

AQ/Jaern Errata (2009-09-20)

(based on the 7/29/2006 version of the AQ/Jaern manual. That is the version officially adopted by the Fantasy Club)

Chapter 1

1.2 – Adventurer Statistics

Each adventurer has several measurable attributes. The most important (from a gaming perspective) are the nine Adventurer Statistics or, as they are commonly known, stats. These stats are listed on the adventurer's card. Initially they will range from 3-18 and generating these stats is the first step in creating an adventurer. Each stat has an abbreviation which is used throughout the manual.

Strength	STR	Overall Physical Prowess
Intelligence	INT	Reasoning and Problem Solving Ability
Perception	PER	Situational awareness and ability to spot details
Common Sense	CSE	Sound practical judgement
Health	HEA	Physical well being, resistance to disease, healing ability
Agility	AGI	Physical coordination, body awareness and kinaesthesia
Power	PWR	Magical Potential
Comeliness	COM	Physical Beauty
Willpower	WIL	Mental Strength

There are several methods of generating the initial stats, each with its own advantages. The method you should choose is based entirely on personal preference and the type of adventurer you wish to play.

1.2.1 – Random Stat Generation

This method allows you to have statistics that are random giving you a unique playing challenge as your stats may not lend themselves to your initial vision for your adventurer. A lot of fun can be had overcoming these adversities.

Roll 3d6 and write the result next to STR. Roll again and write that result for INT. Continue until you have generated a result for each stat. After all stats are generated make an additional roll of 4d6 and throw away the lowest roll. Total the three remaining dice. You may substitute this result for one previous stat roll. If this new roll isn't to your liking you don't have to use it.

1.2.2 – Randomly Generated Placed Rolls

This method uses random rolls like the previous method but lets you choose which stat to place the rolls on. This allows you to tailor stats around your adventurer's vision.

Roll 3d6 a total of nine times and record the individual totals. When you have generated nine results place each result next to your choice of stat. After all stats are generated make an additional roll of 4d6 and throw away the lowest roll. Total the three remaining dice. You may substitute this result for one previous stat roll. If this new roll isn't to your liking you don't have to use it.

1.2.3 – Point Buying

This is a point buy system and avoids all randomness in stat generation. It ensures an average distribution of the stats, but gives the player maximum flexibility.

All of the character's stats begin at 8 and they are given a pool of 42 points to purchase them up with. Buying a stat point up one costs the following:

- 9 -12 1 point
- 13-16 2 points
- 17-18 3 points
- 19+ 5 points

1.3 – Placed Roll

The Placed roll is described in the appropriate stat generation sections.

1.4 – Adventurer Race

Your adventurer may start as one of the five recognized races of intelligent creatures on Jaern. Each race has differing appearances and abilities. There are two methods of deciding your adventurer race. You may simply choose whatever fits your vision or use the random race section below. Racial appearance and tradition are described later in the manual, however their main abilities and disadvantages are listed here to help you decide on race at this point.

Elf

1. Exceptional PER
2. +4 to Missile Modifier
3. Distance Judgment and Enhanced Vision/Hearing
4. Slight Claustrophobia

Orc

1. Exceptional WIL
2. +4 to Grapple Modifier
3. Mental Stubbornness, Enhanced Smell
4. Must eat 1 pound fresh meat/day

Dwarves

1. Exceptional HEA
2. +4 to Combat Modifier
3. Resistant to Poison, Material Sense
4. Don't like being off solid ground

Lizard

1. Exceptional AGI
2. Quickness
3. Water Breathing and Homing
4. Require immersion once/day

Humans

1. Above Average Stats
2. [NOTHING]
3. Above Average Stats
4. [NOTHING]

Halves/Quarters/etc...

1. Choose a #1 item from list of racial ancestors
2. Choose a #2 item from list of racial ancestors
3. Choose a #3 item from list of racial ancestors
4. Choose a #4 item from list of racial ancestors

Most of these are explained in the section of the manual about that race. Two items bear explanation here: Humans are known for their adaptability and this is reflected in their above average stats. If you generated your adventurer using a random roll method then you may make two additional placed rolls (roll 4d6, total the three highest dice and use that result to replace an existing stat). If you used the point system you may take an additional 7 points to buy your stats higher.

Lastly, full elves do not possess souls. A soul is required to touch the divine and hence elves without souls cannot be magically endowed priests. If you wish to play an elven priest then you may wish to posit that you had some other race in your ancestry and ended up with a soul.

1.4.1 – Randomly Choosing Race

Roll 1d20 and check on the following table:

<u>Roll</u>	<u>Race</u>
01 – 14	Human
15	Elf
16	Dwarf
17	Lizard
18	Orc
19 – 20	Half-breed

If you roll half-breed this means the parents were of different races. Roll again to find the race of each parent. Each must be a different race so if you roll the same, ignore the roll and roll again. The parents may also be half breed so follow this process until your adventurer's racial makeup is fully determined. Once the racial makeup is determined roll randomly among these races to determine which abilities your adventurer has inherited. For example if you are half human, quarter orc and quarter dwarf you would roll 1d4. On 1-2 you'd take the human attributed, on 3 you'd take the orc attribute and on a 4 you'd take the dwarf attribute. Repeat 4 times until you've done all 4 attribute categories. Then use the chart below to calculate any extra racial starting experience points.

1.4.2 – Racial Experience Points

Experience points are covered in more detail in section 1.21. If you choose to use one of the models (pre-created adventurer prototypes) then you start with 2500 extra experience points to buy skills with. If you don't use a model then you start with 7500. Some races start with additional experience points. The chart below gives the amount and the breakdown so that starting experience points (XP) for partial races can be calculated. All races are targeted at having 15,000 XP in advantages. If they have less than that then the difference is given to the player in XP to buy skills, spells, etc... If the race exceeds 15,000 (which is doable with some half-race combinations) then the amount in excess of 15,000 is subtracted from your starting points.

