses, but all skills are at -25% until the end of the situation that warranted the Trait check in the first place. In addition, the Trait in question loses one point.
Fumble (20)	Character is crushed by negative thoughts. As above, a -25% penalty to all skills is imposed, and not only does the tested Trait lose one point, but the opposite Trait is either acquired, or if already possessed, earns an experience check.

Hero Plane

Unlike the Mundane Plane, the rules on the Hero Plane are quite different. On the Hero Plane, your traits become your stats, and can very well be used to force your character into actions that the player might object to.

GAME SYSTEM

Basically, you have a percentage chance to accomplish certain skills. Roll under that percentage, and you succeed. Roll over, and you fail. Roll “doubles” beneath your skill and have the chance to succeed spectacularly well; roll doubles over your skill and you fumble in an equally flashy manner.

Let's take a look at Fred Parker, adventurer extraordinary, who has a skill of say, 50% in Climb. If he's being pursued by an attack dog, and wants to scale a wall to escape it, he needs to make a Climb roll.

Fred makes a roll of 43, a success. However, the dog jumps over the wall, continuing to chase poor Fred down the street. Spotting a nearby trellis, Fred decides to tempt fate again, and rolls a 44 for his climb roll, a critical success! Fred shoots up the

trellis like greased lightning and is gone before the dog rounds the corner.

If Fred had rolled, say, 66, he'd be in “double trouble”, having fumbled his Climb roll, which would probably have resulted in his not only managing to fail to climb the trellis, but it breaking on him and entangling him so the dog could bite him.

Not all skills offer special successes, but those that do generally offer the special + critical results if a critical is rolled. (i.e. you get both results).

RESISTANCE TABLE

The resistance table forms the basis of TalQuest's "saving throws". A replica of the resistance table appears at below. The resistance table is not used for skill rolls. It is used for pitting one quality against another, such as a character's STR vs.

The Resistance Table																					
x	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
1	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	99
2	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95
3	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
4	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
10	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95
11	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
12	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
13	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
15	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
16	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65	70
18	5	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65
19	5	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60	65
20	5	5	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50	55	60
21	1	5	5	5	5	5	5	5	5	5	5	5	10	15	20	25	30	35	40	45	50

the SIZ of an object to be lifted or the magic points of a spellcaster against the magic points of his target to see if the spell succeeded.

Using the resistance table demands that one factor be "passive" and one be "active". The active factor exerts an influence on the passive factor. [Example: when Fred Parker is trying to pit his 10 STR against a SIZ 15 boulder, he must roll 25 or below on percentile dice to move the stone. His STR is the active force, and the boulder's SIZ is the passive force.]. Active is always read across the top, passive is read along the left side.

Specific uses of the resistance table consists of MP vs. POW in spellcasting, STR vs. SIZ in the example before, STR vs. STR in opening stuck doors or arm wrestling, and POTency vs. CON, as with poisons.

SKILL ROLLS

Any time a player rolls percentile dice for a skill, one of four things can happen. He can succeed, get a critical success, or he can fail or fumble.

Success: Success with a skill is basically rolling beneath the adventurer's listed skill. If your character has a skill of 65%, any roll of the dice between 01-65 is a success.

Failure: In the above example, any roll over 65% would be a failure, with special results if doubles are rolled. (See Fumbles, below). Even a character who has raised his skills above 100% still fails on a roll of 99, and will fumble on a roll of 00.

Critical Success: A critical success is generated when the player rolls beneath his skill, with doubles (i.e. if your skill were 65%, you'd get a critical success on a roll of 55, 44, 33, 22, or 11). As before, the benefits of a critical success vary with the skill involved, and will be described in more detail in the skill descriptions, but in general critical successes with skills indicate that very good things happen.

