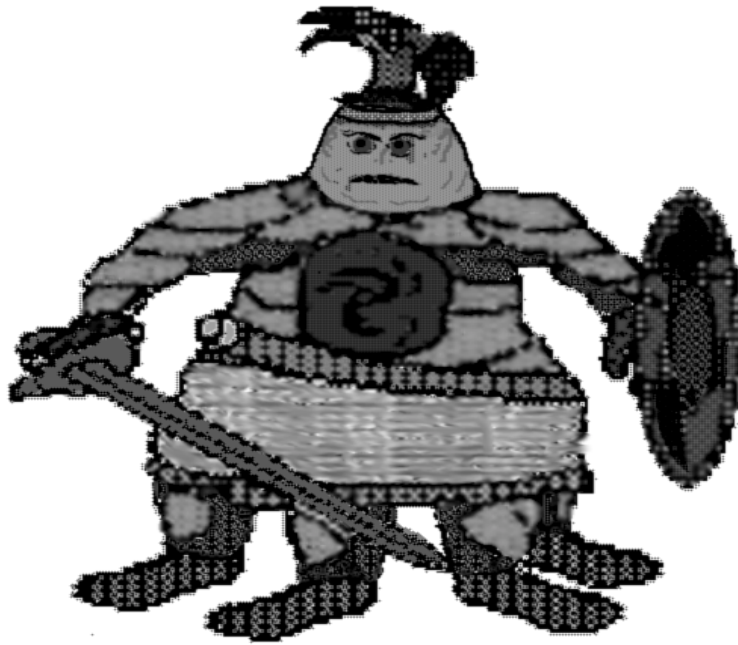


shAKhàn

*Fantasy Role-Playing On the World of
Telostic*

Book "B":
Establishing A Character
(Including... Professions & Skills)



By
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5. Establishing *Shakhàn* Characters

The following checklist should be used when establishing a new player character – that is, a character who will be controlled by a "live" player – in *Shakhàn*. It can also be used for establishing nonplayer characters, except that in this case, the Referee will usually want to use the abbreviated tables provided in Book "E", ("Adventures"), except in the case of very important nonplayer characters who will be adventuring with the player character party extensively.

It is probably best if the items of the checklist be acted upon in exactly the order given below, as some of the characteristics involved (for example the character's "Self-Confidence" personality trait) are influenced by other aspects of his or her background (for example the character's Social Class, relative physical size, physical attractiveness and so on). The sections of this book that succeed this one are also organized in approximately the same order as given in the checklist below, so that the Referee and players can follow the steps sequentially.

1. Decide the character's species (and sub-species, if the race in question has one).
2. Decide the character's gender.
3. Perform whatever dice-rolling is necessary to establish the character's basic personal requisite scores.
4. Determine the character's height, weight and body frame, relative to the norms for his, her or its species and gender.
5. Determine the character's age and Age Class, relative to normal lifespans for his, her or its species.
6. Determine the character's social class, family background and inheritances.
7. Determine the character's "derived" personal requisite scores (for example Body Damage Reserve, Charisma, etc.).
8. Determine the character's ability to communicate; in other words, the number of languages he or she is able to speak and his or her ability (if any) to read and/or write.
9. Check to see if the character has any background mental, physical, additional or other defects, and if any are present, determine what they are.
10. Determine the character's personality and personality traits.
11. Determine the character's moral alignment.
12. Determine the character's primary, secondary and tertiary occupations (in other words, "warrior", "magic-user", "thief", "cleric", etc.).
13. Determine the character's skills and abilities; at this point, if the character is able to use magic, his, her or its spell casting chances, list of known spells, etc., should also be determined.
14. Determine the character's combat-related scores (for example his or her Combat Factor, Tactic Card Allowance, and so on).

5.1. The "Special Character" Limit

It is unfair for one given player to be allowed to run a "good character" more than once, before other players are allowed the same privileges. Therefore, any player who is fortunate to generate and be able to manage either

-a Noble or upper-class character, or
-a character from a "Rare" species type,

may do so without penalty; however, if this character is killed or otherwise permanently eliminated from the game, the "real" player involved may not generate another "special" character until all others participating in the game have been allowed a similar character.

5.2. Record-Keeping

Each major game character should have his/her/its vital statistics noted down using a copy of the character record. Where player characters are concerned, **two** separate character records are employed, one for the player controlling the character and one for the Referee on which he will keep whatever secret information about the character as is relevant. It is the responsibility of the players to see that the information on their character records be kept accurate and up to date. For this purpose, the record should either be enclosed in a transparent plastic sheet protector and be written on with an grease pencil or other erasable marker, or if uncovered, be marked in pencil.

Also, it is strongly recommended that the designated party leader (usually, the player controlling the most senior or powerful of the player characters) keep a journal with brief notes on what events transpired when in game time. This not only reduces arguments and confusion, but provides a perspective later on the party's (mis)adventures on Telostic.

5.3. Characteristic Score Dice Rolling

The first activity a new player of *Shakhàn* must perform is establishing the "vital statistics" – sometimes called "characteristics" or "requisite scores" – of the character he or she will control in the course of the game. Most of a fantasy role-playing character's personal attributes are determined by chance; that is, the player controlling the character throws various combinations of polyhedral dice, totals the numbers shown on the upward-facing sides of each die and records this number as his or her score in the category being checked for. It is recommended that players be allowed to perform most of these dice rolls themselves, with the exception of the few statistics (e.g. latent mental illnesses, undiscovered psychic abilities, etc.) that the character could not reasonably expect to be aware of.

In most cases, it is better for a character to have a high than to have a low score in an attribute category. Regardless of the effects of modifiers, a "3" is the lowest score a character can begin the game with in any requisite category, and any scores under that may be re-rolled. Despite this, a few players may be unlucky enough to roll low totals in a number of categories, and while in theory any character can be successful in *Shakhàn*, it is understandable that a player might not wish to begin play with a real "basket case". In such circumstances, the rule is:

If the average of **all** a character's requisite scores turns out to be *lower than "11"*, the player may voluntarily abandon that character and roll up another instead. But if a player wants to re-roll a character, he or she must start again from the beginning, and may not merely re-roll those requisite scores that are undesirable.

Implementation Note

There are certain types of mental and physical defects, as well as other personal problems such as drug addiction, that have been included in *Shakhàn* partly for "flavour" and partly for completeness. It is up to the Referee to decide which, if any of these, should be ignored in the interest of maintaining an enjoyable game, and which should be left as a challenge for a newly-established character to overcome. Common sense should be used to decide this: it is, for example, quite unlikely that a character who starts out the game as a quadriplegic could be enjoyable to play, but one with a drug addiction or some kind of serious psychological limitation might provide an interesting "personality" as a background to the character's actions on Telostic. One way the Referee could govern this is to allow a player to re-roll (from the start) a character with one serious physical handicap or two or more serious mental ones. Another way would be to give the character a compensating advantage in some other area, for example an extra 2 to 3 points in an important requisite score or a slightly higher social class.

It is also frequently advantageous to choose one's occupation in a field which depends primarily on one's highest requisite score. For example, a character who chooses to become a priest or cleric should possess a relatively high Mystic Ability score, since it is that requisite that is most important for religious rites and magic. Similarly, a character who wants to be a thief should have high Agility and Dexterity scores.





5.4. Establishing a Character's Species

Humankind is not the only sapient race on Telostic, although, for reasons still being debated, it is the dominant one. Many other species of intelligent beings populate the planet and some of these may, under certain circumstances, be chosen by players establishing new characters. It is recommended, however, that players new to *Shakhàn* limit themselves to the human or near-human races. A new player will already face a formidable task in adapting his patterns of thought to those of a human from the Telostician culture: imagine how much more difficult, therefore, things will be having to "think like" a totally alien being. A related problem here is that certain sapient races are inherently solitary by nature (example: the *Chàngalà*, the Dragons) or are persecuted by civilization (example: the *Enhù'uv*, the Demons of Fire), and thus will pose severe problems for parties of normal characters that try to integrate such unusual races into their ranks.

The Referee may allow a player to choose a character of any species if he or she desires, but it is strongly recommended (mainly, to keep the game from being overpopulated by Dragons and Demons) that instead a player wishing to establish an "exotic" character be forced to qualify for it on the following Character Species Table. Regardless of the outcome of any dice rolls on the Table, a player may **always** choose to be a human character of the dominant ethnic group of the area in which his character starts play.

5.4.1. The Character Species Table

The player wanting to establish the nonhuman character first rolls percentage dice to determine how exotic the races he may try for are. The results are interpreted as follows:

Dice Result	Species Rolls Allowed
01-50	1 on Common Table
51-75	2 on Common Table
76-85	2 on Common Table, 1 on Uncommon Table
86-95	2 on Common Table, 2 on Uncommon Table
96-98	2 on Common Table, 3 on Uncommon Table
99	1 on Common Table, 1 on Rare Table
100	Roll Twice (ignore this result if obtained again)

Depending upon whether he qualified for a "Normal", "Uncommon" or "Rare" species type, the player now performs a second dice roll on one or more of the Tables below:

5.4.2. Common Species Table

Dice Result	Species Indicated
01-40	Human (humanoid)
41-65	<i>Arda</i> (quadruped marsupial)
66-75	<i>Ca'una</i> (biped, bovine)
76-85	<i>Shélèggi</i> (furry small humanoid)
86-95	<i>Bèni</i> (green-skinned humanoid)
96-00	<i>Ri'im</i> (humanoid reptile)

5.4.3. Uncommon Species Table

Dice Result	Species Indicated
01-20	<i>Lhàashàà-àdyé</i> (tall, humanoid)
21-30	<i>Hàmyé</i> (small, quadruped marsupial)
31-40	<i>Granàyu</i> (small, opossum-like creature)
41-50	<i>Nika'Khàdra</i> (quadruped lizard)
51-60	<i>Hoyoté-Gò</i> (bipedal humanoid lizard)
61-70	<i>Apnié</i> (large furry ursoid)
71-80	<i>Agàk</i> (frog-like humanoid amphibian)
81-90	<i>Arfò</i> (beetle-like insect)
91-00	<i>Hiòn</i> (slime-covered quadruped)

5.4.4. Rare Species Table

Dice Result	Species Indicated
01-30	<i>Skròno</i> (tentacled humanoid)
31-60	<i>Njédyu</i> (shapechanger)
61-70	<i>Dobùllah</i> (semi-humanoid shapechanger)
71-75	<i>Yhéla</i> (greater, parasitic undead)
76-80	<i>Chàngalà</i> (large to gigantic reptile)
81-85	<i>Motnat'tà</i> (large mantis-like insect)
86-90	<i>Enhù'uv</i> (demonic winged creature)*
91-95	<i>Sagòst</i> (semi-ethereal spirit)*
96-99	<i>Lepré</i> (creature of magical energy)*
100	A (Minor) Demon *

* : Obviously, playing these kinds of characters involves a great deal of creativity and it is only recommended for a player for whom the Referee has a "special mission" (eliminating an uppity group of other player characters, perhaps?).

It will be noted that the species types listed above are completely different from the ones assumed in the *AD&D® Players Handbook*; in other words, it is **not** possible to establish an elven, dwarf, gnome, orc etc. character in *Shakhàn*. References to these species types in the *AD&D® Players or Dungeon Masters' Handbooks* are to be ignored when playing *Shakhàn*.

5.5. Types of Character Species in a Party

It is probably best that there be no "rare" species types in a party of characters made up primarily of "normal" and "uncommon" races, particularly if the players involved are new to *Shakhàn*. To speed play, it is recommended that players not be allowed to spend more than a few minutes reading the descriptions of the character species given below, before indicating which one they will choose; after all, in real life, one gets no choice at all as to what race one's parents are!

5.6. The Common and Uncommon Species

5.6.1. The Human Race

Form:humanoid mammal (two arms, two legs, little body fur)

Sexes:male and female (many sexual deviants)

I.Q.s:average

Strength:average

Psychics:average

Perception:average

Languages:normal verbal languages

Sizes:males about 1.5 - 2.5 m. tall, weights 35 - 180 kg.; females 1.4 - 2.0 m. tall, weights 30 - 130 kg.

Colours:skin dark earth-brown in tropics to light pink

Diet:omnivorous (grains and vegetables predominating)

Gestation:about four months, one to four young born live

Maturity:both sexes become sexually mature at about 11 years age

Life span:14 to 156 years (average about 39 years)

For reasons that are not fully known, the human race is the dominant sapient species in most regions of Telostic. In many areas human beings outnumber the next largest sapient species by five or six to one.

Most humans belong to tightly-controlled, semi-feudal empires or city-states fighting with one another over various historical, political or religious issues, and it is a feature of humankind that more of its members have been killed in these disputes than by all other external dangers. There is usually little overt prejudice displayed by humans against the more "conventional" of the other sapient races; however, humans often oppress each other on rather obscure ethnic and racial grounds.

In terms of apparent physical and mental powers the human race is neither the most nor the least well-endowed, but its balance of adequate abilities in all areas gives the average human excellent chances of self-development.

All rolled characteristic scores

3D6

Females: +2 Physical Beauty, +1 Agility, -2 Strength, -1 Willpower





5.6.2. *Bènli*

Form:..... humanoid mammal (two arms, two legs, little body fur)
Sexes:..... male and female (some sexual deviants)
I.Q.s: average
Strength: below average to average
Psychics:..... average to above average
Perception:..... average to above average
Languages: normal verbal languages
Sizes: males about 1.4 - 2.2 m. tall, weights 30 - 130 kg.; females 1.3 - 1.9 m. tall, weights 27 - 100 kg.
Colours: skin dark green in warmer climates to light green; yellow or light green eyes
Diet: omnivorous (grains and vegetables predominating)
Gestation: about eight months, one or two young born live
Maturity: both sexes become sexually mature at about 18 years age
Life span: 20 to 255 years (average about 60 years)

Superficially the *Bènli* (BEN-lee) are very similar to humans, and this (plus the fact that these are the only two races that can produce offspring as a result of cross-species matings) has lead scholars to believe that the human and *Bènli* races have a common ancestor. Whatever the truth to this, it is a fact that the *Bènli* are accepted with the same rights and privileges as humans in most societies.

It is said that *Bènli* are on the whole more "psychic" than humans and an unusually high percentage of them will be found in the specialist trades of magic-user, priest, alchemist, etc.. Perhaps to balance this, these creatures are more slightly built and less robust than most humans; they do not do well in cold climates and consequently few are found in the lands north of the *Nòlan Oblé*.

Strength	3D6-1	Physical Beauty	3D8
Dexterity	3D6+1	Willpower	3D6-1
Agility	3D6+1	Hearing	3D6+1
Constitution	3D6-1	(Other scores)	3D6

Females : +2 Physical Beauty, +1 Agility, -2 Strength

5.6.3. *Arda*

Form:..... pseudo-humanoid marsupial (two arms, four legs)
Sexes:..... male and female (some sexual deviants)
I.Q.s: average
Strength: average to above average
Psychics:..... below average to average
Perception:..... average
Languages: normal verbal languages
Sizes: males about 1.5 - 2.1 m. tall, weights 40 - 160 kg.; females 1.4 - 2.0 m. tall, weights 38 - 140 kg.
Colours: skin dull reddish-brown, lighter on undersides
Diet: primarily carnivorous, other foods in desperation
Gestation: three months in egg, four in pouch, one to three young
Maturity: both sexes become sexually mature at about 10 years age
Life span: 13 to 81 years (average about 34 years)

Thought to have originated in the empire of Ardtien (now incorporated into the Rocto-Ardae sphere of influence), the *Arda* (ARR-dah) are now found almost everywhere. They are shorter than humans, but stockily built; the head contains two small red eyes, while the hairless body has four stout legs, each with two toes, and two human-like arms.

These creatures are marsupial egg-layers and their reproductive process has three stages: conception, egg-hatching and exit from the female's pouch. The *Arda* are physically strong but not intellectually inclined; they thus are found more commonly as warriors, labourers, etc.. In numbers, this race is second only to mankind as the most "successful" species of Telostic.



A young Bènli female, age about 13 Telostician years

Strength	3D8+1	Intelligence	3D6-2
Agility	3D6-1	Psychic Ability	3D6-2
Constitution	3D6+2	Mystic Ability	3D4
Physical Beauty	3D6-1	(Other scores)	3D6





Females : +1 Agility, -1 Strength

5.6.4. Ca'ùna

Form:humanoid bovine (two large legs, two arms, thick fur)
Sexes:male and female (some sexual deviants)
I.Q.S:average
Strength:average to above average
Psychics:below average to average
Perception:average
Languages:normal verbal languages (heavy accent)
Sizes:males about 1.6 - 2.5 m. tall, weights 50 - 165 kg.; females 1.4 - 2.0 m. tall, weights 40 - 130 kg.
Colours:skin dull brown or tan, rarely dark grey or black
Diet:grasses, grains, tubers, occasionally fruit
Gestation:five to six months, one or two young born live
Maturity:both sexes become sexually mature at about 9 years age
Life span:3 to 101 years (average about 31 years)

These creatures are, roughly speaking, to bovine animals what human beings are to apes. The *Ca'ùna* (kah-OO-nah) have only two hoofed legs, but are able to balance themselves with their rather long, thick tails; their heads resemble a sort of cross between a man and a cow, with two large black or brown eyes and a long, tapered snout. These creatures have a good Sense of Smell and an innate ability to sense danger; this is simulated as a bonus of 1 point on the DMod used for a Situational Awareness check (see Intelligence score description below), when in a potentially hazardous situation. Although this species is intelligent and reasonably strong, its rather weak manipulative arms and retiring nature causes its members to mostly eschew the more violent occupations. Instead, the *Ca'ùna* have become world famous as merchants, and in many localities they will be found to dominate economic affairs.

It is said that the ancestral homes of these beings were in the grasslands of what is now the Great Mahagi Desert; whether or not this is true, *Ca'ùna* are today found in almost all climates, be they warm or cold.

Strength	2D8+1D6	Willpower	3D4
Dexterity	3D6-1	Sense of Smell	3D8
Constitution	3D6+1	(Other scores)	3D6
Physical Beauty	3D6-1		

Females : +1 Agility, -1 Strength

5.6.5. Shélèggi / L'àqu-àlu

Form:humanoid mammal (two arms, two legs, some body fur)
Sexes:male and female (many sexual deviants)
I.Q.S:average to below average
Strength:average to very high
Psychics:below average to average
Perception:average
Languages:normal verbal languages
Sizes:males about 1.5 - 20 m. tall, weights 50 - 3000 kg.; females 1.3 - 15 m. tall, weights 40 - 2000 kg. (see below)
Colours:skin brownish-grey, occasionally dark grey
Diet:omnivorous, meat preferred (often uncooked)
Gestation:five months, one to seven young born live
Maturity:both sexes become sexually mature at about 8 years age
Life span:14 to 134 years (average about 25 years)

Many of these rather untrustworthy creatures are only semi-social, living in bands of around forty individuals which subsist by means of hunting and, sometimes, banditry. This latter trait, as one might expect, has caused all *Shélèggi* (shay-LEGee) to be looked upon with suspicion in many civilized areas. Those that have learned to adapt to society are frequently found as warriors or others involved in martial affairs, for the species is quite strong physically. As near as is widely known, *Shélèggi* do well in all climates and are quite common in some wilderness areas.

An average *Shélèggi* stands no more than about 1.5m. tall and has a hunched, oily-surfaced body that emits a smell most other races find objectionable; the head is unusually large for a small being and contains two small red eyes and four short horns, two horns on females. The young are born live by the female, who is almost impossible for non-*Shélèggi* to tell from the male. The *Shélèggi* have unusually good night vision, and can see in almost pitch darkness about as well as a human can see in deep twilight.

These creatures have an unusual feature connected with the process of maturation: perhaps because of some genetic flaw, about one out of every ten *Shélèggi* simply "never stops growing" upon reaching adulthood. The term society has coined for such individuals is *L'àqu-àlu*, (el-akoo-AWLoo) "The Once-Small Now Mighty". The *L'àqu-àlu* are also somewhat different from the *Shélèggi* in body form, being thinner of both limb and feature. In game terms, the growth of a *L'àqu-àlu* character can be simulated as follows.

Each game year a *Shélèggi* character survives past its eighth birthday (or whenever the player began controlling it, if it was more than eight years old at the time), the player may roll 1D100 to see if it has increased in size. A result of "80" or above indicates that this has happened. Increase the dice roll by 10 if the character belongs to a physically strenuous occupation such as warrior, labourer, etc.; reduce it by 10 if the character carries out only sedentary duties such as sage, magic-user, priest, etc. The character's physical height and weight will increase each month by its current height and weight times 1.0 + (1D100 / 100). Note that not all effects of increases in size are good ones. Although a *L'àqu-àlu*'s current Strength and Body Damage Reserves increase in proportion to the increase in size, its Agility and Constitution factors are reduced by one (to a minimum of "six") each year an increase in size takes place, due to the strain the added size puts on the creature's ability to maneuver and on its cardiovascular system. Needless to say, any character that attains true "legendary" size in this manner will not be welcome within cities, and may indeed find itself persecuted as a freak or threat to public safety.

Strength	2D8+1	Mystic Ability	2D8
Dexterity	2D8	Vision	3D6+1
Agility	3D6+2	Hearing	3D6+1
Physical Beauty	2D6	Sense of Smell	3D6+1
Intelligence	2D8	Touch Sense	3D6-2
Willpower	3D6-2	Taste Sense	3D6-2
Psychic Ability	2D8	(Other scores)	3D6

Females : +1 Physical Beauty, +1 Agility, -2 Strength

5.6.6. Ri'im / Hnàhhu

Form:humanoid reptile (two arms, two legs, vestigial tail)
Sexes:male and female (some sexual deviants)
I.Q.S:average to below average
Strength:average to above average
Psychics:below average
Perception:average
Languages:normal verbal languages
Sizes:males about 1.5 - 2.3 m. tall, weights 50 - 300 kg.; females 1.3 - 2.0m. tall, weights 40 - 250 kg.
Colours:skin greenish field-grey, occasionally dark green or gray
Diet:omnivorous, fish or meat preferred
Gestation:three months, one to three young born live
Maturity:both sexes become sexually mature at about 11 years age
Life span:10 to 150 years (average about 30 years)

The *Ri'im* (rih-hIHm), though reptilian in body, are warm-blooded and humanoid in form; an adult male is usually short and wiry, with a narrow, pointed-crown head and large ears framing two extremely small jade-green eyes.





These creatures are quite intelligent, but share a bad reputation for lawbreaking with the *Shélèggi*. They are more urban in disposition and are more frequently found in populated areas, often, in the occupations of beggar, thief or gangster. A special feature of this species is its natural ability to see through disguises, illusions, and so on; in game terms, this is simulated as a bonus of 1 point on the DMod used for a Situational Awareness check (see below) when a *Ri'im* character is confronted with a disguise or other concealment (this also includes checks for resistance to magic illusions). Also like the *Shélèggi*, the *Ri'im* gain an unusual physical trait upon maturity: a "changed" *Ri'im* is called a *Hnàhhu* (henAHH-hoo), grows moderately and becomes able to regenerate damaged tissue at an extremely rapid rate.

There are legends of *Hnàhhu*, undoubtedly with special training, that have developed this ability to the point where they cannot be permanently killed without the sundered pieces of their bodies being burned or otherwise disintegrated. It is said that the *Hnàhhu*'s resistant ability was a gift from certain deities; in exchange for the gift, however, They removed any psychic abilities, and consequently magic-using *Hnàhhu* are rare indeed.

For game purposes, the regenerative ability can be handled as follows. Each game year a *Ri'im* character survives past its eleventh birthday (or after when the player began controlling it, if this was later than the age of eleven), the player may roll percentage dice to see if the character has become *Hnàhhu*—a result of "80" or higher indicates that this is so. Add 10 to the result of the roll if the character has spent most of its life in the country, away from the polluting influences of other races; add 15 if the character has never had sexual relations of any sort. Note that unlike as is the case with the *Shélèggi*, only **one** dice roll is ever needed to become a *Hnàhhu* and gain automatic increases in regeneration each year.

Upon becoming *Hnàhhu*, the character multiplies its height and weight by 1.0 + (1D100/15) and adjusts its Strength and body damage scores accordingly. No modifications are made to other physical scores—however, the character's psychic-related scores are **halved**. More importantly, this year and each year thereafter, the character adds 1D10 to the cumulative total of its body damage points that it can automatically regenerate per game day (rationed out over the hours of the day, if possible). If this eventually results in the character being able to regenerate more than 100 per cent of any of these reserves per day, the percentage over 100 represents what can additionally be regenerated per hour. For an exact description of how regeneration is regulated, consult the Combat rules.

Strength	2D8	Psychic Ability	2D6
Agility	3D6+2	Mystic Ability	2D6
Constitution	2D8+1	Vision	3D6-1
Physical Beauty	2D6	Sense of Smell	3D6+1
Wisdom	3D6-1	Taste Sense	3D6-1
Intelligence	3D6-1	(Other scores)	3D6
Willpower	3D6-1		

Females : +1 Physical Beauty, +1 Agility, -2 Strength

5.6.7. Lhààshàà-àdyé

Form:..... humanoid mammal (two arms, two legs, some body hair)

Sexes:..... male and female (some sexual deviants)

I.Q.S : average to above average

Strength: average to below average

Psychics:..... above average to high

Perception:..... average to above average



Mature Ca'una female

Languages: normal verbal languages

Sizes:..... males about 1.8 - 2.9 m. tall, weights 80 - 200 kg.; females 1.7 - 2.7m. tall, weights 70 - 180 kg.

Colours:..... skin pale purple, darker in tropics

Diet: omnivorous, fish preferred

Gestation: nine months, one (rarely two) young born live

Maturity: both sexes become sexually mature at about 11 years age

Life span: 18 to 118 years (average about 41 years)

These purple-skinned humanoids appear for all purposes and intents to be tall, gaunt-looking humans with extremely long limbs. Their heads are elongated but still quite human-like with a long nose, two large orange or yellow eyes and tufts of facial hair on both males and females. There are four fingers on each arm.

Lhààshàà-àdyé (leh-ahh-shah-AWH-dyay) females only come into heat once each year, and then only for two weeks; this, combined with the usually low number of offspring and a susceptibility to disease, has kept their numbers rather low in most populated areas. The weak upper body strength of the *Lhààshàà-àdyé* prevents many of them from entering the martial occupations, but the species is highly psychic perhaps more so than any other "common" race, and consequently often finds employment in the religions, magical guilds, and so on.





Two other miscellaneous facts are worthy of note. The glandular secretions of the *Lhààshàà-àdyé*, particularly the females, emit a scent most other races, the *Shélèggi* excepted, find attractive, and occasionally a *Lhààshàà-àdyé* will be able to collect and sell its body sweat for a price. Also, these creatures have the distinction of giving the only proper name, usually cited only in curses, of the dread Nameless One, *Væran* of the Dark Abyss: *Uùhry-Nyòghh* (oo-OOH-ree nee-AWG-eh), which means (in the long-lost ancestral tongue of the *Lhààshàà-àdyé*) roughly "death" or "forever lost".

Strength	4D4+1	Psychic Ability	3D10
Dexterity	3D6-1	Mystic Ability	3D8+1
Constitution	2D8+1	Taste Sense	3D6
Intelligence	2D10	(Other scores)	3D6
Willpower	3D6-2		

Females : +2 Physical Beauty, +1 Agility, -2 Strength

5.6.8. Hàmyé

Form:small pseudo-humanoid marsupial (two arms, four legs)
Sexes:male and female (some sexual deviants)
I.Q.s:average
Strength:below average to average
Psychics:average to above average
Perception:average to well above average
Languages:normal verbal languages
Sizes:males about .6 - 1.3 m. tall, weights 10 - 50 kg.; females .4 - 1.1 m. tall, weights 9 - 45 kg.
Colours:skin dull reddish-brown, dorsal surfaces dark brown mottle
Diet:primarily carnivorous, other foods in desperation
Gestation:three months in egg, four in pouch, one to four young
Maturity:both sexes become sexually mature at about 15 years age
Life span:42 - 440 years (average about 88 years)

This relatively uncommon race never goes much above about 1.3 metres in height and is only encountered in large numbers in Mâhag, although individuals are not significantly affected by cold climates.

Thought distantly related to the *Arda*, the *Hàmyé* (HAHM-yay) has two arms and four short legs, all with one opposable thumb; the rounded, hairless head contains four equally-spaced eyes, so these creatures can see in all four directions at once! This is but one aspect of the heightened senses this race possesses, as certain *Hàmyé* are known to be able to see planes of reality imperceptible to humans except by means of magic. Also, all characters of this species have a limited infravisual (heat-sensing) ability to see in the dark, and the *Hàmyé* have an innate ability to be aware of the presence of sloping corridors or passageways. Their leathery, knobby skin is usually a dull red or terra-cotta in colour with a dark brownish mottle on the dorsal surfaces, although a few females (considered most desirable by males) are mottled in tan rather than brown. In terms of reproduction, the *Hàmyé* are very similar to the *Arda* in that they are egg-laying marsupials, but the females come into heat very infrequently, perhaps once each ten years; reproductive rates are therefore low.

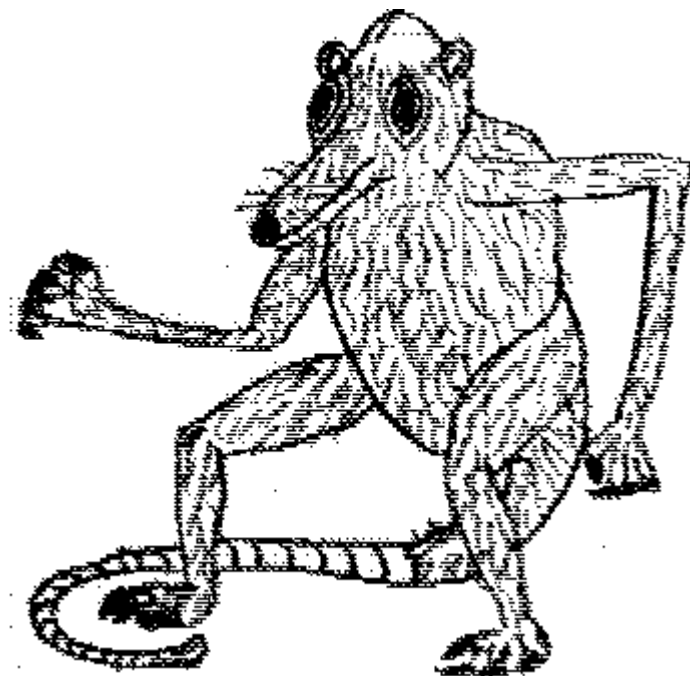
Though they fit in well to human society, mostly in urban middle classes in the skilled occupations, the "Smaller Folk", as the *Hàmyé* are often called, often remain aloof from the day-to-day goings-on of human politics and religion and are nowhere to be found when conflicts arise. Part of this attitude is undoubtedly caused by the race's relatively long life span, one of the longest of the all the civilized species; the *Hàmyé*, with few exceptions, tend to view the comings and goings of human rulers as transitory. Where individuals do take an interest in society, it is usually in the fields of scholarship or religion, and an unusually high percentage of sages and priests in some regions are therefore of the *Hàmyé* race.

Strength	3D4	Vision	3D8
Dexterity	3D6+1	Hearing	3D6+2
Agility	4D4	Sense of Smell	3D6+1
Constitution	2D6+1	Touch Sense	3D6+1
Intelligence	2D10	Taste Sense	3D6+1
Psychic Ability	2D10	(Other scores)	3D6
Mystic Ability	2D10		

Females : +2 Physical Beauty, +1 Agility, -2 Strength

5.6.9. Granàyu

Form:small opossum-like mammal with prehensile tail
Sexes:male and female (very few sexual deviants)
I.Q.s:average
Strength:low to below average
Psychics:average to above average
Perception:above average to very high
Languages:normal verbal languages plus a limited racial tongue
Sizes:males about .5 - 1.0 m. tall - 10 kg.; females .45 - .9 m. tall, weights 4 - 8 kg.
Colours:fur light grey, exposed skin chocolate brown
Diet:nuts, berries, fruits, cannot digest animal tissue
Gestation:three months, one to ten young
Maturity:males mature at 13 years age, females at 20
Life span:28 - 440 years (average about 100 years)



A diminutive Granàyu from south of the Nòlan Oblé

These tiny, naturally-arboreal creatures are uncommon, but can occasionally be found adventuring and conducting business in human society. They appear as slightly-built, furred creatures with long, supple arms and legs and an unusually high-pitched voice; there is a prehensile tail and the feet have an opposable thumb. The elongated, lozenge-shaped head contains two large, platter-shaped eyes, small round ears and a bald crown. In general, the effect is that of a large, upright-walking opossum.

The *Granàyu* (grahn-AI-yoo) are known to have great powers of perception, and their eyes are capable of clear sight in pitch darkness. They also have a limited infravisual or heat-sensing vision mode, which, unlike the visual abilities of most other races, **can** be used in conjunction with its normal eyesight. About one in every six *Granàyu* has a poison exuded by the third claw on each of its front paws; this toxin is normally fatal to warm-blooded victims, has no effect on others and gradually loses potency if the creature is separated from its arboreal habitat and diet. Females only come into heat once each eight years and usually become barren after one litter.





The *Granàyu* are still "wild" in many parts of the world, particularly the mountain ranges southeast of the Meshonian Empire, thought to be the race's ancestral homeland. In these regions they live in loosely-organized tribal and family groupings that make their homes in the tallest trees. Many that are found in human societies are in fact outcasts or expatriates from this "native" culture, and thus few *Granàyu* are willing to devote the lifetime of service often necessary to advance in civilized society. This species dislikes cold winters, moreover, and very few *Granàyu* can be found in *Ushù'* north of the *Nòlan Oblé*.

This, in addition to the race's unsuitability to hard physical labour, means that most of the "Tiny Folk" found in cities will be either there on a specific mission from the homelands or will be involved in the specialist occupations (frequently, those of thief or spy; the ability of *Granàyu* to pass barriers unnoticed is legendary).

Strength	2D6+1	Hearing	3D8
Agility	3D6+2	Sense of Smell	4D8
Constitution	2D6+1	Touch Sense	3D6+1
Intelligence	3D6-1	Taste Sense	3D6+1
Vision	3D8	(Other scores)	3D6

Females: +2 Physical Beauty, +1 Agility, -2 Strength

5.6.10. Nika'Khàdra (Ttòlta)

Form:..... six-limbed reptile (four legs, two arms)

Sexes: male and female (no sexual deviants)

I.Q.S: somewhat below average to average

Strength: above average to high

Psychics: below average to average

Perception: mostly average, a few below or above average

Languages: normal verbal languages with difficulty, racial tongue used for most simple communication

Sizes: males about 1.7 - 2.1 m. tall, weights 70 - 340 kg.; females 1.4 - 1.8 m. tall, weights 50 - 270 kg.

Colours: lime or olive green body, dark green dorsal surfaces

Diet: carnivorous (fish preferred), roots, fungus

Gestation: one month to egg laying, eggs hatch in seven months

Maturity: both sexes mature at five years" age

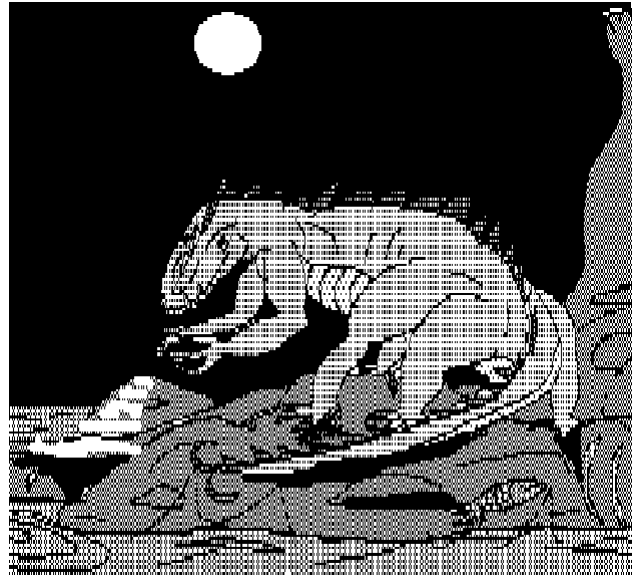
Life span: 6 - 104 years (average about 32 years)

For historical reasons this race has two names, these being *Nika'Khàdra* (nik-ha KAW-drah) in the lands north of the *Nòlan Oblé* and *Ttòlta* (tet-OHL-tah) in the south. They are sometimes encountered in the wilderness and on trade routes, often as nomadic bandits, since their preferred social organization is semi-tribal and semi-civilized, but are very rare in conventional society and in urban areas.

The *Nika'Khàdra* are imposing-looking creatures, possessing a powerfully-built, four-legged centauroid torso with a long tail ending in a two-spiked hook, while their large, lizard-like heads are filled with sharp teeth. Two short armlike forelimbs with opposable thumbs are used for manipulative purposes. The small, red eyes give rather poor eyesight in bright daylight and hearing is mediocre, but there is an excellent sense of smell, both above and below water. With a little training, a *Nika'Khàdra* can perform very deep dives and can swim with astonishing speed. The females come to sexual maturity at an early age and lay eggs frequently, but infant mortality is apparently very high, possibly by fratricide practiced between new hatchlings, a practice considered natural and not discouraged by the parents.

Although intelligent enough (and, unlike the distantly related *Hoyoté-Gò*, capable of emotions understandable by the humanoid races), the *Nika'Khàdra* have never mixed well with society and are found only as curiosities in towns and cities. Their formidable strength has sometimes found them positions in conventional armies, but even in such roles their unsuitability for leadership usually makes their terms of service relatively short. Furthermore, these creatures are instinctive wanderers, a habit that does not go over well with the tight regimentation of most societies.

The *Nika'Khàdra* are cold-blooded and are for that reason especially rare in regions with very cold winters, such as in *Ushù'* north of the *Nòlan Oblé*. Those few tribes that habituate temperate areas are rumoured to hibernate in communal dens during the coldest months, but if this is true it is a practice not much talked about by the *Nika'Khàdra* themselves, probably due to the vulnerability a hibernating den would have to predators or others wishing it ill.



A hungry "wild" Nika'Khàdra fishes by moonlight

Strength	4D8-1	Mystic Ability	3D4
Dexterity	3D4	Hearing	3D4
Agility	2D8	Sense of Smell	4D6
Constitution	3D8+2	Touch Sense	3D4
Willpower	3D8	(Other scores)	3D6
Psychic Ability	3D4		

Females: +1 Physical Beauty, +1 Agility, -2 Strength

5.6.11. Hoyoté-Gò

Form:..... humanoid reptile (two legs, two arms)

Sexes: male and female (no sexual deviants)

I.Q.S: below average to average

Strength: above average to high

Psychics: below average to average

Perception: mostly average, a few below or above average

Languages: normal verbal languages with much difficulty, racial tongue used for simple communication

Sizes: males about 1.7 - 2.5 m. tall, weights 60 - 250 kg.; females 1.4 - 2.1 m. tall, weights 45 - 170 kg.

Colours: olive green or dark grey body, darker dorsal surfaces

Diet: carnivorous (fish preferred), roots, fungus, insects

Gestation: one month to egg laying, eggs hatch in six months

Maturity: both sexes mature at four and 1/2 years" age

Life span: 6 - 100 years (average about 30 years)

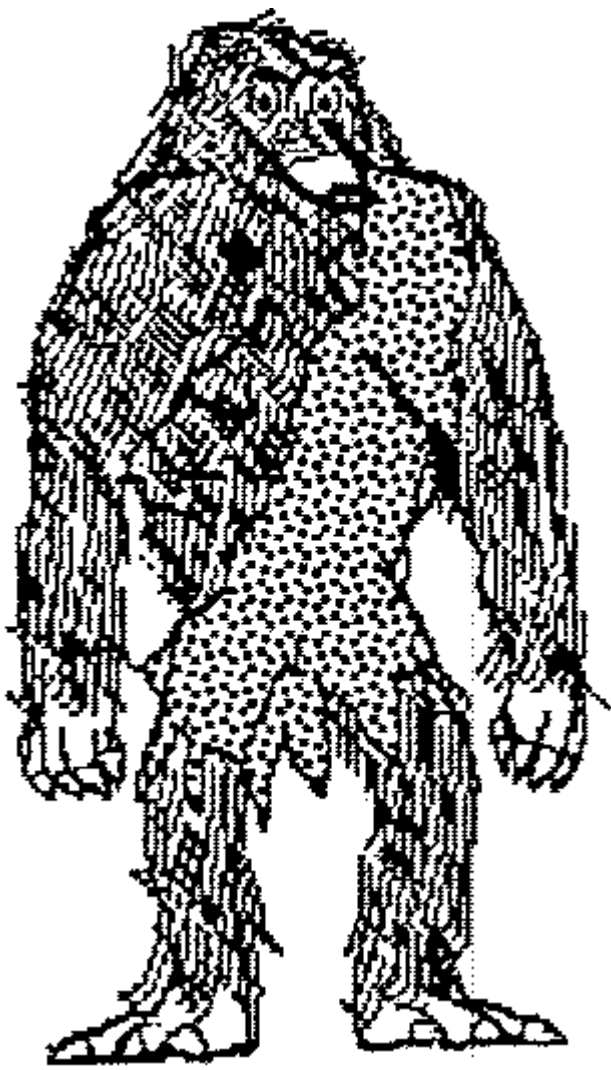
Thought by some to be distantly related to the *Nika'Khàdra*, the *Hoyoté-Gò* (hoi-OAT-ay goh) are rarely seen in civilized areas. These creatures are true reptiles, but are vaguely humanoid of shape, their tall, muscular bodies possessing an elongated, paddle-shaped tail used for swimming. Like the *Nika'Khàdra*, the *Hoyoté-Gò* are semi-aquatic in their natural environment, and will rarely be found a long distance from a large body of water. The *Hoyoté-Gò* have a well-deserved reputation as being impressive if slow-moving warriors, due not only to their great strength (each individual having almost the force of two human men) but because their tough, scaly hides form a sort of natural armour that protects them from harm in battle. These skills are, however, not often employed by conventional armies, since most *Hoyoté-Gò* live in the wild, often in primitive hut-like dwellings in swamps or other humid areas.





The females come to sexual maturity at a fairly early age and frequently lay up to twenty eggs in a single clutch, but for some reason, perhaps the same sort of sibling fratricide noted above, there seem to be relatively few *Hoyoté-Gò* in the known world. Perhaps this is due to climatic conditions; these creatures are cold-blooded and fare poorly even in temperate areas, for which reason they are rarely encountered north of the *Nòlan Oblé*.

This race is almost never found in normal occupations of society, due to the fact that it is almost impossible for their speech organs to adequately vocalize the common languages. Also, individuals have a partly-deserved reputation for unprovoked acts of violence caused by stimuli not understood by non-*Hoyoté*. This last problem is particularly common in encounters between *Hoyoté-Gò* of different tribal groups as well as with the *Nika'Khàdra*, and may have something to do with body odours. The difficulty the creatures have with verbal communication has, furthermore, given them an undeserved reputation for stupidity; in fact, those few *Hoyoté-Gò* that have ever been "educated" seem reasonably intelligent, if obscure in their goals and philosophies.



Barbarian Apnié from the mountains northeast of the Shadowed Empire

Strength	4D6	Psychic Ability	2D6
Dexterity	2D8+1	Mystic Ability	2D6
Agility	2D8+1	Vision	2D6
Constitution	4D6	Hearing	2D6
Wisdom	2D6	Sense of Smell	4D6
Intelligence	3D6-2	Taste Sense	4D6
Willpower	4D6	(Other scores)	3D6

Females : +2 Physical Beauty, +1 Agility, -2 Strength

5.6.12. Apnié

Form:Ursoid mammal (upright-walking, two arms, two legs)

Sexes:male and female (a few sexual deviants)

I.Q.s :low to below average

Strength:above average to high

Psychics:somewhat below average to average

Perception:mostly average, excellent sense of smell

Languages:normal verbal languages with some difficulty

Sizes:males about 1.8 - 3.1 m. tall, weights 80 - 275 kg.; females 1.7 - 2.9 m. tall, weights 70 - 260 kg.

Colours:body fur reddish-brown, rarely dark brown or grey

Diet:omnivorous (cereals only eaten as a last resort)

Gestation:about six months, one to four young born live

Maturity:males mature at about seven years, females at nine

Life span:8 to 86 years (average about 46 years)

Huge and immensely strong, the superficially bear-like *Apnié* (ahpp-nee-YAY) are in demand throughout humanoid societies, being frequently hired as guards, mercenaries or as common soldiers. The species is tall and strongly built; an adult male *Apnié* usually stands more than two metres tall with powerful arms, each ending in an unpleasantly-clawed paw with an opposable thumb, and two shorter but massively-built legs. The body is heavily furred all over, with the exception of the undersides of the paws and feet, the extremities of the long, pointed nose, and the area around the large, orange-coloured eyes.

The *Apnié* wear clothing in human society, but in their natural wild state (almost always in the colder or temperate climates: this race is not partial to hot weather, particularly with high humidity) rarely wear more than loose-fitting belts and harnesses used for storage of weapons and tools.

Although a rare race in terms of absolute numbers, these creatures can occasionally be found in civilized areas since their great physical strength makes them excellent warriors. They are, however, almost never found in positions of authority due to an undeniably low intelligence. Some students of the races in fact place the *Apnié* among the "semi-intelligent" species, between domesticatable animals and true sapient beings; this is probably unfair given that they can converse in several different languages, but it is certainly true that most *Apnié* are not able to understand concepts of philosophy on more than a very basic level.

Strength	3D10	Mystic Ability	2D6
Dexterity	2D6+1D4	Vision	2D6
Agility	2D6+1D4	Hearing	2D6
Constitution	3D10	Sense of Smell	4D6
Wisdom	3D6-1	Taste Sense	2D6
Intelligence	2D6	Touch Sense	2D6
Willpower	3D10	(Other scores)	3D6
Psychic Ability	2D6		

Females : +1 Physical Beauty, +1 Agility, -1 Strength

5.6.13. Agàk

Form:amphibian (four arms, two legs, vestigial tail)

Sexes:male, female and neuter (no known sexual deviants)

I.Q.s :average (as far as can be measured)

Strength:below average

Psychics:apparently quite high

Perception:average to high





Languages: various racial tongues, rarely "normal" languages
Sizes: all sexes 1.4 - 1.7 m. tall, weights 40 - 50 kg.
Colours: light green undersides, dorsal surfaces dark green
Diet: insects, small fish, swamp plants
Gestation: eggs hatch 3 months after fertilization
Maturity: all three sexes mature at about 1 years' age
Life span: 1 to 61 years (average about 20 years)

Found only in warm jungles, swamps and wetlands, the froglike *Agāk* (agg-AKK) rarely take active part in society. These are small beings, commonly about 1.4 metres in height, with a slick, slimy skin, six relatively long and thin limbs and two large white eyes. Colours run all shades of green, usually with a darker green mottling on the backs and upper surfaces. The colour scheme of an *Agāk* identifies its tribal group, and is unmistakable since individuals never wear clothes, only occasionally donning armour if the circumstances warrant it. This species is very rare in northern *Ushùl* due to the cold climate, and may, indeed, not survive a winter in Roctien or its surrounding regions.

These creatures are rather timid and retiring, except where they have the advantage of numbers and terrain; they rarely use magic, but are known to worship several obscure demons and demigods that seem to aid them with unusual frequency. They also have recourse to a number of deadly poisons with which they anoint their blow darts, a favoured weapon, and as a last resort can evade most enemies simply by melting back into their insect-ridden, swampy hiding places. Even here, however, there is one predator they cannot always escape, this being the *Hoyoté-Gò*, who share the same habitat and who have been known to feed on unlucky *Agāk*. For this reason, there is a bitter enmity between the two species that is always just below the surface, even between individuals living in civilized areas.

Strength	3D4+1	Vision	3D6-1
Dexterity	3D6+1	Hearing	4D6
Agility	3D4+1	Sense of Smell	2D6
Constitution	3D4+1	Taste Sense	2D6
Psychic Ability	3D6-1	Touch Sense	2D6
Mystic Ability	3D6-1	(Other scores)	3D6

Other Genders : The statistics given above apply to either male or female *Agāk*. However, these creatures also have a third, "neuter" gender, which seems to play no part in actual reproduction, although it does take part in sexual activities... as near as any of the other species have been able to determine. These neuter *Agāk* have a +2 modifier to Physical Beauty, +1 modifier to Agility and a -2 modifier to the Strength score.

5.6.14. Arfò

Form: insect (beetle-like, four arms, four legs)
Sexes: not applicable (all except queen *Arfò* and drones are non-sexual)
I.Q.s : low individually, high in group (?)
Strength: above average, very high resistance to pain
Psychics: apparently low
Perception: some senses non-existent, others highly developed
Languages: not applicable (communication done with antennae)
Sizes: all individuals are roughly 1.8 m. tall, weigh 90 kg.
Colours: usually shiny black or dark brown overall, rarely grey
Diet: fungus, roots, plant juices
Gestation: eggs hatch 2 months after laying
Maturity: not applicable (maturity reached shortly after hatching)
Life span: 1 to 200 years (average seems to be about 15 to 20 years)

These hulking, inscrutable creatures are sometimes found in moundlike "cities" close by those inhabited by the more common races, but usually will not associate with creatures other than their own kind. The *Arfò* apparently maintain large colonies on some of Telostic's other continents, but they are rare on *Ushùl*. Their largest settlement north of the *Nòlan Oblé* is just to the south of the city of Ascòrcan, although they are also said to have mound-cities in the *Aiagòné Oblé* and in the eastern *Nòlan Oblé* south of East Roctien. There is, however, sometimes a flourishing trade between the *Arfò* (arr-FOE) and the "outsiders" in certain kinds of fungus they grow as their staple food; in many parts of the world it is considered a delicacy and fetches a high price on the open market.

The average *Arfò* is a frightening-looking creature to those of other races. Individuals normally walk upright on their four rear legs and use the other four limbs for manipulation and can fly for short distances on membranous wings kept folded under the chitinous back plates; these beings have two large reddish compound eyes and two long antennae used for intra-species communication. In their native, underground habitat, the *Arfò* live in a hive-like community in which there is one egg-laying queen and thousands of drone workers to attend her. Little is known of their internal ethics or activities; individuals of the species at times appear to be less distinct entities on their own and more merely appendages of the greater, "group" mentality. They are usually quite inoffensive in their approach to other creatures, but if cornered, will fight viciously.

The *Arfò* are very rarely found on their own outside these hives, and when this occurs, their motivations are obscure in the extreme.

Strength	4D6	Psychic Ability	2D6
Agility	2D8	Mystic Ability	2D6
Constitution	3D8	Sense of Smell**	3D10
Physical Beauty	1D6+1	Touch Sense	1D4
Wisdom	2D6	Taste Sense	2D6
Intelligence	2D8	(Other scores)	3D6
Willpower*	2D6		

Other Genders : The statistics listed above apply to an *Arfò* whose gender (if such a term applies) is "worker" or "egg-layer". A "drone" *Arfò* has a -1 modifier applied to Constitution but gains a +1 modifier to Strength. About 1 in every 20 *Arfò* is a "warrior"; in this case the above scores are modified as follows: +2 Strength, +1 Constitution.

* The Pain Reserve of an *Arfò* is **four (4)** times its Willpower score, plus 10 points, not twice as is the case with other species.

** This actually counts as the ability to detect odours with the *Arfò*'s antenna.

5.6.15. Hlòn

Form: amorphous mass
Sexes: egg-fertilizer, egg-layer, neuter
I.Q.s : above average to much above average
Strength: average to above average
Psychics: average to above average
Perception: some senses non-existent, others highly developed
Languages: not applicable (communication done by thought waves)
Sizes: all individuals are roughly 1.8 m. tall, weigh 90 kg.
Colours: normally yellowish-grey
Diet: plant juices, berries preferred
Gestation: eggs hatch 2 months after laying
Maturity: apparently all sexes mature at about 4 years
Life span: 104 to 404 years (average seems to be about 150-200 years)

One of the strangest intelligent races on Telostic is the *Hlòn* (hell-AWN), which seems to co-exist or even co-operate with human society in spite of the great physical and mental differences involved.

The average *Hlòn* appears as a slimy, yellowish-grey mass with two large, multi-faceted red eyes and a mouth that is invisible until opened. They actually do have a solid inner body about one-third the size of that visible externally; this houses the vital organs, the reproductive system connected with egg-laying, and the limbs. The lower limbs, of which there are eight, never appear outside the slimy outer skin and are used for locomotion, while the three upper limbs are manipulative and sometimes emerge distinct from the body. Obviously, the *Hlòn* do not wear clothes or armour, both of which debride and irritate their outer covering, but they sometimes use special dyes to colour themselves in intricate patterns unintelligible to all but their own kind. The preferred diet is one of fruit and vegetable juices, but it is said that individuals can survive in a semi-comatose state for very long periods with no food at all, provided copious amounts of water are available. The *Hlòn* are egg-layers, producing a clutch of ten or more eggs, of which about three will hatch once every fifty years.

These creatures, while usually unable to communicate verbally with the other races, are nevertheless highly intelligent and are sometimes found as scholars, magic-users, priests, and so on. They are rarely found in the line of battle since the slime that surrounds them is slightly inflammable, but if called upon to defend themselves prove surprisingly fast and agile warriors with, if need be, the ability to





effortlessly climb almost vertical surfaces. Although history records very few *Hlôn* that have ascended to true leadership positions in society, they have occasionally been found as advisers and courtiers and sometimes have been "the power behind the throne". The *Hlôn* worship their own variants of the conventional deities where acceptable and worship the human ones where it is not; they can be found in small numbers in almost all climates, but dislike arid regions as they are vulnerable to being dried out by bright sunshine. They are rare in Roctien, but are apparently somewhat more common in the far west.

Physical Beauty	1D6+1	Psychic Ability	2D10
Wisdom	3D6+1	Mystic Ability	2D8+1D6
Intelligence	2D10+1D6	(Other scores)	3D6

Other Genders : As much as is known, roughly 90 per cent of the *Hlôn* are "neuter" individuals that apparently play no part in the reproductive process. There are two other genders, "egg-fertilizer" (roughly corresponding with the male gender of the more familiar species, and making up about 2 per cent of the *Hlôn* population), and "egg-layer" (similar to the regular female gender, comprising the remaining 8 per cent of the species). Modifiers for egg-layers are +2 Physical Beauty, +1 Agility, -2 Strength. Modifiers for egg-fertilizers are +1 Physical Beauty, +1 Strength.

5.7. Rare Species Characteristics

Information on the "rare" species (which should really not be managed as player characters in any case) will be forthcoming in a future release. This includes the following species:

- *Njedjyu* (en-JAYd-jew)
- *Skròno* (skROW-noh)
- *Dobùllah* (doh-BOOL-ah)
- *Yhèla* (ee-HAY-lah)
- *Chàngalà* (shawn-gahl-AH)
- *Motnat'tà* (mott-naht-TAWH)
- *Enhù'ùv* (awn-HOO-huff)
- *Sagòst* (saaGOHsst)
- *Lepré* (lepp-RAY)
- Demon (lesser)

5.8. Gender and Gender Preference

A player may choose to have his or her character be of any gender— typically, male or female, although some races also have a third or other gender— that is normally found within the species concerned (as explained by the species descriptions above). It is probably best, however, that players new to *Shakhàn* run a character whose gender is the same as their own, "real-life" one— for example, a male player should run a male character, a female player a female one, and so on. The reason for this is the same as for running a character of a different species: familiarity with the role involved and ability to act it out in a believable way.

A character's gender does not, by itself, indicate his or her sexual preferences; a character may be either heterosexual (preferring sexual relations with the opposite gender), homosexual (preferring sexual activity with characters of his or her own gender) or ambisexual (willing to engage in sexual activity with characters of either gender, depending upon the circumstances). Although the authors of *Shakhàn* have no intention of imposing their personal beliefs in this area on player characters, the following game convention should be adopted, again for the sake of maintaining the greatest possible level of realistic role-play: A player who is himself or herself either homosexual or ambisexual (and who has no reluctance about this fact being revealed) should be allowed to choose to have his or her *Shakhàn* character have the same sexual preference. Otherwise, the character is considered to be heterosexual, unless a different gender preference is obtained by a check on the relevant charts and tables listed below.

It should be noted that while a significant majority of the human inhabitants of northern *Ushù'l* are heterosexual in terms of sexual preference, except for strictures imposed by a few of northern *Ushù'l*'s religions (for example, the Temples of *Væran* Ro'sènnpàdr, *Virya* Nanyè and *Væran* Rssà-Urutàngk), neither homosexuality, nor most other non-standard forms of personal sexual conduct, are generally considered "bad" or "deviant" in a moral sense. A few of the religions — notably the Temple of the Earth-Mother, ever-bountiful *Virya* Fèttian-lthé — as well as the less educated segment of public opinion, are theoretically opposed to homosexuality on the grounds that "the seed should not be spilled where it cannot grow"; but even here, these beliefs are rarely enforced by overt discrimination. Indeed, there is one religion, that of perverse *Væran/Virya* Kikiri, that actually *requires* ambisexual conduct (as well as a host of other, less savory, activities) of its acolytes and lay worshippers. Thus, there are few real barriers to social advancement to characters of this preference— certainly many fewer than would have been the case in medieval or pre-20th-century Earth.

Finally, a brief comment pertaining to gender preferences among nonhumans should be made here. Most of the common humanoid nonhuman species (e.g. the *Bènlì*, the *Lhàashàà-àdyé*, etc.)— with the significant exception of the *Ca'ùna*, among whom sexuality is primarily reproductive and instinctive in nature— are also predominantly heterosexual and include homo/ambisexual individuals in roughly the same proportions to their general populations as does the human race. Ambisexuality and homosexuality (as well as many other nonstandard sexual preferences) are perhaps even more common among the *Ri'im* and the *Shélèggi* than among an equivalent number of humans, but for most of the other, less familiar species— the *Hoyoté-Gò* would be a good example here— human(oid) attitudes towards sexuality are both bewildering and completely incomprehensible. "The chattering-ooissòoss (a mildly pejorative *Hoyoté* term depicting a squirrel-like primate, often applied, as in this case, to the human race) spend their lives worrying about who to mate with, while we do it in a day and worry no more", goes a familiar *Hoyoté-Gò* saying; the same sentiments might be echoed by many of the other, less common intelligent species.

6. Characteristic Scores and Derived Rules

A characteristic" or "requisite score", also known as a "characteristic level", is a number *Shakhàn* uses to quantify certain features of characters, representing how intelligent, strong, agile (etc.) the persona is. Characteristic scores fall into two main categories: "rolled" and "derived". A short description of the various characteristics, and the effects of high or low scores within them, follows below.

6.1. Rolled Characteristics

These are any characteristic set by the initial rolls of the dice, when the player or Referee first establishes the character. Usually, rolled characteristics represent a character's innate qualities, those he or she was born with and will probably die with. There are basically three main types of rolled characteristics:

- *Physical* characteristics, for example Strength or Agility;
- *Mental* characteristics, for example Intelligence or Psychic Ability; and
- *Sensory* characteristics, for example Vision or Hearing.

A new character in *Shakhàn* begins play with fifteen of these scores. Each player rolls a certain combination of dice (usually 3D6) several times, once each for his or her character's Strength, Dexterity, Agility, Constitution, Intelligence, Mystic Ability, Psychic Ability, Vision, Hearing, Taste Sense, Touch Sense, Smell Sense and Physical Beauty. (Note: A human male character uses 3D6 for all of his characteristic scores. The exact combination of dice rolls and modifiers used for each other intelligent species and gender is listed with each species description in the previous rules sections.)

6.2. Derived Characteristics

These are any characteristic not rolled and are usually the product of a formula involving one or more rolled characteristics. An example of a derived characteristic level is a character's Perception, which is the average of his or her Vision, Hearing and Smell Sense rolled characteristics. A few other requisites, for example Body Damage Reserve (BDR), Magic Resistance (MRES) and Charisma, are mostly derived from the basic ones.

While some derived characteristic levels such as Perception are "innate" in the sense that they are derived from rolled Levels that do not change, others, for example a character's Combat Factor, are frequently modified by environmental conditions such as fatigue, skill with a weapon, etc..





6.3. Characteristic Abbreviations

Where a game mechanism gives a character a percentage chance of completing a task based on his or her requisite scores [for example (PERC + INT x 1 DMod)], the abbreviations used to identify the different requisites are as follows:

STR	Strength	CHAR	Charisma	DVIS	Day Vision
DEXT	Dexterity	INT	Intelligence	NVIS	Night Vision
CONST	Constitution	MYST	Mystic Ability	HEAR	Hearing
AGIL	Agility*	PSYC	Psychic Ability	SMELL	Smell Sense
BDR	Body Damage Reserve	WILL	Willpower	TOUCH	Touch Sense
PB	Physical Beauty	(WIS)	(Wisdom)†	TASTE	Taste Sense
PERC	Perception**	MRES	Magic Resistance†	MEM	Memory††

*: Use the character's *effective* Agility score, adjusted for armour and other encumbrances.

** : This is the average of the character's Vision, Smell Sense, and Hearing.

† : A character's general ability to resist enchantment, in other words his or her Magic Resistance, is the sum of his or her Psychic Ability, Mystic Ability and Willpower divided by 3. For animals, monsters or other entities for whom it may not be practical or convenient to establish these primary characteristics, Magic Resistance can be approximated as "5" plus (the creature's level x 1.5).

†† : This is ordinarily equal to the character's Intelligence score.

† : The "Wisdom" requisite is for compatibility with other FRP systems and can otherwise be ignored, as it is not used in *Shakhàn*.

6.4. Strength

This category indicates, in a relative sense, how physically powerful a character is. This includes, for example, how able he or she is to lift heavy objects, bend bars and so on. A high Strength score is most important for the occupation of fighter or warrior, for it adjudicates what sorts of weapons may be used and it is also one of the requisites factored into a character's personal Combat Factor. In addition, there are certain other abilities affected by a character's Strength. These are illustrated below.

Strength	Description	Strength	Description
3 or lower	Wimp	16 to 17	Powerful
4 to 5	Puny	18 to 19	Powerhouse
6 to 7	Weakling	20 to 21	Mighty
8 to 9	Under Average	22 to 23	Superhuman
10 to 11	Average	24 to 25	Herculean
12 to 13	Above Average	26 or higher	Phenomenal
14 to 15	Muscular		

6.4.1. Activities Governed by Strength

Break bonds, snap manacles, etc.: Strength x 1 DMod.

-Inverse penalty multiplier of 0.1 x tensile strength or composition factor of each bond used to restrain character; typically rope would have a value of about 20, leather 30 and iron handcuffs 85.

Force open a (locked) door: Strength x 1.5 DMod.

-If multiple characters are involved in attempts to open or hold shut portals, the first 2 characters add (Strength x 1.5 DMod) to the total chance their "side" has of affecting the outcome. The next 3 characters add [(Strength x 1.5 DMod) x 0.5], while the next 5 characters add but [(Strength x 1.5 DMod) x 0.25]. Normally, no more than 10 characters may participate in such a venture.

-Inverse penalty subtraction of 0.07 x tensile strength of each spike, wedge or bar holding door shut (usually, a door can hold 1D4+1 spikes before the extra spikes begin to actually weaken its structure).

Bend metal bars or other rigid objects: Strength x 2 DMod

-Inverse penalty multiplier of 0.05 x tensile strength or composition factor of item; typically an iron bar 1 cm. in diameter will have a tensile strength of 85.

Carry or move heavy objects: Strength x 5 DMod; a check is made each 10 minutes or 100 metres the character attempts to carry the item; if failed, he or she drops the item.

-Multiply DMod by 0.5 if character is physically restrained.
-Multiply DMod by 0.7 if bulky items are carried.
-Multiply DMod by 0.7 if running while carrying.
-Multiply DMod by 0.7 if no "handhold" available.
-Subtract 0.5 per 1 kg uphill

Overpower or Restrain another character: (Strength x 10 DMod) + 10 minus (Strength x 10 of the character resisting). In order to be able to attempt this action, the friendly character must first score a strike on the hostile character with his or her bare hands.

-Treat the use of multiple characters in this area as per "force open a door" above.
-Multiply DMod by 0.7 if the friendly character is smaller or less massive than the hostile character.
-Multiply DMod by 0.7 if the friendly character is not on firm footing but the hostile character is.
-Multiply DMod by 0.5 if the friendly character is distracted (e.g. attacked) while attempting to overbear.
-Multiply DMod by 1.5 if the hostile character is either prone or not expecting attack.

Climb by Handholds: [(Strength + Agility) / 2] x 10 DMod; e.g., do a "chin-up" to a bar or otherwise use one's upper body strength to drag oneself up an elevation of 30 or more degrees.

-Subtract 0.5 per 1kg weight the character is carrying.
-Multiply DMod by 0.7 if few, or inadequate, handholds are available
-Multiply DMod by 0.2 if no obvious handholds are available.
-Multiply DMod by 0.7 if the character is being harassed in some way (e.g. climbing while being attacked).
-Multiply DMod by 0.7 if the elevation is greater than 80 degrees.
-Multiply DMod by 1.5 if the character is climbing an object meant to be climbed (e.g. a ladder; ropes are harder to climb than ladders so give someone climbing a rope a multiplier of 1.3).

6.5. Agility

This score regulates how well coordinated and flexible a character's body is, governing his or her ability to balance, avoid blows, dance, and so on. This is one of the most important of the attributes a character can have, as it is the primary component of his or her Combat Factor, Tactic Card Allowance and Movement/Action Point Allowance.

Agility does not encompass eye-hand coordination, which is the province of the Dexterity score.

Agility	Description	Agility	Description
3 or lower	Clod	16 to 17	Unusually Agile
4 to 5	Klutz	18 to 19	Nimble
6 to 7	Clumsy	20 to 21	Adroit
8 to 9	Awkward	22 to 23	Catlike
10 to 11	Average	24 to 25	Amazingly Agile
12 to 13	Above Average	26 or higher	Supremely Agile
14 to 15	Agile		





6.5.1. Activities Governed by Agility

In almost all situations in which Agility is a factor, when calculating chances of success the Referee should use the acting character's **effective** (Adjusted) Agility requisite score, which takes into account reductions in Agility caused by wearing armour and other encumbrances.

Reflex Bonus: Equal to the character's Agility score; this is a combat-related requisite outlined in the Combat rules.

Jump Over Something: Agility x 5 DMod (Leap over a chair, table, chasm or other obstacle).

- Inverse penalty subtraction of 0.2 for each 1 cm. the obstacle's height is higher than half the character's own height.
- Multiply DMod by 0.9 if the object being leaped cannot be touched (e.g. a chasm or a fire).
- Multiply DMod by 1.5 if the character gets a running start on the jump (at least 2m. run for each 1m. to be jumped above).

Jump Downwards, Fall or Swing Suspended: Agility x 4 DMod.

- Multiply DMod by 0.8 if the vertical surface cannot be touched or is "thin air".
- Subtract 1 for each 1m. to be traveled.
- Multiply DMod by 0.7 if the area the character wants to land on is relatively small (e.g. the horse's back).
- Multiply DMod by 0.7 if the character has to grapple something (e.g. the chandelier) to effect the action.

Dance: [(Agility x 2) + Memory] / 3 x 5 DMod. Note that this calculation is different from the various learnable dancing skills— if the character has learned a dance skill, use the calculation as given in the skill description instead.

- Multiply DMod by 0.7 if it is an involved dance (e.g. a waltz or minuet).
- Multiply DMod by 0.5 if it is a very involved dance (e.g. a "saber dance", etc.).

Dodge: Agility x 4 DMod. This covers an attempt to leap aside to avoid a non-conventional attack directed at oneself by an opponent, for example a rock that is falling towards the character due to an earthslide. Using this tactic means that the character "dodging" cannot, except as noted in the combat rules, itself launch an attack in the same combat round. Note that dodging cannot be used in man-to-man combat to avoid a conventional or missile strike attempt, since doing so is covered under the normal combat rules (exception: see "Trample/Crush Attacks").

If a character who is attempting to dodge is capable of a movement type (for example flying) that can be used in the current circumstances and which is not available to its attacker (if any), the DMod is increased to 5.

General Martial Arts Maneuvers: Agility x (DMod of 3 for easy maneuvers, 2 for difficult ones); e.g., stop and suddenly pirouette to face an oncoming opponent, somersault backwards to avoid a blow, break one's fall judo-style, do a flying drop kick, dodge several arrows fired at oneself, use a special throw to render an opponent prone, etc.

- Multiply DMod by 0.3 if the character has never had any martial arts training (note that general warrior training does **not** count).

General Agility-Related Modifiers: (which apply to all the above actions):

- Inverse DMod penalty multiplier of 0.1 for each 10 per cent the character is bound or restrained.
- Multiply DMod by 0.5 if the character is off balance at the point of starting the action.
- Inverse DMod penalty multiplier of 0.1 for each 10 per cent there is less space available to the character than the action requires (e.g. a somersault in a closet).
- Multiply DMod by 0.7 if the character is disturbed (e.g. attacked) while preparing to act.

The consequences of failure for some of the above actions are obvious (for example the character attempted a leap and didn't quite make it); for combat-related actions, however, the usual effect of a failed dice roll is that the character falls prone and loses the ability to do anything in the next combat round except pick him/her/it/self up off the ground.

6.6. Constitution

This represents, in a relative sense, the "health", endurance and fortitude of the physical body of the character. It thus includes how well able the character is to resist the many types of diseases that plague Telostic, as well as being factored into the amount of wound-related damage that can be sustained before the character dies.

Physical trauma to tissues of a character's body is termed "flesh wounds", or "body damage", for purposes of the game, and it is this kind of damage that is indirectly absorbed by the Constitution score (since, a character's Constitution is an important component of his or her Body Damage Reserve, or "BDR", score; see below). Note that there are other types of harm that can quickly kill a character as defined in the Combat rules.

If a character is unfortunate enough to die, his or her Constitution score is the primary factor regulating how likely the various forms of resurrection are to work on him and bring him back to life. Finally, the Constitution requisite governs the number of Fatigue points a character will have (e.g. how quickly he or she becomes tired, when performing strenuous activities).

Constitution	Description	Constitution	Description
3 or lower	Invalid	16 to 17	Very Healthy
4 to 5	Wretch	18 to 19	Unusually Healthy
6 to 7	Sickly	20 to 21	Robust
8 to 9	Unhealthy	22 to 23	Vital
10 to 11	Average	24 to 25	Extraordinary
12 to 13	Above Average	26 or higher	Indestructible
14 to 15	Healthy		

6.6.1. Activities Governed by Constitution

6.6.1.1. FPR (Fatigue Point Reserve)

This is a very important factor because it governs the length of time a character can engage in strenuous activities such as Melee Combat, running away from hostile creatures, attempting to tote heavy weights, etc., before he or she begins to tire and weaken.

Editorial Note

The author has witnessed a scenario in a certain fantasy role-playing game (the name of which has been deleted to protect the guilty), in which a single human warrior character slaughtered over *three hundred* Orcs, in a hand-to-hand combat engagement. Needless to say, no human being could possibly kill this many near-equal opponents before he or she fell unconscious from exhaustion... even if each Orc happily put its head on the chopping block to make things less tiring!

A character's Fatigue Point Reserve is calculated as follows:

$$(\text{Constitution score} \times 2) + \text{Conditioning Bonus}$$

6.6.1.2. Conditioning Bonus

This is a bonus given to characters who, due to constant exercise and training in areas requiring physical exertion and stamina, have been able to condition themselves to be able to outlast the average character. The Conditioning Bonus can only be given out **once** per primary occupation Experience Level advance per character by the Referee, and only under circumstances in which the Referee feels the character has spent an appropriate amount of effort at body building activities.





Obviously, the judgment of what is and is not a "body building activity" is likely to vary greatly, because of the great diversity of character types. For example, a creature with very short legs (e.g. *Granâyû*) will expend a great deal of effort to cover 100 metres in 10 seconds; one of average size (e.g. a human being) will expend a moderate effort, while one of large size and large limb (e.g. an overgrown *L'âqu-âlu*) will hardly exert any effort at all. Characters whose daily routine demands constant strenuous physical effort will usually qualify automatically for the Conditioning Bonus. In other cases, the following guidelines should be used:

If the character has during the period spent at the previous Experience Level each day used up, either at work or in exercise/training, his or her *entire* Fatigue Point Reserve (i.e. down to 0 points remaining), upon reaching the new Experience Level the character will receive **one (1) Conditioning Bonus**. Although this may seem a pretty easy requirement, the Referee should be aware of when a character might be at less than his or her whole Fatigue Point Reserve. Thus an encounter with a monster right after the daily exercise period might not be too pleasant a prospect...!

When and if a character receives a Conditioning Bonus, it is calculated as follows. Add to the character's allowable Fatigue Reserve a number of points equal to **one-quarter (25 per cent)** of the character's current Constitution score, rounding fractions up to the nearest whole number. For example, a character with a Constitution score of "16" would receive a Conditioning Bonus of "+4" Fatigue Points each time he or she reached a new Experience Level. [Exception: A character with Martial Arts training has special conditioning; a character with this type of training gains **one (1) Fatigue Point** extra, for each level of Martial Arts training he or she has accumulated upon advancing in Experience Level. For example, a character with a Constitution score of 16 and five levels of Martial Arts training advances in Experience Level; he or she gains 9 (4 normal + 5 for the 5 levels of training) points for his or her Fatigue Point Reserve, not 4 as would otherwise be the case.]