	Dwarf	Elf	Human	Lizard	Orc
#1 (STAT)	5000 Exc HEA	5000 Exc PER	7500 Placed Roll	5000 Exc AGI	5000 Exc WIL
#2 (Combat)	5000 +4 Combat Mod	5000 +4 Missile Mod	NONE	5000 Quickness	5000 +4 Grapple Mod
#3 (Racial)	4000 Resist Poison Material Sense	8000 Distance Jdgmnt Enh Vision Enh Hearing	7500 Placed Roll	7500 Water Breathing Homing	6000 Mental Stubbornness Enhances Smell
#4 (Quirk)	-500 Like Solid Ground	-3000 Slight Claustrophobia	NONE	-3000 Required immersion	-2000 Require Meat
TOTAL	13500	15000	15000	14500	14000
+ Racial Eeps	1500	0	0	500	1000

So. A half-elf, half-human has either Exceptional PER or a Placed Roll (5000 xp or 7500 xp), etc...

1.5 (Sex) – 1.10 (Haircolor)

You may just choose these attributes if you don't want to leave it to chance.

1.12 – Patron Gods

- 10 – Rudri – Dweller of the Dark – M/F
- 11 – Scrogg – Master of Fornication – M
- 12 – Zepheryn
- 13 – Vormaxia
- 14 – Almar

1.14 – Languages

INT based restrictions on the number of languages an adventurer can have are removed. An adventurer can know as many languages as they are willing to spend experience points on. Initial starting numbers remain unchanged; however adventurers are not required to have either Paroli or a race language as their 1st language. They should choose whatever language(s) are appropriate to their background story.

1.15.1 – Effective Rating

Often times the amount of experience you receive in an adventure is significantly above or below average. It is often useful to calculate all of your experience points gained so far (as well as any free skills or abilities bestowed upon your adventurer) and divide that amount by the average adventure experience (recommended is around 2500) to determine your Effective Rating.

1.23.1 – Exceptional and Inferior Stats

By and large exceptional and inferior stats for adventurers are treated the same as the 'Exceptional STAT' and 'Inferior STAT' creature skills.

1.26.2 – Stat Limitation

A spell caster cannot overload or finesse a spell to use more units than their PWR stat. This means that the post spell units that can be used on a spell is limited by PWR. An exceptional PWR has no effect on this limit.

1.29.2 – Skill List

Modification to all Ranged Weapon Skills

Skill Cost: This will change somewhat for each weapon to reflect the ease of use of each weapon and the new capabilities. Further, the base cost for Bows is higher because of the ability of multi attacking with them combined with their extra ordinary range, whereas with Crossbows & Thrown weapons there are limiters on each.

Melee & Missile Skills: Some weapons may be employed in either melee or missile combat, to use them skillfully in both you must purchase both skills independently.

Missile Weapon Skill Options

Extended Range: This option is eliminated.

Precise: You add +2 to hit per die of successful check.

Quick Draw: There is no longer a quick draw per say anymore. Instead drawing

a missile weapon in combat assumes the weapon is unloaded and must be loaded as per the normal Rate of fire rules. Weapons may be carried “loaded” (i.e. readied) and fired on the first round of combat.

Quick Load: This varies by weapon type.

Range: Ranged weapons will function based on a system of short, medium, long, and extreme range.

Short Range: No penalty to hit.

Medium Range: -5 to hit.

Long Range: -10 to hit.

Extreme Range: -20 to hit.

For melee weapons being thrown, they have a flat range of 5/10/15/20 feet.

Rate and Quick load with Traditional Ranged Weapons: This is the rate of fire that an unskilled individual can achieve. This rate of fire can be reduced in the hands of a skilled user.

NOTE: Rate is the rapidity with which a weapon may be fired. A weapon with a use rate of 3 undergoes a sequence as follows.

Round X: Fire the Weapon.

Round X+1: Reload.

Round X+2: Reload.

Round X+3: Fire the Weapon.

Missile Weapons:

- Bows:** Use rate of 3, each die reduces this rate by 1, thus a 2d6 check allows you to fire once a round. Further, a 4d6 check will grant a 2nd shot each round, a 6d6 check will grant a 3rd shot each round, etc...
- Crossbows:** Use rate varies, but each die of skill check reduces the use rate by 1 round to a minimum of 1 shot per round. Extra skill dice may be used for other skill options.
- Thrown:** Thrown weapons have a use rate of 2, and each die reduces this rate by 1, thus a 1d6 check allows you to fire once a round. Further, for each additional 2d6 rolled another attack may be added.

Spell Plugging

Base Cost: 100

Skill Type: Mage/Priest

Attribute: PWR

Extra Dice: non

Spell Plugging allows a caster to "plug" a spell affect into a spell unit pool. When the spell reaches the end of its duration it will pull enough units from the pool to extend the duration by the regular spell duration (modified by any relevant finesses), thus allowing its duration to be extended. A spell caster can have several spells plugged at once as long as the combined ranks of the spells do not exceed the PWR of the pool (e.g. the caster).

The caster must make a 1d6 -vs- this skill to plug the spell into their own spell unit pool. A 2d6 roll is required to plug the spell into another casters pool (and that party must be in line of sight and fully willing). Spells will remain plugged until they are unplugged (by original caster or the proxy caster), the spell unit pool is exhausted or the spell is dropped or revoked per normal rules.