Fumble: Just as a Critical Success means things went really, really well, a Fumble indicates that things went horrendously wrong. Generally, any roll over the adventurer's skill with doubles is termed a fumble. In the above example, an adventurer with a skill of 65% would fumble if the dice read 66, 77, 88, 99, or 00. Even a character who has raised his skill over 100% will fumble on a roll of 00. This is known as "Double Trouble".

SKILL IMPROVEMENTS

In TalQuest, successful use of a skill indicates that the user might be able to improve his ability in that skill. An experience roll made at the end of the adventure determines whether or not actual improvement occurs.

Whenever an adventurer successfully uses a skill *and the GM agrees that the success is worth an experience roll*, the player marks the small box next to that skill on the character sheet.

Experience checks are made only once an adventure. The outcome of an action cannot remove an experience check

[Example: Fred Parker uses his hide skill of 75% successfully, but is found by the Dragon's 99% Search skill, he still gets to put a mark down for a successful Hide.]

GMs generally *give* experience checks whenever a skill has been used successfully in a stressful situation. An attack against a helpless opponent is NOT a stressful situation and does not deserve an experience check. Taking an hour to pick a lock is not stressful either - but doing so in one melee round as the trolls approach is stressful, and deserves a check.

MAKING AN EXPERIENCE ROLL

The experience roll is a 1d100 roll. If the result of the experience roll is higher than the adventurer's current skill, then the experience check succeeds. *Remember to add the appropriate skills category modifier to the roll before determining whether the experience roll succeeded.*

INCREASING SKILLS BY EXPERIENCE

A player can add 1d6 percentiles to a skill after a successful experience roll. The result of experience varies -- an adventurer may learn much from one incident and little from another, no matter how successfully he performed either time.

If the player does not feel lucky, he can choose to add 3 percentiles to his adventurer's skill without making the increase roll. But he must choose to do this before attempting the skill increase roll.

EXCEEDING 100% IN A SKILL: MASTERY

Any character who improves a skill over 100%, is considered to have achieved a level of MASTERY in that skill.

He loses 90 points from his skill percentage, but all skill rolls are automatically one level of success better.

Example: Fred Parker raised his Sneak skill from 99% to 104%. His new skill becomes 14%, but all even if he rolls over 14, he still succeeds, and only fails on a roll of 99 and only fumbles on a roll of 00. Any roll under a 14 now becomes a critical, and a roll of 11 would be a double critical (this only matters in an opposed skill roll, however).

Except concerning certain knowledge skills, only successful experience rolls can increase skills beyond 100%. The system for experience rolls changes once the character achieves a level of Mastery. Masters can only improve their current skill by rolling over 100 on a 1d100 to succeed at an experience roll -- *remember that the adventurer's skills category modifier can boost the 1d100 roll to over 100!*

This rule applies at any time, no matter how many levels of mastery the character has obtained. Further, if your character has a negative skills category modifier, he cannot improve much beyond 100% within that category without extraordinary effort.

SKILL TRAINING

Though often the best teacher, experience is not the only teacher. Instruction from masters of a skill can also increase an adventurer's ability with a skill or decrease it.

A character can train at a skill by getting instruction in it from a character with a higher percentage in the same skill. The instructor is usually an NPC. Each TalQuest skill takes a different sort of teacher and costs different amounts of time and money to learn. Training to high ability can be costly in time

and money.

To initially learn a skill with a 00% base chance, the character must spend 50 base hours training. At the end of the training period, he gains 1D6-2 percentiles in the skill, plus his category modifier. If this does not bring him to a skill of 1% or higher, he must train another 50 hours, and so forth, until he either gives up or has attained a positive skill percentile. The character only adds his category modifier the first time he trains in the skill.

TRAINING INCREASES AND DECREASES

At the end of a training session, you may make a 1d6-2 training increase roll for your adventurer. The maximum increase possible is 4 percentiles, and there is a chance your character will learn nothing, or even lose ground. No experience roll is needed; completion of a unit of training always allows a skill increase roll.

A player who feels unlucky with the dice can choose to add 1 percentiles to his skill, forfeiting the 1d6-2 roll.

