

Gushémal Role-
Playing Game

Player's Handbook

(Version 0.1 / March 2001)

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Index

1.	INTRODUCTION	1
1.1.	WHAT IS A ROLE-PLAYING GAME (RPG)?.....	1
1.2.	HOW DO YOU PLAY A RPG?	1
1.2.1.	<i>Just how does it work now?</i>	2
1.2.2.	<i>What are Experience Points?</i>	3
1.2.3.	<i>What are Hit Points?</i>	3
1.2.4.	<i>What is a round?</i>	3
1.3.	WHAT IS THE GUSHÉMAL ROLE-PLAYING GAME (GRPG)?	3
1.4.	WHY IS THIS THE VERSION 0.1 OF GRPG?.....	4
1.4.1.	<i>What's new or different?</i>	4
1.4.2.	<i>What's the problem with getting a full version finished?</i>	4
1.4.3.	<i>Invitation to YOU!</i>	5
1.5.	WHAT DO YOU NEED?	5
1.6.	THE CAMPAIGN WORLD.....	6
1.7.	HOW TO READ THIS BOOK.....	6
2.	THE RACES OF GUSHÉMAL	9
2.1.	HUMAN	9
2.2.	ELVES.....	10
2.2.1.	<i>Stratiotoi (Mercenary Elves)</i>	10
2.3.	ELVENKIN (PART-ELVES).....	11
2.4.	DWARVES.....	12
2.4.1.	<i>Caidwarves</i>	12
2.5.	ALREUS	13
3.	ATTRIBUTES	16
3.1.	STRENGTH (STR)	16
3.2.	AGILITY (AGI)	17
3.3.	CONSTITUTION (CON)	17
3.4.	CHARISMA (CHA).....	18
3.5.	INTELLIGENCE (INT).....	19
3.6.	WILLPOWER (WIL)	20
3.7.	RACE-SPECIFIC MODIFIERS	22
3.8.	CHOOSING THE RACE OF A CHARACTER.....	22
4.	CLASS	24
4.1.	FIGHTER	24
4.1.1.	<i>Class Abilities</i>	25
4.2.	WIZARD	26
4.2.1.	<i>How to become a wizard</i>	26
4.2.2.	<i>TL and Spell Level (Introduction)</i>	27
4.2.3.	<i>The position of wizards in society</i>	28
4.2.4.	<i>New spells (Spellbooks)</i>	28
4.2.5.	<i>Weapons</i>	29
4.2.6.	<i>Class Abilities</i>	29
4.2.7.	<i>Spell Level</i>	31
4.2.8.	<i>Summoning Demons (Wizards)</i>	32
4.3.	PRIEST	34
4.3.1.	<i>Class Abilities</i>	36
4.4.	THIEF	39
4.4.1.	<i>Class Abilities</i>	39
5.	SKILLS.....	43
6.	CHARACTERISTICS	48
7.	EQUIPMENT	57

7.1.	CLOTHES	57
7.2.	ITEMS	60
7.2.3.	<i>Special or Magical Items</i>	61
7.3.	WEAPONS	62
7.3.1.	<i>Descriptions of weapons</i>	65
7.3.2.	<i>Weapon Categories</i>	66
7.4.	ARMOR.....	68
7.4.1.	<i>Definition of Armor Characteristics</i>	68
7.4.2.	<i>Types of Armor</i>	70
7.5.	SHIELDS	71
7.6.	HELMETS.....	72
7.7.	STANDARD PRICES	72
8.	COMBAT	74
8.1.	ARMED COMBAT	74
8.1.1.	<i>Weapon Mastery</i>	74
8.1.2.	<i>Defense: The Total Attack Penalty</i>	75
8.1.3.	<i>Attacking an opponent</i>	76
8.1.4.	<i>Parrying an attack</i>	76
8.1.5.	<i>Rolling for damage</i>	77
8.1.6.	<i>Range or Who gets to attack first</i>	77
8.1.7.	<i>How many hit points do I have anyway?</i>	77
8.2.	UNARMED COMBAT	78
9.	SPELLS & BLESSINGS	80
9.1.	SPELLS	80
9.1.1.	<i>Spell Level 1</i>	80
9.1.2.	<i>Spell Level 2</i>	80
9.2.	BLESSINGS	81
9.2.1.	<i>Blessing Level 1</i>	81
9.2.2.	<i>Blessing Level 2</i>	81

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1. Introduction

1.1. What is a Role-Playing Game (RPG)?

As the name indicates, the player's task is to take on the role of a fictitious character and play out his or her adventures in an equally fictitious setting. In the traditional variety (of which we are speaking here), it's all done with the aid of your imagination – well, as well as a few dice and a couple of sheets of paper. The traditional RPG is more like a novel that the players act out through the characters they assume.

RPGs can take place in pretty much any kind of setting, but their primary playing fields are the phantastical genres, i.e. fantasy, science fiction, or horror. Predominantly among those is the fantasy field, transferring the players into a world where magic is abundant, as well as wizards, monstrous creatures – such as dragons – and the like.

Whereas most games present a rather general world concept, some limit themselves to a specific subset of the genre, such as a RPG on vampires, or one based on a specific movie that had garnered a notable following, or on a familiar and popular legend (you need only think of King Arthur or Robin of Sherwood, for instance.)

The plots presented typically posit a group of heroes – i.e. the players – who have to fight the Forces Of Darkness (for instance dragons, dictators, lawyers) with their wit and weapons.

1.2. How do you play a RPG?

A game commonly starts with each of the players creating their own characters (also called PCs, which is short for Player Characters). First off, the game always offers a certain range of available characters – sticking with the general fantasy genre, you have to decide whether to play a human (such as the player quite probably is herself as well), a dwarf, an elf, or some other race. Then you decide on some other factors, for instance the occupation of your character – is she a fighter, a wizard or a cleric?

(The details of the offered choices vary, of course, from game to game.)

Well, this only gives you a rough framework of what the character is like. There also have to be some specific characteristics unique of this fictitious person. To define those, you always need to roll dice to let good ol' Lady Luck decide for instance how strong the character is, how agile, and so on. (It really would diminish the fun of such a game if the player could just make up values for this, right? How entertaining would a game be if *everyone* is a superman or superwoman?)

The finishing touches are still missing on the character – most importantly a name. Add to that a personal history, a hometown, a few past adventures; and you're starting to have an interesting companion (or alter ego) for the game session.

Other than the players, there is one more person at the table who is vitally important in a RPG: the game master (GM). Think of the GM as the writer of the story that the players act in.

The GM provides the players with all the information their characters receive – for instance what they see, what they smell or hear. This includes any other persons they meet during their adventure, who are voiced by the GM. (These persons are called Non-Player Characters – NPCs – who are run by the GM. Depending on the importance of a NPC, the GM will also have a character sheet for her, just as the players have for their own characters.)

The GM needs to know the game rules by heart, as she has to decide whether any action by a player succeeds – not to mention what will ensue. How does a NPC react when he notices one of the players trying to steal his wallet? That's up to the game master.

A RPG tells a story through the interactions of the players and the game master. But that requires a plotline to be strung through the fictitious world – which is the task of the GM. She has to prepare an adventure that ought to fire the players' imagination, involve them in the world and – most importantly – make every participant in the RPG have a lot of fun!

1.2.1. Just how does it work now?

The GM begins by telling the party about the setting they find themselves in. Let's say they are in the middle of the road in a town.

Then the players announce what each of their characters is going to do. One says that his character is looking for the next inn, to quench his thirst. Another says that she wants to find a place to sleep, wherefore she will accompany the first character.

Now the GM will inform them how they walk through the town and whether they find an inn.

If that takes a while – let's say it's a big town -, one character might decide to ask a passerby for the right directions. Ideally the player will now address one of the persons in the street (previously mentioned by the GM) as if she were her character.

The GM, in turn, now responds as the NPC.

That is the basic sequence of any RPG. The players can of course converse with each other, decide on some strategies, swap items, etc.

It gets a bit different when specific actions are taken by the characters. Let's say one needs to cross a river, but instead of a bridge there is only a tree that has fallen across the stream. The PC wishes to try to clamber over the tree, and now it has to be seen whether she is successful. Each character has a specific value for agility, while the tree has a specific value for its difficulty.

The player now rolls a die to check whether her character's agility suffices to get to the other side. If she fails, the GM has to explain to her what happens, i.e. she falls into the river. (But it might be a stream with a strong current so she could be whisked away, perhaps hurt her head.)

Combat is handled by both the players and the GM; commonly, the GM takes the opposing side.

1.2.2. What are Experience Points?

A very important element in a RPG are the *experience points (EP)*. These points are awarded by the GM to the players, for successful actions or role-playing. They are meant to indicate that the characters of the players garner more knowledge during each game session, more experience. Just as you learn new things every day in real life, so do your characters in the RPG.

Experience points also have a direct influence on the characters since they help to improve a character. Think of many movies that have the young farmer boy go off on an adventure. At first he's quite helpless, unaware of oh so many things that go on around him, but at the end he has become an experienced hero, a better fighter, a – hopefully – wiser man.