Two Weapon Fighting - Base 100 - Warrior - AGI

Two weapon fighting allows a warrior to utilize a weapon in each hand. He rolls a number of d6 against this skill (minimum two) after first declaring how many of the d6 he is rolling apply to each weapon he is using (i.e. "I'm rolling 3d6 and will be using this 2d6 for my longsword and that 1d6 for my dagger"). If the resulting roll is less than the two weapon fighting skill rank then both weapons may be used. Additionally if the subtotals assigned to the individual weapons (that 2d6 that was for longsword) are less than the skill rank in the individual weapon then those dice may be applied to that weapon skill as if they had been rolled separately. If a subtotal check fails then the warrior may only make a single, normal attack with that weapon. If the warrior fails his Two Weapon fighting check then he may only make a single normal check that round. Attacks made with the offhand are at a penalty to hit unless ambidextrous ability or skill is used.

1.30 – Starting Money

Adventurers will start with 3d6 times 10 plus 100 silver pieces if they don't start with a model. e.g. if you roll 11 on 3d6 then you start with 210 silver pieces (11 * 10 = 110 + 100 = 210). If you start with a model then starting silver is listed on the model.

1.32.4 – Armor (and 1.32.5 – Defensive Devices)

Armor Type	CDV	MDV	GDV	Move	Cost	AGI	PWR	STR	Check	Availability
<i>Adamantite</i>										
Banded	7	7	2	20'	340,000	x	x	x	5	7
Brigandine	6	6	2	30'	190,000	x	x		4	6
Chain	6	5	2	30'	170,000	x	x		6	7
Full Plate	12	12	2	30'	2,000,000	x	x	x	6	7
Plate Mail	10	6	2	20'	400,000	x	x	x	5	7
Scale	7	6	2	20'	300,000	x	x	x	5	6
Shield	5	5	1	n/a	60,000				4	6

Helmet	1	1	0	n/a	40				2	2
Buff Coat	1	1	1	50'	20				2	1
Gambeson	1	1	1	50'	20				2	1
<i>Iron</i>										
Banded	5	5	2	20'	170	x	x	x	3	4
Brigandine	4	4	2	30'	95	x	x		2	2
Chain	4	3	2	30'	85	x	x		2	2
Full Plate	8	8	2	30'	1,000	x	x	x	4	5
Plate Mail	6	4	2	20'	200	x	x	x	3	4
Scale	5	4	2	20'	150	x	x	x	3	3
Buckler	1	0	0	n/a	10				2	1
Shield	3	3	1	n/a	30				2	2
<i>Leather</i>										
Hardened	2	2	2	40'	40	x			2	1
Studded	3	2	2	40'	60	x			3	3
Scale	4	3	2	30'	85	x			3	3
<i>Steel</i>										
Banded	6	6	2	20'	34,000	x	x	x	4	5
Brigandine	5	5	2	30'	19,000	x	x		3	5
Chain	5	4	2	30'	17,000	x	x		3	5
Full Plate	10	10	2	30'	200,000	x	x	x	5	6
Plate Mail	8	5	2	20'	40,000	x	x	x	4	5
Scale	6	5	2	20'	30,000	x	x	x	4	5
Shield	4	4	1	n/a	6000				3	4

AGI: An x indicates that the armor imposes a 1 die penalty on Agility RCs.

PWR: An x indicates that the armor imposes a 1 die penalty on Power RCs.

STR: An x indicates that the armor imposes a 1 die penalty on Strength RCs

Check: This is the die check necessary to craft a given suit of armor.

Availability: This is the difficulty in obtaining an item under normal circumstances.

1. Primitive or very common items, commonly available anywhere.
2. Available on request in small villages, commonly available in any city.
3. Commonly available in small to medium sized cities, very rare in rural areas.
4. Specialized, military, or rare items, normally available only in Medium to large cities. Rare in small cities, very rare in villages, and exceedingly rare in rural areas. Items of this availability and above are normally only made via special order.

5. Very rare items, not commonly available in any location. They may only be found and bought by GM permission in appropriate role-playing situations.
6. Found only by GM permission in very rare cases and only by role-playing situation.
7. All but impossible to find, and should only be allowed to be obtained in the rarest of situations.

Armor Descriptions

Buff Coat

This is a very heavy wool coat. It is made to give some protection from melee and missile weapons while not being overly cumbersome. The coat is readily available in most any locale. If worn with any other form of armor the Buff Coat does not add to the wearer's DVs.

Full Plate Armor

This incredibly intricate suit of armor fully encases the wearer from neck to toe in metal. The armor is custom fitted to the wearer and may not be worn by another without an expert armorer altering the suit, a process which takes some time, and a skill check one die lower than needed to create the appropriate type of suit.

Gambeson

This is a thick padded tunic that is normally worn under a suit of armor so that it does not chaff the wearer. All suits of metal armor are assumed to include a Gambeson, and so do not add to the DVs. The DVs listed are only for if the Gambeson is worn alone.

Chapter 2

2.4.2.7 – Quickness

Creatures possessing the 'Quickness' ability go first followed by the winner of the initiative roll. If opposing parties have Quickness then the order would be Quickness on the initiative winning side, Quickness on the initiative losing side, the initiative winning side and finally the initiative losing side.

2.5.1 - Movement

You cannot make any attacks or cast spells and move more than one-fifth your movement rate in the same round.

See also the Updated Armor Chart for movement rates and restrictions.

2.5.5.1 -Hold

When a person is held, they can attempt break free of the hold. The held person and the holder make opposing rolls of (STR/3 + 1/exceptional)d6. If the held person's total is higher, they break. If the holder's total is higher, they maintain the grapple and the held person must subtract a die from their next attempt to break. In the event of a tie, the grapple is maintained, but the grappled person does not lose a die on the next attempt. For each additional person holding the target, the holder may add one die to this roll. The first person to grapple the target in a round is the one to roll the dice.

2.5.5.3 – Grappling With Exceptionally Large or Strong Creatures

Each grappler rolls STR/3 dice as normal. If the person breaking free wins by 10 it only takes them 1/5th move to break free and they can move or do an action. If the person breaking free wins by 20 the grapple doesn't even slow them down and they can act freely for the round.