Sometimes a particular instructor is personally or culturally unsuited for a student, no matter how skilled either is. A student can lose hard earned experience by exposure to the wrong teacher, even if the same instructor has helped many others.

LIMITS OF TRAINING

A player could have his adventurer train indefinitely in selected skills, relying on the law of averages to eventually boost the adventurer over 100%. In this way the adventurer could improve without much risk, though the privilege would be expensive in time and money. Such training to over 100% or more is possible only for skills which have no experience check box; they are academic and informational in nature and can be learned only through training and research.

But mastery in most skills requires field experience. Any skill listed on the character sheet with an experience-check box has a training limit of 75%. Any increase thereafter must come from actual adventuring, fights, problems, etc..

RESEARCH

Any skill or characteristic which can be increased through training can also be increased through research. Research is self-help or self-tutoring.

Knowledge skills are researched by delving into ancient tomes or wandering around the countryside observing. Agility skills are researched by practicing the skills without benefit of a tutor; some form of research is possible for any trainable skill or characteristic.

SUCCESSFUL RESEARCH

By definition, a character has no source of instruction during research. After the minimum time required to complete the research, the player makes an experience roll (the same as for regular experience) on a 1d100; a roll above the character's current percentile indicates a successful increase.

Research offer either a roll of 1d6-2 for increase, or a flat 1 point. The chance for skill loss reflects that the information researched might be false or misleading -- but only later experience would reveal it.

INCREASING CHARACTERISTICS

An adventurer can increase his characteristics, thereby enhancing the skills category modifiers and making survival more likely. POW can be increased by a form of experience, STR, CON, DEX, and APP can increase through training and research. The characteristics of SIZ and INT increase only through rare, magical means.

POW GAIN ROLLS

When a spell-using adventurer matches his magic points against a targets magic points on the resistance table, then the attacker's POW (the source of the active influence) has a chance to increase if the attack succeeds. There is no chance to increase if the resistance table indicates a 95% or better success chance, but for any chance less than 95% there is a possibility.

Check for POW gains when you check for other experience gains for your character. To determine if the successful attack's POW altered, add together the adventurer's maximum possible rolled POW (18 for human) plus his minimum possible rolled POW (3 for humans). The subtract the amount of current POW from this total, and multiply the result by 5. Try to roll that result or less on a 1d100. If successful, then roll 1d3-1 and change your character's POW by that amount. This might mean no gain at all if you rolled a 1. Alternately, you could choose not to roll 1d3-1 and simply add 1 to your adventurer's POW, but you must make that decision before you attempt the 1d3-1 roll.

CHARACTERISTIC INCREASE

Increase through training or research for STR, CON, DEX and APP are limited by the original value of the original characteristic. Each of these characteristics can be increased naturally to a maximum of 1.5x the original value. All other increases can only be the result of magic.

PROCEDURE FOR TRAINING INCREASES

When allowed, the adventurer may attempt to train up his characteristic at a rate of a number of hours based on the current characteristic. For characteristics, multiply the current stats value by 25, and that's the number of hours it takes to increase the characteristic by 1d3-1.

Only people who have already increased characteristics through training may train others.

PROCEDURE FOR INCREASE BY RESEARCH

The number of hours is the same as for training,. To increase a characteristic by research, multiply the current value by 5 and roll over that number on 1d100. If successful, add 1d3-1. Characters who have succeeded in increasing their stats in this manner are also qualified to train others.

Method	Roll	Add	Time
Experience	1d6	3	one adventure + approx. 1 week..
Training	1d6-2	1	hours equal to skill %
Research	1d6-2	1	hours equal to skill %

POW Gain	1d3-1	1	one adventure + approx. 1 week.
Other Stats*	1d3-1	non e	current stat x 25 hours.

* May increase by training or by research.