In the same way experience points help a player improve her character, e.g. enhance the character's strength or endurance.

1.2.3. What are Hit Points?

Simply said, they tell you how fit your character is. A healthy, uninjured person has a certain amount of hit points, according to his physical constitution.

Also, during combat, you can – and will – lose hit points. That indicates that your character is taking damage, i.e. injured. If you lose all your hit points, your character is, well, dead.

Fortunately, you can restore hit points – as in real life, wounds heal. (Or you have a handy cleric in your party who can magically heal your wounds.)

1.2.4. What is a round?

Time has to be measured in the game. There is the limit to the actions you can possibly take in any given time; to represent this, there are game rounds.

For an example, think of the turn-based games you are familiar with: Pretty much *every* board game proceeds by each of the players taking her turn and moving her token. The same applies to a RPG, only that here there is no fixed sequence as to who does what when. You announce your actions, and they usually create a sequence of their own.

(There are also so-called combat rounds. They are much quicker, and they have a pre-determined sequence. For the GRPG, you can find out more in Chapter 8.1.6. **Range or Who gets to attack first.**)

1.3. What is the Gushémal Role-Playing Game (GRPG)?

Gushémal is the name of a fantasy world that we have created as the venue of a series of stories, at its core the classic pseudo-medieval setting. There are a number of original features and departures from the classic world, so that Gushémal has turned into an intriguing place to explore.

We do so regularly in our stories, which you can read at <http://www.gushemal.com>. There you will also find a lot of background information on the world, on the various places there are, the creatures one might encounter, the way magic works, and so on.

Gushémal is a big world, one that certainly holds far more than only a few stories.

And so we decided to open it up for role-players by devising our own system. Thus, the Gushémal Role-Playing Game came into being, so that players everywhere can take part in the exploration of this new world. (Trust us, we feel more like explorers ourselves, not like creators.)

1.4. Why is this the version 0.1 of GRPG?

It's a pretty big task constructing an entire RPG with a fully rounded and logical rule system. Although the world exists in a relatively complete form, the demands of a RPG are a lot larger.

Besides, we didn't wish to trample down the old paths. As pleasant as they were (and are), we'd like to find new ways and uncover new attractive ideas. That certainly makes the task a good deal more difficult.

1.4.1 What's new or different?

Some elements of GRPG are the same as in almost any other RPG. The reason for that is that these elements generally have already reached perfection – and not using them would be akin to trying to invent a new kind of wheel. (If we should be overlooking some other methods, we'd be happy to learn of those better ways of doing things. After all, you never stop learning and improving.)

The biggest difference to most RPGs is that there are no character levels. A character still gathers experience points and will improve during the course of the game, but the changes are more subtle than in the level system. Characters only change their skills and abilities. The hit points (i.e. the amount of damage a character can take) are generally not increased; which also means that it is as easy or difficult for a beginner's character to be killed as it is for a long-time player's PC. The advantage here is that the start-up character doesn't die quite as easily; it also means that the long-time PC still needs to be wary and can't just dismiss an attack by someone weaker than a fully grown dragon.

1.4.2. What's the problem with getting a full version finished?

If you've ever taken a glance at a RPG – and certainly if you've played one –, you'll know that these games are exceedingly complex. There are hundreds and hundreds of points that have to be taken into account, worked into a thorough system that covers most of what needs to be possible (or impossible). The rules have to reflect an entire world, which ranges from the generation of characters to combat, but also include such instances as the currencies, types of gemstones, their values, or types of poison, or types of medicine, and so on, and so on.

One other, very important point, is that we haven't been working on the RPG very long. The idea of adding a game to the world and stories of Gushémal came relatively late, so the work you are reading now is the product of only two months. In the coming months we'll slowly be upgrading the system, adding corrections and working our way towards a full version.

To find any errors or mistakes – or to stumble across better ways of handling some situations – we need to playtest it. And yes, you guessed it, we haven't quite been able to do that yet, but we're going to change that very soon.

Instead we have concentrated on finishing a very basic system that offers a good range of gameplay, but is still simple enough to catch mistakes. As a result, a number of tables and pre-determinations (available in some other systems) are missing.

1.4.3. Invitation to YOU!

Attention, all battle-hardened warriors of the dice!

Would you like to be involved in the creation of a new RPG, namely the Gushémal Role-Playing Game? We would love it if you took our game out for a spin, put the rules through their paces and discover how it could be improved. (This also applies to people who have never played a RPG before. We hope you'll learn how much fun a gaming session can be!)

Of course, any contributions of yours would be mentioned by name!

In the last week of March, we will release our first adventure module, *The Courier's Oath*. It's designed for beginners, and should provide a rollicking good time, with a few twists and turns along the way. It also provides any information you might need for a small campaign set in Gushémal.

(You could also employ the information given on our website in the form of the stories and the background texts to create a campaign of your own.)

Give it a try, and please write to us about your experiences! chris@gushemal.com will be happy to read about your thoughts and ideas, and he'll use your input to bring us closer to Version 1.0.

Thank you for your help!

1.5. What do you need?

To play GRPG, you need a pencil, an eraser, a pocket calculator (optional), and at least two ten-sided dice (d10). More than two are helpful.

You can get ten-siders at any gaming shop in your area. (Some comic shops also have them, but not too many.) If you don't know a shop like that, you might try a little program we have available at our side. *E-Dice* is a random number generator that works pretty much like your ordinary dice; you press the button for the ten-sided die, and the number of eyes are displayed.

(A quick note: *E-Dice* is also in its earliest stages of development. Later versions are expected to incorporate the actual rules of GRPG, so that the program will take care of the calculations of combat, for instance.)

You need two ten-siders because there are a lot of percentage rolls in the game, which means the result needs to be in the range of 1 – 100. To do that, you'll have to assign one die as the single-digit die and the other as the double-digit die. (Ideally both have different colors.) An example: After your roll, the single-digit die shows a 9, and the double-digit die shows a 2. Put it together, and the result of your percentage roll is 29. (You need to assign the dice *before* you roll. Otherwise the chances are you'll get into a heated discussion with your fellow players.)

An alternative is available in some shops which offer paired dice for such percentage rolls. One has the single digits (1 – 0) on its sides, the other has the double digits (10, 20, 30,...). That makes the solution easier, and it also assures that any discussion of whether the result was 29 or 92 is warded off right away.

1.6. The Campaign World

Where do the adventures take place? Of course on Gushémal, but it's a pretty big world. You can find lots of information on our website, under www.gushemal.com/world.htm. There's much to go around – too much to start out. And so we have selected one area of Gushémal for our RPG: the Wild Coast of the Arrufat Peninsula. It's a free place, with few rules, small villages here and there, and plenty of space for adventure.

This is also where the story *Ruins and Hopes* takes place, which you can download from our website. It showcases the area as well as some of the dangers. More detailed background information you can glean from the adventure module B1 *The Courier's Oath* that introduces not only a full-fledged adventure but also a setting that you might wish to use.

Again, the website also offers additional information, such as a historical overview of the Arrufat peninsula (the so-called Unholy Assault).

All of that taken together gives the Wild Coast and your campaigns a solid footing from which you can launch your own imagination.

1.7. How to Read this Book

The *Player's Handbook* is the primary rulebook for GRPG. It contains all the information a player needs to run a character in Gushémal. In the following sections we'll take you through the various aspects of the characters, such as the race or the class (or profession if you will). We'll go into some detail so you can understand the meaning of all the various terms we're throwing at you – and expecting you to use in the game.

Your character must belong to one of the sapient *races* of Gushémal (Chapter 2), e.g. humans or dwarves. As you can imagine, this has a lot of meaning to the character – a dwarf is smaller than a human, has a different build, different kind of strength, and so on. There's also the racial history, which offers a different playing field for each race.

The *class* (Chapter 4) determines what your character has chosen as his life's path. He could be a fighter who lives by the sword, or he is a cleric devoted to a single god and spreading the divine message. By that token, this also modifies your character – a cleric won't look as much after building up muscles as a fighter will.

Within the class, a character has access to a certain range of *class abilities*, that is special abilities which are only available to this class. A thief, for instance, can learn how to pick locks while the fighter is more likely to open a locked door by bashing it in.

Attributes (Chapter 3) are the basic qualities of your character. They represent the character's strength, agility, intelligence, and so on. (Attributes aren't chosen by the player, they are rolled out with a pair of dice.) With them in hand, you have a pretty good idea what that character is like at the bare-bones level.

Add to that the *skills* (Chapter 5) that the character has learned. These are things like speaking a second language, or smithwork, and the like. They are crafts (or, perhaps, professions as well) that the character has taken a liking to – enough to spend the time to learn them.

Now you know your character pretty well already. But there are some quirks that spice up the character nicely. The *characteristics* (Chapter 6) are advantages and disadvantages that come naturally to the character, such as light sleep (advantage) or a phobia against snakes (disadvantage). They play into the game directly, most of the time.