2.5.6 - Withdrawal from Melee and Grappling

It will take one-fifth movement to get up from the ground.

2.5.9 – Other Common Actions

Getting up from the ground 1/5 Movement

2.5.10 – Defense

During a round a player may choose to 'defend.' In order to defend, the character must be holding either a shield or a weapon (a shield for MDV). Between this round and his next round, he will receive a bonus to the DV of his choice of one-half his modifier. The player can move up to 1/5th movement and 'defend' at the same time.

2.8.1 – Armor Effects on Resistance Checks

See the Updated Armor Chart for updated RCs

2.9 - Dying and Falling Unconscious

Instead of rolling for consciousness, an adventurer may choose to go unconscious prior to rolling. This is the same as failing the consciousness roll.

2.10 – Weapons and Their Effects

Striking and Stabbing Weapons

Type	Str	DV	Rate	Weapon	Strk	Thrw	Rng	Imp	Reach	Bkg	Hd	Chk	BC	Avail	Wgt
P	10	-	2	Atlatl	---	d8	200	---	-	W	2	1	240	1	1
E	14	2/1	1	Bastard Sword	d10	d6	15	d12+8	M	W	2/1	2	300	3	10
E	12	2	1	Battle Axe	d12	d4	15	---	M	W	2	2	360	2	20
B	14	2	1	Battle Hammer	d10	d6	20	---	M	W	2	2	300	3	8
P	13	2	1*	Bec-de-Corbin-Chop	d12	d3	10	d8+4	10/15	W	2	3	390	4	17
P	13	2	1	Bec-de-Corbin-Thrust	d6	d3	10	d8+4	10/15	W	2	3			17
E	12	1	1	Broad Sword	d10	d4	15	d12+4	M	W	1	2	300	2	6
B	10	1	1	Buckler	1	---	---	---	M	W	1	1	30	2	4
B	8	-	1	Cestus	d4	---	---	---	M	M	1	1	120	3	2
E	15	2	1	Claymore	d12	d6	15	d12+8	M	W	2	2	360	4	13
B	6	1	1	Club	d4	d2	10	---	M	W	1	1	120	1	3+
E	12	1	1	Cutlass	d8	d3	10	---	M	M	1	2	240	3	4
P	6	1	1	Dagger	d4			d3	M	M	1	1	120	2	1
P	15	2	1	Estoc	d10	d4	15	d8+4	M	W	2	3	330	4	14
E	11	1	1	Falchion	d10	d6	10	---	M	W	1	2	300	3	6
B	4	-	1	Fist	d2	---	15	---	M	W	-	-	60		
B	10	1	1	Flail	d8	d2	15	---	M	W	1	2	240	2	5
E	16	2	1	Flamberge	d12	d6	10	d12+9	M	W	2	5	390	4	15
P	6	1	1	Foil	d2	d2	15	1	M	M	1	3	60	3	2

P	8	-	1	Gaff Hook	d3	1	20	---	M	M	1	1	90	2	1
E	14	2	1	Glaive-Slash	d10	d8	30	d12+8	M	W	2	2	330	4	15
P	14	2	1	Glaive-Thrust	d8	d8	30	d12+8	M	W	2	2			15
B	13	2	1	Great Flail	d10	d2	10	---	M	W	2	3	300	4	20
B	15	2	1	Great Mace	d12	d3	10	---	M	W	2	3	360	4	20
E	16	2	1	Great Sword	d12	d8	10	d12+10	M	W	2	3	360	4	15
E	15	2	1*	Halberd-Chop	d12	---	---	---	M/15	W	2	3	390	4	15
P	15	2	1	Halberd-Thrust	d8	d4	10	d12+5	M/15	W	2				15
E	10	1	1	Hand Axe	d8	d4	20	---	M	W	1	2	240	1	7
P	10	1	1	Harpoon	d6			d12+5	M	M	1	2	240	1	4
E	9	1	1	Hatchet	d6			---	M	W	1	2	180	1	5
E	12	2/1	1	Katana	d10	d3	15	d8+4	M	W	2/1	5	300	5	8
B	5	-	1	Kick	d3	---	---	---	M	W	-	-			
P	12	1	1	Lance	d6	d4	15	d20+4	10/15	W	1*	2	360	2	10
E	14	2	1*	Lochaber Axe	d12	d3	10	---	10/15	W	2	3	360	3	15
E	12	1	1	Long Sword	d10	d4	15	d12+5	M	W	1	2	300	3	5
B	9	1	1	Mace	d6	d3	15	---	M	W	1	2	180	3	6
E	10	1	1	Machete	d6	d4	15	d4+4	M	W	1	1	180	1	3
P	9	1	1	Main-Gauche	d3	d2	15	d3	M	M	1	3	90	4	1.5
E	8	1	1	Maroglave-Cut	d8	d3	10	---	M	M	1	2	270	4	3
P	10	1	1	Maroglave-Thrust	d6	---	---	d6	M	M	1				3
B	14	2	1	Maul	d8	d6	15	---	M	W	2	2	240	2	15
P	12	1	1	Military Pick	d8	d4	10	---	M	W	1	2	270	3	6
B	13	1	1	Morning Star	d10	d3	15	---	M	W	1	2	300	3	8
E	14	2	1	Naginata	d10	d4	15	d8+5	M	W	2	3	300	5	15
B	8	1	1	Nunchaku	d4	d2	15	---	M	W	1	1	120	5	2
E	16	2	1	No-Dachi	d12	d6	10	d8+8	M	W	2	4	360	5	15
P	8	2	1	Pick	d6	d4	15	---	M	W	2	1	180	2	12
P	14	2	1*	Pike	d6	d2	10	d12+4	15/20	W	2	2	210	2	22
B	6	3	1	Quarter Staff	d4	d2	40	d2	M	W	1	1	120	1	4
P	10	1	1	Rapier	d6	d4	15	d6+4	M	M	1	3	180	4	3
E	10	1	1	Sabre	d8	d4	15	d8+5	M	M	1	3	240	4	4
E	10	1	1	Scimitar	d8	d6	15	---	M	W	1	2	240	3	4
E	10	2	1	Scythe	d8	1	10	---	M	W	2	1	240	1	12
E	15	2	1	Shamshir	d12	d8	15	---	M	W	2	3	360	4	15
P	4	-	1	Shank	d2	1	15	1	M	W	1	1	60	1	.5
B	8	3*	1	Shield	d2	d2	10	---	M	W	1	2	60	1	15
P	8	1	1	Short Sword	d6	d3	20	d10	M	W	1	2	180	2	3
E	8	1	1	Sickle	d6	d3	15	---	M	W	1	1	180	1	3
B	14	2	1	Sledge Hammer	d8	d6	15	---	M	W	2	1	240	2	20
P	6	2/1	1	Spear	d6			d20	M	W	2/1	1	180	1	5
P	6	1	1	Stiletto	d4	d4	20	d4	M	W	1	1	120	4	1
E	6	1	1	Tanto	d4	d2	20	d4	M	W	1	1	120	5	1
P	7	2/1	1	Trident	d6	d6	60	d20	M	M	2/1	2	180	3	5
E	12	1	1	Tulwar	d10	d6	15	---	M	W	1	1	300	3	4
E	10	1	1	Wakizashi	d6	d3	15	d6+2	M	W	1	1	180	5	3
E	12	1	1	War Axe	d10	d4	20	---	M	W	1	1	300	3	10