DAMAGE

Adventurers will suffer all kinds of damage; cuts from weapons, burns from fires, falls from cliffs, bites from dogs, etc.. Damage is recorded on the character sheet by marking off an equal number of hit points from both the general hit points and the locational hit points of the area damaged.

If an adventurer reaches 0 hit points, he is unconscious. An adventurer truly dies only when he reaches a negative hit point level equal to his CON.

RESULTS OF DAMAGE

When a character takes damage in TalQuest, it takes one of two forms, either Minor or a Major Wound.

A character is said to have taken a **Minor Wound** if the damage incurred is less than 50% of his total hit points. Even if several minor wounds are taken, he is not physically or mentally impaired from acting (unless, of course, he's taken enough damage to make him unconscious or dead).

If the damage done by a single blow equals or exceeds 50% of the character's total hit points, he is assumed to have sustained a Major Wound.

Legs	Limb useless. Adventurer falls, unable to do anything else that round. May fight from ground.
Abdomen	Both legs useless. Adventurer falls, may fight from ground, heal self, etc. Loses one additional HP per round to blood loss.
Chest	Adventurer falls. Too hurt to fight, can barely crawl. Can heal, loses one additional HP per round.
Arms	Limb is useless. Held items are dropped unless attached to arm. Can continue to stand and fight with remaining limbs.
Head	Character falls unconscious. Loses one additional HP per round.

Major Wounds are seldom pretty, and they often result in dismemberment, maiming, or singularly brutal physical damage. A limb struck with a major wound is instantly crippled, and if not healed within 10 melee rounds, will never heal properly. Physical stats may decrease, certain skills may have upper limits placed upon them, etc. When a Major Wound is sustained, roll on the Hit Location Table to determine where the blow was struck, and consult the table above for guidelines as to what effect occurs.

HEROISM

An adventurer who should be in shock or unconscious can try to remain awake and fighting / moving in the succeeding rounds by attempting a roll of CON x 1 on a 1d100. The first time this roll fails the character is assumed to be unconscious (and dying) for the rest of the combat.

COMBAT



THE MELEE ROUND

Combat is divided into melee rounds. A melee round is about 10 seconds long, long enough to make a tactical decision, carry it out, and see the results.

STRIKE RANKS

In any combat, someone gets the chance to strike first and to set the pattern for the combat. In TalQuest, the order of the who strikes first is determined by DEX. Highest DEX strikes first, moves first, and generally initiates all actions before anyone else has the opportunity to do so. A character's DEX can be modified by magic, (to make it higher or lower) and the weapon a character is employing may also modify his DEX strike rank upwards or downwards. Generally, longer weapons and missile weapons are faster than shorter weapons. (i.e. the warrior with a greatsword will strike sooner in a round than an evenly matched opponent with a dagger).

Example: Fred Parker has a DEX of 17. If using a dagger (weapon speed 3) - he will strike on 14.

All activity in a melee round is done in strike rank order. The character with the highest DEX always attacks first, the one with the lowest DEX attacks last. If several have the same DEX and WS, initiative goes to the one with the higher skill.

In any given round, some characters may have the opportunity to attack more than once, depending on their DEX. If Fred Parker has a DEX of 17, he attacks on 17, and again on 7. If his DEX were only 10, he'd attack on 10 only. If his DEX were 21, he's attack on 21, 11, and 1.

Example: Fred Parker (DEX 17) and Wan the Magnificent (DEX 12) are dueling with broadswords (WS 2). Fred gets to land attacks on 15 and 5, Wan can only strike once, on 10.

MODIFIERS

Movement: A human can normally move at a rate equal to his $SIZ+DEX/5$ meters every strike rank. Movement is free; a

character may both move and attack on his DEX strike rank.

Surprise: An adventurer or any character ruled as surprised must subtract 3 from his DEX if reacting in a melee round in which an enemy surprises him. A surprise can consist of an unexpected foe stepping out from behind a drapery, or being hit from behind while helping a fallen comrade, or several other situations.