Then you'll have to give your character some *equipment*. Without clothes, without weapons, armor, and the like, it'd be a poor thing to run around the land, now would it? In Chapter 7 you'll find the requisite information, as well as the prices.

More likely than not, your character will run into *combat* during the RPG session. Chapter 8 offers you the necessary information on how to handle battle – hopefully victoriously.

Chapter 9 finally deals with *magic*, the spells and blessings that are conjured up on Gushémal. (Please take note that this is the one chapter where we haven't made much headway at all. Chris is still busy working it out, but he's run into a few problems and would appreciate any assistance.)

After reading the *Player's Handbook*, you can head onto the *Character Sheet* and start creating your own character. (There is more detailed information on how to use the character sheet in the *Instructions*, included in that file.)

Some elements are still missing. You'll certainly come to this conclusion after reading the *Player's Handbook*, and there's a good reason for this.

You as the player need not know every little detail of what's going on around you. In fact, that would probably detract from your enjoyment of the game. After all, in real life, you don't know every

single rule that affects your life. And playing a RPG is about living a fantasy life – not knowing everything enhances the experience and adds suspense to it.

Oh, yes, there have to be rules, but those should be known to the game master (GM) alone. For that we have the *Game Master Guide*, which includes lots of additional rules that should not be read by a player. (Of course you can get yourself the *Game Master Guide* and read up on those rules, but we honestly recommend you stay away from that. It's more fun this way.)

If you are still not satisfied, please send a mail to chris@gushemal.com and let him know your questions and suggestions.

2. The Races of Gushémal

In this section, we introduce the major races of our fantasy world. Please take note that we have not included all the important races that have already appeared in the stories or the background information. As you can read on our website (where you can also learn more details, check out <http://www.gushemal.com/world.htm>), there are several subcategories of elves, for instance, but for now we have only included a single group in this book.

The reason is simple: As we are still in the process of creating the system, we have focused on the most numerous groups, to get a proper feel – and to learn how we'll later on differentiate the other subcategories, as well as the races that have not yet been incorporated at all.

Well, alright, there's also another reason: A few of those subcategories will probably stay closed for player characters for a while, simply because there are stories inherent in their races which we have yet to tell (and we don't want to ruin them...), or because their powers are of a nature that would make a good session very difficult. The amhran acharadh (or songdwarves), for instance, are a very mysterious species that seems to tap into a special and very potent pool of magic. In some ways they seem very close to gods, at least a few of them – and it wouldn't do to have a god play a regular role in a campaign...

2.1. Human

The humans of Gushémal are, simply said, the same as the people you meet today. There are no notable differences. They also are, more or less, the average version of the races of Gushémal, and therefore bear neither advantages or disadvantages.

Humans are the dominant species of Gushémal. After their ancestors broke the dictatorial rule of elves some three millenia ago, they took over the top of the power chain in the world. Most of the realms of the world are governed and inhabited by humans. Other races are not necessarily rare, but they hardly ever are involved with any high-level politics.

Of course, the inhabitants of most of the realms differ, have their own idiosyncrasies, and so on. More specific information is provided in other locations, such as the section *Nations and Places* on our website at <http://www.gushemal.com>.

Racial Advantages or Disadvantages

None

2.2. Elves

2.2.1. Stratiotoi (Mercenary Elves)

The stratiotoi are the largest and most important group of elves. In their tongue, the name means roughly “soldier”. Commonly, though they are simply described as mercenary elves – though rarely while one of them is present.

Elves are easy to recognize; their blue skin alone jumps out of any crowd. Add to that cyan-colored hair, purple eyes, prominent cheekbones and pointy ears, and you can guess how much they stand apart from humans.

Elves tend to be smaller than humans, but their better agility more than makes up for this deficit. In fact, one has to see them in action to understand just how lethal fighters the elves are.

Males and females clearly are different, but when it comes to fighting, both take the same part of the share (although their styles differ.)

Today there are practically no elven realms anywhere on Gushémal. Three thousand years ago, after the Elven Flood, their kind ruled the world, with a heavy dictatorial hand. Their rule eventually was broken by a human insurrection – and the elves were scattered across the land, with no hope of ever recovering their supremacy.

In the aftermath of the insurrection, the elves were forced to change their lifestyles, and so the stratiotoi came into being. Roughly organized into clans (whose head calls himself the “lord”), they survive by offering their fighting prowess to human employers. Their services are much in demand, even though few humans trust the elves.

The latter is no surprise for the elves believe themselves to be vastly superior to all the other races. After all, they were “created first by the gods”, as they are convinced. So, for one thing, they treat all unelven persons as inferior minions. At best they will show respect to their current employer – but even he has to wonder whether it is true respect or just a sham to maintain the elf's position.

Aside from their arrogance there is also the knowledge that elves tend towards violence. Elven cruelty is well-known everywhere – and the bad reputation is well deserved, in fact. There probably are numerous elves who do not enjoy torture as much as their brethren. At least that appears reasonable, yet they seem very difficult to find.

Racial Advantages and Disadvantages

Elvensight Elves can see considerably better and further than most other races. Their vision is about twice as good as that of a human.

 Their eyes also can still see clearly in dim light, e.g. weak moon-light. In that case,

their eyes glint much like those of cats.

(They are unable to pick up infrared.)

Elvenhate Elves are hated everywhere (with very few exceptions), which means that all elven player characters will face prejudice and open hatred all the time. As a result, few NPCs are likely to speak to an elf – they might just run away fearfully at the sight of an elf.

Therefore it is difficult for an elven PC to find any information, not to mention a bed for the night at the inn.

Another result is that merchants will demand a higher price for their wares from an elf than from any other race.

Improved Elves receive a +5 bonus to their armor class.

Reflexes

2.3. Elvenkin (Part-Elves)

The elvenkin are all those people whose ancestry includes an elf – which in fact is very common among the humans of Gushémal. In most cases the elven blood came into the lineage a very long time ago, so long that no sign can be detected anymore, neither does the person have any of the advantages or disadvantages of being associated with elves.

Those that do bear signs of their ancestry – such as a blueish skin tone or pointed ears in most cases – are commonly called half-elves, no matter whether the elf involved was one of their parents or one of their grandparents, or maybe a bit more removed. Oftentimes there can be indicators after many generations, such as an unusual hair or eye color.

In some cases it happens that a half-elf inherits all the physical appearance of one of his or her parents, looking to the world like a full-blooded member of this race. This is quite rare – perhaps to the misfortune of the half-elves.

Elvenkin is generally despised by everyone, humans and elves the same. Their lives are miserable, fighting mistrust wherever they go. Their own family treats them as outcasts most of the time, except for those among them who themselves are of mixed blood. This is not so difficult to understand since most unions of humans and elves are *not* with mutual understanding – in fact, it is quite likely that an elf raped a human. After all, elves are mercenaries who fight the enemies of their employer, plunder and loot.

Then there is the basic hatred between the races, a thread that has wound itself unweakened through the millenia since the Elven Flood. Both races have found a certain compromise, a truce,

that keeps them from openly declaring war on each other. But the crossbreeds are not part of this unwritten truce, and the thirst for vengeance lands squarely on their shoulders.

Humans consider them as crossbreeds that might look as if they have human blood – but their minds have to be fully elven, and therefore as completely evil as if there were no trace of human in them. Elvenkin are of a dirty descent, they sully the world by their very existence. It is better to ignore them, let them lead their filthy little lives apart from society. (As a result, elvenkin born to human mothers is often anonymously deposited at the front door of a temple.)

On the other hand, elves are quite a bit more cruel to the mixed-blood offspring. They call the elvenkin “bastards deserving of death” – and the consequence is that the child will be killed immediately after birth. In some cases both mother and child will be banned from the elven community, or the child is dropped off in some desolate place to fend for itself (which is akin to killing it right away).

In larger cities the situation changes a little as the races have to live together, and the level of tolerance is higher. Still, elvenkin are hardly found among the full-blooded members of their races, and they have to suffer the same kinds of prejudice as elves.

Racial Advantages or Disadvantages:

None

(NOTE: The GM should assign the character a limited set of advantages such as elvensight, though never to the same extent as a full-elf enjoys.)

2.4. Dwarves

2.4.1. Caidwarves

Caidwarves are the most common kind of dwarves of Gushémal. At a height of ca. 4 feet, they are nearly as wide in their shoulders as well. Their hair is brown or black, which grays with age – a dwarf of more than 150 years should have properly white hair.

They live in subterranean mine or cave systems, in an almost religious union with the rock. (Since they have no gods and revere only their mythical ancestors, the dweorgh, the nature of stone and metal has become the basis of their spiritual lives.)

Before reaching adulthood at ninety years, a caidwarf spends most of his time in menial positions, serving her elders. They tend the subterranean farms, work in the shafts of the mine, but from the age of sixty onward, they begin to learn the use of weapons as well as some of the skills a fully adult dwarf should know. During this time, the young dwarves have to shave their beards off every day, which is considered a sign of humiliation.