6.6.1.3. Expending Fatigue points

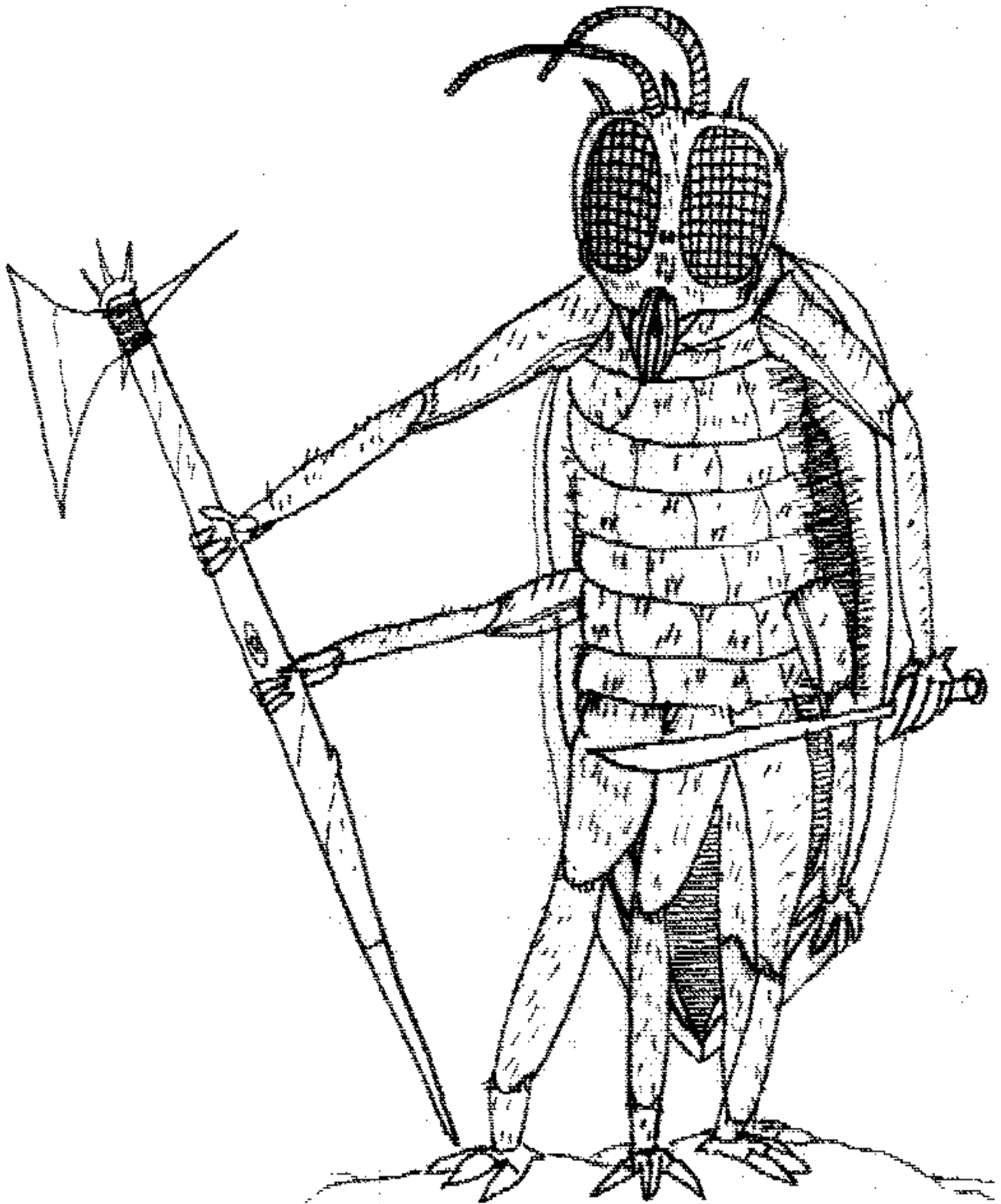
Various game actions – in particular, Melee Combat actions – cause characters to have to expend Fatigue points from their Fatigue Reserves. In most cases, this represents the character simply getting tired. However, Fatigue, as used in *Shakhàn*, also represents the effects of stress to an extent. Although Fatigue points are usually only expended when the character engages in strenuous activities of one sort or another, they can also be lost through Bleeding, which "drains" a variable number of Fatigue points each Melee Round an open wound is left unstanching, possibly causing the character to bleed to death. For further effects of Fatigue losses, see the Combat rules section.

While the list of Fatigue-causing actions is much too long to be detailed here, the following general principles should govern how the Referee decides a character's relative Fatigue expenditures. Special note should be taken of these expenditures immediately prior to each Melee Combat, as it is unrealistic that characters – or, indeed, whatever against which they are poised – should have a full Fatigue Reserve when in fact some of it would already have been used prior to combat. For example, an adventure party that had traveled continuously for four hours prior to a Melee Combat, would have each of its members at eight (8) points below their normal maximum Fatigue Reserve scores.

-*Normal activities of a totally non-strenuous type*, for example simply remaining awake, expend Fatigue at the rate of one (1) point per four game hours.
-*Normal activities of a sedentary type*, for example sitting at a desk or guard-station, expend Fatigue at the rate of one (1) point per two game hours.
-*Normal activities of a non-strenuous type*, for example standing at the desk of a shop selling goods, slowly patrolling the walls of a fortress, moving normally in the Underworld, standing watch over one's camp at night or traveling across-country on horseback, expend Fatigue at the rate of one (1) point per game hour.
-*Normal activities of a moderately strenuous type*, for example waiting on tables in a busy bar-room, moving quietly in the Underworld, bringing in the harvest or hiking across-country in relatively flat terrain, expend Fatigue at the rate of two (2) points per game hour. This may be amended by the Referee, at his or her sole discretion, to one and one-half (1.5) points per hour, if the character involved has taken five to ten minutes each hour to relax and catch his or her breath, have a quick snack and/or a drink of water, and so on.

-*Normal activities of a strenuous type*, for example ploughing, planting or clearing fields, maneuvering on the Field of Battle with the army (without being in combat) or hiking across-country in hilly or forested terrain, expend Fatigue at the rate of three (3) points per game hour.
-*Normal activities of a very strenuous type*, for example mining minerals underground, hauling the foundation stones of a major building or hiking across-country in mountainous terrain, expend Fatigue at the rate of four (4) points per game hour.
-*Special activities of a non-strenuous type*, for example reading a book whose language and script is known, picking a simple lock, disarming a simple booby trap or performing a musical recital in front of one's friends, expend Fatigue at the rate of one-half (0.5) of a point per attempt or instance.
-*Special activities of a largely non-strenuous type*, for example climbing 15 metres down a ladder, reading a faded book whose language and script is known, picking a normal lock, disarming a normal booby trap or performing a musical recital in front of an audience, expend Fatigue at the rate of one (1) point per attempt or instance.
-*Special activities of a moderately strenuous type*, for example climbing 15 metres up a ladder, jogging up to 100 metres, normal sexual activity, friendly arm-wrestling, normal defensive martial arts actions, holding a door shut against opponents of relatively equal Strength, picking a well-designed lock or disarming a sensitive booby trap, expend Fatigue at the rate of two (2) points per attempt or instance.
-*Special activities of a strenuous type*, for example "shimmying" 15 metres up a rope or pole with hand-holds, running up to 100 metres, normal offensive martial arts actions, bending thin iron bars of a cage, wrestling another character of roughly equal size to the ground, holding a door shut against opponents up to twice one's Strength, wild sexual activity, picking a difficult lock or disarming a dangerous booby trap, expend Fatigue at the rate of three (3) points per attempt or instance.
-*Special activities of a very strenuous type*, for example "shimmying" 15 metres up a rope or pole with little to hold on to, sprinting up to 100 metres, holding a door shut against opponents of greatly superior Strength, special martial arts actions such as the "flying drop-kick", bending strong iron bars of a cage, wrestling a larger character to the ground or pole-vaulting over a 5 metre-wide pit, expend Fatigue at the rate of four (4) points per attempt or instance.
-*Special activities of an extremely strenuous type*, for example climbing 15 metres up a nearly sheer wall, tearing a strong door off its iron hinges, breaking the grip of multiple assailants or a large animal or moving an object of twice one's weight, expend Fatigue at the rate of five (5) points per attempt or instance.
-*Combat tactics* expend Fatigue at the following rates: Three (3) points for a "Berserk" attack, two (2) points for an "Aggressive" attack, one (1) point for a "Cautious" attack, one-half (0.5) point for a "Parry" and zero to two points for other actions.
-*Casting magic spells or miracles* expends one (1) Fatigue point for a spell whose magic Level is from 1 to 10 (I to X), and two (2) Fatigue points for spells of higher magic Levels (XI or higher). (**Pay careful attention to this rule: it is very easy to forget in the heat of Melee Combat.**)
-*Carrying weights (encumbrance)* is controlled as follows: A character's "Encumbrance Allowance" is equal to 25 per cent of his or her basic, nude-body weight. A character may bear burdens up to his or her Encumbrance Allowance without additional penalty. Thereafter, for each additional 25 per cent of his or her original weight (round fractions up to the nearest 25 per cent) a character carries while moving, his or her Fatigue costs to perform other actions are **doubled**.





A savage "wild" Arfò from the foothills south of Ascòrcan





For example, a character whose normal weight was 50 kg. could carry up to 12.5 kg., without penalty; if he or she attempted to carry 25 kg. of weight, and then attempted to run 100 metres (a "strenuous" special action), he or she would pay 6 rather than 3 Fatigue points to do so. Note that the weight of any armour a character is wearing, as well as the weight of his or her backpack or weapons, **does** count against the character's Encumbrance Allowance.

Whether or not an attempt to perform a given action is successful, the attempting character must still expend the required number of Fatigue points.

6.6.1.4. Recovery of Lost Fatigue points

After having expended Fatigue points, characters may regain them, subject to the following considerations.

-Characters in perfect or near-perfect physical condition, with adequate to "filling" food available and with no sleep restrictions or unhealed wounds, may regenerate their **entire** normal Fatigue Reserves over the normal eight hour sleep period.
-Characters in hurt or marginal condition (i.e. adequately fed, having received at least the minimum species related sleep period, all wounds carefully bound) may recover **one (1)** Fatigue point for their Fatigue Reserves per game hour spent "at rest" (if awake), or **two (2)** Fatigue points per game hour spent asleep.

For each of these conditions not met, for example if adequate food is not available, increase the time to recover Fatigue points by one hour. Thus, a character denied proper rations would require **two** hours of time "at rest" to recover one Fatigue point; if the same character were also suffering improperly set wounds, the recovery period would increase to three hours.

There is one additional restriction to the recovery of Fatigue points. **Any character denied its regular sleep period more than two (2) days in a row cannot regenerate Fatigue points until sleep is allowed, except by the use of magic or some other supernatural agency.**

6.6.1.5. Disease Resistance

During the course of play, characters in *Shakhàn* will occasionally be exposed to diseases and other similar types of transmissible maladies, most frequently by a random event while travelling in an urban area. Most of these will be easily resisted by a character's inherited immune system; a few, unfortunately, can be so virulent as to kill up to 90 to 100 per cent of those exposed to them. (Historically, on ancient Earth, roughly 99 people have been killed by diseases, for each one person killed by war or other violent acts.)

A character's Constitution score will, to an extent, reduce his or her chance of becoming infected by a disease to which he or she is exposed.

A character's basic Disease Resistance Bonus is equal his or her current effective Constitution score x 7 DMod.

Various diseases have specific inverse DMod penalties, which represent how virulent the disease in question is. Where a specific disease-related penalty is not given, the following penalties apply:

Minor Diseases: (A disease with only annoying effects, to which most individuals in the area will have some immunity; for example the common cold, etc.) Inverse DMod penalty multiplier of 0.1.

Common Diseases: (A normally non life-threatening disease to which most individuals in the area may have some immunity; for example chicken pox, herpes simplex, etc.) Inverse DMod penalty multiplier of 0.2.

More Serious Diseases: (A disease with potentially serious consequences, but against which most individuals in the area will have some immunity; for example common forms of influenza or malaria, etc.) Inverse DMod penalty multiplier of 0.3.

Dangerous Diseases: (A disease with serious or fatal consequences if not cured or resisted, but against which an individuals in the area may have some immunity; for example a mutated strain of influenza or tuberculosis, syphilis, etc.) Inverse DMod penalty multiplier of 0.4.

Very Dangerous Diseases: (A disease with usually crippling or fatal consequences if not cured or resisted, against which only a minority of the individuals in the area may have some immunity; for example smallpox, HIV (AIDS) or the common forms of the bubonic plague, etc.) Inverse DMod penalty multiplier of 0.5.

Plague or Epidemic Diseases: (A disease with invariably fatal consequences if not cured or resisted, against which only a small minority of the individuals in the area may have some immunity; for example the virulent forms of the bubonic plague or influenza, etc.) Inverse DMod penalty multiplier of 0.6.

Deadly Diseases: (A disease with invariably fatal consequences if not cured or resisted, against which only an individual with special protection will have immunity; usually these diseases are not found naturally and will be the result of a curse or other unusual cause) Inverse DMod penalty multiplier of 0.9.

Example of Resisting a Disease: Lady Delia, a character with a current effective Constitution score of "12" is exposed to a "More Serious" disease, requiring a check against her Disease Resistance Bonus to see if she has resisted, or has become infected by, the More Serious disease. Delia's Disease Resistance Bonus is "58.8" [(Constitution of 12 x 7 = 84) x (1 - 0.3) inverse penalty multiplier for the disease type], rounded up generously by the Referee to "59". Thus, if the Referee rolls "59" or less on the per centage dice, Lady Delia resists the disease; any result higher than "59" means that she has been infected.

Note: A few diseases have varying degrees of infectiousness, depending on the manner in which a character is exposed to them. In such cases there would be an additional modifier to the final Disease Resistance Bonus.

6.6.1.6. Recovering From An Infection

Obviously, the fact that a character has been unlucky enough to become infected by a disease, does not, in itself, mean that he or she has succumbed to its full effects, whatever these might be. This is simulated in the following manner by the "Recovery" check.

The frequency with which a character is allowed to check against his or her Disease Resistance Bonus to attempt to Recover from a disease, is termed the disease's "Recovery Check Interval". When all applicable checks according to the type of disease have been exhausted, the disease is assumed to have reached the stage where its most serious symptoms, up to and including death, will manifest themselves.

A character infected with a disease **always** suffers the temporary symptoms by which the disease manifests itself, whether or not he or she eventually Recovers from the illness. For example, a character suffering from influenza will always feel weak and nauseous. The point of performing a successful Recovery from the disease is that the character escapes influenza's most serious consequences, namely death. Some diseases (for example smallpox, which can lower a character's Physical Beauty due to scarring) can inflict damage even if they are theoretically "Recovered" from. In these cases, the general rule is, the character may escape the long-lasting side-effects of the disease by having his or her last applicable Recovery check exceed ("beat") the required Success Threshold by **10 or more** points. For example, a character whose Disease Resistance Bonus for Recovery purposes was "58", would have to roll "48" or lower on his or her last Recovery check to avoid being scarred by the smallpox.

Different diseases have differing Recovery Check Intervals, reflecting the fact that diseases have varying rates of incubation. The worst kind of disease to be infected with is thus one with serious symptoms, but which has a rapid incubation, in effect one which gives the victim only a short time to either Recover from the disease, get help or suffer its consequences. Almost as bad would be a disease that lingers a long time, with serious debilitating side-effects (see below).

The different categories of Recovery Check Intervals are as follows:

- Per-Generation (very rare except due to family curses and other similar problems)
- Per-Year (rare; sometimes found in sexually-transmitted or genetic diseases)
- Per-Month (uncommon)
- Per-Week (common)
- Per-Day (common)
- Per-Hour (uncommon)
- Per-Minute (rare; however some diseases caused by spores found in the Underworld can kill in minutes)
- Per-Second (very rare; a few "rotting" diseases inflicted by supernatural attacks can act this quickly)

The exact Recovery Check Interval for each disease is listed with the disease description in the Referee's documentation. Where an Interval is for some reason *not* listed, the defaults are:





Disease Type	Recovery Check Interval
Minor diseases	Per-Day; default 2D6 Intervals before final symptoms
Common diseases	Per-Day; 2D6 Intervals before final symptoms
More Serious diseases	Per-Week; 1D12 Intervals before final symptoms
Dangerous diseases	Per-Week; 1D10 Intervals before final symptoms
Very Dangerous diseases	Per-Day; 2D6 Intervals before final symptoms
Plague or Epidemic diseases	Per-Day; 2D6 Intervals before final symptoms
Deadly Diseases	Per-Hour; 2D12 Intervals before final symptoms

Also, **one** final check is allowed as the character is about to suffer the final symptoms of a disease (e.g. death, the loss of a limb, etc.). Under some circumstances, particularly when the infected character is aided by someone possessing the Healing skill or when aided by someone with supernatural healing powers, additional Recovery checks may be allowed.

A character may make **one** Recovery check per Recovery Check Interval. To be considered to have "thrown off" the infection, a character must successfully pass **two (2) consecutive** Recovery checks. If a character passes a first check but fails the second, he or she is said to have suffered a "relapse" and the effects of the disease continue. If a character passes the "final" check, he or she escapes the immediate effects of the disease but remains infected: the benefit is, he or she is granted a "free" Recovery Interval check (e.g. at least one more check) to attempt to resist the disease. In this case, if the character passed the next check, it would count as having passed two successive Recovery checks and the character would recover from the infection.

To represent the debilitating effects of continued infection, each full Recovery Interval that the character remains infected causes an Inverse penalty subtraction from the character's Disease Resistance Bonus, applied after all other factors have been calculated. This penalty applies to the Recovery check against the "current" disease, and to the initial Resistance check against any **other** diseases to which the character is exposed while he or she is infected with the first disease. Note that the penalties caused by multiple diseases are **cumulative**; this represents the fact that while a character's immune system is fighting an initial infection, it is much more vulnerable to secondary infections. (Physiologically, this is the main cause of death "by natural causes" in old age.)

The Inverse penalty subtraction varies according to the type of disease:

- **Minor Diseases**: Inverse DMod penalty subtraction of 0.1 per Recovery Interval
- **Common Diseases**: Inverse DMod penalty subtraction of 0.2 per Recovery Interval
- **More Serious Diseases**: Inverse DMod penalty subtraction of 0.3 per Recovery Interval
- **Dangerous Diseases**: Inverse DMod penalty subtraction of 0.4 per Recovery Interval
- **Very Dangerous Diseases**: Inverse DMod penalty subtraction of 0.5 per Recovery Interval
- **Plague or Epidemic Diseases**: Inverse DMod penalty subtraction of 0.6 per Recovery Interval
- **Deadly Diseases**: Inverse DMod penalty subtraction of 1.0 per Recovery Interval

As long as the *only* diseases affecting a character are "Minor", "Common" or "More Serious", the character can never lose more than **50 per cent (one-half)** of his or her effective Disease Resistance Bonus, as calculated at the time the initial infection check was executed, due to the debilitating effects on his or her immune system. However, if even **one** of the diseases affecting a character is "Dangerous" or worse, there is **no** limit as to how degraded the character's immune system can become.

Under some circumstances, particularly when the infected character is aided by someone possessing the Healing skill or when aided by someone with supernatural healing powers, a DMod benefit for the Recovery check may be allowed.

Example of Resisting a Disease: Lady Delia, the character described above, was unlucky enough to fail her initial Disease Resistance check. Delia has been affected by a previously-unknown "More Serious" disease, so the Referee rolls 1D10 to determine how many Recovery Intervals will be allowed prior to the "final" check; a "6" is rolled, meaning that the disease will last a maximum of 6 game weeks (since, the default Recovery Interval for a "More Serious" disease is "Per-Week"). After a week of illness, she is allowed a check against her Disease Resistance Bonus to see if she has begun to recover from the disease.

As calculated above, Delia's Disease Resistance Bonus is normally "59"; however, because she has been sick for one full Recovery Interval, the More Serious disease causes an inverse DMod subtraction of "0.3". Therefore, Delia's Disease Resistance Bonus for this Recovery check will be "56" (59 - 3 Inverse penalty subtraction for the disease type). If the Referee rolls "56" or less on the per centage dice, Lady Delia has passed one Recovery check.

Whether or not this check is passed, Delia's Disease Resistance Bonus will drop to "53" (subtracting an additional "3" for another week spent ill with a "More Serious" disease) for the check next week/Recovery Interval. However, because Delia is suffering from a disease of less virulence than "Dangerous", she can never lose more than 29 points (her original Disease Resistance Bonus of "58.8" rounded down to "58", divided by .5) to the debilitating effects of the disease; thus the lowest her Disease Resistance Bonus could go, assuming she had very poor luck attempting to recover from the disease, would be "29".

In fact, since this particular disease lasts only 6 Recovery Intervals, Delia could lose only "18" points, but another "More Serious" disease with a longer incubation period might drive up the total loss to around "29".

6.6.17. System Shock

"System Shock", for purposes of *Shakhàn*, occurs when a character's body or mind are subjected to manipulation, transportation or alteration by certain game agencies, particularly those which deconstruct (for example a "teleport" type spell) or change (for example a "polymorph" type spell) the character's cell structure. It can also be triggered by a few other factors, for example a badly failed example to cast a magic spell. If not successfully resisted, System Shock has various unpleasant consequences, ranging from temporary disorientation to death or worse.

A character's innate chance of resisting System Shock is equal to his or her Constitution score x 7 DMod. The System Shock check is modified by the type of event or agency which caused the check. Except as over-ridden by a more specific rule, the following factors affect the check.

Teleportation: Inverse DMod penalty multiplier of "0.1". Teleportation caused by religious magic is not subject to this penalty, since a deity will usually take care that the teleported arrives safely. In the case of non-religious magic, the System Shock hazard only applies if a character is teleported into or out of an area completely enclosed by a solid substance, or if he or she travels more than 10 kilometres from the departure point. A System Shock check is needed when the teleported arrives wherever he or she was going.

Polymorphism: Inverse DMod penalty multiplier of "0.1" if the form being assumed is relatively similar to the character's own, native form (for example a human character being polymorphed into a *Lhàashàà-àdyé*); the penalty goes up to ".2" if a largely dissimilar form is being assumed (for example a human character being polymorphed into a *Chàngalà* or a songbird), and can be as high as ".3" if the form being assumed is totally different (for example a human character being polymorphed into a chair, rug or tree). A System Shock check is always needed when the character initially assumes the new form; depending on the agency used to cause the polymorphic effect, another check may be required when the character reverts to his or her original form.

Transmutation: Inverse DMod penalty multiplier of "0.1" if the character's cellular structure is being changed into something relatively similar to its original nature (for example, a human character being transmuted into wood, a substance which though dissimilar to human tissue is at least organic); the penalty goes up to "0.15" if the character's cellular structure is changed into a common, but substantially different, material (for example, a human character who has been turned to stone); the penalty can be as high as "0.2" if the character's cellular structure is changed into an unusual material (for example, a human character who has been turned to ethereal energy). A System Shock check must usually be passed only when the character's cellular structure reverts to its normal form, although with some types of transmutation a check must also be made when the initial transformation is made.





Spell Failure : Inverse DMod penalty multiplier of "0.2". If a character who is attempting to cast certain types of magic spells fails the casting check Success Threshold by 20 or more points, he or she must check to resist System Shock. If System Shock is in fact triggered, the check on the System Shock Effect Table is modified by "+1" for each complexity level of the spell that was originally attempted, and by "-1" for each of the caster's Experience Levels as a magic-user.

Mental Control or Domination : Inverse DMod penalty multiplier of "0.2". A System Shock check is needed for the victim (the "controllee") of the mental control power when control is first established, and for the mental power user (the "controller") when control is revoked or is otherwise terminated. A check is not required unless control is successfully established— in other words, this **cannot** normally be used as a weapon.

This System Shock check requirement applies **only** to those mental powers whose use either (a) implies involuntary control over a major aspect of the victim's personality, or which (b) manifests itself as an "attack" on the victim's psyche. The significance of this distinction is, mental powers that can be used in a non-obtrusive manner (for example a "thought-reading" ability) do *not* require or allow a System Shock check.

Revivification : Inverse DMod penalty multiplier of "0.2"; this multiplier goes up by an additional "0.2" for each time an attempt is made to revive a character from the dead, *whether or not the attempt succeeds*. For example, a character for whom three attempts to raise himself or herself from the dead have been made, would have an inverse DMod penalty multiplier of "0.8" (the original "0.2" plus 3 x "0.2" additional penalties).

Once a character's effective chance of surviving a System Shock check needed upon revival has been reduced to "zero" or less, the character is **permanently dead** and must be retired from the game. The intended effect of this rule is, "don't get killed... it's bad for your health!"

If a character is using an ability which is innate to his or her species' characteristics as described in the standard rules, a System Shock check is normally **not** required even if the ability falls into one or more of the categories listed above. For example, a *Chàngalà* character using that species' innate ability to polymorph does *not* have to check for System Shock when changing form; however, a human character attempting to polymorph by some "artificial" means **would** have to check for System Shock. For purposes of interpretation, if the written description of a spell does not explicitly require a System Shock check, assume that **no** check or effects are required.

6.6.1.8. System Shock Effects

If a character fails a System Shock check, the Referee must, subject to a certain degree of discretion according to the situation at hand, determine what has happened to the character. This can be done using the System Shock Effect Table given immediately below.

Dice Roll	Effect of System Shock
01-05	Mildly disoriented ("seeing stars") for 1D6 Combat Rounds
06-10	Disoriented (dazed and confused) for 2D20 game minutes
11-20	Severely disoriented (partially stunned) for 2D12 game hours
21-30	Suffers paralysis of 1D6 limbs for 3D12 game hours
31-33	Completely paralyzed, but conscious, for 1D12 game days
33-34	Rendered sterile; permanent until cured
35-50	Suffers abrupt change of personality, with personal goals and conduct reversed; permanent until cured
51-65	Completely paralyzed (in a coma); permanent until cured
66-80	Inflicted with insanity (one severe Mania, Psychosis or Phobia); permanent until cured
81-85	Inflicted with amnesia (character loses all knowledge of background, etc.); permanent until cured; note that this usually costs the character all of his or her abilities, spells, etc.

86-90	Blinded or deafened (applicable sense score permanently reduced to "3")
91-95	Reduced to an imbecile; Intelligence score permanently reduced to "3"
96-97	Suffers permanent paralysis of 1D6 limbs
98-99	Character dies immediately; may be revived
00	Character dies immediately; body disintegrates with only a 10% chance it may be used to bring the character back to life

6.6.1.9. Regenerating Lost BDR Points

A character who suffers a "flesh wound", in other words who loses some of his or her Body Damage Reserve points (see below), will eventually regain health through natural healing. The amount of time needed to heal one lost BDR point varies, being slower while "in the field" (while traveling outdoors, in the Underworld, on a ship, etc.) compared to when "in an Infirmary" (resting in bed, refraining from strenuous activity, being tended by a doctor in a controlled setting, etc.). The exact healing times are directly related to the character's Constitution score and are detailed as follows.

Constitution	Description	Time to Heal (In the Field)	Time to Heal (In Infirmary)
3 or lower	Invalid	1 month	25 days
4 to 5	Wretch	25 days	12.5 days
6 to 7	Sickly	10 days	5 days
8 to 9	Unhealthy	5 days	2.5 days
10 to 11	Average	4 days	2 days
12 to 13	Above Average	3 days	1.5 days
14 to 15	Healthy	2 days	1 day
16 to 17	Very Healthy	1 day	0.5 day
18 to 19	Unusually Healthy	10 hours	5 hours
20 to 21	Robust	5 hours	2.5 hours
22 to 23	Vital	2 hours	1 hour
24 to 25	Extraordinary	1 hour	0.5 hour
26 or higher	Indestructible	0.5 hour	0.25 hour

Usually, the "Infirmary" rate of regeneration can only be achieved in a town or other centre of civilization. If the Referee so rules, attendance by a fully qualified physician may be used as a substitute elsewhere. A "fully qualified physician" is considered, for game purposes, to be a character with five or more levels of the "Healing" learnable skill.

the field or in an infirmary as befits the situation to heal. Furthermore, if more than 30 per cent of the lost BDR points currently outstanding against a character's BDR score were inflicted by fire (et. al.), the character may suffer additional after-effects, as follows:

- There is a chance equal to 100 per cent minus the character's normal maximum Disease Resistance Bonus of infection;
- There is a chance equal to 80 per cent minus the Disease Resistance Bonus of ugly scar tissue (subtract 1D6 points from his or her Physical Beauty score);
- There is a chance equal to 70 per cent minus the Disease Resistance Bonus that the BDR points will *never* heal and will thus be **permanently** lost.

A character who loses a large amount of blood is considered to have an effective Constitution of **half** his or her normal score for one game week (5 days) after the bleeding ends. This will slow the rate of BDR point recovery, and will of course also make the character more susceptible to disease, infection, and so on.





A Critical Hit on vital internal organs (e.g. "Heart Punctured") that a character somehow manages to survive, is healed in 200 game days (four game months) minus two days for every one point in the character's Constitution score. To represent the fact that such damage often cannot be wholly made good, there is a chance equal to 90 per cent minus the character's Disease Resistance Bonus that *one half* of the effects of whatever Extraordinary Damage the Critical Hit inflicted, will remain **permanently**. Extraordinary Damage types which are of transitory nature (e.g. "Increase Pain 50%") are always completely healed and do not require a dice roll. For each complete game day that a Critically Hit character engages in activity more strenuous than walking, the chance of later crippling (as above) increases by 1 per cent.

Except as allowed by the special effects of magic and certain race specific abilities (e.g. the *Hnàhhu*), lost limbs or digits, damaged sense organs, harm to the nervous system and "crippling" effects in general can not be made good by means of regenerating Body points and can **never** be healed naturally except by Divine Intervention or magic.

*Damage inflicted by tissue-destroying agencies such as fire, extreme cold, radiation, acid, disintegration, etc., requires **twice** the regular time period either in Example*

A Critical Hit in the "Trunk/Upper Body" area is inflicted upon character Rùhos, who has an original Constitution score of "12" (Average). The Referee rolls first to determine the type of Critical Hit: a "27" ("Severe Damage To Muscle Tissue"); then, a check is made to determine the type of Extraordinary Damage: a "19" ("Reduce Strength, Agility and Dexterity by 50%"). Rùhos sensibly decides to crawl away from the scene of battle, and luckily his side wins and bears him back to an infirmary in the nearest city. Since he has a Constitution score of 12, it will take Rùhos 176 (200 - 24) days to heal back the damaged muscle tissue. At the end of the healing period, the Referee rolls the dice to see if the Critical Hit leaves any lasting damage.

Rùhos' Disease Resistance Bonus is "84" [(Constitution of 12 x 7 = 84) and there is thus a 6 per cent chance (90 - 84) of a crippling aftereffect. The Referee rolls a "5" and Rùhos finds his Strength, Agility and Dexterity scores each permanently reduced by 25 per cent. "Perhaps I shall take up basket weaving like Mother told me, he muses..."

6.6.1.10. The Sinister Powers of the Hnàhhu

The *Hnàhhu* species is partially excepted from the rule regarding damage to irreplaceable body parts, as follows:

- All *Hnàhhu* of fifth to ninth primary occupation Experience Level can regenerate a number of Damage points equal to 25 per cent of their original BDR scores per game minute.
- *Hnàhhu* of tenth Level and above can regenerate 25 per cent of their BDR scores per Melee Round (!).

Furthermore, there is a chance equal to (10 per cent basic plus 5 per cent per primary occupation Experience Level) that a *Hnàhhu* can regenerate *any* lost limb, digit or sense organ, short of its brain, which may have been severed or destroyed, in the last 2D6 game minutes. (The regenerated limb becomes usable within 2+1D6 minutes from when it was first lost.) A new check for regeneration may be made each game month if the first is failed. A *Hnàhhu* cannot regenerate more than one limb at a time, and is still vulnerable to the effects of Pain and Bleeding. These creatures are also vulnerable to Extraordinary Damage and Critical Hits as are other species. For example, a *Hnàhhu* could not regenerate a "Heart Punctured" Critical Hit any differently than could a human being.

Damage inflicted by fire, etc., must be regenerated normally, although the Referee may want to give a really high-Level *Hnàhhu* character some extra degree of resistance to cold and electricity, as the resilience of these strange creatures to all but the most destructive forces is legendary. However, there **are** rumours, just stories to scare the witless no doubt, which claim the existence of *Hnàhhu* so adept at regeneration that they can literally be cut into small pieces and still regenerate into a living being!

6.7. Dexterity

This score describes how well able the character is to exercise eye-hand coordination. It is thus important for the use of manipulated tools, weapons, certain kinds of magical devices, lock picking kits and so on. Dexterity does not include overall body coordination, which is the province of the Agility requisite.

Since it is important both in the calculation of the Combat Factor of a character and the determination of which types of weapons can be used, fighters and warriors will find a high Dexterity score desirable. However, the occupations most dependent on Dexterity are those of the thief and assassin, as the tricky business of pickpocketing, lock-opening, and trap-disarming depends on the expert use of nimble fingers and a considerable degree of luck and Intelligence.

Dexterity	Description	Dexterity	Description
3 or lower	All Thumbs	16 to 17	Nimble-fingered
4 to 5	Fumblefingers	18 to 19	Dexterous
6 to 7	Butterfingers	20 to 21	Very Dexterous
8 to 9	Poor With Hands	22 to 23	Quick
10 to 11	Average	24 to 25	Deft
12 to 13	Above Average	26 or higher	Amazing
14 to 15	Good With Hands		

6.7.1. Activities Governed by Dexterity

6.7.1.1. Sleight-of-Hand

This category covers all situations where a character tries to use his or her manual dexterity to perform an action, or sequence of actions, that must be completed in a short amount of time to be successful, particularly where the action is attempted under pressure or in front of an audience.

- The character's Dexterity score x DMod of "7" is used to determine the Success Threshold for fairly easy acts of Sleight-of-Hand, for example shuffling a deck of cards or tying one's shoelaces.
- The character's Dexterity score x DMod of "6" is used to determine the Success Threshold for relatively easy acts of Sleight-of-Hand, for example simple card or parlour "magic" tricks.
- The character's Dexterity score x DMod of "5" is used to determine the Success Threshold for moderately challenging acts of Sleight-of-Hand, for example undoing the clasp holding a brassiere or other piece of clothing in a single quick action, or playing simple chords or notes on a musical instrument such as a guitar, or attempting a relatively sophisticated parlour "magic trick" in full view of an audience.
- The character's Dexterity score x DMod of "4" is used to determine the Success Threshold for challenging acts of Sleight-of-Hand. Examples of this would be the complex movements of the hands and fingers needed for certain types of sign languages or as are used in some types of religious or magical invocation rites, or playing more complicated notes on a musical instrument, or attempting to pickpocket* a severely intoxicated victim.
- The character's Dexterity score x DMod of "3" is used to determine the Success Threshold for very challenging acts of Sleight-of-Hand, for example attempting to pickpocket* an unintoxicated victim, or playing the most complicated notes quickly on a musical instrument, or attempting to "slit the throat" of a victim who is distracted or unaware of possible danger.
- The character's Dexterity score x DMod of "2" is used to determine the Success Threshold of the most difficult acts of Sleight-of-Hand. Examples of this would be attempting to play two or more complicated musical instruments at the same time or attempting to "slit the throat"*** of a fully conscious opponent whose guard was up against possible danger.

* *Note* : Several of the actions described above, in particular Pickpocketing and "sneak attacks", are also listed elsewhere in *Shakhàn* rules as a "learnable" character skill. The DMod-related chances as given under the Sleight-of-Hand category refer to the relative ability an *untrained* character would have of successfully performing one of these actions, based purely on the character's innate eye-hand coordination as quantified by his or her Dexterity score. Typically, a character who completes training in a specific type of action such as Pickpocketing will gain a substantial "bonus" on his or her chances of successfully executing the action, regardless of what his or her relative Dexterity score may be.





Hoyoté-Gò warrior





**** Note :** Certain actions of this type whose intended effect is to injure or kill another character, particularly where a weapon larger than a small dagger is used, must be resolved as an attack under the Combat system and cannot be executed by using Sleight-of-Hand. In the case of an attempt to "slit the throat", this action, if successfully executed, counts as a Critical Hit against the "Throat" body area of the victim.

6.8. Intelligence

This is important for all occupations because it represents the character's reasoning ability, quickness of intellect, cognitive capacity and to a degree, common sense, memory capacity and background knowledge. Generally, the occupations that most benefit from a high score in this area are those of the *Amyé-Lé-Sàachak* (sages) and the *Vhàl-V'ávna* (merchants), since in both these cases a sharp wit is necessary for success. A character's Intelligence score also affects the number of languages and scripts it attempt to learn, as well as the maximum level of proficiency that can eventually be attained in these.

It should be obvious that an unusually low Intelligence score can be a severe handicap to all characters except possibly those whose occupations, for example a warrior, rely more upon brawn than brain. Even for a fighter, a low Intelligence will reduce one's chances for promotion within the army. However, it is appropriate to make a special note here, as far as the use of the Intelligence requisite is used in play.

Specifically, if the character being controlled by a player has a low Intelligence score, it does **not** mean that the player is obliged to run the character in a stupid or nonsensical manner or may not use good judgment in deciding what the character will or will not attempt to do. It **does** mean that certain types of actions might either not be available to the character, or might have an unusually low chance of success if attempted. For example, a character whose effective Intelligence is "6" might well be able to fashion himself a crude bow and arrow, but probably would not be able to learn how to operate any but the simplest magical or technological devices.

Intelligence	Description	Intelligence	Description
Lower than 1	Primitive animal (insect, slime)	12 to 13	Clever
1	Lower animal (mouse, lizard)	14 to 15	Smart
2	Higher animal (dog)	16 to 17	Brilliant
3	Semi-intelligent animal (ape)	18 to 19	Near-Genius
4	Moron (infant)	20 to 21	Genius
5	Idiot (young child)	22 to 23	Super-Genius
6 to 7	Stupid	24 to 25	Ultra-Genius
8 to 9	Dimwit	26 or higher	Demi-godlike Intelligence
10 to 11	Average		

It is the responsibility of the Referee to decide when a player is trying to get his or her character to attempt an action that the character "just wouldn't have thought of", as opposed to having the character attempt an action which is conceivable but with a low chance of success. As an example of this, it is one thing to have a peasant character with a low Intelligence score water his garden more frequently than normal to make his vegetables grow faster, and another thing entirely to have the same character experiment with plant crossbreeding to produce new strains of wheat. In any event, it is a general presumption of *Shakhàn* that **no** character (player or nonplayer), no matter how low its Intelligence requisite, can ever—failing the presence of magic or some other similar supernatural influence—be "tricked" by another so as to engage in actions obviously likely to be against its own interests or safety. E.g., it is allowable for a sharp merchant of the Tailors' Guild to attempt to convince a dull country rube that the latter pay twice the real price for a shirt, but not that the peasant should trade his farm for the shirt.

6.8.1. Activities Governed by Intelligence

6.8.1.1. Linguistic and Script Capacities

A character's ability to learn and retain languages and scripts is limited by his or her Intelligence score as follows (round fractions **down**):

"Normal" or "Common" languages/scripts: One per 2 Intelligence points

"Unusual" or "Difficult" languages/scripts: One per 3 Intelligence points

"Rare" or "Very Difficult" languages/scripts: One per 5 Intelligence points

The most difficult languages/scripts: One per 7 Intelligence points

Within each category, all items retained are added cumulatively; thus, a character whose Intelligence was "7" could retain knowledge of one rare and one normal, or two unusual, languages at the same time. A character's "mother tongue" (the language in which he or she was raised) **does** count against this capacity. A character's "mother tongue" counts as a "Common" language, regardless of how complex it may in fact be, since he or she will have had a lifetime to become acquainted with it. The practical effect of this rule is, always subtract "2" points from the character's Intelligence score prior to calculating the number of other languages he or she may subsequently learn.

When calculating allowances, language and script capacity is totaled separately. Thus the number of scripts a character may retain does not count against his or her linguistic capacity.

6.8.1.2. Situational Awareness

Situational Awareness concerns situations where a player attempts to use his or her character's Intelligence score to "be aware of" something concerning the character's surroundings, particularly where this might involve potential danger or something the character is looking for. In some ways, this ability represents the character's "common sense" or "wisdom", although it should not be used so as to relieve the player managing the character from the duty to reason and think on behalf of the character.

A check can only be made against Situational Awareness if, in the opinion of the Referee, there is some way in which the character might reasonably detect or conclude that danger or an opportunity exists, **and** there is something about the situation that distinguishes it from the hundreds of unexceptional experiences the character undergoes all the time.

For example, a character might be allowed a check against the ability if he or she were approaching a pit trap, and all the footprint markings on the dusty Underworld floor stopped abruptly just in front of where the trap was located. A check against Situational Awareness would *not* be allowed if the trap had never been sprung in the past, or if no other character had ever traveled towards it. Similarly, a townsman character being badly overcharged by a merchant in his or her own settlement *might* be allowed a check against Situational Awareness *if* the player managing the character asked the Referee for permission to do so. However, a rural peasant in the same situation would probably *not* be allowed an Awareness check, because he or she could not normally be assumed to know what a "reasonable" price for an urban product or service would be.

If an initial check against Situational Awareness for a particular circumstance is failed, it normally may *not* be attempted again by the same character, no matter how much time passes; for another check to be allowed, something of significance regarding the situation must change. For example, in the case of the pit trap in the corridor, if a character failed his or her Situational Awareness check upon first encountering the trap, another check would be disallowed until someone of very light weight (too light to set off the trap) walked on top of it; the floor might feel "springy" under the feet of the latter character, which might then allow another Situational Awareness check. In all such circumstances the judgment of the Referee is **final**.

By default, characters traveling in a group may use the Situational Awareness of the group leader **only**, when attempting to use this ability. The *express intent* of this rule is to stop players from "barrage-checking" against the Situational Awareness of multiple characters, playing the rules of probability in hopes of discerning very difficult to detect details (to say nothing of delaying the game). (As students of "group think" have frequently observed, sometimes perfectly intelligent subordinate members of a group will show much less common sense than they would if they were acting alone. The main reason for this is usually a desire not to "bother" the leader with insignificant details, but also, only a very few characters will point out something the leader has missed, for fear of angering the latter or for fear of being shown to be wrong in front of the group.) This rule may be disregarded by the Referee at his or her discretion, but an exception to it should only be made under unusual circumstances. Examples of this would be where there is serious disrespect for the authority of the group leader, or where some other character in the group is greatly more intelligent than the leader.





The following factors apply to Situational Awareness:

-The character's Intelligence score x DMod of "9" is used for Situational Awareness of dangers or opportunities that are "staring the character in the face", for example where a huge blade is hanging from the ceiling of a corridor through which the character wishes to travel, or where a thief character, having just broken into a shop, sees a sack in the corner bulging with what looks like coinage. (Note: This category should, in practice, rarely be used, since the player running the character in question should have enough common sense to reason this sort of thing out for him or herself.)



A male Shéléggi

-The character's Intelligence score x DMod of "7" is used for Situational Awareness of rather obvious dangers or opportunities, for example where a clearly visible metal door extends all the way across the floor of a corridor where a character wants to travel, or where a thief character, having just broken into a shop, sees that only one trunk out of five in the shop has a lock on it.
-The character's Intelligence score x DMod of "5" is used for Situational Awareness of moderately noticeable dangers or opportunities, for example where a visible indented line bisects the floor of a corridor where a character wants to travel, or where a thief character, having just broken into a shop, sees that there is an inconspicuous small door high up on the opposite wall with a lock on it.
-The character's Intelligence score x DMod of "3" is used for Situational Awareness of barely noticeable dangers or opportunities, for example where an indented line visible only to careful inspection bisects the floor of a corridor where a character wants to travel, or where a thief character, having just broken into a shop, sees that there is one section of the wooden paneling high up on the opposite wall that has a slightly different colour than those that surround it.

-The character's Intelligence score x DMod of "1" is used for Situational Awareness of dangers or opportunities that would be detectable only with significant luck or insight, for example where something very minor on the floor of a corridor where a character wants to travel does not "look right", or where a thief character, having just broken into a shop, sees that there is one section of the wooden paneling high up on the opposite wall that has a very faint indentation next to it.
-The character's Intelligence score x DMod of "0.1" is used for Situational Awareness of dangers or opportunities that would be detectable only with exceptional luck or brilliant insight, for example the type of detective work made famous by the *Sherlock Holmes* character by Sir Arthur Conan Doyle.

A basic assumption of a Situational Awareness check, is that the character in question has had a reasonable amount of time to think about what he or she should do, in keeping with the nature of the situation at hand. If, in the opinion of the Referee, a player wants a Situational Awareness check to be performed under the pressure of time (for example, a character is stranded on a cliff ledge and then sees a monster rushing at himself or herself from the other end of the ledge; a vine is hanging from a tree within possible jumping distance of the character's location), an Inverse DMod penalty multiplier of "0.1" to "0.3" will be assessed, depending upon the complexity of the logical course of action and how much relative time the character will have to think about it.

A player is never *obligated* to have his or her character follow the course of action suggested by a successful Situational Awareness check, although it is recommended that to avoid delaying the game, a check only be made if the player intends to use it.

6.8.13. Inventiveness

Inventiveness concerns situations where a player attempts to use his or her character's Intelligence score to construct or fashion an item, strategy, plan of action or other improvisation. This ability basically represents how "clever" the character is, especially when he or she is required to perform an activity for which he or she has not been specifically trained. For example, a character trapped on a high cliff ledge might use his or her Inventiveness ability to fashion a "rope ladder" out of vines and other plant materials, if these were available in sufficient quantities on the ledge. Because this ability is potentially so flexible and open to abuse by an uncooperative player, there are several general restrictions on its exercise, as follows.

The Inventiveness ability may **never** be used to invent for or give a character a capability, for example the ability to breathe fire, that is impossible or very improbable for his or her species type. Inventiveness may also not be used to escape or avoid an aspect of a character's innate mind, body or personality. For example, an inherently "evil" being such as a *Yhéla* character, who happens to be playing in a region dominated by the "good" religions, may not avoid the evil nature of his or her personality by attempting to drink the blood of animals as opposed to sentient beings.

Subject to the discretion of the Referee, a character may **not** use the Inventiveness ability to simulate or reproduce complex abilities that can otherwise only be acquired or exercised through a formal game mechanism, particularly if the latter involves a substantial training requirement. For example, a character may not use an Inventiveness check to "guess" how to cast a magical spell as does a member of the *Antratschêldor-hai*; he or she *might* be allowed an Inventiveness check (although probably not with a high chance of success) to "guess" how to use a simple magical device such as Aladdin's Lamp, *if* he or she could read the language and script in which the activating instructions were inscribed. The principle the Referee should use in assessing such requests to use the Inventiveness ability is, "Is it reasonable to assume that a person with limited training, or incomplete information, could possibly guess how to do this simply by sitting down and thinking about it?"

A player may **not** use his or her character's Inventiveness ability to undertake actions not in keeping with the game context, or which the character would likely not even consider as an option. There is a specific meaning to this rule. A character may **not** use his or her Inventiveness ability (or any other game agency, for that matter) to attempt to create or use items, practices or ways of thinking, for example inventing gunpowder or the theory of political democracy, or using one's magical abilities to transmute endless amounts of copper coinage to gold, that would not normally be brought into existence by someone of the character's background.





In making rulings on these types of requests, the Referee should take careful account not just of a character's technical background, but also his or her cultural background. For example, the vast majority of characters on Telostic, because of the culture in which they have been raised since childbirth, are simply incapable of understanding how "democracy" or "capitalism" might benefit themselves personally. Therefore, the chances of such a character simply "dreaming up" these types of theories should be extraordinarily low, or non-existent. Furthermore, faced with a player who insists (for example) on having his or her character "invent" an advanced theory such as molecular thermodynamics, the Referee should give the character a very high chance of "discovering" some other, incorrect theory, for example the theories of *Phlogiston* or *Caloric* (both of which dominated scientific thought for years before the actual scientific facts were discovered).

Whether or not this restriction is "fair", in the sense of unduly limiting the theoretical ability of a character in *Shakhàn* to transform society, is beside the point. The fact is, to allow even **one** such action could transform society so radically as to make the rest of the game context irrelevant. The results might not be interesting, but they would no longer be *Shakhàn*.

- The character's Intelligence score x DMod of "7" is used for Inventiveness checks for relatively simple tasks, for example shaking a tree to cause its fruit to fall, building a crude raft to cross a river with, wrapping a strip of cloth around a stick to make a torch with, and so on.
- The character's Intelligence score x DMod of "6" is used for Inventiveness checks for unchallenging tasks, for example building a raft that will last for a few days, fashioning an improvised oil lantern that will burn for a few hours and so on.
- The character's Intelligence score x DMod of "5" is used for Inventiveness checks for moderately challenging tasks, for example constructing a rope ladder out of vines and plant materials, building a raft with sail power, safely cauterizing a wound to prevent infection, safely detonating a crudely designed trap or converting an oil lantern into a mostly unreliable grenade.
- The character's Intelligence score x DMod of "4" is used for Inventiveness checks for more challenging tasks, for example constructing a net capable of holding a large animal such as a wild boar out of vines and plant materials, building a small boat capable of crossing a short distance of open water, defusing a simple trap or converting an oil lantern into a usually reliable grenade.
- The character's Intelligence score x DMod of "3" is used for Inventiveness checks for difficult tasks, for example improvising a trap capable of crippling a large animal or intelligent being out of local materials, building a small boat capable of surviving moderately rough seas, defusing a normal trap or converting an oil lantern into a reliable grenade.
- The character's Intelligence score x DMod of "2" is used for Inventiveness checks for very difficult tasks, for example building a secure fort or seagoing boat out of local materials, defusing a well-designed trap, improvising a simple parachute or inventing an oil grenade that can be fired from a bow and arrow.
- The character's Intelligence score x DMod of "1" is used for Inventiveness checks for extremely difficult tasks, for example building a large fort or large seagoing boat out of local materials, defusing a dangerous trap, improvising a "hang-glider" type parachute or inventing an incendiary time bomb.
- The character's Intelligence score x DMod of "0.5" is used for Inventiveness checks for tasks that could be safely accomplished only by the most clever and inventive characters. Examples of these would be defusing an expertly-designed trap, creating a working "flying machine" or submarine or performing surgery on another character with no prior training.

Inventiveness Implementation Note

The Referee should strictly regulate attempts to perform these types of actions by means of Inventiveness, since at least some such actions will duplicate skills that must be acquired by other formal game mechanisms. This is particularly true if a player simply "wants" to attempt this type of action, as opposed to *having* to do so to survive a dangerous or unexpected situation.

Another issue that should be carefully kept track of every time that a player wants to use an Inventiveness check, is the "Frustration Factor". For example, if a player wants his or her character to use its Inventiveness to modify a regular oil lantern into a grenade, the Referee should probably allow this, but should limit the number of experiments allowed by the Frustration Factor—representing, essentially, the number of times that the character will try out a new design, before he or she gives up, muttering "I guess this damn thing is *never* going to work, after all!".

6.9. Psychic Ability

This category represents how sensitive the character is to the psychic vibrations of the supernatural, and how well able he or she is to store and manipulate magical energy. This energy is the "stuff" of magic, and may be used in two forms:

- Magic of the *Antratschèldor-hai* (the organization of "wizards" of Ushù'l) and
- Clerical (religious) magic bestowed upon followers by a deity.

To be a member of the Brotherhoods of the *Antratschèldor-hai*, it is necessary to have a high Psychic Ability. However, this is not the case for those wishing to be priests, as religious magic is governed by an entirely different score, namely Mystic Ability (see below).

A character's Psychic Ability score is also useful in that it allows him or her to "feel" magical vibrations that come from enchanted objects; indeed, if the Psychic Ability is high enough, the player may actually be able to empathize the name and function of the object. It is rumoured, however, that those possessing high Psychic Abilities are subject to certain rare maladies connected with the unseen forces...

Psychic Ability	Description	Psychic Ability	Description
3	"Anti-Psychic"	17 to 18	Quite Psychic
4	Non-Psychic	19 to 21	Psychic
5 to 6	Barely Psychic	22 to 24	Very Psychic
7 to 8	Weak Ability	25 to 27	Extremely Psychic
9 to 10	Low Average Ability	28 to 30	Exceptionally Psychic
11 to 13	Average Ability	31 to 33	Phenomenally Psychic
14 to 16	High Average Ability	34 or higher	Completely Psychic

6.9.1. Anti-Psychics

Characters who roll a "3" and who are placed in the "Anti-Psychic" category gain certain advantages, although their abilities as far as the use of magic are nil.

An Anti-Psychic radiates a sphere of anti-energy around himself or herself to a diameter of 5 metres; within this sphere, all attempts to detect psychic vibrations, all Psychic powers and all non-legendary magic items are rendered useless for 1D6 game hours. All attempts at spell casting within the sphere suffer a DMod multiplier of "0.1" applied after all other factors have been calculated. Purely magical creatures cannot enter the sphere and there is a 50 per cent chance that any purely magical attack (for example a "death ray") made from outside it will not affect the Anti-Psychic, and a 25 per cent chance it will not affect others within the sphere radius. Finally, there is a 25 per cent chance that any purely magical attack made upon the sphere will be reflected back upon the user.

It is possible that a character of this sort might be employed by nervous noblemen to protect themselves from conjurations, but on the other hand, an Anti-Psychic would prove a severe handicap to an adventure party that had to rely upon magic to any extent.

6.9.2. Psychic Detection and Analysis

A character has a chance equal to (DMod of 0.6 x Psychic Ability) of detecting psychic vibrations from magic objects, weapons, scrolls, etc.. If the detection chance is not to suffer penalties, 1D6 game minutes must be spent concentrating on the object in question. There are many types of enchanted objects that are especially difficult to sense; these are detailed under the descriptions found for the items in question.

If a character has detected that an item is enchanted, a second check with a chance equal to (DMod 0.1 x Psychic Ability) to determine whether enough information has been psychically transmitted to allow the character to know of the item's function and/or operation. Only one attempt at psychic detection or analysis may be made by one character, per object.





6.9.3. Psychic Powers

There is a chance equal to his or her Psychic Ability score x 0.2, that a character may have been born with mutated psychic powers that he or she has learned to control with some difficulty. Each of the powers may be used 1D6 times per game day (the number of uses is determined secretly by the Referee), but note that too obvious or frequent use of them may result in the character being considered something of a freak. The character will possess (1D20) (1 to 14)– one; (15 to 17)– two; (18 or 19)– three or (20)– four separate abilities chosen randomly from the following list:

(01-35) Supercharged Intelligence: The character may increase his or her Intelligence score by 2D6 points, gaining whatever benefits a higher score may bestow. This power lasts 1D20 minutes, at the end of which the old Intelligence score will return and all knowledge gained during the heightened period will be forgotten, except for that which would normally be possible for the character to possess.

(36-40) Supercharge Other's Intelligence: As immediately above, except that the character may invest the heightened Intelligence score in other sentient creatures. The creature in question must be willing and must touch foreheads (or wherever the brain is located) with the possessor of the ability. Both this and the above ability may (2D10 per cent chance) cause insanity, if used more than once per game week.

(41-55) Supercharge Mystic Ability: The character may increase his or her Mystic Ability score by 2D6 points for one game hour. This ability is useful mainly in making appeals to one's deity for Divine Intervention and in communicating in prayer, etc.. The increase in Mystic Ability may not be bestowed upon others.

(56-73) Charismatic Field: The character may increase the apparent Charisma scores of everyone within a three metre radius of his own body by 2D6 points. This ability lasts 1D10 game minutes and may be used to influence characters with whom one wishes to make a good impression and so on.

(74-78) Charismatic Aura: As above, except that this power affects only the mutant him(herself and raises apparent Charisma scores by 2D8 points; it lasts 1D20 game minutes. If either of the Charisma-increasing powers is used more than four times per game week, there is a 50 per cent chance that at the end of the heightened period, those affected will suffer a permanent Charisma loss equal to 1D6 points.

(79-82) Telepathy: This power allows the mutant to, within strict limits, "sense" the thoughts of intelligent beings within a five metre radius of his or her body. Beings so affected must be visible or must be physically touched. The mutant will detect only relatively basic thoughts, such as "hostile", "friendly", "in love with", "afraid" and so on. The Referee must exercise discretion in deciding the latitude of feelings allowed. If the target of the inquiry is aware that the character possesses this power, its exercise will be noticed; otherwise, there is only a five per cent chance of this happening.

If the target is of a species type radically different (e.g. the *Brhà*) from that of the mutant or is demonic in nature, there is a 40 per cent chance that the strangeness of the thought patterns will cause insanity.

Each use of this power lasts 10 game minutes.

(83-85) Empathy: Those possessing this power are usually in great demand in the courts of nobles and others of high rank, for their abilities in healing rival those of even the most skilled doctor.

For the power to be used, the mutant must either touch his or her head with the target, or lie with him/her/it holding hands (the recipient must perforce be willing or unconscious). Once this has been arranged, the mutant must be left completely undisturbed with the patient for as long as the delicate empathetic process requires, usually 1D1000 game minutes. During this period, the empath will learn in the most minute detail all the thoughts, emotions and motivations of the target, as, in effect, he or she and the latter are intimately linked in mind and soul.

In addition, most if not all of the damage the target may previously have suffered will be cured as follows: for each Damage point removed from the patient, the empath will suffer one-half (0.5) of a Damage point up to when the empath has only two points of Body Damage Reserve remaining. If reduced this far, the empath will immediately come out of the mind link to regenerate the damage. There is also a 50 per cent chance of any Critical damage (a severed leg, etc.) suffered by the patient in the last game week being healed, but in so doing, there is a 25 per cent chance that the empath will suffer a randomly determined Critical wound. During the linked period, there is also a 50 per cent chance that any diseases the target is suffering from will be cured, the disease never being passed on to the empath. Damage taken by the empath in the mind link is cured at a rate of one point every two game hours regardless of what the empath's Constitution score may be; however, during this recovery period absolute rest and comfort must be made available.

If anyone except another empath should be so foolish as to physically disturb one who is linked with a patient, the empath's body will emit a terrible burst of radiation causing 4D12 points of damage to everyone within a radius of 10 metres excluding, of course, the empath and his or her patient.

If somehow the situation should arise where the empath is linked to a creature of hostile (e.g. the *Brhà*) or demonic nature, insanity is not caused. Instead, the Willpower scores of the two are compared; if the score of the empath is higher, the alignment and nature of the patient is permanently changed to that of the empath, while if the score of the target is higher, the link is immediately terminated with no damage being healed, and the empath will immediately be possessed of a psychotic rage of whomever arranged the ordeal in the first place.

Although there is technically no special limit as to how often this power may be used, it is obviously a very strenuous process and over-use can be dangerous to the health of the mutant/empath.

(86-88) Extra-Empathy: As for (83-85) above, except that the empath may also cure certain physically-manifested curses, the nature of which will be decided by the Referee. For example, the empath might be able to restore sight to someone cursed by blindness.

The mutant will not suffer the symptoms of the patient, but recuperation will take an extra 1D6 game hours.

(89-90) The Ultimate Empathy: As for (83-85) above, except that the mutant may actually raise the dead (!) under some circumstances.

The body of the target must be more or less intact (at least the parts containing the brain and internal organs must be recognizable) and must have been deceased only a set period of time; the empath may work on bodies dead for one game day for each ten game years of age he or she has gained. For example, a thirty-year old empath could work on bodies up to three game days' dead. The chance the patient will be brought back to life is a DMod of 3 times the empath's Willpower score, plus 2 times the patient's own Willpower score.

When revived, the patient is at his or her maximum allowable Body Damage Reserve score, but this process can be very dangerous to the empath. For every point of damage the patient had taken past the mutant's own Body Damage Reserve total, there is a 5 per cent cumulative chance that although the patient will live, the empath will die!

6.9.3.1. Ultimate Empathy Example

Kar'é'en, a fifty year-old empath, attempts to revive Jòlon, a warrior who died three days ago fighting the dread *Mdrà*. Kar'é'en has a Body Damage Reserve of "13", while that of Jòlon, while alive, was "19". Jòlon suffered 25 points of damage fighting the *Mdrà*, so there is a difference of 12 points between the damage the victim took and Kar'é'en's own Body Damage Reserve score. There is thus a 60 per cent chance (12 x 5 per cent) that Kar'é'en will not survive her attempt to revive Jòlon, assuming she is selfless enough to try. If the revival attempt is successful, both the empath and patient will require complete rest for 4D12 game hours.

The likely consequences of over-use of this power are obvious; note also that it is wise to keep quiet about having the ability to raise the dead, as there are many who might kidnap an empath with this power for future contingencies.





(91-92) The Vacuum of the Mind: This fearsome mutation allows the user to wipe clean the brain patterns of certain types of enemies, removing all stored knowledge. Exact details of this power are *For Future Release*, but the Referee may govern it as follows: the power may be used against any sapient creature of the same body form (calculated as for language abilities) as the mutant and may be used within a radius of 3+1D4 metres of the mutant's body. A victim gets a Saving Throw at $[\text{Intelligence} + \text{Willpower}] \times 1.5 \text{ DMod}$; if it is passed, the victim suffers 2D4 points of pain, but if it is failed, his, her or its Intelligence is reduced to "2" and the victim loses all memories, skills, linguistic and magical abilities, being reduced to the state of a helpless vegetable. (This condition, so far as is known, is **incurable** by any means short of Divine Intervention.) Very few protections, magical or otherwise, can defend against this horrific attack, but the Referee may want to give a bonus on the Saving Throw for a character defended by a "force field" or other similar magical shield.

(93) Pyrokinesis: This mutation allows the user to cause immediate combustion of normally inflammable materials, within a radius of 2+1D6 metres of his or her body. In order to cause a fire, the mutant must be able to see or otherwise clearly sense the location and presence of the target; the target then gets a Saving Throw equivalent to its composition factor or less on a percentage dice check. If the check is failed, the item bursts into flame and is consumed at a rate of five per cent of its mass per Melee Round (with obvious consequences, if the target item happens to be a living being!). The character can affect up to 1D10 times his or her body weight in this way, per game day.

As might well be imagined, characters using this power are not popular, except perhaps with entities such as the Temple of mighty Bssiro and other fire-worshipping associations.

(94) Secret Power *For Future Release*.

(95-96) The Sinister Embodiment: This power allows the user to "inhabit" the body of another creature with his or her mind. Only creatures of the user's own species may be possessed, and these must have been seen clearly by the mutant during the last 25 game hours.

For the ability to work, the victim must be asleep and the mutant must be lying prone in a quiet place within 5 kilometres of the victim. The mutant's mind then enters the victim's body and takes control, gaining all the abilities the victim normally has; during the period of possession, the mutant's body will lie in a cataleptic trance, and if it is destroyed the mutant's mind will be trapped, going permanently insane in 1D10 game hours. Damage suffered by the possessed victim will be passed on to the mutant; thus, one cannot cause an enemy to commit suicide with this power because in the process the mutant will also expire. Assuming the period of control ends "safely", the victim will have absolutely no idea of what has happened, other than possibly a few bad dreams.

Creatures have a chance equal to $[(\text{Psychic Ability} + \text{Willpower}) \times 2 \text{ DMod}]$ of resisting this power, and it may not be exercised or maintained at a range greater than 5 km.. If a possessed body is forced beyond this range, the mutant's mind is destroyed and the mutant character is effectively dead (the victim is reduced to the level of an imbecile, in which state he or she will remain for 1D6 game years or until Divine Intervention). Certain magical and technological devices will also prevent the exercise of this power.

One period of possession lasts 1D20 game hours, at the end of which the mutant's mind returns immediately to his or her own body. As might be expected, overt use of this power is almost a sure way to get oneself burned at the stake as a witch, demon or other feared entity...

(97) The Screen of the Mind: This power allows the user to cause to appear around him or her a sparkling, semi-transparent bubble of mental energy. It provides no protection against normal attacks such as a sword swing, missile fire, explosions, etc., but it is completely invulnerable to magical or psychic attacks, including those made by the mutant himself or herself. The Screen of the Mind would not stop the explosive effects of a "Fireball" or similar spell if it detonated one inch outside the sphere, but if it entered the protected radius prior to detonating, it would be immediately "defused" and sucked dry of magical energy.

The Screen is mobile, traveling with the mutant; one use lasts 1D12 game minutes.

(98) The Shield of the Mind: As (97) above, except that this power stops everything (including physical attacks and explosions) short of attacks launched by major supernatural entities such as demons or deities. The Shield of the Mind lasts 1D20 game minutes.

(99) The Potent Arm of the Mind: This power is sort of a limited type of telekinesis. It allows the mutant to exert an unseen "arm" of psychic force which may perform any task the mutant could with his or her own arms. Although the Arm may be used to wield a weapon in Melee Combat at the mutant's normal Combat Factor, this requires rather careful concentration, making it impossible for the user to engage in other activities. The amount of force that may be exerted is equal to what could be exerted if the mutant's Psychic Ability were substituted for his or her Strength score. The Potent Arm can be used anywhere within a 15 metre radius of the mutant and it lasts 1D20 game minutes per use.

(100) The Annihilating Light of the Watchers: *For Future Release*. If desired by the Referee, this may be implemented as a "Directed-Energy Ray", in effect a very powerful "Sunbeam" spell with an effective power of 200 EP for every primary occupation Experience Level the character has achieved, as in the Magic rules. Note that the mutant is **not** subject to an "Inexperienced Caster Hazard" if using his or her power in this manner.

6.10. Mystic Ability

This characteristic governs how sensitive a character is to the supernatural, in particular to the religious supernatural. It is thus similar to one's Psychic Ability, but somewhat differently oriented. A high Mystic Ability score is important to a character wishing to become a cleric or priest. This is because his or her ability to "channel" religious magical power from his or her deity is directly related to his or her Mystic Ability score.

Mystic Ability	Description	Mystic Ability	Description
3	"Anti-Mystic"	17 to 18	Quite Mystic
4	Non-Mystic	19 to 21	Mystic
5 to 6	Barely Mystic	22 to 24	Very Mystic
7 to 8	Weak Ability	25 to 27	Extremely Mystic
9 to 10	Low Average Ability	28 to 30	Exceptionally Mystic
11 to 13	Average Ability	31 to 33	Phenomenally Mystic
14 to 16	High Average Ability	34 or higher	Completely Mystic

6.10.1. Communing

A priest or cleric character has a chance equal to $(\text{DMod of } 0.1 \times \text{Mystic Ability})$ of "communing"; e.g., engaging in mystical discourse with his or her deity.

Under certain circumstances this chance might be increased by impressive acts of piety, in accordance with the philosophy of the god or goddess; for example, a deity of the *Khul-Tlassù* would perhaps listen more intently to someone who has selflessly fought the forces of evil, while a deity of the *Khul-Nolgün* would prefer a cruel human sacrifice. The chance of success is halved, if the character attempting to commune is not a priest or cleric. When contacted, the deity might be in any frame of mind; therefore, the Referee performs a check against the Nonplayer Reaction Table to see what the deity thinks of having its busy day interrupted by a mortal, as deities do not like being bothered repeatedly. Therefore, the check on the Reaction Table is modified by "20" to the communing character's disfavour, if he or she or anyone in his or her adventure party has contacted the deity any time during the last game month.

This action requires one game hour of the deepest undisturbed prayer per attempt.

6.10.2. Divine Intervention

A call for Divine Intervention is usually made when a player character is killed, about to be killed, or otherwise is in mortal peril. If the appeal to one's deity is successful, the deity will intervene and will (at least) save the supplicant's life; if unsuccessful, the god or goddess may be so displeased as to inflict curses! There are two components to Divine Intervention: calling out for help, and then, assuming one has been heard, the reaction of the deity.

The basic chance all characters have of being heard in a call for Divine Intervention is $(\text{DMod of } 0.2 \times \text{Mystic Ability score})$. This is modified by a number of factors, particularly the exact deity being appealed to, the prior actions of the supplicant character (in the sense of faithfulness in following the deity's wishes) and sacrifices that may be made, that are known exactly only by the Referee. This is also the case with the reaction of the deity who "hears" the appeal, whether or not this is the one the character *wanted* to have listen!





6.10.3. Mystic Vibration Detection

This represents the (DMod of 0.1 x Mystic Ability) chance a character has of detecting "mystical" (i.e. religious magical) vibrations from a religious object of any faith. This includes clerical rings, robes, wands, holy water, altarpieces and so on. Several rules distinguish this from Psychic Detection. If the object in question is one commonly used in the ceremonies of a member of an adventure party, it will probably (80 per cent chance) be recognized without a check against the Mystic Detection chance. This is unlike the case with magical items, which are seldom seen except by the elders of the *Anratscheldor-hai* who create and use them.

If there is a cleric of the same religion as that to which the item belongs, it will be recognized immediately; if it is a really sacred item, it must be returned to the church or the owning deity may take anger. In other cases, whoever is attempting to feel the mystic vibrations must inform the Referee that he or she will meditate for 1D20 game minutes, praying all the while for divine guidance. Only one dice check is made; if the Success Threshold is beaten, the meaning of the item's vibrations will be visited upon the meditator. This will vary as follows:

-*Lay follower examining object of his or her own religion*: The meditator will learn that the object is of his or her native faith and will possibly be able to use one or more of its intended functions.
-*Lay follower examining object of a dissimilar but un-"opposed" religion*: The meditator will learn that the object is of another faith, but will not discover which one. He or she may also suffer various (usually moderate) amounts of damage, if the religion to which the item belongs is of the opposite alignment.
-*Lay follower examining object of an "opposed" religion*: The meditator will suffer various amounts of damage and will not discover anything of importance about the object.
-*Cleric examining object of his or her own religion*: The meditator will learn that the object is of his or her native faith and will probably be able to use all of its intended functions. The object should be treated with great care and reverence, at least until it is returned to the appropriate Temple.
-*Cleric examining object of a dissimilar but un-"opposed" religion*: The meditator will learn that the object is of another faith, and may discover which one depending upon how close the deities of the two religions cooperate. He or she may also suffer various amounts of damage, if the religion to which the item belongs is of the opposite alignment. The item should still be treated carefully, out of respect for the other religion.
-*Cleric examining object of an "opposed" religion*: The meditator will suffer severe damage, possibly including curses and will not discover anything of importance about the object.

Only **one** attempt (ever) at Mystic Vibration Detection per object may be made per character, but if all attempts at meditating upon an item fail, subject to Referee discretion another attempt may be made at a ceremony held at one's Temple. In general, religious objects, even if originating from another faith, are treated with great respect, as to defile them can incur the wrath of deities and other powerful entities.

6.10.4. Anti-Mystics

A character whose Mystic Ability score is "3" or less gains some advantages to compensate for his or her total inability to relate to the supernatural. No clerical miracles, religious objects or minor demons may function within an 8 metre radius of these characters, and there is a 50 per cent chance that any religiously-based magic directed against him or her from outside this radius will have no effect.

An Anti-Mystic cannot become a cleric or priest and may not even be allowed within temple walls, although he or she may call for Divine Intervention at a penalty on the dice check.

6.11. Willpower (Morale)

This category relates to how stout-hearted and willing to endure pain a character is, as well as how strong an ego he or she has. It is useful for all characters to have a high Willpower score, but it is especially necessary for warriors and others who engage in combat. This score regulates two important combat-related abilities, the chance of passing a required Morale Check (this is normally a DMod of between "2" and "3" times the character's Willpower), and ability to resist pain.

A character unlucky enough to obtain a low Willpower score does not actually have to act in a cowardly manner, although this would be considered "playing in character". However, a character with a low score in this category might have severe difficulties as a fighter and this should be taken into consideration both by the Referee and the player.

There is a special factor which affects this score: a character whose Self-Esteem personality characteristic (see "Character Personalities") is below 30, subtracts one point from his or her Willpower score for each 10, or fraction of 10, points below 30 in this category. Conversely, a character whose Self-Esteem is above 70, adds one point to his or her Willpower for each 10 or fraction of 10 points above 70. For example, a character with a Self-Esteem of "15" would subtract two points; a character with a Self-Esteem of "80" would add one point.

Willpower	Description	Willpower	Description
3 or lower	Pitiful	16 to 17	Moderately Willful
4 to 5	Sniveler	18 to 19	Willful
6 to 7	Malleable	20 to 21	Stout-Hearted
8 to 9	Easily Lead	22 to 23	Stalwart
10 to 11	Low Average	24 to 25	Headstrong
12 to 13	Average	26 or higher	Iron-Willed
14 to 15	High Average		

6.11.1. Pain Resistance

This represents relative amount of pain, quantified in Pain points, that can be suffered before a character becomes incapacitated. Usually, pain is suffered when a character is struck and is damaged in combat: this is compared to **twice (2x)** his or her Willpower score (his or her "**Pain Reserve**") at the start of each Melee Round.

- If the number of Pain points inflicted equal **one-half (50 per cent)** of a character's Pain Reserve, he or she must pass a Morale Check equal to (original Willpower score x DMod of 7). If the check is failed, the character's Will "breaks": He or she will attempt to evade the situation causing the pain, if possible. For example, if in a brawl, he or she will concede the fight to his or her opponent; if in a "real" battle, the character will try to run away; if being tortured, the character will "talk".
- If the number of Pain points inflicted equals **three-quarters (75 per cent)** of a character's Pain Reserve, he or she must pass a Morale Check equal to (original Willpower score x DMod of 5). If the check is failed, the character will attempt to evade the situation causing the pain, as described above.
- If the number of Pain points inflicted equals or exceeds a character's Pain Reserve, he or she must pass a Morale Check equal to (original Willpower score x DMod of 3). If the check is failed, immediate unconsciousness lasting 1D100 game minutes results.

For further details on the effects of Pain, see "Combat".

6.11.2. Charm Resistance

A character has a basic chance equal to (DMod of 5 x Willpower score) of retaining complete control over his or her own actions, when faced by "charm" or "mind control" type magic (unless the spell involved specifies a different Saving Throw). In some cases, this factor may also be used to determine resistance to telepathic controls or other forms of mental attack. Note that the chance of resisting this kind of attack can be more or less than given above, depending upon the strength of the magic behind the mental influence being attempted.

6.12. Vision

This denotes the ability of the eyes to focus and their sensitivity to electro-magnetic radiation. In most cases, characters will see in the visible electro-magnetic wavelengths (e.g. ordinary white light), but in some cases other means may be available. At the option of the Referee, two checks may be made for this category: one for normal vision, and one for "night" vision in conditions of poor lighting. Otherwise, the character's night vision is always assumed to be the same as his or her day vision.