Magic use: For every magic point in a spirit, sorcerous, or wizard magic spell, add one extra strike rank to determine the melee round strike rank upon which the spell is cast. Do the same for the occasional divine magic spell that allow magic points to be added for greater effects.

Preparing a weapon: Changing one weapon for another takes 3 strike ranks. Changing means replacing the weapon in its sheath and drawing another; simply dropping the weapon costs one strike rank.

MELEE SKILLS

Attacks: I'm going to gloss over this section, as I think we all know what rolling to hit is all about. Attacks do have several special qualities that deserve mentioning.

Aimed Blows: Aiming at a particular hit location requires that you subtract 10 from your DEX (in addition to the weapon's modifier), then roll to attack at half your normal percentage.

Mounted Combat: Fighting from horseback is not the same as fighting from the ground. Your ability to control your mount plays a large part, so no attack made from horseback can exceed your skill in Ride. (The same applies to fighting from chariots, although in that case it's the driver's skill that limits your attack percentage). Riders attacking footmen roll 1d10+10 to discover the location they have hit, and footmen attacking riders roll 1d10 for the location struck.

The Lance: This weapon is primarily used from horseback, and when used so in a charge it uses the mount's damage bonus, not the rider's.

Critical Attacks: When a critical attack is achieved, damage is rolled once for each level of critical involved.

Example: Fred Parker possesses two levels of mastery with his broadsword; any swing he takes is automatically a critical hit (unless staged back by a successful parry), doing 2d8+2 damage, plus whatever damage bonus applies.

Striking to Disarm: At any time a character may state that he is attacking to disarm his opponent. Attacks against 0 SR weapons (pikes, etc.) have a chance equal to the attacker's normal attack roll to succeed. Attacks against 1 SR weapons (greatswords, etc.) are at -10%, attacks against 2 SR weapons (broadswords, battle-axes, etc.) are at -20%, and attacks against 3 SR weapons (knives, shields, etc.) are at -30%. If the attack hits, the attacker must match his STR vs. the STR of his opponent on the resistance table (vs. STR x1.5 if the opponent is using a 2H weapon). (See also: Parrying)

Striking to Damage: The same modifiers used in striking to disarm apply here, except in this case, all damage done which exceeds the armor value of the weapon is absorbed by the weapon instead of the usual 1 point. 2 or 3 such blows will usually destroy any weapon.

Striking to Knock Back: Sometimes an adventurer will want to attack in such a way as to drive his opponent backwards, perhaps into a wall, bed of coals, or over the edge of a cliff. By matching the adventurer's STR + SIZ vs. his opponent's SIZ + DEX and making a successful attack, can knock his opponent backwards a number of meters equal to his rolled damage bonus.

Special Maneuvers: Skills such as Leap and Tumble function much like Ride in that a user who chooses to Leap over or tumble past an opponent has a maximum chance of attacking equal to his Leap or Tumble skill.

PARRYING

When your character successfully rolls a parry against an

Physical Attacks							
Type	Weapon Name	STR	DEX	Damage	AP	Speed	Base%
Brawl	Punch	---	---	1d2	Arm	3	25
	Kick	---	---	1d4	Leg	3	25
Brawl, Weapons	Boot Blade	---	7	1d8	Leg	3	0
	Cestus, Heavy	11	---	1d2+2	8	3	15
	Cestus, Light	7	---	1d2+1	4	3	15
	Fighting Claw	7	9	1d4+1	-	3	15
	Steel Toe	---	---	1d6	Leg	3	15
Wrestling	Choke Hold	9	9	1d4	-	3	0
	Grapple	---	---	1d4	-	3	25
	Great Throw	14	12	1d8	-	3	0
	Hurl	10	8	1d6	-	3	0
	Immobilizer	15	12	Special	-	3	0
	Knockback	---	7	Special	-	3	25
	Locking Block	10	14	Special	-	3	0
	Overbear	---	9	Special	-	3	25
	Tackle	---	---	Special	-	3	15
	Weapon Breaker	12	14	1d8*	-	3	0

attack roll, the parry automatically stages back the attack one level for each level of success achieved. A result cannot be staged backwards further than failure, however.