B	9	1	1	War Hammer	d4			---	M	W	1	1	120	3	4
B	8	1	1*	Whip	d4	---	---	---	M/10	W	1	1	120	1	2

Type: The form of damage the weapon or mode delivers. B = Blunt, E = Edged, P = Piercing.

DV: This is the bonus to CDC & GDV that the weapon gives when wielded. Note: The shield only gives a bonus of 1 to GDV.

Str: The minimum strength necessary to wield the weapon.

Rate: Use rates marked with an * denote weapons, or modes, that may not be used in conjunction with the Multi-Attack option.

Strk: The damage die the weapon delivers upon a successful melee strike.

Thrw: The damage die the weapon delivers upon a successful ranged attack.

Rng: Ranges are listed in feet.

Imp: The damage die the weapon delivers upon a successful impaling attack.

Reach: M denotes the weapon may only be used within melee range, or 5 feet. Other numbers listed are in feet. For entries in the form of ##, the first # is the minimum distance between attacker and target, where as the second # is for the maximum distance of the weapon's reach.

Bkg: The Background associated with the weapon. W is for Warriors, M is for Marines.

Hd: The number of hands necessary to employ the weapon. Entries in the format of 2/1 reflect the weapon may be used with either 2 hands or 1.

Chk: This is the die check necessary to create a given weapon.

BC: This is the base class skill cost of to purchase skill ranks with a given weapon.

Avail: This is how difficult an item is to find in normal circumstances.

1. Primitive or very common items, commonly available anywhere.
2. Available on request in small villages, commonly available in any city.
3. Commonly available in small to medium sized cities, very rare in rural areas.
4. Specialized, military, or rare items, normally available only in Medium to large cities. Rare in small cities, very rare in villages, and exceedingly rare in rural areas. Items of this availability and above are normally only made via special order.

5. Very rare items, not commonly available in any location. They may only be found and bought by GM permission in appropriate role-playing situations.
6. Found only by GM permission in very rare cases and only by role-playing situation.
7. All but impossible to find, and should only be allowed to be obtained in the rarest of situations.

Wgt: Weight of the weapon in pounds.

Weapon Descriptions

Atlatl: The Atlatl is a long, grooved, wooden lever. It is laid along the arm and allows the user to throw a shorter javelin much farther and harder than the standard javelin.

Bastard Sword: This weapon is an outgrowth of the long sword. It has a slightly longer and heavier blade, as well as a longer grip allowing either one or two hands to be used when wielding it.

Bec-de-Corbin: This polearm is an outgrowth of the military pick. It consists of a hammer's head attached to a long pole of ten or so feet in length. The forward face consists of a sharpened spike, approximately six inches in length. The rearward face of the head is another spike, though this one is smaller, and curved downwards and meant to be used for tripping and dismounting. A third spike protrudes from the top of the head and may be used for thrusting. The bec-de-corbin is highly effective against those in armor, and provides a +1 to hit against those wearing such.

Broad Sword: This sword is similar in design to the traditional long sword, however the blade is heavier and not quite as long. The weapon also makes use of a basket hilt, which encompasses the hand and protects it from critical hits that damage the hand.

Cestus: These are heavy gauntlets often used by gladiators. They are made of thick straps of leather, which intertwine around the forearms up to the elbow and attach to heavy metal plates which envelope the fist. The fists are rendered immobile in the cestus, and aid is required to dawn and remove them, thus negating the use of the Quickdraw skill. The thick bands of metal over the knuckles and backs of the hands are often covered in spikes, and sometimes poisoned.

Claymore: The claymore is a large sword, akin to the great sword. However, it is not as large nor unwieldy, and so requires less strength to employ.

Cutlass: The cutlass is a heavy slashing weapon. It is made of a short curved blade and basket hilt that covers the hand and protects it from critical hits that would damage the hand. Marines traditionally use the cutlass, and the wounds it makes are deep and quite bloody.

Estoc: The estoc is a straight bladed two-handed thrusting sword whose blade is triangular and fairly heavy. The sword is over five feet in length and designed for penetrating armor, giving it a +1 to hit against such.