Vision	Description	Vision	Description
3 or lower	Almost Blind	16 to 17	Very Sharp-Eyed
4 to 5	Very Poor Eyes	18 to 19	Cat-Eyed
6 to 7	Poor Eyesight	20 to 21	Fox-Eyed
8 to 9	Low Average	22 to 23	Owl-Eyed
10 to 11	Average	24 to 25	Hawk-Eyed
12 to 13	High Average	26 or higher	Eagle-Eyed
14 to 15	Sharp-Eyed		

6.12.1. Sighting Distances

A character can focus clearly upon and pick out details on a human-sized object up to twice his or her Vision score in metres distant, and can pick out general shapes at up to ten times his or her Vision score in metres.

These distance allowances are halved in conditions of poor lighting, or when Special Vision Abilities (see below) are being used. In conditions of near- or pitch-darkness, the ability of most species to perceive objects is very limited; the Referee should normally assess this at **one-fifth (20 per cent of)** the character's normal daylight Vision score. (This penalty applies even if the character has a separately rolled night Vision score; the fact that this score may be different from the character's day Vision score merely reflects the fact that some individuals have a greater or lesser ability to see in dim light, but it does not give any special ability to do so.)

6.12.2. Special Vision Abilities

A few characters have a chance of being able to use types of radiation other than visible light for sight. When the character is first established, he or she has a variable chance of inheriting one of these special vision modes. By default, this chance is (Vision score x 0.25 DMod), but some species are more naturally inclined to have unusual visual abilities, so the following table should be consulted for certain non-human characters:



Temple of Væran Bà'altshavù'u, Oüt-Nèwar





Species	Modes Automatically Possessed	DMod On Extra Mode Chance
<i>Agàk, Nika'Khàdra, Hoyoté-Gò</i>	None	1
<i>Skròno, Granàyu</i>	Greater night vision, Infravision	4
<i>Shèlèggi/L'àqu-àlu</i>	Greater night vision	3
<i>R'rim/Hnàhhu</i>	Special Sight (low-level)	2
<i>Hàmyé</i>	Infravision	4.5
<i>Arfò, Motnat'tà</i>	Infravision	1
<i>Apnié</i>	Lesser night vision	1
<i>Chàngalà</i>	Special Sight (low-level)	3
<i>Enhù'uv, Sagòst, Lepré (?)</i>	Special Sight (low-level)	2.5

If an initial check is unsuccessful, characters of the above species may check again to see if the special vision mode has developed, once each five (5) game years. However, upon reaching the "Elderly" Age Category (see below), a check must be made each three (3) years to see if the vision mode has degraded to the point where it may no longer be used.

A character who is determined to qualify for a special vision mode then checks against the following table to see which type he or she can use:

Dice Roll	Vision Mode	Type	Effectiveness* Navigation / Targeting
01-30	Infravision (allows viewing dim shapes seen by the heat they give off)	Passive	50 / 40
31-50	Lesser night vision (natural ability to see in dim light)	Passive	60 / 45
51-60	Greater night vision (natural ability to see in near pitch-darkness)	Passive	80 / 75
61-80	Radarvision (emits radiation from eyes)	Active	75 / 50
81-90	Special Sight (lower-Level) (detects transparent objects)	Passive	25 / 90
91-95	Special Sight (higher-Level) (detects other Planes, etc.)	Passive	90 / 90
96-98	X-Ray Vision (emits penetrating X-Rays from eyes; can see through 2D6 metres of substance with 50 Comp. Factor)	Active	33 / 25
99-100	Roll Twice	n.a.	n.a.

* (Expressed as a per centage of the character's normal daylight Vision score.)

The characteristics of these abilities are *For Future Release*. However, the Referee may elect, where available, to use the corresponding spell descriptions for guidelines as to how to manage them; considering each one point in the character's Vision score as the equivalent of 10 EP for spell power purposes. Note that normally (*exception*: see the *Granàyu* species description), a given character can use only **one** of his or her vision modes at a time.

Switching completely from one vision mode to another usually takes 1D4 Melee Rounds of game time. The use of a non-standard vision mode for more than 10 hours per day causes a character 1 point of Pain (a headache) per game hour thereafter the vision mode is used. This penalty is removed if the character then goes for an entire game day without using the vision mode in question.

6.13. Hearing

This score regulates the ability to detect and, to a lesser extent, identify, the presence and nature of sound waves in the atmosphere. In some circumstances, a character able to remain silent himself or herself and who possesses a relatively high Hearing score may be able to note the coming of his or her enemies by the noises they make. For example, someone adventuring in the Underworld might listen behind a door for a period of time, hoping to hear whatever noise might be made by a creature in its lair inside.

In other cases, the Hearing score is used when a character attempts to hear the tumble of gears as a he or she attempts to open a combination lock, disarm a trap, tell the distance a stone falls down a chasm and so on.

Hearing	Description	Hearing	Description
3 or lower	Almost Deaf	16 to 17	Cat-Eared
4 to 5	Very Hard of Hearing	18 to 19	Dog-Eared
6 to 7	Hard of Hearing	20 to 21	Owl-Eared
8 to 9	Low Average Hearing	22 to 23	Bat-Eared
10 to 11	Average Hearing	24 to 25	Super-Hearing
12 to 13	High Average Hearing	26 or higher	All-Hearing
14 to 15	Sharp-Eared		

6.13.1. Rules Governing Hearing Sounds

Characters have a chance equal to (DMod of 6 x Hearing score) of taking note of moderate to loud volume noises, for example a large rock falling from a cliff, made at a distance of 2 metres per Hearing point possessed. For example, a character with a Hearing score of "10" would have a 60 per cent chance of hearing a loud noise originating 20 metres away. No special preparation is needed to take advantage of this ability.

Characters have a chance equal to (DMod of 4 x Hearing score) of taking note of normal to moderate volume noises, for example two people talking, made at a distance of 1 metres per Hearing point possessed. Thus, a character with a Hearing score of "10" would have a 40 per cent chance of hearing a normal sound originating 10 metres away. The character attempting a check against this ability must remain quiet and concentrate for one game minute; note that it is not possible to exercise this ability if other characters in the vicinity are making noises greater than a faint whisper. In many cases, a character will hear only the loudest sound in an area and may miss other, fainter noises.

Characters have a chance equal to (DMod of 2 x Hearing score) of taking note of faint or very faint volume noises, for example a small animal walking on an Underworld floor, two people whispering from behind a door, the gears of a lock, etc., made at a distance of 0.5 metres per Hearing point possessed. Thus a character with a Hearing score of "10" would have a 20 per cent chance of hearing this type of sound originating 5 metres away. If the character's ear is right up against whatever is making the sound, the DMod becomes 2.5 x Hearing score.

The character attempting a check against this ability must remain absolutely still and quiet and concentrate for five game minutes. It is not possible to exercise this ability if other characters in the vicinity are making any noise at all. For more information, consult "Underworld Procedure" in the Adventures rules section.

6.13.2. Auto-Warning Hearing

A character with an especially good Hearing score sometimes is able to detect the approach of an enemy, even when the latter is advancing from behind or from concealment. The chance of this is equal to (DMod of 2 x Hearing score) if the character is awake but is not expecting an attack, or (DMod of 1 x Hearing) if the character is asleep; in the latter case, if the Success Threshold is passed, the character wakes up a split second before being attacked and may attempt to dodge, grab the assailant, etc.

6.14. Sense of Smell

This score regulates a character's ability to detect and identify odours in the atmosphere. A relatively high Sense of Smell score will serve two purposes, primarily:

- It regulates the ability of the character to detect the presence of certain potentially hostile creatures, due to the stench they emit; and
- It regulates, along with the Taste Sense score, an ability to identify unlabeled liquids and powders.

The Sense of Smell score is most useful to members of the *Ché-Pàlak*, or alchemists.





Sense of Smell	Description	Sense of Smell	Description
3 or lower	Inoperative Nose	16 to 17	Very good ability
4 to 5	Defective Sinus	18 to 19	Excellent
6 to 7	Insensitive Sinus	20 to 21	Exceptional
8 to 9	Low average	22 to 23	Extraordinary
10 to 11	Average	24 to 25	Ultra-Accurate Nose
12 to 13	High average	26 or higher	Hyper-Accurate Nose
14 to 15	Good ability		

6.14.1. Detecting Odours

Characters have a chance equal to (DMod of 3 x Sense of Smell score) of taking note of unusual odours (for example the very pungent smell given off by the *Mdrâ*, incense burning, etc.) at a distance of 1 metre per Sense of Smell point possessed. Thus, a character with a Sense of Smell score of "10" would have a 20 per cent chance of noting the presence of incense originating 5 metres away. If the character is concentrating on trying to identify odours, the DMod becomes 4 x Sense of Smell score. Note that these basic chances can be over-ridden by more specific game descriptions, such as those given for a particular monster type.

If a character smells an odour he or she believes indicative of a poisonous gas, he or she may attempt to stop breathing in good enough time to nullify the effects of most aerial poisons (see "Detecting and Avoiding Gasses/Aerosols" in the Adventures rules section). However, that there are a few gases that act almost immediately or that are deadly even if contacted through the skin.

Characters with very high (15 or above) Smell Sense scores can find this sense to be a handicap, as they are likely to find strong odours (for example a skunk) troublesome, being affected 1.5 times as strongly by these aerosols as would a character with a lower Smell Sense.

6.14.2. Odour Identification

This covers a character's ability to identify by smell a substance of unknown nature in his or her possession. The item must be held close to the character's olfactory organ (nose) for one game minute. At the end of this period, a check at (DMod of 2 x Sense of Smell) to see if the item has been recognized.

This ability works only with substances the character has come in contact with and identified previously; it does not work with items encountered for the first time. Also, if the Success Threshold of the check is failed, there is a 50 per cent chance the character will identify the substance incorrectly as something other than that which it really is.

6.15. Taste Sense

This requisite regulates the ability of a character to detect and identify flavours and tastes in objects which are eaten or otherwise orally sampled. As such, the Taste Sense serves mainly to help a character identify poisonous substances and magical potions, elixirs, drugs and so on.

Taste Sense	Description	Taste Sense	Description
3 or lower	No Taste Buds	16 to 17	Very good ability
4 to 5	Defective Taste Buds	18 to 19	Excellent ability
6 to 7	Marginal Taste Buds	20 to 21	Extremely good ability
8 to 9	Low average	22 to 23	Exceptional ability
10 to 11	Average	24 to 25	Extraordinary sensitivity
12 to 13	High average	26 or higher	Ultra-accurate sensitivity
14 to 15	Good ability		

6.15.1. Taste Detection

This covers a character's ability to identify by taste a substance of unknown nature in his or her possession. A small (0.1 gram) sample of the item must be touched to the character's taste organ (tongue) for two game seconds. At the end of this period, a check at (DMod of 2 x Taste Sense) to see if the item has been recognized.

This ability works only with substances the character has come in contact with and identified previously; it does not work with items encountered for the first time. Also, if the Success Threshold of the check is failed, there is a 50 per cent chance the character will identify the substance incorrectly as something other than that which it really is. If a character tastes something he or she believes indicative of a poison, he or she may attempt to spit it out in good enough time to nullify the effects of most oral poisons by passing a check at (DMod 3 x Taste Sense). There are a few poisons that act almost immediately if even tiny amounts are tasted.

6.15.2. Combined Taste/Smell Detection

It is possible to try to identify a substance both by taste and smell. A character attempting this must first attempt a Smell Detection check. If this check is passed, it doubles the relative chances he or she will have of then correctly identifying the item by taste. Also, there is a greater chance the item will be identified exactly; for example, whereas the results of a normal Taste or Smell detection check might reveal that a powdery substance is a drug, a successful combined check would reveal the exact type of drug (assuming, of course, that the character had encountered this drug previously).

If the Sense of Smell detection check is failed, then the Taste detection check will fail and produce misleading results regardless of what the character actually rolls on the percentage dice when executing the check. The results of each check are kept secret by the Referee.

6.16. Touch Sense

This score regulates the tactile abilities of a character, the extent to which the nerve endings in his or her hands/paws/tentacles etc. can identify texture, moisture, temperature and inner vibrations of objects. Touch Sense is useful to all characters who happen upon unidentified objects, but it is especially useful for merchants and alchemists in appraisal of the items of their trades.

Touch Sense	Description	Touch Sense	Description
3 or lower	No Hand Nerves	16 to 17	Very good ability
4 to 5	Defective Hand Nerves	18 to 19	Excellent ability
6 to 7	Marginal Hand Nerves	20 to 21	Extremely good ability
8 to 9	Low average	22 to 23	Exceptional ability
10 to 11	Average	24 to 25	Extraordinary sensitivity
12 to 13	High average	26 or higher	Ultra-accurate sensitivity
14 to 15	Good ability		

6.16.1. Tactile Detection

This covers a character's chance of "feeling" for the presence of inscriptions on rare items, of discovering hairline cracks (possibly indicating the presence of a secret door) in a 1m. x 1m. square area and so on. The item being handled must be surveyed for one complete game minute of deep concentration, after which the character may check for detection of any appropriate relief at (DMod 2 x Touch Sense score).

6.17. Physical Beauty

This score regulates how "good-looking" a character is, relative to prevailing standards of beauty or handsomeness of his or her native culture. A character with a very low Physical Beauty score would be considered "ugly" while one with a very high score would be considered "beautiful".

Physical Beauty	Description	Physical Beauty	Description
3	Could Crack Glass†	15 to 16	Rather Good-Looking
4	Hideous†	17 to 18	Pretty / Handsome
5 to 6	Ugly	19 to 20	Very Pretty / Handsome*
7 to 8	Homely	21 to 23	Beautiful*
9 to 11	Plain	24 to 26	Gorgeous*
12 to 14	One of the Crowd	27 or more	Irresistible*





* These elevated Physical Beauty scores can be a handicap, as particularly beautiful persons are in constant demand by slavers, perverted nobles and the Temple of *Væran/Virya* Kikiri for "entertainment" purposes. Each time they appear in public without some kind of disguise to lessen their attractiveness, there is a 5 per cent chance that someone from the above mentioned groups will notice them and begin a plot to kidnap them, if possible.

Furthermore, persons with more ordinary Physical Beauty scores tend to resent extremely beautiful / handsome characters, particularly if competing with the latter in some way. Therefore, if a check for Nonplayer Reaction (see Adventure rules section) is made for a character whose own Physical Beauty is "11" or less, where the character causing the check has a Physical Beauty of 19 or more, 5 points are subtracted from the result of the dice roll. If the Physical Beauty of the latter character is 24 or more, 10 points are subtracted from the Reaction check.

† A character unfortunate enough to be born with this type of appearance suffers a negative modifier of "5" each time he or she attempts to address a normal character of his or her own species; also, there is a 40 per cent chance the addressee will simply turn and run or shun the character, rather than doing him or her the courtesy of an audience. Often, a Physical Beauty of this low type can be ameliorated to some degree, by an appeal to one's deity for Divine Intervention (for which the god or goddess will expect payment, of course!)

6.17.1. Relative/Subjective Physical Beauty

"Beauty is in the eye of the beholder". Because the concept of physical attractiveness is highly subjective, a character's Physical Beauty score may be modified by the Referee if the character is addressing someone from another species or geographical area, whether or not the character's appearance had actually changed. For example, a *Hlôn* considered "good-looking" to other *Hlôn*, would undoubtedly still be "ugly" to a human being. Also, quite a few species (for example the *Arfô* or *Sagôst*) do not seem to understand the concept of physical attractiveness as do the more conventional races, so one's Physical Beauty score means little to them. For this reason, the following rule is imposed regarding relative Physical Beauty scores amongst the intelligent species.

The following species regard each other in roughly the same manner, so when a character of one species considers the Physical Beauty of a character of another species in the same group, the latter's Physical Beauty *vis-a-vis* the former is taken at full value:

Group	Species That Belong to Group
Humanoids	Humans, <i>Bênli</i> , <i>Lhàashàà-àdyé</i>
Near-Humanoids	<i>Shélèggi/L'âqu-àlu</i> , <i>Rî'm/Hnàhhu</i> , <i>Apnié</i>
Quadruped Humanoids	<i>Hàmýé</i> , <i>Arda</i>
Reptilians/Amphibians	<i>Hoyoté-Gò</i> , <i>Nika'Khàdra</i> , <i>Agâk</i>
Others	All other sapient species (each individual species counts as a separate group)

All species in the "Others" category regard only beings of their exact **own (same)** race at full Physical Beauty value; in other words, each "Others" category species counts as its own, distinct "group". When regarding a creature from a species *other than one's own group* (for example, a human character regarding a *Ca'ûna* character), each character uses only **50 per cent (1/2 of)** the other's actual Physical Beauty score, when calculating effects that factor in Physical Beauty. Thus, a human being regarding a *Ca'ûna* whose actual Physical Beauty (relative to other *Ca'ûna*) was "12", would see the *Ca'ûna's* effective Physical Beauty as "6".

Subject to Referee discretion, the effective Physical Beauty scores of the following species, when regarded by anyone other than their own species, are **quartered (25 per cent of their "real" values)**: *Njédyu*, *Dobùllah*, *Yhéla*, *Chàngalà**, *Motnat'tà*, *Enhù'uv*, *Sagôst*, *Lepré* and *Demon*

* Except if in polymorphed form, in which case the *Chàngalà* or *Yhéla* counts as whatever other body form it has assumed.

6.18. Changing Rolled Characteristics

Roller characteristic scores are usually **impossible** to change permanently except by deep magic. If a character wishes to do so, he or she may supplicate himself or herself to a religion's deity and plead with the god or goddess to impart the change, as follows. This is handled as a normal attempt at Divine Intervention, except that all results that would result in retribution are treated as "no effect", while all favourable results are treated as a conditional intervention (e.g., the deity will never raise a characteristic level for free, but will instead insist that the supplicant do something in return). No single deity will perform this type of miracle for a character more than once each ten game years, except to restore points removed by a curse or other similar misfortune. This does not preclude a greedy character from "going shopping" for deities he or she has not yet pleaded with, but in such circumstances the Referee should perform a dice roll to see what the character's original deity thinks of such unfaithfulness!

In certain special cases, rolled characteristic levels may be maintained at a heightened score by training and exercise. For example, it is possible for a character to increase his or her Strength characteristic level by hard physical work, lifting weights, etc. All types of exercise allow no more than two game weeks per game year off the regimen, or all benefits are lost. Provided a player can convince the Referee his or her character is doing the appropriate kinds of exercises, a character can count one game hour's worth of exercise towards the requirements for Strength, Constitution, Agility and Dexterity: the character need not expend a separate hour for each. There is a 50 per cent chance, however, that the character is not skilled enough in the art of physical fitness to know how to properly telescope the training period in this manner; if the dice roll performed by the Referee at the end of the yearly training period is failed, the Referee rolls 1D4 for the number of characteristic levels that were properly raised. A character can avoid this problem, of course, by foregoing the opportunity to "multiple-train" and devoting one game hour per day to each separate type of training. The following schedule regulates by how much training and exercise can improve different kinds of rolled characteristic levels.

6.18.1. Strength Enhancement

Characters with non-sedentary primary occupations (see below) may increase their Strength characteristic levels by 1D4 points. This requires at least one hour of hard physical labour per game day for no less than one game year.

6.18.2. Constitution Enhancement

Characters with non-sedentary primary occupations (see below) may increase their Constitution characteristic levels by 1D3 points. This requires at least two hours of hard physical labour, or one hour of moderate labour such as jogging, per game day for no less than one game year.

6.18.3. Agility Enhancement

Characters with non-sedentary primary occupations may increase* their Agility characteristic levels by 1D3 points. This requires at least one hour of balancing, gymnastics, etc. per game day for one game year.

6.18.4. Dexterity Enhancement

All characters may increase* their Dexterity characteristic levels by 1D2 points. This requires at least one hour of "finger training" per game day per game year.

6.18.5. Hearing Enhancement

All characters may increase* their effective Hearing characteristic levels by 1D3 points, by spending at least one hour of listening to "pick up" and recognize faint noises per game day for six game months. There is a degree of Referee discretion involved in applying this kind of training, since it cannot normally be properly carried out in the noisy environments of most Telostician cities.

Characteristics marked with a * require the assistance of an instructor with a higher characteristic level in the area in question; the instructor must spend at least 50 per cent of the time the training character does, or the benefits are lost.

6.18.6. Atrophy of Elevated Characteristics

Elevated abilities often atrophy if not constantly maintained and used. The rule used here is that once an elevated characteristic level in a given area is attained, the character must continue to exercise or train for it as if it had not been attained, except that he or she need spend only 25 per cent of the daily training periods noted above (instructors are not required) to avoid losing the extra points.





6.19. Height and Weight

The character's height and weight are interpreted somewhat differently from the other attributes. This is primarily because the actual heights and weights of different creatures are relative to species; thus, a "small" *Apnié* would still probably be considerably larger than most "big" humans. The results are interpreted as follows; note that a separate dice roll is made for each factor.

Score	Height Factor	Weight Factor
3 or less	Very Short	Very Light
4 to 6	Short	Light
7 to 12	Average	Average
13 to 15	Tall	Heavy
16 or 17	Very Tall	Massive
18 or more	Huge	Bloated

Height and weight have effects on the other characteristics. The combination of the character's height and weight indicates his or her "body frame", as on the Body Frame Table (see below).

- A "Massive" character subtracts 1 from his or her Physical Beauty score.
- A "Bloated" character subtracts 2 from his or her Physical Beauty score and reduces his or her Self-Esteem personality score (see below) by 20 points.

At a later point in the game, it may be necessary for a player to know the precise height and weight of his or her character. This may be determined by consulting the Height / Weight tables.

6.20. Character Ages and Age Classes

The next feature that must be determined is the character's age, both absolute (denominated in Telostician years) and relative (denominated by an "Age Class"). These are found on the Table below:

Dice Roll	Human Age / Age Class
01-10	5 to 10 (1D6+4) [Child]
11-25	11 to 16 (1D6+10) [Adolescent]
26-40	16 to 21 (1D6+15) [Young Adult]
41-60	21 to 30 (1D10+20) [Adult]
61-75	31 to 40 (1D10+30) [Mature Adult]
76-90	41 to 50 (1D10+40) [Elderly]
91-95	51 to 70 (1D20+50) [Old]
96-98	71 to 90 (1D20+70) [Very Old]
97-100	91 to 190 (1D100+90) [Venerable]

The ages given above assume a character of one of the "Normal" or "Uncommon" species; average ages of the other species are set by the Referee. Since nonhuman characters often have natural life spans that differ from humans, when aging is calculated for a nonhuman, use the Age Class, proportioned appropriately for the species concerned, to determine the character's actual chronological age. The effect aging has on birth attributes is calculated in the following manner:

- *10 or less [Child]*: Strength x 0.6, Agility and Dexterity x 1.3; Willpower and Wisdom x 0.5.
- *11 to 16 [Adolescent]*: Strength x 0.8, Agility, Constitution and Dexterity x 1.1; Willpower and Wisdom x 0.75; Physical Beauty x 1.2 if male or x 1.3 if female.
- *17 to 40 [Adult]*: No modifications; all attributes as set by other rules.

- *41 to 50 [Elderly]*: All Physical attributes and Senses x 0.8; Intelligence x 0.9; Wisdom x 1.1; Physical Beauty x 0.8 if female or x 0.9 if male.
- *51 to 70 [Old]*: All Physical attributes and Senses x 0.7; Intelligence x 0.8; Wisdom x 1.3; Physical Beauty x 0.6 if female or x 0.7 if male.
- *71 to 90 [Very Old]*: All Physical attributes and Senses x 0.5; Intelligence x 0.6; Willpower x 0.8; Wisdom x 1.4; Physical Beauty x 0.5 if female or x 0.6 if male.
- *more than 90 or [Venerable]*: All Physical attributes and Senses x 0.4; Intelligence x 0.5; Willpower x 0.7; Wisdom x 1.5; Physical Beauty x 0.4 if female or x 0.6 if male.

Fertility Onset and Atrophy

If a female character's Age Class is "Elderly" or older, or if a non-female character's Age Class is "Old" or older, he or she must pass a Saving Throw for continuing fertility—that is, the ability to sire or bear young—on this and each birthday thereafter.

The Saving Throw for a female character is (Constitution x 3 DMod), while the Saving Throw for a non-female character is (Constitution x 4 DMod). If this Saving Throw, which is made secretly by the Referee, is failed, the character becomes (barring magic or Divine Intervention, irretrievably) infertile (the Fertility attribute, normally 3D6 except for the *Lhàashà-àdyé* for whom it is 2D6, drops to zero). Add the character's original Fertility score to the dice roll.

Human and similar characters under the "Adolescent" Age Class are normally infertile as they have not yet reached puberty, but this is of course temporary; upon his or her 11th birthday, such a character is assumed to be of childbearing age.

6.20.1. Telostic to Earth Age Conversion

Both the Referee and players should keep in mind that a year on Telostic is 500 days long; thus a character who is 10 Telostician years old would be almost 14 Earth years old. The Referee may find the following table useful to help calculate the approximate relationship between given Telostician and Earth character ages, expressed in years and months:

Age on Telostic	Age on Earth	Age on Telostic	Age on Earth
1	1 year 4 months	55	75 years 3.5 months
5	6 years 10 months	60	82 years 1.5 months
10	13 years 8 months	65	89 years
15	20 years 6 months	70	95 years 6.5 months
20	27 years 5 months	75	102 years 8 months
25	34 years 3 months	80	109 years 6 months
30	41 years 1 month	85	116 years 4 months
35	48 years	90	123 years 2.5 months
40	54 years 9 months	95	130 years 0.5 months
45	61 years 7 months	100	136 years 11 months
50	68 years 5 months	125	171 years 1.5 months

To find the number of Earth years corresponding to one Telostician year, multiply the number of Earth years by a factor of 1.369.

To find the number of Telostician years corresponding to a single Earth year, multiply by a factor of 0.73.





6.21. Height / Weight Table (Humans)

	Very Short / Light	Short / Light	Average	Tall / Heavy	Very Tall / Massive	Huge / Bloated
Human: Mesho	1.5m 37kg	1.6m 42kg	1.75m 62kg	1.85m 82kg	2.1m 105kg	2.3m 120kg
Human: Mahagi	1.5m 35kg	1.6m 41kg	1.75m 61kg	1.85m 81kg	2.1m 102kg	2.3m 120kg
Human: Roctien	1.6m 35kg	1.7m 40kg	1.8m 60kg	1.9m 80kg	2.2m 100kg	2.5m 125kg
Human: Javertien	1.7m 40kg	1.8m 50kg	1.9m 65kg	2.0m 85kg	2.3m 110kg	2.6m 135kg
Human: Cantien	1.3m 30kg	1.5m 35kg	1.6m 40kg	1.7m 50kg	2.0m 80kg	2.2m 110kg
Human: Sherdonel	1.5m 38kg	1.6m 40kg	1.7m 55kg	1.8m 70kg	2.0m 90kg	2.3m 120kg
Human: Barbarian	1.7m 60kg	1.9m 70kg	2.0m 90kg	2.3m 110kg	2.5m 125kg	2.9m 170kg

6.22. Height / Weight Table ("Common" Nonhumans)

	Very Short / Light	Short / Light	Average	Tall / Heavy	Very Tall / Massive	Huge / Bloated
<i>Bènlì</i>	1.5m 33kg	1.7m 38kg	1.8m 58kg	1.9m 79kg	2.2m 97kg	2.4m 110kg
<i>Arda</i>	1.4m 50kg	1.5m 60kg	1.6m 70kg	1.8m 85kg	2.0m 120kg	2.3m 150kg
<i>Ca'ùna</i>	1.5m 35kg	1.6m 40kg	1.7m 60kg	1.8m 80kg	2.1m 110kg	2.3m 120kg
<i>Shéleggi</i>	0.8m 20kg	1.0m 25kg	1.4m 35kg	1.6m 45kg	1.8m 55kg	2.1m 75kg
<i>Ri'im</i>	0.7m 15kg	0.9m 20kg	1.3m 35kg	1.6m 45kg	1.9m 55kg	2.2m 75kg

6.23. Height / Weight Table ("Uncommon" Nonhumans)

	Very Short / Light	Short / Light	Average	Tall / Heavy	Very Tall / Massive	Huge / Bloated
<i>Lhààshà-àdyé</i>	1.7m 42kg	1.8m 50kg	2.0m 80kg	2.3m 110kg	2.7m 150kg	2.9m 190kg
<i>Hàmyé</i>	0.9m 13kg	1.0m 18kg	1.1m 25kg	1.2m 30kg	1.3m 35kg	1.4m 45kg
<i>Granàyu</i>	0.6m 5kg	0.7m 8kg	0.8m 10kg	0.9m 15kg	1.0m 20kg	1.1m 25kg
<i>Nika'Khàdra *</i>	1.3m 90kg	1.4m 110kg	1.5m 120kg	1.6m 150kg	1.7m 170kg	1.8m 220kg
<i>Hoyoté-Go</i>	1.6m 55kg	1.8m 70kg	2.0m 95kg	2.2m 110kg	2.5m 150kg	2.7m 175kg
<i>Apnié</i>	1.7m 75kg	1.9m 90kg	2.0m 120kg	2.4m 150kg	2.9m 220kg	3.2m 285kg
<i>Agàk</i>	1.1m 35kg	1.3m 40kg	1.4m 50kg	1.5m 60kg	1.6m 70kg	1.8m 80kg
<i>Arfò</i>	1.7m 75kg	1.75m 80kg	1.8m 83kg	1.85m 85kg	1.9m 90kg	1.95m 95kg
<i>Hlòn</i>	1.3m 30kg	1.4m 40kg	1.6m 50kg	1.8m 60kg	2.0m 70kg	2.1m 80kg

* This refers to forebody height, since these creatures are quadrupedal; a *Nika-Khàdra* character is actually approximately three times this length, measured from forearms to the end of its tail.





6.24. Body Form / Frame Factor Attribute Adjustments

	Very Short	Short	Average	Tall	Very Tall	Huge
Very Light	AGL: +3 DEX: +2 BDY: -6 CON: -2	AGL: +2 DEX: +2 BDY: -5 CON: -1	AGL: +2 DEX: +1 BDY: -4 CON: na	AGL: +1 DEX: +1 BDY: -4 CON: -1	AGL: +1 DEX: +1 BDY: -5 CON: -1	AGL: +1 DEX: na BDY: -5 CON: -1
Light	AGL: +2 DEX: +2 BDY: -3 CON: -1	AGL: +2 DEX: +1 BDY: -3 CON: na	AGL: +1 DEX: na BDY: -2 CON: na	AGL: na DEX: na BDY: -3 CON: na	AGL: na DEX: na BDY: -4 CON: na	AGL: na DEX: na BDY: -4 CON: -1
Average	AGL: -1 DEX: na BDY: na CON: -1	AGL: na DEX: na BDY: na CON: na	AGL: na DEX: na BDY: na CON: na	AGL: na DEX: na BDY: na CON: na	AGL: -1 DEX: na BDY: +3 CON: na	AGL: -2 DEX: na BDY: +4 CON: na
Heavy	AGL: -2 DEX: -1 BDY: -3 CON: -1	AGL: -1 DEX: na BDY: na CON: -1	AGL: na DEX: na BDY: +1 CON: na	AGL: -1 DEX: na BDY: +3 CON: na	AGL: -2 DEX: na BDY: +4 CON: na	AGL: -3 DEX: -1 BDY: +5 CON: -1
Massive	AGL: -3 DEX: -1 BDY: -3 CON: -2	AGL: -2 DEX: -1 BDY: -3 CON: -1	AGL: -1 DEX: na BDY: na CON: -1	AGL: -1 DEX: na BDY: +3 CON: na	AGL: -2 DEX: na BDY: +5 CON: na	AGL: -4 DEX: -1 BDY: +6 CON: -1
Bloated	AGL: -4 DEX: -1 BDY: -4 CON: -3	AGL: -3 DEX: -1 BDY: -3 CON: -2	AGL: -2 DEX: -1 BDY: -3 CON: -1	AGL: -2 DEX: na BDY: na CON: -1	AGL: -3 DEX: -1 BDY: +3 CON: -1	AGL: -5 DEX: -2 BDY: +6 CON: -2

Key :

"AGL" : Modification to the character's Agility requisite;

"DEX" : Modification to the character's Dexterity requisite;

"BDY" : Modification to the character's Body Damage Reserve;

"CON" : Modification to the character's Constitution requisite.





6.25. Shakhan Character Reference Sheet

Name : _____ Date : _____

Species		Gender		Age	
Occupation (P)		Occupation (S)		Occupation (T)	
Experience (P)		Experience (S)		Experience (T)	
Level(s)	p s t	Social Class		Moral Alignment	
Height		Physical Defects		Religion	
Weight		Mental Defects		CF / Combat Fact.	
Strength		Addictions		TCA (Cards)	
Dexterity		Self-Esteem		BDR / Hit Pts.	
Agility		Self-Control		FPR / Fatigue	
Constitution		Objectivity		MA / Action Pts.	
Physical Beauty		Sex Drive		Melee Weapon	
Intelligence		Temperament		Missile Weapon	
Willpower		Eccentricity		Shield	
Psychic Ability		Disposition		APV (head)	
Mystic Ability		Compassion		APV (neck)	
Wisdom		Self-Indulgence		APV (arms)	
Vision	d n	Integrity		APV (trunk)	
Hearing		Attentiveness		APV (abdomen)	
Sense of Smell		Tolerance		APV (legs)	
Touch Sense		Altruism		EP Accrual	
Taste Sense		Charisma		EP Storage	
PERC / Perception		Money (sp)		MRES / Mag. Res.	
Languages					
Scripts					
Abilities					
Possessions					
Magic Items					
Magic Spells					
Other					







A cart owned by a traveling caravan-merchant on the muysuikh from Ascòrcan to Vòina

7. Character Social Class

One of the most important aspects of the life of a character in *Shakhàn* is related to his or her birth status in society. Players are thus allowed to check to see which social class their characters belong to. The dice roll on the Social Class Determination Table actually applies to the character's **parents**, since the character him- or her- self is assumed to be in the same category.

A cautionary note is applicable here. It has been the author's experience that when a variety of widely disparate social classes are represented in a single group of new characters, needless tensions are created. Furthermore, there is the aspect of game logic: how is a member of the nobility to associate with a peasant on a relatively equal basis, etc.. Therefore, it is strongly recommended that when a group of new players are first determining the features of their personal characters, **one** (and only one) percentage dice roll be made to determine the social class of the whole group. In other words, it is desirable that either all the characters be from the lower classes, or all from the upper classes, or whatever, so long as only **one** social class is represented in the group. It is permissible that characters may be from different specific backgrounds, provided that they are all from one social stratum such as "Merchant", "Peasant", etc..

When social class is determined, the Referee applies the relevant modifications after the group's modifiers have been totaled and averaged, and the result is the social class of all the characters in it.

7.1. Character Ranks

To quantify the relative place in society held by a character, *Shakhàn* uses the concept of "Rank". This is denominated in **reverse** order; in other words, the *lower* a character's Rank, the *higher* his or her social status is.

All social classes other than the Nobility have 10 sub-Ranks within their general category; the Nobility has 20 sub-Ranks, since questions of exact social position tend to be more important when one reaches these heights of society. To an extent, the Ranks represent a continuum rather than a quantum scale. In other words, a Rank 30 Priestly class character might be regarded by others as little better than a Rank 31 character from the Merchant class, whatever the special privileges belonging to the former were.

If the exact sub-Rank of a character within his or her social class is not explicitly stated in the rules found below, it is determined by the Referee by dividing the percentage dice roll outcome used to determine the exact background of the character's parents by "10", rounding fractions to the nearest multiple of 10, and subtracting this number from the **highest** (worst) Rank in the general category. For example, a Peasant character whose dice roll to determine exact background was "66", would count as being of Rank 63 [70 minus (66 / 10 = 6.6 rounded to 7)]. If there is no dice roll to determine the sub-class, the character's Rank is determined randomly by the Referee by rolling 1D10.

7.2. Social Class Determination Table

The Ranks applicable to the various social classes found in northern *Ushù'l* can be found below.

Dice Roll	Social Class
01-05	Escaped Slave / Fugitive (Ranks 80 to 71)
06-65	Peasant / Lower Class (Ranks 70 to 61)
66-75	Criminal (Ranks 60 to 51)
76-80	Military (Ranks 50 to 41)
81-92	Merchant / Townsman (Ranks 40 to 31)
93-98	Priestly / Religious (Ranks 30 to 21)
99-00	Nobility / Upper Class (Ranks 20 to 1)

Modifications / Species Limitation

No character of any species other than human, *Arda*, *Bènlì* or *Lhààshàà-àdyé* is, for game purposes, ever allowed to be a member of the nobility- or, in most cases, the upper ranks of most religions; roll again if this result is obtained. (Actually, this *has* happened in the past, but examples are so rare as to be negligible in game terms.) Furthermore, characters of species other than these three incur a "-5" percentage dice roll modifier, when rolling on the Social Class Determination Table.





Some species types are, due to their appearance, nature or habits, never (or rarely) found in "normal" society and thus do not roll to determine social class. These are: any race other than human, *Bènlì*, *Arda*, *Ca'ùna*, *Lhààshàà-àdyé*, *Shélèggi*, *Ri'im*, *Hàmyé*, *Granàyu*, *Apnié* or *Hlòn*. A character whose species is not included in the aforementioned list technically counts as a peasant, should it be necessary to establish his, her or its effective social class under some other game rule.

After the player character has determined his or her parents' basic social class on the Social Class Determination Table, their exact background is found using the Social Class Backgrounds detailed below.

7.3. Slave / Fugitive Backgrounds

This indicates that the character's parents were enslaved for some reason or another. Although the disadvantages of being the offspring of slaves should be obvious, such a character will, barring really poor luck, at least have been reasonably well-fed and clothed— comforts which frequently escape the rural peasantry.

Normally, a character born of slave parents will be a slave himself or herself, since this social status is transmitted to offspring. To avoid unduly handicapping a player with this type of character, there is a 30 per cent chance that for some reason the character will have been freed by the previous "master", prior to the start of play. Note that this does not mean that the character's parents have themselves been freed, however. If this dice check is failed, it does *not* mean the character must toil his life away for his or her owner: rather, it is interpreted as the character has previously "escaped" from captivity and is currently evading the authorities. How seriously the authorities are in pursuit is a matter for the discretion of the Referee; usually, the chase will be half-hearted at best, unless the character has some special or valuable talent, or has committed some crime other than simply escaping his or her master.

The exact background of the parents is as follows:

(01-20).....Parents were house or garden slaves, etc.

(21-40).....Parents were field or labouring slaves, etc.

(41-60).....Parents were members of the Merchant class who were enslaved as punishment for a crime. To determine what the original occupation of the parent was, roll as per "Merchant / Townsman Class" below.

(61-70).....Parents were members of the Military or Criminal class who were enslaved for a crime. To determine what the original occupation of the parent was, roll as per "Military" or "Criminal" below.

(71-85).....Parents were members of the Priestly or Religious class who were enslaved for some reason. To determine what the religion of the parent(s) was, roll as per "Priestly / Religious" below. There is approximately a 30 per cent chance that the parent was a renegade or heretic priest; for details on this consult "Religions".

(86-99).....Parents were members of any of the above mentioned social classes, except that in this case it was the character him/her/it/self that was enslaved for some infraction of law or custom. To determine what the crime or transgression was, roll percentage dice under the "Military / Criminal" section given below.

(100).....Character is a former noble and has been enslaved for some political reason (for example treason against the Empire). To determine the exact details of the character's noble parentage, roll as per "Nobility / Upper Class" below.

7.4. Peasant / Lower-Class Backgrounds

Dice Roll	Background of Character
01-10	Urban Scum
11-70	Rural Serf
71-85	Rural Other
86-95	Urban Employed
96-00	Rural Landholder

7.4.1. Urban Scum

This indicates that the character's parents were part of that unfortunate and desperately impoverished *lumpenproletariat* that can be found in most Telostician cities. Roll percentage dice to determine this exactly:

(01-10) Parent was the "town fool" (e.g. an idiot or moron)

(11-25) Parent was a street beggar or peddler

(26-35) Parent was an alcoholic or drug addict

(36-60) Parent was a layabout, petty thief or thief

(61-90) Parent was an unguilted street prostitute

(91-95) Parent was a scavenger, garbage picker, etc.

(96-00) Parent was a minor trickster, amateur minstrel, etc.

7.4.2. Rural Serf

This indicates that the character's parents were tenant farmers, tied to the land owned by absentee landlords (in most cases, the landowner will be the ruling noble or local fief holder). A character of rural serf parentage is, by law, only allowed to leave the farm if he or she can establish a career in the Imperial Army or one of the priesthoods, and may be jailed for disobeying this station in life. Roll percentage dice to indicate the exact type of farming work:

(01-20) Parent worked on a small vegetable garden

(21-30) Parent worked on an orchard or fruit farm

(31-70) Parent worked on a rice, grain or corn farm

(71-75) Parent was a swineherd (raised pigs)

(76-80) Parent was a shepherd (raised sheep)

(81-85) Parent worked as a herdsman or cattle herd (raised cows)

(86-90) Parent worked on a poultry farm

(91-95) Parent was a rural fisherman

(96-00) Parent worked on a herb farm (smoking weed, etc.)

Note : There is a 10 per cent chance the parent was in charge of the enterprise where he or she worked, although someone else (probably the fief holder) actually owned it.

7.4.3. Rural Other

This indicates that the character's parents lived in the countryside but were not "peasants" in the conventional sense; instead, they pursued one of several special occupations. In general, although these types of characters are still lower class in status, they are not as fixed in their roles in life as would be a serf or tenant farmer.

(01-05) Parent was the "village idiot" (e.g. a madman or moron)

(06-15) Parent was a woodsman or trapper

(16-30) Parent was a migratory hunter

(31-40) Parent was a lumberjack or tree cutter

(41-50) Parent was a coachman or teamster

(51-60) Parent was a charcoaler or fuelgatherer

(61-70) Parent was an ice cutter or water drawer

(71-80) Parent was a toll keeper or watchman at a bridge or canal

(81-85) Parent was a messenger or courier on the Imperial Roads

(86-90) Parent was a migratory cattle hand or cowboy

(91-95) Parent was a rural moonshiner (distilled wine, beer, etc.)

(96-97) Parent was a prospector or "gold panner"

(98-00) Parent was a ranger or member of the Imperial Border Guard





7.4.4. Urban Employed

This indicates that the character's parents were townsmen, belonging to the urban working class. The parents did not own the businesses at which they worked, but they had a particular skill and a relatively steady source of income. Although a character coming from this background is still a peasant and of relatively low social status, he or she can at least claim the prestige of a craftsman's background. Due to the more skilled nature of their toil, those born to this class tend to feel superior to rural serfs and far above the lowly urban scum. To determine exactly what the character's parent did for a living and thus what, if any, skills were inherited, roll percentage dice:

- (01-05) Parent was an assistant garbage man or chamber pot collector
- (05-10) Parent was a market peddler
- (11-15) Parent was a worker at a slaughterhouse or abattoir
- (16-18) Parent was an assistant undertaker or gravedigger
- (19-22) Parent was an assistant ratter or exterminator
- (23-27) Parent was a (guided) prostitute
- (28) Parent was an assistant torturer or executioner
- (29) Parent was an assistant jailer or prison guard
- (30) Parent was an assistant slave driver
- (31-32) Parent was a street sweeper
- (33-36) Parent was a house servant
- (37-38) Parent was an assistant potter
- (39-40) Parent was a labourer, construction worker or bricklayer
- (41-42) Parent was a dockhand or low class sailor
- (43-44) Parent was a longshoreman or stevedore
- (45-48) Parent was a waiter or barkeep
- (49-50) Parent was an assistant vegetable or fruit stand operator
- (51-52) Parent was an assistant fishmonger
- (53-54) Parent was an assistant baker
- (55-56) Parent was an assistant cook
- (57-58) Parent was an assistant butcher
- (59-60) Parent was an assistant mason or builder
- (61-62) Parent was an assistant barber or hairstylist
- (63-64) Parent was an assistant publicist or town crier
- (65-66) Parent was an assistant tailor or clothes cleaner
- (67-68) Parent was an assistant toy maker
- (69-70) Parent was an assistant salt seller
- (71-72) Parent was a miner or refinery worker
- (73-74) Parent was a minor government bureaucrat
- (75-76) Parent was an assistant general goods seller
- (77-78) Parent was an assistant cobbler or shoemaker
- (79-80) Parent was an assistant leather worker or tanner
- (81-82) Parent was an assistant cooper, cartwright or barrelwright
- (83-84) Parent was an assistant carpenter or woodworker
- (85-86) Parent was a head house servant*
- (87) Parent was an assistant blacksmith or metalworker
- (88) Parent was an assistant candle maker
- (89-90) Parent was an assistant ostler or horse breaker

- (91-92) Parent was an assistant animal trainer
- (93-94) Parent was a clerk at a moneychanger's office
- (95-96) Parent was an attendant or servant at a Temple or church
- (97-98) Parent was an assistant perfumer
- (99) Parent was an assistant at an apothecary or medicine shop
- (100) Parent was an assistant at a jewelry or appraisal shop

* This is in fact a relatively prestigious occupation, roughly equivalent to a butler or chamberlain. A head house servant will usually command 1 to 10 slaves or ordinary servants.

7.4.5. Rural Landholder

Characters who end up in this category may be considered to have about as much social prestige as a peasant can reasonably expect to possess. This stems from the fact that their parents, while not particularly wealthy, own the land which they work for a living. In most Telostician societies, land ownership is a "must" for any sort of chance at social advancement, and it is intrinsically valuable as an inheritance. The obligations of rural landholders vary from society to society, but usually include paying taxes and the service of the family's eldest male member in the local militia when called. To determine exactly what the land owned is used for, roll percentage dice:

- (01-20) Parent was a vegetable farmer. Roll 1D8 to determine how many acres the farm included. The total which is rolled represents only productive land and it is likely that the actual size of the land holding is larger. Roll 1D3 and use the number so derived to multiply the number of productive acres; the result is the number of extra, "unproductive" acres on the farm property.
- (21-25) Parent was a grain farmer. Roll 1D20 to determine productive farm acreage and multiply the result by 1D3 as above to determine other acreage.
- (26-30) Parent was a fruit grower or orchard tender. Roll 1D10 to determine productive acreage and multiply the result by 1D3 to determine other acreage.
- (31-35) Parent raised swine. Roll 1D4 to determine total acreage (this includes both productive and unproductive land). Roll 1D20 + 6 to determine the total number of adult head of swine in the herd and 1D10 + 3 for the number of piglets or immature animals.
- (36-40) Parent raised poultry. Roll 1D6 to determine total acreage (this includes both productive and unproductive land). Roll 3D20 + 8 to determine the total number of adult birds and 3D10 + 4 for the number of chicks or immature birds.
- (41-43) Parent raised cattle. Roll 2D20 to determine total acreage (this includes both productive and unproductive land). Roll 1D20 + 8 to determine the total number of adult head of cattle in the herd and 1D10 + 4 for the number of calves or immature animals.
- (44-45) Parent raised sheep. Roll 2D20 to determine total acreage (this includes both productive and unproductive land). Roll 1D20 + 10 to determine the total number of adult head of sheep in the herd and 1D10 + 6 for the number of lambs or immature animals.
- (46-50) Parent was quite successful in farming and his land was put to multiple use, possibly with the use of slaves or hired servants, at Referee discretion. Roll 1D6 as follows: the first roll represents the number of times the die is rolled again to determine the multiple uses the land was made of. The second (or later) dice roll(s) is interpreted below:
 - (1) Vegetable farm
 - (2) Swine farm
 - (3) Grain farm
 - (4) Poultry farm
 - (5) Fruit farm or orchard
 - (6) Cattle farm





Calculate acreage for each individually and add the results together; repeated results of one category (e.g. "cattle farm" being rolled twice) is possible.

- (51-60).....Parent was a fisherman. Roll 1D3 to determine his acreage (which was used for drying nets, curing fish, etc.) and 1D2 to determine how many fishing boats the parent owned.
- (61-70).....Parent was an innkeeper. Roll 1D3 to determine how many acres the inn grounds comprised; roll 1D4 to determine the number of slaves or servants that worked in the inn.
- (71-85).....Parent was a rural mill keeper. Roll 1D4 to determine the acreage of the estate and 1D3 to determine the number of slaves and / or servants, exclusive of the offspring in question, that worked it.
- (86-90).....Parent was the game attendant (responsible for the upkeep of the game lands and for prevention of poaching) for the woodlands of the local fief holder. Roll 1D3 for the size in acres of the parent's own woodlands.
- (91-00).....Parent was "low class gentry" who pursued a career in the city (roll a profession as per "Urban Employed") and who somehow managed to retain enough income to purchase a rural land holding of 1D3 productive plus 1D4 unproductive acres. Typically, a character of this sort will spend perhaps a quarter of his or her time at ease in a cottage in the countryside, to remind his or her peers of his or her "great success in life".

7.5. Criminal Backgrounds

Where a character's parents are determined to have been from this social class, it may be necessary for the Referee to roll the parent's social class again, to find out what level of society the latter belonged to prior to becoming a criminal; when doing this, ignore further results of "Criminal". Also, it is sometimes necessary to determine what, if any, punishment befell the parent, if he or she was caught and convicted of a crime. This is determined on the Punishment Table (see "Crime and Punishment" in the Adventures rules section). The general background of the criminal parents can be determined as follows:

Dice Roll	Criminal Background
01-40	Petty Criminal
41-50	Major Criminal
51-70	Organized Criminal
71-80	Gambler / Gamer
81-95	Roamer / Con Man
96-00	Dissident / Heretic

7.5.1. Petty Criminal

This indicates that the character's parent, or parents, was found guilty of one or more "non-serious" crimes. Unfortunately, such infractions are commonplace in Telostician societies, partly because of the ignorance and brutality of the masses but also due to the complexity and capriciousness of the legal codes. Roll percentage dice to determine this exactly:

- (01-45).....Parent was found guilty of fraud. Roll percentage dice as per "Merchants" to determine what line of business the parent was in; note that he or she will have suffered the assessment of the local authorities, and may have lost his or her life or investments, as indicated on the Punishment Table.
- (46-55).....Parent was found guilty of breach of contract. Determine particulars of the case as per (01-45) immediately above.
- (56-75).....Parent was found guilty of a severe breach of public morals and/or etiquette such as (for example) insulting nobility. Roll again for the parent's social class (ignore results of "Criminal"). The parent will have suffered whatever punishment local laws call for; roll on the Punishment Table.
- (76-85).....Parent was found guilty of debt. Roll again for his or her social class; repeat offenses are possible if this criminal category reoccurs.

- (86-00) Parent was a member of the *Pyazé-em-Hhèmmh-em-Ggòmlg* (e.g., the Thieves' Guild). There is only a 5 per cent chance that the parent, if still alive, has been apprehended and hence dealt with on the Punishment Table.

7.5.2. Major Criminal

The character's parent was a "wanted man", involved in relatively more serious offenses. Roll percentage dice to determine this:

- (01-40) Parent was a pimp or sexual procurer operating outside the auspices of the Prostitute's Guild. There is a 20 per cent chance he or she was apprehended; if so, roll on the Punishment Table to determine his or her fate.
- (41-60) Parent was a drug trafficker or dealer in other prohibited substances. There is a 10 per cent chance he or she was apprehended; if so, roll on the Punishment Table to determine his or her fate.
- (61-70) Parent was an urban bandit or street thug. There is a 30 per cent chance he or she was apprehended; if so, roll on the Punishment Table to determine his or her fate.
- (71-75) Parent was a horse thief or cattle rustler. There is a 30 per cent chance he or she was apprehended; if so, roll on the Punishment Table to determine his or her fate.
- (76-78) Parent was a pirate (if applicable; otherwise roll again). The chance of apprehension and punishment is 20 per cent.
- (79-85) Parent was involved in repeated sexual assaults (rapes) (there is only a 10 per cent chance of this occurring if the parent was a female; if over "10" roll again). There is a 30 per cent chance the parent was apprehended and punished.
- (86-88) Parent was involved in arson (the deliberate setting of fires). This is taken as a very serious offense in most areas, due to the damage that can ensue if a fire is allowed to spread. There is only a 20 per cent chance the parent was caught. There is also a 30 per cent chance that the parent is a victim of pyromania, and an automatic 10 per cent chance that he or she was a worshipper of mighty *Væran* Bssiro (Master of Red Roaring Devastation, God of Fire).
- (89-90) Parent was involved in repeated "unusual" sexual offenses, for example pedophilia, necrophilia, self exposure, etc. (there is only a 20 per cent chance of this occurring if the parent was a female; if over "20" roll again). There is a 40 per cent chance the parent was apprehended.
- (91-95) Parent was involved in murder. The chance of apprehension is 30 per cent; the dice roll is increased by 35 if caught.
- (96-98) Parent was involved in treason. The chance of apprehension is 35 per cent.
- (99-00) Parent was involved in multiple offenses; roll 1D6 to determine how many separate crimes were committed and check for each offense separately as above!

7.5.3. Organized Criminal

The character's parent was involved in organized criminal activity (cf. the Mafia). Roll percentage dice to determine the exact area of "expertise":

- (01-40) Parent was a member of a group of rural bandits or highwaymen. There is a 30 per cent chance he or she was apprehended; if so, roll on the Punishment Table to determine his or her fate.
- (41-42) As (01-40) above, except that the parent was the leader of the gang of rural bandits and that the chance of having been caught is only 10 per cent.
- (43-48) Parent was a member of a group of rural poachers. There is a 30 per cent chance he or she was apprehended; if so, roll on the Punishment Table to determine his or her fate.
- (49-55) Parent was a member of a group of rural smugglers or black marketers. There is a 30 per cent chance he or she was apprehended; if so, roll on the Punishment Table to determine his or her fate.
- (56-80) Parent was a minor rank member of an organized crime "family". There is only a 20 per cent chance he or she was ever apprehended, and the Punishment Table dice roll in such a case is not modified.





(81-90)Parent was a middle rank member of an organized crime "family". There is only a 15 per cent chance he or she was ever apprehended, and the Punishment Table dice roll in such a case is not modified.

(91-95)Parent was a senior rank member of an organized crime "family". There is only a 10 per cent chance he or she was ever apprehended. A character falling into this category will typically swing a considerable amount of social influence and respectability, and will have a standard of living equal perhaps to that of a fairly prosperous merchant.

(96-98)Parent was a chief lieutenant of an organized crime "family". There is only a 5 per cent chance he or she was ever apprehended, and the Punishment Table dice roll in such a case is reduced by 10.

(99-00)Parent was the "don" him(her)self of the organized crime "family"! There is only a 3 per cent chance he or she was ever apprehended, and the Punishment Table dice roll in such a case is reduced by 16. In some societies, this sort of status is almost equivalent to that of a minor noble; very few characters will antagonize someone such as the character's parent, lest "accidents" happen!

7.5.4. Gambler / Gamer

The character's parent was a professional gambler or other parlour sharpster. While technically much of this type of profession does not directly violate the law, it frequently requires a certain amount of deception and occasionally outright cheating...Roll percentage dice to determine how successful the parent was at games of chance

(01-40)Parent was of minor or amateur rank in gambling, and made (barely) enough money to survive at the trade.

(41-60)Parent had a passable, but ordinary, skill in gambling, and made a reasonable living at it.

(61-75)Parent was of above average skill in gambling, and made quite a comfortable living at the trade.

(76-85)Parent was noted for his or her obvious talents at gambling, and made a name for him or herself locally. The parent also earned a large amount of money in games of chance.

(86-95)Parent was a real "card shark" and may (25 per cent chance) have earned enough money and prestige to advance to a higher social class (roll again, ignoring results equal to or lower than this subclass of the Criminal social class.)

(96-00)Parent was renowned, both locally and for a good distance abroad, for his or her seeming, or perhaps real, supernatural luck at games of chance. He or she may have earned enough money and prestige to advance to a higher social class (roll again, ignoring results equal to or lower than this subclass of the Criminal social class); there is a 50 per cent chance of this having happened.

7.5.5. Roamer / Con Man

The character's parent was a confidence man or "snake oil" seller, e.g. a wandering trickster who specialized in selling worthless goods to the witless. Such a profession usually involves a rather nomadic existence, always moving on to avoid the attentions of the local guild police. There is a 10 per cent chance that on one or more occasions the parent has been apprehended on charges of fraud; if so, roll percentage dice on the Punishment Table to see what fate befell him or her.

7.5.6. Dissident / Heretic

The character's parent was a political or religious criminal, made fugitive or punished for his or her beliefs. There is a 20 to 60 per cent chance that the offspring him or herself, if of the age of reason, will be suspected of and possibly punished for the same "crime". If, as described below, the parent turns out not to have been apprehended for the infraction, it is highly (90 per cent) likely that he or she will still be "promoting the cause" underground as a fugitive, and will have forced these views on his or her offspring including the character whose social class is currently being determined. Roll percentage dice to determine the offense:

(01-20)Parent was declared criminal for his or her attempt(s) to lead a peasant or lower class revolt. Crimes of this sort tend to be dealt with harshly; there is a 70 per cent chance the parent was caught and punished.

(21-25).....Parent was a religious heretic, one who disagreed with the teachings of his own religion (roll dice on the Religious Affiliation Table to determine to which Temple the parent belonged). There is a 40 per cent chance the parent was caught and punished.

(26-30).....Parent was a renegade (e.g. apostate) cleric. Roll dice on the Religious Affiliation Table for the religion concerned; there is a 01 per cent chance that the parent was so declared by the god him/her/it/self, a 49 per cent chance that the charge of heresy was due to real differences with church policy, and a 50 per cent chance that it was because of a "frame" by rival members of the Temple hierarchy. There is a 40 per cent chance the parent was caught and punished (roll dice on the Punishment Table, adding 1D30 to the actual result).

(31-35).....Parent was declared a criminal for advocating theocracy, e.g. the overthrow of the government in favour of the rule of one particular religion; determine the Temple by means of the Religious Affiliation Table. There is a 60 per cent chance the parent was actually a cleric of the indicated religion and a 40 per cent chance he or she was merely a lay follower. There is a 60 per cent chance the parent was caught and punished (roll dice on the Punishment Table, adding 1D20 to the actual result).

(36-45).....Parent was declared a criminal for advocating a military *coup*, e.g. the overthrow of the government in favour of permanent control by the army. There is a 60 per cent chance that the parent was a soldier or other member of the army and a 40 per cent chance he or she was of some other social class and/or profession. There is a 60 per cent chance the parent was caught and punished (roll dice on the Punishment Table, adding 1D20 to the actual result).

(46-60).....Parent was declared a criminal for advocating overthrow of the government in favour of the rule of the *Mh-Lklâa* (e.g. the Republican Party). There is a 50 per cent chance the parent was caught and punished.

(61-70).....Parent was declared a criminal not due to any overall political or religious philosophy he or she may have advocated, but rather due to public disagreement with a single government policy. There is a 50 per cent chance the parent was caught and punished.

(71-90).....Parent was declared a criminal simply because he or she belonged to an ethnic, linguistic and/or political group (Referee discretion) that fell into disfavour with the current rulers of the Empire. There is a 20 per cent chance the parent was caught and punished [roll dice on the Punishment Table with no modification, but note that this result may (25 per cent) have been inflicted on some or all of the parent's relatives].

(91-95).....Parent was declared a criminal for advocating the rule of a noble clan other than the one currently in control of the Empire. (Add 20 to the dice roll, when determining the parent's original social class. It is highly likely that the clan the parent wanted to bring to power, is his or her own.) There is a 30 per cent chance the parent was caught and punished.

(96-00).....Parent is not a criminal, strictly speaking, but is instead a noble being persecuted for miscellaneous (Referee discretion) political reasons. There is a 10 per cent chance the parent was caught and punished.

7.6. Military Class

The Military social class includes a rather wide range of occupations, most of which involve the parent having had some type of formal military training or service to the government's police forces.

A character born of military parents does not have a great deal of "formal" social status, largely because armies include in their ranks individuals from almost all of the other levels of society. However, the political power held by the armies of most Telostician societies gives such a character considerable practical status, particularly if he or she manages to rise to a high military rank in the military hierarchy. In fact, "social climbing" is more widely tolerated of military personnel than of any other group; as long as the latter are discreet in seeking increased status. Relatively few nobles will deliberately antagonize a valued General or other commander over issues of birth, and heroic actions on behalf of the ruling Clan can occasionally cause the "discovery" of previously unknown noble lineage for one's own family.





Dice Roll	Military Background
01-15	Bounty Hunter
16-98	Soldier / Warrior
99-00	Assassin

7.6.1. Bounty Hunter

The character's parent made his or her living by tracking down and capturing, where possible, fugitives from the law and frequently, from any other party with sufficient amounts of money. There is a 90 per cent chance the parent was, at some time, a member of the regular military (roll as per "Soldier / Warrior" below). A character of this type, while certain to have a varied and highly resourceful background, is to some extent a social outcast as he or she, if known as a bounty hunter, is likely to be ill trusted by the common folk.

7.6.2. Soldier / Warrior

The character's parent was either a member of the Imperial army (about a 70 per cent chance) or was a mercenary fighter, selling his or her services to the highest bidder (about a 30 per cent chance). In the case of warriors whose background would not include a formal military structure, a degree of Referee discretion is called for in determining military rank, training, etc. It is first necessary to determine which service the parent belonged to:

(01-05).....Local militia of a city or fie*

(06-10).....The Imperial border and road guard corps or rural police

(11-20).....The city guard (of one particular urban area)

(21-90).....The Imperial army

(91-98).....The Imperial navy

(99-00).....The Imperial secret service or intelligence corps**

* A character falling into this category is always of low military rank (*Du* or lower) and his or her unit can be at most Superior grade.

** A mercenary may never belong to this service.

It is then necessary to determine the parent's military rank :

(01-40).....Parent was a *Damù* (Private) or equivalent.

(41-60).....Parent was a *Du* (Corporal) or equivalent.

(61-75).....Parent was a *Dagrù* (Sergeant) or equivalent.

(76-85).....Parent was a *Shatàth* (Lieutenant) or equivalent.

(86-90).....Parent was a *Shetrù* (Major) or equivalent.

(91-93).....Parent was a *Sézù* (Commander) or equivalent.*

(94-96).....Parent was a *Sadòrzu* (General) or equivalent.*

(97-98).....Parent was a *Sichàngu* (Field Marshal) or equivalent.*

(99-00).....Parent was a on the Supreme War Council of the local Empire. This positions presupposes that the parent was of at least *Sézù* (Commander) military rank or higher; there is also an automatic 75 per cent chance that he or she was a landed noble, if applicable. Note that some areas have no Supreme War Council as such; in which case, re roll this category adding 15 to the result.*

* These military ranks are never found in areas lacking standing armies; also, a character who was a mercenary or a member of the militia can never attain these military ranks.

The results implied by the above dice roll necessarily involve a degree of Referee discretion, because the military organizations of different regions do not always include these military ranks or even close equivalents to them. Treat all results of "91" or higher as (86-90) if it has been determined that the parent was a mercenary. Assuming the character whose background is currently being determined came of age while the parent held the above military rank, there is a 60 per cent chance he or she gave his or her offspring some degree of military and/or weapons training (1D6 levels of "Standard Weapons Training" or "Marksmanship").

Once the military rank of the parent has been determined, it is necessary to determine the grade (status and training) of the unit in which he or she served:

(01-50) Standard grade or equivalent.

(51-70) Superior grade or equivalent.

(71-90) Prime grade or equivalent.

(91-98) Elite grade or equivalent.*

(99-00) High Elite (Bodyguard) grade or equivalent.*

If no units of the indicated grade exist in the armed forces in which the parent operated, assume the unit in question was the next grade lower than the one indicated.

* These unit grades are never found in civic or border guard forces, and never include mercenaries; if indicated, roll again until another lower grade is determined.

After the grade of the unit in which the parent served has been determined, the Referee determines the type of unit:

(01-10) Light or irregular infantry (foot) unit or equivalent.

(11-50) Regular infantry (foot) unit or equivalent.

(51-60) Heavy (foot) infantry unit or equivalent.

(61-70) Bowmen or archer (missile) unit or equivalent.

(71-85) Cavalry (mounted) unit or equivalent.**

(86-90) Chariot unit or equivalent.***

(91-92) Cavalry bowmen (mounted missile) unit or equivalent.***

(93-95) Support or supply unit or equivalent (includes Armourers and Weapon crafters)

(96-97) Siege engine or sapper unit or equivalent.***

(98) Magic user or priestly unit or equivalent.***

(99) Spy or intelligence unit or equivalent.***

(00) Other or special unit or equivalent (Examples : Torture/Inquiry, Messenger, *Chàngalà* rider, Standard bearer, Animal Trainer, Signals, Strategy.)

** : These units (obviously) do not exist in the navy or in the militia.

*** : Many military forces do not include these types of units.





Finally, it is necessary to determine how much valour the parent showed in battle, if ever called upon to do so, and if this courage was rewarded or not. Typically, a soldier will enlist around the age of 15 and serve 2 to 40 years before mustering out. Roll percentage dice:

(01-05).....Parent was disgraced due to desertion, cowardice, treason etc. and was dismissed from the military as a result. There is a 50 per cent chance the parent was subjected to further punishment. There is also a 50 per cent chance that his or her offspring will, if identified as such, be denied the right to enlist in the local armed forces.



Street scene in the city of Ròlon in the central Empire





- (06-10).....Parent was dishonoured due to some unfortunate event on the field of battle (lost a position, refused a fight, etc.) Reduce his or her military rank by two levels [e.g., if the parent was a *Shetrù* (Major), he or she becomes a *Dagrù* (Sergeant) or equivalent]. There is also a 30 per cent chance the parent was subjected to further punishment (roll percentage dice on the Punishment Table).
- (11-20).....Parent was "tried and found wanting" in the heat of battle at some point (abdication of responsibility, missed an opportunity to attack, etc.). Reduce his or her military rank by one level; there is a 10 per cent chance the parent was subjected to further punishment (roll percentage dice on the Punishment Table).
- (21-30).....Parent, as near as can be determined, fought bravely, but was missing in action. There is a 40 per cent chance he or she was actually killed, a 40 per cent chance he or she was captured and enslaved by the enemy, and a 20 per cent chance that he or she came to some other fate, possibly escaped enemy control and is now living elsewhere. Ignore this result if no wars or other large scale military engagements occurred in the local army during the time the parent was in it.
- (31-70).....Parent apparently served faithfully, but with little distinction or recognition.
- (71-80).....Parent was noted for his or her above-average bravery and/or military abilities during the tour of duty. There is a 20 per cent chance he or she will have been granted a favour by the ruling noble.
- (81-91).....Parent gained attention and renown for his or her courage and skill on the field of battle. There is a 30 per cent chance he or she was granted a favour by the ruling noble, and a 20 per cent chance his or her military rank, upon leaving military service, was increased by one level. This action, in effect, allows the soldier a better military pension.
- (91-98).....Parent was a "legend in his own time", due to extraordinary conduct above and beyond the call of duty. There is a 50 per cent chance he or she was granted a favour by the ruling noble, and a 50 per cent chance his or her military rank, upon leaving military service, was increased by two levels.
- (99-00).....Parent became famous throughout the Empire as a result of actions that "saved the day" for the governing nobility. There is a 70 per cent chance that the crucial event was a heroic stand at a recent battle that resulted in an unexpected victory, and a 30 per cent chance that the parent actually saved the life or limb of a member of the ruling nobility! The person(s) saved, if applicable, are:

Dice Roll	Person(s) Saved By Parent
01-30	Elder of same clan as reigning Emperor / Empress
31-50	Nephew / niece of reigning Emperor / Empress
51-70	Aunt / uncle of reigning Emperor / Empress
71-90	Brother / sister of reigning Emperor / Empress
91-96	Son / Daughter of reigning Emperor / Empress
97-98	Spouse of reigning Emperor / Empress
99-00	The Emperor or Empress him (her)self!
00	More than one person(s) saved; roll twice

Subtract 15 from the performance dice roll if the parent was a mercenary or if he or she was a member of the militia; add 2 to the roll if he or she served in an Elite grade unit and add 4 if he or she belonged to a High Elite or Bodyguard unit. Regardless of these modifiers, however, a "natural" roll of 99 or 00 remains as such.

7.6.3. Assassin

The character's parent was a guilded member of the Ancient and Terrible Order of the *Ssòchar-al-Alàmanarck* (e.g., the Assassins' Guild). The parent will have concluded 1D20 "missions" for the Guild; on each of these, there is a 25 per cent base chance (minus 2 for each Experience Level past the first the parent attained) that he or she was caught and subjected to a dice roll on the Punishment Table. There is a 20 per cent chance the parent was in the employ of the ruling government and, if this proves true, a 2 per cent chance per Experience Level that he or she was granted a favour for services provided.

There is a 25 per cent chance that the parent revealed to the offspring what his or her true profession was, and a 15 per cent chance the offspring, though never told outright, discovered the truth anyway.

7.7. Merchant / Townsman Backgrounds

Characters from this range of social backgrounds usually have as much relative social status, as their family or business has money. This is particularly true if the parents were members of a guild whose services are important to the local rulers, for example the Armourers' Guild, which is responsible for the supply and upkeep of weapons and armour to the army. In most regions of Telostic, however, the merchant class is regarded with some distrust and hostility by the entrenched aristocracy. This is because the right to gain and exercise power is thought to derive from blood lineages as opposed to wealth, a "fact" lost on many well-to-do merchants who chafe under unfair monopolies and other similar restrictions. The exact background of the character can be determined as follows:

Dice Roll	Background of Parents
01-70	Shopkeeper
71-80	Unusual Guild member
81-00	Caravan Merchant

7.7.1. Shopkeeper

This indicates that the character's parents were able to maintain and derive a profit from a usually urban business. In almost all cases, this means that the parents were regular members of the guild controlling their line of work, and had as a consequence a certain amount of status in the community. To determine what line of product or service they specialized in, roll percentage dice:

- (01-04) Parent ran a gang of garbage men or chamber pot collectors
- (05-09) Parent had a stall at the market peddling general goods
- (10-13) Parent ran a slaughterhouse or abattoir
- (14-17) Parent ran a gang of ratters or exterminators
- (18-22) Parent ran a brothel or licensed house of prostitution
- (23) Parent ran a slave selling operation
- (24-28) Parent ran a masonry or construction company
- (29-32) Parent ran a fishing boat
- (33-35) Parent ran a boat dock or moorage
- (36-40) Parent ran a bar or inn
- (41-50) Parent ran a vegetable or fruit stand
- (51-53) Parent ran a sweetshop
- (54-55) Parent ran a pottery
- (56-58) Parent ran a fishmongery
- (59-63) Parent ran a bakery
- (64-68) Parent ran a butchery
- (69-73) Parent ran a barbershop
- (74-78) Parent ran a clothiery, tailor shop or weavery
- (79-80) Parent ran a toy making shop
- (81) Parent ran a salt selling operation
- (82-85) Parent ran a general goods shop or emporium
- (86-87) Parent ran a brewery or vineyard. Usually, most of the operations of this profession are carried out in the countryside, although the products are sold in the villages or towns.
- (88-90) Parent ran a shoemaking shop
- (91) Parent ran a leather working shop or tannery
- (92) Parent ran a candle making shop
- (93-94) Parent ran a coopery, cartwright or barrelwright shop





- (95-96) Parent ran a carpentry or woodworking shop
- (97-98) Parent ran a horse breaking or ostler business
- (99)..... Parent ran a blacksmithy or metalworking shop
- (00)..... Parent ran more than one business; roll 1D3 times more. This result may not be applicable in all areas of northern *Ushù'l*, as many guilds require that members belong to only one guild and will not knowingly admit someone who already belongs to another.

7.7.2. Unusual Guild member

This indicates that the character's parents were able to maintain and derive a profit from a usually urban business of specialized or unusual nature. Even some of the larger cities do not have all the business or guild types described below; if the parents originated in one of these areas, re-roll until a business that actually exists is indicated. In most cases, the parents were regular members of the guild controlling their line of work, and had as a consequence moderately high status in the community, since many specialist guilds are very "picky" in granting membership. There is a 1D20 per cent chance that the parent(s) owned or were in charge of the business involved. To determine what line of product or service was offered, roll percentage dice:

- (01-02) Parent ran a funeral home, embalmery or cemetery. In many areas of northern *Ushù'l*, this function is the exclusive preserve of the priests of *Væran Za-R'hàak* and is rarely engaged in by private individuals.
- (03-08) Parent was a government bureaucrat of some importance
- (09-10) Parent was a moneylender or usurer
- (11-15) Parent was a perfumer
- (16-20) Parent was a glassblower
- (21-25) Parent was a matchmaker
- (26-35) Parent was a courtesan or professional lover
- (36-40) Parent was a bard or professional singer
- (41-45) Parent was a musician, able to play 1D8 instruments
- (46)..... Parent was an actor
- (47)..... Parent was a playwright or professional writer of fiction
- (48)..... Parent was a portrait painter
- (49-50) Parent was a sculptor or mosaic worker
- (51)..... Parent was a puppeteer
- (52)..... Parent was an orator or philosopher. There is a 70 per cent chance a character falling into this category is either a member of the Royal Court or is in some way "protected" by the government, as "free thinkers" tend not to have long life spans otherwise.
- (53-60) Parent was a bird or animal trainer
- (61-65) Parent was a legal pleader or lawyer
- (66)..... Parent was a pilot or navigator
- (67)..... Parent was a shipwright
- (68-75) Parent was an architect
- (76-80) Parent was an armourer or weapon crafter. This is a very powerful Guild in most parts of northern *Ushù'l*, and the parents were likely to have been well treated by the local rulers; at his or her discretion, the Referee may allow the character a 1D100 chance of having inherited a magical or other especially effective weapon or piece of armour.
- (81-85) Parent was a scribe
- (86-87) Parent was a cartographer
- (88-89) Parent was a diviner or water finder
- (90-91) Parent was a pharmacist or medicine mixer
- (92-94) Parent was a jeweler or appraiser
- (95)..... Parent was a healer or physician

- (96)..... Parent was an astrologer or fortuneteller
- (97)..... Parent was a sage
- (98)..... Parent was an alchemist or potion mixer
- (99)..... Parent was a magician. In about 70 per cent of the cases, the parent may have had some latent psychic abilities and may have been able to perform a few interesting tricks, but will not have had any formal training in the Hidden Arts. The remaining 30 per cent of characters falling into this category are actually members in the mysterious Guild of the *Anratschêldor-haii*; a good deal of Referee discretion is called for in determining the details of their training and background.
- (00)..... Parent was in more than one business; roll 1D3 times more. This result may not be applicable in all areas of northern *Ushù'l*, as many guilds require that members belong to only one guild and will not knowingly admit someone who already belongs to another. This is particularly true of most of the specialist occupations noted above.