On their ninetieth birthday they are permitted to grow a beard. They also receive a new title which indicates that they are now full members of the society: From this point onward, a dwarf may call himself “smith”, no matter whether he works as one or not. The majority of caidwarves have at least a passing knowledge of smithlore, and many choose to improve the smatterings they have learned before their ascension ceremony.

Before turning ninety caidwarves are rarely permitted to leave the mountain. But a smith cannot be ordered about as easily as a youngster; dwarves are a deeply individualistic society. They are now free to take a look at the surface world, see what it has to offer, and maybe get to know some other dwarves. Some choose to find a mate from another clan – and for that, they clearly have to travel on the surface.

As a result, almost every dwarf on the surface of Gushémal is a smith.

By their nature and the steady hard work has made dwarves considerably stronger than humans or elves – a strange thought, considering their compact size. It is said that dwarves are so close to rock that they are as strong as a mountain – not to mention just as tough.

Since the time before history began, it is thought, that trade between caidwarves and humans have flourished. Humans favor tools and weapons forged by the excellent dwarven smiths, and in return they can offer quite a few advantages of the surface world – without the dwarves having to leave their mountain.

The trade relationships with other species are not as far developed.

Racial Advantages and Disadvantages

- Dwarven Toughness** Dwarves can survive falls up to 12 feet of height without damage. After longer falls, they only take half the damage of other races.
- Infravision** Dwarves are able to see infrared light, which means that they can see temperature signatures in the dark. Therefore they are for instance able to see warmblooded creatures, even though it's perfectly dark. (The signatures differ from person to person; an experienced caidwarf may be able to recognize a specific person through infravision alone.)

2.5. Alreus

There is no race on Gushémal that is so utterly despised as the alreus. Whereas elves are feared, alreus are considered a steady annoyance that should be gotten rid of as soon as possible.

Their physical appearance offers no clues as to why this should be so. Hardly ever does an alreu's height exceed three feet. At first, they look a lot like thin, spindly human children. A second glance

reveals that the face is adult, that the head is larger than a human's child, and that the arms are a good deal longer and thinner.

Since they resemble humans so much, in a minute form, they are also called "manlings".

What makes them so troublesome is their attitude and their society. Alreus do not know the meaning of ownership – which means that an alreu will just take what he needs. What he doesn't need, he'll give to someone else.

Some say they do not understand the meaning of money or trade, which isn't entirely right. They do comprehend the ideas. What they don't understand is why they should trouble themselves with these difficulties.

If an alreu is advised that another race does not like it when a stranger simply takes away things, there is a small chance that the alreu will shrug and stay away from those objects. It is a small chance only since alreus do not understand why this should be avoided. Their own language, after all, has no word for "theft".

This problem is enhanced since alreus are of a very curious nature. Anything they have never seen before is of interest to them, and they want to investigate it right away – and possibly take it with them.

Now one might ask why alreus are not kicked out of any city they put their feet in. One answer is that they are rather fast and good at avoiding hands grasping for them. Another is their extraordinary skill at craftsmanship. With their fingers (and the exquisite tools each alreu carries) they can create true *objets d'art*, works of art that may be highly valued.

The problem here is that alreus have their own ideas of what they wish to create, and those ideas differ greatly from those of other races. Your average alreu will craft an object that is completely worthless to anyone else, but the alreu regards it as a beautiful creation.

With proper guidance, an alreu can be taught to accept the values of, say, humans, and then the creations could become priceless.

Thieves' guilds also have discovered the value of alreus. Their skill is not limited to craftsmanship, but they also have a knack for opening locks. Thus, one has the perfect thief – one who is small, opens any door, and most intriguingly has the barest of interest in the loot.

Alreus are social creatures and value friendships highly. Once they consider someone a friend, that friendship will last to the death. They like to give away small things, a pendant, a figurine they have carved themselves, perhaps gemstones. (After all, jewelry is of no particular value to them, therefore a priceless gem would make a nice little present.)

Especially among each other friendships are quickly made and heartily celebrated. Two alreus who have never met each other before might instantaneously act as if they had been friends for years.

Racial Advantages and Disadvantages

Craftsman Alreus receive a bonus of +25 on all craftsmanship, such as smithwork, tailoring,
Bonus etc.

3. Attributes

3.1. Strength (STR)

This value defines the sheer muscle strength of a character. Implied is the physical appearance; the closer strength approaches the maximum, the more muscular is a person. For instance, a human with a strength value over 90 looks like a bodybuilder.

The exception are magical items that enhance strength. Unless otherwise indicated, they do not change the character's appearance.

In the game, this value is used whenever a character's strength is tested, e.g. pulling ropes, or when the limit range is tested. This means that there are weights that the character should be able to handle without any problem – say, an adult man can easily carry a 10 year old child. But if the same man wants to carry his fully armored comrade from the battlefield, this will test his strength, i.e. the limits of his range are reached.

The GM has to define for each campaign what the limit range is. Whenever the character's actions are within the limit range, the GM can demand that the player roll a die to check whether her action succeeds.

Damage Bonus

This bonus is added to the damage a PC affects on an enemy during combat. The stronger the PC is, the more damage he will wreak.

Strength	Strength Bonus	Strength	Strength Bonus
10	+1	110	+11
20	+2	120	+12
30	+3	130	+13
40	+4	140	+14
50	+5	150	+15
60	+6	160	+16
70	+7	170	+17
80	+8	180	+18
90	+9	190	+19
100	+10	200	+20

Table 1: Strength Bonus

The bonus increases with an increase in the character's strength value. For instance when strength goes from 39 to 40, the bonus increases from +3 to +4.

3.2. Agility (AGI)

This value represents a character's agility, including sense of balance and reflexes.

Agility also influences the appearance of a PC. A human with a value of 30 is overweight whereas a human with a value of 90 could well be a circus artist on the tightrope.

Agility Bonus

This bonus increases the armor class of the PC. The more agile and mobile a character is, the more difficult it is for an opponent to hit him.

Agility	Agility Bonus	Agility	Agility Bonus
10	+1	110	+11
20	+2	120	+12
30	+3	130	+13
40	+4	140	+14
50	+5	150	+15
60	+6	160	+16
70	+7	170	+17
80	+8	180	+18
90	+9	190	+19
100	+10	200	+20

Table 2: Agility Bonus

The bonus increases with an increase in the character's agility value. For instance when agility goes from 39 to 40, the bonus increases from +3 to +4.

3.3. Constitution (CON)

This value commonly represents a character's health, as long as the PC is in top shape. It also displays the character's hardiness and resistance to physical challenges.

Therefore this value is very interesting whenever the PC needs to move for a long time, e.g. run or swim, or whenever the character's physical health is challenged, e.g. through sickness or poison.

Constitution Bonus

This bonus is used to determine the hit points that are restored when a character regenerates naturally (per day). It is also used for certain skills and checks which require the physical constitution.

Constitution	Constitution Bonus
10	+1
20	+2
30	+3
40	+4
50	+5
60	+6
70	+7
80	+8
90	+9
100	+10

Constitution	Constitution Bonus
110	+11
120	+12
130	+13
140	+14
150	+15
160	+16
170	+17
180	+18
190	+19
200+	+20

Table 3: Constitution Bonus*Constitution Check*

This check is needed when a PC's constitution is directly challenged in any physical form, e.g. through poison or sickness.

Constitution	Constitution Check
10	01-05
20	01-15
30	01-30
40	01-40
50	01-49
60	01-57
70	01-65
80	01-70
90	01-75
100	01-79

Constitution	Constitution Check
110	01-84
120	01-87
130	01-90
140	01-91
150	01-92
160	01-93
170	01-94
180	01-95
190	01-96
200 +	01-97

Table 4: Constitution Check**3.4. Charisma (CHA)**

This value describes the basic physical attractiveness of a PC. In other words, is the person good-looking or not?

But that is not the only function of charisma. It also describes how the person appears to others in more than just the physical sense. A PC with a high charisma value might mean that the character is a very handsome individual, it might also mean that the person has leadership qualities and can inspire others.

Whichever of the two implications applies to a character has to be defined by the player during the character generation.

Charisma Bonus

This bonus applies whenever a PC's charisma is challenged.

Charisma	Charisma Bonus	Charisma	Charisma Bonus
10	+1	110	+11
20	+2	120	+12
30	+3	130	+13
40	+4	140	+14
50	+5	150	+15
60	+6	160	+16
70	+7	170	+17
80	+8	180	+18
90	+9	190	+19
100	+10	200	+20

Table 5: Charisma Bonus

The bonus increases with an increase in the character's charisma value. For instance when charisma goes from 39 to 40, the bonus increases from +3 to +4.

3.5. Intelligence (INT)

This value represents the strength of mind, memory and knowledge of a character. It indicates how easily the character can learn and memorize something. If a player wishes to find out whether her character has knowledge of a certain topic, she has to check the PC's intelligence.

Please note that this applies only to common knowledge. Some areas of knowledge in this game are defined by skills (cf. **5. Skills**); if the sought for piece of information is a skill, the player has to make a skill check. (An example: A player wishes to find out what kind of ritual a priest is executing, so she checks her PC's skill of *religion*.)