[Example: Fred Parker has 1 level of mastery in buckler parry. When attacked by Little Hugo, Hugo makes a normal success, but is staged backwards 1 level, to a failure by Fred's mastery. Had Hugo rolled a critical attack, he'd have been staged backwards to a normal success, with the shield's parry armor being counted against the attack before factoring in Fred's physical armor.]

When a parry is successful, but the attack still succeeds as well, the "armor points" of the parrying weapon are subtracted from the damage that would have been done by the attack..

A character can parry multiple attacks in any melee round that he has a parrying weapon in his hand, one per strike rank.

For each attack that he attempts to parry after the first, 20% is subtracted from each chance

Example: Fred Parker has a shield parry of 80%. He is facing three opponents, who will try to attack him on strike ranks 15, 12, and 8 of this round. On strike rank 15 he parries at 80%, on 12 his parry falls to 60%, finally dropping to 40% on strike rank 8.] If the character is using the same weapon to both attack and parry, he cannot both attack and parry with the same weapon in the same strike rank.

A successful parry against an unsuccessful attack will damage the attacking weapon.

A critical parry against an unsuccessful attack has the following special results, described below:

Riposte: When you make a critical parry with a weapon vs. an unsuccessful attack, you have the opportunity to make a riposte.

1 Handed Weaponry							
Type	Weapon Name	STR	DEX	Dam	AP	Speed	Base %
Axe	Battle Axe	13	9	1d8+2	8	2	10
	Hatchet	9	9	1d6+1	6	2	10
Dagger	Dagger	---	---	1d4+2	6	3	15
	Knife	---	---	1d4+1	4	3	15
	Main-Gauche	---	9	1d3	10	3	10
	Sai	---	11	1d6	10	2	5
Flail	Ball & Chain	11	7	1d10+1	8	2	5
	Grain	9	---	1d6	6	2	10
	3 Chain	9	13	1d6+2	10	2	5
Hammer	Hammer	9	9	1d6	6	2	10
	War Hammer	11	9	1d6+2	8	2	10
	War Pick	11	9	1d8+2	8	2	10
Mace	Heavy Mace	13	7	1d10	10	2	10
	Light Mace	7	7	1d8	6	2	10
	Singlestick	7	9	1d6	5	2	10
	Wooden Club	---	7	1d6	4	2	10
Rapier	Rapier	7	13	1d6+1	8	2	5
Shortsword	Gladius	---	---	1d6+1	10	2	10
	Kukri	---	11	1d4+3	8	3	10
Shield	Buckler	---	9	1d4	8	3	5
	Buckler, Spiked	9	9	1d4+2	10	3	5
	Heater/Target	9	---	1d6	12	3	15
	Hoplite Shield	12	---	1d6	18	3	15
	Kite	11	---	1d6	16	3	15
	Viking Round	9	7	1d6	10	2	15
Spear	Javelin	7	7	1d6+1	8	2	5
	Lance (mounted)	7	7	1d10+1	10	0	5
	Pilum	9	7	1d6+1	10	2	5
	Short Spear	7	7	1d8+1	10	2	5
Sword	Bastard Sword	13	9	1d10+1	12	2	10
	Broad Sword	9	7	1d8+1	8	2	10
	Kopesh	9	9	1d6+2	8	2	10
	Long Sword	10	10	1d10+1	10	2	10
	Scimitar	9	9	1d8+1	10	2	10
Tools	Scythe	11	9	2d6	8	1	10
	Sickle	---	---	1d6	6	3	5

Roll an attack with the parrying weapon at ½ your normal attack chance with that weapon to follow through and successfully riposte..