7.7.2.1. Urban Business Outcomes

After the exact line of business the parent pursued has been determined, it is necessary to determine how successful this venture was. The exact interpretation of the dice rolls on the Table directly below is necessarily a matter of Referee discretion. For example, if monopolies are exclusively the province of the state in a given area, the chance that a private individual will be granted one is very small. Roll percentage dice:

- (01-05)..... Parent ran the business so poorly that it collapsed, leaving him or her bankrupt. There is a 50 per cent chance that he or she was convicted of debt and was subject to a check on the Punishment Table.
- (06-10)..... Parent ran the business inefficiently, and it was in arrears in payment of debts owed. There is a 25 per cent chance that the parent was convicted of this and was subjected to a check on the Punishment Table.
- (11-70)..... Parent ran the business with average efficiency, making a profit in good times while hovering near ruin during depressions. Typically, this type of business will have an on hand cash reserve equal to 1D3 months' net profits.
- (71-80)..... Parent ran the business intelligently, and it not only is in relatively good condition but has also accumulated a sizable cash reserve equal to about 6 months' net profits.
- (81-90)..... Parent ran the business with a considerable talent, and it has amassed a cash reserve equal to about 1 years' net profits.
- (91-95)..... Parent was a born merchant and ran the business so efficiently that it now maintains a cash reserve equal to no less than two years' net profit.
- (96-98)..... In some way, the parent has managed to obtain for him or her self a monopoly, effective for the settlement in question plus all outlying regions to the fief border or for 1D20 km. in this line of business. Roll again for the prosperity of the business, ignoring results below 11.
- (99-00)..... Parent has attained the feat of establishing a "franchise" (e.g. a foreign branch) of his or her business in 1D4 other cities and/or provinces. This is unusual in northern *Ushù'l*, since guild memberships are usually awarded only to local inhabitants. Roll again for the prosperity of the business in each area, ignoring results below 11.

7.7.3. Caravan Merchant Backgrounds

This indicates that the character's parent lived a nomadic life, traveling with his or her goods from city to city in search of spectacular profits. This type of activity is highly dangerous, because it involves travel across terrain inhabited by bandits and wild beasts. Therefore, there is a 30 per cent chance that at some point, the parents' caravan has met with some untoward fate (e.g. it was captured, destroyed or otherwise lost, with a similar outcome for the parents themselves). For purposes of game logic, it may be presumed that the player character was able to escape in some way, probably as an orphan. Since the character probably saw a wide variety of places and cultures while he or she traveled with his or her parents, the Referee should give a favourable modifier of 1D6 per cent when checking for attributes such as the number of languages known, and so on.

Check on the table below to determine what kind of cargo the parent preferred to deal in:

- (01-20)..... Parent dealt in general goods, whatever could be found





- (21-30).....Parent dealt in non perishable specialty foods
 (31-40).....Parent dealt in specialty liquors or intoxicants
 (41-50).....Parent dealt in handicrafts, curios, objets d'art, etc.
 (51-60).....Parent dealt in clothing, leather goods or fabrics
 (61-70).....Parent dealt in large bulk items, for example lumber
 (71-80).....Parent was a nomadic slaver
 (81-85).....Parent dealt in drugs or other "prohibited" items* **
 (86-87).....Parent dealt in books, maps and/or scrolls**
 (88).....Parent dealt in weapons or armour**
 (89).....Parent dealt in magical items**

(90-00).....Parent had more than one line of trade; roll twice

*.....If this line of trade was engaged in, there is an extra 25 per cent chance the parent was apprehended and punished; check on the Punishment Table.

**If these categories are determined, add 15 to the dice roll immediately below to check for profits earned.

7.7.3.1. Caravan Business Outcomes

Once the preferred type of merchandise has been decided, it is necessary to determine how successful the enterprise was:

- (01-25).....Parent's caravan was completely unsuccessful, and he or she fell into debt to the tune of 1D20 x 1000 silver pieces. There is a 15 per cent chance he or she stayed long enough in one spot to be caught and punished for debt; if so, check on the Punishment Table.
 (26-40).....Parent had difficulty on the caravan, but it occasionally turned a small profit. The total debt is 1D10 x 1000 sp and the chance of apprehension and punishment is 5 per cent.
 (41-60).....Parent's caravan was moderately successful and he or she made a small profit equal to 1D8 x 1000 sp over the years.
 (61-80).....Parent's caravan was well managed and made a total profit of 1D10 x 1000 sp over the time when they were run.
 (81-85).....Parent was a very competent caravan merchant and he or she managed to accumulate a total profit of 1D20 x 1000 sp in his or her life "on the road".
 (86-90).....As (81-85) above, except that the total profit was equal to 2D20 x 1000 sp.
 (91-95).....As (81-85) above, except that the total profit was equal to 4D20 x 1000 sp. Additionally, if his or her caravan has escaped destruction, there is a 50 per cent chance the parent will have "settled down" and bought 1D4 acres of land.
 (96-98).....As (91-95) above, except that the total profit was equal to 1D100 x 1000 sp.
 (99-00).....As (91-95) above, except that the total profit was equal to 1D100 x 10000 sp.

None of the above profit totals include what was invested in the caravan itself. There is also, if possible, a 20 per cent chance that the parent did most of his or her traveling at sea.

7.8. Priestly / Clerical Backgrounds

In most societies of northern *Ushù'l*, the power of the priesthoods is second only to that of the ruling nobility, so a character from this background will have had a relatively more comfortable and secure upbringing than would many others. However, he or she would have been vulnerable to one of the many sectarian upheavals that have occasionally troubled society, and would have been under heavy pressure to "follow on in the faith". For this reason, a character of this social class does **not** have complete freedom to decide his or her personal religious preferences. Instead, there is a chance equal to the character's Willpower score x DMod of "5" that the character will have the ability to choose a religion; if the check is failed, the character is automatically a devotee of his or her parent's Temple.

7.8.1. Religious Affiliation

To determine to which religious group the character's parents were devoted, the Referee performs a percentage dice roll on the following table:

Dice Roll	Religious Affiliation of Parents
01-32	A religion of the <i>Khùl-Tlassù</i> (e.g. a "good" religion)
33-64	A religion of the <i>Khùl-Mhazàshii</i> (e.g. a "neutral" religion)
65-97	A religion of the <i>Khùl-Nolgùn</i> (e.g. an "evil" religion)
98-00	A religion "out of the mainstream" (see below)

Modifiers

-Subtract "20" from the dice roll if the character involved is from any one of the following regions: Roctien or any state to the west of it in northern *Ushù'l*; Sherdonèl; *Mòtnat'Guéa*, *Sithalàsso*.
-Subtract "10" from the dice roll if the character involved is from any one of the following regions: Ascòrcan or the Sarinist Confederacy, Amplaè, Mahag, Cantien, Trillia.
-Add "20" to the dice roll if the character belongs to the Shadowed Empire, Black Plains or other "evil" area.

Regardless of the modifiers, a "natural" dice roll result of "98" to "00" is always treated as a religion "out of the mainstream".

7.8.2. Parental Religions

The actual religion the character's parents were members of can be determined by using the following tables.

7.8.2.1. Faiths of the *Khùl-Tlassù*

Dice Roll	Religion
01-05	<i>Vírya Fèftian-lthé</i>
06-35	<i>Væran</i> Ro'sènnpàdr
36-65	<i>Væran</i> Za R'haak
66-70	<i>Vírya</i> Nanyè
71-90	<i>Vírya</i> Nìà
91-92	<i>Vírya</i> Karènn-R'Làché
93-95	<i>Væran</i> Vo'Hlakàns
96-00	A Demigod devoted to one of the above

7.8.2.2. Faiths of the *Khùl-Mhazàshii*

Dice Roll	Religion
01-15	<i>Væran</i> Bà'altshavùu
16-50	<i>Vírya</i> Tíryé-Habéla
51-70	<i>Væran</i> Henns
71-85	<i>Væran/Vírya</i> Kikiri
86-90	<i>Væran</i> Hadda-Làtonn
91-95	<i>Vírya</i> J'Ràlirishé-Slé
96-00	A Demigod devoted to one of the above





7.8.2.3. Faiths of the Khul-Nolgün

Dice Roll	Religion
01-20	Væran Bssiro
21-40	Væran Rssà-Urutàngk
41-60	Væran Hnélo-Tràniss
61-80	Vîrya Hé-Enriath
81-90	Væran H'ongg-Hélé
91-95	Vîrya Yog-Ròthe
96-00	A Demigod devoted to one of the above

7.8.2.4. "Non Mainstream" Religions

Dice Roll	Religion
01-10	The Cult of the Prophet*
11-30	Væran Ya-Epré
31-50	Væran On
51-70	B'àbb-B'bògg*
71-80	Væran Wròb-Riàhyal
81-83	The One of the Dark Horn*
84-86	The Red One*
87-90	The Ancient One of Nightmares*
91-95	The Nameless One*
96-00	A Demigod devoted to one of the above

* It is very unlikely that a character, however high his or her Rank, would worship these deities openly; the Referee should, therefore, roll again for another religion to be used as a "cover" for the character's real faith.

7.8.3. Parental Priestly Rank

After having discovered the parent's religious devotion, the Referee should determine how high in the Temple hierarchy the parent(s) have progressed, by the time the character in question starts play. The exact degree of status and power that the parents, and character, will have will vary tremendously with this, since if the religion to which the family is devoted is banned or otherwise persecuted in the region where the family is located, it will be "underground" and thus of little real influence. On the other hand, if it is the state religion, a highly-placed parent could confer more practical status and power than even a baron or other similar noble.

7.8.3.1. Parental Religious Rank Table

Dice Roll	Religion
01-10	Temple assistants, maintenance staff, etc. (e.g. essentially a servant-level position)
11-20	Temple guards or low-level security staff
21-50	Low-level priesthood (Level 1D3)
51-70	Minor priesthood (Level 1D3 + 1)
71-85	Medium-level priesthood (Level 1D6 + 1)
86-90	Higher-level priesthood (Level 1D8 + 2)
91-94	High-level priesthood (Level 2D6 + 2)
95-96	Member of the religion's Council of Doctrines or Holy Inquisition (Level 10 + 1D6)
97-98	High Priest/ess of the local branch of the religion (Level 10 + 1D6)
99	High Priest/ess of the regional branch of the religion (Level 12 + 1D6)
00	Supreme Pontiff of the religion (Level 15 + 2D6)

7.9. Noble / Upper-Class Backgrounds

The background of an upper-class character is determined differently than is the case with those of the other social classes. This is primarily because of the fact that a noble character need not necessarily follow the same occupation as did his or her father or mother. As a matter of fact, it is not a good idea to determine this type of information randomly; if possible, each noble character should be a "custom design" on the part of the Referee, in keeping with the social and political environment of the region in question. The term "nobility", at least in the populated regions of northern *Ushùt*, actually covers a variety of sub-classes within the aristocracy; only a small percentage of these are the true ruling class, with most of the rest being parentage with some degree of publicly recognized aristocratic title. Because of this, the Referee must first determine what level of the aristocracy the character's parents came from:

7.9.1. Parental Noble Rank Table

Dice Roll	Aristocratic Sub-Class
01-25	Titled parentage (e.g., parents did have noble blood in their background, but are currently living the lifestyle of another class; re-roll their effective social class, adding +5 to the dice roll, ignoring "Nobility")
26-40	Titled, non-ruling parentage (e.g. parents were low-level members of an aristocratic Clan which is no longer in power; re-roll their effective social class, adding +5 to the dice roll, ignoring "Nobility")
41-50	Low-level aristocracy (for example, one or both of the parents were "knighted" for meritorious service; equivalent to <i>Chètcthu/ai</i> or Ranks 20 to 17)
51-60	Minor-level aristocracy (for example, parents were rural estate-holders; equivalent to <i>Sàthnu/ai</i> or Ranks 16 to 13)
61-70	Ordinary-level aristocracy (for example, parents were members of an aristocratic, but untitled, Clan; equivalent to <i>Srégú/ai</i> or Rank 12)
71-80	Upper-level aristocracy (for example, parents were members of an aristocratic, titled, Clan; equivalent to <i>Alenàrgu/ai</i> or Rank 11)
81-00	Major or High Nobility (Ranks 10 and up; see below)

The next thing that must be determined for a noble character of major or high nobility is what Rank (see *Strategic Telostician Campaign*) his or her father or mother held within the political hierarchy:

7.9.2. Major Noble Character Determination

(n.a.).....(Rank 0) *Mzùr/Mzùrya* ("Mighty Emperor"/"Mighty Empress") This title may be granted on the discretion of the Referee, but it is essentially irrelevant given the context of the game as no character can start as an Emperor or Empress.

(01-02).....(Rank 1) *Ràan/Raiina* ("Noble King"/"Noble Queen") See above; in some cases (for example *Ascòrcan*) the political head of the entire state is considered a King as opposed to an Emperor.

(03-05).....(Rank 2) *Eshènthu/Eshènthra* ("Lord Prince"/"Lady Princess") This is the Rank assigned by default to the offspring of characters of higher Ranks (e.g. *Mzùr/Mzùrya* and *Ràan/Raiina*), although in some cases a character will have this Rank even if not part of the ruling royal family.





(06-10).....(Rank 3) *Kakàrku/Kakàrsha* ("Lord High Chamberlain"/"Lady High Chamberlain") There is usually only one character of this Rank in any given Player-Power, since he or she is the sage responsible for keeping track of taxes, managing the details of the economy, and so on. The character will be literate in 1D4 common languages and/or scripts. There is also a special factor that should be checked for, if a character is to be made a *Kakàrku/sha*. Specifically, there is a 20 per cent chance (40 per cent if the character had the Upbringing of a Wastrel; see below) that he or she will be dishonest and will automatically attempt to Embezzle (1D6 x 10000 Silver Pieces) from the Treasury for 1D6 Season-Turns before disappearing permanently from the Player-Power, having headed with a "fortune" for more clement conditions.

(11-20).....(Rank 4) *Myràchu/Myrachya* ("Lord High Courtier"/"Lady of the High Court")

(21-40) (Rank 5) *Mnastvu/Mnastvya* ("Lord Adviser"/"Lady Adviser") This is the Rank assigned to new noble characters by default, unless superseded by a more specific rule or unless otherwise noted for the character in question by the notes in a Scenario.

(41-60) (Rank 6) *Wéznú/Wezna* ("Lord Duke"/"Lady Duchess")

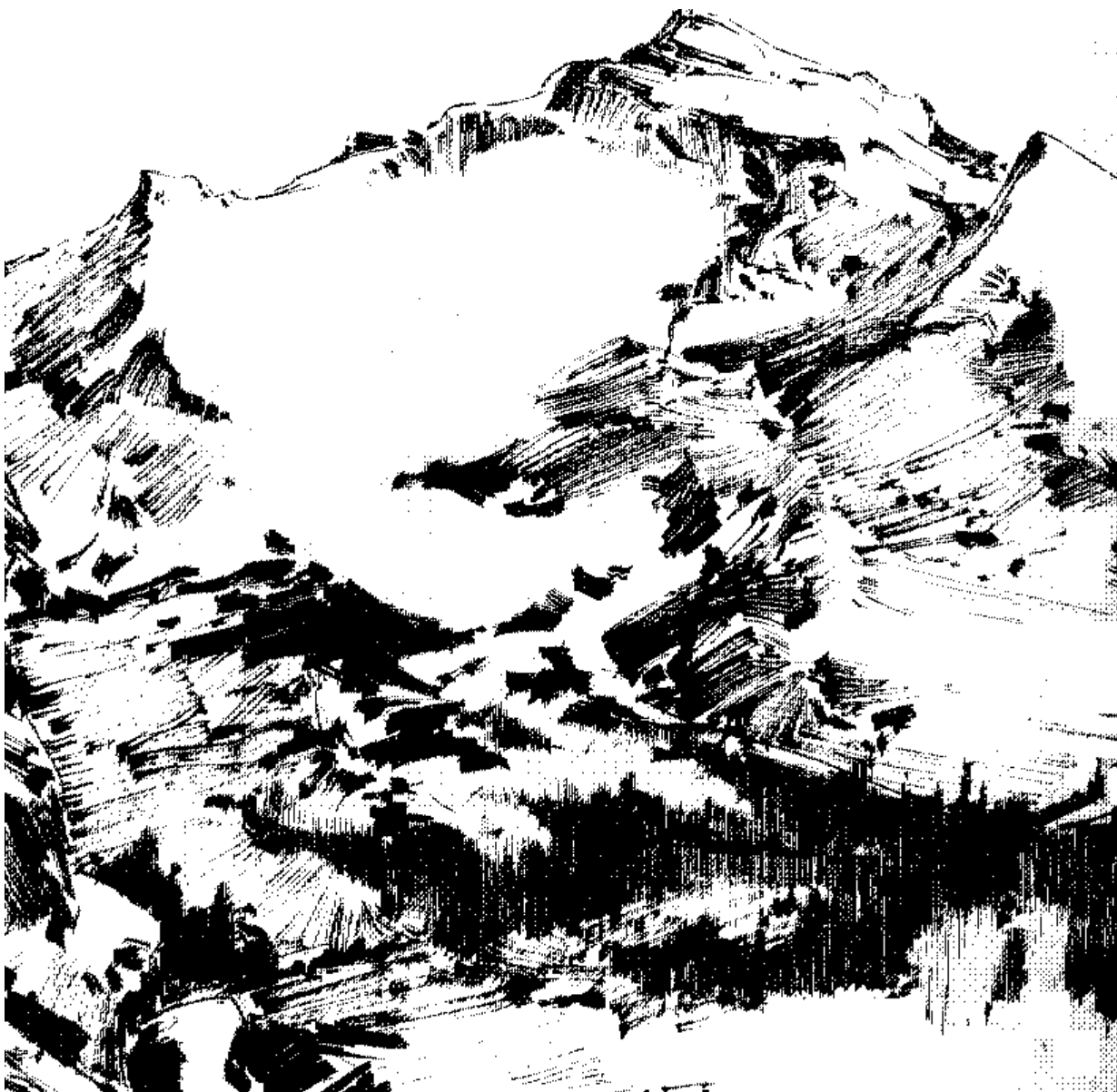
(61-70) (Rank 7) *Sichangu*/Sichanga** ("Lord Field Marshal"/"Lady Field Marshal")

(71-80) (Rank 9) *Sadòrzu*/Sadorsha** ("Lord General"/"Lady General")

(81-90) (Rank 10) *Kselyu/Kselsha* ("Lord Courtier"/"Lady in Waiting")

(91-98) A character holding two or more of the above titles (if possible).

(99-00) A character acting as an "Impostor", impersonating one or more of the above. There is a 1 per cent per 5-month chance the character will be discovered, with quite unpleasant consequences, such as death by slow torture, if he or she is not alert to this in enough time to make good an escape.



The lower peaks of the Nòlan Oblé near the Pass of Dondré Hàlo





*A character having either of these titles has a special 50 per cent chance of automatically being of "Military" Upbringing.

7.9.3. Privileges of Rank

The relative privileges of high office vary tremendously according to the region in which a noble character resides. For example, a *Wéznú* (Duke), ruling a major province of a large state such as the Rocto-Ardæ Empire, would probably have a larger income and would control a larger army, than would a *Ràan* (King) ruling a small state such as one of the minor kingdoms of disunited Ardient. The following privileges are applicable to characters of all noble Ranks:

-Immunity from prosecution by those of less than noble Rank. This immunity is only partial for characters whose Rank is less than "10"; such a character cannot be made subject to a civil suit launched by a commoner, but he or she **can** be charged with a criminal offense such as treason, arson, rape or murder.
-Unless a more specific stipend is allocated by the Referee, a noble character has an automatic monthly income of 25 silver pieces x (20 - Rank of character); for example, a character whose Rank was "16" would have an income of 100 sp (20 - 16 = 4, multiplied by 25 to "100"). This monthly income is paid in equal installments per game week, and it can only be collected where the character's permanent place of residence is located. The character need not perform any work to gain the income, as it is assumed to be paid out of investments made by his or her Clan. However, a character of relatively low noble Rank who embarrasses his or her Clan, or who neglects his or her ceremonial duties, may find this income eliminated or severely scaled back.
-A noble character of Ranks 20 to 16 may at any **one** time (only) "inherit" any *one* of the following items from his or her Clan; a character from Ranks 15 to 6 may inherit any *three* such items, while a character of higher Rank gets to inherit *all* categories:
 - (a.) One special or magical piece of armour
 - (b.) One special or magical weapon
 - (c.) 1D3 special or magical potions or elixirs
 - (d.) 1D3 special or magical writings, books or scrolls; and
 - (e.) One other special or magical item.

Technically, the character does not "own" the items so bestowed; instead, they are considered to be in trust from his or her family, and if they are lost or used up the character is obliged to make good the debt. Note that this privilege applies only to noble characters who are acknowledged by, and in good standing with, the elders of their Clan; a bastard child normally does *not* qualify for this benefit. Note that this benefit is in addition to that given under "Starting Inheritances" below.

-A noble character may choose 1D3+1 skills or abilities appropriate to his or her upbringing, for example Etiquette, Skilled Dance, etc., as having been learned prior to the start of play; the character need not expend Experience Points or other regulating reserves to acquire these abilities.
-A noble character will usually have one or more servants and/or courtiers at his or her beck and call. The number of these is equal to "20" minus the character's Rank; for example, a character of Rank 15 would have 5 servants.

Of this number of servants, fifty (50) per cent, rounding fractions up, will normally be slaves, with the rest being paid servants; note that the latter must be provided with a salary of 3+1D6 silver pieces each month out of the noble character's own stipend.

7.9.4. Responsibilities of Rank

Although holding a high office undoubtedly gives a noble character a substantial "head start" on others, such a character has responsibilities unknown to most other characters. These are detailed below:

-A noble character must spend a certain amount of his or her game time each day attending to the duties of his or her office, for example filling out paperwork, attending state functions and audiences, hearing and judging petitions and legal cases brought by subjects, and so on. This is equal to 1D3+1 game hours for noble characters of Ranks 20 to 11, 1D6+1 game hours for nobles of Ranks 10 to 7, and 1D8+1 game hours for characters of Ranks 6 or above.

A character who "shirks" this responsibility will be subject to a variety of negative consequences; these range from unpleasant rumours as to the character's personal habits, for a character with little actual legal authority, to the complete breakdown of law and order for a character such as a *Wéznú* who must make decisions as to how to run the affairs of state.

-More so than most, a noble character must publicly uphold the traditions and customs of his or her parentage and religion. A character who does not do this will be reminded of these duties by his or her Clan, possibly leading up to complete ostracism or banishment if the advice is not heeded. There is a specific meaning to this rule, insofar as characters operating in northern *Ushûl* is concerned.

A noble character is not allowed to choose his or her own religion; instead, he or she **must** belong to the same faith as his or her parents. The character *may*, upon gaining the age of majority, change to another religion within the same religious group (for example, if the character's parents were followers of great Ro'sènnpàdr, the character could choose any other faith of the *Khûl-Tlassû*) at the cost of some displeasure on the part of his or her parents and clan. If the character publicly proclaimed allegiance to a religion of a differing group (for example, if the character described above tried to join a faith of the *Khûl-Mhazàshii*), he or she would be subject to constant criticism and might even be expelled from the Clan.

-A noble character of Ranks 10 or higher does not have complete freedom of movement, partly because of protocol but mainly because such a character is a tempting target for assassination or kidnapping, if not protected by the army and secret police. Therefore, such a character must first petition the Emperor/ess or King/Queen, for leave to journey or adventure (the ruler's reaction to this request is determined on the Nonplayer Character Reaction Table).

If the request is denied, the character may still attempt to escape, but he or she will then have to go into hiding, since if recognized by the state security apparatus he or she will be forcibly returned to the "safety of the castle". Note that in the case of an escape, the character's stipend is normally cut off, and a check on the Nonplayer Character Reaction Table must be made to see if each one of the character's servants will take the chance of joining their master. There is usually a penalty on this check, considering that the punishment for running away with a rebellious master can be imprisonment or worse.

7.10. Starting Inheritances

A newly created character will usually begin play with a small inheritance, representing his or her "life's savings" and/or whatever he or she may have been given by his or her parents and relatives. The inheritance will, of course, be larger and more substantial for a character of the middle and upper social classes, but the Referee should be careful not to make it so large as to give such a character an undue advantage over other characters. Regardless of other factors, all characters in *Shakhàn* always begin play with at least the following equipment:

- One outfit of clothing and footgear appropriate to the character's social class and normal vocation (note that this would be comfortable for wear in normal climatic conditions, but would probably not protect against extreme heat or cold);
- One outfit of formal clothing and footgear, if a noble, priest, magic-user or other specialist;
- A wineskin / waterskin capable of holding approximately 0.5 litre of liquid;
- A leather purse capable of holding approximately 100 silver pieces;
- A leather belt;
- A leather backpack or carrying-bag capable of holding approximately 10 kilogrammes weight;
- Very simple eating utensils (a fork and spoon— note that these cannot be used as weapons);

There is a 60 per cent chance (99 per cent if from a religious background) that the character will also possess a small religious medallion with the symbol of his or her chosen faith upon it. This is non-magical, but can be used in prayer, meditation or other religious ceremonies.

The following table may be used as a guideline for establishing inheritances.





Social Class	Money (sp)	Miscellaneous Items	Armour / Weapon	Magical Items
Escaped Slave / Fugitive	1D20	10% chance of having 1D3	10% chance of having 1	1% chance of having 1
Peasant / Lower Class	2D20	25% chance of having 1D3	15% chance of having 1	1% chance of having 1
Criminal	5D20	60% chance of having 1D6	75% chance of having 1D4	6% chance of having 1D2
Military	3D20	50% chance of having 1D4	95% chance of having 1D6	5% chance of having 1
Merchant / Townsman	10D20	95% chance of having 2D6	40% chance of having 1D4	10% chance of having 1D2
Priestly / Religious	3D100	65% chance of having 1D4	25% chance of having 1D2	25% chance of having 1D3
Nobility / Upper Class	5D1000	99% chance of having 2D6	85% chance of having 1D8	15% chance of having 1D2

Example: A character from the "Criminal" class obtains a result of "45" when checking for "Miscellaneous Items", and thus qualifies for at least one such item; he or she then obtains a result of "3" on the 1D6 check specified, meaning that the Referee provides three randomly determined miscellaneous items for the character to include in his or her traveling-sack.

If a character qualifies to inherit a piece of armour or weaponry, the Referee casts 1D6 to determine the nature of each such piece: (1 or 2)– missile weapon (e.g. a bow and arrow); (3 or 4)– melee weapon such as a sword; (5)– shield; (6)– other armour piece (for example a breastplate). Duplicates of weapons are possible; however, a character who already has a shield or other armour piece cannot obtain that item type again on a subsequent check (roll again). The Referee determines the exact type and condition of each weapon or piece of armour randomly. Note that the open display of weapons by those not in the military or in the upper classes can, in many regions, result in at least confiscation of the weapon and possibly more severe punishments.

7.10.1. Given Names and Clan Names

As was noted earlier, personal nomenclature in the Roctien/Ardtien area, including Ascòrcan and most of East Roctien, works as follows: the first word in a name is the person's "given" name which identifies him or her uniquely; the second and third names correspond to the social standings of the person's father and mother respectively, while the fourth and last name is that of his or her clan or family. The mid-name social identifier words were listed in Book "A".

Referees are, of course, free to allow personal and clan names of almost any type, although it is suggested that to maintain the completeness of the simulation, players should refrain from using familiar English names ("Frank Smith", "Mary Brown", etc.) or "joke" names that would detract from the dignity of the character or the game. Should players or Referees wish to provide "genuine" Rocto-Ardæ names for their characters, an abbreviated system for simulating this is given below. (Note: The actual details of the linguistic principles involved here are, of course, very complicated, and a complete description of them must be postponed to a future supplement to *Shakhàn*.)

As an overview, the personal and clan names of the common races in most parts of northern *Ushù'l* follow a predictable pattern, with many regional and cultural variations. Within the human and *Bènlì* populations, one's first, or given, name is usually derived from given names traditional to one's clan, particularly from close relatives such as a father, mother, aunt or uncle. Most given names do not have a directly translatable meaning, in the same sense as the English word *John* is not synonymous with a particular noun; the origins of given names are now mostly lost, but are frequently related to religious, historical or mythical figures (just as, for example, the English given name *Mary* is traditionally rooted in the name of the mother of Jesus). Most given names include both a masculine and feminine version; a "neuter" character is usually given the masculine version of the name, at least in the case of the common races. In terms of Rocto-CathSinnian linguistic morphology, the word endings -o, -os, -om, -on and -is usually denote the masculine form of a name, while the endings -ia, -ya, -a and -ein are typical of feminine forms.

In the case of clan names, these sometimes do contain clues as to the clan's role in society, or of a role it may have played at some time in the past. An English-language analogy for this would be, anyone whose last name is *Ostler*, may have come from a clan that at some time dealt with horses, as a medieval ostler was a horsebreaker or horsetrainer. As is the case in English, it is possible for two or more persons in northern *Ushù'l* to share the same family name– *Tulmòli*, for example, but to be only distantly related, or completely unrelated, by blood. However, due to slower trends of migration and various other factors, there is a greater chance on Telostic than Earth that some form of blood relationship, however distant, will in fact be present. For game purposes, the Referee can approximate this according to the following formula:

Chance of a blood relationship = [50 - (1 for each 2 kilometres between the birthplace of the first character and the birthplace of the second character)]

If some kind of blood relationship does exist between two or more characters who share a common clan name, it is up to the Referee to determine its exact nature, but it is suggested that unless the characters were established as siblings from the start, the blood relationship be no closer than that of first cousins from different branches of the same clan.

Similar patterns of nomenclature are largely true for the other common species as well, but there are more frequent exceptions with the other species– particularly the *Arda*, with whom first names normally **do** have an actual meaning [cf. Rocto-Ardæ *Pnè'mo* (penn-AY-moe), a common *Arda* male first name meaning "brown-browed"]. As for the "uncommon" or "rare" races, each species (and sometimes sub-groups within a single species) has its own, unique pattern, although the *Arda* system of descriptive meanings seems to be more common. Whatever their real naming conventions, many sapient beings belonging to the more exotic races will adopt a pseudo-name that follows the standard Rocto-Ardæ pattern, on those few occasions when they choose to or have to interact with society. This is especially true, of course, of the various species (*Chàngalà*, *Dobùllah*, etc.) which are capable of polymorphing themselves into an otherwise innocuous guise.

A name can be chosen for an individual *Shakhàn* character by performing sequential percentage dice rolls against the following set of tables. It should be noted that especially for the clan names, the lists provided actually represent only a very small subset of the overall base of family names within the northern *Ushù'l* region, although just as the English "Smith" or German "Schmidt" family names include millions of members, the clan names listed hereunder would cover a substantial per centage of common-race inhabitants of northern *Ushù'l*.

Given Name Table 1 : Common Given Names

Dice Roll	Masculine Name Form	Feminine Name Form	Dice Roll	Masculine Name Form	Feminine Name Form
01-25	Next table	Next table	81-82	Bòros	Bòrya
26-35	Patrùo	Patrùa	83-84	Ràmulmon	Ramùlma
36-45	Dégas	Délia	85-86	Stàffan	Stéshya
46-50	Nikmos	Naiisha	87-88	Gàlius	Gàlya
51-55	Lèron	Làira	89-90	Kòfus	Kòyhya
56-60	Iom	Ioitya	90-91	Gànos	Gaiina
61-65	Pètron	Pètya	92-93	Gùlufor	Guillisyé
66-70	Fhènestor	Fhènaisha	94-95	Jònth	Joiànya
71-73	Dòlg	Dèlga	96-97	See note 1	See note 1
74-77	Bròntis	Bròitya	98-99	See note 2	See note 2
78-80	Thùvos	Thrùvya	100	Custom	Custom





Given Name Table 2 : Less Common Given Names

Dice Roll	Masculine Name Form	Feminine Name Form	Dice Roll	Masculine Name Form	Feminine Name Form
01-25	Next table	Next table	81-82	Epron	Estéa
26-35	Antarl	Allia	83-84	Zràefr	Zràefra
36-45	Zyro	Zytòlia	85-86	Fyrus	Féanna
46-50	Thòm	Thòma	87-88	Urothom	Uròthra
51-55	Thémoron	Thémra	89-90	Kèryos	Karèiin
56-60	Màrak	Màrsta	90-91	Pliar	Pliària
61-65	Vèncò	Vènkya	92-93	Olmàrus	Ostàshaa
66-70	Lèltho	Lèlthéa	94-95	Iòlvo	Iolvòima
71-73	Bènal	Bèllia	96-97	See note 1	See note 1
74-77	Hàmon	Héthra	98-99	See note 2	See note 2
78-80	Spyo	Spyòshra	100	Custom	Custom

Given Name Table 3: Uncommon Given Names

Dice Roll	Masculine Name Form	Feminine Name Form	Dice Roll	Masculine Name Form	Feminine Name Form
01-25	Next table	Next table	81-82	Lùmnol	Laidya
26-35	Vòrus	Véssha	83-84	Mlàromon	Mlaràma
36-45	Yèstu	Yestàia	85-86	Estor	Estàra
46-50	Shòvos	Sharèiin	87-88	Titos	Titya
51-55	Tathètro	Tathètra	89-90	Nrùson	Nraiaa
56-60	Wézomon	Wyshea	90-91	Efron	Erethéa
61-65	Gòdon	Gòdonai	92-93	Shàrl	Shàrla
66-70	Zàrek	Znéasha	94-95	Alo	Alta
71-73	Uro	Uròia	96-97	See note 1	See note 1
74-77	Wàpsen	Wàpshai	98-99	See note 2	See note 2
78-80	Rhàkràto	Rhaika	100	Custom	Custom

Given Name Table 4: Rare Given Names

Dice Roll	Masculine Name Form	Feminine Name Form	Dice Roll	Masculine Name Form	Feminine Name Form
01-25	Next table	Next table	81-82	Thomilo	Thòmy
26-35	Pròftom	Proftàma	83-84	Thémoron	Thémry
36-45	Dònd	Dànda	85-86	Oèrothom	Oèrothry
46-50	Gànno	Gàina	87-88	Kèryozs	Kyréaiaín
51-55	Té-Elmu	Tà-Elma	89-90	Té-Orlu	Tà-Orlya
56-60	Oyskeb	Oyskàya	90-91	Jimrio	Jiminna
61-65	Fhènestor	Fhènestàia	92-93	Té-Gòdzyo	Tà-Gòdzya
66-70	Zàahro	Zàahra	94-95	Nàto	Nàtya
71-73	Unos	Unya	96-97	See note 1	See note 1
74-77	Mòlg	Myhgàiy	98-99	See note 2	See note 2
78-80	Rymelmon	Rymèlmy	100	Custom	Custom

Clan Names

Clan names in Roctien, to a greater extent than personal names, can be taken as an indicator of a character's relative social status. This is because most clans belong to a particular stratum of society, although there are some clans whose members can belong to more than one social level. For example, there can be members of an individual clan who belong to the middle class and the lower class. It is unusual for a clan to span more levels than this: it would be rare for members of the same family to come from both the lower and upper classes, except for some abnormal situation such as a war or other de-stabilizing event. This principle is particularly true in Javertien and the far west, somewhat less so in Roctien and Ardtien (except for Ontarz, in which family affiliation counts for little) and is least true of the Shadowed Empire, where the hidden theocratic hierarchies of that state have partly usurped the more traditional clan systems found further to the west.

It should be noted that in reality, the names of local ruling clans usually vary completely from region to region, because different noble families dominate different parts of northern *Ushù'l*; for example, the ruling clans of Ascòrcan are quite different from those of the Shadowed Empire or of Javertien. This is true also of many clan-lineages of families lower down in the social hierarchy, although not to the same extent, especially for the peasant clans who can have branches in several different empires. Consequently, the clan names listed below should be considered representative of central Roctien (extending to, roughly, 200 kilometres to the east or west of the River of the Sentinel). For characters starting play further afield, the Referee may either create his or her own custom clan names, or can adapt the names listed below by changing one or more syllables within them.

In game terms, some of these factors are represented as follows. A character initially checks against the Clan Name table appropriate to his or her social class (as northern *Ushù'l* is largely a patriarchy, if there is a difference in the background social class of the character's parents, use the one for the father in determining which table to start checking against). Each table, however, includes results which cause the character to check against the next table higher or lower. (For example, a character from a "Lower Class" background could have a clan name from one of the "Townsmen Class" tables.)

Lower-Class (Ròn or Lòn) Clan Name Table 1

Dice Roll	Clan Name	Dice Roll	Clan Name	Dice Roll	Clan Name
01-15	LC Table 2	60-61	Mrùrhyt	82-83	Ziòthiri
16-20	Hùphthori	62-63	Mrùrhyt'èl	84-85	Otsm-Kàiyri
21-25	Anàisé	64-65	Trinbrda	86-87	Dhébàivar
26-30	Borphèn'èl	66-67	Yemèal	88-89	Jrùthen
31-35	Elphen	68-69	Stàffanèshil	90-91	Chàil
36-40	Otsm-Serìoni	70-71	Otsm-Iriann	92-93	Moròshi*
41-45	Khàsthen	72-73	Nèpthen	94-95	Zòrokyi*
46-50	Chòrnyi	74-75	Vànskko	96-97	Other / custom
51-53	Démarz	76-77	Eyùbro	98	Foreign name†
54-56	Otsm-Fin'èl	78-79	Pé'éreil'èlli	99	1 level up
57-59	Gwòrnnyi	80-81	Hshùggi	100	2 levels up

* A character with either of these two clan names typically comes from Fiefs Mòrok or Zòrok in the central Rocto-Ardæ Imperium, so if they are obtained for someone from a region far distant from this area, the Referee may want to re-roll the result.

† This indicates a last name from outside the northern *Ushù'l* area, for example from Mèsho, Mähag, etc.. Naming conventions from these areas differ significantly, of course, and will be detailed in a future supplement to *Shakhàn*; in the meantime, the Referee may devise any scheme he or she considers appropriate to a character with a foreign last name.





Lower-Class (Ròn or Lònn) Clan Name Table 2

Dice Roll	Clan Name	Dice Roll	Clan Name	Dice Roll	Clan Name
01-15	Rvàreh	60-61	Ifrian	82-83	Otshm-Angli
16-20	Amàthyen	62-63	Otshm-Wap'èl	84-85	Vòrkyn
21-25	Otshm-Jéulh	64-65	Nègamaràrri	86-87	Fàravilho
26-30	Yilrenàthsi	66-67	Géayàytt	88-89	Hsùushena
31-35	Orjrenàth	68-69	Beàkkir	90-91	Otshm-Lai'i
36-40	Exmònji	70-71	Entinòrri	92-93	Fàlvàrr
41-45	Viyàn'èl	72-73	Otshm-Lélakh	94-95	Té-Telàrri
46-50	Bùlh'Emré	74-75	Mèlvàran'èl	96-97	Other / custom
51-53	Otshm-Urolmù	76-77	Vèreign	98	Foreign name†
54-56	Kàlharr	78-79	Séida'Ràngil	99	1 level up
57-59	Toilouu'èl	80-81	Zéilshi	100	2 levels up

Townsmen Class (Nhàkra, Nhalòh, Haddà) Clan Name Table 1

Dice Roll	Clan Name	Dice Roll	Clan Name	Dice Roll	Clan Name
01-15	1 level down	60-61	Anégamirri	82-83	Rixichyel
16-20	TC Table 2	62-63	Lithyen	84-85	Otshm-Gèyotty
21-25	Rèlshenhòm	64-65	Féhaiyi	86-87	Chémhài
26-30	Vàinna-Psilvu	66-67	Dèneril	88-89	Néàngaràthyé
31-35	Otshm-Ròhya	68-69	Midèllyir	90-91	Isché'é
36-40	Bràillàlli	70-71	Sàichna	92-93	Otshm-Evàià
41-45	Kwéilhor	72-73	Jànggshé	94-95	Pìppni
46-50	Otshm-Tpòlh	74-75	Wavàrhhen	96-97	Other / custom
51-53	Préiyil	76-77	Otshm-Nòy	98	Foreign name†
54-56	Hùpthen	78-79	Olén-Kéthshi	99	1 level up
57-59	Vràihn	80-81	Yélémhàn	100	2 levels up

Townsmen Class (Nhàkra, Nhalòh, Haddà) Clan Name Table 2

Dice Roll	Clan Name	Dice Roll	Clan Name	Dice Roll	Clan Name
01-15	1 level down	60-61	Réjòrya	82-83	Skòkrénim
16-20	Zenàmayàtar	62-63	Nàiriar	84-85	Dthùryon
21-25	Otshm-Vi'uiran	64-65	Uilg	86-87	Kyé'Àfèrar'Atài
26-30	Féthyos	66-67	Mràxyéss	88-89	Wèjyètti
31-35	Sàssécha	68-69	Héhòrthyé	90-91	Otshm-Brnka
36-40	Jàngar	70-71	Ainyuribàssin	92-93	Tàrbenàll
41-45	Vihirian	72-73	Làimian	94-95	Enyé'i
46-50	Tiyé'Màbyi	74-75	Otshm-Evòh	96-97	Other / custom
51-53	Kéntranàm	76-77	Jé'Amàii-Fthyé	98	Foreign name†
54-56	Chùryen	78-79	Gòlmànyo	99	1 level up
57-59	Bèssarkàil	80-81	Otshm-Jàdài	100	2 levels up

Priestly Class (Psàk) and Military / Criminal Class Clan Name System

In the case of a character from the Priestly, Military or Criminal social classes, special rules apply to clan nomenclature. Most persons within these classes originally belonged to clans from other social classes (particularly the Townsmen class, and occasionally the lower social classes). Thus, usually the character will choose a clan name from one of the preceding Tables. However, there are also certain clans that are more directly associated with the military, criminal "families" or one or more religions; this is most true of the Shadowed Empire, although examples are also found in most other parts of northern Ushù'.

Clans associated directly with the Priestly class come in one of two forms: those whose members follow a variety of religions within one of the four major groups, (e.g. the *Khùl-Tlassù*, *Khùl-Mhazàshii*, *Khùl-Nolgùn* or, rarely, a "Non-Mainstream" faith), and clans that are associated with a single, individual religion (for example the Temple of the King of Virtues, mighty *Væran* Ro'sènnpàdr). Both the Referee and the player involved should be aware that particularly in the case of clans associated with a particular Temple, there is usually considerable pressure placed on a character within the clan to belong to the Temple involved, as well as to regularly attend worship or propitiation ceremonies. Failure to do so frequently results in the character being regarded as a "black sheep" and can sometimes result in ostracism from the clan, or other forms of persecution.

A character from the Priestly class can determine what kind of a clan name he or she will have by checking 1D20 against the following chances: (1 to 3)– Lower-Class tables; (4 to 12)– Townsmen-Class tables; (13 to 16)– A clan associated with a general religious group; (17 to 19)– A clan associated with a particular religion; (20)– A clan associated with a demigod of one of the major religions.

In determining the specific religion or religious group with which a player's clan is associated, the Referee should, of course, take into account the part of northern Ushù' in which the player will start – it would, for example, be unlikely for a character born into a clan explicitly devoted to *Væran* Ro'sènnpàdr to start play in the Shadowed Empire!

In the case of clans associated with the military, the following categories can be applied. (1 to 3)– Lower-Class tables; (4 to 12)– Townsmen-Class tables; (13 to 18)– A clan associated with one of the major martial religions, for example a clan devoted to mighty *Væran* Ro'sènnpàdr, glorious *Viryà* Tiryé-Habéla or fearsome *Væran* Rssà-Urutàngk; (19 or 20)– Upper-Class tables (TBA).

Priestly Class (Psàk) Clan Name Table 1

Dice Roll	Clans of the <i>Khùl-Tlassù</i>	Dice Roll	Clans of the <i>Khùl-Mhazàshii</i>	Dice Roll	Clans of the <i>Khùl-Nolgùn</i>
01-20	Tlasséish*	01-20	Mhazré'yù*	01-20	Nhòlshvu*
21-35	Enoròaih*	21-35	Izgerélli*	21-35	Okhémthyù*
36-50	Gaàinlé*	36-50	Thàrpyen*	36-50	Amàrghé*
51-60	Shàréizein*	51-60	Dithré*	51-60	Yenèlyù*
61-70	Pàdrélizh	61-70	Bàalt'òlyi	61-70	Rssànggi
71-80	Nanyélli	71-80	Tiryélli	71-80	Héa'Amàh
81-85	Fèftiànyé	81-85	Kikéméin	81-85	Hnérràis
86-90	Zàrhàanal	86-90	Hènnùpish	86-90	Bssiréil
91-95	Niadyù	91-95	Haddàa	91-95	H'ònggru
96-99	Karènnaté	96-99	J'Ràlrinn	96-99	Yogròillé
100	Other / custom	100	Other / custom	100	Other / custom

* Clans so designated are associated with a general religious group. For example, Clan Dithré is generically associated with the *Khùl-Mhazàshii*, so a character from this clan could worship any of the deities within the *Khùl-Mhazàshii* group.

Note 1: A given name for which this result is obtained, has its main accented vowel replaced by a randomly determined, different vowel sound. [Example: "Dégas" (DAY-gaz) might be changed to "Dúgas" (DOO-gaz).] The Referee may pick any appropriate-sounding vowel to substitute for the original vowel, or he/she may check with 1D6 against the following guidelines: (1)– é (AY); (2)– à (AH or AI); (3)– è (EH); (4)– ô (OH); (5)– ì (AI); (6)– ù (OO).





Note 2: A given name for which this result is obtained is a composite of two or, rarely, more other names, separated by a hyphen. (Example: *Gàlius-Pètron*.) Composite names are rather rare in northern *Ushù'l*, particularly in regions to the east of the Rocien-Ardtien border and among nonhumans, so the Referee may want to make some kind of allowance for this and force a re-roll of a hyphenated name if obtained from such a character.

Upper Class Clan Name System

These rules should be considered to be *For Future Reference*.

8. Derived Personal Characteristics

The following two "derived" personal characteristics of *Shakhàn* characters should be determined after determining Social Class.

8.1. Body Damage Reserve

In *Shakhàn*, a character's Body Damage Reserve, or "**BDR**", is initially determined by doubling his or her Constitution score, modified by the character's species type and certain other factors. There is a special significance of this, in game terms.

Although a character's Body Damage Reserve is initially capable of withstanding considerable damage, it does **not** increase as the game progresses— except, of course, if it is affected by events such as magic, divine intervention, curses, etc.. **The Body Damage Reserve score a character has is constant.** It can **never** be increased or decreased from one Experience Level to another except by means of magic or other unusual agencies. The reasoning behind this method of damage regulation is that however healthy or well-trained in combat, a human-sized character simply cannot sustain the same amount of physical punishment as can a much larger creature such as a lion, bear or dinosaur. Players are thus advised to keep "out of harm's way", if they are to survive in Telostic's often-hazardous environments! The Body Damage Reserve is determined in the following manner:

Double the character's normal Constitution score
plus
Race/Species Body Damage Reserve Bonus

8.1.1. Race/Species Body Damage Reserve Bonus

This is an arbitrary bonus given in recognition of the fact that some of the "playable" species of *Shakhàn* are, bluntly put, harder to kill than others. For example, a fully grown *Chàngalà* (Dragon) character is much larger and possesses more body mass than does a normal human being; it is logical, therefore, that more damage in an absolute sense would be required to fatally wound the former than the latter. The Race/Species Bonus is determined as follows:

Species (Gender)	BDR Bonus
Human, <i>Bènlì</i> , <i>Hlòn</i> , <i>Ca'ùna</i> (male), <i>Agàk</i> (neuter), <i>Arfò</i> (drone), <i>Hnàhhu</i> (female)	6
Human, <i>Bènlì</i> , <i>Hlòn</i> , <i>Ca'ùna</i> (female) <i>Agàk</i> (male or female), <i>Skrono</i> (male or female), <i>Ri'im</i> (male)	4
<i>Shélèggi</i> , <i>Arda</i> (male), <i>Arfò</i> (worker or egglayer), <i>Hnàhhu</i> (male)	7
<i>Lhààshàà-àdyé</i> (male), <i>Arda</i> (female), <i>Shélèggi</i> (female), <i>Hlòn</i> (neuter)	5
<i>Lhààshàà-àdyé</i> , <i>Ri'im</i> (female)	3
<i>Hàmyé</i> (male)	2
<i>Hàmyé</i> (female), <i>Granàyu</i> (male)	1
<i>Granàyu</i> (female)	0
<i>Enhù'ùv</i> (?)	10 to 50*
<i>Motnat'tà</i> (all genders)	21
<i>Apnié</i> , <i>L'àqu-àlu</i> (male)	13
<i>Sagòst</i> (?)	15

(continued)

<i>Apnié</i> , <i>L'àqu-àlu</i> (female)	11
<i>Chàngalà</i> (all genders)	12+**
<i>Arfò</i> (fighter), <i>Lepré</i> (?)	10
<i>Nika'Khàdra</i> (all genders)	9
<i>Hoyoté-Gò</i> (all genders)	8

There is one "Catch-22" to the Body Damage Reserve: Regardless of the above factor and of other factors (for example the character's height and weight), a given character in *Shakhàn* can **never** have a final "normal" Body Damage Reserve of less than "3"; any score less than this is amended by the Referee to "3". (A sympathetic Referee may want to amend this minimum to "6".)

* Depending on subspecies; also, some *Enhù'ùv* are immune to non magically inflicted damage.

** Depending on subspecies and age category (see "Bestiary" rule section); some *Chàngalà* also are immune to some types of damage (e.g. the *S'raéi* are immune to fire and so on).

8.1.2. Special Body Damage Reserve Species Factors

An adult *L'àqu-àlu* (i.e. one past the fifth Experience Level or over 20 years of age) also gains another 1D6+2 Body Damage Reserve points for each extra metre of growth past its original height. An adult *Hnàhhu* (i.e. one over the tenth Experience Level or over 20 years of age) can regenerate 25 per cent of its total Body Damage Reserve score per Melee Round, provided that the damage so regenerated was not inflicted by fire, acid or other agencies that cause complete tissue destruction.

8.2. Charisma

One of the most important, yet least definable, attributes a character can have, is his or her personal magnetism, defined for game purposes as "Charisma". Charisma is influenced by, but is not the same as, the character's Physical Beauty; many extremely charismatic historical figures (e.g. Napoleon, Hitler, etc.) have had unimpressive physical characteristics.

A character's game Charisma is calculated by first obtaining his or her basic (non-social) Charisma; this is equal to:

$$\{(\text{Physical Beauty} + \text{Willpower}) + [(\text{Intelligence} + \text{Willpower})/2/3]\}$$

Note: If the character's Physical Beauty was below 5 or above 20, the number resulting from this calculation is **halved**; other people tend to shun the very ugly and tend to be jealous of the inordinately handsome!

The resulting number is then modified by multiplying it against the following social and environmental factors (add all factors together, then multiply):

- x 0.7.....if "Very Short"
- x 0.9.....if "Short" or "Huge"
- x 0.9.....if "Very Heavy" or "Massive"
- x 1.2.....if "Tall"
- x 1.3.....if "Very Tall"
- x 0.5.....if the character's Age is less than "15"
- x 0.9.....if the character's Age is more than "70"
- x 0.9.....if the character has never been a father or mother
- x 1.1.....if the character has fathered or borne more than three children
- x 0.8.....if a female character known to be Infertile
- x 0.9.....if a male character known to be Infertile
- x 1.1.....for every major Tactical Battle won
- x 0.9.....for every major Tactical Battle lost
- x 1.1.....for every Leader/Champion Combat won
- x 0.9.....for every Leader/Champion Combat lost





- x 1.2.....for every Act of Bravery on the Field of Combat
- x 1.1.....for every Act of Honour (however caused)
- x 0.9.....for every Act of Dishonour (however caused)
- x 0.8.....if the character is believed to have acted treasonously
- x 1.1.....if a senior cleric or *Antratschêldor-haii* (magic-user)
- x 1.9.....if the character has been Revived from Death *

* *Note:* This modifier represents more of a sense of dread and awe of the character, more than it does real Charisma, and is (obviously) quite unlikely to be actually encountered.

As a check of the above modifiers will reveal, events in the game can cause a character's effective Charisma (and certain factors dependent upon it) to fluctuate. Such changes are only calculated when needed, to avoid endless book-keeping on the part of the Players and Referee.

8.2.1. Activities Governed by Charisma

Most game-related functions that are influenced by a character's Charisma score are detailed under the descriptions of other rules (example: see "Nonplayer Character Reaction Table" in the Adventures rules section). There is, however, one exception to this, "Charismatic Combat".

8.2.1.1. Charismatic Combat

When two or more characters in *Shakhàn* dispute or argue with each other in front of a superior or master— or a crowd or other mass gathering—, the Referee may wish to decide which course of action or "side" the master adopts by performing Charismatic Combat. This is resolved thusly: Each character performs a check at (Charisma x 5 DMod), using the same modifiers as would apply to him or her vis-à-vis the master or crowd, were the character petitioning on the Nonplayer Character Reaction Table. Additionally, a penalty of from +10 to +30 is applied to the check at the option of the Referee, if in his or her opinion the course of action being proposed by a particular character is implausible, extreme or would be likely rejected by the superior, master or group being addressed. A character may also take advantage of skill modifiers that he or she may possess in Rhetoric and/or Etiquette, as allowed by the Referee.

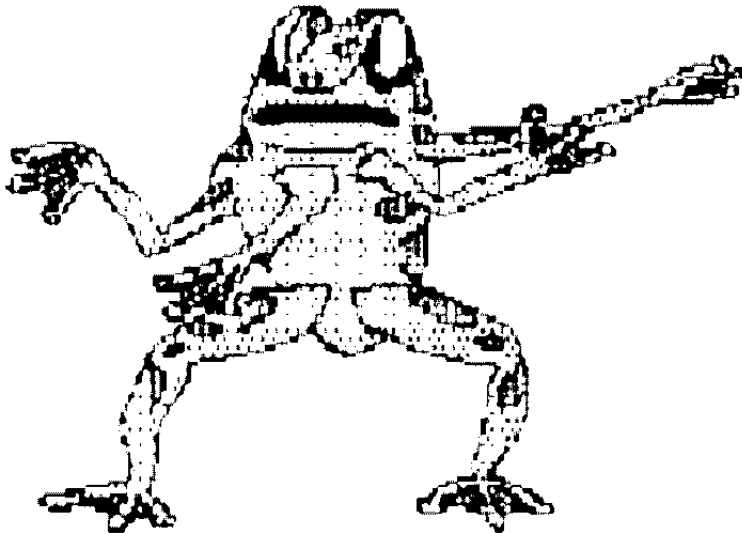
- If both characters fail this check, another round of Charismatic Combat must be conducted.
- If one character fails the check and the other passes his or her check, the latter character wins the argument.
- The failing character can elect for another round of Charismatic Combat by choosing the "plead and demand for reconsideration" tactic. This allows another round of Charismatic Combat, but each time a character elects to "plead and demand for reconsideration", he or she suffers a (cumulative per number of times this tactic is used) penalty of +15 on all of his or her subsequent Charismatic Combat checks. Note that both characters can be subject to this penalty, if the character who originally won the argument, uses it when his or her opponent would otherwise have a victory.

The disincentive to using "pleading and demanding" is as follows: any character who uses this tactic, and who fails the Success Threshold for a subsequent Charismatic Combat check by **twice (2x)** or more of his or her original (unmodified) Success Threshold, not only loses the argument **once and for all**, but also angers the master or crowd and may be subject to further sanction or punishment for "impudence". ("Not only shall I not grant you a monopoly, Guildmaster Rùhos, but I hereby demote you to the rank of Apprentice! So be it!")

9. Languages and Writing

There are many languages on Telostic and in the populated areas of *Ushù'l*. Most of these are undoubtedly descended from the tongues spoken by the different intelligent species when they first arrived on the planet, but these ancestral languages are now long lost in the mists of time. More recently, with the rise of the great empires, some interplay and cross-fertilization has been possible, but an adventurer will generally find that the further he or she wanders from the lands of his or her birth, the less comprehensible the languages encountered will be.

Most of the human— and humanoid— spoken tongues of northern *Ushù'l* from approximately the eastern borders of the Javvré Empire to northern East Roctien are descendants of the *Ardae-Là* language group, the ancestral tongue of which was spoken by the earliest inhabitants of the now-dead Ardae Empire. A noteworthy feature of this language family is that it is not human in origin, having originated with the Scarlet-Arda sapients who founded the Ardae Imperium. Most



A neuter example of the amphibian Agàk

of the languages of the *Ardae-Là* group have a fairly simple and easily-understandable grammar and phonology with word-meanings being contained in word syntax and morphology rather than sound-tones. There is usually a rich vocabulary, particularly with the more widespread variants such as Rocto-CathSinnian (see below) and especially with the "high" or "noble" variants of some of the *Ardae-Là* tongues. Some of the latter are, indeed, so different from the "common" varieties of the same languages as to be almost incomprehensible.

The languages of Javvertien and surrounding regions are mostly descended from the *Jài-Uàvan* family, an archaic and possibly ancestral form of which is still spoken by a few pedants on the northwestern island province of Uàva. The *Jài-Uàvan* tongues seem to have been influenced by one or more languages of the ancient (and now-sunken) Heshigan Empire far to the west, and, although similar in many ways to those of the *Ardae-Là* group, are considerably more complex and subtle in intonation than are those of the eastern group. The languages of southwestern Javvertien, moreover, are more similar to those of the *Vané'éil* family found in the western regions south of the *Nòlan Oblé* than they are to any of the *Jài-Uàvan* or *Ardae-Là* tongues, and must thus be placed in a completely separate category.

One further language group bears discussion; these are the "Dark Tongues" spoken in south-central East Roctien, particularly around the forbidden city of Yil and the "Depression of Red Teardrops". Most citizens of the rest of the Shadowed Empire speak various languages related to the *Ardae-Là* group of west Roctien, but a completely different group of linguistically unrelated tongues, each derived from the secret internal speech used in the Temples of the *Khùl-Nolgùn*, predominates around Yil and its surrounding areas. There are currently known to be three such languages: *Shéaàw*, a derivative of the tongue of the Temple of *Væran Bssiro*, *Olkh'abbà*, similar to the speech of the Temple of dark *Virya Hé-Enriath*, and *Virchò'umàkh*, apparently a close relative of the Temple language of *Væran Hnélo-Tràniss*.

The widespread use of these tongues seems to have originated in East Roctien's theocratic political structure, as they make the sinister rituals of the Temples of *Khùl-Nolgùn* partly understandable to the masses who must, voluntarily or otherwise, participate in them. All three of the Dark Tongues differ markedly in syntax, intonation and phonology from both the *Jài-Uàvan* and *Ardae-Là* languages, as well as from each other. Their ancestries are, obviously, unknown, having originated in the secret rituals of the Temples of *Khùl-Nolgùn*, although *Olkh'abbà* for one appears similar to certain dialects spoken in the distant lands of present-day Sherdonèl. The use of the Dark Tongues is, obviously, restricted to central East Roctien, and is virtually unknown outside that region; indeed, there





are rumours of "accidents" and other strange misfortunes happening to those attempting to teach them to persons other than citizens of the Shadowed Empire.

In this context, a comment should be made regarding the use of spoken language by non-human sapient creatures. Most of the intelligent inhabitants of *Ushù'l* follow the customs, and hence use the language, of the human ethnic group dominating the region in which they live. This situation is thus different from many of the areas south of the *Nôlan Oblé* and in continents other than *Ushù'l*, in which creatures of different species often have a "racial language" and geographical region exclusive to their race. This is true of humans, the *Bênli* (who are of course nearly human in appearance anyway), the *Arda*, the *Ca'una*, the *Shélèggi*, the *Ri'im* plus the occasional member of the "rare" humanoid species such as the *Apnié* or *Hâmyé*.

There is no general statement that can be applied to the linguistic and cultural customs of the very few individuals of other sapient species such as the *Hoyoté-Gô*, *Agâk*, *Arfô* etc. that appear from time to time in Rocto-Ardae society; these creatures most often go about their business without much social intercourse with others and rarely must speak with the citizens of the more common species.

9.1. Language and Writing in Roctien

Any discussion of communications between individuals in Roctien must first take into account the fact that, on average, fewer than two out of every ten inhabitants the traveller is likely to encounter, can read or write to any extent at all. Furthermore, whatever the language, spoken communication amongst the lower social classes is usually of a very crude and perfunctory nature. In many cases, the gap in comprehension between, for example, a peasant and nobleman of the same language will be greater than that between two "lettered" persons of different but related languages. With this in mind, the following observations can be made.

The official language of Roctien, and the only one in which a legally binding document may be written, is the Rocto-CathSinnian tongue. This language, the modern version of which first appeared in documents written around 2950 BU, would probably sound rather harsh and terse to travellers from other lands. This is partly due to its omission of articles (for example, one says in Rocto-CathSinnian "beast bite man" rather than "the beast bites the man") but also because of its relatively short words and lack of diphthongs.

The most pure version of the tongue is, as the name implies, spoken around the city of CATH-SIN (KATH saign) in south-central Roctien on Lake Cònverson, but almost anywhere in the Imperium it is possible to find many individuals who can speak passable Rocto-CathSinnian. It is advisable, however, to exercise a degree of restraint in some parts of Roctien, particularly the eastern and southeastern territories, when attempting to strike up a conversation in Rocto-CathSinnian; the language is associated in some regions with ethnic domination from afar, and an overly "refined" use of the speech may bring on resentment on the part of local citizens. Rocto-CathSinnian is usually written in the Modern or Cursive version of the Common Rocto-Ardae script, as defined by Empress Benhànai XIV in her Edict of Beauteous Writing in 1360 BU. This script has 59 common letters plus a few seldom used ones and is written left to right with accents and diacritical marks placed directly above the letters they modify. Capital letters, usually used only for proper names and titles (new sentences are denoted by a vertical stroke) are indicated by a horizontal stroke under the letter involved.

Most documents in Roctien, whatever the language, are written in the Common Rocto-Ardae script, particularly where commerce or the law are concerned. There are two frequent exceptions to this rule: inscriptions on public buildings are most often done in the older Block, or Ancient, Rocto-Ardae style, while documents in any of the several Thélésbanné family of languages are usually written in the Thélésdélian script or a derivative of the latter. Although Emperors and Empresses of Roctien have almost uniformly strived to standardize the Rocto-CathSinnian language and the Common Rocto-Ardae script as the official means of communication within the Empire, the diversity of the human, *Bênli* and *Arda* ethnic groups that populate it have made these efforts difficult to enforce and almost impossible to make permanent. It is therefore relevant to note some of the other tongues and forms of writing one is likely to encounter in the various regions over which the Fifth Imperium holds sway.

It may be observed that Roctien's peoples, of whatever species, communicate in many different regional languages and dialects, some related to Rocto-CathSinnian and some not. Of the former category, the Hanriòti language, spoken mainly in the seacoast areas surrounding the great port city of Hânriot on the Bight of Roctien, is the most important. Of the latter, the Aerùsian tongue, centred around the large northern trading city of Aerùs, but extending down to the fertile farmlands of the central Imperium around Kèprica predominates. There are also a few other regional languages that are not part of any larger family. Thélésbanné, from the southeast central region around Thélésban, Ariti-Vòinian, from the extreme western frontier of the Empire near the former capital city of Vòina and Ascòrcànian, used in the minor independent kingdom of Ascòrcan on the Empire's southwest frontier, are the most important of these.

In the regions in which these languages are spoken, roughly 70 per cent of the natives will usually be familiar with no other tongue, including Rocto-CathSinnian, in other than a very perfunctory way. This varies, of course, according to the social class of the citizen in question.

9.1.1. Number of Languages Known

Newly-established characters will usually know only a limited number of languages, and those known will also usually be those spoken relatively close to the place of the character's birth. To represent these factors, the Referee consults the tables given below.

There are three main types of languages:

- *Normal* languages, which are used in everyday speech by a large number of sapient in one or more well-populated areas;
- *Unusual* languages, which for various reasons, for example an archaic form of a current tongue, or a language that is spoken only by a few sapient or only in isolated areas, are not usually encountered; and
- *Rare* languages, which are difficult to acquire because of antiquity, complexity or, in some cases, deliberately being hidden from the public.

Editorial Note

To provide players and the Referee with a "real-life" analogue of these types of languages, for an English-speaking person living in North America, a "normal" language would be English, French or Spanish; an "unusual" language would be Chinese, Laotian or Cree, while a "rare" language would be Ancient Mayan or Sanskrit.

Characters whose background is of the higher social classes have a better chance of being literate (similarly, peasants and slaves have a poorer chance), and thus the roll is reduced by 10 in such cases.

9.1.2. Languages Known Table

Dice Roll	Languages Known
01-50	1 Normal
51-70	2 Normal
71-80	3 Normal
81-90	1D3 Normal, 1 Unusual
91-95	1D3 Normal, 2 Unusual
96-97	1D3 Normal, 1 Unusual, 1 Rare
98	1D3 Normal, 2 Unusual, 1 Rare
99	1D3 Normal, 2 Unusual, 2 Rare
100	Roll twice, add results

When determining exactly which language a character actually speaks, the Language Tables below are consulted.

Note

The Normal Language Table refers to characters from the Roctien-Ardtien area of *Ushù'l*; tables giving languages from other geographical areas are *For Future Release*.





9.1.3. Normal Language Table

Dice Roll	Language Spoken
01-50	Common Rocto-CathSinnian
51-60	Hanriòti
61-70	Aerùsian
71-80	Thélésbanné (or a "Dark Tongue", if character is from East Roctien)
81-90	Ascorcànian
91-95	Ariti-Vòinian
96-00	High Rocto-CathSinnian

Subtract 5 if a low-class speaker; add 5 if he or she is from the upper classes or the priesthood. All these languages are "species-generic" (see below).

9.1.4. Unusual Language Table

Dice Roll	Language Spoken
01-30	A language from Javertien or the far west
31-40	A language from south of the <i>Nòlan Oblé</i> (Meshònian, etc.)
41-50	A "Dark Tongue" of East Roctien
51-55	Tongue of the <i>Amyé-Lé-Sàachak</i>
56-60	Guild Cants (general)
61-80	Language of a Temple (any randomly determined "mainstream" Temple except one listed in the "Rare" Table)
81-85	Heshigan (Old Speech of the West)
86	Ancient Hà'llamé
87	Old Mahàgi (Dead Kingdom)
88-89	Mag-Mèron (Old Speech of the East)
90	Old Nòlànian (Dead Tongue of Those Under the <i>Nòlan Oblé</i>)
91-93	Poetic (Old) Tongue of Amplaë
94	The "Singing Speech"
95-97	<i>Antrat-héa</i> (language of the <i>Antratschèldor-haii</i>)
98	<i>Bèlyi</i> (Dead Language of the <i>Bènlì</i>)
99	Ancient <i>Lhàashàà-adyàic</i>
00	Language of the Dead Ones

All of these languages are considered "species-generic".

9.1.5. Rare Language Table

Dice Roll	Language Spoken
01-25	Speech of Those Who Worship Mighty Bssiro, God of Fire
26-50	Language of the Minions of Karènn-R'Làché
51-55	Language of the Minions of Hé-Enriath
56-60	Language of the Minions of Yog-Ròthe
61-70	<i>Zàruzon</i> (Speech of the Lost Cities of the North)
71-80	<i>Ysé-Ysé-Yà</i> (Speech of the Mad <i>Mi'ilya</i> of the South)
81-82	Speech of the <i>Arfò</i>
83	Language of the Sprites
84-85	Speech of the <i>Hiòn</i>
86-87	Tongue of Wròb-Riàhyal
88	Tongue of the <i>Enhù'ùv</i>
89-90	Tongue of the <i>Chàngalà</i>
91-96	<i>Uhùhlé</i> (the Nameless Speech)
97	Speech of the Inner Sanctum of the Nameless Temple
98	Tongue of the Denizens of the Elemental Planes*
99	Speech of the <i>Motnat'tà</i>
100	Language of the <i>Brhà</i>

9.1.6. Linguistic Fluency

Even if he or she "knows" a language, as described above, a character may or may not understand it well enough to use it comfortably in day to day conversation. In particular, it is considerably easier to understand a conversation other people are having in a new language, than it is to participate fluently in the same discourse.

For each language a character has been determined to have some ability in, a percentage check is made against the following table.

9.1.7. Linguistic Fluency Table

Fluency	Relative Ability With Spoken Language
01-10	Has some grasp of how the language is pronounced to the extent of being able to distinguish it from other languages; may be able to speak a few phrases such as "where is the bathroom", etc.
11-20	Has a basic vocabulary of the language and has learned many of the important phrases; cannot converse without prompting from others.
21-30	Understands grammar of the language and may be capable of conversing, as long as no complicated ideas are being communicated.
31-40	Can speak hesitantly and slowly in the language, and has some familiarity with idiomatic expressions ("cat got your tongue", " <i>ne me faites pas bouler de neige</i> ", etc.).
41-50	Can speak slowly and usually correctly in the language and is beginning to pick up a few of its subtle points (e.g. " <i>j'ai gagné</i> (won) <i>ma cheque</i> " as opposed to "I earned my cheque").
51-60	Becoming fluent in the language; can understand it almost completely and can speak it almost as quickly as a native except for complex ideas.
61-70	Almost completely fluent in the language; can speak quickly and only rarely (10% chance per 20 words) mispronounces it so that a native would know it is not his or her native tongue. There is a special significance to achieving this level of fluency; any character whose fluency in a language is below "61" has a 50% chance of transmitting the wrong words and directions, if he or she decides to bark out orders to associates in the heat of battle or other stressful situation.
71-80	Completely fluent in the language; 5% chance per conversation of making a mistake in pronunciation; 50% chance of understanding discourse in a similar dialect well enough to get main points correct.
81-90	Not only fluent in the language, but has a better vocabulary than would a normal native speaker; capable of limited oratory without making embarrassing mistakes. 70% chance of understanding conversations in a similar dialect well enough to get main points correct.
91-100	Capable of advanced oratory in the language; has a 90% chance of understanding conversations in a similar dialect well enough to get the main points correct.

Modifiers

Subtract 8 from the dice check if the character is a peasant or low-class person; add 5 if he or she is from the upper classes or the priesthood; add 10 if the character is simply attempting to understand a conversation in another language as opposed to attempting to speak it oneself. Subtract 8 from the check if the language in question is "Unusual" or subtract 16 if it is "Rare".

Note

A character, regardless of social class, can never have a fluency of less than "50" in his or her first (native) tongue, unless the character's Intelligence score is 5 or less; if such results are obtained, the character's fluency is automatically set at "51". Regardless of the modifiers, no character can have a linguistic fluency of less than 1 or more than 100 in a language that he or she "knows".





9.18. Cross-Species Language Fluency

A variable penalty is assessed against the Linguistic Fluency Table when a character is attempting to learn or use a language native to a significantly different species (for example, where a human character attempts to use the speech of the *Motnat'tà*), since it may be difficult or impossible to reproduce some of the sounds made by vocal chords of alien construction. Such an alien language is termed a "species-specific" tongue; a language which can be spoken by most of the "normal" species without difficulty is termed "species-generic".

This penalty is assessed according to the similar criteria as used for assessing Physical Beauty, as follows:

Group	Species That Belong to Group
Humanoids	Humans, <i>Bènlì</i> , <i>Lhàashàà-àdyé</i>
Near-Humanoids	<i>Shélèggi/L'àqu-àlu</i> , <i>Rì'm/Hnàhhu</i> , <i>Apnié</i>
Quadruped Humanoids	<i>Hàmyé</i> , <i>Arda</i>
Reptilians/Amphibians	<i>Hoyoté-Gò</i> , <i>Nika'Khàdra</i> , <i>Agàk</i>
Others	All other sapient species (each individual species counts as a separate group)

-Any character of a species from the "Humanoid", "Near-Humanoid" or "Quadruped Humanoid" categories can speak any species-generic language with no penalty.
-A character from the "Reptilian/Amphibian" category suffers a penalty of -10 on the Linguistic Fluency Table, when attempting to use a species-generic language.
-All other characters (for example an *Arfò*) suffer a penalty of -30 on the Linguistic Fluency Table, when attempting to use a species-generic language.

When conversing in a species-specific language created by a race from other than one's own group (for example, a human character attempting to use the speech of the *Arfò*), the character attempting to use the language suffers a penalty of -50. This penalty also works in reverse; an *Arfò* character would incur the -50 penalty if it attempted to use a human species-specific language (but would suffer only a -30 penalty when attempting to use a species-generic tongue, as these have evolved over thousands of years to accomodate different types of vocal equipment).

10. Scripts and Literacy

Many of the same conditions which have produced the surfeit of spoken languages in "civilized" Telostic have lead to the fact that those few members of the populace fortunate enough to be able to read and write, are restricted to the use of one or more of the relatively large number of writing scripts available for the expression of the literate skills.

A very few Telostician languages are commonly expressed in more than one writing script, but usually the sounds and accents inherent to a given language can be properly represented only in the script to which the language is "native"; that is, the one in which the language was first recorded and which was developed during the same historical period.