Intelligence Bonus

This bonus applies to any action involving a character's intelligence.

Intelligence	Intelligence Bonus	Intelligence	Intelligence Bonus
10	+1	110	+11
20	+2	120	+12
30	+3	130	+13
40	+4	140	+14
50	+5	150	+15
60	+6	160	+16
70	+7	170	+17
80	+8	180	+18
90	+9	190	+19
100	+10	200	+20

Table 6: Intelligence Bonus

The bonus increases with an increase in the character's intelligence value. For instance when intelligence goes from 39 to 40, the bonus increases from +3 to +4.

3.6 Willpower (WIL)

This value defines primarily the mental strength of a character, but also the strength of his or her faith.

Of course this is most important for clerics and the faithful characters, but it has also important for other classes. Since the value of willpower does not affect the appearance of a character or is measurable in any way (for the characters), no player can claim her priest is truer to the faith than another priest higher up in the hierarchy – just because her PC's willpower is stronger than that of the other character.

Willpower is an abstract value that serves to stake out the limits of the character.

This attribute is also used to indicate the character's ability to resist mentally and will be employed to resist magical spells and spell-like effects. These spells are mostly charms, e.g. love or friendship charms, but also spells that intend to alter the PC's mind, e.g. decrease the character's intelligence.

The value is also used in a decidedly non-magical realm, that is the PC's tolerance of pain. For instance if the character should be caught by the enemy and tortured to reveal an important secret, the player needs to check his character's willpower to find out whether the character will break and tell the secret or stay silent.

Willpower Bonus

This is employed for skills which require mental strength.

Willpower	Willpower Bonus
10	+1
20	+2
30	+3
40	+4
50	+5
60	+6
70	+7
80	+8
90	+9
100	+10

Willpower	Willpower Bonus
110	+11
120	+12
130	+13
140	+14
150	+15
160	+16
170	+17
180	+18
190	+19
200+	+20

Table 7: Willpower Bonus*Willpower Check*

A check of willpower becomes necessary whenever the character's mental resistance is challenged, e.g. by certain magical spells.

Willpower	Willpower Check
10	01-05
20	01-15
30	01-30
40	01-40
50	01-49
60	01-57
70	01-65
80	01-70
90	01-75
100	01-79

Willpower	Willpower Check
110	01-84
120	01-87
130	01-90
140	01-91
150	01-92
160	01-93
170	01-94
180	01-95
190	01-96
200 +	01-97

Table 8: Willpower Check

3.7. Race-specific Modifiers

	Humans	Elves	Elvenkin	Dwarves	Alreus
STR	100	120	110	150	60
AGI	100	130	110	70	120
CON	100	80	90	150	80
CHA	100	150	120	70	90
INT	100	120	110	90	90
WIL	100	120	110	90	70

Table 9: Race Modifiers

These are the maximum values that each of the species can reach. A human can therefore only achieve a value of 100 in any category (unless magical enhancements come into play.)

The table allows some interesting comparisons. You will note that dwarves are the strongest of the races included here, whereas the elves are the most agile.

This does *not* mean that every elf a PC encounters is necessarily more dexterous and nimble than the player character! The PC might actually exceed the agility of the elf. It needs be remembered that the values in the table are maximum values, and rarely reached.

What it *does* infer that one should expect the members of each of the races above to have the strengths and weaknesses of their kind. It isn't always the case, but it's a good guide for the player.

Another interesting item is that alreus – due to their size and lithe build – cannot be as strong as e.g. humans.

3.8. Choosing the Race of a Character

This is the point when a player should decide which race her character should have. We have discussed all the advantages and disadvantages so the decision should have become a tad easier.

If you still haven't decided which race appeals to you most, just choose a human, since they are the easiest. After all, there'll be other game sessions when you can play other races!

First of all, you define the specific attributes of your character. For that you will need several ten-sided dice. (You could also use a single ten-sider; then you will have to repeat the rolls several times and note the results of each roll.)

For each attribute, you need to define a base value. Roll a single ten-sider and note the result, e.g. 7.

Now return to **Table 7: Race Modifiers** and see what your character's maximum value in this attribute is. Let's say you're rolling for strength, and your character is an elf. Elves have a maximum strength of 120.

Check **Table 10: Base Values** (below). The red-colored numbers in the top row are the maximum values. For our elf, we need to focus on the 120 and the column below.

The blue-colored numbers in the leftmost column represent the results of your single-die roll. In our example you had rolled a 7, so you now have the coordinates of your desired field (7/120) and can read what your base value is.

In our example, the PC's base value for strength is 65.

	70	80	90	100	110	120	150
1	5	10	20	30	35	45	65
2	10	15	25	30	35	45	70
3	15	20	25	30	35	50	75
4	15	20	30	35	40	50	80
5	15	25	35	35	40	55	85
6	15	25	35	40	45	60	90
7	20	30	40	45	50	65	95
8	20	30	40	50	60	70	100
9	25	35	45	55	65	75	105
0	30	40	50	60	70	80	110

Table 10: Base Values

Next you roll 5d10 (which means 5 ten-sided dice) and add the results to your base value.

Let's say you roll 8, 6, 3, 4 and 8. The sum of your 5d10 is 29; added to 65 that means the strength of your elven PC is 94.

Repeat this procedure for each attribute of your PC.

Now that your character has a basic set of attributes, and a race, you can now think about which profession – or class – the PC has. You need to take into account the abilities you have just rolled, they influence how effective (or not) your character is likely to be in a certain class.

Just one quick example: A weakling who can barely lift a sword really shouldn't try to be a fighter...

4. Class

4.1. Fighter

The fighter trusts no magic nor does he have any faith in gods. He doesn't avoid conflict, all he believes in is his own strength and the sharpness of his weapon.

This may be a bit exaggerated but it conveys the gist of this class. The fighter is trained for the battlefield, to win over an enemy in direct combat. He usually has been trained in several weapons, to be prepared for any situation. There are plenty of opportunities for a fighter, be it a soldier or mercenary in an army, a city (or palace) guard, a bandit or the good old roving adventurer.

The fighter's actual tactics in combat differ usually, depending on the style. A brave, honorable knight will follow a firm set of rules of conduct in battle, a devious bandit lures his victims into an ambush, while the ferocious savage throws himself into the thick of battle with no regard for anything save his next sport.

Since the fighter knows best how to handle weapons, his base attack value is 25%. This is the highest value of all classes. Whenever a fighter acquires a new weapon, he has a 25% probability of hitting an opponent. (Other factors modify this probability, but we will deal with them later on.)

The fighter can improve his familiarity and ability with this weapon, by spending experience points on this.

(There is a limit to the improvement, which is set by the Weaponmastery Level – cf. **8.1.1. Weaponmastery Level** – of the character.)

The fighter can use all kinds of weapons. But we advise a player to ask the GM first whether his character has a chance to wield an exotic weapon, such as a *shuriken*. You need to remember that Gushémal is similar to the medieval Europe of our world; weapons of definitely Asian origin would have been very difficult to acquire in that world.

GM Tips

You should steer your players away from those exotic weapons, at least at first. They should be reserved for campaigns that are actually set in these exotic places – which would make it a lot easier for a character to acquire such a weapon.

Of course once the PCs have *been* to such an area, they can very well continue to use the equipment they have obtained there.

By the same token, it's interesting to use opponents (NPCs) who come from such exotic places and therefore have kept their exotic weaponry. If such an opponent is bested by a PC, the character may take the weapon and use it. But please note that you shouldn't throw in an opportunity like that just so a player can get the weapon of his choice. Make it a real challenge –

the character will value the weapon much more and remember the tough battle his character had to go through to get the weapon.

4.1.1. Class Abilities

A armor: 1,000 EP

The character has grown used to a certain type of armor and receives only half the normal deductions.

Blind Fighting: 1,000 EP

The fighter has trained to fight in the dark, respectively in dim light. All deductions are halved.

Disarm: 1,000 EP

The fighter has trained special maneuvers to disarm an opponent. The deductions are halved.

Improved Archery: 1,500 EP

The fighter receives a +10 bonus for the use of projectile weapons, such as longbows or crossbows.

<u>Mounted Archery:</u>	Level 1	2,000 EP
	Level 2	2,000 EP

Ordinarily when a character fires a projectile weapon while seated on a horse, the PC has to deduct -40. At Level 1, the deduction is halved to -20; at Level 2, there is no deduction anymore.

To achieve Level 2, the character must have already mastered Level 1.

Second Attack: 25,000 EP

A fighter with this ability can execute two attacks per round.

Second Parry: 20,000 EP

A fighter with this ability can block two attacks per round.

Shield: 500 EP

The character has trained to use a shield in combat.

Shield Parry: 1,000 EP

The character can use his shield to parry an attack and no longer needs to use his sword. Shields are clearly better suited to this, and the character receives a bonus (cf. Shields).