Falchion: The falchion is a heavy hacking weapon that is very similar to the cutlass though the falchion is both heavier and longer. The blade is thick and curved, and the weapon has a basket hilt that envelops the hand, protecting it from hand damaging criticals.

Foil: The foil is made of a long, very thin and flexible piece of steel, however it provides no material bonus. The weapon is primarily used in fencing matches in which the death of the combatants is not desired. On a critical hit, the blade snaps, but inflicts no critical hit.

Flamberge: This weapon is simply a redesigned great sword. It is identical to the standard great sword in most ways, but the blade is serpentine in design. This undulating form gives the weapon a +1 to hit against foes wearing armor.

Gaff Hook: This is primarily a tool, but may be used as a weapon. It consists of a metal rod, approximately a quarter inch in diameter and a foot and a half in length. The last 8 inches of the rod are curled into a hook and sharpened. A wooden crosspiece set at 90degrees from the rod serves as the handle. It is not an elegant weapon, but in a desperate situation will serve well. The Gaff may also be used in grappling attacks, though no bonuses or damage are provided, but the wielder does not have to drop the weapon to make the attack.

Glaive: The glaive is basically a quarter staff with the blade of a short sword attached to one end. The weapon is wielded much like a quarter staff, but the blade is used for thrusting and slashing attacks. Further the weapon may also make blunt attacks using the non-bladed end as a quarter staff.

Halberd: The halberd is one of the more versatile weapons in existence. It consists of an eight to ten foot long shaft atop of which is mounted a modified axe blade. The blade has a long cutting edge that is often angled, a spike protruding from the top and used for thrusting, and on the back is a thick spike used for tripping and pulling horsemen down.

Lochaber Axe: This polearm is simply a long axe blade that has been mounted on the end of a ten to twelve foot pole. The blade is simple and extends only six or so inches out from the shaft, but runs the length of the last foot and a half of the shaft, then curling up and over the end, making thrusting ineffective.

Main-Gauche: This is a long bladed dagger that has large quillions and a basket hilt and designed primarily for defensive combat. The basket hilt protects the hand from damage from critical hits, and the long quillions are made for parrying. The weapon is used primarily in the left hand, with a Rapier in the right. The Main-gauche is a fencing weapon.

Maul: The Maul is simply a large wooden sledgehammer. It is very heavy and quite difficult to wield in combat as it is intended to be a tool.

Military Pick: The military pick is a shortened version of the digging tool. It consists of a long thick bar of metal attached to a two foot handle. The weapon very easily penetrates armor, and so gives a +1 to hit against those wearing such.

Morning Star: The morning star is made of a short, two foot wooden haft that has attached a length of chain and then a spiked ball. The ball weighs several pounds and is used to crush opponents despite the addition of the spikes.

Naginata: This weapon is an alternative version of the glaive with a wakizashi blade attached.

Pike: The pike is the dominant military weapon for foot soldiers in Geleia. It is an eighteen to twenty-two foot long pole onto which a spearhead has been attached. The weapon is only useful when employed by large numbers of men in disciplined and layered formation as it is very easy to get inside the reach of a single wielder. However when deployed properly, as many as 9 pikemen are able to attack a single target as they approach the formation.

Rapier: The rapier is a heavier and deadlier version of the foil. The blade is long and straight, and traditionally only sharpened at the final few inches of the blade. The weapon is primarily a thrusting weapon, but cuts are also easily made as well. Rapiers also possess basket hilts which protects the wielder's hand from damage caused by critical hits. The rapier is a fencing weapon.

Sabre: The saber is a long slightly curved blade that is sharpened along the leading edge and ends in a sharp tip, and designed for both slashing and thrusting. Several forms of fencing teach the uses of the weapon, and it is traditionally used alone without shield, buckler or another weapon. The saber also possesses a basket hilt to protect the wielder's hand from damage and critical hits. The Sabre is a fencing weapon.

Shamshir: The shamshir is a much larger scimitar on the scale of a great sword. It has a long and quite heavy curved blade.

Shank: The shank is any short, smaller than a dagger, sharpened metal rod that is used for stabbing.

Stiletto: The Stiletto consists of a foot and a half long blade that is either triangular or quadrangular in shape.

Tulwar: The tulwar is a curved sword, very similar to but larger than a scimitar and possessing a basket hilt that protects the wielder's hand from the damage caused by critical hits.

War Axe: The war axe is a single-handed combat axe. It is approximately three to four feet in length and used one handed. Normally it has a single head, though double headed versions are popular with orcs.

Ranged Weapons Combat Statistics

	Dmg	Range				Rate	Base Cost	Background
		S	M	L	E			
Bows								
Self Bow	d6	60	120	180	360	3	240	Warrior
Horse Bow	d6	80	160	240	480	3	240	Warrior
Longbow	d8	120	240	360	720	3	320	Warrior
Geleian Longbow	d10	120	240	360	720	3	400	Warrior
Kieron Greatbow	d10	160	320	480	960	3	400	Warrior
Crossbows								
Crossbow	d8	80	160	240	480	3	240	Warrior
Liston Crossbow	d10	120	240	360	720	5	300	Warrior
Gramshire Crossbow	d12	160	320	480	960	8	360	Warrior
Thrown								
Chakram	d3	20	40	60	120	2	90	Warrior
Dagger	d3	15	30	45	90	2	90	Marine
Dart	d4	15	30	45	90	2	120	Warrior
Harpoon	d8	20	40	60	120	2	240	Marine
Hatchet	d3	15	30	45	90	2	90	Warrior
Javelin	d6	30	60	90	180	2	180	Warrior
Shuriken	d2	10	20	30	60	2	60	Warrior
Sling (bullet)	d4	30	60	90	180	2	120	Warrior
Sling (stone)	d3	30	60	90	180	2	90	Warrior
Spear	d6	15	30	45	90	2	180	Warrior
Stiletto	d4	15	30	45	90	2	120	Warrior
Trident	d6	15	30	45	90	2	180	Marine
War Hammer	d4	15	30	45	90	2	120	Warrior

2.12.12 - Finessing to Damage Non-physical Creatures - An elemental spell that normally does physical damage can be finessed 4 times to allow the effect to "bleed" into the magical realm. This will damage creatures that cannot normally be damaged by physical effects (i.e. ethereal creatures) in addition to creatures the spell would normally affect. Protection from magic can be used to resist this spell, but all other protections are not affected by this change and act as normal against the spell.