For example, although the sounds of both the English and Russian languages can be simulated by their representation in the familiar Roman writing script, the exact phonetics and intonation of Russian can only be accurately shown in the Cyrillic writing script since both language and script developed and adapted to each other throughout history. Thus, although it is possible to communicate the meanings of Russian words in the Roman script, many of the fine points of the language would be lost in so doing: something no self respecting scholar would be willing to risk, especially considering the consequences of a mispronounced magical incantation or ritual greeting...

Generally speaking, Telostician languages can only be made intelligible when written in their "native" script, and even then problems can arise with those languages expressible only with exotic or non-humanoid sound symbols. To name only two of these, the languages of the *Brhà* and of the *Motnat'tà* are virtually untranslatable into "normal" speech even when they are available to the scholar in the appropriate writing scripts, because both rely heavily upon complex tones and chords which cannot be duplicated exactly by any but the "author" races. This is not to say that a highly skilled scholar could not learn how to recognize words and sentences of differing meanings, and eventually even piece together a working ability to translate the meaning of a *Brhàic* or *Motnat'tàic* writing into some other language merely that it would be practically impossible to learn how to read aloud such a piece unless the translator was itself a *Motnat'tà* or *Brhà*.

Many other specialized tongues (in particular those of the Brotherhoods of the *Anratschêldor-haii*) are likewise unintelligible unless scripted in the proper format. As might thus be expected, the study of ancient and exotic scripts has occupies a great deal of the study time available to the *Amyé-Lé-Sàachak* and a character fortunate enough to acquire one or more of these will have a great advantage over his or her fellows.

10.1. Number of Scripts Known

A newly established character in *Shakhàn* has a variable percentage chance of being able to read and write each language he or she may know, as follows:

- *Normal* languages: 1 x Intelligence score plus 0.5 x Age in years
- *Unusual* languages: 0.5 x Intelligence score
- *Rare* languages: 0.25 x Intelligence score

Subtract 5 from the dice check if the character is a peasant or low-class person; add 5 if he or she is from the upper classes or the priesthood. For example, a 20 year old character with an Intelligence score of "12" would have a 21 per cent chance of being literate in a normal or common language that he or she could speak.

Editorial Note

In fact, the allowances given above are quite generous; historically, only five to ten per cent of the population in pre-industrial societies has ever been literate.

These results may be modified by the Referee at his or her discretion; in particular, there are quite a few rare and ancient languages that can only be learned from a book, so in these cases automatic literacy may be assumed. If the result of one or more of these dice checks indicates the ability to read and write in the language in question, then the character proceeds to the next step.

A character found to be literate now must roll 1D100 on the Script Determination Table below so that he may tell the script or scripts in which he is able to write. One dice roll must be made for each language in which the character is literate. Many languages are written in only one script, so it will be fairly rare for a character to know how to do so in more than one. The Referee must use his or her judgment as to whether or not a character not of the appropriate social and/or educational background can be allowed to utilize an unusual script; in most cases, a peasant will be unlikely to have mastered an "Ancient" script it being usually a real accomplishment just to be allowed to learn the modern variety. Note also that no character can ever retain knowledge of a number of languages and/or scripts in excess of his Linguistic/Script Capacity (cf. Intelligence requisite score).

To determine what script is actually used for each known language, check against the tables provided below.

10.2. Common Script Determination Table

Dice Roll	Script in Which Language Known
01-60	Common Rocto-Ardae
61-80	Cursive (High) Rocto-Ardae
81-85	Thélésdèllian
86-90	Block (Old) Rocto-Ardae
91-95	Other (a foreign script, etc.)
96-98	More than one script (roll twice)
99-00	An "unusual" or "rare" script (below)





Subtract 5 from the dice check if the character is a peasant or low-class person; add 5 if he or she is from the upper classes or the priesthood.

10.3. Unusual / Rare Scripts and Languages

The Referee is able to determine the script in which a character is literate in one of these languages in the following manner. Each "Unusual" and "Rare" language falls into one of three Script Categories as described below:

10.3.1. Script Category I (Multi-Script Languages)

These are languages which are written in more than one script, the secondary script often being the one "native" to the language itself. In rare cases, such a language can be written in more than two different scripts. These languages are:

- Old Mahàgi (Dead Kingdom)
- Heshigan (Old Speech of the West)
- *Mag-Mèron* (Old Speech of the East)
- Old Nòlànian (Dead Tongue of Those Who Lived Under the *Nòlan Oblé*)
- Poetic (Old) Tongue of Amplaë
- Guild Cants
- *Bèlyi* (Dead Language of the Bèni)
- Ancient *Lhààshàà-adyàic*
- Language of the Dead Ones
- The "Singing Speech"
- Language of the *Brhà*

The script in which a character is literate in a Category I rare language is determined by a dice roll on the following table:

Dice Roll	Category I Language Script
01-70	Script of the <i>Amyé-Lé-Sàachak</i> (Script of the Sages)
71-90	The script "native" to the language (e.g. if the language was for example Heshigan, the character would be able to read and write it in the original Heshigan script)
91-95	Archaic (Ancient) Script of the <i>Amyé-Lé-Sàachak</i>
96-98	Determine as for the primary modern language of the character (e.g. "Rocto-CathSinnian", "Mahàgi" etc.)
99-00	Two of the above (Roll Twice)

10.3.2. Script Category II (Word-Of-Mouth Languages)

These are languages which can only be learned in the script of the *Amyé-Lé-Sàachak*. Usually, this is because the language in question was passed down from generation to generation by word of mouth and thus never devised a "native" script.

This category includes the following tongues:

- Tongue of the *Chàngalà*
- Speech of the *Hlòn*
- Speech of the *Arfò*
- Tongue of the *Enhù'ùv*
- Language of the Sprites
- Tongue of the Denizens of the Elemental Planes*
- Tongue of the *Amyé-Lé-Sàachak*

* This language (only) provides a partial exception to the rules; there is a special 30 per cent chance that a character will be able to write the Language of the Denizens of the Elemental Planes in *Antrat-héa* (the Magic Users' script) rather than in the Script of the *Amyé-Lé-Sàachak*.

10.3.3. Script Category III (Unique-Script Languages)

These languages are never written or learned in any script other than that "native" (peculiar) to them:

- *Uhùhlé* (the Nameless Speech)
- Speech of the *Motnat'tà*
- Ancient *Antrat-héa*
- Speech of the Inner Sanctum of the Nameless Temple
- Tongue of Wròb-Riàhyal
- Ancient Hà'llamé
- *Zàruzon* (Legendary Speech of the Lost Cities of the North)
- *Ysé-Ysé-Yà* (Legendary Speech of the Mad *Mi'ilya* of the South)
- Language of the Minions of Hé-Enriath
- Language of the Minions of Karènn-R'Làché
- Language of the Minions of Yog-Ròthe
- Speech of Those Who Worship Mighty Bssiro, God of Fire

When a character in some way contrives to acquire for himself or herself the knowledge of a language falling into one of these two categories, it is necessary that the procedure normally used be altered. This is due to the fact that, with a few exceptions, the only source materials from which most characters can pick up a working knowledge of these languages are "second hand" texts, most frequently published by and in the script of the *Amyé-Lé-Sàachak*. For this reason, the finding of a book in the script "native" to one of these languages is usually an event of great scholastic and historical importance.

11. Physical / Mental / Behavioral Disorders

Endemic conditions of poor sanitation and public decadence in most of the societies of Telostic carry with them the real possibility, that characters will have inherited or picked up themselves one or more physical, mental or behavioral handicaps, prior to having begun play. These can be determined as follows:

-A character has a basic 10 per cent chance of having a physical defect;
 -A basic 15 per cent chance of having some type of mental defect..
- and
-A basic 20 per cent chance of being addicted to some substance or practice.
 -A character from any social class equal to "Criminal" or lower adds 10 per cent to his or her chance of having a physical defect and 5 per cent to his or her chance of drug addiction.
 -A character from any social class equal to "Military" or higher, except the Nobility, adds 10 per cent to his or her chance of having a mental defect;
 -A character from the Nobility adds 20 per cent to his or her chance of having a mental defect, and 10 per cent to his or her chance of being addicted.

Editorial Note

The authors realize that the apportionment of variable defect chances, as given above, is open to debate; however it has been implemented partly for game balance. The Referee is free to amend the above probabilities as he or she best sees fit.





Where a mental or behavioral disorder, especially a sexual one, is denoted as "compulsive", it means that the character in question must pass a check equal to his or her Willpower score x DMod of "4" each game day, or he or she will attempt to engage in the activity or behavior in question, usually without much forethought or regard for the possible consequences if discovered or caught. Alternatively, where it is in the nature of a mental or behavioral disorder that it occurs only in certain situations (for example, a character with kleptomania would be "tempted" only when there is something handy to steal, or an alcoholic might be "tempted" when passing a tavern), the character must pass a check equal to Willpower x DMod of "4" each time he or she is confronted with the situation or item in question.

Many of the nonhuman species, for example the *Agàk*, *Arfò*, *Nika'Khàdra* or *Hoyoté-Gò*, have mental and/or sexual psychophysologies so different from those of the "normal" species, that in many cases a result of "deviant sexual behavior" is inapplicable and must be re-rolled. This principle also applies to a wide range of other mental abnormalities, the exact judgment of which must be left to the Referee. For example, it is highly unlikely that an *Arfò* character could be a kleptomaniac in the conventionally accepted sense of the word, because the *Arfò* place little or no value on material objects (at least, not in the same way as do the more conventional races). In the case where such a character is found to have an inappropriate defect, the Referee should simply re-roll it until a suitable one is obtained.

Where a mental problem (particularly a sexual one) involves interaction with other sapient characters, there is a 90 per cent chance that the affected character will have a strong or exclusive preference for characters of his or her own species, with an 8 per cent chance that the character will also interact with creatures of "similar" species, and a 2 per cent chance that he or she will accept partners or victims of almost any species. Note that victim/partner preferences within a species group will usually follow the pattern of the character's sexual orientation, for example heterosexual, homosexual, etc..

Note that the player controlling the character essentially has **no** control over this; it is the result of deep-seated psychological motivations that can usually be changed only by Divine Intervention of some equally powerful agency. Characters with most type of mental defects, particularly manias, neuroses and complexes, will usually angrily deny that they "have a problem", and will avoid anyone, no matter how well-intentioned, who tries to confront them with the facts. A character's mental compulsions or obsessions can sometimes be suppressed, for 1D6 game days, by a character who is aware that indulging in them would be inappropriate or dangerous. However, after this point, the character's subconscious desires will cause him or her to simply become blind to reality, danger or the chance of being caught, and the behavior will begin anew. A disorder denoted "obsessive" is treated the same way, except that in this case the DMod affecting the check is only "2".

The exact types of defects, if any, can be found on the tables given below.

† The presence of any tendency or disorder thus marked, automatically drops the character's Self-Control personality trait score (see below) by 40 points. In the case of a non-standard sexual orientation, the character's Sex Drive personality trait score is also reduced by 40 points. (Note: Because of the way that these traits are listed, this will have the effect of *reducing* the character's ability to exercise self-control but of *increasing* his, her or its effective sexual appetite. See below for details.)

‡ The presence of any disorder thus marked, automatically drops the character's Self-Esteem personality trait (see below) by 30 points.



Ri'im (male)

Dice Roll	Physical Disorders
01-05	Stunted growth or dwarfism (reduce the character's height and weight by 1D6 x 10 per cent) ‡
06-10	Pituitary oversupply or gigantism (increase the character's height and weight by 1D8 x 10 per cent; reduce Intelligence by 1D6)
11-15	Weak Constitution (reduce Constitution requisite by 50 per cent)
16-20	Eunuch (character was castrated at an early age; increase his weight class by 1 category, reduce Willpower and Sex Drive scores by 50 per cent; character also has a high, effeminate voice; roll again if obtained for a non-male character)
21-30	One Major Organic System disorder
31-40	One Major Mental Organic System disorder
41-50	One Major Nervous System disorder
51-65	One Body Deformity
66-70	One Genetic Abnormality
71-75	Hemophilia (inability of the blood to clot properly; each time the character suffers a major skin puncture equivalent to 2 or more damage points, 50 per cent chance of bleeding to death)
76-80	Paralyzed at birth [(01-65) paraplegic, (66-00) quadriplegic]
81-85	Blindness (roll 1D100 + 20 to determine degree)
86-90	Deafness (roll 1D100 + 20 to determine degree)
91-94	Cancer of one randomly determined organ [(01-70) benign for now, (71-00) malignant, will kill in 2D100 days]
95	Spontaneous Combustion* (character has a 1 per cent chance per game week of catching fire for no apparent reason; roll 1D20 to determine Magnitude of fire)
96	Lycanthropy (character has a 50 per cent chance of becoming a homicidal maniac or animal once per month)
97-98	Vampirism (body cannot metabolize any food other than warm blood from own species type)
99-00	Roll twice





* Do not blame the authors if your character turns out to have this defect; it was included at the suggestion of one of the playtesters!

Dice Roll	Mental Disorders
01-30	1D2 Non-Standard Sexual Orientation(s)
31-40	One Phobia
41-50	One Neurosis
51-60	One Mania
61-70	One Complex
71-80	One Psychosomatic Ailment
81-85	Latent mental disorder (roll again), triggered by stress or a traumatic experience
86-87	Latent mental disorder (roll again), triggered by encountering a randomly determined person, creature type or situation
88-89	Latent mental disorder (roll again), triggered inevitably 1D20 game months from first day character enters play
90-94	"Family curse" (Referee discretion) triggered inevitably 1D20 game years from first day character enters play
95-00	Roll 1D3 more mental disorders (ignore this result if it comes up again)

Dice Roll	Addiction Types
01-10	Addiction to sex: character's Sex Drive personality trait score is reduced by 50 points, and character has an obsessive desire to engage in his or her favorite sexual activities 2D8 times per day, becoming paranoid, irritable and very aggressive if denied this
11-20	Addiction to some common, "legal" substance (for example "snuff"); must use this substance 1D10 times per day
21-30	Addiction to food (character consumes 4 times food intake for a normal character of his or her size and build; increase his or her weight by 100 per cent)
31-40	Addiction to a practice (character compulsively engages in some activity, for example gambling, 1D6 times per day)
41-55	Alcoholism (obsessive desire to become intoxicated at least once each 6 hours) ‡
56-70	Addiction to common drug types (for example <i>Pré-Sngàra</i> ; obsessive desire to become "stoned" at least once per 6 hours) ‡
71-80	Addiction to uncommon drug types (for example <i>Ssòl-Hléia</i> ; obsessive desire to become "stoned" at least once per 6 hours) ‡
81-90	Addiction to rare drug types (for example <i>Opinèra</i> ; obsessive desire to become "stoned" at least once per 6 hours) ‡
91-95	Addiction to very rare drug types (for example <i>Adàja</i> ; obsessive desire to become "stoned" at least once per 6 hours) ‡
96-00	Roll 1D3 more addictions (ignore this result if it comes up again)

Dice Roll	Non-Standard Sexual Orientations
01-30	Homosexuality / Lesbianism (sexual attraction mainly or exclusively to persons of one's own gender)*
31-40	Bisexuality / Ambisexuality (sexual attraction to both genders)
41-43	Fetishism (obsessive use of mundane objects for sexual gratification) †
44-46	Onanism (obsessive masturbation) 2D12 times per day †
47-50	Bestiality (sexual attraction to animals)
51-60	Nymphomania / Satyriasis (compulsive indulgence in sexual activity 1D12 times per day) †

(continued)

61-70	Sadism / Masochism (compulsive desire to inflict or suffer pain in sexual relationships)
71-75	Incest / Oedipus or Electra Complex (sexual relations with parents or close relatives) ‡
76-80	Asexuality / Impotence / Frigidity / Carezza / Narcissism (complete lack of interest in, or ability to participate in, sexual activities)
81-84	Corpolalia / Urolgaia (obsessive use of bodily wastes in sex) † ‡
85-91	Pedophilia / Child Molestation (desire to have sexual relations with children or other immature individuals) †
92-93	Pyromania (compulsive sexual gratification from setting fires) †
94	Necrophilia (compulsive desire to have sex with the dead) † ‡
95-98	Serial Killer / Sexual Psychopath (obsessive desire to murder sex partners; 60 per cent chance combined with Pedophilia) †
99-00	Roll 1D6 more disorders (ignore subsequent 99-00 results)

* The inclusion of homosexuality and bisexuality in this category should not be taken by gay, bisexual or lesbian players of *Shakhàn*, as a value judgment of these and other practices as being "wrong" in a moral sense. It denotes, rather, the fact that they are less common than the heterosexual practices of the majority of society.

Dice Roll	Major Physical Organic System Disorders
01-12	Allergy to 1D6 substances (for example animal hair, 1D3 food types, hay fever, etc.); severity of allergy is from 1 to 100; exposure to substance with an allergy level of above 80 requires passing a Saving Throw against Constitution or character dies in 2D20 minutes; otherwise character takes 1D6 Pain points
13-16	Sterility / defective reproductive system
17	Gonadal defect (character subject to constant, painful sexual arousal, but cannot perform physically) ‡
18-19	Micropenis (affects only a male character; sexual organ is only 1/10th normal size and cannot function sexually) ‡
20	Penile elephantitis (affects only a male character; sexual organ is 3 to 10 times normal size; character becomes dizzy and has a 40 per cent chance of fainting each time he has an erection) ‡
21-40	Rotten or missing teeth (reduce Physical Beauty by 30 per cent; can never speak languages with more than minimal proficiency) ‡
41-50	Leprosy (reduce Physical Beauty by 70 per cent; 20 per cent chance each game month that one of character's extremities will wither and fall off) ‡
51-55	Arthritis [reduce Agility by 30 per cent; 30 per cent chance each game month that character will lose 1 Agility (legs) or Dexterity (arms) point; when either drops below "3" character is a cripple]
56-65	Defective kidneys or digestive system (includes diabetes); must urinate and/or defecate 1D6 times per game hour ‡
66-75	Poor odour control (includes uncontrollable flatulence and halitosis); reduce Charisma by 50 per cent ‡
76-80	Defective skin and/or sebaceous system (includes acne); reduce Physical Beauty by 50 per cent ‡
81-85	Weak heart or circulatory system (reduce Constitution score by 50 per cent, plus there is a 30 per cent chance of a heart attack if surprised or put under stress)
86-90	Weak lungs or respiratory system (reduce Constitution score by 50 per cent)
91-92	Defective muscular system (reduce Strength by 50 per cent)
93-94	Defective glandular system (premature senility; character's effective age is 3 x his or her chronological age)
95-96	Defective bone structure or rickets (reduce Strength and Body Damage Reserve scores by 50 per cent)
97-98	Defective antibody system (character's effective Disease Resistance Bonus is 50 per cent of what it would otherwise be)
99-00	Roll 1D6 more disorders (ignore this result if it comes up again)





Dice Roll	Major Mental Organic System Disorders
01-20	Epilepsy (50 per cent chance of uncontrollable convulsions lasting 1D10 minutes, triggered by stress or blows to the head) ‡
21-40	Hallucinatory dementia (25 per cent chance per day of vivid hallucinations lasting 1D3 hours; Objectivity score reduced by 50 points)
41-60	Cognitive impediment (character is usually completely unable to act with common sense; reduce his or her Situational Awareness chance by 50 per cent)
61-70	Autism (defective information processing system causes character's <i>apparent</i> Intelligence score to be "3", although the real score may be normal or genius)
71-75	<i>Dementia mensae</i> (upon reaching sexual maturity, character permanently loses "1" from his or her Intelligence score per 2 game months, until reduced to the state of a vegetable)
76-85	Mongolism / moronism (reduce Intelligence score to "3")
86-90	Organic psychic psychosis (character possesses 1D4 mutated offensive psychic powers, with which he attacks random targets 1D3 times per week) †
91-92	Dual brain (secondary brain with separately determined Intelligence score, and different personality, "takes over" in stressful situations; 30 per cent chance the character actually has a second head!) †
93-98	Latent defect, triggered by stress or some other situation at Referee discretion (roll again)
99-00	Roll 1D6 more disorders (ignore this result if it comes up again)

Dice Roll	Major Nervous System Disorders
01-20	Pain disorders [pain response from nerve endings is either (01-25) virtually non-existent or (26-00) excruciatingly over-active]
21-40	Depressed nerve response (character's Willpower score is increased by 10 per cent, but his or her Agility and Dexterity are both reduced by 30 per cent)
41-50	Hyperactivity (character is constantly restless and has an extremely short attention span; his or her Agility is increased by 10 per cent but his or her Willpower is reduced by 30 per cent) †
51-60	Nervous "tic" (character exhibits constant uncontrollable facial distortions; reduce Charisma score by 30 per cent) † ‡
61-70	Periodic paralysis (10 per cent chance per game hour that 1D3 of the character's limbs will be paralyzed for 1D3 game hours)
71-80	Palsy (constant but partially controllable spasmodic motions; reduce Agility and Physical Beauty scores by 50 per cent each) ‡
81-90	Nervous fits (30 per cent chance per day of suffering a total seizure of his or her nervous system, i.e. character flails about wildly, foaming at the mouth; lasts 1D100 game minutes) † ‡
91-98	Latent defect, triggered by stress or some other situation at Referee discretion (roll again)
99-00	Roll 1D6 more disorders (ignore this result if it comes up again)

Dice Roll	Body Deformities*
01-05	Siamese twin (character's body was joined at birth with a sibling of the same sex, sharing several internal organs; this condition is incurable except for Divine Intervention, and there is a 10 per cent chance per year of sudden death due to overloading of vital organs; time to roll up a new character) ‡
06-10	Hunchback (severely deformed spine) ‡
11-15	Leg or propulsive limb deformed ‡
16-20	Arm or manipulative limb deformed ‡
21-25	Genital(s) deformed ‡
26-35	True hermaphrodite (character was born with genitals of both sexes; 80 per cent chance that each set of genitalia are operative; chance of self-impregnation is 50 per cent of chance of fertility with other partners) ‡
36-40	Fingers or manipulative digits (1D5) deformed
41-45	Toes or propulsive digits (2D5) deformed
46-50	Hand or manipulative extremity deformed
51-55	Foot or propulsive extremity deformed
56-65	Skin deformed [(01-25) skin has strange or unusual texture (26-50) skin is a strange colour (51-00) skin suffers warts, eczema or other painful condition] ‡
66-70	Ears deformed
71-75	Nose deformed ‡
76-77	Tongue deformed
78-80	Teeth or gums deformed
81-85	Eyes deformed ‡
86-93	Entire head deformed ‡
94-98	Character possesses one more body part than is normal for his or her species (roll again; the outcome of the second check indicates which part is duplicated) ‡
99-00	1D3 more deformed body parts (ignore result if it comes up again)

Dice Roll	Nature of Body Deformities*
01-20	Body part is much (3D10 x 6 per cent) larger than would be normal for a character of this size and frame
21-40	Body part is much (3D10 x 6 per cent) smaller than would be normal for a character of this size and frame
41-60	Body part is grotesquely misshapen ‡
61-80	Body part is missing altogether ‡
81-00	Body part is located in the wrong place (for example a character whose nose is located above his or her eyes) ‡

* Almost all of these deformities cause a loss of 50 to 75 per cent of a character's Physical Beauty score.





Dice Roll	Genetic Abnormalities
01-06	Congenital Hairy Nevus (character, from the time he or she is a young child, begins to develop large patches of a thick, fur-like growth on his or her face and body causing a "werewolf effect"; reduces Physical Beauty by 80 per cent; there is also a 10 per cent chance per year that the hairy growths will become cancerous, causing death in 2D6 months thereafter) ‡
07-15	Lupus (30 per cent chance each year after age 15 character's immune system will start attacking his or her own red blood cells; reduces Constitution by 1 per year until character dies)
16-30	Tay-Sachs Disease (30 per cent chance each year after age 13 character's nervous system will deteriorate, causing respiratory failure in 1D12 years)
31-45	Amyotrophic Lateral Sclerosis / Lou Gehrig's Disease (30 per cent chance each year after age 18 nervous system will lose 1 per cent of its control per game month, leading to paralysis and death) ‡
46-60	Muscular Dystrophy (25 per cent chance each year past the age of 10 character's muscle system will deteriorate, causing total inability to move or act in 1D6 years)
61-75	Multiple Sclerosis (25 per cent chance each year past the age of 12 character's nervous system will deteriorate, causing complete paralysis in 1D100 months)
76-90	Acromegaly / "Elephant Man" Syndrome (25 per cent chance per year after age of 13 character begins to develop ugly, misshapen lesions on skin at the rate of 1 per cent of body area per month; reduces Agility, Dexterity and Physical Beauty by 80 per cent) ‡
91-98	Hodgkin's Disease (20 per cent chance per year after the age of 18 character will develop lymphatic cancer which will kill him or her in 2D6 game months)
99-00	1 more genetic abnormality (ignore this result if it comes up again)

Dice Roll	Common Phobias
01-05	Xenophobia (fear of strangers)
06-10	Claustrophobia (fear of enclosed spaces or confinement)
11-15	Nyctophobia (fear of darkness or night)
16-20	Haemophobia (fear of the sight of blood)
21-25	Autophobia (fear of being alone)
26-30	Agoraphobia (fear of open spaces)
31-35	Hydrophobia (fear of water or sea travel)
36-40	Gynophobia/Androphobia (fear of the opposite sex) ‡
41-45	Genophobia (fear of sexual activities)
46-50	Aichmophobia (fear of sharp objects)
51-55	Acrophobia (fear of heights)
56-60	Algophobia (fear of pain or even minor discomfort)
61-65	Demophobia (fear of crowds and public speaking)
66-70	Thanatophobia (fear of death)
71-75	Kronophobia (fear of the elderly)
76-85	Zoophobia (fear of animals), including: [01-25] Acniphobia (insects); [26-35] Ailurophobia (felines); [36-45] Susophobia (swine); [46-55] Cynophobia (canines); [56-65] Ophidophobia (snakes); [66-75] Avephobia (flying creatures); [76-85] Musophobia (rodents); [86-00] A randomly determined creature
86-95	Roll again on the "Rare Phobias" Table
96-00	Roll 1D3 more phobias (ignore this result if it comes up again)

Dice Roll	Rare Phobias
01-05	Hypnophobia (fear of sleep or dreaming)
06-20	Neophobia (fear of new or untried experiences or situations)
21-30	Astrophobia (fear of thunder or lightning)
31-35	Florophobia (fear of plants or vegetation)
36-50	Mysophobia (fear of disease or infection)
51-60	Dromophobia (fear of travel, especially to far-off places)
61-65	Toxicophobia (fear of poisoning)
66-70	Photophobia (fear of light)
71-75	Heliophobia (fear of the sun)
76-80	Selenophobia (fear of the moon)
81-85	Hepetophobia (fear of being touched) ‡
86-87	Ecclesiophobia (fear of religion)
88-89	Sitophobia (fear of eating)
90-91	Antraphobia (fear of magicians)
92-93	Uùhrophobia (fear of the Undead)
94-95	Brhàiphobia (fear of the Brhà)
96-97	Chronophobia (fear of a particular colour), including: [01-10] Grey; [11-20] Brown; [21-30] Pink or flesh tones; [31-40] Red; [41-50] Black; [51-55] Yellow; [56-65] White; [66-75] Steel or metal colours; [76-80] Orange; [81-85] Blue; [86-00] Lack of colour (transparency)
98-00	Roll 1D3 more phobias (ignore this result if it comes up again)

Management of Phobias

A character with a phobia basically has a very strong fear and dislike of the subject indicated. Note that some phobia categories denote things that even a rational character would have a healthy fear of, for example fear of the Undead or of pointed objects. A character with a *phobia* for the same items, however, would have an overpowering fear of the item, to the extent that he or she would structure his or her entire life around avoiding it. The Referee should check to see if the phobia is compulsive (01-50) or obsessive (51-00) in nature.

If confronted with the situation or item that is the object of the phobia, if the character does not pass the required Willpower check, he or she will do everything in his or her power to avoid the object of the phobia, becoming violent if prevented or otherwise restrained from doing so. A character forced, for whatever reason, to constantly experience the object of his or her phobia must pass a Willpower check with a "4" DMod each game minute, or faint for 1D20 minutes from sheer terror.

Dice Roll	Manias
01-15	Kleptomania (compulsive desire to steal objects of any value, regardless of chance of apprehension; 25 per cent chance the character will attempt this whenever an opportunity presents itself) †
16-25	Megalomania (unrealistically high self-esteem, which must constantly be supported by others; becomes violent if "insulted"; Self-Esteem score increased by 50 points)
26-50	Paranoia (obsessive fear of persecution; character believes that 1D6 organizations are "after him/her", immediately suspecting anyone questioning this belief of being "one of them")
51-60	Poriomania (obsessive desire to travel; character cannot stay in one place long enough to accomplish anything) †

(continued)





61-65	Monomania (obsessive need to dwell on one obscure subject or cause for no apparent reason; character will spend 4D10 per cent of his or her time on this; Attentiveness score increased by 50 points) †
66-70	Bulimia (obsessive desire to eat, then vomit; character has a 50 per cent chance of buying or stealing any available food) †
71-75	Polydipsia (obsessive desire to drink, especially alcoholic beverages; character has a 50 per cent chance of buying or stealing any available beverages) †
76-80	Discutomania (obsessive desire to win arguments, regardless of consequences; becomes violent unless "gets the last word") †
81-90	Pyromania (obsessive desire to set fires, particularly to buildings; character will hide close by, laughing or smirking, as he or she watches the conflagration) †
91-95	Roll a "Phobia", except that in this case, in addition to fearing the object of the phobia, the character has an obsessive desire to destroy or persecute it
96-00	Roll 1D3 more manias (ignore this result if it comes up again)

Dice Roll	Common Neuroses
01-10	Hypochondria (compulsive feelings of illness and fear of infection; character will go to extreme lengths to avoid anyone he or she believes may have a transmissible disease; 30 per cent chance per game week that character will acquire the symptoms of a disease, even though actually completely well)
11-20	Anxiety Neurosis (character is constantly terrified of real or imagined, hazards to his or her safety; 20 per cent chance per game week of a total nervous breakdown, completely incapacitating character for 1D20 days) ‡
21-40	Somnambulism / Sleep Disorders [character either (01-70) has a 20 per cent chance per night of "sleepwalking"* or (71-00) cannot sleep properly and is always fatigued]
41-50	Aphasia / Language Disorders (50 per cent chance each stressful situation that character will think he or she is speaking correctly, but is in fact babbling incoherently at 1/10 normal Linguistic Fluency; lasts 1D6 hours)
51-60	Amnesia / Memory Disorders (25 per cent chance each day that character will forget 1D100 per cent of his or her memories, causing severe disorientation and inability to use acquired skills; lasts 2D12 hours)
61-70	Emotion Problems [character has no control over 1D3 emotions and acts with irrational severity to them; affected emotion is (01-25) love or sexual attraction (26-35) jealousy (26-80) anger (81-90) humour (91-00) fear] †
71-90	Roll on "Rare Neurosis" Table (see below)
91-00	Roll 1 extra neurosis (ignore this result if it comes up again)

Dice Roll	Rare Neuroses
01-20	Extreme Melancholia / Migraine (character has a 30 per cent chance in a stressful situation, and per game day, of falling into a semi-catatonic, trance-like state for 1D100 minutes*, being severely depressed and listless for one day; 1 per cent chance per game week of suicidal depression; Disposition score reduced by 50 points) ‡
21-40	Hebephrenia / <i>Dementia Praecox</i> (40 per cent chance per game day of becoming a babbling, child-like idiot for 1D6 hours) † ‡
41-60	Psychoneurotic Delirium / Schizophrenia (character "hears voices" and has hallucinations 1D6 times per day; he or she must pass a Willpower x DMod of "2" check or follow the voices' instructions, which frequently involve antisocial acts such as arson or murder*) † ‡
61-80	Psychopathy (character is a psychotic killer; 30 per cent chance per game day he or she must pass a Willpower x DMod of "2" check or attempt to murder a randomly selected victim*) †
81-90	"Possessed" Personality (character believes him or herself to be "possessed" by evil spirits who force antisocial or abnormal practices 1D3 times per day; 25 per cent chance belief is true!)
91-00	1 more rare neurosis (ignore this result if it comes up again)

* Characters suffering these little difficulties will have absolutely **no** knowledge or memory of their actions while they were acting out the neurosis, and will become angry if persistently questioned on the matter.

Dice Roll	Complexes
01-20	Inhibition Complex (character has an irrational reluctance to engage in 1D6 mundane types of behavior such as sex, eating, laughter, etc.; if forced to do so will lapse into a deep depression for 1D6 game days) ‡
21-30	Fixation Complex (similar to Monomania; Attentiveness score increased by 30 points)
31-40	Superiority Complex (similar to Megalomania; Self-Esteem score increased by 30 points, Temperament reduced by 30 points)
41-50	Inferiority Complex (character is extremely introverted, retiring and afraid of criticism; will never take a chance or make a suggestion; if criticized will lapse into a deep depression for 1D6 game days; reduce Willpower by 50 per cent; Temperament score increased by 40 points) ‡
51-60	Rebellion Complex (cannot take orders and will always try to secretly sabotage his or her master's plans, whether or not the latter make sense; Eccentricity score (see below) increased by 30 points) †
61-80	Pathological Liar (character simply does not understand the difference between truth and lies; has a 50 per cent chance of telling falsehoods whenever questioned; Objectivity score reduced by 30 points)
81-90	Guilt Complex (character feels an irrational guilt over something in his or her past; 20 per cent chance per day of lapse into a depression for 1D3 game days) ‡
91-00	Roll one more complex (ignore this result if it comes up again)





Dice Roll	Psychosomatic Ailments
01-10	Sensory Handicap [character has a 50 per cent chance of becoming (01-30) blind (31-60) deaf (61-90) dumb or (91-00) all three above, whenever placed in a stressful situation]
11-30	Eurenisis / Bed-Wetting (no control over urination or defecation when asleep; 30 per cent chance per night of soiling self and bed; reduce Charisma by 30 per cent if this becomes known) ‡
31-40	Narcolepsy / Hysterical Paralysis (50 per cent chance in stressful situation, and 20 per cent chance per day otherwise, that character will fall into a deep sleep and lose all muscle control, remaining paralyzed for 1D100 minutes)
41-50	Psychosomatic Disease (similar to Hypochondria)
51-60	Neurasthenia / Hysterical Fatigue (50 per cent chance in stressful situation, and 20 per cent chance per day otherwise, that character will become 90 per cent exhausted for 2D100 minutes)

61-70	Munchausen Syndrome by Proxy (Obsessive desire to be seen as a healer; character "accomplishes" this by repeatedly administering noxious or disease-causing substitutes to one selected relative, friend or accomplice; when the other character takes ill he or she is "cured" by the disordered character. This process is repeated at least once per game month.) ‡
71-80	Catatonia (30 per cent chance per game night that character will simply not wake up from sleep for 1D12 game hours; there is also a 50 per cent chance he or she will stand still, dumbly staring into space for 1D20 minutes, when placed in a stressful situation)
81-90	Stigmata (10 per cent chance per game week that character will go into a deep trance for 1D3 game hours; during this wounds will open on all limbs, causing loss of 10+2D20 per cent of his or her blood; 30 per cent chance this has some religious significance)
91-00	Roll one more ailment (ignore this result if it comes up again)



Rocto-Ardæ peasant urn





12. Character Personalities

The rules given below allow the Referee to establish a background personality for a new character. These are partly meant for use with nonplayer characters, since, in the case of a player character, the personality of the character will usually be similar or identical to that of the player managing the character.

Even in the case of a player character, however, it is suggested that the Referee establish a starting personality for the new character. Although sentient beings always have some free will over their inclinations and beliefs, individuals with the amount of willpower needed to overcome the attitudes, preferences and prejudices caused by years of socialization are quite rare on Telostic (as well as, in the opinion of the author, on 20th-century Earth). This is doubly so because in most regions, the desirability of "tolerance" or "understanding", in the liberal democratic senses of these words, is either poorly understood or discounted altogether as a virtue to be sought after.

The personality of a character in *Shakhàn* is assessed according to the indices given below, each of which is a scale from "02" (lowest, or least), to "99" (highest, or most) (there are a couple of exceptions to this rule in which a lower score actually indicates a *stronger* presence of the trait in question). There are three types of personality indices for a character:

Primary traits: These represent the character's "core" drives and feelings. The Primary traits are:

-**Self-Esteem**: This trait measures a character's self-image, and, to an extent, ego. A very low score in this category indicates someone with a suicidally low self-image; a very high score indicates someone with an "ego complex" similar to the mental defect *megalomania*. Self-Esteem is perhaps the most important trait of all: a lack of it can cause a variety of negative secondary or tertiary behaviors.
-**Self-Control**: This trait partly measures a character's willpower, but also measures his or her ability to relate to others emotionally. A very low score in this category indicates an extremely emotional, unstable personality; a very high score indicates a cold and distant person, unable to appreciate the feelings of others.
-**Objectivity**: This trait measures a character's ability to look at the world analytically, in other words, to separate fact from fancy. It is an important score, in that a character with a high degree of subjectivity can be convinced to support a number of destructive or illogical causes. A very low score in this category indicates someone who constantly fits the facts to comply with his or her beliefs; a very high score indicates a highly logical character who often gets lost in irrelevant details and cannot act on "gut feelings".
-**Sex Drive**: This trait measures a character's innate sexual urges and, to an extent, his or her "energy level". A very low score in this category (its measurement is reversed to facilitate modifiers) indicates a "sex maniac" with dangerously uncontrollable sexual urges, while a very high score indicates a person with abnormally repressed, guilt-ridden attitudes towards sexual gratification.

Secondary traits: These are partly or completely derived from the Primary traits, representing the character's basic social attitudes. The Secondary traits are:

-**Temperament**: This trait measures a character's good humor (or lack thereof) and also his or her ability to "get along" with others. A very low score in this category indicates an unpleasant person who is always quarreling with his or her peers; a very high score indicates someone so timid as to be constantly bullied.
-**Eccentricity**: This trait primarily measures a character's attitude towards authority, but it also shows his or her respect for local traditions (whatever these may be). A very low score in this category indicates an extremely dogmatic, tradition-bound personality; a very high score indicates a rebellious and uncooperative attitude.
-**Disposition**: This trait measures a character's level of optimism and secondly rates his or her level of attention to details. A very low score in this category indicates a morose, pessimistic and unadventurous attitude; a very high score indicates someone with a foolish belief in questionable ventures.
-**Compassion**: This trait measures a character's ability to empathise with others in a position of vulnerability and especially suffering. A very low score in this trait indicates a cruel, sadistic personality; a very high score indicates a saintly, self-endangering unwillingness to harm others.

-**Self-Indulgence**: This trait measures a character's inclination towards living "the good life" and satisfying his or her physical, emotional and/or sexual desires. A very low score (the rating is reversed) in this category indicates an orgiastic, irresponsible proclivity towards self-gratification; a very high score indicates an ascetic, semi-neurotic inclination to self-denial and neglect of creature comforts.
-**Integrity**: This trait measures a character's willingness or ability to live faithfully up to the moral precepts established for himself or herself, whatever these might be. This is different from what it may first seem; for example, the moral teachings of the Temple of Kikiri are radically different than those of the Temple of Nanyè, and the Integrity trait measures only how true to his or her principles the character is on this relative scale, not on some absolute moral scale. A very low score in this category indicates an untrustworthy character whose beliefs are what is immediately convenient; a very high score indicates someone with an impractically rigid, single-minded adherence to his or her moral values.

Tertiary traits: These are partly or completely derived from the Secondary traits, and represent how the character reacts to specific topics or circumstances in life. The Tertiary traits are:

-**Attentiveness**: This trait measures a character's work habits and ability to carry a task through to completion, but also rates, to an extent, his or her attention span. A very low score in this category indicates a lazy, unreliable character with little or no ability to work effectively; a very high score indicates a "Type A" personality with a tendency to focus on a single task to an unhealthy degree, in a manner similar to the mental defect *monomania*.
-**Tolerance**: This trait is one of the most important for the practical purpose of playing *Shakhàn*, for it measures a character's ability to treat others, particularly those from obviously different social, racial, ethnic, religious or political groups with understanding and respect. A very low score in this category indicates an bigoted individual whose prejudices dominate his or her life, while a very high score indicates a "bleeding heart" personality, so afraid of insulting other groups that he or she is blind to their actual negative points.
-**Altruism**: This trait measures a character's willingness to perform actions for which he or she derives little or no immediate benefit: in other words, the inclination to "help one's fellow man". A very low score in this category indicates a callous, Scrooge-like individual; a very high score indicates someone with so forgiving a nature as to be easy prey for undeserving mendicants and other swindlers.

The traits should be checked for in exactly the order in which they are listed below, since modifiers to some of the later traits depend upon what was determined in checks for the earlier traits.

An assumption of *Shakhàn* is that a "normal" character will have personality traits that are more or less mutually consistent. A character with wildly inconsistent attitudes, particularly where his or her Primary Traits are concerned, will probably have psychological problems. For example, a character with a very high level of Compassion, but a very low level of Altruism, would probably be constantly bothered by guilt at his or her own inability to help others who are suffering or in need. A character with a "01" or "100" dice check result on any of the following tables is considered as if he or she had rolled the lowest or highest listed category, except that in this case, the behavioral trait is so strong as to constitute a mental defect. For example, a character who scored a "01" under "Disposition" would be so severe a Pessimist, as to be virtually unable to function normally in society.

Editorial Note

It is an explicit assumption of *Shakhàn*, as well as of the author, that most people are, to a greater or lesser degree, selfish, intolerant and cruel; individuals with more enlightened beliefs are few and are always a small minority. Anyone who disputes this assertion is invited to pick up a major newspaper and read the headlines. The main reason for this is, developing a tolerant attitude towards others *requires thought*. Thinking, particularly where it may challenge the beliefs in which one was raised, is something that most people either find "too hard" to do—or, more likely, they just couldn't give a damn because they see no immediate personal gain in it or feel threatened by where it all might lead.

A Referee with a relatively more indulgent view of humanity might reduce the magnitude of subtracting factors on the following tables; conversely, a Referee who was even more of a pessimist than the author might increase them.





12.1. Primary Traits

12.1.1. Self-Esteem

Score	Self-Esteem of Character
02-05	Self-Loathing: Character has suicidal tendencies and hates almost everything about him or herself, but feels "trapped" and unable to do anything to improve matters.
06-15	Poor: Character is introverted and morbidly unhappy with his or her self-image; is frequently depressed when thinking about it.
16-30	Low: Character is mildly introverted and sometimes depressed as to how he or she "measures up" to social norms, but rarely lets this feeling show.
31-50	Normal: Character is willing to admit that there "may be room for improvement", but is generally content with his or her self-image.
51-70	Self-Assured: Character is content with his or her self-image and usually does not question his or her own worth or value to society.
71-85	Self-Confident: Character is extroverted and content with his or her self-image; rarely questions own worth or value to society.
86-95	Egoist: Character is a strong extrovert and has an unusually sanguine view of his or her own worth, frequently ignoring the opinions of others.
96-99	Extreme Egoist: Character has an abnormally inflated self-image and never questions his or her own motives, even when called for by common sense.

Additions to Self-Esteem dice check

- Character is from a social class higher than "lower class" : +5
- Character is from the noble social class : +5
- Character is rich and/or personally powerful : +5
- Each point character's Physical Beauty score is above "12" : +3

Subtractions from Self-Esteem dice check

- Character is currently an adolescent : -7
- Each point character's Physical Beauty score is below "9" : -4
- Character is from any social class lower than "peasant" : -5
- Each known, serious mental or physical ailment or handicap : -10
- Each known addiction : -8
- Character is female, more than 5 years past marriagable age and has neither a mate nor any children : -5
- Character's body form factor is unusually short, small or heavy, relative to species norms: -7
- Character's body form factor is unusually tall or light, relative to species norms : -5

12.1.2. Self-Control

Score	Self-Control of Character
02-05	Uncontrollable: Character is completely unable to act rationally and acts purely based on emotional responses, even when this is uncalled for or dangerous.
06-15	Passionate: Character almost always acts on his or her feelings and dislikes "thinking things out"; frequently "flies off the handle" for trivial or inconsequential reasons.
16-30	Emotional: Character is capable of acting rationally but frequently fails to do so, sometimes over-reacting in an emotional manner.
31-50	Warm: Character acts rationally when called for, but prefers "relating" to "reasoning".
51-70	Cool: Character can usually keep his or her emotions under control except for strong provocation; usually thinks before acting.
71-85	Detached: Character has a high degree of emotional control, and does not act without thinking first most of the time.
86-95	Withdrawn: Character has almost complete control over his or her emotions, and only rarely acts for other than rational purposes.
96-99	Icy: Character has an abnormal, robot-like control over his or her emotions; is usually unable to respond to or comprehend strong feelings on the part of others.

Additions to Self-Control dice check

-Each point character's Willpower score is above "11" : +2

Subtractions from Self-Control dice check

-Each point character's Willpower score is below "11" : -2
- Character is currently an adolescent : -7
-Each mental ailment or handicap : -10
-Each addiction : -8

12.1.3. Objectivity

Score	Objectivity of Character
02-05	Solipsist: Character has a tenuous (at best) grip on reality, and has a complete distrust of evidence that does not fit beliefs.
06-15	Fanciful: Character distrusts most evidence that does not fit beliefs, and acts as much on his or her own imagination as on objective reality.
16-30	Subjective: Character usually looks at a subject only from his or her own perspective, rarely considering other views.
31-50	Mildly Subjective: Character frequently looks at a subject only from his or her own perspective, but sometimes considers other ways of thinking about it.
51-70	Mildly Objective: Character sometimes looks at a subject only from own perspective, but frequently considers other ways of thinking about it.
71-85	Objective: Character usually looks at a subject by "taking a step back" and considering all perspectives about it.
86-95	Impartial: Character makes an effort to rule out his or her subjective opinion when considering a subject, preferring only hard facts instead.
96-99	Objectivist: Character is almost completely unwilling to consider opinions, including his or her own, when considering a subject, and feels "lost" without "all the facts".

Additions to Objectivity dice check

-Each point character's Intelligence score is above "11" : +2
- Character is a sage or was raised in a learned background : +5
- Self-Control score higher than 70 : +5
- Self-Control score higher than 95 : +10





Subtractions from Objectivity dice check

-Each point character's Intelligence score is below "11" : -2
-Character is a cleric of any religion *except* Virya Nia, or was raised in a heavily religious background : -10
-Each addiction : -10

12.1.4. Sex Drive

Score	Sex Drive of Character
02-05	Obsessive: Character has a dangerously strong sexual motivation and suffers a complete lack of judgement as to appropriate behavior (may engage in rape, if possible); his or her entire life revolves around fulfilling sexual desires.
06-15	Compulsive: Character is constantly thinking about sexual activity, sometimes to the exclusion of all other motivations; will spend most of his or her time trying to engage in sexual acts.
16-30	Strong: Character has a powerful sexual appetite and will frequently structure his or her actions so as to answer this urge.
31-50	Moderate: Character has a somewhat greater than normal sexual appetite and sometimes initiates sexual activity.
51-70	Normal: Character is capable of responding sexually, but requires moderate stimulation to do so; infrequently has sexual activity.
71-85	Repressed: Character is capable of sexual response, but only with considerable stimulation; will rarely initiate or seek sexual activity.
86-95	Unresponsive: Character is capable of sexual activity only under exceptional circumstances and will never seek or initiate it.
96-99	Asexual: Character has no sex drive whatsoever, and is totally unaffected by, and incapable of responding to, sexual stimuli.

Additions to Sex Drive dice check

-Character is a pre-pubescent child or post-menopausal aged adult : +10

Subtractions from Sex Drive dice check

-Character is a priest or cleric of Væran/Virya Kikiri : -8
-Character is an adolescent : -10
-Character has any type of non-standard sexual preference or peculiarity *except* "asexuality" : -10
-Character has any type of dangerously abnormal sexual preference or peculiarity (e.g. "sex murderer") : -30

12.2. Secondary Traits

12.2.1. Temperament

Score	Temperament of Character
02-05	Explosive: Character has a hair-trigger temper, and is prone to violence over minor slights; cannot get along with almost anyone.
06-15	Surly: Character is "a real mean S.O.B." and is constantly getting into fights, particularly with those he or she thinks are rivals.
16-30	Irritable: Character is frequently upset by "slights real and imagined", and is usually in a bad mood.
31-50	Thin-Skinned: Character has trouble "taking a joke" and sometimes over-reacts to others' actions, but usually keeps this tendency under control.
51-70	Easy-Going: Character gets along well with others, as long as he or she is treated fairly.
71-85	Stoical: Character has a broad-minded personality, and is willing to let go many slights that might upset a less tolerant person.
86-95	Serene: Character has an unusually tolerant personality, and is inclined to avoid conflict even if provoked.
96-99	Butt-of-All-Jokes: Character is blind to his or her own best interests and will put up with almost any slight, rather than cause or engage in conflict.

Additions to Temperament dice check

- Character is a priest or cleric of Virya Nanyë, Virya Fëttian-Ithé or Virya Karënn-R'Laché : +8
- Self-Control score higher than 70 : +5
- Self-Control score higher than 95 : +10

Subtractions from Temperament dice check

- Character is a priest or cleric of Væran Rssà-Urutàngk : -8
- Self-Control score lower than 31 : -5
- Self-Control score lower than 16 : -10
- Sex Drive score lower than 31 : -5
- Sex Drive score lower than 16 : -10

12.2.2. Eccentricity

Score	Eccentricity of Character
02-05	Reactionary: Character has an slavish respect for authority and a desire to "return to the good old days"; bitterly opposed to any modernization in social attitudes or his or her way of life.
06-15	Dogmatic: Character has an unthinking respect for authority and an almost unbreakable attachment to his or her current way of life; he or she will resist any attempt to change it.
16-30	Stolid: Character has a strong respect for authority and an emotional attachment to his or her current way of life, believing that most changes would be for the worse.
31-50	Traditional: Character respects authority and believes that his or her way of life is more or less "the way it's meant to be", viewing change with suspicion.
51-70	Unconventional: Character usually respects authority and accepts his or her current way of life but is willing, given the right circumstances, to try something new or different.
71-85	Adventuresome: Character sometimes questions authority, and is always "looking for a change" in his or her way of life.
86-95	Maverick: Character feels under little or no obligation to defer to authority or observe social roles or strictures, and frequently ventures out of familiar territory.
96-99	Rebel: Character has a compulsive desire not only to challenge authority and break social rules but to be observed doing so, sometimes against his or her short-term best interests.

Additions to Eccentricity dice check

- Character is a magician, roaming merchant or other unconventional type : +5

Subtractions from Eccentricity dice check

- Character is a rural peasant: -6
- Character belongs to a noble social class: -7
- Character is a soldier or is in the army: -8
- Character is a priest or cleric: -10
- Objectivity score lower than 31 : -5
- Objectivity score lower than 16 : -10
- Sex Drive score higher than 70 : -5
- Sex Drive score higher than 95 : -10





12.2.3. Disposition

Score	Disposition of Character
02-05	Morbid Pessimist: Character can see only the risks or hazards in all actions and is completely unwilling to act unless success is virtually guaranteed.
06-15	Deep Pessimist: Character has an unnatural aversion to actions, particularly those involving a risk, and will always assume that the "worst-case" outcome will occur.
16-30	Pessimist: Character will require proof or a convincing explanation before he or she will act or support a plan, and will not leave anything to chance.
31-50	Realist: Character will require an explanation before he or she will act or support a plan, and will make few assumptions about details without checking them first.
51-70	Moderate Optimist: Character is open to suggestions and will act or support a plan, as long as it "makes sense".
71-85	Optimist: Character is strongly inclined to act or support a plan; will usually assume that details have been handled by someone else.
86-95	Ne'er-Do-Well: Character is compellingly inclined to act or support a plan, and will frequently attempt schemes that have marginal chances of success.
96-99	Blue-Sky Optimist: Character has a foolishly naive belief that "things will work out somehow", and will almost always attempt actions that have little or no chance of success.

Additions to Disposition dice check

- Self-Esteem score higher than 70 : +5
- Self-Esteem score higher than 95 : +10

Subtractions from Disposition dice check

- Self-Esteem score lower than 31 : -5
- Self-Esteem score lower than 16 : -10

12.2.4. Compassion

Score	Compassion of Character
02-05	Diabolical: Character has a fiendish, obsessive desire to cause pain or harm to others and will do whatever, legal or otherwise, is required to achieve this.
06-15	Sadistic: Character has a compulsive relish for inflicting pain and takes every opportunity to do so, within cultural boundaries
16-30	Cruel: Character rather enjoys hurting others, but usually does not carry this to extremes.
31-50	Callous: Character is normally able to remain detached from the suffering of others (except in extreme cases), but usually does not go out of his or her way to inflict pain unless ordered to.
51-70	Humane: Character dislikes causing discomfort or pain to others, but is capable of doing so if ordered to by superiors or if within the norms of his or her upbringing.
71-85	Kindly: Character finds causing discomfort or pain to others distasteful; will try to avoid doing so unless ordered or forced to.
86-95	Compassionate: Character has a strong personal or ethical stricture against causing pain, and will take moderate personal risks to avoid doing so.
96-99	Merciful: Character abhors causing pain to others, and will risk personal loss or injury to avoid doing so.

Additions to Compassion dice check

- Self-Control score higher than 70 : +5
- Self-Control score higher than 95 : +10

Subtractions from Compassion dice check

- Character is a soldier or is in the army : -8

- Character is a ruler or from a noble social class : -5
- Eccentricity score lower than 16 : -5
- Self-Esteem score lower than 16 : -5
- Self-Control score lower than 16 : -10
- Temperament score lower than 16 : -5
- Sex Drive score lower than 16 : -5

12.2.5. Self-Indulgence

Score	Self-Indulgence of Character
02-05	Wastrel: Character is obsessed with short-term gratification, and will completely ignore all other activities.
06-15	Frivolous: Character has a compulsive desire for short-term gratification, and will subordinate all but the most pressing other activities to this pursuit.
16-30	Hedonist: Character's main goal in life is self-gratification, with little thought being given to other duties except insofar as they provide income or opportunities for recreation.
31-50	Self-Indulgent: Character enjoys recreational activities and frequently engages in them, but is responsible enough not to let this interfere with his or her other duties.
51-70	Modest: Character is not above enjoying him or herself from time to time, but usually acts in a restrained manner.
71-85	Austere: Character rarely engages in activities for other than practical reasons, but will still participate in recreation if required to do so for social or cultural reasons.
86-95	Ascetic: Character has a compulsive desire to sacrifice for others and deny him or herself the comforts of life, and will live a Spartan existence regardless of income or position.
96-99	Martyr: Character has an obsessive desire to suffer deprivation, up to and including death; he or she will seek out opportunities to invite poverty or hardship.

Additions to Self-Indulgence dice check

- Character is a soldier or is in the army : +3
- Character is a priest or cleric of any religion except Væran/Virya Kikiri or Væran Bà'altschavûu : +3
- Self-Esteem score lower than 16 : +5
- Self-Esteem score lower than 6 : +10

Subtractions from Self-Indulgence dice check

- Character is a ruler or from a noble social class : -5
- Character is a priest or cleric of Væran/Virya Kikiri or Væran Bà'altschavûu : -10
- Self-Esteem score higher than 85 : -10
- Self-Esteem score higher than 95 : -15





12.2.6. Integrity

Score	Integrity of Character
02-05	Rotten: Character has no integrity whatsoever, and cannot be trusted at all: "would kill his/her grandmother for a dollar".
06-15	Amoral: Character pays lip service to morality, but can be relied on to do whatever is most personally rewarding.
16-30	Deceitful: Character frequently does whatever is easiest or most profitable, but occasionally will act with some integrity.
31-50	Crafty: Character makes an effort, but not a very strong one, to live up to moral upbringing; relatively easy to tempt or corrupt.
51-70	Equitable: Character tries to live up to his or her morals most of the time, but can sometimes be tempted to "stray".
71-85	Honourable: Character tries hard to live up to his or her moral upbringing, and is difficult to tempt or corrupt.
86-95	Upright: Character has a very strong adherence to his or her moral upbringing; can be tempted only under unusual circumstances.
96-99	Incorruptible: Character has carried morality to an extreme degree, and will refuse to compromise his or her beliefs, no matter how small or inconsequential the issue.

Additions to Integrity dice check

-Character is a member of the royal bodyguard: +5
-Character is a priest or cleric of *Væran* Ro'sènnpâdr or *Virya* Nanyë : +10
-Eccentricity score lower than 31 : +5
-Self-Esteem score higher than 95 : +10

Subtractions from Integrity dice check

-Character is a priest or cleric of *Væran* H'òngg-Hélé : -10
-Character belongs to the "urban scum" social class : -10
-Character is a thief or street thug : -5
-Character is a merchant : -8
-Objectivity score lower than 31 : -5
-Objectivity score lower than 16 : -10
-Self-Indulgence score lower than 31 : -5
-Self-Indulgence score lower than 16 : -10
-Self-Indulgence score lower than 6 : -20

12.3. Tertiary Traits

12.3.1. Attentiveness

Score	Attentiveness of Character
02-05	Useless: Character is completely unable to apply him or herself to tasks of any significant length or complexity, and will simply abandon this type of project with no reason or explanation.
06-15	Shiftless: Character is compulsively unwilling to act responsibly, doing the bare minimum needed to avoid punishment.
16-30	Sloppy: Character has a poor work attitude and is lazy, but will make excuses and "promise to do better".
31-50	Typical: Character works at the level of his or her peers, requiring supervision and taking little or no responsibility.
51-70	Helpful: Character will usually work at the level of his or her peers, and will occasionally take some initiative to fix or help with simple problems.
71-85	Reliable: Character will usually work at or above the level of his or her peers, and will take initiative to fix problems if the solution is not too difficult.
86-95	Competent: Character takes personal pride in his or her own good work habits and enjoys fixing even difficult problems, if at all possible or practical.
96-99	Workaholic: Character is compulsively driven to over-achieve and do a good job; will take any measures necessary to ensure the success of a project to which he or she has been entrusted.

Additions to Attentiveness dice check

- Character is a soldier or is in the army : +5
- Integrity score higher than 70 : +5
- Integrity score higher than 85 : +10
- Self-Indulgence score higher than 85 : +10
- Self-Control score higher than 85 : +10

Subtractions from Attentiveness dice check

- Character is a slave or indentured servant : -5
- Integrity score lower than 31: -5
- Integrity score lower than 16: -10
- Self-Esteem score lower than 16 : -5
- Self-Esteem score lower than 6 : -10
- Self-Control score lower than 16 : -10
- Self-Indulgence score lower than 31: -5
- Self-Indulgence score lower than 16: -10





12.3.2. Tolerance

Score	Tolerance of Character
02-05	Violent Bigot: Character is driven by irrational hatreds of one or more dissimilar species, religions or cultures, and will attempt to harm the latter in any way safely possible.
06-15	Bigot: Character makes no effort whatsoever to get along with those of different backgrounds, and is constantly insulting and picking fights with the latter.
16-30	Chauvinist: Character accommodates other social groups only when necessary, at other times loudly proclaiming and acting out prejudices towards "outsiders".
31-50	Conservative: Character is "civil" to those of other social groups but avoids them whenever possible, and expresses intolerant views when among fellow members of his or her own group.
51-70	Moderate Conservative: Character is outwardly polite to characters of other species, cultures or religions, but privately thinks that his or her own background is "better".
71-85	Moderate Liberal: Character is proud of his or her own background, but is tolerant of other groups and can work with them effectively.
86-95	Liberal: Character is unusually broad-minded about those with different backgrounds; has a distaste for sectarian chauvinism.
96-99	Bleeding-Heart Liberal: Character has an unrealistically sanguine view of other species, cultures and religions, and is always apologising for his or her own beliefs.

Additions to Tolerance dice check

- Integrity score higher than 70 : +5
- Compassion score higher than 70 : +5
- Objectivity score higher than 70 : +5
- Objectivity score higher than 85 : +10

Subtractions from Tolerance dice check

- Character is a priest or cleric of any religion *except* Væran H'òngg-Hélé or Væran Ro'sènnpâdr : -8
- Character is a priest or cleric of Væran Ro'sènnpâdr : -15
- Character is a priest or cleric of Væran H'òngg-Hélé : -20
- Compassion score lower than 31: -5
- Self-Esteem score lower than 31 : -5
- Self-Esteem score lower than 16 : -10
- Objectivity score lower than 31 : -5
- Objectivity score lower than 16 : -10
- Objectivity score lower than 6 : -20
- Eccentricity score lower than 31: -5
- Eccentricity score lower than 16: -10
- Eccentricity score lower than 6: -15
- Integrity score lower than 31: -5
- Integrity score lower than 16: -10

12.3.3. Altruism

Score	Altruism of Character
02-05	Heartless: Character has a "heart of stone" and never shows good will towards others, actively seeking out others in a position of vulnerability so as to cheat or abuse them.
06-15	Mean: Character sees others as means to his or her own ends, and never acts purely out of altruism; he or she will always try to take advantage of someone who is in a vulnerable position.
16-30	Selfish: Character will only rarely aid someone for purely altruistic reasons, and is likely to demand something in return for this "help".
31-50	Self-Centered: Character will infrequently help someone in distress, but, for the most part, concentrates on his or her own needs and desires: "charity starts at home".
51-70	Charitable: Character will sometimes aid someone in need, as long as this does not involve undue sacrifice on own part.
71-85	Altruistic: Character will usually help someone he or she thinks to be in need, occasionally to the point of self-denial or personal risk.
86-95	Chump: Character has a strong desire to help the needy, and will do so even at considerable personal cost.
96-99	Sucker: Character has a stupidly generous nature, and will give aid even to ungrateful, undeserving or dishonest persons.

Additions to Altruism dice check

- Character is a priest or cleric of Vîrya Fértian-Ithé or Vîrya Karènn-R'Làché : +10
- Compassion score higher than 70 : +5
- Compassion score higher than 85 : +10
- Disposition score higher than 70 : +5
- Eccentricity score higher than 70 : +5
- Self-Indulgence score higher than 70 : +5

Subtractions from Altruism dice check

- Character is a merchant or thief : -10
- Compassion score lower than 31: -10
- Compassion score lower than 16: -15
- Compassion score lower than 6: -20
- Self-Indulgence score lower than 31 : -10
- Disposition score lower than 31 : -5
- Eccentricity score lower than 31: -5

13. Moral Alignment

Shakhàn uses a scale of 1 to 100 to denote a character's "moral alignment". Alignment is used for a variety of game purposes, in particular for religion and for determining how well characters can co-exist with each others' beliefs. There are three general alignment classes in *Shakhàn*, each with many internal gradations: "good", "neutral" and "evil"* as seen on the table below. These classes reflect, roughly, how a character's moral and religious beliefs, and his or her actions, would appear to someone in late 20th-century Earth.





A player must, secretly if he or she so desires, indicate to the Referee which alignment his or her character will use, upon starting play. The player is free to choose any one of the three options, so long as it is in some way consistent with his or her character's other characteristics. For example, a player in charge of a *Yhéla* (undead) character may not decide to choose the "good" alignment, since the *Yhéla* are inherently evil in nature. Similarly, if a player wants his or her character to be a priest of the dreaded Lord of the Blood-Stained Whip, sinister *Væran* Hnélo-Tràniss, the character should not be of "good" moral alignment. (Theoretically, a "neutral" character *could* belong to this religion; in practice, this might be difficult to do, given the relentlessly cruel and oppressive nature of *Væran* Hnélo-Tràniss' doctrines. An "evil" character, of course, would have no problems and could easily be a priest or follower of this Temple.) The player should also pick an alignment that will not cause constant conflict with that of his or her associates, although this is not mandatory.

Most of the playable species of the "Normal" and "Uncommon" types have no game-imposed limits imposed on their choice of moral alignment. From a social perspective, the *Ri'im* and *Shélèggi* have a fairly well-established tendency toward "evil", while conversely the *Hàmyé*, and to a lesser extent the *Bènlì*, are known to prefer "good". Most of the other intelligent species include individuals of almost every conceivable moral alignment, with the majority (perhaps 50 per cent) being "neutral"—that is, motivated primarily by their own well-being, with little interest in the affairs of others for either weal or woe.

Moral Alignment Score	Approximate Alignment
05 or lower	Completely Evil (Hitler, Eichmann, Jack the Ripper)
06-10	Evil (Stalin, Al Capone, Saddam Hussein)
11-20	Moderately Evil (Dillinger, various African dictators)
21-40	Neutral-Evil (Lenin, Mussolini, Reagan, Newt Gingrich)
41-60	Neutral (J.F.K., Castro, Clinton, Nixon)
61-80	Neutral-Good (Trotsky, Truman, Buddha)
81-90	Moderately Good (F.D.R., Carter)
91-95	Good (Einstein, Bertrand Russell, M.L. King)
96 or higher	Completely Good (Jesus Christ, Mohammed, Moses, Francis Nightingale, Anne Frank)

At least for player characters, a character's moral alignment rating is a *description* of how he or she will behave, not a *determinant* of behavior. In other words, the player managing a character may have a "good" character perform evil deeds, or *vice versa*—understanding that so doing may have an adverse effect upon one's status with one's religion, family, friends or associates. Players and the Referee should note that a character with an "evil" alignment will not regard himself or herself as "evil", since his or her practices or ideals will be "good", "moral" or permissible within his or her own belief structure.

It is also important to understand that most people do not behave in an extreme or ideologically driven manner; their moral alignment will largely have been determined by factors such as their parents' religion, personality quirks, events in childhood, and so on. Thus, even a character whose parents were members of a really "evil" religion will usually participate in cruel or evil acts only under special circumstances, for example an annual religious ritual involving human sacrifice or in the bloodthirsty games of the arena. Most contemporary Christians, for example, consider themselves good and pious members of their own religion—yet, how many of them have sold all of their possessions and given the latter to the poor, as Christ is reported to have commanded they do?

* Editorial Note

Those familiar with other fantasy role-playing games should note that there is no such thing as a "lawful neutral", "neutral good" or "chaotic neutral" (etc.) character alignment, in the sense used by games such as *AD&D*®. In *Shakhàn*: these characteristics are dealt with under the character's personality trait descriptions. It should also be noted that almost all characters in an urban or civilized rural setting, with the possible exception of a few belonging to a "Rare" species, would be considered "lawful" in the *AD&D*® sense.





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House of a rural landholder with a tall Dadòga-tree in the foreground

14. Professions, Experience and Skills

A profession, also known as an "occupation", "vocation" or "profession level", measures how advanced a character has become in the practice of one or more of the occupations that exist in *Shakhàn*. A profession or occupation in *Shakhàn* is roughly equivalent to the term "character class" as used in several other fantasy role-playing games, although the way in which a *Shakhàn* occupation is implemented is considerably different. Unlike in many other fantasy role-playing games, a character in *Shakhàn* is allowed to have more than one occupation at a given time. In practice, characters may want to limit themselves to one or two main professions so they can find time to maintain their skills (see below) in each, whether or not other occupations are available.

Many organizations that regulate training and admittance to their professions will refuse to admit characters who already belong to another major profession. For example, a character belonging to another profession will rarely be allowed entry to the Brotherhood of the *Anratschèldor-haii*, since that guild believes magic to be an avocation to be followed forsaking all others. There are a few special cases (for example the abilities of a peasant farmer or of an intelligent, but "uncivilized" creature such as a Dragon) in which there is no guild controlling the acquisition of skills. The rules governing these are largely up to the discretion of the Referee but some guidelines have been given below.

Characters with differing profession levels will usually have differing degrees of skill in the occupations in question. It is, however, only possible to acquire many skills by gaining a certain Level in a given profession. For example, it is usually impossible to cast magic spells without having a profession level of more than "zero" as a magic-user. To gain such a profession level, moreover, requires that one be admitted into the Brotherhood of the *Anratschèldor-haii*, not an easy task since the Brotherhood is often difficult to locate and only considers applicants possessing a high Psychic Ability score.

Some professions, the magic-using types in particular, are inherently difficult to advance under; this is represented by each profession being assigned an "Experience Class" expressed as a letter from **A** (least difficult in which to advance) to **D** (most difficult). A profession with a higher Experience Class requires a greater number of Experience Points to reach a given Level in it. The Experience Class of each occupation is shown under "Advancing In Profession / Experience Levels" below.

14.1. Primary, Secondary and Tertiary Occupations

Few people in the real world are capable of devoting their full time and effort to more than one major vocation. To simulate this, *Shakhàn* uses the concepts of "primary", "secondary" and "tertiary" occupations.

- A character's **primary** occupation is the one he or she plans to make a life career. Upon beginning play, players may choose any one occupation (warrior, magic-user, priest etc.) as their characters' primary occupation, and thereby receive a profession level of "one" in that occupation, with the minimum number of Experience Points (see below) needed to maintain first-Level status. This total is added to the character's Absolute EXP Total only (see below)—in other words, the EXP so gained are assumed to have already been spent and therefore cannot be used to acquire new skills.

Unless otherwise ruled by the Referee, a character is given **one hundred (100)** Experience Points for the Current EXP Total in his or her primary occupation (only) when he or she begins play. Unless otherwise noted or allowed by the Referee, characters may only have one (1) primary occupation.

- A **secondary** occupation is one in which a character has some interest (and possibly various degrees of training), but which is subordinate to his or her primary occupation. Unless otherwise noted or allowed by the Referee, characters may have up to **one (1)** secondary occupation.
- A **tertiary** occupation is one in which the character has never shown any real interest or ability, and is defined as all occupations that do not qualify as primary or secondary. In practice, this will usually be those occupations where the character's profession level is "zero".

Upon beginning play all occupations other than a character's stated primary or secondary professions can be considered tertiary, but if he or she wants to add Experience Points to such a profession he or she must declare it as one of his or her **two (2)** allowed tertiary occupations.

Upon beginning play a player **must** state his or her character's primary occupation to the Referee. This decision should be taken carefully, as there is no provision for changing to a different primary occupation at a later time. There is no requirement to initially state a secondary occupation; a player may elect to choose a secondary occupation at any time at the end of an adventure (scenario or campaign). However, until he or she *does* define what the character's secondary occupations are, Experience Point awards (see below) for all occupations other than the character's primary are all considered to be for a tertiary profession.

Upon finishing the membership tests of the guild regulating an occupation (frequently after one or two weeks' testing), a character gains a profession level of "one" in that occupation. This entitles the Referee more leeway in deciding what actions the character may attempt, but does not directly add any skills to his or her repertoire.





Exception

Some guilds or other groups teach a few simple skills as a prerequisite for passing entrance tests, and if the character belongs to one of these, he or she may exercise whatever skills were given.

14.1.1. Multi-Occupational Success Determination

Where a game factor or Success Threshold is partly or wholly governed by the occupation/profession of the character attempting it, he or she is allowed to use his or her **most** favourable profession level in determining his or her chance of success, **except as otherwise noted in a more specific rule**. Most such restrictions have to do with the use of magic or combat, although there are some exceptions.

For example, a character has a primary occupation of "merchant" (level IV) with a secondary occupation of "warrior" (level III) and tertiary of "thief" (level II), and attempts to use the thief-governed skill of Lockpicking. In this case, he or she would count as a level II thief, rather than a level IV merchant, since his or her chances would be better as a thief. Having picked the lock, the character now enters a room and is attacked by a guard. The character determines his or her Combat Factor as a level IV merchant, not a level III warrior, because the Combat rules state specifically that only one's **primary** occupation can be used for calculating the character's Combat Factor.

14.2. Profession Advancement Measurement

Shakhàn has special rules that regulate how the Referee is to handle a character's progression in his or her profession level(s). These are as follows:

14.2.1. Professions Upon Beginning Play

Unless otherwise specified (either because the character began play with it as a pre-rolled characteristic or because he or she has gained it in the course of play), all characters have a starting profession level of **"zero" (0)** in all occupations except their primary occupation (see below). This means, in effect, that the character has no training or expertise at all in the occupation, and cannot attempt any actions which would require standing in it.

A certain amount of common sense is called for in interpreting this rule. For example, the fact that a character has a profession level of zero as a warrior would not preclude him or her from using a broken bottle as a weapon in a fight, but it would preclude attempts to use more complex weapons, for example a flail or short bow, correctly. A good way to reason this out is to ask oneself whether an ordinary person with no training could be expected to perform the task adequately; the Referee may also use the character's Inventiveness Class (see Intelligence score description) to determine the character's chance of success.

If a character wants to do something in which he is "way over his head" due to lack of profession level or skill status, the Referee may decide to let him go ahead and try, but there should be a very large chance of things ending up worse than how they were to begin with!

14.3. Experience Points

The progress a character makes in terms of profession levels is regulated by "Experience Points", or "EXP" for short. In a sense, Experience Points are the closest thing Shakhàn has to an object of the game, because the more of them a character has, the more powerful and interesting he, she or it will be to play.

Experience Points are used by characters to acquire new skills and to advance their profession levels. They are awarded by the Referee when a character encounters, witnesses or experiences events which are relevant to his or her occupation(s). For example, a magic-user character who deciphers a scroll containing a previously-unknown magic spell will gain EXP because the knowledge thereby gained will make him or her a better magic-user. Similarly, a warrior who participates in and survives a battle gains EXP because veterans are better able to handle themselves in mortal conflict than are novice warriors. There is sometimes an element of risk to the character in an "experience event", and usually such events require the character to do something, as opposed to passively watch it happen.

The Referee may choose to award EXP immediately after the experience-causing event, or may allocate them at the end of the adventure. Usually, the second of these two options is used only when the players are participating in a scenario as opposed to a campaign. In either case, it is the responsibility of the **players** to note down which events they feel entitle their characters to Experience Points.