Throwing: 1,500 EP

The character receives a +10 bonus on weapons that have to be thrown, e.g. throwing axes or knives.

Two-Handed Weapons: 2,000 EP

The fighter affects 2 points extra damage when using a two-handed weapon.

Unarmed Combat: 1,000 EP

This style of fighting is so easy that anyone can use it – depending on their abilities, of course. The base value for this style is the same as the base value of the character class, i.e. 25% for fighters, 20% for priests, 15% for thieves and 10% for wizards.

Add to this the strength bonus and further practice.

An inexperienced fistfighter receives only half his normal values.

Otherwise unarmed combat is considered a weapons ability, and therefore the rules of Weapon Mastery apply. To increase your experience, you need to spend 100 EP per increased point.

Weapon Mastery Level	
Level	Price
Level 1 (depends on class)	-
Level 2 (1 – 50)	1,000 EP
Level 3 (51 – 74)	2,500 EP
Level 4 (74 – 99)	5,000 EP
Level 5 (100 – 150)	10,000 EP

4.2. Wizard

Magic is common day practice in Gushémal, just like dragons and undead, therefore wizards are not really that extraordinary. Still, there isn't a wizard on every street corner – probably because it takes a long time of study (and quite a bit of innate abilities) to become a wizard.

What is a wizard, and how does one become a wizard?

Magic is everywhere, in the people as much as in any objects, but the fewest can develop a sense of magic. It is an energy that a wizard can absorb and shape for his spells. To do this he uses an ancient, arcane language, the origin of which is completely unknown. Presumably the gods themselves invented this language to make magic usable.

Most wizards use tools to aid them in their spells. Aside from magical items (“appliances”), they employ various substances but also gestures to shape their spells to the desired effect.

Over the course of millenia this has given birth to a written form of the magical language, which enables wizards to record their spells and open their use to others.

4.2.1. How to become a wizard

To become a wizard is not an easy affair. A person needs to have a talent for magic – the ability to absorb magical energy, which is measured by the *thaumaturgical level (TL)*. Wizards claim that every living thing possesses a TL; but the vast majority of people have one so low that they cannot even feel its presence.

A potential student is always tested for his TL. If the level is found to be very low, it would be practically useless to train the person – the talent for magic is too small.

But even a person with a powerful, natural TL cannot necessarily become a wizard, since a good deal of intelligence is required to understand the complicated processes, to learn the language. Therefore only a small selection of people remain who can hope to become wizards.

The operative word here is “hope”, since the students have to go through many years of demanding studies, which tax many students overly much. There are so many different kinds and applications of magic that no wizard in the world knows everything about his craft or commands every variety. There are also specific schools in which one can specialize, such as black magic for instance.

It also takes a long time until wizards can understand the complicated patterns from which the spells are weaved. Not surprisingly since wizards constantly work on crafting more and more difficult spells for more and more powerful effects.

4.2.2. TL and Spell Level (Introduction)

There are two important qualities for a wizard: One is the TL, the other the spell level.

TL defines the strength of a wizard, or rather the amount of magic a wizard can absorb. He has to train every day to increase his TL – or just stay at his present level. These practice sessions consist mostly of meditation and concentration; the wizard reads and practices familiar spells (from his spell book), but doesn't speak and execute them. Rather he holds them within himself, to feel the flow of magic.

Each spell actually cast drains a wizard's TL, since magical energy is expended. He can cast spells as long as there is sufficient magical energy in his TL, after that he needs to replenish his magical energy.

Fortunately the latter is rather simple: A wizard needs to rest physically and tune his mind into magic, then the energy will flow into him. It is simple but not always convenient – in a battle, for instance, the wizard hardly has the opportunity to sleep for a few hours before he may rejoin the fight.

The spell level indicates the complexity of a spell. The higher the spell level, the more difficult it is to properly execute the spell – but the more potent is the result.

There are two basic strategies a wizard can pursue: The first is to try and acquire as many spell levels as possible, so that the more powerful spells are available to him. The other is to expand one's TL, while remaining at relatively low spell levels; in this case the wizard can cast lots of simple spells and their effect might equal that of a single powerful spell.

While it certainly requires a very long time before a wizard can execute the simplest of spells, it should not be forgotten to mention what a powerful and experienced wizard can achieve later on.

Wizards can not only cast spells directly, they can also give them a physical shape and thus store them for later use – usable even by non-wizards, in some cases. These physical shapes are called *magical appliances*, which can look like metal rings for instance. There is a multitude of them, both by form and function.

4.2.3. The position of wizards in society

Wizards are rarely equally treated, their status in the world differs from place to place. Some nations are aware of the great value of magic, they promote colleges of wizardry, support the wizards – or hire them directly. On the other hand, many of the more powerful wizards dislike being in someone else's service, and prefer pursuing their own interests.

Then there are countries or areas where wizards are feared or at least less respected. Especially the rural folk respects and fears magic, harboring doubts about wizards, preferring to stay as far away from their kind as possible.

Yet again there are some areas where the use of magic is forbidden. Any captured wizard is executed. Fortunately – for wizards -, these places are very rare, indeed.

A wizard who doesn't travel the world in search of new magical lore, can quickly find employment which either pays well or provides a high standing in the society (or both, admittedly). Many are interested in money only insofar as it advances their studies, which never end. As indicated above, there is always more to be learned about magic and spellcasting.

4.2.4. New spells (Spellbooks)

To learn new spells or new information on magic, a wizard carries a spell book in which she has noted every spell she has learned thus far. But she will also write down any spell she has just heard of, to learn and understand it at a later time. That understanding is absolutely required before any spell can be cast!

GM Tips

If one of your characters has just found an ancient spellbook and the player decides to try one of the spells, you should remind her that she doesn't necessarily understand the spell well enough. Magic is an intricate affair, and what might appear simple probably has deeper meaning hidden between the words.

Without proper understanding a wizard might (!) be able to cast a spell – but the spell most likely will cause a different result than the one intended!

In this case, if the player still insists to try one of the new spells, do a random percentage roll. If the roll is 95% or above, the spell succeeds as intended – and you'll have to live with a player gloating about her character's prowess for *days*.

If the roll is 85 – 95%, the spell doesn't succeed. Nothing happens, except that the player's character looks exasperatedly at her fingers.

For all the rolls below 85%, the spell doesn't succeed either, but it causes other effects instead. Use your imagination what exactly happens; it ought to be connected with the original intent.

With a roll of 70 – 84%, the results don't harm anyone, but they are sure to put a miserable look on the player's face.

At 60 – 69%, the miscast spell causes minimal damage to the wizard character.

At 40 – 59%, the spell causes minimal damage to the *entire* party.

At 10 – 39%, the spell causes medium damage to the *entire* party.

Below 10%, the spell causes heavy damage to the *entire* party. This should certainly be enough to keep that uppity player from trying unfamiliar spells again – and next time you warn a player, the rest of the party will be *very* interested in preventing any similar results...

For a wizard to understand and master a new spell, she requires as many weeks as the spell level of that new spell. A first level spell can be mastered in one week, but higher levels can swallow many weeks, even months.

4.2.5. Weapons

Wizards are free to learn and use any weapon, but since most put little value on training with weapons, a wizard may choose only 5 weapons for Weapon Mastery Level 1 (cf. **8.1.1. Weapon Mastery**). If he desires to use more than these weapons, he has to buy them with experience points.

Wizards may also wear armor, but only those marked with an asterisk (cf. **7.4. Armor**). These kinds of armor consist mostly of leather and do not hinder the wizard when casting spells. Wearing another kind of armor, the wizard can no longer spellcast.

4.2.6. Class Abilities

Combat Casting: 60,000 EP

Ordinarily whenever a wizard is interrupted during the casting of a spell, she loses concentration and the spell can no longer be spoken.

Using the ability of *combat casting*, the wizard has to pass a willpower check to save and execute the spell.

Create Potion: 50,000 EP

Wizards can also create magical potions, but unlike clerical potions they do not serve for healing or protection but store a certain spell. (In that they are similar to *magical appliances*.) The spell can be used by anyone who drinks the potion.

Create Rings: 100,000 EP

These are, of course, no ordinary rings but those which contain magical abilities. In general they carry protective spells, but they may also contain other spells. The main advantage of these appliances is that their effect is durable, unless the magic is not dissolved through other spells.

The production of these objects is very time- and cost-consuming, the wizard requires excellently forged jewelry and diamond dust of no less than 2,000 gp (gold points) per ring or function.

Create Scroll: 50,000 EP

Unlike clerics, wizards can store their magical abilities or spells. One form of this is a scroll – which means the written form of a spell into which the required amount of TL has been infused.

To cast the spell, the wizard only has to read it from the scroll to effect it. He does not need to have any TL left; it is already stored within the scroll. Therefore scrolls are a magnificent method to store spells for emergencies. (The only problem is that during combat situations it takes a while to pull out a scroll and read the spell.)

It is rather difficult to create scrolls, not to mention expensive. It takes 100 gp / Spell Level for the base material alone.