2.12.13 - Object dropped by someone under a spell effect - When an object leaves the possession of a creature under a spell effect (or ability), the effect on this object will expire at the end of the round. The means one will be affected by this object on the round it leaves the creature's possession with the spell.

effect still on it.

2.13.2 Touch

In order to gain touch on an opponent for the purposes of spell casting, the caster must intentionally touch the target with one of their casting hands, or either hand for the purposes of verbal casting. The mechanic for this action is to roll "to strike" against the target discounting the target's armor, helmet, as well as magical or physical protections that would not prevent touching. The target's stat, movement, shield, weapon, as well as magical or physical protections that would prevent touching still apply.

34.13 – Creature Abilities

Modification to Creature Abilities

- **Electric Shock** - In order to use this ability above water, one must grapple a target in order to get the two polarity points touching the target which will release the charge. Second, this ability may be used a limited number of times (2), you must rest (do nothing) for one hour in order to recharge, otherwise the recharge time is four hours.
- **Ethereal** - If the creature's natural form is physical, this ability can be used for a number of minutes equal to the creature's PWR per day.
- **Immaterial** - If the creature's natural form is not immaterial, this ability can be used for a number of minutes equal to the creature's PWR per day.
- **Ink Jet** - The creature must rest for one hour before using this ability again.
- **Invisibility** - This ability can be used for a number of minutes equal to the creature's PWR per day.
- **Pain Wail** - This ability can be used equal to its rank times per day.
- **Paralysis** - This ability is now a ranked ability with a base cost of 3500. It can be used rank times per day. The duration of paralysis is now 1d6 minutes.
- **Petrification** - This ability is now a ranked ability with a base cost of 6000. It can be used rank times per day.
- **Regeneration (non-magical)** - This ability can heal a total of $HEA * 2 * rank$ DP per day. In addition, the creature can only regenerate while mostly idle (i.e. not in combat or while running) and must eat within one hour of regeneration or lose a point of HEA.
- **Regeneration (magical)** - The ability can heal a total of $PWR * 2 * rank$ DP per day. It cannot be used while actively using another magical ability.
- **Siren** - This ability is now a ranked ability with a base cost of 8000. It can be used rank times per day.
- **Stench** - This ability is now a ranked ability with a case cost of 750. It can be used rank times per day.
- **Teleport** - The Teleport creature ability does not possess the ability to cross dimensions. If a creature needed this ability to survive, it would have the Otherport ability.
- **Toxic Attack** - This ability can be used equal to its rank times per day.
- **Web** - This ability is now a ranked ability with a base cost of 1000. It can be used rank times per day. In addition, the area of effect is now a single human sized target. If the check to break free is made by 10-19, the ensnared creature is able to take a 1/5th movement action. If the check is made by 20 or more, the ensnared creature is able to take their full action for the round.

Appendix F

Linear Weapon Critical Wounds

Normal Assassin Damage

Roll	Roll	Mult	Results
01	01	1x	Catastrophic failure, failure based on weapon
02-03	--	--	Weapon malfunction, requires repair, no hit
04-06	02-03	1x	Weapon malfunction, requires repair, hit
07-10	04-05	1x	Weapon mishandled, lose 1 round, hit
11-30	06-10	2x	Double damage
31-50	11-16	3x	Triple damage
51-60	17-25	4x	Quadruple damage
61-64	26-31	2x	Shoulder/Wing hit ²
65-69	32-38	2x	Leg/Tail hit ²
70-73	39-45	2x	Arm/Wing hit ²
74-76	46-52	3x	Knee hit, leg unusable ^{1 2}
77-78	52-58	3x	Elbow hit, arm unusable ^{1 2}
79-80	59-60	2x	Ear removed ¹
81-82	61-62	3x	Nose removed ¹
83-87	63-72	3x	Stomach hit ^{1 2}
88-89	73-76	4x	Groin hit, incapacitated until healed ¹
90-93	77-83	4x	Chest hit, death in HEA rounds ³
94-95	84-90	5x	Throat hit, death in HEA rounds ³
96-97	91-95	6x	Head hit, death in HEA/2 rounds ³
98-99	96-98	15x	Chest Destroyed, INSTANT DEATH
00	99-00	15x	Head Destroyed, INSTANT DEATH

1 - Bleeding, lose 1 DP/round until wounds are bound

2 - Pain, actions involving damaged appendage require 4d6 vs WIL

3 - Mortal Wound, death is imminent unless healed within the time limit

Failures by Weapon (for Catastrophic Failures)

Modern Firearm - Freak ricochet, roll weapon damage on self

Muzzle Loader - Weapon explodes, roll weapon damage on self

Plasma Weapon - Weapon overheats and bursts upon firing, no hit

"Laser" Gun - Reverse discharge or freak ricochet, roll damage on self

GM Adjudications

Spell Plugging

Note: the caster must use their own pool for the initial casting. Subsequent "casts" can come from the pool the spell is plugged into. If a spell is plugged into another caster either party can unplug the spell at any time at which point the spell will expire at the end of its duration. Unplugging a spell that you plugged or that is plugged into you takes no skill check and doesn't use up an action.