14.3.1. Current and Absolute EXP Totals

Experience Points are usually only expended when a character uses them to "buy" a skill level in one or more acquirable game abilities (see below). For this reason, both the Players and the Referee should keep **two** running totals of an individual character's EXP total for each of his or her occupations:

-the character's *Absolute EXP Total*, which has the total number of EXP that he or she has ever amassed in the profession in question, and
-the character's *Current EXP Total*, with his or her actual, current total after EXP expenditures and/or losses to the profession in question.

For example, a character who gains 30 magic-user EXP, and who is a Brother or Sister of the *Anratschêldor-haii*, adds the 30 EXP to both his or her Absolute and Current EXP Totals of EXP as a magic-user. The 30 EXP added to the Absolute Total will, theoretically, stay there forever. The 30 EXP added to the Current Total can go up or down, depending upon the fortunes of the character.

14.3.2. Non-Primary Occupation EXP Restriction

Due to the fact that they must devote most of their time to their primary occupations, characters do not receive "full value" for Experience Points gained in other areas—in other words, for an Occupation-Specific Experience Point award event (see below). The practical effect of this rule is as follows:

-A character receiving EXP in a *secondary* occupation gets only **50 per cent** of the EXP to which he or she would otherwise be entitled if the occupation in question were the primary.
-A character receiving EXP in a *tertiary* occupation gets only **25 per cent** of the number that would otherwise be given.
-A character receiving EXP in an occupation that is *neither primary, nor secondary, nor tertiary*, gets **nothing**—in other words, the Experience Points so gained are forfeited and useless to the character.

For example, suppose the primary occupation of a character is "magic-user" with a secondary occupation of "warrior".

-If the character has a *magic-user type* Occupation-Specific experience worth 100 EXP, he or she may add the full 100 EXP to his or her Current and Absolute magic-user EXP Totals, since the experience falls within the **primary** occupation.
-If the character has a *warrior-type* Occupation-Specific experience worth 100 EXP, he or she can only add 50 EXP to his or her Current and Absolute warrior EXP Totals, since the experience falls within the **secondary** occupation.
-If the character has a *thiefly-type* Occupation-Specific experience worth 100 EXP, he or she can add but 25 EXP to his or her Current and Absolute thiefly EXP Totals, since the experience falls within a **tertiary** occupation.
-If the character has a *merchant-type* Occupation-Specific experience worth 100 EXP, he or she can add nothing to his or her Current and Absolute thiefly EXP Totals, since the experience does not fall within **any** of the character's occupations.

Note that a character always gets full (100 per cent) EXP value for participating in a "Generic" Experience award event (see below); this type of Experience Point award is not subject to the above rule.

14.3.3. Advancing In Profession / Experience Levels

If a running EXP total in a character's Absolute EXP Total for a given occupation passes the threshold needed to advance a profession level, he or she may elect to do so, provided the conditions noted below are met. An advance in one occupation has nothing to do with one's status in another; for example, a character could be a seventh-level magic-user but only a third-level warrior, if it so happened that he or she had more experiences of a magical than martial nature. However, a character may **never** have a profession level in a non-primary occupation than is *higher* than that of his or her primary occupation. Any EXP gained in non-primary occupations in such a case are "held in escrow", pending an advance in the primary occupation that would allow a similar advance in the secondary or other occupations with the surplus Experience Points.





Listed immediately below are the minimum numbers of EXP needed for a character to have in his or her Absolute EXP Total, as per the Experience Class of the profession in question, in order to advance in profession level. The number of EXP that the character may have expended to purchase skills from his or her Current EXP Totals is irrelevant; it is the number in the Absolute EXP Total for each profession (primary, secondary and tertiary) that counts for this purpose.

Nomenclature Convention

Shakhàn, like some other role-playing games, uses Roman numerals (I, II, III, IV, V etc.) to denote experience/profession levels and also spell complexity levels.

Experience Level	Class "A" (Easy)	Class "B" (Normal)	Class "C" (Challenging)	Class "D" (Complicated)
0	0	0	0	0
I	100	250	500	1000
II	250	500	1000	2000
III	500	1000	2000	3000
IV	1000	2000	3000	4500
V	2000	3000	4500	6000
VI	3000	4500	6000	7500
VII	4500	6000	7500	9000
VIII	6000	7500	9000	11000
IX	7500	9000	11000	13000
X	9000	11000	13000	15000
XI	11000	13000	15000	17000
XII	13000	15000	17000	19000
XIII	15000	17000	19000	24000
XIV	17000	19000	24000	29000
XV	19000	24000	29000	39000
XVI	24000	29000	39000	49000
XVII	29000	39000	49000	69000
XVIII	39000	49000	69000	99000
XIX	49000	69000	99000	139000
XX	69000	99000	139000	189000
Above XX	99000 per Level	139000 per Level	189000 per Level	249000 per Level

Note

In practice, players will find that it is also more difficult for a character to advance profession levels in the more "esoteric" occupations (e.g. magic-user, assassin, martial artist, etc.) because events causing Experience Point awards are rarer for those occupation categories. For example, magic-user type experience events are much rarer than warrior-type experience events, because an average person on the "real" Telostic encounters many more street brawls and fights than he or she does magical spells, conjured demons, etc..

14.3.4. Guidelines for Awarding Experience Points

It is strongly recommended that the Referee err on the side of conservatism in giving out EXP: experience has shown that role-playing games in which EXP (and hence high profession levels) are too easy to come by quickly become boring, since the element of risk and challenge is lacking. One could compare this with a game of chess in which one side gets to have all its playing pieces be queens—winning is easy, but the victory lacks something in convincingness.

In deciding what events merit experience awards, the Referee should use the rules below as a guide, but is encouraged to modify or add to the values and events given as he or she sees fit.

14.3.4.1. Experience Award Event Types

There are two general types of game events that bestow Experience Points on characters. These are:

- **Generic Experience Point award events:** This is an event or action that has equal applicability to all character professions; for purposes of calculation (see "Non-Primary Occupation EXP Restriction" above), this type of event always counts as fully (100 per cent) applicable to the character's primary occupation EXP Totals, as if it were an Occupation-Specific (see below) event of the character's primary occupation. At least 50 per cent of the EXP gained by a Generic Experience Point award event **must** be placed in the EXP Totals of a character's *primary* profession; no more than 30 per cent may be placed in his or her *tertiary* profession(s).
- **Occupation-Specific Experience Point award events:** This is an event or action that is of special importance to a particular profession (for example, an act of pickpocketing to a thief). All the Experience Points gained by this type of event **must** be placed in the character's profession Total that matches the type of event, or **they are forfeit** and do not count. For example, a character whose primary occupation was "magic-user", and whose secondary occupation was "warrior", would have to place all of the EXP gained by a "warrior" Occupation-Specific Experience Point award event in his or her secondary, warrior profession. If he or she were then to have a "thief" Occupation-Specific award event and did not have "thief" as his or her tertiary profession, the EXP so gained would be forfeited and could not be added to any EXP Total.

For those types of awards which allocate Experience Points on a "per-day" system (as opposed to those that give EXP for having performed a specific action), this is based on a character's **primary** occupation only; he or she does **not** qualify for an EXP award if the profession in question is secondary or tertiary. For example, a character has "magic-user" as her primary vocation and "warrior" as her secondary occupation; in this case, she gains no Experience Points for "Being a soldier on a campaign", since the occupation that governs this award (warrior) is not the character's primary profession.

14.3.4.2. Creature Experience Point Values

Several types of Experience Point awards are based on the "Experience Point Value" of a creature that has been "defeated", for game purposes—in other words, killed, captured or otherwise overcome. Unless otherwise detailed by a more specific rule, a creature's EXP Value is calculated as follows:

$$[\text{Combat Factor (CF)} + \text{average Armour Protection Value (APV)} + \text{Body Damage Reserve (BDR)} + \text{Maximum damage done by creature's primary weapon}] \times 1 \text{ DMod}$$

Modifiers (to DMod)

Attribute of creature defeated or killed	Modifier
Creature is a member of <i>Brhà</i> or <i>Mêm-Uhùryo</i>	+0.5
Creature insect-like or lower intelligence	-0.5
Creature with human-type (7 to 18) intelligence	+1
Creature with greater than human (19+) intelligence	+2
Each Tactic Card or attack per Tactic Card past "1"	+0.25
Each unusual attack form (poison, etc.)	+0.5
Each unusual defence (immune to non-magic weapons, etc.)	+0.5
Each other unusual capability (invisibility, etc.)	+0.5
Each unusual movement ability (flight, burrowing etc.)	+0.5
Creature has a high (100+) or unlimited Fatigue Point Reserve	+0.5
Creature is capable of using magic	+1
Creature was killed exclusively by means of magic	-0.5
Creature was captured or subdued (as opposed to killed)	+0.5
Creature was friendly or was killed or subdued treacherously	-2

As an example, a hostile, intelligent, poisonous creature has a Combat Factor of 20, an average Armour Protection of 10, a Body Damage Reserve of 30 and its main weapon (its claws) do up to 6 points of damage per strike. The creature's basic Experience Point Value is thus "66" (20 CF + 10 APV + 30 BDR + 6 damage). The fact that the creature is intelligent adds 1 to its EXP Value DMod, and the fact that it is poisonous adds another 0.5 to the DMod, giving a final DMod of "2.5". This is multiplied against the creature's basic EXP Value of 66, giving a final EXP Value of 165.





Note that merely causing a creature or character to run away does *not* count as "defeating" it; also, a given creature can only be "defeated" **once** by a particular adventure party for Experience purposes, regardless of how many times it may be captured or, less probably, killed.

14.3.4.3. Daily Living Experience Point Awards

The actual gaining of life experience is, in reality, made up of many thousands of minor, day to day events, with a few really notable or unusual happenings every so often. Also, it is reasonable to assume that a character with a specific skill (for example warrior, sage, thief etc.) will slowly gain experience simply by its constant use and practice. As accurately simulating either of these two features of life would needlessly slow down the game, however, the following system applies instead:

Unless otherwise detailed by a more specific rule, a character gains the following number of Experience Points per game day, in his or her **primary** occupation (only):

Existing or staying alive, "not within-character"* or sick/insane	0.25
Existing or staying alive, "within-character"	0.5
On an adventure as ordinary party or group member.	1
On an adventure as subordinate leader (1 per 5 party members)	1.5
On an adventure as leader (1 only per party)	2
On a legendary or "once in a lifetime" adventure (in any capacity)	+1

* In other words, playing or acting, in the opinion of the Referee, in a manner unlikely or impossible for the fantasy character in question.

For example, a character who was an ordinary member of an adventure party would gain 50 EXP per game month (1 EXP per day x 50 days) for doing so. In order to gain this reward, the character and his or her party would have to actually be adventuring—traveling through the wilderness, exploring the Underworld, and so on; merely awaiting events in a tavern, for example, would qualify only under the "Existing or staying alive" category and would earn only 25 EXP per month.

14.3.4.4. Experience Award Event Lists

Generic Experience Events

Seeing a previously unknown character or creature	2 x creature/character Level
Traveling to a previously unknown land	1 x number of map hexes distant from character's place of birth
Witnessing a historic political or other event	1 to 1000 (Referee discretion)
Witnessing a less important event	1 to 10 (Referee discretion)
Meeting an important character	5 x character Level or Rank
Defeating a hostile character or monster	0.5 x Experience Value*
Assisting in defeating a hostile character/monster	0.25 x Experience Value*
Money gained from adventure	1 per 10 sp value for the first 1000 sp; 1 per 100 sp value thereafter
Mundane (DMod 4-10) action using profession skill	1
Unusual (DMod 1-3.9) action using profession skill	5
Difficult (DMod 0.5-0.9) action using profession skill	10

Exceptional (DMod 0.49 or lower) skilled action	100
Aggressively taking charge in a critical situation	10 x importance of situation; half this if initiative is disputed
Being seriously injured (half BDR or critical hit)	50
Being crippled (losing limb, sense or sex organ)	100 x number of limbs or organs lost
Being killed (applies only if brought back to life)	500
Having one's first sexual encounter	50
Each subsequent new type of sexual encounter	25
Each subsequent familiar type of sexual encounter	1
Becoming married or divorced for the first time	75
Becoming married or divorced a subsequent time	25
Attending in the birth of one's first child	75 (if parent is male) / 100 (if parent is female)
Attending the birth of a subsequent child	50 (if parent is male) / 75 (if parent is female)
First venture into the Underworld	50
First venture into the wilderness	20
First voyage more than 10 hexes distant from home	10
Receiving a promotion to a higher rank or position	50 x new Level reached
Receiving a demotion to a lower rank or position	-50 x new Level dropped to
Achieving a higher Rank in society	5 x (100 - new Rank)
Falling to a lower Rank in society	-5 x new Rank
Being publicly honoured or rewarded by the state	100 x importance of honour (typically 1 to 6)
Being publicly dishonoured or humiliated by the state	-100 x importance of dishonour (typically 1 to 6)

Martial/Warrior Experience Events

First experience of serious combat	500
Going on a war or military campaign	1 per game day**
Being involved in a crucial part of a battle	2D6 x 100
Leading the first attack in a battle	1 per soldier being lead by character
Blindly following the orders of superiors in battle	20
Being involved in a successful major battle	75
Being involved in an unsuccessful major battle	100
Valiant or heroic act on the Field of Battle	3D6 x 100
Treacherous or cowardly act on the Field of Battle	-2D6 x 100 (subtracted)
Being humiliated by a weaker combat opponent	-50
Killing or vanquishing a major demon†	2D6 x 1000
Being wounded on the Field of Battle	10 x BDR points lost
Brave death fighting for one's professed cause	2D6 x 100 (counts only if character dies!)
The first time seeing someone (else) killed	50
Seeing a second or subsequent person killed	20
Acting in an aggressive and personally risky manner	10 per week





Religious/Priest Experience Events

Preaching to a crowd	1 per person who listens intently to the sermon for 1 hour
Converting others to the faith	100 x primary Level of those converted (200 x Level if the converted followed a hostile religion)
Conducting religious services	1D20 depending on scale and importance of service
Acting ignorantly and superstitiously for the faith	10 per week
Fanatical devotion to the Temple cause	5 per week
Suffering for the sake of the Temple	20 per week
Self-martyrdom or suicide for the sake of the Temple	2D6 x 100 (counts only if character dies!)
Rooting out heresy, apostasy or schismatic beliefs	10 x primary Level of each character successfully denounced
Killing or eliminating outside enemies of the faith	15 x primary Level of each opposing character killed
Founding a new or schismatic Temple sect	100 per convert
Founding a new religion	200 per convert
Non-practice first-time casting of a particular spell	5 x spell Level
Study and/or memorization of holy books	50 per book memorized
Acting according to the dogma of the Temple	25
Acting contrary to Temple dogma	-25 (unless favoured by deity)
Going on a pilgrimage, crusade or jihad	1 per game day**
Spending a complete day in prayer to one's deity	10
Being blessed by an elder of the Temple	20
Being cursed by an elder of the Temple	-20
Witnessing a manifestation of a minor Temple demon	100
Witnessing a manifestation of a Temple demigod	1000
Witnessing a manifestation of the deity Him/Her/Itself	3D6 x 1000
Conjuring a particular demon for the first time	2D3 x 1000
Successfully bargaining with a demon	50
Receiving Divine Intervention	100





Supernatural/Magic-user Experience Events

Non-practice first-time casting of a particular spell	10 x spell Level
Non-practice subsequent casting of a particular spell	1 x spell Level (Note: Award is given only once per game week for casting of a given spell, regardless of how many times it was actually cast.)
Development (research) of a wholly new spell	1000 x spell Level
Ignoring demands of life in favour of magic learning	10 per week
Conjuring a particular demon for the first time	2D6 x 1000
Successfully bargaining with a demon	2D6 x 20
Mastering the use of a magical item	10 x relative Level of item
Creating a permanently enchanted magic item	20 x relative Level of item
Deciphering or mastering a magic scroll, book, etc.	10 x relative Level of item
Learning forbidden magical knowledge	100 x relative importance of knowledge (typically 1 to 10)

Stealing/Thief Experience Events

Successfully picking a victim's pocket/purse	1 per 5 sp value obtained
Successfully burglarizing a shop, house etc.	1 per 10 sp value obtained
Vandalizing or defacing public property	1 per 100 sp value destroyed
Smuggling or black marketing	1 per 100 sp value gained
Armed robbery, mugging	10 x Level of victim(s), none if victim(s) were killed or the robbery was foiled
General crimes and misdemeanors	1 to 100 depending on severity of crime and consequences if caught
Picking or opening a lock	10 x Complexity Level of lock, plus 1D20 bonus if doing so was crucial to success of mission
Disarming a trap	20 x Complexity Level of trap, plus 2D20 bonus if doing so was crucial to success of mission

(continued)

Gaining exclusive control over crime "turf"	50 per low-class city street controlled, 100 per high-class street controlled
Losing exclusive control over crime "turf"	-25 per low-class city street lost, -50 per high-class street lost
Acting in a sneaky, furtive and cowardly manner	10 per week
Being discovered to be a thief	-50 per city discovered in
Being apprehended and punished for a crime	-10 x Severity Level of crime

Learning/Sage Experience Events

Being enrolled in a school as a student	1 per game day**
Being enrolled in a school as a teacher	0.5 per game day**
Studying or researching a subject diligently	1 per game day**
Acting in an intelligent, wise or rational way	10 per week
Learning a new language (to fluency of 40 or more)	10 x fluency
Learning a new script (to fluency of 50 or better)	5 x fluency
Learning a new skill or spell	5 x Level of spell or skill
Reading a new book of fiction***	1D10 x importance of work (typically from 1 to 6)
Reading a new book of nonfiction***	1D20 x importance of work
Adding a new book or scroll to one's library	5 x importance of work
Losing a book or scroll from one's library	-5 x importance of work
Obtaining important new general knowledge	1 x importance of knowledge (Referee discretion)
Obtaining important new specialized knowledge	2 x importance of knowledge
Obtaining rare, unique or exceptional knowledge	10 x importance of knowledge





Commercial/Merchant Experience Events

Making a profit on a commercial transaction	1 per 10 sp value gained for the first 100 sp value in a particular transaction; 1 per 1000 sp value thereafter
Taking a loss on a commercial transaction	-1 per 20 sp value lost for the first 100 sp value in a particular transaction; 1 per 2000 sp value thereafter
Cheating (charging customer 200%+ of item value)	1 per 5 sp value overcharged
Being cheated (paying 200% or more of item value)	-1 per 5 sp value overcharged
Unfairly enriching self at business partner's expense	1 per 20 sp value gained
Being cheap, acquisitive, mean and greedy	10 per week
Gaining money without a reasonable effort	1 per 20 sp value gained
Apprehending and convicting a thief	10 x thief Level
Employing a flunky, apprentice or worker	1 x worker Level per month
Firing or laying off a flunky, apprentice or worker	10 x worker Level
Being granted a monopoly on sale of an item	1000 x importance of item (typically 1 to 6)
Losing a monopoly on sale of an item	-500 x importance of item
Eliminating all rivals to business in 20 km. radius	2D6 x 100
New rival business opens up in a 20 km. radius	-2D6 x 10
Being admitted to a Guild as an apprentice	200
Being admitted to a Guild as a full member	1000
Seeing own caravan arrive intact at destination	1 per map hex distant from point of departure, 3 per hex if very dangerous terrain was traveled
Being apprehended and punished for fraud, etc.	-10 x Severity Level of crime

Murdering/Assassin Experience Events

Killing (murdering) a victim, for hire	100 x victim primary Level; half this if the victim was unguarded
Crippling (wounding) a victim, for hire	50 x victim primary Level; half this if the victim was unguarded
Kidnapping and receiving ransom for a victim	200 x victim primary Level; half this if the victim was unguarded
Terrorizing or frightening a victim, for hire	10 x victim primary Level; half this if the victim was unguarded
Eliminating a witness to a crime	20 x victim primary Level; half this if the victim was unguarded
Completing some other mission for the guild	10 to 1000 depending on importance
Being apprehended and punished for a crime	-20 x Severity Level of crime
Being discovered to be an assassin	-100 per city discovered in
Murdering a fellow adventure party member	50 x victim primary Level
Murdering a fellow assassin	100 x victim primary Level
Acting in a vicious, murderous and callous manner	10 per week

Alchemical/Alchemist Experience Events

Non-practice first-time creation of a particular potion	10 x potion Level
Non-practice subsequent creation of a given potion	1 x potion Level (Note: Award is given only once per game week for casting of a given potion, regardless of how many times it was actually made.)
Development (research) of a wholly new potion	1000 x potion Level
Unsuccessful or disastrous alchemical experiment	-100
Ignoring demands of life in favour of alchemy	10 per week
Mastering the use of an alchemical item	10 x relative Level of item
Creating a permanently enchanted alchemical item	20 x relative Level of item
Deciphering or mastering an alchemical scroll, etc.	10 x relative Level of item
Learning forbidden alchemical knowledge	100 x relative importance of knowledge (typically 1 to 10)

Experience Events for other character classes

The specific EXP award events for other character classes (actor, bard, ranger etc.) are to be considered *For Future Release*. Note that a player managing such a character may still do so; he or she would, however, have to use the "Generic" award events for most of the EXP used to advance in Level in one of these occupations.





* For all professions except "warrior", "martial artist" or "assassin", who get **double (2x)** the EXP listed for these event types. Also, devotees of certain religions of the *Khùl-Tlassù* (in particular those following virtuous *Virya* Nanyë, kindly *Virya* Fèttian-Ithé and gentle *Virya* Karènn-R'Làché) get **no (0)** Experience Points for killing living beings (excluding the undead, of course), and indeed may be punished by their deities if they harm or kill recklessly.

** In addition to whatever EXP awards would apply under "Daily Living" as described above. The Referee should use his or her discretion in deciding which of the "Daily Living" awards are compatible with other per-diem or per-week awards as listed above; generally, no more than **two (2)** such categories should be allowed to apply to a given character at a given time.

*** Reading a non-magical book of average length requires a number of hours equal to [50 - (Intelligence x 2)]. This is also true of magical books, except that in some cases the latter can have an effect if even a couple of letters from a single page are read or spoken.

◇ Considering the characteristics of most major demons, the Referee can expect to give this award only to dead characters.

14.4. Frequency of Occupational Advances

A character's innate talent (i.e., his or her prime requisite) in an occupation governs, to a degree, how quickly he or she may advance profession levels in that occupation, regardless of how many EXP may be held. This is quantified in terms of the minimum number of game months that must pass in between the time the last profession level advance occurred and the time when the current one will take place, as follows:

20 game months minus the relevant prime requisite (see below) as per the occupation, to a minimum of one game month.

Example

Eleresha the priestess has a Mystic Ability (this being the prime requisite for clerics and priests) Characteristic Level of "13", and has just gained enough priestly EXP to advance one profession level. Her last profession level advance as a priestess was two game months ago. Thus, it will be **five** game months before she may advance profession levels (as a priestess) again; there would normally be a seven (20 months - 13 prime requisite) month wait, but the two months "already served" may be subtracted from the delay. Delays for profession level advances in one occupation a character may have, have nothing to do with any other occupations, which are kept track of separately. It is the responsibility of the **players** to maintain adequate records of when, in game time, their last profession level advance in each occupation occurred.

No matter how many Experience Points a character may have in a given category, he or she can **never** gain profession levels in that category without at least **one** game weeks' formal training per Level; if it is a secondary occupation, **two** game weeks are required. This must be supervised by officers of the guild governing the occupation in question. The exact application of this rule is open to the interpretation of the Referee, who may waive it in special cases such as those of a solitary intelligent creature who would not normally have any way to interact with guilds found in civilized areas.

14.5. Experience Classes and Prime Requisites

An occupation's "Experience Class" governs how difficult it is to advance by one level in the profession in question. Its "prime requisite" is the single most important requisite score, or combination of scores/attributes, required for success in an occupation (e.g., innate talent). For example, the prime requisite of the warrior occupation is the average of the Strength and Agility characteristics, since physical strength and agility are important in combat. Likewise, the prime requisite of the magic-user occupation is the Psychic Ability Characteristic Level, since this sense is crucial to the ability to manipulate magical energies.

It is advantageous for players to ensure that their characters possess a high prime requisite (at least) their primary occupations, since those without some talent in a field are often limited in the speed in which they can advance Profession Levels in it. The prime requisites for the various occupations are as follows:

Occupation	Experience Class	Prime Requisite(s)
warrior*	B	average of Strength and Agility
magic-user	D	Psychic Ability
priest	C	Mystic Ability
thief*	B	average of Perception and Dexterity
assassin*	D	average of Intelligence, Strength, Agility, Dexterity and Perception
sage	C	Intelligence
alchemist	D	average of Intelligence and Perception
artificer	D	average of Intelligence and Perception
martial artist*	D	average of Constitution, Agility and Dexterity
healer	B	average of Perception and Intelligence
ranger*	C	average of Perception and Constitution
bard	B	average of Charisma and Dexterity
merchant	A	average of Intelligence and Perception
(other)	A to D	(two or more characteristics chosen by Referee)

*: designates a "non-sedentary" occupation, i.e. one normally involving a reasonable amount of healthy physical work (see "Changing Rolled Characteristics").

A character whose Prime Requisite is 14 or 15 or higher gains a bonus of 10 per cent on all Experience Points earned; for example, if the character would normally receive 100 EXP for an action, he or she would receive 110 EXP instead. A character whose Prime Requisite is 16 or 17 gains a bonus of 20 per cent, while one whose Prime Requisite is 18 or higher gains a 30 per cent bonus. The bonus given for a high Prime Requisite applies only to a character's **primary** occupation, regardless of whether he or she might theoretically qualify for a bonus in a secondary or tertiary occupation.

14.5.1. Initial and Running Experience Totals

Because of limits of time and mental energy, most characters simply cannot become a "jack of all trades" overnight. This factor is also regulated by Experience Points, which are expended out of a character's Current EXP Total to "buy" a skill level in one or more acquirable game abilities. For example, a character could expend one or more EXP out of his or her Current EXP Total to gain one level of Pickpocketing, or Swimming, or Singing, or whatever.

Experience Points in a character's Current EXP Total may be expended immediately upon receiving them towards the learning of a new skill, provided the character can meet the other requirements for learning a new skill, or they may be saved for later use. Alternatively, a character might wish to save Experience Points to be able to learn a skill which would cost more than his or her Current EXP Total, or to learn one which is not available in the area in which the character presently finds itself.

In certain rare circumstances, for example where a character spends all the EXP out of his or her Current EXP Total and then suffers a negative Experience award event (see "Experience Award Event List") in the Current EXP Total in question, he or she may end up with a negative (below-zero) Current EXP Total. In this case, the character may only expend EXP out of this Total when he or she has again acquired enough EXP in it to bring the balance above zero (0).

14.5.2. Governing Profession EXP Restriction

Many acquirable skills and abilities are termed "governed" by one or more professions; for example, the Pickpocketing skill is governed by the profession of thief, while the Weapon-Training skill is governed by the professions of warrior, fighter, martial artist and assassin.

A character must expend EXP out of the appropriate Current EXP Total in keeping with the profession governing the skill that he or she wants to acquire, if possible. For example, a character whose primary occupation is "magic-user" and whose secondary occupations are "warrior" and "thief" wishes to learn the Weapon-Training skill, but has an insufficient number of EXP in his or her secondary warrior occupation to pay for it. In this case, the character would have to wait until sufficient EXP were in his or her Current warrior EXP Total, before he or she could learn the Weapon-Training skill.





Some skills and abilities are not governed by any particular profession; a character may expend EXP out of any of his or her Current EXP Totals to acquire such a skill.

Escape Clause

In some unusual circumstances, the above restriction may make it totally impossible for a character to acquire a skill if it is governed by a tertiary profession for which the character has a "zero" Current EXP Total. For example, a character has a primary occupation of "warrior" (level V), secondary professions of "magic-user" (level III) and "merchant" (level I), wants to learn the thief-governed skill of Lockpicking, but has a Current EXP Total of zero for his or her tertiary occupation of "thief".

In such a case, the player may elect to draw the necessary EXP from any combination of his or her other Current EXP Totals; however, the trade-off for this is, he or she may not expend EXP to learn **any** other skill until he or she has achieved the next profession level in his or her **primary** occupation. For example, in the above case, the character would have to reach level VI as a warrior before being able to expend EXP normally.

14.5.3. Effects of Experience-Draining Attacks

In some rare cases, for example by an attack by the dread *Mêm-Uhûryô*, EXP may be involuntarily subtracted from a character's Absolute EXP Totals; this is termed an "Experience-Draining" or "Level-Draining" attack. Most such attacks cause a blanket reduction of EXP across the Absolute EXP Totals of **all** of the character's occupations, which can cause the unfortunate victim's profession level in one or more occupations to drop below "zero". If this happens, the character can no longer use any skill that is governed by the profession (see below).

If a character's Absolute EXP Total for any one of his or her professions (primary, secondary, tertiary, or whatever) is reduced below what would be required to maintain his or her current profession level in the occupation in question, his or her profession level is reduced to the Level appropriate to the reduced EXP total. Any inherent advantages, for example the extra chance a magic-user would have of casting a spell or a warrior's CF Level Bonus, gained by the previously-higher Level are lost.

Skills that were acquired by the expenditure of EXP from the character's Current EXP Totals are, generally, **not** affected by Experience-Draining attacks, although the loss of profession levels in the occupation governing the skill may make using it considerably less effective.

14.5.4. Starting New Characters at Higher Than 1st-Level (optional)

In the absence of some other imperative, new *Shakhàn* characters should normally begin play with a maximum Experience Level (be it primary, secondary or tertiary) of "**I**" (**one**), since much of the enjoyment of the game is derived from the adventure of building a new, relatively weak character into a more experienced and powerful one. However, from time to time the Referee may encounter circumstances in which it may be appropriate to have a new *Shakhàn* character start out at a higher Level. In cases such as these, the following rules may be used.

A *Shakhàn* player-character wishing to begin at more than Level I, may establish a starting EXP total greater than the normally allowed number, by executing one or more percentage dice checks against the Pre-Game Activity / Experience Table (below).

The player has a limited ability to influence the pre-game outcome, in the sense that he or she must choose one of five possible levels of adventurousness, running from "Timid" (e.g. a character who basically stayed at home and only had an adventure when there was no alternative) to "Reckless" (e.g. a character who constantly engaged in risky behavior) prior to the dice being rolled. Basically, a more adventuresome character is likely to earn more EXP as a result of his or her hypothetical pre-game exploits, but is also more likely to have had a "Mishap" as a result of one or more of the latter—this can be something relatively minor (for example a phobia), but it can also, in extreme cases, represent serious damage such as the loss of a limb or severe mental aftereffects.

Editorial Note

It is suggested that to maintain game balance, Referees adopt the following "house rule": While no player is *required* to attempt to establish pre-game experience for his or her primary character, if the player voluntarily *chooses* to do so, he or she **must** continue to run the character, regardless of the results of any Mishaps that may occur. (Failing some kind of restriction such as this, it would be too easy for greedy players to simply abandon a pre-gamed character who suffered a serious handicap in exchange for large numbers of Experience Points, in favour of creating a brand new character and repeating the process until chance creates a perfect, but highly powerful, character. This is an abuse of the pre-game experience system and should not be allowed.)

Each dice check against this table represents three (3) years of theoretical pre-game play, so after a check is taken—regardless of its outcome—, the character's chronological age is advanced by three years and this is recorded by both the player and the Referee. This factor should be carefully tracked, as (except for characters who happen to have been relatively young when starting play), too many pre-game experience checks can result in a character well past the prime of life who is subject to the negative effects of natural aging. [Note: The interval should be considered to count for six (6) years, for characters of nonhuman species with long normal lifespans.]

Immediately after each check, the Referee also performs a check against the "Mishap" percentages corresponding to the activity category the player previously chose; for example, a player who wanted his or her character to act in a "Very Bold" manner would have a 20 per cent chance of suffering a Mishap.

Mishap %	5	10	15	20	25
Dice Roll	Timid	Average	Bold	Very bold	Reckless
01	0	1000	2250	2500	3000
02-05	2000	2250	2500	2750	3000
06-10	2250	2500	2750	3000	4000
11-20	2500	2750	3000	4000	5000
21-35	2750	3000	4000	5000	6000
36-65	3000	4000	5000	6000	8500
66-80	3000	5000	6000	8500	10000
81-90	4000	6000	8500	10000	12500
91-95	5000	7000	10000	10000	15000
96-98	6000	8500	10000	12500	30000*
99	7000	10000	10000	15000	60000*
00	Roll Twice	Roll Twice	Roll Twice	Roll Twice	Roll Twice

* In the case of these EXP awards, the Referee may want to impose some kind of unique handicap or lingering side-effect, to avoid unbalancing the game.

The number in the cross-index between the character's level of theoretical pre-game adventurousness and the dice roll result, is the number of EXP the character is assumed to have "earned" in hypothetical pre-game play, prior to the owning player taking over the character. These Experience Points may be allocated against the character's primary, secondary and/or tertiary professions—and may be considered to have been expended in the pre-game time space for the acquisition of skills and other game abilities—in any way the owning player desires, provided that all other game rules governing the allocation and expenditure of EXP (including the relative amounts of game time that would be required to learn skills, etc.) are obeyed at all times.

Obviously, some degree of Referee discretion is needed here, as it is possible that a relatively cash-poor character may wish to have acquired skills that would, in normal play, cost larger amounts of money to learn than the character could reasonably be expected to have had on hand when called for. A good way to resolve this would be a dice check with a poor Success Threshold, or perhaps having the pre-gamed character start regular play with huge debts and angry creditors bearing down on him/her/it...





Mishap %	5	10	15	20	25
Category Chosen	Timid	Average	Bold	Very bold	Reckless
01	B	B	B	B, R	B, P
02-05	B	B	B, R	B, P	L, K, A
06-10	B	B, R	B, P	L, K	M, Q, C
11-20	B, R	B, P	L, K	M, K	K, H, C
21-35	B, P	L	M	K, A	N, O, J
36-65	L	M	K	N, H	C, I, L
66-80	M	K	N, B	F, J	C, I, G
81-90	K	N	F, I	C, I, G	D, O, Q
91-95	N	F	C, H, G	D, Q	E, N, F
96-98	F	C, G	D, O	E, O	Roll Twice
99	C	D, O	E, A	Roll Twice	Roll Three Times
00	D	E	Roll Twice	Roll Three Times	Roll Four Times

The following codes apply to the results obtained above:

A: Addition– The character developed 1D6 additions during his or her previous life history. At least one of these must be an "Obsessive" type.

B: Phobia– The character developed 1D4 phobias during his or her previous life history. At least one of these must be to some common object or situation, for example "fear of the dark".

C: Digit(s)– The character lost (had amputated or otherwise destroyed) 1D10 of his or her digits– that is, fingers and/or toes– during his or her previous life history. The Referee should roll randomly for which digits have been lost. Note that for a human character, at least, the loss of two or more fingers (or the thumb) from either hand (per hand) reduces the character's Dexterity score by 25 per cent. The loss of four or more toes from either foot (per foot) reduces the character's Agility score by 10 per cent.

D: Extremity– The character lost (had amputated or otherwise destroyed) 1D2 of his or her body extremities– defined here as "hands, feet or (in the case of a male) penis and/or testicles"– during his or her previous life history. The loss of a hand reduces the character's Dexterity score by 50 per cent; the loss of a foot similarly reduces Agility by half. (A character who loses both hands has, effectively, a Dexterity score of "3": he or she must use a hook in place of the former hands. A character who loses both feet has an effective Agility score of "3" and must use artificial, wooden feet to move around on.) The loss of a penis renders the character sexually dysfunctional and there is a 60 per cent chance that the same blow that severed the penis also destroyed the character's testicles, rendering him sterile. A male character who loses his testicles has his weight class increased by 1 category and reduces both his Willpower and Sex Drive scores by 50 per cent; his voice also becomes higher-pitched and effeminate, reducing his Charisma by 20 per cent.

E: Limb– The character lost (had amputated or otherwise destroyed) 1D2 of his or her limbs– defined here as "hands, feet, or (in the case of some rare species) wings"– during his or her previous life history. The loss of a single arm reduces the character's Dexterity score by 75 per cent; the loss of a single leg similarly reduces Agility by 75 per cent. (A character who loses both arms has, effectively, a Dexterity score of "2": he or she cannot grasp or manipulate objects at all and must be fed, clothed, etc., by a friend or relative. A character who loses both legs is in a somewhat better position; he or she has an effective Agility score of "2", and must use artificial, wooden legs to move around on, but at least these are available in some larger cities in northern Ushù'l.) The loss of a wing normally renders the character unable to fly.

F: Castrated– This represents (for a male character) the loss of a penis and/or severe damage to the testicles (see under "D" above for effects, except that the chance of sterility is 99 per cent) or, for a female character, severe damage to external and internal sexual organs. A female character subject to this mishap has a 40 per cent chance of having lost one of her breasts (reduce Physical Beauty by 20 per cent), has a 60 per cent chance of being sexually dysfunctional and has an 80 per cent chance of sterility.

G: Constitution– The character suffered some incident during his or her previous life history (for example a nearly fatal Critical Hit to the lungs that never fully healed) which severely reduced his or her Constitution score by 20+2D20 per cent.

H: Ears– The character had 1D2 of his or her ears, or hearing organs, damaged during his or her previous life history. The character's Hearing score is reduced by 25 per cent, and his or her Physical Beauty score by 10 per cent (20 per cent for a female) for each ear thus affected.

I: Eyes– This is a serious one, as the character has been blinded or suffered serious ocular damage during his or her previous life history. 1D3 eyes have been affected. On a percentage dice roll of 01 to 40, the eye in question has lost 50 per cent of its previous visual ability; a result of 41 to 60 means that this eye has lost 75 per cent of its seeing ability, while any result over 60 means that the eye has been completely destroyed and there is no visual ability at all left. (For purposes of calculating how this affects the character's Vision score, divide his or her original Vision score between both eyes and then subtract an appropriate number of points, rounding fractions up. For example, a character has a Vision rating of 11 and suffers a 50 per cent loss of sight in one eye. In this case, the character's Vision rating would be reduced by 3 points to "8".) A character who completely loses visual abilities in a single eye has no depth perception, so his or her Missile Factor is reduced by 90 per cent. A character who completely loses visual abilities in both eyes is blind and, in the absence of some other special sensory ability, is essentially helpless for game purposes: he or she must be tended to on a regular basis by sympathetic friends or relatives.

J: Hamstrung– The character was "hamstrung" (had a vital tendon severed) during his or her previous life history. His or her Agility score is reduced by 50 per cent and his Movement Allowance is reduced by 30 per cent.

K: Teeth– 2D40 per cent of the character's teeth were knocked out during his or her previous life history. The character's effective personal Physical Beauty score is reduced by 20+1D20 per cent if a male, or by 50+1D20 per cent if a female.

L: Scars– The character suffered severe scarring to his or her body, particularly the face, during his or her previous life history. The character's effective personal Physical Beauty score is reduced by 20+1D20 per cent if a male, or by 50+1D20 per cent if a female. Note that this penalty is cumulative with other mishaps that reduce one's Physical Beauty.

M: Bankrupt– The character fell upon hard times during his or her previous life history, resulting in only 2D10 silver pieces being in his or her purse currently, regardless of what the other game rules may state. Furthermore, there is a 50 per cent chance that the character is being pursued by 2D6 angry creditors who will want various types of revenge, up to and including the death penalty or long imprisonment.

N: Pariah– The character made a serious *faux pas* during his or her previous life history, resulting in him or her being "wanted" by the local legal or religious authorities– or possibly (30 per cent chance) by the Imperial-level government– for crimes real or imagined. (The Referee should use the Crime Tables found in Book "E" to determine what the character has been accused of.) This being the case, the character must be careful not to be publicly recognized or he or she may be imprisoned, tortured and/or executed.

O: Complex– During his or her previous life history the character has developed a serious mental problem, a "complex". Use the Mental Defects Table for Complexes to determine what this is.

P: Personality– Self-Esteem, Disposition, Compassion, Integrity, Tolerance, Altruism– The character's personality has suffered severe problems at one or more times in his or her previous life due to traumatic events. 1D6 of these categories are modified by 2D20 points so as to make them "more extreme"– if the characteristic was originally *high*, it is made *higher*. If it was originally *low*, it is made *lower*.

Q: Godless– The character in some way displeased his or her chosen deity and is now "godless": he or she may not call for Divine Intervention, nor may be a cleric or priest. Furthermore, there is a 1 per cent chance per year that the deity will send a powerful supernatural servitor to either kill the character, or whisk him/her away to the private "hell" that most deities maintain for transgressors; furthermore, in the latter case, the servitor may just decide to abscond with 1D6 bystanders who are unlucky enough to be caught at the wrong place at the wrong time with the character. A person with this problem will likely be very unpopular and may be a "pariah" as well.

R: Overweight– The character has had problems with weight control over the years. Increase his or her Weight class by two places and reduce his or her Physical Beauty by 5 points.





14.6. EXP Costs for Skills and Abilities

Unless a more specific cost is given below under the description of a particular skill, the following costs in Experience Points apply when a character wishes to gain one level of mastery in a given skill. Unless otherwise noted, all learnable abilities are considered to be, for EXP cost purposes, "Ordinary specialist skills".

Skill Type	Chance of Finding Teacher*	EXP cost
Ordinary mundane skills ("Waiter")	100 - Skill Level	10 x Skill Level
Specialized mundane skills ("Glassblower")	100 - (2 x Skill Level)	20 x Skill Level
Sophisticated mundane skills ("Jeweler")	100 - (3 x Skill Level)	25 x Skill Level
Ordinary specialist skills ("Swimming")	100 - (1.5 x Skill Level)	15 x Skill Level
Specialized specialist skills ("Healing", "Pickpocketing")	100 - (5 x Skill Level)	25 x Skill Level
Sophisticated specialist skills ("Demonlore")	100 - (10 x Skill Level)	30 x Skill Level
Ordinary combat training ("Brawling", use of a mace, regular sword or throwing spear)	100 - (2 x Skill Level)	10 x Weapon Skill Level
Specialized combat training (use of a flail, two-handed sword or simple bow)	100 - (6 x Skill Level)	15 x Weapon Skill Level
Sophisticated combat training (dual weapon use, Unarmed Martial Arts, use of throwing darts)	100 - (8 x Skill Level)	25 x Weapon Skill Level
Magic spell**	See "The Supernatural"	10 x Spell Level

* This is the default chance (to a minimum of a 2 per cent chance), per game week spent in a given city, that the character wanting to learn a skill will find someone willing to teach it to him or her. Note that finding a teacher does not automatically entitle the character to training; a check on the Nonplayer Character Reaction table is normally required first, and then the guild overseeing the training will charge handsomely for the task. The cost of this is typically 1D6 silver pieces per EXP cost to learn the skill in question, at the option of the Referee.

** An *Anratscheldor-haii* or cleric must expend this number of Experience Points to learn a spell, in addition to whatever other requirements (see "The Supernatural") must be met.

For example, "Lockpicking" is considered to be a "Specialized specialist skill"; therefore, a character attempting to learn the third level of the Lockpicking skill would normally have to expend 75 (25 x 3) Experience Points.

Some skills (see below) are designed especially for use by a certain occupation (for example, "Lockpicking" is a "Thiefly" skill), and in such a case a character with the occupation in question may be granted a discount in the number of EXP that must be expended to learn the skill. Except where otherwise noted, this discount is equal to **twenty-five (25)** per cent; for example, in the case given above, if a character with "thief" as one of his or her primary, secondary or tertiary occupations wanted to learn the third level of Lockpicking, he or she would pay only 56 (75 x 0.75) Experience Points, not the 75 that a character without recourse to the thief occupation would have to pay. Non-continuum skills, that is, skills that do not have Levels of ability regulating progress within them, or which have only one Level of ability, are acquired at a cost of between 25 and 250 Experience Points, subject to Referee discretion.

14.7. Time Required to Learn a Skill

In addition to expending the required number of Experience Points, a character must devote a reasonable amount of game time to learning a new skill or improving one that he or she already knows. This is equal to **ten (10)** game hours, multiplied by the skill's cost in Experience Points.

While learning a skill, a character must devote **one-half (0.5)** game minute multiplied by the skill cost in Experience Points to the process of training and practice per game day, up to a maximum number of hours per game day equal to the character's Willpower score. For example, a skill that cost 100 EXP to learn would require 50 game minutes, or about one game hour, of daily study to meet this requirement. If the character had a Willpower score of "12", he or she could spend up to 12 hours per day learning skills before having to "take a break". (This is a partial exception to the guidelines established in the "Adventures" rules section; the Referee may use either system as he or she desires.)

The time devoted usually does not have to be preclusive of other game activities, provided the character is able to work out a reasonable training schedule with the teacher.

14.8. Learnable Skills and Abilities

To a degree, all the skills shown below involve some amount of Referee discretion, and the player will usually have to experiment with them for a time in order to determine exactly how they are best used. These abilities are non-magical and are assumed to be less powerful than spells that perform similar functions, but they may be used repeatedly, while a spell can only be recast in keeping with a magic-user's reserves of magical energy. This assumes that the ability user has the required equipment (e.g. in mixing potions one must have bottles, test tubes, mortar and pestle, etc.).

With rare exceptions, the user will require practice with the skills in order to gain full proficiency. In most cases, the most proficient users of a given ability will be those who have spent the most time and effort on it, e.g. who have reached the highest possible Level of the skill.

14.8.1. Animal Training

This skill provides the ability to "break", train or domesticate formerly wild animals. Each level of Animal Training gives the ability to train a creature of equivalent level; for example, a character with five levels of this skill could train a Level V creature (but not a Level VI or higher animal). For these purposes, a carnivorous animal counts as **two (2)** levels higher than its actual level; for example, to train a Level V *Pomâtro* would require a character with seven levels of Animal Training. It is up to the Referee to determine which types of creatures are "trainable"; varieties that are certainly **not** subject to this skill include the *Brhâ*, the undead, demons, automatons, insects, arachnids, creatures with below animal intelligence or creatures with human- or better intelligence.

The character's per-week chance of domesticating an animal is [(Number of levels of Animal Training - Level of animal) + 10] x 3 DMod. This is based on two to four hours per day of training. At his or her option, the animal trainer can use cruelty to double the DMod provided for this check, but the drawback to this tactic is that the animal will be vicious and has a 10 per cent chance of turning on its "master" for 1D6 Melee Rounds in a stressful situation. If, on any of these checks, the Success Threshold is failed by 30 or more points, the animal has attacked the animal trainer and struck him or her (calculate damage as per a regular strike done in Melee Combat by the creature's main attack type).

This skill has as its prerequisite Strength, Constitution, Agility and Willpower scores of at least 10 each. A barbarian or tribesman character automatically begins play with 1D4 levels of this "Specialized Specialist" skill.

14.8.2. Assess Alignment

This skill allows a character to increase his or her chances at guessing the relative moral alignment ("good", "neutral" or "evil") of any other character observed in a social setting. For example, the user of the skill must spend 1D10 game minutes observing the way a person treats his or her hirelings, what his or her mannerisms are, and so on. The chance correctly guessing a creature's alignment is equal to [(Intelligence + PERC scores of ability user) x 3.5 DMod]. If a character wishes to find the alignment of a creature *without* having observed its mannerisms, the Assess Alignment ability can still be used, but the DMod factor is halved. If the Referee determines a "failure" on the success/failure dice check, he or she will, instead of telling the player that the skill has not revealed the answer, give a wrong answer instead.

Assess Alignment has as its prerequisite an Intelligence score of not less than 9; it has only one level.

This is a "Specialized, Mundane" skill.





14.8.3. Assess Level

This skill allows a character to increase his or her chances at guessing the approximate primary profession level of any creature he or she encounters in a social setting. It does not allow the user to guess the levels of animals or non-intelligent creatures. Prior observation of the creature assessed is usually not necessary. The chance correctly guessing a creature's Experience level is equal to $[(\text{Intelligence} + \text{PERC scores of ability user}) \times 3 \text{ DMod}]$.

If the Referee determines a "failure" on the success/failure dice check, he or she will, instead of telling the player that the skill has not revealed the answer, give a wrong answer instead.

This skill has as its prerequisite an Intelligence score of not less than 10; it has only one level.

This is a "Specialized, Mundane" skill.

14.8.4. Assessment

This skill gives its user the ability to estimate the approximate monetary value (in silver pieces) of items with which he or she is presented; it also gives a chance of revealing the name (if any) and exact description of an item. The lower levels of the skill allow the assessment of only relatively mundane types of items; at its higher levels, more unusual types of items such as jewelry and even some types of magic items can be assessed. Note that the skill does **not** reveal operating instructions, power words or construction plans, except for perhaps a character with 15 to 20 or more levels of it (and even then at significantly reduced chances).

Assessment works in the following manner. Upon being presented by a particular item, the skill user must perform a check at $[(\text{Intelligence}) + (\text{level of Assessment} \times 5) - (\text{rarity of item})] \times 1 \text{ DMod}$; if this check is passed successfully, the Referee will reveal the approximate monetary value of the item (under current economic conditions), as well as its name. If the check is failed, the Referee will give incorrect information in proportion to the degree by which the Success Threshold is exceeded. (For example, if the Success Threshold is "40", and the result of the dice check is "60", the Referee will give information that is 20 per cent inaccurate.)

Type of Item	Level of Skill Needed to Assess
Common or simple items (for example a lantern, boots, basic foodstuffs, etc.)	I
More valuable mundane items (for example clothing, better foodstuffs, common drugs or liquors, etc.)	II
Expensive mundane items (gourmet food, fine clothes, ordinary jewelry, uncommon drugs or liquors, common poisons, etc.)	III
Standard weapons or armour (a sword)	IV
Rare or highly valuable mundane items (haute cuisine, jewelry, gems, rare drugs or liquors, potion ingredients, rare poisons, etc.)	V
Unusual weapons or armour (a flail)	VI
"One-of-a-kind" mundane items (great art, a masterpiece of jewelry or clothing)	VII
Very rare mundane items (very rare drugs, poisons or potion ingredients)	VIII
Common magic potions, scrolls, books	IX
Common magic weapons, armour	X
Common magic miscellaneous items	XI
Uncommon magic potions, scrolls, books	XII
Uncommon magic weapons, armour	XIII
Uncommon magic miscellaneous items	XIV
Rare magic potions, scrolls, books	XV
Rare magic weapons, armour	XVI
Rare magic miscellaneous items	XVII
Magic artifacts, very powerful/rare items	XVIII

If a character attempts to use this skill to assess an item to which the level of Assessment in his or her possession does not give him or her access, he or she may still attempt to do so; however, in such a case the DMod is reduced to $[1 + (\text{level of Assessment actually possessed} - \text{minimum level of Assessment needed to legally assess the item in question}) \times 0.1]$.

The prerequisites for this ability are an Intelligence score of at least 11, a Perception score of at least 10, and the ability to speak and read the primary language used in the region in which the skill is to be used.

This is a "Merchant", "Specialized Specialist" skill; characters with "merchant" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.5. Bardic Music

This skill shares some features with ordinary musicmaking and singing, but is considerably more powerful with some supernatural aspects to it. During the time in which the skill is exercised, and for ten minutes afterwards, the user's effective Charisma score will increase by 1D10 per cent, per song or piece played; each piece played or sung past the first will extend the period of effect for 1D6 minutes. The user must, of course, have the time to play or sing a worthwhile part of his or her song or musical piece, and must be clearly seen by whatever he or she is trying to influence.

The skill is usually very helpful in dealing with polite society, and in addition, it has a semi-supernatural property of "calming the savage beast". The skill may be used to convince a wild animal to (1D100) (01 to 10) go away peacefully or (11 to 100) refrain from hostile action against the skill-user and his or her party for 1D6 minutes. The chance of this working is the skill-user's adjusted Charisma score $\times 1.5 \text{ DMod}$. For every ten times a given song or piece is practiced, there is a benefit of 1, to a maximum of 5, given to the chance of the calming effect working. This ability does not work against permanently hostile creatures such as most types of the undead, the *Brhà*, non-intelligent creatures such as a slime, or creatures more than five power levels above that of the user. The skill *will*, however, affect demons, although these entities will not depart, but will merely remain peacefully for the indicated time-period.

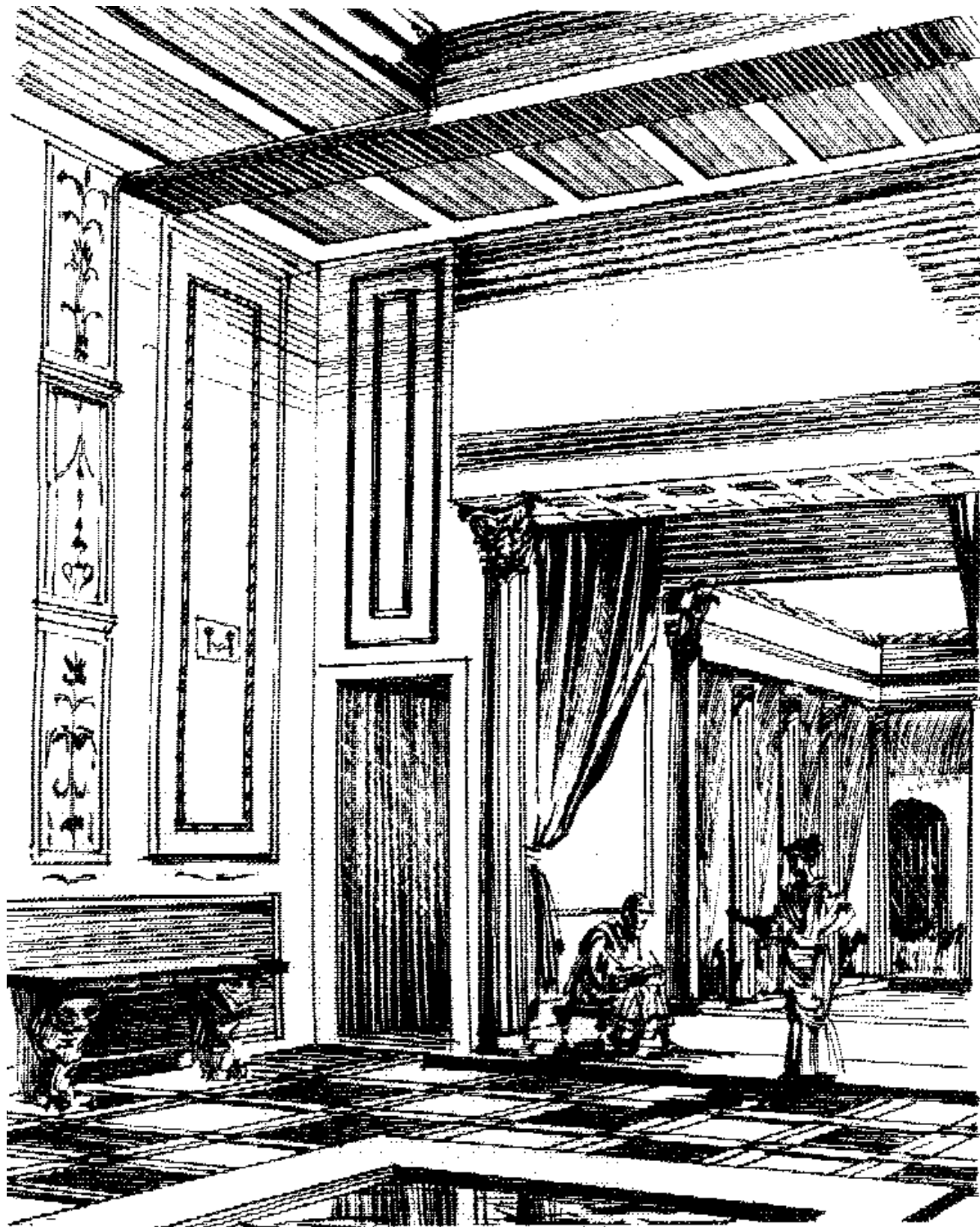
Another, rarer aspect of this skill is its ability to affect the use of magic, either by the character with the Bardic Music skill, or by a friend or comrade of the former. A character with **ten (10)** or more levels of Bardic Music gains the ability to either raise, or lower, the relative chance of spell casting (counting, in effect, as a favourable or penalty dice roll modifier used when a magic-using character actually attempts to cast a spell) within hearing distance of the character's singing or music-playing. This chance is equal to **one (1)** per cent per level of Bardic Music possessed. Additionally, once per game day, a character with ten or more levels of Bardic Music can miraculously regenerate a substantial number of magic Energy Points (EP) to a magic-using character who has exhausted his or her entire supply of Energy Points. The exact number of EP restored is determined by a 1D20 die roll: (1 to 8)– 25 per cent of the character's normal maximum EP storage; (9 to 15)– 50 per cent of EP storage; (16 to 19)– 75 per cent; (20)– 100 per cent.

Both this and the previous ability require the Bardic Music-using character to loudly sing and play his or most "lively", energetic, evocative or exciting musical piece (imagine this to be something like *Ride of the Valkyries* by Wagner, *Shake Your Foundations* by AC/DC, *Dance the Night Away* by Van Halen, *Rhiannon* or *Sisters of the Moon* by Fleetwood Mac, etc.) for 1D3 game minutes in the case of casting chance modification, or 10+2D20 minutes in the case of EP restoration. These benefits **may** be exercised upon the character himself or herself, if he or she happens to be an *Antratschêldor-haii* who has somehow acquired ten or more levels of Bardic Music.

The user must, as a pre-requisite, have first learned at least **three (3)** levels of both the Musicmaking and Singing skills; furthermore, he or she must have a Psychic Ability of at least 12.

This is an "Actor", "Sophisticated Specialist" skill; characters with "actor" or "bard" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.





Inside the villa of a wealthy merchant, Kèprica





14.8.6. Bargaining

This is perhaps the most useful and widely learned skills of the merchant character class, as it confers a considerable advantage upon those who must haggle over prices and weights in the course of business. Additionally, the Merchants' Guild (the *Vhal-V'ávna*) requires that all of its members possess at least two levels of this skill as a prerequisite for basic guild membership.

Each level of Bargaining possessed by a character engaged in commercial bargaining adds a favourable dice roll modifier of "2" on the Nonplayer Character Reaction Table (see "Adventures" section), minus "2" for each level of Bargaining possessed by the opposing party to the commercial transaction. Note that this modifier applies only to business or commercial transactions; it would not apply to a sexual or political proposal, for example.

Except as otherwise allowed by the Referee, only human, humanoid and near-humanoid characters may acquire the Etiquette skill; the more exotic species, for example the *Agàk*, can normally never learn it well enough to make appreciable use of it. Conversely, the *Ca'ùna* and *Hànyé* are, for some reason, especially good at bargaining; therefore, for each level of the skill that characters of these species acquire, "3" (not 2) is added to the check on the Nonplayer Character Reaction Table.

The prerequisites for this ability are an Intelligence score of at least 7, a Willpower score of at least 10 and a Perception score of at least 8, and the ability to speak the primary language spoken in the region in which the skill is to be used.

This is a "Merchant", "Specialized Mundane" skill; characters with "merchant" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.7. Beastlore

This skill allows a character to gain general information on the abilities and/or weaknesses of certain land-based, living animals. The skill imparts only such information as would be available by book learning or by word of mouth; consequently, there is a degree of error involved, particularly concerning the more rare and dangerous types of creatures. It does not give knowledge of demons, purely magical creatures or the *Mêm-Uhùryo* (the "undead"). The skill user will learn of the usual habitat of the creature, its eating habits, its approximate intelligence, etc.

The ability is used as follows: Each time the character wishes to know something pertaining to a valid creature or monster, he or she may ask the Referee a question regarding the animal. The Referee then performs a check against the following Success Threshold:

$$[(\text{Intelligence} + \text{Age in years}) + (\text{Level of Beastlore} - \text{Rareness or Level of creature})] \times 1 \text{ DMod}$$

The dice roll is modified by a penalty of "30" if, in the opinion of the Referee, the question pertains to an aspect of the creature that the character, considering his or her background and/or education, would probably not know. Conversely, there is a favourable modifier of "30" if the question pertains to some obvious or well known aspect of the creature, or if the animal has previously been encountered by the skill user.

- If the Success Threshold is exceeded by 20 or more points, the Referee will truthfully answer the character's question, and he or she will learn the "Achilles Heel" of whatever animal is in question (assuming, of course, that the creature has one at all).
- If the Success Threshold is equaled or rolled under, the Referee will truthfully answer the character's question.
- If the check is failed by 20 or less points, the Referee will reply "you don't seem to know anything about that".
- If the check is failed by more than twenty points, the Referee will state false or misleading information, with potentially dangerous consequences if this is relied upon in an attempt to capture or slay the creature in question. For example, the Referee might say "you've been told that eating turnips puts the creature to sleep", when in fact, feeding it a turnip will send it into a ferocious rage.

A given skill user may ask a question pertaining to a specific aspect of a particular creature only **once**. If the skill is to be learned by book study, then the user must be able to read the script and language in which the book is written. Otherwise, the only pre-requisite for all levels of this skill is an Intelligence score of "7" or more.

This is a "Ranger", "Specialized Specialist" skill; characters with "ranger" or "hunter" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.8. Bush / Cover-Hiding

This skill allows a user, assuming the appropriate cover is available, to increase his or her chances of hiding in it in order to avoid detection. The increase in chance of hiding will usually be 1D8 per cent per level of the skill in use, but if a character is especially careful in telling the Referee how he or she intends to go about the hiding this may be increased. As a rule, this skill works more effectively in the wilderness than in populated areas. Characters with less than five levels of the skill are unlikely to be able to hide from wild animals, due to their better senses and natural instincts. The skill is likely to be much more effective if combined with the *Shadow hiding* skill or at least darkness of some kind. The major advantage it holds over the former is that in certain conditions it may be used in broad daylight.

Bush/Cover Hiding has an Agility score of 5 as its prerequisite; this increases by "1" for each additional level purchased. This is a "Ranger", "Specialized Specialist" skill; characters with "ranger" or "hunter" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.9. Calligraphy

Each level of this skill allows a character to learn, and retain, one additional script, applicable to writing in any language that the character already can speak with at least minimal fluency. A character with five or fewer levels of this skill can learn only ordinary or "normal" scripts; a character with six to ten levels can also learn "unusual" scripts, while one with more than ten levels can learn "rare" scripts as well—presuming, of course, that he or she can find anyone to teach how to write them. The types of scripts available will be constrained by the character's ability to find a suitable teacher; for example, if one is not a member of the Brotherhoods of the *Antratschêldor-haii*, it can be very difficult to find someone willing to teach how to write in one of the latter's scripts. Note, however, that no character can retain knowledge of a number of languages and/or scripts in excess of his Linguistic/Script Capacity (cf. Intelligence requisite score).

The skill has a pre-requisite of an Intelligence of at least 6 and a Dexterity of at least 7. The Dexterity requirement increases by 1 for each two or fraction of two skill levels learned past the first; for example, a character with five levels of this skill would have to have a Dexterity of 9 or higher.

This is a "Sagely", "Ordinary Specialist" skill; characters with "sage" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.10. Dancing

This skill gives the user the ability to dance passably in 1D4 locally common dance types. Unlike Musicmaking and Singing, a character's innate talent is not of particular importance to the skill; the most important factor to his or her dancing ability is the number of dancing skill levels acquired. A character who has had his or her upbringing in a "civilized" portion of Telostic, for example in all but the most remote parts of northern *Ushù'l*, automatically begins play with one level of the skill, representing the folk-dances that he or she would have learned as a child. Dance styles past this point must be acquired as a skill in the normal manner. During the time when the skill is used, and for five minutes thereafter, the character's effective Charisma score may be increased by 1D4 per cent for each different musical rendition played. This effect is doubled, to 2D4 per cent, if the character is attempting to flatter someone of the opposite sex in appropriate circumstances.

The skill's prerequisite is an Agility score of at least 7, and the absence of a physical handicap, for example a missing leg, which would make dancing impossible.

This is an "Actor", "Ordinary Specialist" skill; characters with "actor" or "bard" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.11. Demon Lore

The skill allows a character to, given enough time, money and effort, learn the characteristics of demons and/or demigods. This research can often be very dangerous, as these creatures are usually extremely powerful* and are frequently hostile. Some demons are associated with the major religions; the skill user may run the risk of divine retribution, if he or she inquires too deeply about information the deity wants to keep secret. Of course, in most cases it is impossible to summon or fight demons without knowing their weak points.





This skill is required for anyone who attempts to read about demons, for the powerful and ancient tomes upon which their characteristics are noted also have warning devices, which can often result in the particular demon appearing to destroy the character trying to learn its secrets. Only with the benefit of this skill can the character circumvent these devices. In some cases, the skill will not give any direct demon-related information *per se*, but will allow the user to more easily find his way to it.

The ability is used as follows: Each time the character wishes to know something pertaining to a demon or demigod, he or she may ask the Referee a question regarding it. The Referee then performs a check against the following Success Threshold:

$$[(\text{Intelligence} + \text{Age in years}) + (\text{Level of Demon Lore} - \text{Rareness or Level of demon})] \times 1 \text{ DMod}$$

The dice roll is modified by a penalty of "40" if, in the opinion of the Referee, the question pertains to an aspect of the demon that the character, considering his or her background and/or education, would probably not know. Conversely, there is a favourable modifier of "20" if the question pertains to some obvious or well known aspect of the demon, or if it has previously been encountered by the skill user.

-If the *Success Threshold* is *equaled or rolled under*, the Referee will truthfully answer the character's question.
-If the *check* is *failed by 20 or less points*, the Referee will reply "you don't seem to know anything about that".
-If the *check* is *failed by more than twenty points*, the Referee will state false or misleading information, with potentially dangerous consequences if this is relied upon in an attempt to summon or deal with the demon in question. (See below for the likely consequences of being mistaken in how to deal with one of these entities.)

A given skill user may ask a question pertaining to a specific aspect of a particular demon only **once**. Also, the Referee will simply refuse outright requests to use the skill for information that is simply not known to the public; in such cases, the only way to find out the facts sought after is to find a book and read it. The skill has no prerequisite other than an Intelligence score of 10 or more. It is rarely taught to characters other than sages, clerics and the *Antratschêldor-hai* unless huge (and very discreetly delivered) bribes are paid to the appropriate persons; note also that in many jurisdictions research into demonology is a criminal offense.

Characters with "magic-user", "priest" or "sage" as one of their occupations receive a discount of 10 per cent on the number of EXP required to learn a level of this "Sophisticated Specialist" skill (note that this is an exception to the normal 25 per cent discount).

** Editorial Note:* Many Telostician demons and demigods are approximately the size and disposition of the Japanese movie monster *Godzilla*— in other words, a gigantic, ferocious creature over four hundred feet tall, virtually invulnerable to most types of attacks and so powerful that it can destroy a city simply by walking through it. The concerns, requests and blandishments of mortal characters matter, to such beings, about as much as does the life or death of a mosquito to someone at a garden party. Certain others are smaller and more tractable, but even so, characters are advised to **think twice** before summoning these fearsome entities, at least without a very good reason.

14.8.12. Detect Lies

This skill allows a character a chance equal to (Intelligence score x 4 DMod) of determining the truth or falsity of any statement made within his or her earshot, with the exception of a lie made by someone with the "Prevarication" skill (see below). The statement must be in a language the character can understand, and the skill user must be able to closely observe the facial expressions of the person making the statement. If the character using the skill is unfamiliar with the habits of the species and ethnic group to which the maker of the statement belongs, the DMod is halved to "2". The DMod is reduced to "1" if, in the opinion of the Referee, the skill user is not familiar enough with the subject of the lie to be able to recognize errors or inconsistencies in the liar's statement.

To use this skill effectively, a character must have an Intelligence score of 7 or more and must have a fluency in the language in which the statement is made, of 51 or more.

Detect Lies is a "Specialized, Mundane" skill.

14.8.13. Enchanting Jest / Foolery

This skill represents a trained ability to juggle, tell riddles and jokes, to act in theatrical comedy and satire. It can, also, sometimes endear a character to his or her captors and/or potential opponents, provided that they are of the character's own cultural background. It is very difficult to become an Actor or Bard of any standing, without knowing this skill.

The Referee should use some discretion as to how this ability may be exercised; in general, it requires the character to gain the undivided attention of those he or she wishes to influence for 1D6 game minutes. At the end of this period, the character may make a check against a Success Threshold equal to (Charisma score x 6 DMod). If this is successful, 2D6 points are added to the character's favour when the objects of his or her use of the skill next check for Nonplayer Character Reaction regarding the character.

A character using this skill must usually be able to speak at least one language of the individuals whom he or she wishes to influence, unless the method of mime is to be used; this requires special training and is not available in all places where the skill might be learned.

The Enchanting Jest skill has as its pre-requisites Charisma, Agility, Dexterity and Hearing scores of 9, 9, 11 and 7 points respectively.

This is an "Actor", "Specialized Mundane" skill; characters with "actor" or "bard" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.14. Etiquette

This skill is mandatory for all characters wishing to advance themselves in the middle and upper classes of society, since it bestows knowledge and appreciation of the "do's and don'ts" of polite self-comportment. While a character will, of course, instinctively understand the rudiments of local etiquette (for example, the inadvisability of acting disrespectfully to those of superior station, to religious leaders, etc.), he or she will find any sort of gainful social climbing impossible to achieve or maintain without at least three to five levels of this skill.

In general, each level of the skill acquired teaches a character more and more of the fine points of proper behavior expected in each of the political or cultural units of one geographical area, for example Roctien, Mescho, Cantien, and so on. The skill may also be learned to give a character polite comportment in an intra-region organization, for example the *Vhal-Vàvna*, if the organization in question has a unique internal code of behavior. Generally, this type of knowledge cannot be easily extrapolated from one culture to another, lest a *faux pas* be committed. For example, if a character learns a level of Etiquette in the city of Sanite in Mescho, he or she will learn that the Sanite consider it proper to salt and spice their meals. However, if he or she follows this custom in Cantien without learning the preferences of that region, his or her hosts will be nonplused at the adulteration of their carefully-prepared meals. Many other such examples could be given here.

This skill is regionally-oriented; therefore its exercise is less effective when used in foreign lands. In game terms, this means: when a character is in a region other than the one in which he or she learned the skill, only **1/4** (25 per cent) of the character's actual Etiquette level counts for purposes of determining the character's *effective* Etiquette level, in the country in question. For example, a character who had ten levels of this skill when in his or her home region of Roctien, would count as possessing only two when in Javertien. For these purposes, northern *Ushû'* includes three regions with different social customs: Javertien and the far west, Ardtien/Roctien, and finally the Shadowed Empire. Except as otherwise allowed by the Referee, only human, humanoid and near-humanoid characters may acquire the Etiquette skill; the more exotic species, for example the *Arfò*, can normally **never** learn it well enough to fit in with conventional society.

A character can, subject to Referee discretion, add 1D3 points to his or her effective Charisma score when pleading or negotiating with social superiors, for each two (2) levels of applicable Etiquette that the character possesses.

The prerequisites for this "Ordinary, Mundane" ability are Intelligence and Physical Beauty scores of at least 7 in each category, a more or less intact body and the ability to speak the primary language spoken by the middle and upper classes in the region in which the skill is to be used.





14.8.15. Fortunetelling / Astrology / Prophecy

These three related skills allow the user to, with varying degrees of accuracy, foretell future events. The skills are unusual, in that their effectiveness is largely governed by the user's inherent Mystic Ability, by the number of times they have been successfully used in the past and, unfortunately, by the potency of mind-expanding drugs that the skill user has at his or her disposal. (Drug addiction is common among mystics and fortune-tellers, since the latter's ability to predict future events is drastically lower without the aid of drugs that induce a mystical trance.) For the sake of brevity, all three skills are hereafter called "Fortunetelling", although technically they are implemented somewhat differently.

Prior to describing how the skill works, a brief description of the prevailing time-space theory of northern *Ushù'l* must be provided.

Time, and the events which occur in it, is viewed not as linear, but instead rather like a river with many parallel currents. A temporal current can flow forward in a predictable manner, and indeed will normally do so— except if an event, the actions of a character with free will, or just random chance happen to divert the course of the current. In such a case, predictions made about the future of a particular temporal continuum will have the highest degree of accuracy up to, but not beyond, the event or events which divert its course. As the course of the continuum continues to divert from its position at the time the prediction was made, the accuracy of the prediction becomes progressively more doubtful.

According to modern learned thinking, a different problem affects predictions made of events that are in the very near future (earlier than about a month from the present). Again using the analogy of the flow of a river, although one can tell with a high degree of probability where a temporal current will be in the relatively near future, the normal effects of otherwise minor random events cause the pattern of flow in the very near future to be highly unstable. (For example, whether a character decides to have dinner in a particular inn will have little effect on a prediction that he or she will meet the king two weeks from now; it might, however, completely invalidate a prediction that he or she will get indigestion from a bad meal.)

The practical effect of this view of temporal/spatial reality is, a character using the Fortunetelling skill has the greatest chance of predicting an event in the proximate future, in other words, between a week and a month from the present time. A successful prediction indicates a *possible* or *likely* future, assuming other factors remain as they are; it does **not** make the foretold events inevitable.

For the skill to be effective, appropriate materials (i.e. *Eèla'nyé* leaves, a deck of tarot cards, a star-chart, or drugs sufficient to induce a mystical trance) must be available, and the user must be more or less undisturbed except to the degree that the subject may ask questions of him or her.