Scrolls can only be used by wizards, but they are not required to have the necessary spell level nor do they need to know or understand the spell to work it.

Create Wand: 100,000 EP

Wizards use magical wands to store attack spells. (They may also be used for other purposes, but this is the most common application.)

The wizard needs a thin wooden staff, if possible from a very old and very hard wood. Elftrees are best suited for wands. It is possible to store up to 100 TL points worth of spells in the wand – beyond this the wand might explode.

GM Tips

Sometimes it is understandable if a wizard in your party decides to overload his wand. Perhaps they are about to go into battle against a very powerful foe, and the wizard wants to stack the cards in the party's favor.

Remind him of the danger, and that there is risk involved.

If the wizard goes ahead with his plan – and if you agree that his idea has some merit –, roll regular percentage checks what happens to the wand. The value against which to check is the number of TL points above 100 in the wand.

If the wizard stored 114 TL, at a roll between 1% and 14%, the wand will detonate. (Of course if the wizard tries to power more than 200 TL into the wand, it will instantly explode.)

For each round (or a frequency you decide on) afterwards, add 1 to the check value. In this example, the wizard has at best 85 rounds before the wand explodes. Chances are that it will happen a lot sooner.

Summoning Circles:

Level 1.....	3,000 EP
Level 2.....	6,000 EP
Level 3.....	20,000 EP
Level 4.....	65,000 EP

With this ability, the wizard can summon supernatural creatures – i.e. demons – from places beyond the world of Gushémal. The wizard learns how to create protective runes and a protective magical circle to contain the summoned creature.

For further information, see **4.2.8. Summoning Demons (Wizards)**.

TL Points: 1,500 EP

A wizard has to gather a lot of TL to cast his spells. He isn't done with just studying the spells to comprehend their complexity; he also needs to learn how to control more TL, which allows him to cast the more demanding spells – or cast a higher number of the smaller spells.

With 1.500 EP, he can buy one additional point of TL.

Unarmed Combat: 1,000 EP

This style of fighting is so easy that anyone can use it – depending on their abilities, of course. The base value for this style is the same as the base value of the character class, i.e. 25% for fighters, 20% for priests, 15% for thieves and 10% for wizards.

Weapon Mastery Level	
Level	Price
Level 1 (depends on class)	-
Level 2 (1 – 50)	1,000 EP
Level 3 (51 – 74)	2,500 EP
Level 4 (74 – 99)	5,000 EP
Level 5 (100 – 150)	10,000 EP

Add to this the strength bonus and further practice.

An inexperienced fistfighter receives only half his normal values.

Otherwise unarmed combat is considered a weapons ability, and therefore the rules of Weapon Mastery (cf. **8.1.1. Weapon Mastery**) apply. To increase your experience, you need to spend 100 EP per increased point.

4.2.7. Spell Level

Spell Level	Cost (Experience Points)
Level 1	0 EP
Level 2	2,000 EP
Level 3	4,000 EP
Level 4 - 8	TBD

Table 11: Spell Levels

Spell Level 1:

The spells from this level are the first – and simplest – that a young wizard can generate. They require generally very little TL, in turn their effect hardly lasts long.

A brief flash – like a flame to light something – or to glue together two small objects, these are two examples of spells from this level.

Spell Level 2:

Other than being more complex, the most important difference to the previous level is that these spells last a good deal longer. For instance, if the wizard creates a light in his hand, he can maintain it as long as his TL lasts.

Spell Level 3:

The spells in this level are the first to have an effect that endures without TL having to be constantly fed into them. They last (comparatively) long, or until they are triggered.

Examples are a door that has been magically locked or a spell book which closes automatically.

Spell Level 4 – 8:

The spells of these levels are more complex and powerful; only experienced wizards can reach these spells. (Should the party encounter one of these wizards on the opposing side – well, they *are* powerful indeed.)

From these levels onward, it becomes possible to create solid objects only through magic.

4.2.8. Summoning Demons (Wizards)

In order to summon a demon, the wizard first has to create the protective circle in which the creature from beyond is to be contained. (In other words, the circle protects the *wizard*, not the other way around.)

This summoning circle has to be powerful enough to grant the wizard control over the demon – which is not necessarily the case.

The easiest – and most dangerous – way is to paint the circle onto smooth ground (with chalk, for instance) or use a pulver to mark the circle. It is dangerous because there are several ways that the circle may be broken; the runes could be washed away, the pulver blown away. Once the ring is broken, the demon can freely escape.

The best and most expensive method is to carve or burn the runes into the ground.

Afterwards a coal fire is lit in the center of the summoning circle. Specific herbs are strewn into the fire, then the wizard begins the summoning ritual.

Wizards are able to summon specific demons if they know the creature's name. Otherwise, in a generalized calling, they summon *any* kind of demon (which might be one who far exceeds the power of the protective circle).

When the ritual has been completed successfully, the demon appears in the circle, unable to leave its confinement. If the circle is correct and sufficiently powerful, the wizard has complete control over the demon and can now assign various tasks to the creature.

One is to ask questions which the demon must answer truthfully, provided it knows the answer. But as far as that is concerned, demons are by their nature very knowledgeable, including past and future.

It is important to ask the name of the demon, so that in a later summoning, this exact demon can be called again. After all, if the wizard survives this encounter, he can be fairly certain he will be able to control this demon in the future as well.

There are, according to current wizardly discoveries, five levels of demon. Demons of the second level and above generally control smaller, less powerful demons.

The wizard can now command the summoned demon to call one (or more) of its subjects, reveal the lesser demon's name and command the lesser creature to execute the wizard's orders.

On those orders, the lesser demon can leave the circle – but the originally summoned creature *must* remain confined in the summoning circle. Otherwise the wizard loses any control at all, and both demons will attack him.

Fortunately, the lesser demons are bound telepathically to their controller and cannot counteract its commands. In turn, the summoned demon has to obey the wizard in charge. Therefore it is safe for the wizard to allow the lesser creature outside and thus give it, in theory, the chance to attack him.

(It needs be remembered that the summoned demon may also be controlled themselves by another demon, one who is not only more powerful but also – more importantly – in no way bound by the summoning circle. This can apply to a second level demon as well as to a fourth level demon; in the latter case the controlling demon would have to be a *fifth* level creature.)

A demon confined in the circle can be sent back by the wizard at any given time, provided the circle remains intact. But should there still be lesser demons about on the wizard's business, they will be instantaneously cut free from any commands as soon as the higher demon vanishes.

The chances are very high that the lesser demon will now track down the wizard and try to kill him, in order to prevent that the magic-wielder can ever summon their master (or themselves) again to do the mortal's dirty work.

In other words, the wizard interested in self-preservation will make sure that all the lesser demons have been returned to their home abyss via the protective circle before he allows the higher demon to return as well.

(An interesting fact here is that the demon in control can also sense much of what its lesser brethren feel. To a certain degree, the demon can report the progress of its subjects to the wizard. It definitely knows whenever one of the lesser creatures is destroyed.)

As mentioned before, there are five levels of demons, each level more powerful than the one below. Wizards have ascertained this from legends and folktales as well as from the collected field reports of their own kind. (With some trepidation it has to be mentioned that many of those field reports were on rather charred and bloody paper.)

Unfortunately, current knowledge only allows wizards to create summoning circles of only *four* levels, adapted to each of the first four levels of demons.

A third level summoning circle safely holds a demon of first, second and third level – a fourth level demon effortlessly breaks through the protective runes and can inform the wizard in its usually rude manner how it enjoys being summoned by a mortal.

It is easy to see that a fifth level demon, the most powerful kind, cannot be bound by *any* summoning circle known to wizardkind today.

Since a generalized summoning might fetch a creature beyond the level of the summoning circle, the only – relatively – safe method to summon a demon is to call it by name.

4.3. Priest

Clerics are followers of a certain deity who are granted special (i.e. magical) powers by the gods.

The world of Gushémal knows many gods from several pantheons. (*Note: For the purpose of this game – particularly in this early stage – we will deal with only a small selection of gods from a single pantheon. After all, the stories we have written so far deal only with one other “pantheon”, which is actually a monotheism, the Tonomai One True God. Later versions of the game will involve other gods from our main pantheon as well as other pantheons.*)

Every mortal who devotes all her life to one god (especially priests, but also laymen) are given magical abilities by their god. These abilities are completely different from the spells of wizards, and suitably so they are called “blessings”.

Of the two major differences between spells and blessings, the first is that spells generate something entirely new and cannot directly affect something that already exists. (A fireball for example is created from magic in the hand of the wizard, it is the *product* of the spell – the ball of fire itself – which incinerates the target.) A blessing on the other hand cannot generate something entirely new but has to affect something that exists, for instance the most important of blessings granted to every kind of priest: healing.

The second difference is that clerics require no lengthy studies to effect a blessing. As long as they are faithful to their god, even the magically inept can work their blessings. As a result, the TL of a cleric is wholly inconsequential; their magical strength is defined by their *Sacred Reservoir (SR)*.