The original caster may drop the spell at anytime by spending one spell unit per normal spell dropping rules. For spells that allow modification during their duration the proxy caster may, at their discretion, take control of the spell at the beginning of any extension. Spells with a fixed effect/target cannot be altered as the spell is not actually re-cast, just extended.

If a spell requires the caster's concentration to maintain then they cannot cast additional spells. However by plugging into another casters pool that caster can, at their option, take over the concentration.

Random duration spells are re-rolled at every cast/extension.

Skill can work for both Elemental and Divine spells. Divine spells require DU from the specific god (i.e. you can only plug a Ra spell into a Ra priest).

This skill is used at the end of the original cast.

This skill cannot be used for "instant" spells.

For "Rate Burning" spells the rate is burned in the casting, not in the subsequent extensions.

Plugs can be inter-dimensional. That is I can cast an effect on one play, plug that effect into myself and go to another plane and the plugging will stay in effect.

The person providing the units will know/feel whenever new units are pulled.

You can only plug a spell you cast. That means you can't plug the effects from items or defers even though you act as the caster you are not the caster. Except maybe in the case of a deferred spell, if you actually are the original caster.

Magic Item Destruction

If a magic item is destroyed the magical energy is released, sometimes in a destructive fashion. When calculating the destructive force use the amount of energy actually in the item at the time of destruction and not its max. Example: a 2/day fireball can potentially have 16 units of spell energy. If its been used once it will have between 8 and 16 (depending on how long ago it was used). Use the following chart to determine the effect of destroying the item.

EUs released = (times per day remaining in item, including partial charges + 1)
* (spell rank)

[This is equal to the number of EUs current stored by the terisium, plus the spell (thus, the +1) that is bound to it]

For compatibility with older magic items that don't fit into the new creation system, the EUs released is equal to the spell ranks in the item times 2.

Roll	Result
01-05	Backlash - Destroyer takes (EUs released) d4 of damage. (5d6 vs PWR halves)
06-40	Fizzle - Harmless release of the magical energy.
41-50	Spell effect of the item occurs once.
51-60	Spell effect of the item occurs (EUs released)/(spell rank) times.
61-80	Random spell effect of (EUs released) or less occurs OR use the chaos magic chart.
81-90	Crackling energy discharge - damage to all within (EUs released) * 10 / 4 feet (3d6 vs PWR halves)
91-95	Explosion - (EUs released)d3 damage within (EUs released) * 10 / 3 feet (4d6 vs PWR halves)
96-97	Explosion - (EUs released)d6 of damage within (EUs released) * 10 / 2 feet (5d6 vs PWR halves)
98-99	Explosion - (EUs released)d8 of damage within (EUs released) * 10 feet (6d6 vs PWR halves)
00	Catastrophic Detonation - (EUs released)d10 within (EUs released) * 20 feet (no RC)

Magic Item Creation:

The core concept revolves around Teresium. Teresium in its normally physical state absorbs magic from its surround areas and that magic is just gone. Teresium in higher states pools magic in a fashion that mages can make use of. Teresium elevated to level 1 is capable of pooling 1 unit per ounce per Jaernian day. Builders of magic items take advantage of this affect to create self powering magic items.

Charged Item Components:

- 1 ounce of teresium
- 1 spell
- 1 defer of sufficient size to hold the spell
- 1 object (optional)
- XP equal to the base cost of the spell divided by 3 times the spell rank

Procedure:

Use the XP on the teresium to make it able to hold the desired spell. Cast the defer and the spell on the teresium which stays in its solid form. The spell will be held until it is used.

Example:

Making a 1 charge item of lightning bolt would require: 1 oz of teresium, the lightning bolt spell, a rank 6 defer spell, and $1800/3 = 600$ XP.

Recharging and Effect Item Components:

terisium equal to the amount of EU required per day

1 focal object

1 spell

1 defer of sufficient size to hold the spell

XP equal to the base cost of the spell divided by 3 times the spell rank times 5 to bind the spell to the charged terisium

XP equal to 1000 times the number of ounces of terisium

Procedure:

Use the same procedure for making a charged item with the total amount of terisium needed for the item. After that, place the item together with the focal object to charge the terisium which gets bound to the item. The object will be able to cast the spell based on the time it takes to charge based on the EU generated per day by the charged terisium. An effect item is made by charging the terisium to the point where the spell is sustainable for an entire day.

Example:

Making a 1/day item of Long Eyes would require: 9 oz of terisium, the long eyes spell, a rank 9 defer, and $(2700/3*5 = 4500) + (9*1000 = 9000) = 13,500$ XP.

Burning a recharging item:

When an item does not have sufficient charge to cast the spell within the item, the user may "push" the item to release the spell that is stored within it. The spell is cast as normal, but the item loses its magical properties and the terisium is unrecoverable.

Example:

Bob's 1/day item of Invisibility has already been used today, but he is in a grave danger of being cornered by his wife who is totally pissed at him. If he activates the item normally, nothing happens, but, if he pushes it a little bit, the invisibility spell will be cast. Unfortunately, he will be left with a non-magical item afterwards, but will successfully avoid his wife.

Masteries

When a skill is understood beyond a certain level, its practitioners can achieve out of the ordinary acts with it. These are called masteries. Known masteries are listed here.

Language Master

Requirement: 10 Languages at rank 7 or higher

Cost: 5000 xp

You are fluent in a large variety of different languages and understand the fundamentals languages are built upon. You can use this knowledge to extrapolate how to speak or read almost any new languages you come across. Given 10 minutes of listening to or reading a new language you can grasp the basics of how to communicate with people in that language. Also you are a quick study in new languages, you can buy a rank in a language after only 1 hour per rank you are buying of studying that language as long as you have the necessary unspent xp.