Feints: Feints are only really useful in a situation where the opponent has a chance to hit you before you can hit him. When you make a critical parry vs. an unsuccessful attack, you have placed your opponent in a position where his weapon is so far out of alignment that when you make your attack later in that same melee round, his attempt to parry your attack will be at half of his normal parry percentage.

You cannot both riposte and feint, however.

Disarm: A double critical parry against an unsuccessful attack automatically disarms your opponent, without a STR vs. STR roll.

DODGING

The alternative to attacking and parrying is to dodge; by choosing to dodge attacks during a melee round you are forgoing your attempt to attack or parry attacks. However, unlike parrying, a successful dodge indicates that the adventurer simply is not where the blow lands. Like any other contest of skills, a passive success stages the active skill backwards one place towards failure; i.e. a normal dodge turns a normal attack into a failure, etc..

ARMOR

There are four types of armor in TalQuest, namely Body Armor, Parry Armor, Incidental Armor, and Magic Armor.

BODY ARMOR

Body armor is actually just regular armor, worn on the body to protect it from damage. Unlike AD&D, where armor makes you harder to hit, TQ armor absorbs damage that would otherwise do you from harm. (No more having Kobolds slip daggers through your plate armor to do full damage. Armor is there to stand between you and damage, afterall.

INCIDENTAL ARMOR

Incidental armor is another name for cover. If your adventurer is standing behind a wooden fence, or partially protected by a stone wall, he is considered to have incidental armor over those portions of his body so protected.

MAGIC ARMOR

This refers to the temporary protection granted by a variety of magical spells. See the individual spell descriptions for more information.

2 Handed Weaponry							
Type	Weapon Name	STR	DEX	Damage	AP	Speed	Base %
Axe	Battle Axe	9	9	1d8+2	8	2	5
	Great Axe	11	9	2d6+2	10	1	5
	Halberd	13	9	3d6	10	1	5
	Poleaxe	11	9	3d6	10	1	5
Flail	Military Flail	11	7	2d6+2	10	1	5
	War Flail	13	11	3d6	12	1	5
Hammer	Great Hammer	9	9	2d6+2	10	1	5
Maul	Heavy Mace	9	7	1d10	10	2	10
	Quarterstaff	9	9	1d8	8	1	10
	Troll Maul	17	7	2d8	16	1	10
	War Maul	11	7	1d10+2	12	1	10
	Work Maul	13	7	2d6+2	12	2	10
Spear	Long Spear	9	7	1d10+1	10	1	15
	Naginata	7	11	2d6+2	10	1	5
	Pike	11	7	2d6+2	12	-1	15
	Short Spear	---	7	1d8+1	10	2	15
	Spetum	11	7	2d6	10	1	15
	Trident	9	7	2d6	12	2	10
	Voulge	9	---	1d10+1	10	1	10
Sword	Bastard Sword	9	9	1d10+1	12	2	5
	Great Sword	11	9	2d8	15	1	5
	Claymour	11	11	2d8+2	15	1	5
	2-Handed Great	15	11	3d6+2	18	1	5
Tools	Hoe	7	7	1d6	8	1	10
	Sickle	7	7	1d6+2	8	2	5