The success or failure of an attempt to use the skill is determined as follows. Each time the skill is to be used, the user may ask the Referee a single question regarding the topic of which foreknowledge is desired. The Referee then performs a check against the following Success Threshold:

$$[(\text{Mystic Level} + \text{Age in years}) \times \text{variable DMod (see below)}] + \text{Past Accuracy Modifier (see below)}$$

Nature of Foreknowledge Sought	DMod or Modifier to DMod
An event within the next hour	0.25
An event within the next day	0.5
An event within the next week	1.0
An event within the next month	1.5
An event within the next year	1.0
An event within the next decade	0.5
An event within the next century	0.25
An event further into the future than 100 years from the present	0.1 to 0.24
Factors affecting the event are largely under the control of the person desiring foreknowledge	-0.1 to -0.3 (modifier)
Factors affecting the event are mostly or completely out of the control of the person desiring foreknowledge	+0.1 to +0.3 (modifier)
Foretold event is (Referee opinion) wildly unlikely, given the present actions and abilities of the person desiring foreknowledge	-0.1 to -0.6 (modifier)
Attempt at Weather Forecasting	+0.5 (modifier)
Attempt at Encounter Forecasting	+0.25 (modifier)
Attempt at Mind-Reading	+0.1 (modifier)
Attempt at Destiny Forecasting	-0.1 (modifier)
Attempt at General Forecasting	-0.25 (modifier)
Foretold event is (Referee opinion) in keeping with the normal behavior of the person desiring foreknowledge	+0.1 to +0.6 (modifier)
Fortuneteller is using mood-enhancing drugs*	+0.3 to +1.0 (modifier)
Fortuneteller is using a magical fortune-telling device	+0.1 per Level of power

* A drug such as *Pré-Sngàra* would have a modifier of about 0.3; one such as *Ssòl-Hléia* would have a modifier of about 0.5 while a strong drug such as *Opinèra* would add 0.7 to the DMod. The most powerful drugs, for example *Adàja*, might have a modifier of up to 1.0; note however that these are illegal in many regions and can have drastic physical and psychological effects upon the user.

The dice roll is modified by a penalty of 20 points if, in the opinion of the Referee, the question pertains to something that the character, considering his or her background and/or education, would have no knowledge of— for example, "Will gunpowder be invented in the next 50 years?"

-If the Success Threshold is exceeded by 20 or more points, the Referee will give a correct and reasonably detailed answer to the question being asked. Note that this does **not** entitle the character to knowledge that he or she could not reasonably acquire; for example, a peasant character asking "Will the king be in his bedroom at 7:59 next Tuesday?" would always have the fortunetelling attempt fail with no explanation.
-If the Success Threshold is equaled or rolled under, but not by 20 or more points, the Referee will truthfully answer the character's question, but only in vague terms, in riddles, and so on. The Referee should give details that are essentially true, but which are incomplete or out of context. The variance of what the user "sees", compared to what actually turns out to be the case, will usually be roughly 3D6 per cent. As an example, a prediction might be (with an indicated error of 13 per cent) "You see coming towards your party, on the night of the 10th of the month *Fèftian*, a group of *Arda* dressed in dark blue robes" when in fact when and if the inquirer ever does meet these creatures, they will be *Ca'ùna* and their clothing will be light green with a silver trim.
-If the check is failed by 20 or less points, the Referee will reply "you were unable to form a mental image of the future".





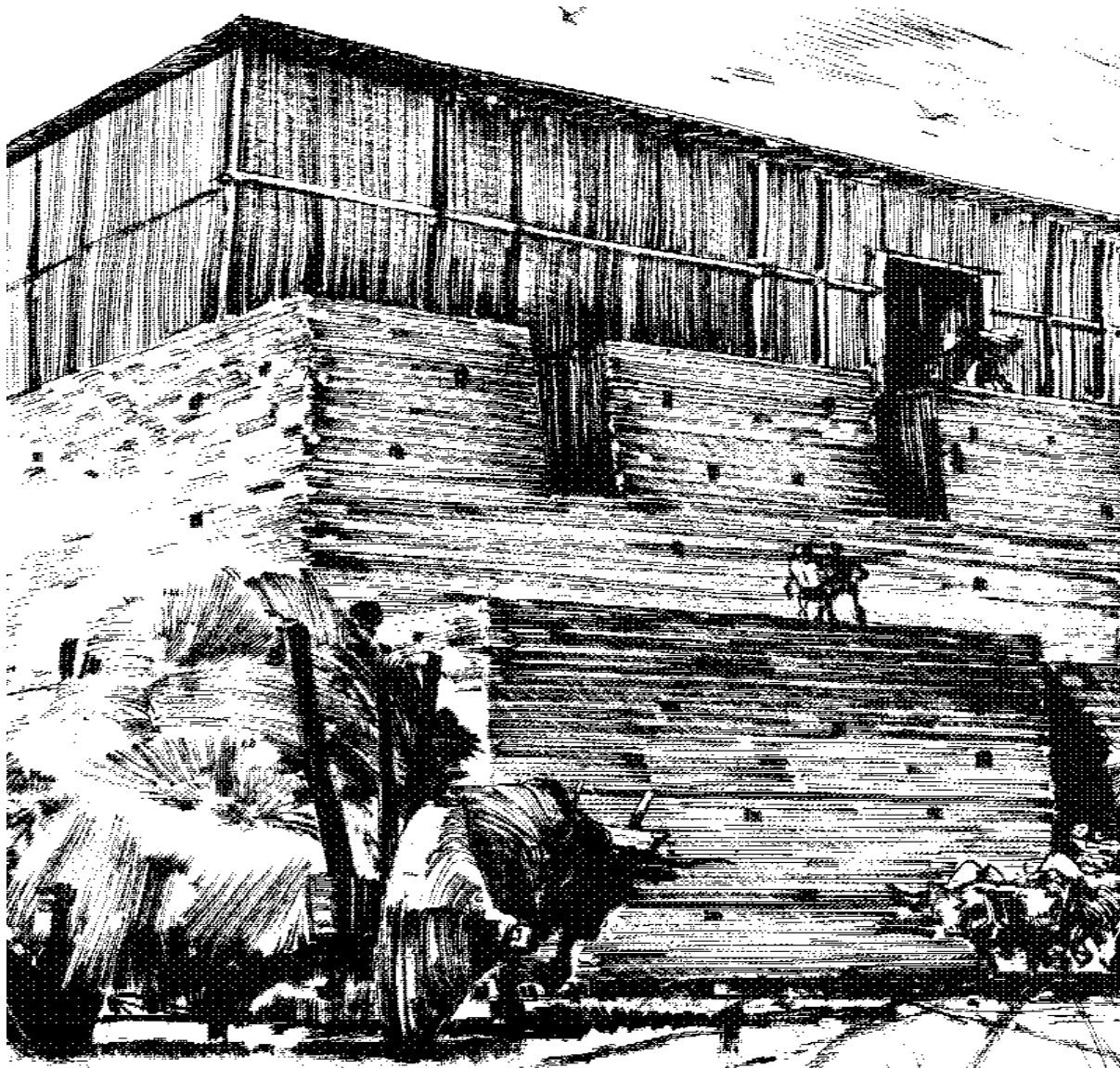
-If the check is failed by more than twenty points, the Referee will state false or misleading information, either the opposite of what actually will happen, or an indication of an event that will in fact not happen.

A given fortuneteller may attempt to prophesy on a particular question or topic only **once** per game week, regardless of the outcome of the first attempt. Furthermore, each attempt past the first to prophesy on a particular subject concerning a particular individual within a given month causes a penalty of 5 points to be applied to the Success Threshold dice check. The purpose of this restriction is to stop players from trying multiple predictions about a future event, and then inferring the correct one by seeing what outcome the majority of responses indicate; it may be suspended by the Referee if he or she is sure that this tactic is not being used.

A character's Past Accuracy Modifier represents his or her experience at foretelling the future, in other words, judgment as to whether to stake a prediction on weak or questionable mystical perceptions. Each successful prediction on a subject of importance adds 1 to the Past Accuracy Modifier, while each prediction that turns out to be false causes a subtraction of 1. A character may not artificially inflate this modifier by constantly making predictions about mundane, irrelevant or minor events. For example, an attempt to foretell whether a character will be caught and executed for trying to break into a castle probably *would* qualify to affect the Past Accuracy Modifier, while an attempt to predict if the same character would win at a game of cards tonight probably *would not*— unless a great deal of money, or some other weighty matter, depended on the outcome of the game.

Regardless of other factors, a character's Past Accuracy Modifier can never be higher than twice his or her current Mystic Level score, nor can it go lower than the twice negative signed equivalent score (e.g., if a character's Mystic Level score is "15", the lowest the Past Accuracy Modifier can go is "-30").

The five standard types of future event telling are all "specialized" and allow forecasting of a specific type of event.



The Imperial granaries at Càth Sin





- **Weather Forecasting:** This skill allows the forecaster (given a margin of error) to detect the type of weather prevailing over any spot on the planet on any one day within a month's time. This does not include magically influenced weather.
- **Encounter Forecasting:** This forecast mode allows the user to determine the approximate size and type of any creature, or party of creatures, he or his party will meet in the wilderness during one calendar week of their journey. The accuracy of this mode depends upon the party's keeping its planned speed and schedule of travel.
- **Mind-Reading:** This term is a "catch all" which includes all questions the inquirer may have about the state of his body, curses which may afflict him and so on. It will usually tell the inquirer what his or her weaknesses are, etc., and may give hints as to how these may be ameliorated. The mode will also, in some cases, tell the inquirer if he or she is possessed by demons.
- **Destiny:** Using this mode, the skill user may tell the inquirer as to his likely future in the next year or so. If the skill is used in this mode in conjunction with certain magical items, the much more distant future may be probed. The Referee will be bound to such predictions as the accuracy roll entitles him to make only to the degree that the character acts in a cooperative manner, i.e. if the prediction is "you will go on a long sea voyage" and the player decides to stay all year in the desert, then the prediction will obviously be inaccurate. Predictions of destiny in the character's distant future will, however, be much more difficult for the player to circumvent.
- **General Forecasting:** This type of fortune-telling answers questions not covered in the above categories. The skill will not usually give hidden information.

The only pre-requisite to this "Specialized Specialist" skill is a Mystic Level score of at least 7 or higher.

14.8.16. General Knowledge / Streetwise

Each level of this skill allows the Referee **one (1)** per cent more leeway in his or her judgment as to whether a character is, in fact, able to engage in actions by using his or her Inventiveness ability. In other words, it gives the character a favourable modifier equal to his or her General Knowledge skill level, when determining success or failure of an Inventiveness Class (see Intelligence score description) check.

This is another special skill, insofar as a normal character of *Shakhàn* is concerned. A character who has had his or her upbringing in a "civilized" portion of Telostic, for example in all but the most remote parts of northern *Ushù'l*, automatically begins play with one level of the skill, representing his or her "common sense". General knowledge past this point must be acquired as a skill in the normal manner. Note that the skill does not modify the circumstances under which an Inventiveness Class check is appropriate, nor does it allow a check for knowledge covered by one of the other more specific "knowledge-based" skills (for example, Lore of the Religions), nor does it increase the user's Intelligence score.

The skill has a special pre-requisite; a character may have only one level of this skill for each **five (5)**, or portion of five, years in his or her current age. For example, a character who was 21 years old would be allowed no more than five levels of General Knowledge, becoming eligible for a sixth level on his or her 26th birthday. This "Ordinary, Mundane" skill also has a secondary pre-requisite of an Intelligence score of at least 8.

14.8.17. Geographical Knowledge

This skill allows a user to know of the physical and political geography of selected regions. Its primary usefulness is that it allows the user to be provided with relatively complete maps of either

- The entire kingdom in which the player begins play, or was born, or
- If the nature of the character or his or her starting point is such that it does not fall within an organized political unit, of an area of no less than five (5) hexes from the starting point (some adjustments may be needed if the territory is easily passable).

Note that in order to make sense of a map, a character **must** possess one or more levels of the "Cartography" skill; a character with the "Geographical Knowledge" skill lacking the former ability still gets the map, but must pass a check at (Intelligence x 3 DMod) each time that he or she attempts to use it; if the check is failed, the character misinterprets the map and is thrown off course or otherwise gets incorrect directions. Since the cartographic abilities available to the best map-makers of northern *Ushù'l* are relatively limited, the Referee should give the player a map similar to those available in ancient Earth, without hexagons or other exact location-finding indices. It should also be noted that the map makers of *Ushù'l* are largely subjective, in terms of the way in which they portray map features; a relatively small city might be drawn as very large on the map, if it is the national capital, while a much larger city without any political power might be quite small by comparison.

The map will contain all relevant physical and political features, and will show true north, but will show only details that are publicly known—in other words, if a map feature's location is a secret (for example a private gold mine), it will **not** be revealed by the use of this skill. The map will also not reveal the usual location of something, for example a bandit camp, that is not fixed in place. There is a 10 per cent chance that the location of one Underworld labyrinth will be noted on the map, provided, of course, that one actually exists in the area.

Except as otherwise allowed by the Referee, each level of this skill gives the user a map extending another 100 kilometres from the character's birthplace. For example, a character with five skill levels would be allowed a map covering a radius up to 500 km. distant from his or her place of birth. Details of areas that are more than half the allowed radius will become more and more imprecise as the knowledge-limit radius is approached. For example, a character with five skill levels would have a map that includes most features within a 250 km. radius of his or her birthplace, some features within the 250-450 km. area and only the most general points of interest in regions more distant than 450 kilometres.

The ability may also be used as follows: Each time the character wishes to know information pertaining to a political or geographical feature within the distance limits noted above, he or she may ask the Referee a question. The Referee then performs a check against the following Success Threshold:

$$[(\text{Intelligence} + \text{Level of Geographical Knowledge} - \text{Rarity or Level of Map Feature}) \times 1 \text{ DMod}]$$

The dice roll is modified by a penalty of "25" if, in the opinion of the Referee, the question pertains to a geographical feature that the character, considering his or her background and/or education, would probably not know. Conversely, there is a favourable modifier of "10" if the question pertains to some obvious or well known map feature. The question must also pertain to a specific feature; it is not allowed, for example, to say "where are all the treasure hoards within the next 20 kilometres?"

- *If the Success Threshold is equaled or rolled under*, the Referee will truthfully answer the character's question.
- *If the check is failed by 20 or less points*, the Referee will reply "you don't seem to know anything about that".
- *If the check is failed by more than twenty points*, the Referee will state false or misleading information regarding the feature in question, for example stating that a town that is actually to the east lies to the west of the skill user.

A given skill user may ask a question pertaining to a specific geographical feature only **once**. This restriction does not apply if the character has come upon some new source of geographical knowledge on the subject at hand, for example a long-lost map scroll.

To learn one level of Geographical Knowledge a character must have an Intelligence score of 7 or more. This requirement increases by 1 for each two additional levels of the skill that are acquired.

This is a "Sagely", "Specialized Specialist" skill; characters with "sage" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.18. Healing

This is one of the most important skills, as it confers upon a character the ability to reduce or stop bleeding, reduce the amount of pain an injured character suffers and, at the more advanced levels, even heal wounds and repair some types of physical damage. Someone with one or more level of this skill is hereafter called a "physician" or "healer".





It is important for both the players and Referee to be aware that the abilities of even the most experienced physicians and healers of northern *Ushù'l* are quite limited and fall far short of what would be available in most parts of modern Earth; serious injuries are almost invariably dealt with by sorcery or appeals to the mercy (such as it may be) of a deity. Non-magical healing also has almost no curative effect on some other types of maladies, for example poisoning, radiation sickness, loss of a limb or mental illness, and it is of very restricted use against damage caused by fire, cold or acidic forces. It can usually provide a measure of palliative effect with all but the most serious diseases, but ultimately it is really up to the character with the disease to either resist it naturally or suffer the consequences.

The abilities bestowed by this skill are as follows:

Cleaning/Binding Flesh Wounds: A character with at least one level of the Healing skill can clean and bind the wounds of an injured person. While this does not actually cure any lost BDR (Body Damage Reserve, i.e. "hit") points, it can, at least, prevent wounds or injuries from becoming worse, and it improves the chance of an injured person resisting infection.

To do this, the physician must have access to about 10 cc. of disinfecting liquid (a strong alcohol-based beverage will do) and about 10 square centimetres of bandage for each 1 damage point that has been inflicted on the victim. Binding of wounds can only be done under relatively undisturbed circumstances (it cannot be done in the heat of combat), and requires 1D6 minutes to perform. At the end of the binding process there is a chance equal to 10 per cent x level of Healing that the injured character will recover one lost BDR point. This is primarily of use in keeping a badly injured comrade alive until he or she can be provided with more sophisticated care.

One attempt to bind wounds may be made each five Melee Rounds by an individual healer; there is no limit to the number of times he or she may attempt this, other than his or her "Frustration Factor" (see Willpower score description) restriction.

Healing Flesh Wounds: A character with at least five levels of the Healing skill may attempt to heal the wounds of an injured person, restoring one or more lost BDR points. The chance of doing this is [10 per cent + (5 per cent x level of Healing)]. If the attempt, which requires 1D6 x 10 game minutes of undisturbed effort, is successful, the patient regains 1D3 lost BDR points + 1 point per physician Healing level.

There is a special danger to this: if the Success Threshold for healing the wound is exceeded (failed) by 20 or more points, the physician has made the injury **worse**: the injured party loses half the number of BDR points that the physician would otherwise have healed. (Needless to say, a physician who has this happen more than a couple of times in a given week will probably notice his or her supply of patients drying up quite quickly.)

An absolute maximum of **one-half (0.5)** of the patient's original BDR score may be healed, rounding fractions up. For example, a character whose original BDR was 25, could have a maximum of 13 BDR points removed by a physician. The damage point removal allowance is only **one-quarter (0.25)** of the patient's original BDR score, if the damage was substantially the result of burning, freezing or exposure to acid, as these types of injuries are very difficult to heal. These limits apply regardless of how many physicians may have participated in the healing effort, and they apply until the injured character naturally regenerates all of his or her lost BDR points. There is a specific intent to this rule; a character cannot first be injured, then be healed, and then be endlessly re-healed of further injuries, before he or she has slowly returned to full health— except, of course, by the use of sorcery.

To heal lost BDR points, a physician must have access to disinfecting liquid and about 10 square centimetres of bandage for each 1 damage point as noted above. This type of healing can only be done under relatively undisturbed circumstances.

One attempt to heal wounds may be made each game hour by one or more healers; there is no limit to the number of times this may be tried, other than the "Frustration Factor".

Healing Critical Damage: A character with at least eight levels of the Healing skill has a limited ability to cure the less serious types of critical damage. It is up to the Referee to determine exactly which types of critical damage can be repaired in this way. A good rule of thumb to use would be that only damage resulting from a dice roll of from 30 to 50, or less, on the appropriate Critical Hit Table (see Combat Rules), can possibly be repaired. There are exceptions to this, however; internal and nervous damage, in particular, is virtually impossible to heal except by magical means.

The Success Threshold for an attempt to heal critical damage is [20 per cent + (5 per cent x level of Healing) - (original Critical Hit dice roll)]. For example, if the dice roll on a Critical Hit Table that resulted in critical damage was "35", 35 points would be subtracted from the physician's basic chance of healing the wound. The original Critical Hit dice roll penalty is **doubled (x 2)** if the damage was substantially the result of burning, freezing or exposure to acid, as these types of attacks do massive tissue damage; for example, in the above case, 70 (35 x 2) points would be subtracted from the Success Threshold to heal the wound. There is also a penalty of 20 points assessed against the attempt if the patient has suffered another, now healed critical hit in the body area in question, within the last six game months. If the Success Threshold for healing the wound is exceeded (failed) by 20 or more points, the physician has made the injury **worse**: either double its secondary effects (pain, bleeding, etc.), or roll again for a **second** critical hit in the body area being worked on. Unfortunately, such an outcome is quite common in the infirmaries of northern *Ushù'l*, as any number of deceased patients will attest.

If the healing attempt, which requires 1D20 x 10 game minutes of undisturbed effort, is successful, the critical damage heals at a rate of 1 per cent, per physician Healing level, per game day. For example, if a physician with 11 levels of Healing had performed the work, the injury would heal at a rate of 11 per cent per game day. To heal critical damage, a physician must have access to disinfecting liquid, about 2D6 x 10 square centimetres of bandage, and an apothecary's kit of herbs, elixirs and other remedies; typically, the latter will cost 2D6 x 100 silver pieces and require 3D6 game weeks to prepare. This type of healing can only be done under completely undisturbed circumstances—in an infirmary, a field hospital, and so on.

One attempt to heal critical damage may be made each game week by one or more healers. There is no limit to the number of times this may be tried, other than the "Frustration Factor" and the possibility that the patient may expire due to botched healing attempts.

Bleeding: A character with one or more levels of Healing may attempt to reduce or staunch (stop) external bleeding with a chance equal to [20 per cent + (10 per cent x level of Healing)]. If the attempt, which requires two Melee Rounds of undisturbed effort, is successful, the rate of bleeding is reduced by an additional 1 point per Melee Round. For example, on the second Melee Round, the victim's rate of bleeding would be two points lower than it otherwise would be, on the third Melee Round it would be three lower, and so on until the bleeding rate reaches zero or less or the patient dies.

A character with five or more levels of Healing may also attempt to reduce internal bleeding in the same manner, except that in this case the chance of success is only (5 per cent x level of Healing). Note that a physician may attempt to stop *either* external or internal bleeding in a given Melee Round, but not both at the same time. One attempt to staunch bleeding may be made each two Melee Rounds by an individual healer; there is no limit to the number of times a physician may attempt this, other than the "Frustration Factor".

Pain: A character suffering from pain may have the latter alleviated, to a degree, by someone with the Healing skill.

A character with at least one level of Healing may attempt to reduce the amount of pain being suffered by a patient, with a chance equal to [10 per cent + (10 per cent x level of Healing)]. If the attempt, which requires two Melee Rounds of undisturbed effort, is successful, the amount of pain the patient feels is reduced by 1 point per physician Healing level per Melee Round, to an absolute maximum of **one-half (0.5)** of the patient's original Willpower score, rounding fractions up. For example, a character whose original Willpower score was 13, could have a maximum of 7 points of pain removed by a physician. The pain removal allowance is only **one-quarter (0.25)** of the patient's original Willpower score, if the pain is substantially the result of burning, freezing or exposure to acid, as the pain caused by these types of injuries is especially difficult to alleviate.

One attempt to relieve pain may be made each game hour by an individual healer; there is no limit to the number of times a physician may attempt this, other than the "Frustration Factor". Note that the amounts of time needed to alleviate pain, bleeding or body damage are mutually exclusive: a single physician may try any **one** of these at the same time. (Of course, a second physician could attempt to reduce a patient's pain, while a first attempted to staunch bleeding and a third tried to fix body damage. It is up to the Referee to judge how likely the physicians are to "get in each other's way", if this team approach is attempted.) If more than one physician is attempting to heal a patient, regardless of whether he or she is attempting to fix body damage, pain or bleeding, use the Healing level of the most experienced physician (only) for calculation purposes.

The Healing skill has as a prerequisite that all of the character's sensory scores (Vision, Hearing, Touch Sense, Taste Sense and Sense of Smell), be at least 8 or higher. Also, his or her Intelligence score must be at least 10 or higher.





This is a "Healer", "Sophisticated, Mundane" skill; characters with "healer" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.19. Historical Knowledge

This skill allows a user to know of public events extending perhaps hundreds or thousands of years into the past. Once the skill is learned, the Referee reads to the player from the general history such information as he or she deems fit, and more facts may be disclosed if they are relevant to the course of play. The Referee will determine the depth of the character's insight from the antiquity of an event about which knowledge is sought, the amount of time spent at study and the materials at the user's disposal (for example a rare or ancient scroll that the user has come upon). Usually, the Referee will disclose information only from the "public" sections of the general history—in other words, if the historical description of an event indicates that it was not widely known at the time it happened, it will **not** be revealed by the use of this skill.

Except as otherwise allowed by the Referee, each level of this skill allows the user to know of events within another 100 kilometres of the character's birthplace; for example, a character with five skill levels would be allowed information on events up to 500 km. distant from his or her place of birth. A character with three or fewer levels of this skill is allowed to ask the Referee questions regarding events extending as far back as the day on which he or she was born, with each additional skill level allowing knowledge of events an extra 100 years in the past. For example, a character with seven levels of Historical Knowledge could have knowledge of events up to 400 years prior to his or her birth.

The ability may also be used as follows: Each time the character wishes to know information pertaining to an event within the temporal and geographical limits noted above, he or she may ask the Referee a question. The Referee then performs a check against the following Success Threshold:

$$[(\text{Intelligence} + \text{Level of Historical Knowledge} - \text{Antiquity or Level of Topic}) \times 1 \text{ DMod}]$$

The dice roll is modified by a penalty of "25" if, in the opinion of the Referee, the question pertains to an event that the character, considering his or her background and/or education, would probably not know. Conversely, there is a favourable modifier of "10" if the question pertains to some obvious or well known historical event.

- If the Success Threshold is *equaled or rolled under*, the Referee will truthfully answer the character's question.
- If the check is *failed by 20 or less points*, the Referee will reply "you don't seem to know anything about that".
- If the check is *failed by more than twenty points*, the Referee will state false or misleading information regarding the event in question.

A given skill user may ask a question pertaining to a specific event only **once**; in other words, it is illegal to repeatedly query the Referee with this skill, hoping to determine the truth by the process of elimination. This restriction does not apply if the character has come upon some new source of historical knowledge on the subject at hand, for example a long-lost history book.

To learn one level of Historical Knowledge a character must have an Intelligence score of 7 or more. This requirement increases by 1 for each two additional levels of the skill that are acquired.

This is a "Sagely", "Specialized Specialist" skill; characters with "sage" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.20. Investigation

This is a specialized skill used mostly by characters employed as private detectives or members of the police force; it represents experience and training in forensic science (such as it may be, in the relatively primitive societies of northern *Ushù'l*), in other words the tracking and apprehension of suspected criminals.

Each level of this skill gives a character a favourable modifier equal to his or her Investigation skill level, when determining success or failure of a Situational Awareness or Inventiveness Class check whose main focus is directly connected with investigative or forensic actions. For example, a character with four levels of this skill would receive a favourable modifier of -4 on the percentage dice check, when performing a Situational Awareness check to determine if he or she recognized a suspected criminal in a crowd. Additionally, in some cases as determined by the Referee, it will allow a Situational Awareness or Inventiveness Class check (at a relatively low DMod, however) on a forensic-related situation, where one would otherwise not be granted. The Investigation skill can be used with equal effectiveness in most regions of northern *Ushù'l*, but its effects are halved if used anywhere else due to cultural and linguistic factors.

A character may have only one level of this skill for each three (3), or portion of three, years in his or her current age. The skill also has a secondary pre-requisite of an Intelligence score of at least 9 and of scores of at least 6 in all of the senses (e.g. Vision, Hearing, Sense of Smell, etc.). It is a "Specialized Specialist" ability.

14.8.21. Jew elcutting

This skill gives a character the ability to enhance the value of gemstones with which he or she is able to work. For the skill to be effective, the character must have recourse to specialized equipment (a magnifying glass, steel instruments, a forge, etc.) worth 200 + (1D20 x 10) silver pieces. It requires 1D20 game hours of continuous effort to work on each gem. At the end of this time, the character may perform a check at [Dexterity + (Level of Jewelcutting x 3)] x 2 DMod.

-If the Success Threshold is *passed by 10 or more points*, the gem's value increases by (1D20 per cent + 1 per cent per Jewelcutting skill level).
-If the Success Threshold is *failed by 10 or more points*, the gem's value decreases by (1D100 per cent - 1 per cent per Jewelcutting skill level).
-If neither of these conditions apply, the gem's value is unaffected.

A given jewel or gemstone can only be affected once by this skill; a second or successive attempt at enhancing its value automatically ruins the gem.

The Jewelcutting skill has as its pre-requisites Vision, Dexterity and Willpower scores of 11, 11, 7 points respectively.

This is a generic "Sophisticated Mundane" skill.

14.8.22. Know Ethics / Customs / Philosophy

This ability has many permutations, according to the area in which it is first learned or exercised. The skill will make it unlikely that a character will unwittingly breach the public rules of etiquette in his or her native society (i.e. the one in which he or she grew up, or, failing this, the one with which he or she is best acquainted). To avoid such a *faux pas*, the character must pass a check equal to [(Age x 2) + Intelligence] x 2 DMod. A penalty modifier of "0.5" is applied to the DMod for each societal level up or down from the character's own in which the character is acting. For example, a character from the Priestly class attempting to use the skill at a Noble function would have a DMod of "1.5", since the Noble class is one above the Priestly class.

With sufficient study, this skill will allow its user to develop almost perfect manners in most known societies. It can be re-learned for each societal structure found in *Ushù'l*; for game purposes, these are:

-Javertien
-Roctien and Ardtien
-East Roctien
-Mesho and regions east of Mesho
-Amplæ
-Màhag
-Western Màhag
-Ha'alaàm
-Cantien and Trillia
-Sherdonèl
-Ulschéshòsh (barbarian culture)





The user will learn something of the ideals, if any, of these societies. If 1D6 months of additional study is made by a character with a reasonable Intelligence score, the skill will also give its user considerable insight into how to advance in society (assuming, of course, that this is possible in the first place). In general, this skill will allow the Referee to be more generous in judging how successful the character's appeals to persons in positions of leadership may be.

The skill has as its prerequisite an Intelligence score of 8 and an effective Physical Beauty score of 6 or better.

This is a "Sagely", "Specialized Specialist" skill; characters with "sage" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.23. Legendary / Mythological Knowledge

By using this skill a character may learn legends concerning the magical and supernatural state of the world. Legends will typically include information about the deeds of the gods, great heroes, the travels and exploits of the Watchers, and so on. In some cases, this skill may involve a degree of overlap with the Lore of the Religions skill, but it is oriented more towards the mythology of the religions than their rituals and other characteristics. This is a special skill, insofar as a normal character of *Shakhàn* is concerned. A character who has had his or her upbringing in a "civilized" portion of Telostic, for example in all but the most remote parts of northern *Ushù'l*, automatically begins play with one level of the skill, representing the legends that he or she would have been told as a child. Knowledge of legends past this point must be acquired as a skill in the normal manner.

The skill gives a 75 per cent accurate description of 1D4 randomly selected local legends and an 80 per cent accurate description of 1D6 randomly selected general legends. A character may re-learn this skill as many times as he or she wants, assuming enough money, time and effort is available. The advantages conferred usually include giving "hints" as to where treasures or hazards are located and other legendary information.

The ability may also be used as follows: Each time the character wishes to know something pertaining to a legend, he or she may ask the Referee a question. The Referee then performs a check against the following Success Threshold:

$$[(\text{Intelligence} + \text{Age in years}) + (\text{Level of Mythological Knowledge} - \text{Rareness or Level of Topic})] \times 1 \text{ DMod}$$

The dice roll is modified by a penalty of "30" if, in the opinion of the Referee, the question pertains to an aspect of the legend that the character, considering his or her background and/or education, would probably not know. Conversely, there is a favourable modifier of "30" if the question pertains to some obvious or well known aspect of the legend.

-If the Success Threshold is equaled or rolled under, the Referee will truthfully answer the character's question.
-If the check is failed by 20 or less points, the Referee will reply "you don't seem to know anything about that".
-If the check is failed by more than twenty points, the Referee will state false or misleading information, with potentially dangerous consequences if this is relied upon.

A given skill user may ask a question pertaining to a specific aspect of a particular legend only **once**. It is illegal to repeatedly query the Referee with this skill, hoping to determine the truth by the process of elimination.

To learn one level of Mythological Knowledge a character must have an Intelligence score of 5 or more. This requirement increases by 1 for each additional level acquired.

This is a "Sagely" and "Priestly", "Specialized Specialist" skill; characters with "sage" or "priest" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.24. Lockpicking

This set of skills gives a user equipped with basic thieflly tools, the ability to open locks of increasing complexity. Each level of Lockpicking gives a character a favourable SMod multiplier of "0.25"; for example, all other things being equal, a thief with three levels of Lockpicking would multiply his or her basic Success Threshold by "1.75" to get the final Success Threshold. The basic Success Threshold for trying to pick a lock is equal to twice the attempting character's Dexterity, plus his or her Intelligence and Hearing scores. This is then affected by the ingenuity by which the lock was designed, as follows:

Lock Type	Inverse DMod Penalty Multiplier (per Lock Complexity Level)
Standard (Key)	0.1
Combination	0.2
Magical / Special	0.3

A number of Lockpicking attempts equal to the user's Willpower/Morale score divided by 4 may be made on any given lock. Opening each lock will usually take 1D6 minutes, plus one minute per lock complexity level, per try.

Example

Chrëshia, a member of the *Pyazé-em-Hhèmh-em-Ggòmlg* with four levels of the Lockpicking skill, attempts to pick a third complexity level combination lock. Chrëshia has a Dexterity score of "13", an Intelligence of "10" and a Hearing score of "14", so her basic Success Threshold is "50", multiplied by her Skill Bonus of "2.0" ("1.0" basic plus 4×0.25 for her four SMod levels of Lockpicking = 2.0), is a theoretical 100 per cent. However, this is a third complexity level combination lock, and each lock level for this type of device reduces the chance of success by a ".2" multiplier, so there is a total inverse penalty multiplier of "0.6" (3 levels each of 0.2), meaning that the effective Success Threshold will be "40" [$100 \text{ basic} \times (1.0 - 0.6 = 0.4)$]; if the Referee rolls "40" or less on the percentage dice, the lock opens and Chrëshia gets whatever it was guarding!

At the first level, this skill carries with it a minimum Dexterity and Hearing requirement of 7 each. Each level thereafter adds "1" to these requirements; for example, to learn the third level of Lockpicking, a character would have to have Dexterity and Hearing scores of "9" each.

This is a "Thieflly", "Specialized Specialist" skill; characters with "thief" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.25. Lore of The Religions

This skill allows a character to know the general principles of whatever religious faiths are popular or legal within the area in which he or she starts play. For example, a character starting play in Roctien would have knowledge of the Temples of stern *Virya* Tiryé-Habéla, mighty *Væran* Ro'sènnpâdr, everlasting *Væran* Za-Rhâak, shrewd *Væran* Bâ'altschavûu, perverse *Væran/Virya* Kikiri, unsullied *Virya* Nanyê, flowing *Væran* Hadda-Lâtonn and perhaps a few other less prominent deities. A description will also be given of demigod-related cults if these are popular in the area or are associated with a locally prominent major religion.

Alternatively, the character may learn one level of the skill to acquire knowledge of locally unpopular or illegal religions. This can be dangerous, however; not only does the skill user learn only half of what he or she would otherwise know of a legal faith, but there is a five (5) per cent chance per game month that this inquisitiveness will come to the attention of the local authorities.

This is a special skill, insofar as a normal character of *Shakhàn* is concerned. A character who has had his or her upbringing in a "civilized" portion of Telostic, for example in all but the most remote parts of northern *Ushù'l*, automatically begins play with one level of the skill, representing the religious training that he or she would have had as a child. Knowledge of religious matters past this point must be acquired as a skill in the normal manner. A character with only one level of this skill will usually have a reasonable grasp of the doctrines of his or her own religion, a marginal idea as to the teachings of other faiths with which his or her own religion is "friendly", and almost no knowledge of the beliefs or characteristics of other religions, other than that they are "bad".

A character with one level of the Lore of the Religions skill for a particular religion will know its general hierarchical setup and major sub-sects. He or she will also receive a general description of the costumes worn by the religion's clergy, and the current supreme pontiff controlling the religion, if these are known to the public. As additional levels of the skill are acquired, the character will gain a more complete understanding of the religion's doctrines and structure.

A character with five or more levels of this ability will gain knowledge of the exact personalities in charge of the religion and of Temple rituals, as well as the ability to determine the approximate Experience levels of clerics by their ritual garments; however, this type of knowledge is rarely revealed to individuals who are not adherents of the religion in question.

The ability may also be used as follows: Each time the character wishes to know something pertaining to a valid religion, he or she may ask the Referee a question. The Referee then performs a check against the following Success Threshold:





$[(\text{Intelligence} + \text{Age in years}) + (\text{Level of Lore of the Religions} - \text{Rareness or Level of Topic})] \times 1 \text{ DMod}$

The dice roll is modified by a penalty of "30" if, in the opinion of the Referee, the question pertains to an aspect of the religion that the character, considering his or her background and/or education, would probably not know. Conversely, there is a favourable modifier of "30" if the question pertains to some obvious or well known aspect of the religion.

- If the Success Threshold is equaled or rolled under, the Referee will truthfully answer the character's question.
- If the check is failed by 20 or less points, the Referee will reply "you don't seem to know anything about that".
- If the check is failed by more than twenty points, the Referee will state false or misleading information, with potentially dangerous consequences if this is relied upon, particularly where religious ceremonies are concerned.

A given skill user may ask a question pertaining to a specific aspect of a particular Temple only **once**; in other words, it is illegal to repeatedly query the Referee with this skill, hoping to determine the truth by the process of elimination.

To learn one level of Lore of the Religions a character must have an Intelligence score of 5 or more. This requirement increases by 1 for each additional level acquired on a particular religion.

This is an "Priestly" and "Sagely", "Specialized Specialist" skill; characters with "priest" or "sage" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.26. Mapmaking / Mapreading / Cartography

This skill allows a character to use and, at higher levels, construct maps of important features and regions of Telostic. It should be noted that the science of cartography is not highly advanced in northern Ushù'l (although this is not the case in the southern regions of the continent), so few of the maps available to characters will be really accurate in the way a map from modern Earth would be. The advantages of having this skill should be obvious, especially if traveling in the Underworld; indeed, the Referee should warn players of the fact that they will **not** be allowed to maintain a map of any parts of the Underworld through which they travel, if at least one party member does not have the appropriate level of this skill to allow the creation of this type of map.

The types of maps which may be used or constructed are as follows:

Type of Map	Skill Level Needed to Use Map	Skill Level Needed to Make Map
Hand-drawn map of local (within 5 map hexes) terrain features	I	III
Hand-drawn map of distant (5+ map hexes) terrain features	II	IV
Hand-drawn map including distances at sea	III	V
Hand-drawn map of Underworld features	IV	VI
Hex map of local (within 5 map hexes) terrain features	V	VII
Hex map of distant (5+ map hexes) terrain features	VI	VIII
Hex map including distances at sea	VII	IX
Hex or grid map of Underworld features	VIII	X

A "hand-drawn" map is, for game purposes, any map without a precise grid (square, hexagonal or otherwise) which delineates distances from point to point. A "hex" map is, conversely, a map that includes such a grid as well as a distance scale.

A character with five or more levels of this skill has an automatic chance that the Referee will correct major mistakes in the map for him or her; to use this ability, which may be exercised no more than once per game week, the character must successfully check at $[(\text{Intelligence}) + (\text{level of Cartography} \times 5)] \times 1 \text{ DMod}$. The skill also gives a character an chance equal to $[(\text{Intelligence}) + (\text{level of Cartography} \times 2)] \times 1 \text{ DMod}$ of being able to notice when his or her adventure party has become lost in the wilderness (see "Adventures" rules section).

The prerequisites for this ability is an Intelligence score of at least 10 and a Dexterity score of at least 7.

This is a "Sagely", "Specialized Specialist" skill; characters with "sage" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.27. Marksmanship

This skill gives a character a "Missile Weapon Training Bonus", also known as a "Marksmanship Bonus" (see Combat rules) and is applicable to all types of projectiles, thrown weapons and projectile launchers. A Marksmanship Bonus is expressed in terms of points added to a character's Missile Factor. The higher the character's Missile Factor, the more likely he or she is to accurately fire a missile at a target.

When Marksmanship Bonus points are awarded, they apply **only** to the projectile launcher type for which they were gained. For example, a Missile Weapon Training Bonus which a character gained for proficiency with a throwing dagger would only raise the character's Missile Factor when using the type of dagger in question. The Referee **may**, at his or her discretion, award a partial carry-over effect, when a character attempts to use a different missile launcher that is substantially similar to that for which the training was originally completed. For example, a character trained on a shortbow likely *would* have some consequent ability to use a composite bow, but would probably *not* have carry-over skill with a largely different type of bow such as a crossbow. A character may gain up to **two (2)** Missile Weapon Training / Marksmanship Bonuses, per Experience Level, for the use of a particular type of missile weapon. However, regular occupation-based restrictions on the maximum number of Marksmanship Bonuses a character can have apply in exactly the same way as for the Combat Factor. For example, a magic-user could never gain more than eight Weapon Training Bonuses with any one type of missile weapon, just as he or she could never gain more than eight with (say) a shortsword (see "Weapon-Training" skill description).

For purposes of determination, the character's **primary** occupation is used, regardless of whether he or she may have a more favourable secondary or tertiary occupation. Marksmanship Bonuses are awarded according to the following schedule:

Profession	Marksmanship Weapon Bonus
Magic User	1
Merchant	1
Sage	1
Cleric	1
Thief	2
Warrior, ranger	2
Assassin	2
Martial Artist	2
Creature	1

This skill also gives a character a few other advantages as follows:

Specially Aimed Shot Bonus: A "specially aimed shot" with a missile weapon (in other words, one meant to strike a particular body part rather than to strike an opponent anywhere) is normally made at **half (50 per cent of)** the character's Missile Factor. Each level of Marksmanship possessed by a character, however, reduces this penalty by **three (3)** per cent (exception: see "Weak Spot Targeting" below). For example, a character with five levels of Marksmanship could fire a specially aimed shot at 65 per cent of {100 basic Missile Factor - [50 penalty - (3 bonus x 5 Marksmanship levels)]} his or her normal maximum Missile Factor.





Weak Spot Targeting: A character who is trained in Marksmanship can often find and exploit areas of weakness in an opponent's armour, in so doing placing an aimed missile shot against such a weak spot so as to do additional damage. A character with at least one level of the Marksmanship skill may, at his or her option prior to firing a projectile, elect to fire the missile at a weak spot. This must be performed as a specially aimed shot and the Marksmanship bonus noted above is, in this case, only **one (1)** per cent as opposed to the normal specially aimed shot bonus of 3 per cent. For example, a character with five levels of Marksmanship could fire a specially aimed shot against a weak spot at 55 per cent of {100 basic Missile Factor - [50 penalty - (1 bonus x 5 Marksmanship levels)]} his or her normal maximum Missile Factor. If the aimed shot is successful and strikes where intended, the dice roll made to penetrate armour is awarded a modifier of 3 to the firing character's advantage, for each level of Marksmanship he or she has achieved. For example, a character with five levels of Marksmanship performing this type of shot would add 15 points to the dice check on the Armour Protection Table. This modifier is applicable only if the target has an existing and observable weak spot in its armouring; there are obviously a number of target types which are, therefore, exempt from this type of "armour piercing" shot.

The first level of Marksmanship learned has the following prerequisites: a Vision score of at least 6* and a Dexterity score of at least 5. These requirements increase by one point for each two, or fraction of two, additional levels of Marksmanship learned; for example, a character wanting to learn the level III version of Marksmanship would have to have a Vision score of 7 and a Dexterity of at least 6. This is a "Warrior" and "Martial Artist", "Ordinary Specialist" skill; characters with "warrior" or "martial artist" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

* This presumes that the character has stereoscopic vision; if he or she is missing one eye, the Marksmanship skill can neither be learned nor used.

14.8.28. Music making

With this skill, a character learns how to play songs on one type of locally popular musical instrument. The skill also governs the user's ability to read musical notation and compose new musical pieces. The degree to which this skill proves useful in the course of the game will largely be the degree to which a player uses it imaginatively. Typically, it is handy in relations with polite society, the nobility and other refined types.

Each skill level allows 1D6 new songs to be played on the user's instrument of preference; alternatively, a new skill level can be used to allow the user to play 1D3 of the songs that he or she already has in his or her repertoire on a different musical instrument, or to compose one piece of average length and complexity. During the time when the skill is used, and for five minutes thereafter, the character's effective Charisma score may be increased by 1D4 per cent for each different musical rendition played*. (This effect is doubled to 2D4 per cent, if the character is attempting to flatter someone of the opposite sex in appropriate circumstances.) For example, one might use this skill to flatter a noble with whom the character has been granted an audience, or to persuade a thug to spare one's life on the ground that talented persons bring more money as slaves.

Since someone's ability to competently play a musical instrument is not entirely under his or her control, the Referee should roll 3D6 to assess the character's innate talent and record the result. (This could theoretically be done for all characters upon starting play, but would prolong the character generation process as it will be relevant only for a few characters.)

-A score of 4 or less on this check indicates a physical handicap (a nervous twitch, for example) which totally precludes playing any type of musical instrument.
-A score of 5 to 6 on this check indicates a marginal music-playing ability; the character can painfully pick out notes, but with no sense of rhythm; he or she can play only "for fun" as opposed to providing serious entertainment for others.
-A score of 7 to 10 indicates a passable, but mediocre, talent at playing and using musical instruments (for example Johnny "Rotten" / Lydon of the *Sex Pistols* punk rock band).
-A score of 11 to 13 indicates a good, but unremarkable, playing ability (for example as would be found in most modern popular music bands).
-A score of 14 to 16 indicates an excellent ability with musical instruments, which might be developed into a professional-level ability with intensive training. (Modern examples of this type of aptitude would be George Harrison of the *Beatles*, Eric Clapton, Johnny Cash, Leona Boyd, and so on.)

-A score of 17 indicates a great natural talent with musical instruments, with an innate ability to compose music that will be played and enjoyed across generations. (Modern examples of this type of ability would be John Lennon and Paul McCartney of the *Beatles*, J.S. Bach, Tchaikovsky, Handel, Scott Joplin, and so on.)
-A score of 18 or above indicates an exceptional musical genius, of the sort that occurs only once or twice in several centuries (for example Mozart, Beethoven, etc.).

Add 1 to the result of the check if the character's Dexterity is 15 or higher; add 1 if his or her Intelligence is 15 or higher and another 1 if his or her Hearing score is 15 or higher. Add 1 if the character's Singing ability (see below) is 15 or higher—however, the highest modifier allowed for the above check is "+3", even if the character has the required scores in all categories to give him or her a higher modifier. A character may never have more skill levels of Musicmaking than his or her score on the above check. For example, a character whose musical ability was 11, could acquire no more than eleven levels of Musicmaking. The skill may be used in conjunction with the Singing and/or Dancing skills, in which case the charismatic effects of all the skills are added together.

The pre-requisites of the skill are a Dexterity of 9, a Hearing score of 10 and a Willpower of 11.

*The Referee should keep the charismatic effect of this skill under control, particularly if it is used in conjunction with other similar abilities. Typically, no combination of this and similar skills can increase a character's apparent Charisma to increase by more than half its original total, especially if the circumstances under which the skill are used are less than ideal.

This is an "Actor", "Ordinary Specialist" skill; characters with "actor" or "bard" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.29. Navigation

This skill allows a character to navigate through the wilderness and, optionally to steer a boat or other maritime craft. It is a somewhat unusual skill in that each level of it can (and must) be learned **twice**: once for land-based navigation and once for sea-based navigation (since the methods used for each are quite different). The maritime version, in particular, is quite difficult to learn, since it is usually only taught to or by the Pilots' Guild, an organization that is very jealous of its secret techniques.

The science of maritime navigation is not highly advanced in northern *Ushù*; in particular, open-ocean navigation is poorly developed. Therefore, all benefits conferred by this skill are **halved** (count this as a halving of the DMod used for the appropriate check) if used on the "high seas" (e.g. 5 or more strategic map hexes from the seacoast). Also, the maritime navigation skill requires the availability of a "rutter", a book carefully composed and annotated by the character containing navigational notes, locations of dangerous waters, and so on. If the rutter is lost, the character's level of Navigation for maritime purposes is considered to be half of its true total. (The theft of a rutter, whose market value is very high (1D20 x 100 sp), is the most serious crime that can be committed against the Pilots' Guild; it will almost invariably be investigated to the limit of that group's abilities, and if the thief is caught assassination is usually the most pleasant fate in store for the latter character.)

The advantages given by the skill are as follows:

Situation	Land-Based Navigation	Maritime Navigation
Notice that party is lost or ship is off course	[INT + (Navigation level x 5)] x 1 DMod	[INT + (Navigation level x 3)] x 1 DMod
Recovering from being lost—coming back on course	[INT + (Navigation level x 4)] x 1 DMod	[INT + (Navigation level x 2)] x 1 DMod
Avoid a charted reef or shoal	n.a.	[INT + (Navigation level x 7)] x 1 DMod
Avoid an uncharted reef or shoal	n.a.	[INT + (Navigation level x 5)] x 1 DMod
Notice the likely onset of stormy weather (with a 1D6 hour warning time)	[INT + (Navigation level x 6)] x 1 DMod	[INT + (Navigation level x 6)] x 1 DMod
Determine true north relative to current heading	[INT + (Navigation level x 5)] x 1 DMod	[INT + (Navigation level x 3)] x 1 DMod

A check for each of the above abilities can normally be made once per game day.





The prerequisites for this ability is an Intelligence score of at least 11 and a Vision score of at least 7.

This is a "Ranger", "Specialized Specialist" skill; characters with "ranger" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.30. Pickpocketing

This family of abilities gives a thief an added chance of successfully stealing minor items (watches, billfolds, money pouches, etc.) from humanoid victims in an urban environment. If a thief attempts to steal large items, or tries to do so in conditions of good lighting, the chances of success will be dramatically reduced.

Each level of the Pickpocketing skill acquired gives a thief a favourable Skill Modifier multiplier of "0.1"; for example, all other things being equal, a thief with three levels of Pickpocketing would multiply his or her basic Success Threshold by "1.3" to get the final Success Threshold. The basic Success Threshold for pickpocketing is calculated rather differently than is the case for some other actions, since this is a skill involving a balance of dexterity, quick thinking and judgment. It is found by adding the character's Intelligence, Vision (Day or Night as applicable) and Dexterity scores. It is then modified by the following DMods, based on the environment in which the attempt to steal will take place:

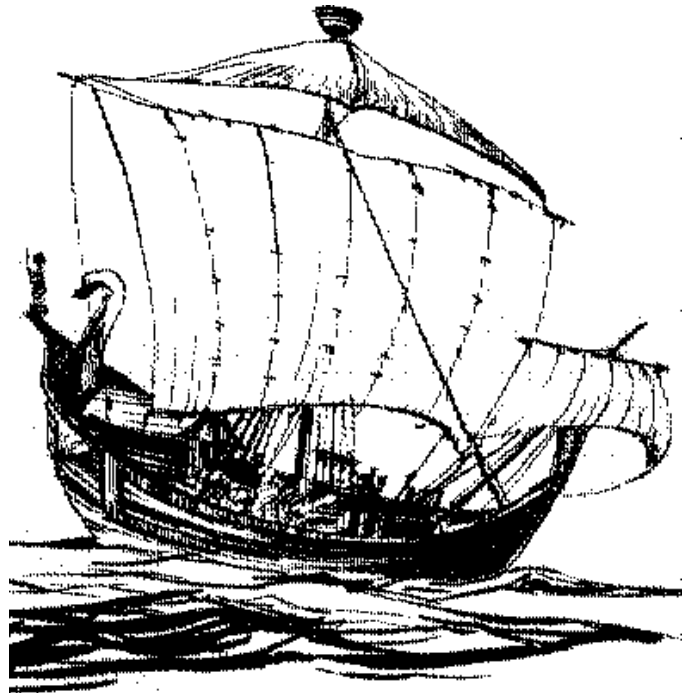
Situation	DMod
At night, in a crowd (more than three people)	2
Daytime, in a crowd	1.5
At night, alone	1.25
At night, guarded	1
Daytime, alone	0.75
Daytime, guarded	0.5

Modifiers to the dice roll for Pickpocketing	Modifier
Each 1 Experience Level (general) the thief possesses	-2
Each 1 Experience Level (as a Thief) the thief possesses	-2
Each 1 Experience Level (general) the victim possesses	+1
Each 1 Experience Level (as a Thief) the victim possesses	+3
Two or more thieves working as a team (per thief)	-10
Victim wearing a money belt or other anti-theft device	+10
Victim heavily guarded or protected from public	+20
Victim magically or telepathically able to sense threats	+20
Victim drunk, heavily fatigued or drugged	-20
Thief magically concealed (per 10 per cent concealment)	-5

At his option, before the Referee rolls the dice to determine success or failure, the thief character may elect to use the "cutpurse" tactic. This adds 20 to his or her chances of success, but causes him or her to be **automatically** "Noticed Afterwards".

Interpretation of Pickpocketing Attempts

- If the result of the dice roll is more than 30 points over the Success Threshold, or is more than **twice** the final Success Threshold, it counts as **Caught In The Act**: The thief is caught "red-handed" as he attempts to steal from the victim. The victim will immediately attempt to grab and overbear the thief; both characters roll percentage dice (add twice one's own Strength requisite to the result) and the higher score may wrestle the other to the ground or run, if the thief. If flight is possible, the thief will be pursued and/or attacked by the victim and his or her guards or compatriots.
- If the result of the dice roll is between 21 and 30 points over the Success Threshold, it counts as **Noticed After the Act**: The thief manages to steal something from the victim but the victim notices his loss shortly 1D6 seconds afterwards. There is an 80 per cent chance the thief is identified ("stop thief!") and pursued.



A square-rigged Mys'Eka (caravel) used for cargo transport on the Bight of Roctien

- If the result of the dice roll is between 11 and 20 points over the Success Threshold, it counts as **Noticed Before the Act**: The thief is about to make his move to steal an item, but at the last moment, the victim turns and gives the thief a suspicious look. Usually, this is not sufficient reason for the victim to call on the city guard, but it might still be best for the thief to melt discreetly into the crowd and try his luck elsewhere.
- If the result of the dice roll is less than 10 points over the Success Threshold, it is an **Undetected Failure**: The thief is about to make his move and does not appear to have been noticed by the victim, but at the last moment something about the situation does not "feel right" and the thief himself or herself breaks off the attempt. This result does **not** apply to anyone without formal training in Pickpocketing, especially someone trying to use Sleight-of-Hand mimic the Pickpocketing function; use "Noticed Before" instead.
- If the result of the dice roll is equal to or under the Success Threshold, it is a **Success**: The thief gains [(01-80) 1 (81-95) 2 (96-100) 1D6] items from the victim, who will become aware of his or her loss in 1D20 game minutes. The Referee also rolls 1D100 to check for monetary gains; if the result is "50" or less, the thief has captured the victim's money purse, which will have an amount of money appropriate to the victim's station in society.

Example

Railla the thief has an Intelligence score of "12", a Dexterity score of "13" and a Day Vision of "10", and has acquired three levels of the Pickpocketing skill. Railla is attempting to defund a likely victim she has been tracking in the city market square, at noon in a crowd. Her basic Pickpocketing Success Threshold is thus "52.5" (35 x 1.5 DMod for a pickpocket attempt made in the daytime in a crowd), multiplied by "1.3" for Railla's three SMod skill levels to "68". The Referee rolls the percentage dice and a "73" results – counting as an "Undetected Failure"; as she neared the putative victim, Railla realized that two of his friends were trailing them both, and she sensibly sought better prey elsewhere.

To learn this skill the character must have Dexterity, Intelligence and Vision requisites of at least 9 each.

This is a "Thiefly", "Specialized Specialist" skill; characters with "thief" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.





14.8.31. P r e v a r i c a t i o n

This skill basically represents the skill of an experienced liar, in other words, someone who is very good at telling falsehoods and making the latter seem like the truth (e.g. a "poker face"). As one might expect, this skill is invariably the first learned by diplomats, political leaders, merchants, gamblers and those who must work under cover.

The skill gives a character a chance equal to (Intelligence score x 6 DMod) of telling a convincing lie in any language with which he or she is familiar. If the character using the skill is unfamiliar with the facts or circumstances about which the lie is concerned, the DMod is halved to "3". Conversely, if the skill user is an "expert" in the subject at hand, the DMod is increased to "9".

A character who believes the lie will usually be rather unwilling to admit that he or she has been misled; therefore, unless presented with clear evidence to the contrary, anyone who has believed this type of a lie must pass a check equal to (Intelligence x 3 DMod) to come to his or her senses. However, a character with the "Determine Truth/Falsity" skill is allowed a check against that skill within 1D6 game minutes of having been misled, and may check again **any** time any significant evidence of the falsity of the proposition presents itself.

Note that if the character attempting to tell a lie fails his or her Success Threshold check, it does not necessarily mean that the audience, with the exception of anyone with the "Determine Truth/Falsity" skill, has grasped the fact that the statement is false. Generally, if the check is failed by less than thirty (30) points, the character(s) hearing the lie will initially believe it, but will be "on their guard" and will harbour suspicions which will be checked out, if possible.

To use this skill effectively, a character must have an Intelligence score of 8 or more and must have a fluency in the language used to tell the lie of 51 or more.

Prevarication is a "Specialized, Mundane" skill.

14.8.32. R h e t o r i c

This skill represents a highly developed ability to use language and verbal arguments to debate and cajole: a "silver tongue", as it were. The skill is most effective on characters of the skill user's own cultural background and social class and its usefulness depends, of course, on the willingness of the audience to listen to what the speaker has to say. It is a most useful skill for political leaders and others in a position of influence; a good example of the effective use of the Rhetoric skill would be Marc Antony's oratory on the death of Caesar in Shakespeare's *Julius Caesar* ("*I come, dear Romans, not to praise Caesar, but to bury him...*").

The skill requires the character to gain the undivided attention of those he or she wishes to influence for 1D3 game minutes. At the end of this period, the character may make a check against a Success Threshold equal to (Charisma score x 6 DMod). If this is successful, 2D6 points are added to the character's favour when the objects of his or her use of the skill next check for Nonplayer Character Reaction or Charismatic Combat regarding the character. The benefit so gained may be added to that conferred by "Enchanting Jest / Foolery", at the option of the Referee. A character using this skill must usually be able to speak at least one language of the individuals whom he or she wishes to influence, with a fluency of "60" or better.

The Rhetoric skill has as its pre-requisites Charisma and Hearing scores of 8 and 7 points respectively.

This is an "Actor" and "Sagely", "Ordinary Specialist" skill; characters with "sage", "actor" or "bard" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.33. S e l f - B e a u t i f i c a t i o n

Each level of this skill allows a character to, if given proper time for a shave, manicure, or just a bath, add one point to his or her effective Physical Beauty score. It is thus useful for situations calling for interaction with and flattery of other characters of similar species (see rules for Physical Beauty for the limitations on this). The effect will last one hour and may not be used more than three times per day; also, no character can more than double his or her effective Physical Beauty by using Self-Beautification. For example, a character whose normal Physical Beauty is "5", could not use more than five levels of this ability.

Except as otherwise ruled by the Referee, all adolescent and adult human, *Bèni* and *Lhàashàà-àdyé* females whose birth social class is above that of "Peasant/Lower-Class", are automatically considered to possess one level of this skill, upon beginning play.

A character must have a normal Physical Beauty score of 5 or more to use this skill.

Self-Beautification is an "Ordinary, Mundane" skill.

14.8.34. S e n s o r y C o n c e n t r a t i o n

This skill allows the user to, due to training in concentration and attentiveness, temporarily raise one or more applicable effective sense requisite scores (e.g. Vision, Hearing, Sense of Smell, Taste Sense, Touch) by 1D6 points for a number of game minutes equal to the character's Willpower requisite score. Sense concentration cannot be used in combat or in other situations where the user can be distracted or disturbed, and it cannot be used more than once per game day without risking a permanent loss of 1D3 points in the sense category concerned. It can only be used on one sense at a time.

This is a "Specialized, Mundane" skill.

14.8.35. S e x - S k i l l

This skill represents a thorough knowledge of the basic aspects of humanoid-type sexual relations and, at its higher levels, a highly refined understanding of the arts of lovemaking. It also allows the character greater tolerance of, and willingness to engage in, sexual practices with which he or she may not initially have been familiar. The skill adds considerably to the level of enjoyment a sexual partner of the skill-using character will enjoy, although in most cases this will obviously be incidental to the overall outcome of play.

Sex-Skill is, for most purposes, species-specific: a human character can use it only with another human character, since the physiological, psychological and cultural variances between the sexual practices of intelligent creatures of differing species (with the possible exception of cross-species matings between humans, the *Bèni* and the *Lhàashàà-àdyé*) are generally too large to be overcome. The Referee may, at his or her discretion, make exceptions to this restriction as circumstances befit.

From a societal standpoint, Sex-Skill is useful in three main ways:

- Most members of the population live in woeful ignorance of the true facts of sexuality, making a character who engages in frequent sexual contacts without this skill liable to both venereal disease and unwanted pregnancies.
- Variations upon this skill are often required for priests and lay followers of perverse *Væran/Virya* Kikiri and various other sex-related cults.
- Since the skill must be learned at a house of prostitution, a character having acquired it will be "licensed" to practice this profession if he or she so desires.

A character with this skill will have 1D6 per cent, per level of Sex-Skill, added to his or her chance of avoiding a sexually transmitted disease, provided that he she can avail himself or herself with a condom or other prophylactic measure. He or she can also add 1D3 points to his or her effective Charisma score, when "propositioning" someone of the opposite sex, for each two (2) levels of Sex-Skill possessed.

Lay followers of perverse *Væran/Virya* Kikiri *must* acquire at least one level of this skill, while priests and priestesses of this deity *must* acquire at least one level of the skill for each **three (3)** or fraction of three profession levels they have attained in their primary occupation (e.g., cleric); for example, a level V priestess of Kikiri would be required to have at least two levels of Sex-Skill. Conversely, a cleric devoted to stern Ro'sènnpâdr or unsullied *Virya* Nanyè *must* forswear learning any level of this ability; being caught using a Sex-Skill will cause a variety of severe consequences from loss of rank, to excommunication or even death—unless, of course, the ability was acquired prior to having become a follower of one of these two religions.

The prerequisites for learning Sex-Skill are, for the level I version of the ability, a Dexterity score of at least 6 and a Physical Beauty score of at least 8. The Physical Beauty requirement increases by one point for each two, or fraction of two, additional levels acquired; for example, a character with four levels of Sex-Skill would need to have a Physical Beauty score of at least 10. A character must also have had sexual encounters with at least **ten (10)** different partners, for each level of the skill learned.

The ability is considered to be "Specialized, Mundane" for cost purposes.





14.8.36. Shadow Hiding

This ability gives the user an increased chance of hiding or remaining undetected in unlit or darkened areas. Specifically, it forces an inverse DMod penalty multiplier of "0.3" against the PERC check made by anyone attempting to detect the presence of whoever is using the Shadow Hiding skill. For example, a character who would normally have to roll "80" or less in order to see a fugitive hiding in the dark, would have to roll "56" or less [regular Success Threshold of "80" x (1.0 - 0.3 penalty or 0.7) = 56]. There must be reasonably dark places nearby and the skill will, as a rule, work much more efficiently if the user is not already the subject of a manhunt. For example, it is likely to be more successful if the user is a sneak thief as opposed to a robber or thug. If the user makes loud noises, etc., the skill is obviously of no effect.

There are no minimum requisites for this skill, but note that very large or unusual characters may find it difficult to find shadows big enough to conceal themselves in.

This is a "Thiefly", "Assassin" and "Martial Artist", "Specialized Specialist" skill; characters with any of these occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.37. Singing

This skill is very similar to Musicmaking, except that it represents, in effect, voice training, allowing the user to sing songs in locally popular styles.

Since someone's ability to sing in a pleasing manner is not entirely under his or her control (as the author can personally attest), the Referee should roll 3D6 to assess the character's innate talent at singing and record the result.

- A score of 4 or less on this check indicates a voice that is subject to a physical handicap (a cleft palate, for example) which totally precludes singing of any sort.
- A score of 5 to 6 on this check indicates an embarrassingly poor singing voice (for example the author of a certain fantasy role-playing game).
- A score of 7 to 10 indicates a passable, but uninspiring, singing voice (for example a singer such as Bob Dylan, Sonny Bono or Ringo Starr).
- A score of 11 to 13 indicates a rather good, but unremarkable, singing voice (for example a singer such as Mick Jagger or Bruce Springsteen).
- A score of 14 to 16 indicates an excellent singing voice with good range and control, which might be developed into a professional-level ability with intensive training. (Modern examples of this type of voice would be Frank Sinatra, Christine McVie, Don Henley, John Lennon, Amy Grant, Tanya Tucker, and so on.)
- A score of 17 indicates an exceptional singing voice with excellent range and control, making its owner a natural candidate for singing and other vocal art forms. (Modern examples of this type of voice would be Shirley Jones, Gloria Estefan, Mahalia Jackson, Bing Crosby or Nat King Cole.)
- A score of 18 or above indicates an extraordinary singing voice, of the sort that occurs only once or twice in a century (for example Caruso, Luciano Pavarotti, Plácido Domingo, Beverly Sills, etc.).

Add 1 to the result of the check if the character's Hearing score is 15 or higher. A character may never have more skill levels of Singing than his or her score on the above check. For example, a character whose musical ability was 11, could acquire no more than eleven levels of Singing.

The pre-requisites of the skill are a Hearing score of 13 ; plus the character must not be mute.

Other characteristics are as for the Musicmaking skill.

This is an "Actor", "Specialized Specialist" skill; characters with "actor" or "bard" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.38. Sneak Attack

This skill allows a character to make an undetected attack from directly behind a victim. Sneak Attack is not effective unless the attack is made at a run, and is ineffective if made from any angle except dead astern.

Each level of the skill gives the following benefits:

- It allows the user a 15 per cent chance of striking wherever wished;

- It raises the user's Combat Factor, for purposes of Melee Combat, by 25 per cent;
- The victim's effective Willpower score is reduced by 15 per cent.

All of these benefits are effective for the one attack only, at the end of which, assuming the victim is still alive or conscious, normal Melee Combat begins. The user may use the skill against any character in an urban setting, or where sufficient ground cover exists. Note that some types of creatures with good sense requisite scores (for example the *Hàmyè*), or characters traveling with bodyguards or friends, may be less likely to be taken by surprise.

The prerequisites for one level of this skill are a Strength of 7, a Dexterity and Agility of 8 and a Vision of 7. Each additional level of the skill increases the requirements by "1".

This is an "Assassin", "Sophisticated Specialist" skill; characters with "assassin" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.39. Substance Assessment

This skill allows a character to identify powdered, liquid or semi-liquid substances, in other words drugs, potions, balms, salves, concoctions, and elixirs, with a variable degree of accuracy. It does not give the character the ability to mix or create these substances. It will, however, allow a character general hints about what a given liquid will do if imbibed or otherwise used.

To use this skill, a sample of the substance being identified must be held close to the character's olfactory organ (nose) for one game minute and a small (.1 gram) sample of the item must touched to the character's taste organ (tongue) for two game seconds. At the end of this period, the Referee performs a check according to the following formula:

$$[(\text{Sense of Smell} + \text{Taste Sense}) \times 3 \text{ DMod}] + [(\text{Level of Substance Assessment} - \text{Complexity / Rareness of Substance}) \times 10]$$

Interpretation of Substance Assessment Attempts

- If the result of the dice roll is more than 21 points over the Success Threshold, or is more than **twice** the final Success Threshold, it counts as an **"Affected" Failure** : The character thinks that he or she has properly identified the substance, but in fact, has mistaken it for something else. For example, the character might mistake a poison for a love potion... with obvious results, if this assumption is acted upon. Also, the character attempting the Substance Assessment activity is affected by the substance, since he or she took enough of it by mistake to trigger its effects. If a character tastes something he or she believes indicative of a poison, he or she may attempt to spit it out in good enough time to nullify the effects of most oral poisons by passing a check at (Taste Sense x 3DMod). Note however that there are a few poisons that act almost immediately if even tiny amounts are tasted.
- If the result of the dice roll is between 11 and 20 points over the Success Threshold, it counts as an **"Unrealized" Failure** : The character thinks that he or she has properly identified the substance, but in fact, has mistaken it for something else. However, he or she is not immediately subject to its effects.
- If the result of the dice roll is less than 10 points over the Success Threshold, it is a **"Realized" Failure** : The character cannot identify the substance, but is aware of this; in other words, he or she does not mistakenly think the substance is something else. If asked what the substance is, the character will reply "I don't know."
- If the result of the dice roll is equal to or under the Success Threshold, but less than 10 points under, it is a **Success** : The character determines general details about the substance being checked; for example, he or she would be aware that a substance was a poison, but would not be aware of its exact type, name or potency.
- If the result of the dice roll is 10 or more points under the Success Threshold, it is a **Full Success** : The character determines the full nature of the liquid being assessed, including its name, relative potency and other relevant details.





A character with five or less levels of this ability can identify only substances that he or she has come in contact with or identified previously; it does not work with items encountered for the first time. Characters with six or more levels of Substance Assessment may attempt to use the skill with any substance. An individual character may use this ability only **once** on a given sample of a given substance.

For the first level of this skill to be acquired, the user must have scores in his Taste and Smell scores of no less than 7. Each additional level of the skill adds "1" to these requirements; for example, a character with three levels of Substance Assessment would need Taste and Smell scores of 9 each.

This is an "Alchemist", "Specialized Specialist" skill; characters with "alchemist" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.40. Substance Creation

This skill allows a character to create or mix out of discrete ingredients, powdered, liquid or semi-liquid substances, in other words drugs, potions, balms, salves, concoctions, and elixirs, with a variable chance of success. The character may create only substances with which he or she is familiar or for which he or she has a written set of instructions; that is, the skill does not confer the ability to do "research" so as to create new substances with new effects.

To use this skill, the character must first have acquired all alchemical devices and ingredients that may be required to create a given substance and must have an undisturbed place in which to work. The character must then follow the instructions to create the substance. Exactly what ingredients are required, is listed in the descriptions of most types of drugs, potions and so on; however, in the absence of more specific "recipes", the Referee uses the following table to determine what is required.

Substance Type	Complexity or Rareness	Cost to Produce 1 Dose*	Time to Create
Common normal substances (for example charcoal, chalk)	0 to 1	1D10 x 0.1 sp	1D6 hours
Uncommon normal substances (for example itching powder, cooking spices)	1 to 3	1D10 sp	2D6 hours
Common drugs (for example beer, wine, <i>Pré-Sngàra</i>)	2 to 3	1D10 sp	2D12 hours
Common, ingested poisons (Intensity 1 to 5)	1 to 5	2D10 sp	3D12 hours
Uncommon drugs (for example whiskey, <i>Ssól-Hléia</i>)	4 to 5	2D10 sp	2D20 hours
Uncommon, ingested poisons (Intensity 6 to 10); common injected poisons (Intensity 1 to 5)	6 to 10	5D10 sp	3D20 hours
Rare drugs (for example the finest liqueurs, <i>Opinèra</i>)	6 to 7	1D100 sp	1D6 days
Rare, ingested poisons (Intensity 11 to 15); uncommon injected poisons (Intensity 6 to 10)	11 to 15	2D100 sp	1D10 days
Very rare drugs (for example <i>Adàja</i>)	8 to 10	1D1000 sp	1D20 days
Rare injected poisons (Intensity 11 to 15)	11 to 15	3D100 sp	3D10 days
Common potions (for example <i>Zàx</i>)	2 to 4	1D100 + 10 sp	1D20 days
Uncommon potions (for example <i>Sùmed</i>)	5 to 7	2D100 + 100 sp	1D100 days
Rare potions (for example <i>Vnùpern</i>)	8 to 10	1D1000 + 200 sp	1D100 + 100 days
Very rare potions (for example <i>Sscsimbit</i>)	11 to 20	1D10000 + 1000 sp	1D1000 + 100 days

* Note that this reflects only the cost to the alchemist himself or herself to create one dose of the substance; the retail prices of these substances would typically be 150 to 200 per cent of the cost to produce.

The character must, during the period the substance is being prepared, spend at least (1D10 x Complexity/Rareness of the substance) game minutes per day attending to its preparation. For each day this requirement is not met, a penalty of "10" is assessed against the quality check (see below). Also, a penalty of 1D20 is applied if, in the opinion of the Referee, the character's understanding of the procedure for creating the substance is incomplete; for example, if the character had never before attempted to make the substance, but had a hastily-written set of notes from someone who *had* previously created it, this penalty would apply.

At the end of this period, the Referee performs a check according to the following formula:

$$[(\text{Sense of Smell} + \text{Taste Sense} + \text{Touch Sense}) \times 1 \text{ DMod}] + [(\text{Level of Substance Creation} - \text{Complexity / Rareness of Substance}) \times 10]$$

Interpretation of Substance Creation Attempts

- If the result of the dice roll is more than 21 points over the Success Threshold, or is more than **twice** the final Success Threshold, it counts as a **Disastrous Failure**: The ingredients used to create the substance explode, catch fire or otherwise injure the character attempting to create the substance. A considerable degree of Referee discretion is called for in assessing the exact effects, under this category; for example, it is quite unlikely that the ingredients used to create (say) chalk could explode, although they might make a bad mess of the character's apothecary. Usually, the Magnitude of an explosion or fire caused in this way will be equal to the intended substance's Complexity plus or minus 1D3.
- If the result of the dice roll is between 11 and 20 points over the Success Threshold, it counts as an **"Unrealized" Failure**: The character *thinks* that he or she has properly created the substance, but in fact, has mistakenly created something else. (What this is, is determined randomly by the Referee. In 50 per cent of the cases, the substance that has actually been created will simply be inert, with no effects other than what might be inflicted by its original ingredients. In the other 50 per cent of the cases, it will be some other, potentially harmful or powerful substance.)
- If the result of the dice roll is less than 10 points over the Success Threshold, it is a **"Realized" Failure**: The character knows that he or she has not properly created the substance, but is aware of this; in other words, he or she does not mistakenly think the substance is something else.
- If the result of the dice roll is equal to or under the Success Threshold, but less than 10 points under, it is a **Success**: The character creates the substance correctly, and is aware of this.
- If the result of the dice roll is 10 or more points under the Success Threshold, it is a **Special Success**: The character creates a double-potency batch of the substance (if possible). However, the chance of the character being aware of this feat is equal to his or her level of Substance Creation x 10. If the check to see if the character has noticed is failed, unpleasant consequences may sometimes follow, particularly in the case of a potion (since, the dosages for many potions are very precise; giving too much can sometimes have harmful or even fatal consequences).

An individual character may use this ability only **once** on a given set of ingredients of a given substance.

For the first level of this skill to be acquired, the user must have scores in his Taste Sense, Touch Sense and Smell Sense scores of no less than 8. Each additional level of the skill adds "1" to these requirements; for example, a character with three levels of Substance Creation would need Taste and Smell scores of 10 each.