Missile and Launched Weaponry

Type	Weapon Name	STR	DEX	Damage	Reload	Range	Base %
Axe	Hatchet	9	11	1d6+1	3	5/20	10
	Throwing Axe	9	11	1d6	3	5/20	10
Bow	Composite Bow	13	9	1d8+1	4	120/225	5
	Great Bow	16	11	2d6	4	150/310	5
	Long Bow	11	9	1d8	4	90/275	5
	Self Bow	9	9	1d6+1	4	90/120	5
	Short Bow	---	7	1d6	4	30/100	5
	StoneBow	11	7	1d6+2	4	30/200	5
Club	Club	9	---	1d6	3	10/20	5
	Hunting Boomerang	9	11	1d4	3	30/75	5
	War Boomerang	13	9	1d8	3	30/50	10
Crossbow	Arbalest	6	9	3d6+1	20	10/300	10
	Heavy Crossbow	11	7	2d6+2	12	55/300	25
	Light Crossbow	9	7	2d4+2	7	40/225	25
	Medium Crossbow	11	7	2d4+2	9	50/270	25
	Pistol Crossbow	---	9	1d4	5	10/20	15
Dagger	Dagger	---	11	1d4+2	3	10/20	5
	Knife	---	9	1d4+1	3	10/20	5
Hammer	Hammer	11	9	1d6	3	10/30	10
Javelin	Atlatl	7	9	+1d6	+1	+10/+20	5
	Dart	---	9	1d6	3	20/30	10
	Javelin	9	9	1d8	3	20/50	10
	Short Spear	11	9	1d8+1	3	20/50	10
Lasso	Pole Lasso	9	9	---	8	3/6	20
	Rope Lasso	9	13	---	6	10/20	5
Sling	Sling Bullet	---	11	1d8+2	4	50/100	5
	Sling Stone	---	11	1d8	4	50/100	5
Staff Sling	Sling Bullet	9	11	1d10+2	5	60/120	10
	Sling Stone		11	1d10	5	60/120	10

Armor Name	Absorbs
Linen - Padded	1
Heavy Linen	1
Leather	2
Studded Leather	3
Cuirboilli	3
Ringed Leather	4
Ringmail	5
Light Scale	4
Heavy Scale	6
Chain	7
Olven-Chain	7
Dwurish-Chain	8
Plate Mail	7
Plate Armor	8
Field Plate	9
Full Plate	10
Sheath Armor	12
Dragon Plate	10-16

PARRY ARMOR

Every weapon and shield has a certain number of armor points that it uses to protect its wielder in battle. When successfully used to parry a blow, damage is first compared to the armor points of the parrying weapon, and if any remain, are then compared to the body armor, and anything left is applied to your hit points. A weapon's armor points, unlike body armor's armor points, are subject to a couple of special rules.

Any time the armor points of a weapon or shield are overcome, (i.e. a sword with 8 armor points is used to block 9 points of damage) the armor points of that weapon or shield are reduced by 1 (no matter how much it was overcome by). Weapons or shields reduced to 0 armor points are considered broken and worthless.

ELAN: WHAT'S THAT ABOUT?

Elan is the closest thing my version of TalQuest has to experience points. Certain characters, by dint of their personal beliefs, gain Elan for performing certain actions immediately. For others, they receive a random amount of Elan at the end of each adventure, depending on how well they completed the adventure.

Elan has several uses. It can be used with any percentile roll to improve one's chances at succeeding with a skill, possibly turning a normal success into a critical, or turning a failure into a success.

It is important to remember three things: If you want to use Elan to change the outcome of a roll, the amount of Elan you want to use *must* be declared before the dice are rolled. Second, Elan is a quantity that can only be *subtracted* from a roll, never added, so it is useless for damage rolls or skill check rolls. Finally, any amount of Elan declared to be in use must be subtracted from your current Elan total. You don't get it back if the roll of the dice was better than you hoped for.

THE GAME

First off, I recommend the Greyhawk Player's Guide. It contains a wealth of information that I will not be reproducing here, and has the benefit of being currently available. It is important to remember that the game is pre-Greyhawk Wars - there is no guarantee that events will play themselves out the way they did in the official timeline.

The year is 576 CY. You and your friends are all currently residing in the Free City of Greyhawk, and know of one another through your patronage of the Black Dragon Inn.

The game will commence on the 1st of Richfest, the midsummer festival. For whatever reasons, you have all been released from whatever indenture, apprenticeship, or service owed until Brewfest, three months hence.

You've all agreed that it would be a fine thing to spend some time away from the city, and have contemplated adventuring together for the duration. The hills to the east are rumored to have unexplored cairns, and there are rumors that something big happened on the river a few weeks back. Or perhaps you'll just ride out and see where the winds blow....