This is an "Alchemist", "Sophisticated Specialist" skill; characters with "alchemist" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.41. Swimming

This skill allows non-swimming creatures the ability to swim, and increases the aptitude of those who already do swim. The base distance in metres that a character may swim with one level of this skill is, assuming relatively calm seas, equal to his or her (Constitution + Strength + Dexterity) / 2.5. A character expends one Fatigue point to swim his or her base distance.





Provided the skill is exercised frequently (a good estimate would be once every two weeks), each additional level of the ability acquired, adds one times the base distance, to the distance that the character can safely swim. For example, a character with scores of "11" for Constitution, Strength and Dexterity could swim 33 metres with one level of Swimming; he or she could swim 66 metres with two levels, 99 metres with three levels, etc.. Some creatures naturally born to the water may reap additional benefits with this skill.

The ability has Strength and Constitution prerequisites of 5 each at the first level of Swimming, rising by "1" per additional level purchased.

Swimming is an "Ordinary, Mundane" skill.

14.8.42. Trap Disarming

This set of skills gives a user equipped with basic thieflly tools, the ability to safely disarm "booby-traps", in other words a trap meant to injure someone tampering with it, of increasing complexity.

Each level of Trap Disarming gives a character a favourable DMod multiplier of "0.25"; for example, all other things being equal, someone with two levels of Trap Disarming would multiply his or her basic Success Threshold by "1.5" to get the final Success Threshold. The basic Success Threshold for trying to disarm a booby trap is equal to twice the attempting character's Dexterity, plus his or her Intelligence, Willpower and Hearing scores. This is then affected by the ingenuity by which the trap was designed, as follows:

Trap Type	Inverse DMod Penalty Multiplier (per Trap Complexity Level)
Standard (Simple or Single-Person)	0.1
Advanced (Complex or Multi-Person)	0.2
Magical or Special	0.3

See the "Frustration Factor" rule description ("Introduction / Game Setting") for how many discrete attempts to use Trap Disarming may be made on any given trap. An attempt will usually take 1D6 minutes, plus one minute per trap complexity level.

A disarmed trap will not detonate, providing the user exercises sufficient caution; this means that the user must be undisturbed during the disarming process. Note that disarming a trap does not necessarily mean that the character can get at whatever it is guarding, particularly if it is also secured by a lock.

At the first level, this skill carries with it a minimum Dexterity and Hearing requirement of 7 each. Each level thereafter adds "1" to these requirements; for example, to learn the third level of Trap Disarming, a character would have to have Dexterity and Hearing scores of "9" each.

This is a "Thieflly" and "Assassin", "Sophisticated Specialist" skill; characters with "thief" or "assassin" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.43. Wall Climbing

This skill allows a character to climb walls or other upright/vertical surfaces. Wall Climbing gives the character using it the following benefits:

- If the user provides his or her own climbing equipment and has enough time, he or she may climb, in some cases, surfaces with inclinations of as much as [Agility score + 60 + (10 per level of Wall Climbing)] degrees.
- He or she may climb walls with a relatively sheer surface up to an inclination equal, in degrees, to [Agility score + 30 + (5 per level of Wall Climbing)].
- He or she may climb walls with surfaces rough enough to allow hand or foot-holds, to an inclination equal to [Agility score + 40 + (10 per level of Wall Climbing)] degrees.

Climbing proceeds at a rate of 1/4 of the user's normal uninhibited maximum ground speed. The Referee makes one check against [climber's (Strength + Agility) x 4 DMod] at a randomly determined point through the climb, to see if the character has slipped and fallen off; if this check is failed, the putative "human fly" may end up as a smear on the ground. The DMod is **halved** if the character attempts to climb an inclination outside the bounds of his or her Wall Climbing skill.

The first level of the Wall Climbing skill requires a Strength score of 8 and an Agility score of 7; these requirements increase by 2 for each further level of Wall Climbing acquired.

This is a "Thieflly", "Assassin" and "Martial Artist", "Specialized Specialist" skill; characters with any of these occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.44. Weapon Training

This is a somewhat unusual skill, in that while it has only one level, it can be re-learned more than once. The skill gives a character a "Weapon Training Bonus" (see Combat rules) and is applicable to all weapon types, except with respect to natural "body weaponry" or missile weapons, for which a character must purchase Martial Arts Training or Marksmanship respectively. A character may only acquire **one** (only) Weapon Training Bonus per Weapon/Attack Type per Experience Level. For example, a character *could* gain a Weapon Training Bonus for expertise gained with the use of a shortsword and then could go on and gain a Weapon Training Bonus for the use of a mace, even if he or she gained both Bonuses while at the same Experience Level. He or she could **not**, however, gain a second Bonus with the shortsword while at the same Experience Level.

The character must devote one game week x skill cost in Experience Points to training with the weapon indicated.

Except as otherwise ruled by the Referee, a given character may **never** gain a number of Weapon Training Bonuses for the use of any single artificial weapon in excess of the following allowance:

Profession	Artificial Weapon Training Bonuses Allowed
Magic User	8
Merchant	10
Sage	10
Cleric/Priest	11
Alchemist	10
Thief	12
Martial Artist	12
Warrior, ranger	15
Assassin	15
Creature	20

Note that for purposes of determination, the character's **primary** occupation is used, regardless of whether he or she may have a more favourable secondary or tertiary occupation. (This is one of the few exceptions to the general rule that a character may use the most favourable profession for skill cost/effectiveness calculation purposes.)

Using only its own innate body weaponry— that of a human being consisting of hands and feet, for example— a character can gain an **unlimited** number of Weapon Training Bonuses. Using artificial weapons, however, a character can never progress beyond a certain point. For example, according to the above allowance and that below, a magic-user could *never* gain more than **16 (sixteen)** Weapon Training Bonus points with any given artificial weapon.

When Weapon Training Bonus points are awarded, they apply **only** to the weapon type for which they were gained. For example, a Weapon Training Bonus which a character gained for proficiency with a shortsword would only raise the character's Combat Factor when using the shortsword. The Referee **may**, at his or her discretion, award a partial carry-over effect, when a character attempts to use a different weapon that is substantially similar to the weapon for which the training was originally completed. For example, a character trained on a shortsword likely *would* have some consequent ability to use a longsword, but would probably *not* have carry-over skill with a different type of edged weapon such as a two-handed sword or polearm.

Weapon Training Bonus points are awarded according to the following schedule:





Profession	Artificial Weapons	Natural Weapons
Magic User	2	3
Merchant	3	4
Sage	3	4
Cleric	3	4
Thief	3	4
Warrior, ranger	4	4
Assassin	4	4
Martial Artist	3	6
Creature	2	5

The only prerequisite for this skill is that the user be able to meet the normal requirements, for example Strength and Dexterity requirements, needed to use the weapon with which training is desired.

This is a "Warrior" and "Martial Artist", "Ordinary Specialist" skill; characters with "warrior" or "martial artist" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.45. Wilderness Survival / Woodlore

This skill allows a character to feel "at home" far from civilization, giving him or her the ability to forage enough food and water for healthy survival from the surroundings. It also bestows a basic knowledge of related subjects, for example how to construct simple shelters, how to construct snares and traps suitable for capturing small animals, and so on. The character's hourly chance of finding enough food and water to exist upon is [Intelligence score + (Woodlore level x Terrain Multiplier)]. The Terrain Multiplier for normal terrain with plentiful game and water is 6; for terrain with poor or substandard food or water availability, it is 3, while for really barren regions or for the open sea it is 1. The character also has a chance equal to [Intelligence score + (Woodlore level x 10)] of recognizing a poisonous or harmful type of plant or water source (for example a deadly mushroom), if it is naturally occurring; note that this does **not** give the character any special ability to detect man-made poisons or contamination.

This skill has as its prerequisite an Intelligence score of no less than 7, plus intact senses (e.g. a Vision, Hearing, Sense of Smell, Taste and Touch Sense each of 5 or more). At the option of the Referee, characters with a rural background— for example, a "rural serf" or a cleric of one of the nature-related deities— may be given 1 or 2 levels of this skill "free of charge" upon starting play, representing a basic foraging ability. A barbarian or tribesman character automatically begins play with 2 to 7 (1D6+1) levels of this skill.

This is a "Ranger", "Sophisticated Mundane" skill; characters with "ranger" or "hunter" as one of their occupations receive a discount of 25 per cent on the number of EXP required to learn a level of it.

14.8.46. Unarmed Martial Arts

This is one of the rarest abilities available to characters of *Shakhàn*, as it imparts the much-respected (and feared) art of unarmed combat, called *V'rùn-Ché* (veh-RUN CHAY) fighting. It is one of the most difficult-to-learn skills (particularly at its higher levels), requiring a highly mentally disciplined character in top physical shape; it is usually taught only in the remote monasteries devoted to obscure *Væran* On and the Windlord, *Væran* Vo'Flakànss, and is rarely taught to characters not following one of those two religions.

Martial Arts Manoeuvre	Skill Level Needed to Use
Martial Arts Hand-Chop	II*
Martial Arts Kick	III
Martial Arts Throw	IV
Martial Arts Block	V (I for "Monolith" style)
Martial Arts Flying Drop-Kick	VI

* The Level I version of the Unarmed Martial Arts skill teaches falls and mental discipline only; it does not allow the use of any of the actual martial arts manoeuvres.

Since the higher levels of *V'rùn-Ché* fighting make use of the quasi-magical psychic powers of the mind, they impart certain abilities which could otherwise never be used by a character without recourse to magic of one sort or another. Some of these are detailed below.

A character equipped with this skill can turn his or her body appendages (e.g. hands and feet) into potentially lethal weapons. For each two (2) levels of *V'rùn-Ché* possessed (*exception*: see "Snapping-Turtle" style below), a character causes an extra one (1) point of body damage, over and above that which would otherwise be inflicted by a punch or other attack with body weaponry. This damage bonus is **halved**, if the character is fighting a creature of a significantly different species (for example, a human martial artist fighting an *Arda* character), since it relies heavily on knowledge of the weak spots of a particular body physiology.

When executing a "martial arts block", a defender with only five (5) levels of Martial Arts skills is subject to normal attacking weapon composition factor limits; this must be less than "20", or the block is ineffective. By focusing his or her mental forces on the skin to resist damage, for each level of Martial Arts skills past "five" (*exception*: see "Monolith" style below), a character gains the ability to block against weapons whose composition factor is **five (5)** points greater. For example, a character with eight levels of Martial Arts could block against a weapon with a composition factor of "35" (roughly equivalent to wood, so a blow by a club could be blocked). A successful block against an opponent who is himself or herself using *V'rùn-Ché* fighting body weaponry, halves the amount of body damage that would otherwise have been caused.

Apart from the normal benefits given by playing a "D" or "E" Tactic Card, a Martial Arts block gives the following capability: If the defending character is struck, he or she rolls a percentage check equal to [Dexterity (arms) or Agility (legs) x 6 DMod]. If the check is passed, any Damage or Pain point losses due to the attack are **halved**, and the strike lands automatically on the defending character's arms or legs. Also, there is a chance equal to (defending character's Martial Arts skill level x 3 DMod) that the character does not suffer a Critical Hit that would otherwise be called for. It is said that a few masters of the Martial Arts with 20 or more levels of the skill (particularly the "Monolith" variety) can make their naked skin impervious even to dangerous elemental forces such as fire or acid, in this manner; needless to say, this ability is not frequently tested.

Because of the intense mental discipline which is an innate part of *V'rùn-Ché* fighting, a character with at least five (5) levels of this skill also gains an extra ability to resist "charm" type spells and other forms of mental domination; this is expressed as an addition to the DMod otherwise granted to resist such an attack, equal to 0.1 for each level of Unarmed Martial Arts possessed. Also, for each three (3) levels of the skill possessed, a character can subtract one (1) point of pain from whatever amount of pain would otherwise have been inflicted as a result of a wound or other physical harm. For example, a character with six levels of *V'rùn-Ché* fighting who suffers a strike ordinarily doing four points of pain, would in fact suffer only two [4 - (6/3)].

Martial Arts Styles

Upon beginning the process of learning his or her first level of Unarmed Martial Arts skill, a character must permanently choose one of the several "styles" of *V'rùn-Ché* fighting available in northern *Ushù'l*. The list of these given below seems to be a relatively small subset of the number of styles actually available; this type of combat is considerably more popular south of the *Nòlan Oblé*, where temperatures are warmer and where armour is consequently usually lighter and of less protective strength, and it appears that many more styles of *V'rùn-Ché* fighting are available in the southern empires. The different styles have an effect on the relative Combat Factors of combatants, if two or more combatants are each using *V'rùn-Ché* fighting; this is calculated before the effects of Combat Tactic Cards are factored in, and is as follows:

Attacker Defender	Monolith	"Giggler"	Snapping- Turtle	Flègni-rat
Monolith	n/a	A: x 2 D: x 0.5	A: n/a D: n/a	A: n/a D: n/a
"Giggler"	A: x 1.25 D: n/a	n/a	A: x 1.25 D: x 0.5	A: x 2 D: n/a
Snapping- Turtle	A: n/a D: n/a	A: x 1.5 D: n/a	n/a	A: n/a D: x 1.25
Flègni-rat	A: n/a D: x 1.25	A: x 0.5 D: x 1.5	A: n/a D: n/a	n/a

"A" : The effect on the Combat Factor of the attacking character.

"D" : The effect on the Combat Factor of the defending character.

A description of each of these styles is given below:





Monolith: This style of *V'rùn-Ché* combat concentrates on toughening of the physical body; it is somewhat less quick than are most of the other styles, but it has the unique advantage that for each level of Martial Arts—starting with level I (not level V as is true of other styles), a character using this style gains the ability to block against weapons whose composition factor is **five (5)** points greater than "20". Additionally, if a character with five (5) or more levels of this style of *V'rùn-Ché* fighting successfully blocks against a non-enchanted weapon, the latter must pass a Saving Throw against its composition factor or be shattered and ruined. (Note that this ability applies whether or not the opponent is using *V'rùn-Ché* fighting.)

"Giggler": This is the most offensively-oriented type of *V'rùn-Ché* fighting, emphasizing rapid, jabbing movements of the arms and hands (it is named after the deadly *Bámos* creature of the Underworlds, which is famous for its very agile and dangerous nature). A character using this style of *V'rùn-Ché* combat gains one (1) extra Melee Combat attack per Tactic Card per Melee Round, for each four (4) levels of the Unarmed Martial Arts skill possessed. [For example, a character with eight levels of this style of *V'rùn-Ché* combat would get two extra attacks per Tactic Card, per Melee Round.] The disadvantage of this style is that it leaves its user relatively vulnerable to the attacks of other masters of *V'rùn-Ché* fighting, as the style teaches only superficial methods of self-defence; of course, this is not of much concern when fighting someone not versed in *V'rùn-Ché* combat.

Snapping-Turtle: This is a compromise style of Unarmed Martial Arts, which is largely reactive; it teaches the ability to strongly defend oneself and then launch a devastating blow when an opponent overreaches him or herself. Its main advantage is, whenever an opponent (be he, she, or it a martial artist, or just someone stupid enough to fight a trained *V'rùn-Ché* expert) uses a highly "offensive" Combat Tactic Card (e.g. Cards "A" or "B"), the character using the Snapping-Turtle style of *V'rùn-Ché* fighting has **double (2x)** the chance that he or she otherwise would have to strike the opponent on the Melee Combat Results Table. A character using this style also gains a +1 body damage bonus per level of *V'rùn-Ché* fighting possessed when using his or her hands and feet as weapons (not a +1 per two level bonus as would otherwise be the case).

Flègni-rat: This is the most defensive style of *V'rùn-Ché* fighting available in northern *Ushù'l*, named after a variety of rural rodent legendary for its ability to avoid entrapment or harm to itself. Its main advantage is the capability to effortlessly "turn away" a sword or other conventional weapon strike that otherwise would strike the martial artist. This is implemented as follows: if a character with this style of *V'rùn-Ché* fighting is, in fact, struck by such a weapon in Melee Combat, he or she may attempt a Saving Throw at [(Agility + Dexterity) + (level of *V'rùn-Ché* fighting x 3)] x 1.5 DMod immediately prior to an Armour Penetration dice roll being made; if the Success Threshold is passed, the blow has been deflected and no damage is done. Furthermore, a character with this style of *V'rùn-Ché* fighting has his or her Combat Factor **doubled** for purposes of defending (only), when fighting an opponent of the same or closely similar species with three (3) or fewer levels of *V'rùn-Ché* combat. (This is in addition to the modifiers given on the above table.)

At its first level, the prerequisites for this skill are Agility, Dexterity and Willpower scores of at least 10 in each category. For each two (2) levels of Unarmed Martial Arts gained thereafter, these requirements increase by "1"; for example, the minimum Agility, Dexterity and Willpower requirements to learn level V *V'rùn-Ché* combat would be 12 in each category.

This is a "Martial Artist", "Sophisticated Specialist" skill; characters with "martial artist" as one of their occupations receive a discount of 10 per cent on the number of EXP required to learn a level of it (note that this is an exception to the normal 25 per cent discount).

14.9. Mundane Occupations and Incomes

Upon occasion, players will want to know what (if any) special advantages their characters' supposed previous lives have earned them in contemporary society. These are detailed below.

Where an expected occupational income is given, the amounts refer to differing incomes according to the prevailing economic conditions; e.g. what the user would earn during times of

[D]epression / [R]ecession / [N]ormal time / [G]ood time / [P]rosperity (etc.).

All incomes given are "net"; that is, they assume the character in question has paid all of his or her normal expenses incurred in being able to exercise the skill or occupation. This does not include expenses not related to the direct upkeep of the skill or business; in other words, the income given for a baker assumes that the necessary dough and fuel has been paid for, but does not include the cost of the character's own food, lodging, clothing, etc.. The income figures do not assume that the character has paid irregular expenses such as "protection" money, bribes or guild dues. In most cases, if employees must be hired to exercise the skill, the figures given below assume the character has already paid the minimum number of employees the lowest wage possible. This does not, however, cover hiring of employees not directly related to the business: e.g., it would cover hiring waiters if the character were a barkeep, but would not cover the wages of guards or "bouncers".

All monetary values are assumed to be given in silver pieces (*Afhivé*) [(sp) or (af)] unless otherwise indicated; the standard of exchange is:

-1 *Anògron* (ahn-oh-GROWN) (a large gold coin)* = 10 *Ogròn* (oh-GROWN) (a small gold coin)
-1 *Yagàr* (yah-GARR) (a small steel coin)* = 2 *Ogròn*
-1 *Ogròn* = 10 *Afhivé* (ahf-hee-VAY) (a medium-sized silver coin)
-1 *Afhivé* = 10 *Samà* (sahm-AHH) (a small copper coin)

* These coins are rarely used in actual commerce.

The wages noted below are per game week. To find the daily value divide the indicated amount by 5; to find the monthly value multiply by 10. Note that there are no incomes given for "noble" occupations, as the stipend given to a member of the nobility is governed by the rules of the "Social Class" section, *Strategic Telostician Campaign* and the specific characteristics of the region in which play is taking place. Unless otherwise noted, all these abilities are considered to be, for EXP cost purposes, "Ordinary mundane skills".

14.9.1. Using Mundane Occupation-Based Abilities

A list of some of the occupation-based skills available is given below. In some cases, no description need be given of the details of the skill (e.g. being a bricklayer); in others, a full explanation of what is involved in it is available.

14.10. Ordinary / Mundane Occupations

14.10.1. Baker

Income : [D] 0.2 [R] 0.4 [N] 0.6 [G] 1.0 [P] 2.0

Abilities : A baker can cook breads, cakes and other related foods. These are, unfortunately, of little relevance to the game, except that the Referee may, at his or her discretion, consider the consumption of these to temporarily give cheer (1D3 Morale points) to a party of adventurers "lost in the woods" (etc.).

14.10.2. Barber

Income : [D] 0.2 [R] 0.5 [N] 0.7 [G] 1.0 [P] 1.8

Abilities : A barber is able to shave and hairstyle his or her customers in the prevailing fashions of the local area. For each level of this skill a character possesses, he or she gains a (Dexterity + Intelligence + PERC x 0.3 DMod) per cent chance per level of this skill to change a customer's appearance thoroughly enough to create a limited form of disguise. If not used in concert with other concealments, it will be instantly noticed by anyone trained in security, but it is usually effective against other characters.

A barber is likely to hear local tales and will hear 1D6 new rumours or gossip per game week. The truth or falsity of these is up to the Referee.

14.10.3. Barkeep

Income

(Low-class bar/inn) : [D] 1.0 [R] 2.0 [N] 3.0 [G] 4.0 [P] 5.0

(Middle-class bar/inn) : [D] 1.5 [R] 3.0 [N] 4.5 [G] 6.0 [P] 7.5

(Upper-class bar/inn) : [D] 3.0 [R] 6.0 [N] 9.0 [G] 12.0 [P] 15.0

Income figures include tips, if the establishment claims these as its own; otherwise the barkeep's income would be 2D40 per cent less.





Abilities : The skills of a barkeep are similar to, but more developed than, those of his or her employees. For game purposes, this means:

-A barkeep has an automatic (PERC + Intelligence x 0.7 DMod) per cent chance of correctly identifying the species and (assuming external evidence, such as special clothes or jewelry) a (PERC + Intelligence x 0.4 DMod) per cent chance of correctly identifying the occupation, of any "normal" character he or she encounters.
-A barkeep is more likely than a waiter to have encountered unusual characters, so he or she has a (PERC + Intelligence x 0.2 DMod) per cent chance of detecting that something is "wrong" about one of these even if it is a very unusual one such as a polymorphed or magically disguised creature. There is only a 5 per cent chance of determining exactly what the unusual character is, however.
-A barkeep has an automatic (PERC + Intelligence x 1 DMod) per cent chance of identifying the language a character is communicating in (this chance increases by 1 per cent for each extra time the barkeep has heard the foreign language, to a maximum of 90 per cent).
-A barkeep will hear 1D8 new rumours or gossip per game week, and always has at least a 10 per cent chance of knowing whether the rumour is true or false.) Finally, a barkeep may identify, mix and/or brew liquid intoxicants and other drugs; he or she has an automatic (Day Vision + Sense of Smell + Taste Sense x 2.5 DMod) per cent chance of identifying any common alcoholic beverage or drug, and may "mix drinks" with an base (Sense of Smell + Taste Sense + Intelligence x 2 DMod) per cent chance of success.

The barkeep may brew 1 barrel of "house brand" wine, or 1D3 barrels of beer, per game week without incurring the wrath of the local Brewers' guild.

14.10.4. Blacksmith / Metal-worker

Income : [D] 0.7 [R] 1.5 [N] 3.0 [G] 5.0 [P] 8.0

Abilities : A blacksmith is able to work raw metal into finished forms, for example taking an iron ingot and fashioning it into a spike, door-hinge, horseshoe or other metal item. Most blacksmiths in northern *Ushûl* work almost exclusively with the less expensive metals (tin, pewter, lead, copper, bronze and brass); additionally, there is a minimum skill level in this profession needed before a blacksmith can work certain kinds of metals. This is shown on the following table:

Blacksmith Skill Level Required	Workable Metals or Alloys	Working Time Multiplier*	Years of Study Needed to Reach Level
I	Tin, Pewter	0.5	1
II	Lead, Zinc	0.5	2
III	Copper	1	3
IV	Bronze	1.5	4
V	Brass	2	5
VI	Iron	4	6
VII	Quicksilver (Mercury)	5	7
VIII	Silver	3	8
IX	Gold	3	9
X	Platinum	4	10
XI	Steel	6	12
XII	Nickel	7	15
XIII	Gûhadâr	9	20
XIV	May experiment with forming 2 or more metal types into new alloys	10 to 30	25
XV or higher	Enchanted metals	10 to 50	30

* This represents the relative difficulty of the metal to work with, particularly where detailed work is required; (see below)

A blacksmith who does not have the required skill level can still attempt to work a given piece of metal, but he or she must first pass a special check at (Blacksmith Skill Level x 7 DMod).

-If this check is passed, the metal may be worked as if the character had the required skill level.

-If the check is failed by fewer than 20 points, the attempt fails and the item in question is permanently ruined— a gold ingot, for example, would be shot through with impurities that would make it of little or no value.
-If the check is failed by more than 20 points, the item is ruined and there has been an accident: this is handled as a concussive Critical Hit, inflicted by a Magnitude 2D3 fire or explosion, to a randomly determined part of the inadequately experienced metal-worker's body.

A blacksmith who *does* have the skill level required to work a given type of metal may have in production at any one time a number of items, each of whose individual weight is equivalent to an iron ingot**, equal to his or her metal-worker skill level, per day. For example, a character with six levels of this skill could have six iron ingot-equivalent items in production, or three items each of double the weight of an iron ingot, or any legal combination of the above. A blacksmith who attempts to produce an item larger than his or her weight limit must, upon the finishing of the item, pass a skill check as described immediately above, except that in this case the DMod used is 10, minus 1 for each weight-unit by which the item being fashioned exceeds the blacksmith's normal limit.

Example

A blacksmith with 7 levels of the metal-working skill attempts to fashion a brass item that weighs the equivalent of 9 iron ingots. The blacksmith's weight limit is thus exceeded by two. Therefore, the Success Threshold required to pass the skill check is:

[Blacksmith Skill Level x 8 (10 - 2 place penalty) DMod]

The amount of time required to fashion a given item varies tremendously, depending upon the metal used, its size and the ornateness of any designs that must be carved or inlaid into the item. However, some guidelines can be found in the next table:

Type of Item Being Crafted	Blacksmith Skill Level Required	Time Required to Complete Item †
Crude, poorly finished (a horseshoe)	I	1/2 hour
Unfinished, rough (a spike)	I	1 hour
Minimally finished, no decorations (metal banding for a barrel)	I	2 hours
Well-finished, no decorations (a plain spear or arrow head)	II	3 hours
Minimally finished, crude decorations (low-class wrought-iron work)	III	5 hours
Well-finished, crude decorations (a belt buckle)	IV	1 day
Well-finished, some decorations (a metal chest or trunk)	V	2 days
Well-finished, ornate decorations (metal body of a lady's mirror)	VII	5 days
Well-finished, elaborate decorations	IX	10 days
Well-finished, intricate decorations	X	20 days

† Multiplied by Working Time Multiplier per metal type, as shown above.

Consider the above time requirements to be based on an item weighing approximately 1 kilogramme, and multiply them appropriately for larger items.

A blacksmith can repair damaged metal items of any metal type that he or she could normally work, with the exception of metal armour (which requires the Armourer skill) in 1/3 the time that would be required to a character without this skill. (Optional: The Referee may want to give characters with more than 10 levels of this skill, armour-fashioning abilities equivalent of those of an armourer of half the metal-worker's level; for example a tenth-level blacksmith would count as a fifth-level armourer. Also, most blacksmiths can fashion simple edged weapons, for example a spear-head or arrow-head; a true armourer, however, is required for more sophisticated weapons that must be used repeatedly in combat, e.g. a sword, dagger, etc..) A blacksmith gains 2 points on the Inventiveness DMod used when attempting to jury-rig (or repair) a constructed metal item.





The facilities needed for a blacksmith's foundry— a relatively large furnace, a kiln, anvil and various specialised tools, molds and metal ingredients— are quite expensive and cost the equivalent of five to ten years' wages for an ordinary lower-class citizen of northern *Ushù'l*. There is also a special rule regarding a character who has a background in this profession: there is an automatic 40 per cent chance that he or she is a worshipper of *Vòrin* Ta'avàrt, Blacksmith of the Gods, Keeper of *Tyràxa* (Hearth of the Heavens), a demigod possibly associated with mighty *Væran* Bssiro, God of Fire. The worship of *Vòrin* Ta'avàrt is somewhat unusual in that it is frequently carried out by devotees who also worship other deities, notably *Væran* Bà'altschavùu, and in that shrines to *Vòrin* Ta'avàrt are often located in an alcove in a blacksmith's foundry, as opposed to in a formal temple-complex.

** A standard iron ingot in northern *Ushù'l* weighs approximately 1 kilogramme.

14.10.5. Brewer

Income

(Brewer of beer and ale) : [D] 2.0 [R] 3.0 [N] 4.0 [G] 5.0 [P] 6.0

(Brewer of wines) : [D] 2.5 [R] 4.0 [N] 5.5 [G] 7.0 [P] 8.5

(Brewer of liquors) : [D] 4.0 [R] 7.0 [N] 10.0 [G] 13.0 [P] 17.0

Abilities : A brewer is skilled at creating and distilling beverages, particularly those with alcoholic content. The amount of income derived from this is highly variable, depending on the type and quality of the beverages that are created; a character with this skill will be a member of the local Brewers' guild and will have considerable training in his or her craft.

- A brewer has an automatic (Day Vision + Sense of Smell + Taste Sense x 3 DMod) per cent chance of identifying any common alcoholic beverage or drug.
- A brewer may create (brew) 1D6 types of common alcoholic beverages. The chance of a batch being correctly brewed is equal to the brewer's (Day Vision + Sense of Smell + Taste Sense x 2.5 DMod).

An individual brewer can create 10 barrels of "house brand" wine, or 30 barrels of beer, per game week if in his or her normal surroundings. He or she can create 1/20th of the above amounts of beverage, if in the wilderness (from natural sources such as berries, roots, etc.); this is primarily of use in bringing good cheer to an exploration party.

14.10.6. Bureaucrat

Income (plus bribes; see below)

(Level I to V) : [D] 0.3 [R] 0.4 [N] 0.5 [G] 0.8 [P] 1.0

(Level VI to X) : [D] 0.5 [R] 0.8 [N] 1.0 [G] 1.5 [P] 2.0

(Level XI or higher) : [D] 1.0 [R] 1.5 [N] 2.0 [G] 3.0 [P] 4.0

Abilities : A character with this background is basically a low- to middle-level bureaucrat within the apparatus of government. This category covers, as might be expected, a very wide expanse of actual duties and positions within the government, ranging from overseeing applications for vending permits, to screening petitions for audiences with the local authorities, to managing any one of many types of paperwork.

In this context, a short explanation of the inner workings of government in northern *Ushù'l* is required. The bureaucracies in this region are, with the two exceptions of those in the Shadowed Empire (where upper authority rests with the sinister faiths of the *Khùl-Nolgun*) and those in Ontarz (where real authority rests with the *Mh-Lklàa* and the *Vhàl-V'ávna*), organized on a hybrid basis. All positions of real decision-making power, particularly those involving money, are reserved for blood relatives (occasionally close friends) of the ruling Clan, while the rest of the bureaucracy— in other words, that part of it which has to actually run the state and implement policy— is made up of professional civil servants who may spend a lifetime in a single, relatively junior position. By nature, a career bureaucrat in northern *Ushù'l* must be fawningly deferential to his or her political masters, and must maintain almost complete detachment from the citizens with whom he or she must interact in implementing government policy. "Following the rules" is far more important than trying to interpret the rules so they make sense, let alone so that they affect citizens— especially, those of the lower classes— humanely.

Although the regular wages for a civil servant are quite low, a character with this background can frequently supplement his or her normal income with bribes, inducements, kickbacks and other secret commissions. While doing so is theoretically a crime against the state and is subject to severe penalties, in practice, the strictures against bribery are rarely enforced— unless there is some other factor at work, for example if the bureaucrat happens to belong to a currently unpopular Clan or ethnic group, or if he or she has become unduly greedy and has begun to siphon off more funds than has traditionally been expected. Usually, a bureaucrat can always receive bribe/kickback funds equal to his or her regular salary, without much chance of apprehension or prosecution. However, a character wishing to enrich himself or herself quickly can also "turn the screws" on citizens wanting to deal with the bureaucrat's department. In game terms, this is resolved as follows: The player managing the civil servant character tells the Referee the multiple of his or her regular salary (for example, "2 times", "4 times", "7 times", etc.), that the bureaucrat wishes to receive by "turning the screws". One is subtracted from this number, giving the "Excess Salary Number", and then the Referee secretly performs a percentage dice check against the following formula:

Excess Salary Number x 15 = Chance That Self-Enrichment Is Noticed

If the excess self-enrichment is noticed, it counts as a crime as defined under "Crime and Punishment" in the Adventures rules section, with the bureaucrat in question as the default suspect.

A bureaucrat also has the ability to move applications, petitions, etc., through the state apparatus at several times the sometimes glacial normal speed at which such initiatives are normally handled. The acceleration of government actions is equal to the civil servant's level, for initiatives directly within his or her department; it is equal to half the bureaucrat's level for requests that fall under the purview of some other government department or ministry.

14.10.7. Butcher

Income : [D] 0.2 [R] 0.4 [N] 0.6 [G] 1.0 [P] 2.0

Abilities : A butcher is skilled at rendering and preserving meat taken from livestock and, to a lesser extent, game animals. If presented with the right kind of animal, he or she has a (Dexterity + Intelligence + PERC x 0.5 DMod) per cent chance per level of this skill to find and remove undamaged any body parts useful for special purposes (for example ingredients in a potion, juice used as a dye, etc.), and will be able to glean an extra 10 per cent worth of edible flesh over what an unskilled character would otherwise get from a slaughtered animal.

A butcher can also prolong the period in which it is safe to eat meat to 200 per cent of the time when it would normally spoil. Note that while a character with this skill can safely skin a slaughtered animal, he or she cannot preserve or make special use of the hide without having the Tanning ability.

14.10.8. Candlemaker

Income : [D] 0.2 [R] 0.3 [N] 0.5 [G] 0.8 [P] 1.6

Abilities : A candlemaker can brew and fashion candles and other light-making implements. Ten regular-sized, or five "special", candles can be created in a single day, provided that the candlemaker possesses the required tools. A special candle can either:

- Be made to burn and give off light for up to twice that of a regular candle, or
- Can be fashioned so as to have twice the normal chance of remaining alit, when exposed to forces (for example a strong breeze) that might cause a normal candle to be snuffed out; or
- Can be perfumed so as to give off an attractive odour when lit.

The latter function is relatively important in northern *Ushù'l*, as perfumes and other fragrant aerosols are frequently used by the upper classes to make castles and other similar residences attractive to live in.

A few characters with more than ten levels of this skill can craft candles that can give off more sophisticated aerosols. These can drive off certain types of dangerous creatures, cause unconsciousness, etc.. Most details of such specialised candles must be detailed by the Referee, but by default, only one special-power candle can be made per week, and its cost to make— assuming, of course, the required ingredients are available— is 2D6 x 10 silver pieces per unit.





14.10.9. Carpenter

Income : [D] 0.1 [R] 0.3 [N] 0.5 [G] 0.9 [P] 1.5

Abilities : Carpentry is a well-known skill in northern *Ushù'l*. A carpenter can fashion almost any item out of *Dadôga*- or *Iismàiah*-wood, and sometimes, out of more exotic woods imported from Javertien or (less frequently) south of the *Nôlan Oblé*. A carpenter can repair damaged wooden items, with the exception of wooden armour (which requires the Armourer skill) in 1/3 the time that would be required to a character without this skill. Also, a carpenter gains 2 points on the Inventiveness DMod used when attempting to jury-rig (or repair) a ladder or other constructed wooden item.

14.10.10. Construction Worker

Income : [D] 0.1 [R] 0.2 [N] 0.4 [G] 0.8 [P] 1.2

Abilities : A construction worker lives a life of hard toil and gets plenty of good exercise. Therefore, there is a 10 per cent chance for each level of this skill a character attains that he or she will increase his or her Strength and Constitution requisite category by 1. Note that this is separate from any conditioning bonuses.

14.10.11. Cooper / Barrelwright

Income : [D] 0.2 [R] 0.4 [N] 0.6 [G] 1.0 [P] 2.0

Abilities : A cooper is skilled at making carriage-wheels, barrels and other curved or formed items. These are normally made from the *Dadôga*-wood that is popular and plentiful in northern *Ushù'l*. A cooper is a useful companion to have on a trip through the wilderness, as he or she can repair damage to a wagon, carriage, etc., in 1/4 the time that would be required to a character without this skill. Also, he or she gains 1 point on the Inventiveness DMod used when attempting to jury-rig (or repair) a carriage, boat or other curved wooden item.

14.10.12. Fisherman

Income : [D] 0.2 [R] 0.5 [N] 0.8 [G] 1.1 [P] 1.5

Abilities : A fisherman, having to make his or her living from the sea, gains a profound understanding of marine life and weather. Therefore, for each level of this skill a character has, he or she gains the following bonuses:

-A chance equal to (PERC + Intelligence x 1 DMod) of detecting bad weather at sea 1D10 hours ahead of the time when it actually "hits".
-A (Day Vision + Intelligence x 1 DMod) per cent chance of identifying a fish or marine denizen seen within 20m. of the fisherman. The chance is doubled, if the fish is caught and brought on board the boat (if applicable).
-The ability to sew and repair torn or damaged sails and/or nets. It typically takes a fisherman 3 game hours to repair an average-sized sail or net.
-The ability to swim (if possible for the character's species) and to hold one's breath (Constitution + Willpower x 0.75 DMod) per cent longer than would normally be possible, if diving.
-A [(PERC + Intelligence x Fisherman Skill Level) x 0.2 DMod] per cent chance per 3 game hours of finding a school of edible fish or other marine creatures. If such a resource is located, the fisherman will catch 1D6 fish per hour using hook and bait, or 10-60 fish using a net.
-An increasingly thorough familiarity with the seas within 2D40 km. of his or her home port. This gives a [(PERC + Intelligence x Fisherman Skill Level) x 0.5 DMod] per cent chance of avoiding shoals, sand banks, etc., when navigating through these waters.

14.10.13. Fishmonger

Income : [D] 0.2 [R] 0.4 [N] 0.6 [G] 1.0 [P] 2.0

Abilities : A fishmonger is skilled at rendering and preserving fish and other marine creatures. If presented with the right kind of fish, he or she has a (Dexterity + Intelligence + PERC x 0.5 DMod) per cent chance per level of this skill to find and remove undamaged any body parts useful for special purposes (for example ingredients in a potion, juice used as a dye, etc.), and will be able to glean an extra 10 per cent worth of edible flesh over what an unskilled character would otherwise get from a fish. A fishmonger can also prolong the period in which it is safe to eat a fish to 200 per cent of the time when it would normally spoil.

14.10.14. Garbage man / Chamber pot-collector

Income : [D] 0.1 [R] 0.2 [N] 0.3 [G] 0.5 [P] 1.0

Abilities : A character having this background will have a strong stomach and a greater than normal ability to resist disease (a 2 per cent bonus, whenever called upon to make a saving throw against nausea or to resist infection).

14.10.15. Horse-Breaker / Ostler

Income : [D] 0.6 [R] 0.8 [N] 1.2 [G] 1.8 [P] 3

Abilities : A horse-breaker, also called an ostler, is able to raise young beasts of burden so as to be relatively obedient to their owners and to be able to understand and carry out simple instructions. To a lesser extent, a horse-breaker can also "tame" even an adult, wild animal, but this process requires much more time, has a less certain outcome and can even be dangerous.

The two most commonly-used beasts of burden found in northern *Ushù'l*— and therefore raised in the care of a horse-breaker— are the *Kwhàì'Khélé* (kwai KLAY) and the *Féfitsma* (feff-EET-smah). The *Kwhàì'Khélé*, which is the standard riding animal of northern *Ushù'l*, is generally similar to the Terran horse, but is slower and somewhat smaller. The *Féfitsma* is a very large, yak-like bovine mammal standing up to 1.8 metres in height at the shoulder and weighing up to 2000 kg. The following table gives the normal amounts of time required for an accredited horse-breaker to train a single example of these creatures to perform various tasks:

Task Being Taught Animal	<i>Kwhàì'Khélé</i>	<i>Féfitsma</i>
Come when called, simple tasks	3 weeks	1 week
Pull a plough or wagon	2 weeks	1/2 week
Carry cargo	3 weeks	1 week
Carry a rider (normal riding patterns)	1.5 months	1 month*
Carry a rider (more sophisticated riding patterns; for example jumping over an obstacle)	3 months	n/a
Carry a rider (basic ability to operate in a combat situation)	1 year	n/a
Carry a rider (sophisticated battle abilities such as used in the Imperial Cavalry)	3 years	n/a

* A *Féfitsma* can carry passengers, but this option is rarely used in *Ushù'l* as it is difficult to mount or dismount, and the *Féfitsma* moves quite slowly except when strongly motivated by fear or pain.

The time requirements listed in the above table are tripled, where an animal not raised from infancy in captivity, is concerned. Also, at the end of the process, the ostler must pass a check at (Horse-Breaker Skill Level x 7 DMod).

-If this check is passed, the animal is considered domesticated.
-If the check is failed by fewer than 20 points, the animal is still "wild" but may be subjected to further training.
-If the check is failed by more than 20 points, the animal has proved impossible to train and has injured the horse-breaker; this is handled as a concussive Critical Hit to a randomly determined part of his or her body.

A single horse-breaker may manage the training of one animal for every level of skill he or she possesses; for example, a character with five levels of this skill could continuously manage the training of five different animals.

A horse-breaker can, to a limited extent, cure non life-threatening physical damage to one of his or her animals. The chance of doing this, for any injury that the Referee deems could reasonably be repaired in this way, is (Horse-Breaker Skill Level x 6 DMod). Each attempt requires 2D10 hours of sporadic effort on the part of the horse-breaker, and if the Success Threshold dice roll is failed badly enough (by 50 points or more), the operation has been botched and the animal dies.

Very skilled practitioners of this skill (those with 15 or more levels) are usually in high demand by the army for work in training mounts for the cavalry, and can expect payment at a rate roughly three to six times that noted above.

Note that this vocation does not give any special ability to train or domesticate more dangerous animals, for example carnivores or exotic creatures.





14.10.16. Market Peddler

Income : [D] 0.2 [R] 0.4 [N] 0.6 [G] 1.0 [P] 2.0

Abilities : A character with this skill is an expert in the values of common items and is unlikely to be "taken" even by a master bargainer. Therefore, the character is unaffected by bargaining skills other characters may attempt to use against him or herself; furthermore, a character with the "Market Peddler" skill may purchase any item commonly such item at its bargained value plus (PERC + Intelligence x 0.75 DMod).

14.10.17. Mason / Bricklayer

Income : [D] 0.1 [R] 0.3 [N] 0.5 [G] 1.5 [P] 2.0

Abilities : A mason knows how to operate a brick-kiln as well as what materials are needed to make bricks that will not fall apart; given proper equipment, he or she can create enough bricks in a day to build a wall 10 x 10 x 1 m. in size and can lay and mortar the same in one more day. (A brick structure of this type made by a character who does not have at least one level of this skill will disintegrate in 1D20 game weeks, due to improper construction techniques.) A character with more than 10 levels of this skill may find his or her services in great demand (multiply wages by 5), for he or she can build military fortifications capable of withstanding deliberate attack with little or no damage.

14.10.18. Prostitute / Courtesan

Income : [D] 0.5 [R] 0.8 [N] 1.1 [G] 1.5 [P] 2.0

Abilities : The capabilities given by this skill are fairly obvious... A trained prostitute may, given suitable circumstances, attempt to seduce a member of his or her own species of the opposite sex [add (Charisma + Intelligence x 0.75 DMod) to the dice roll results, when checking on the Character Reaction Table; the attempt at seduction will take 3D20 minutes]. Under normal conditions, the seduced party will be more (1D20 per cent) inclined to trust the prostitute "after the act" and unless specially trained may (60 per cent chance) reveal hidden or privileged information entrusted to himself or herself. A prostitute will also have half the normal chance of becoming pregnant or infected with venereal disease after a sexual encounter, due to herbal or other protections he or she will know about.

Characters with ten or more levels of this skill are termed "courtesans", and will typically have an income level between three and eight times the figures given directly above. Some courtesans can achieve a fairly high status in society, depending upon their talents at the erotic arts. However, it should be noted that since northern *Ushù'l* during the period covering the setting of *Shakhàn* is a relatively less sexually repressive society than was the case during equivalent times on medieval Earth, a prostitute or courtesan will have to have really unusual sexual skills to justify a large salary.



Merchant caravan approaching the gates of Art near Ascòrcan





14.10.19. Potter

Income : [D] 0.2 [R] 0.4 [N] 0.6 [G] 1.0 [P] 2.0

Abilities : A potter is able to make vases, urns, plates and other clay or porcelain storage items. If given extra time, he or she can make stoppered urns or bottles that can resist the corrosive effects of acids. Each one game day devoted to this purpose, gives the bottle in question the ability to resist an additional corrosion level of the acid; e.g., a bottle perfected for one day can repel acid of corrosion Intensity level 1, a bottle worked on for three days can repel level 3, etc..

If the potter spends twice the time normally required to complete a bottle, he or she can make it highly durable and unlikely to break if subjected to shock (half the normal chance of shattering if dropped or struck).

14.10.20. Ratter / Exterminator

Income : [D] 0.2 [R] 0.4 [N] 0.8 [G] 1.0 [P] 1.5

Abilities : A ratter or exterminator is an expert in the habits and weaknesses of rodents and other common vermin. If given one game day to do so, he or she can clear a 20 x 20 x 20 m. area of these pests, and the chance the latter have of returning while the character is present at the site is reduced by 50 per cent. There is also a 10 per cent chance per level of this skill acquired that the user will become familiar with 1D3 common types of ingestive poisons.

14.10.21. Salter / Salt-seller

Income : [D] 0.2 [R] 0.4 [N] 0.6 [G] 1.0 [P] 2.0

Abilities : A salter specializes in preventing foodstuffs, particularly meat and fish, from spoiling by saturating them with salt or other similar preservatives. Through salting, he or she can prolong the period in which it is safe to eat meat or fish to 300 per cent of the time when it would normally spoil. However, once it gets to 200 per cent of the normal spoilage period, the fish or meat is unlikely to satisfy high standards of taste.

If in the wilderness, a salter can create or find a number of kilograms of new salt per game day equal to $[(PERC + Intelligence \times Salter \text{ skill level}) \times 0.1 \text{ DMod}]$.

14.10.22. Shoemaker / Cobbler

Income : [D] 0.4 [R] 0.7 [N] 0.9 [G] 1.3 [P] 1.9

Abilities : A shoemaker is skilled at taking leather or hides and fashioning them into footwear. A complete pair of shoes for a human-sized creature requires about one day's effort; with additional time and some expense, a cobbler can create specialty shoes such as a boots with hidden compartments in the heels etc..

A very few shoemakers (those with more than ten levels of this skill and with magical assistance) can create footwear with "special powers" that allow the wearer unusual abilities such as completely silent travel or the ability to jump extremely long distances with little effort. The basic chance of a set of footwear so created working properly is $(Dexterity + Intelligence + Touch \text{ Sense} \times 0.1 \text{ DMod})$ per cent, per level of Cobbler experience. The most common component in most footwear in Roctien is the hide of the *Fefitsma*-beast, a yak-like bovine creature.

14.10.23. Slaver

Income : [D] 1.0 [R] 2.5 [N] 5.0 [G] 9.0 [P] 11.0

Abilities : A slaver has an innate knowledge of the traits of the more common sapient species and has an automatic chance equal to $(PERC + Intelligence \times 1 \text{ DMod})$ of detecting "wrongness" (e.g. a polymorphed or charmed creature, a member of one sex disguised as another, etc.) in someone presented to him or herself. A slaver also gets a $(1D3 \times Slaver \text{ Skill Level})$ per cent discount when purchasing slaves due to his or her expert knowledge of what they are really worth, and adds $(10 \times Slaver \text{ Skill Level})$ to his or her chances of successfully restraining a victim by means of ropes, chains, etc., due to experience in such matters.

14.10.24. Sweetmeat-Maker

Income : [D] 0.2 [R] 0.5 [N] 0.7 [G] 1.0 [P] 1.8

Abilities : A sweetmeat-maker is expert at making candies and other delectables. Most of these items have little relevance to the game, but one type is useful: given the proper ingredients and equipment (specifically, a stove and smoking-oven), a sweetmeat-maker can produce compact high-energy preserved rations, suitable for provisioning on adventures and other long trips. One ration will nourish one man-sized creature for one game day, while weighing 20 per cent of the mass and bulk of the amount of food that would otherwise be required for this purpose. The sweetmeat-maker may create 20 such rations per game day.

14.10.25. Tailor

Income : [D] 0.4 [R] 0.7 [N] 0.9 [G] 1.3 [P] 1.9

Abilities : A tailor is skilled at taking pre-woven pieces of cloth and fabric and sewing them into wearable garments. A complete set of normal clothes for a human-sized creature requires about two days' effort; with additional time and some expense, a tailor can create specialty clothes such as a coat with hidden pockets, a money belt, etc.. If a week is spent on it, a tailor can create a padded undercoat that reduces the damaging effects of hostile attacks on whoever wears it.

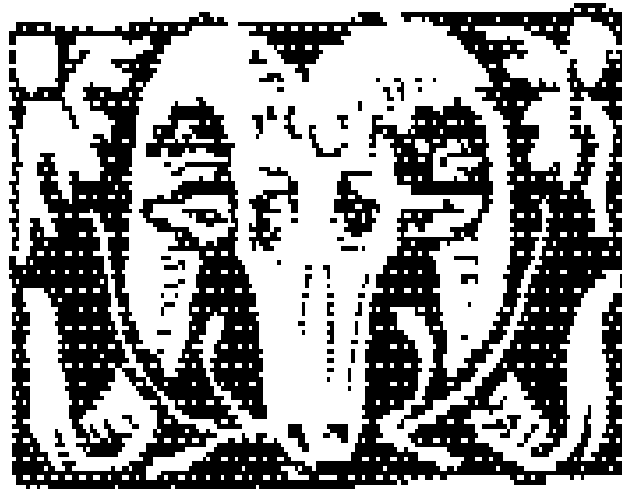
A very few tailors (those with more than ten levels of this skill and with magical assistance) can create garments, particularly robes, with "special powers" that allow the wearer unusual abilities such as camouflage or even limited amounts of magic. The basic chance of a garment so created working properly is $(Dexterity + Intelligence + Touch \text{ Sense} \times 0.1 \text{ DMod})$ per cent, per level of Tailor experience. The most common component in most garments in Roctien is the hide of the *Eduhh*-beast, a pig-like animal with a soft and highly warmth-retaining fur.

14.10.26. Tanner / Leather-worker

Income : [D] 0.3 [R] 0.6 [N] 0.8 [G] 1.1 [P] 2.0

Abilities : A tanner/leather-worker can take raw animal hides (the most common type in Roctien is the hide of the *Fefitsma*-beast) and form it into leather usable for clothes or, for a leather-worker with 8 or more levels of this skill, even leather body armour. A very few tanners can create leather armour with special abilities, for example the ability to auto-adjust to a wearer's body morphology, probably with the aid of magical enchantments or the use of alchemy. A character more than 13 levels of this skill may experiment in this area, with perhaps a $(Dexterity + Intelligence + Touch \text{ Sense} \times 0.1 \text{ DMod})$ per cent, per level of leather-worker experience chance per game year of developing this type of special ability.

A tanner can also repair damaged leather goods, including leather armour if the necessary tools and time are available. His or her chance of doing this is $(Dexterity + Intelligence + Touch \text{ Sense} \times 1.0 \text{ DMod}) + (5 \times \text{level of leather-worker experience}) - (\text{per centage that the armour is damaged})$.



14.10.27. Toymaker

Income : [D] 0.5 [R] 0.9 [N] 1.1 [G] 1.4 [P] 2.1

Abilities : A toymaker is skilled at creating toys and other baubles of amusement, most of which can be ignored for game purposes. Master toymakers (those with ten or more levels of this skill) may also create intricate mechanical devices up to about the size of an adult human, and some of these can be put to use for various unusual purposes. For example, it might be possible to create a clockwork figure of a warrior who could— with the aid of some basic magical enchantments— actually fight with the toymaker's opponents, at perhaps 50 per cent to 75 per cent the effectiveness a real warrior would. Of course, at the appropriate moment, someone would have to call a halt to the battle so he or she could rewind this contraption...





At no time may the toymaker create items of a greater level of technical sophistication than what would have been possible in Europe prior to the introduction of gunpowder. Another more sinister artifice that a toymaker (with at least five levels of the skill) can construct is a mechanical booby trap; his or her chance of successfully creating the trap is equal to $[(\text{Dexterity} + \text{Intelligence} + \text{Touch Sense} \times (\text{Toy maker skill level} - \text{Trap complexity level})) \times 0.2 \text{ DMod}]$.

It is, of course, usually illegal for a toymaker to make traps of this sort, unless given special dispensation to do so from the government.

14.10.28. Waiter / Table-Attendant

Income

(Low-class bar/inn) : [D] 0.2 [R] 0.6 [N] 1.0 [G] 1.2 [P] 2.0

(Middle-class bar/inn) : [D] 0.5 [R] 0.8 [N] 1.1 [G] 1.6 [P] 2.5

(Upper-class bar/inn) : [D] 1.0 [R] 2.0 [N] 3.0 [G] 4.0 [P] 5.0

Income figures include tips, if allowed by establishment; otherwise the character's income would be 2D40 per cent less.

Abilities : A waiter meets many people in the course of the working day; most of these are uninteresting, but every so often one or two unusual ones happen by. For game purposes, this means that a waiter has:

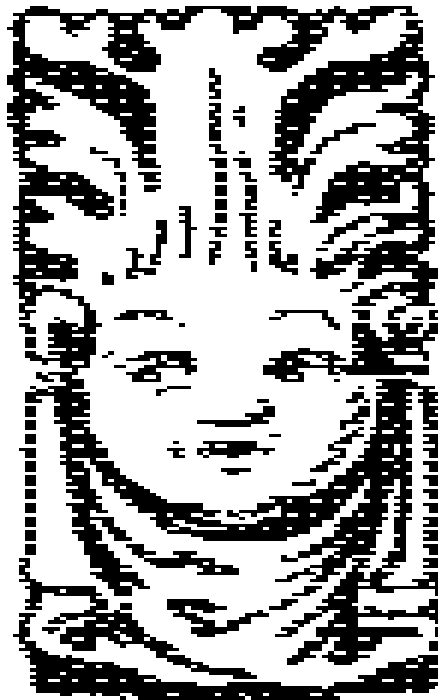
- An automatic chance of $(\text{PERC} + \text{Intelligence} \times 0.5 \text{ DMod})$ of correctly identifying the species and, assuming external evidence such as special clothes or jewelry, a $(\text{PERC} + \text{Intelligence} \times 0.3 \text{ DMod})$ per cent chance of correctly identifying the occupation, of any "normal" character he or she encounters. This skill only applies to creatures the waiter might have seen in the past; e.g., it is unlikely a waiter would be able to identify a hidden demon or a cleric of a foreign religion, unless some previous event involving these had occurred in the bar.
- The waiter has an automatic $(\text{PERC} + \text{Intelligence} \times 0.8 \text{ DMod})$ per cent chance of identifying the language a character is communicating in. This chance increases by 1 per cent for each extra time the waiter has heard the foreign language, to a maximum of 75 per cent.
- A waiter is also likely to be one of the first characters in a town to hear local rumours; he or she will hear 1D6 new rumours or gossip per game week. The truth or falsity of these, of course, is left up to the Referee.
- Finally, a waiter gains a limited ability to identify and concoct liquid intoxicants and other drugs; he or she has a $(\text{Day Vision} + \text{Sense of Smell} + \text{Taste Sense} \times 2 \text{ DMod})$ per cent chance of identifying any common alcoholic beverage or drug, and may (if allowed by the barkeeper) "mix drinks" with 80 per cent the chance of success a trained barkeeper would have of mixing a drink or "cutting" a dosage of drugs.

14.10.29. Weaver

Income : [D] 0.1 [R] 0.4 [N] 0.6 [G] 0.9 [P] 1.7

Abilities : A weaver can take cured strands of fiber or wool and form it into fabric usable for clothes and other related purposes. Most of the products so created are of little relevance for game purposes; however, there are tales of weavers who have discovered how to form fabrics "light as silk but strong as iron", probably with the aid of magical enchantments or the use of alchemy.

A character more than 10 levels of this skill may experiment in this area, with perhaps a $(\text{Dexterity} + \text{Intelligence} + \text{Touch Sense} \times 0.1 \text{ DMod})$ per cent, per level of Weaver experience chance per game year of happening upon a formula that gives some minor degree of armouring effects to ordinary fabrics.



14.11. Other Mundane Occupations

Descriptions of these occupations, their skills and incomes are *For Future Release*. In the interim, the Referee should allow a character whose background indicates one of these professions 1D6 levels of the learnable skill most closely corresponding to the occupation. For example, a character with the "Orator" occupation would probably have several levels of the "Rhetoric" skill, and quite likely one or two of "Etiquette" as well.

- 1.....Mortician, Government Bureaucrat, Moneylender/Usurer, Perfumer, Glassblower, Matchmaker, Courtesan, Bard/Singer
- 2.....Musician, Actor, Playwright/Writer, Portrait-Painter, Sculptor/Mosaic-worker, Puppeteer
- 3.....Orator, Philosopher, Bird-/Animal-Trainer, Legal Pleader/Lawyer, Pilot/Navigator
- 4.....Shipwright, Architect, Armourer/Weapon crafter, Scribe, Cartographer, Diviner/Water-finder, Pharmacist/Medicine-Mixer, Cleric/Priest, Jeweler, Appraiser

14.11.1. Rare / Unusual Occupations

- 5.....Healer/Physician, Astrologer/Fortuneteller, Sage, Alchemist/Potion-Mixer





15. Miscellaneous Player Charts and Tables

The following charts and tables, which are essentially a subset of those available to the Referee, have been made available for the players' use to expedite play.

15.1. Armour Cost Tables

15.1.1. Breastplates

Quality Dice Roll	Armour Composition Armour Quality	Fur / Clothes	Leather	Wood	Chain Mail	Scale Mail	Plate Mail
01-10	Poor (E)	20	40	80	160	320	640
11-45	Usual (D)	40	80	160	320	640	1280
46-90	Good (C)	80	160	320	640	1280	2560

A Breastplate protects the thorax or upper body region of a character; it usually protects both the front, back and sides.

15.1.2. Abdomenal Coverings

Quality Dice Roll	Armour Composition Armour Quality	Fur / Clothes	Leather	Wood	Chain Mail	Scale Mail	Plate Mail
01-10	Poor (E)	10	20	40	80	160	320
11-45	Usual (D)	20	40	80	160	320	640
46-90	Good (C)	40	80	160	320	640	1280

Abdomenal coverings protect the abdomen or lower body region of a character; and usually protect both the front, back and sides.

15.1.3. Helmets, Armpieces and Legpieces

Quality Dice Roll	Armour Composition Armour Quality	Fur / Clothes	Leather	Wood	Chain Mail	Scale Mail	Plate Mail
01-10	Poor (E)	5	10	20	40	80	160
11-45	Usual (D)	10	20	40	80	160	320
46-90	Good (C)	20	40	80	160	320	640

Arm or leg coverings protect the arms and legs respectively; on a check of (01-75) the coverings are a type that will only protect the arms or legs if struck from the front or sides; on a check of (76-00) they will protect from all directions. For the sake of simplicity, assume that a helmet will always protect the head area. The degree of neck protection afforded by a helmet is determined by a dice check: (01-25) Provides no protection whatsoever to neck area; (26-75) protects back and sides of neck only; (76-00) protects both front, back and sides of neck.

15.1.4. Shields

Quality Dice Roll	Armour Composition Armour Quality	Leather (small)	Leather (large)	Wood (small)	Wood (large)	Metal (small)	Metal (large)
01-10	Poor (E)	40	60	70	90	400	600
11-45	Usual (D)	50	70	150	200	600	800
46-90	Good (C)	100	150	300	400	900	1200





See the Armour Protection Table for rules pertaining to the use of shields in combat.

15.2. Weapon Cost Tables

15.2.1. Standard Swords / Edged Slashing Weapons

Quality Dice Roll	Weapon Type Weapon Quality	Dagger	Rapier	Parrying Sword	Short Sword	Long Sword	2-Handed Sword
01-10	Poor (E)	20	40	60	80	100	200
11-45	Usual (D)	40	60	80	100	200	400
46-90	Good (C)	60	80	100	200	400	800

15.2.2. Standard Axes

Quality Dice Roll	Weapon Type Weapon Quality	Hand-Axe	Standard Battle-Axe	Heavy Battle-Axe	2-Handed Battle-Axe	Halberd / Pole-Axe
01-10	Poor (E)	20	40	60	100	150
11-45	Usual (D)	40	60	100	150	300
46-90	Good (C)	60	100	150	300	600

15.2.3. Spears / Bladed Jabbing Weapons

Quality Dice Roll	Weapon Type Weapon Quality	Javelin	Hand Spear	Pike / Lance	Pole Arm
01-10	Poor (E)	10	20	50	100
11-45	Usual (D)	20	40	100	200
46-90	Good (C)	40	60	150	400

15.2.4. Full-Concussion Weapons

Quality Dice Roll	Weapon Type Weapon Quality	Standard Club	Heavy Club	Standard Mace	Heavy Mace	Standard War Hammer*	Heavy War Hammer*
01-10	Poor (E)	5	10	20	50	30	60
11-45	Usual (D)	10	20	50	75	60	90
46-90	Good (C)	20	50	75	150	90	180

All weapons listed in the above Table are "concussion-eligible".





15.2.5. Miscellaneous Weapons

Quality Dice Roll	Weapon Type Weapon Quality	Quarter Staff*	Military Flail*	Morning Star*
01-10	Poor (E)	1	30	30
11-45	Usual (D)	5	60	60
46-90	Good (C)	10	90	90

* These attack types are "concussion-eligible".

15.2.6. Standard Missile Weapons

Quality Dice Roll	Launcher Type Projectile Type Weapon Quality	Short Bow (arrow)	Composite Bow (arrow)	Long Bow (arrow)	Light Crossbow (bolt)	Medium Crossbow (bolt)	Heavy Crossbow (bolt)
01-10	Poor (E)	25	50	75	30	60	90
11-45	Usual (D)	50	75	150	60	90	180
46-90	Good (C)	75	150	300	90	180	360

Costs for arrows range from 1 sp for a marginal quality arrow to about 50 sp for an exceptional one made by a renowned craftsman. Costs for crossbow bolts range from 2 sp for a poor-quality bolt to about 80 for a really good one.





15.2.7. Item Cost Table (I) (Clothing & Adventure Gear)

	<i>Dice Roll</i>	01-10	11-45	46-90
Item #	Quality / Rarity / Level of Craftsmanship Item Description	Poor / Ubiquitous / (E)	Usual / Sold Everywhere / (D)	Good / Common / (C)
01	cloak, cape, robe	2	5	10
02	tunic, shirt, blouse	1	3	6
03	pants, culottes, kilt	2	4	8
04	hat, headdress	1	2	4
05	jacket, coat, pullover	3	5	10
06	sandals, leggings	0.5	1	2
07	shoes	1	2	4
08	boots	2	3	6
09	gloves, scarf, mittens	0.5	1	2
10	belt, leather harness	1	2	4
11	leather money belt	3	5	10
12	leather weapon belt	3	6	12
13	small leather backpack	2	5	10
14	large leather backpack	4	8	16
15	leather saddle bag	5	10	20
16	small burlap sack	1	2	4
17	large burlap sack	2	3	6
18	leather belt sheath	3	5	10
19	25-arrow leather quiver	4	7	15
20	leather wineskin	3	5	10
21	empty porcelain flask	1	2	4
22	blanket, sleeping bag	4	9	20
23	small wooden chest	5	10	20
24	large wooden chest	10	20	40
25	metal/wood reinforced chest	60	100	200
26	tent (2-man)	7	15	30
27	tent (5-man)	14	30	60
28	10 metres rope	3	5	10
29	standard torch	0.1	0.2	0.5
30	flask of lantern oil	2	3	6
31	standard oil lantern	6	15	30
32	bullseye oil lantern	15	30	60
33	standard candle lantern	6	12	24
34	bullseye candle lantern	13	25	50
35	tallow candle (1)	0.25	0.5	1
36	flint/steel tinderbox	5	10	20
37	iron spike (1)	3	5	10
38	3 metre wooden pole	2	3	6
39	leather horse saddle	22	40	80
40	iron grappling hook	6	13	26
41	eating utensils (fork, knife)	2	5	10
42	eating plate	1	2	5

Note: The item numbers in the left-hand column are for convenience, in case the Referee needs to quickly determine the identity of a randomly determined mundane item.





15.2.8. Item Costs (II) (Food, Drink & Livestock)

	Dice Roll	01-10	11-45	46-90
Item #	Quality / Rarity / Level of Craftsmanship Item Description	Poor / Ubiquitous / (E)	Usual / Sold Everywhere / (D)	Good / Common / (C)
43	1 tankard beer	0.1	0.2	0.7
44	1-litre keg beer	0.3	0.6	2.1
45	1 glass wine	0.25	0.5	1
46	1-litre bottle wine	0.75	1.5	3
47	1 shot whiskey, spirits	0.5	0.75	1.5
48	1-litre bottle, whiskey, spirits	1.5	2.35	4.5
49	1 shot liqueur, other drink	1	2	2.5
50	1-litre bottle, liqueur, other drink	3	6	8
51	1 kg. fruit, vegetables	0.05	0.1	0.5
52	1 kg. <i>Mngàshaa</i> -meat (poultry)	0.5	1	2
53	1 kg. <i>Edùuh</i> -meat (pork/mutton)	1	2	5
54	1 kg. <i>Fefitsma</i> -meat (beef)	1.5	3	8
55	1 kg. <i>Haddòikh</i> -meat (fish)	0.25	0.5	1
56	1 kg. cheese, bean curd, milk	0.1	0.15	0.3
57	1 loaf <i>Charhéah</i> (<i>Fé'i</i>) bread	0.025	0.05	0.1
58	1 kg. <i>Charèppa</i> -root sugar	0.2	0.3	0.5
59	0.5 kg. salt	1	1.5	3
60	0.1 kg. pepper, seasonings	1.5	2	4
61	1-person meal (stew) at inn	0.5	1	2
62	1-person preserved rations	1	2	5
63	cake, sugared pastry	0.75	1	3
64	0.5 kg. nuts, berries	0.25	0.5	1
65	0.1 kg. truffles, exotic foodstuffs	3	10	50
66	10 fresh <i>Mngàshaa</i> -eggs	0.07	0.15	0.3
67	0.1 kg. <i>Ssirva</i> -tea (makes 1 pot)	0.05	0.1	0.5
68	adult <i>Edùuh</i> (pig)	10	20	50
69	<i>Edùuh</i> piglet	3	6	15
70	adult <i>Fefitsma</i> (yak)	15	30	80
71	<i>Fefitsma</i> calf	5	9	25
72	adult <i>Mngàshaa</i> (chicken)	5	10	20
73	<i>Mngàshaa</i> chick	1	2	3
74	adult donkey	10	20	50
75	donkey foal	3	6	15
76	adult pony	12	25	60
77	pony foal	5	8	20
78	adult riding horse (<i>Kwhà'i</i> / <i>Khlé</i>)	20	50	100
79	riding horse foal	7	20	40
80	adult workhorse	25	60	120
81	workhorse foal	8	25	50
82	adult warhorse	50	120	250
83	warhorse foal	22	40	80
84	1 kg. animal fodder	0.01	0.02	0.05

Examples of poor-quality beers would be *Thàid* (thought to contain fermented urine and other unpalatable substances), *Choice of the Toiler* and *Dhùngut*. Slightly better blends would include *Byrstn*, *Colonial* and *Mhàngu*. Good beers include *Still-Water*, *Hòpershmm* and *Phàdpher Export*. The two best beers available in northern *Ushù'l* are *Bèicheron* and *Vàl'Dchérr*. Low-quality wine types would include *Dràchenerg* (red) and various house blends. Better qualities include *House of Maurdoc* (burgundy), *Tysòmberrie* (white) and *Nasin Rosé* (beaujolais). The three most expensive wines in northern *Ushù'l* are *Trennische* (a light white), *El-Shapòeh* (a sweet, flavoured wine) and *Golden Excelsior* (champagne). Cheap (and very potent) whiskeys include *The Fire-Water of Glògg of the North* and *The Red Eye*. Better varieties include *The Pink Eye*, *Hýsston* (a rye) and *Firswittsh*. The best whiskey is *Spirit of the Nòlan*, a type of "scotch". Other alcoholic beverages include three types of mead, given here in ascending order of quality and cost: *Highwayman's*, *Ranger's Warmth* and *Pride of Roctien*. One of the best, and most expensive, liqueurs in northern *Ushù'l* is *Cream of Mèlepang*, a type of "schnapps" distilled from a rare fruit available only south of the *Nòlan Oblé*.

In most cases the names of named varieties of beer, wine and spirits refer to the clan that brews them, not to "brand names" as would be understood on modern Earth.





15.2.9. Item Costs (III) (Animals, Slaves, Services & Transportation)

	<i>Dice Roll</i>	01-10	11-45	46-90
Item #	Quality / Rarity / Level of Craftsmanship Item Description	Poor / Ubiquitous / (E)	Usual / Sold Everywhere / (D)	Good / Common / (C)
85	adult pet <i>Jòma</i> (house-cat)	3	6	12
86	<i>Jòma</i> kitten	1	2	4
87	adult pet <i>Kharù</i> (dog, coyote-size)	6	12	24
88	<i>Kharù</i> puppy	2	3	6
89	adult <i>Kharùlo</i> (guard dog)	8	20	30
90	<i>Kharùlo</i> puppy	3	6	12
91	adult <i>Kharùmol</i> (large dog)	10	30	50
92	<i>Kharùmol</i> puppy	4	14	22
93	<i>Sairìcha</i> -bird (canary)	1	1.5	2
94	adult slave, "Common" race	50	100	200
95	child slave, "Common" race	25	50	100
96	adult slave, "Uncommon" race	100	200	400
97	child slave, "Uncommon" race	50	100	200
98	adult slave, "Rare" race	200	400	800
99	child slave, "Rare" race	100	200	400
100	lodging, 1 person, per night	0.25	0.5	1.5
101	25 minutes with prostitute	0.5	1	2.5
102	clothes cleaning, 1 outfit	0.01	0.02	0.05
103	shave, manicure, pedicure	0.02	0.05	0.1
104	information obtained by bribery	0.02	0.2	2
105	favour obtained by bribery	0.05	0.5	5
106	petition to ruler, legal services	2	5	10
107	bird cage	0.1	0.2	0.5
108	horse/donkey cart, 4-person	2	4	8
109	open wagon, 6-person	5	10	30
110	covered wagon, 10-person	10	20	50
111	rowboat, canoe, 2-person	3	5	10
112	small sailboat, 4-person	10	20	50
113	large sailboat, 8-person	20	40	100
114	small galley, 20-person	200	400	800
115	medium galley, 40-person	400	800	1600
116	large galley, 80-person	800	1600	3200
117	navigational map	10	20	50
118	1 dose recreational drugs	0.5	1	5

The most common type of drug is *Pré-Sngàra*. Uncommon drugs include *Ssòl-Hléia*. Rare drugs include *Opinèra*. A very rare, prohibited drug in most regions is *Adàja*.





15.3. Yearly Telostician Calendar (Northern Ushù'l)

[1] Bègj (high summer)

New Year 1	Tiryé, Fèf 2	Tiryé 3	Tiryé 4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	J-S 23	J-S 24	J-S 25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	K-R 40
41	42	43	44	45	46	47	48	49	50

[2] Otchéyàyn (late summer)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	Bà 17	18	19	20
Hé 21	Hé 22	23	24	Nia 25	26	27	28	29	30
31	32	33	34	Ya 35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

[3] Khèpp (late summer / early autumn)

Vò 1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	Vò 16	Vò 17	18	19	20
21	22	23	24	25	26	27	28	Rss 29	Rss 30
Rss 31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	Hné 47	48	49	50

[4] Nahàdjarònyé (autumn)

J-S 1	J-S 2	J-S 3	J-S 4	J-S 5	6	7	8	9	Ki 10
Ki 11	Ki 12	Ki 13	Ki 14	Ki 15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	Bà 33	34	35	36	37	38	39	40
41	42	43	Fèf 44	45	46	47	48	49	50

[5] S-Tsèrack (late autumn / early winter)

1	2	3	4	Watchers 5	6	7	8	9	10
11	12	13	14	15	Nia 16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	Fèf 46	47	48	49	Had 50

[6] Lhòrentayn (winter)

Yog 1	2	3	4	5	6	7	8	9	Nan 10
Nan 11	Nan 12	Nan 13	Nan 14	Nan 15	Nan, R-P 16	R-P 17	R-P 18	R-P 19	R-P 20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	Bà 43	44	45	B'àbb 46	B'àbb 47	B'àbb 48	B'àbb 49	B'àbb 50

[7] Uhrack (depths of winter)

Bà 1	2	3	4	5	Tiryé 6	7	8	9	The NO 10
11	12	13	14	15	16	17	18	19	Bà 20
21	22	23	24	On , Yog 25	Yog 26	27	28	29	30
31	32	H'òngg 33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	The NO 49	50

[8] Vhùnuhrack (late winter)

1	2	3	4	5	6	7	R-P 8	R-P 9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	Z-R 50

[9] Jàx (early spring)

Fèf 1	Fèf 2	Fèf 3	Fèf 4	Fèf 5	Had 6	Bà 7	8	9	10
11	12	13	14	Bà 15	Henns 16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	K-R 35	K-R 36	K-R 37	38	39	40
41	42	43	44	45	46	47	48	49	Had 50

[10] Phèrn-Rôya (late spring / early summer)

Tiryé, Had 1	Tiryé 2	Tiryé 3	Tiryé 4	Tiryé 5	6	7	8	9	10
11	12	Bà 13	14	15	16	17	18	19	20
21	22	23	24	25	Bss 26	Bss 27	Bss 28	Bss 29	Bss 30
Fèf 31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	Z-R 50

The names of the months listed above are given in Rocto-CathSinnian, as would be used in modern Roctien, East Roctien and Ardtien. Most of the calendars of other regions of northern Ushù'l are also approximately 500 days long, although they include various minor structural differences and also have different names for the months of the year. The holiday codes shown above are abbreviations of the deity to which the day in question is sacred; for example, a day marked "Tiryé" is sacred to fierce Virya Tiryé-Habéla. The exact names of the holiday dates and their significances are *For Future Release*.





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