Wizards are independent in their art, under nobody's command. Clerics on the other hand serve their respective gods, always intent to further the god's cause and increase the number of his followers. Every god has a specific area of interest, of power, of duty; this duty is passed to the priesthood as well.

Darawk, God of Knowledge, for instance has tasked his priests to gather all knowledge and make it available to any who desire it.

In order to become a priest one should (with a few exceptions) try to apprentice oneself to a priest in very young years and enter an order or monastery. If the local priests are interested as well, the apprenticeship begins. The duration of this time as well as the tasks demanded of the would-be priest differ greatly from clergy to clergy, but they are completed by a ceremony of testing.

In that ceremony (which again varies greatly) it is tested whether the deity accepts the supplicant as one of its priests. The god shows approval in many ways, most often a sign of supernatural power – but in special cases, the god might appear in person to welcome the supplicant.

After being formally introduced into the priesthood, the young cleric may now for the first time effect the ritual to receive magical energy for blessings. In this the cleric serves as a container of divine magic, a *sacred reservoir (SR)*, from which he can draw the strength to work the blessings.

The sacred reservoir of each priest differs. It depends on two factors primarily, for one thing the time of service to the god, for another whether a priest has found favor with her god. (A favorable god is very likely to increase the SR of a cleric, so she can render even better service to the godly cause.)

The ritual has to be repeated once every week, ordinarily on a specific day, to replenish their SR. If they do not follow this routine, the SR will be depleted right away. For the next week, until the regularly scheduled time of the next ritual, they are unable to bless anyone. (And let us not forget that their god will not be happy that a priest forgot the weekly ritual to praise the god.) In that case, the cleric must do penance to atone for her mistake.

GM Tips

This penance might serve as the hook of a new adventure. If the priest missed out on only one ritual, atonement could consist of a few days of special service somewhere in the temple. But more serious breaches of conduct require more serious penance.

That would apply in particular to a cleric who used to be dear to the god's heart. How hurt must the god be now, that this very loyal and beloved follower seems to have turned away from

the deity?! (Which should at least offer the player of that priest the opportunity to get some emotional work out of her character.)

Now the hook: Your party just completed their last adventure. It was a tough job, everybody is tired, and on the return trip the injured cleric hasn't been able to perform the ritual. (The reason for that might be (i) injury, (ii) no probable need of magic in the future and she's just too tired, (iii) the lack of a specific item required in the ritual, at least for her.) The party returns to the temple – and the priest learns of her god's displeasure.

Barely has she set foot in her home temple that the high priest accosts her and tells her there is only one way for her to regain favor with the god: Go out and find a certain object of worship!

Now the priestess has to convince her friends – who are probably very intent on getting a bit of sleep into their tired bodies, not to mention tell tall tales at the inn – that they should just leave home again...

Clerics generally treat all other priests respectfully, as long as they serve gods from the same pantheon. Even those that serve dubious purposes, such as Shenaumac, God of Murder and Intrigue, or Middage, Goddess of Destruction and Disease.

On the other hand if the other priest acts against the cleric's express purpose and interest, they react aggressively. Let's just imagine if a group of Shenaumac priests intends to burn a library before the very eyes of a priest of Darawk, God of Knowledge!

IMPORTANT NOTE: Dwarves *cannot* become clerics! Since they believe that the gods deserted their ancestors, no honest dwarf would *ever* stoop to being a priest. Of course, some of the clerical abilities ought to be open to dwarven characters as well, but dwarves have a special class instead of clerics: the *ambrán*. Unfortunately, we won't introduce special classes for a few months yet.

4.3.1. Class Abilities

Blessings:

Level 1.....	0 EP
Level 2.....	2,000 EP
Level 3.....	4,000 EP
Level 4 – 8.....	TBD

Unlike a wizard, a cleric does not need to understand how a blessing works to cast it – but he needs to deserve the honor to be granted its power. Immediately after being consecrated to his god, the cleric can effect blessings of level 1. These aren't particularly powerful, but they are a visible sign that the revered god has fully accepted the young cleric.

Level 2 allows the priest access to the power of *healing*. This is primarily designed to cure wounds, but also affects disease. Blessings of this level can imitate natural processes but not exceed them. This becomes possible from Level 3 onward.

Level 4 and above allows blessings that border on the miraculous. Upon reaching this level of power, a priest often receives important assignments from his god directly.

Sacred Reservoir Points (SR): 1,500 EP

A cleric requires the SR points to cast a blessing. The larger his Sacred Reservoir is, the more divine magic he can absorb and use in his blessings.

To gain an additional point of SR, the priest has to spend 1,500 experience points as well as fast and meditate for a day.

Create Healing Potion: 2,500 EP

A healing potion cures 2d10 hitpoints. The most serious wound is the first healed. Should the effect be sufficient to treat other injuries, they are taken care of by order of their damage.

To create a healing potion, the cleric requires holy water, a healing blessing and 10 additional SR points. A priest can create one healing potion per week.

Create Advanced Healing Potion: 7,500 EP

The advanced healing potion cures 5d10 hitpoints. The most serious wound is the first healed. Should the effect be sufficient to treat other injuries, they are taken care of by order of their damage.

To create a healing potion, the cleric requires holy water, a healing blessing and 15 additional SR points. A priest can create one healing potion per week.

Create Potion: 1,000 EP

A priest can create magical potions for specific situations, such as an antidote to poison or the cure for a certain kind of disease.

To create a valid potion, the priest needs to know about *herbalism*, since herbs are an important – if not the most important – ingredient of a magical potion. At the very least, the priest must be assisted by someone knowledgeable in *herbalism*.

Aside from that, the cleric requires holy water. Further ingredients depend on the intended usage of the potion. For example, if one wishes to create an antidote against snake venom, a sample of the venom needs to be included.

Shield: 500 EP

The character has trained to use a shield in combat.

Shield Parry: 1,000 EP

The character can use his shield to parry an attack and no longer needs to use his sword. Shields are clearly better suited to this, and the character receives a bonus (cf. Shields).

Summoning Demons:

Like wizards, priests are able to summon demons from the nether regions into their world – but unlike the wizards, priests have no way of controlling the creatures. Moreover they can only call a demon whose name they know.

Since demons are generally associated with evil (for rather good reasons), if a priest calls them, that priest serves one of the darker gods and has been directly instructed to do so. Although the *cleric* cannot control the demon, the creature is probably in the service of the dark god and is fully aware of what has to be done.

This is *not* necessarily the case – or perhaps the demon hasn't fully agreed to it. Its devotion to the god in charge may not be as complete as the summoning priest believes. For that reason clerics take a far bigger risk on themselves than wizards – which is also the reason why clerics quite rarely summon demons at all.

Like wizards, clerics require a ritual to summon a demon. There is no need for a protective circle or runes, since the priests aren't able to control the creature, anyway.

There have to be at least as many priests in the ritual as the level of the demon; it might be more, but never less. The priests have to call the name of the demon, and they have to offer the creature a sacrifice – ordinarily one specified by the demon, such as a first-born son, a virgin, an alreu, etc.

At least one of the priests, the one who kills the sacrifice, must have the *Summon Demons* ability.

Also see **4.2.8. Summoning Demons (Wizards)**.

Unarmed Combat:

This style of fighting is so easy that anyone can use it – depending on their abilities, of course. The base value for this style is the same as the base value of the character class, i.e. 25% for fighters, 20% for priests, 15% for thieves and 10% for wizards.

Add to this the strength bonus and further practice.

An inexperienced fistfighter receives only half his normal values.

Otherwise unarmed combat is considered a weapons ability, and therefore the rules of Weapon Mastery (cf. **8.1.1. Weapon Mastery**) apply. To increase your experience, you need to spend 100 EP per increased point.

1,000 EP

Weapon Mastery Level	
Level	Price
Level 1 (depends on class)	-
Level 2 (1 – 50)	1,000 EP
Level 3 (51 – 74)	2,500 EP
Level 4 (74 – 99)	5,000 EP
Level 5 (100 – 150)	10,000 EP

4.4. Thief

For good reason thieves have a bad reputation everywhere, but they still exist (in plenty, one might add.) Every culture, every race has produced the kind of persons who earn their money by way of other people's efforts.

There are various kinds of thieves. Those who lurk in well populated streets and plazas to steal the wallets are probably the most common. But there are also those who break into houses, there are con-men and swindlers. Some rely on their nimble fingers, some on their athletic abilities, and some try to ambush people in dark and lonely alleys with a knife.

As different as the methods are the motives of thieves. Many were born in poverty and have learned no other way to fend for their life. Others have taken a bad turn in their lives' roads, still others have developed a moral code that allows them to steal only from the rich, perhaps to give to the poor (and keep the bare necessities for themselves.) Some thieves have been born rich and have no need to steal; they do so for the thrill.

Good thieves are in high demand in many ways. Oftentimes they form guilds to most effectively rob a city – without taking each other's loot. The guilds have strict rules to avoid conflict within; the thieves are assigned areas of activity, specific heists have to be announced and cleared with the guild. Newcomers who don't join the guild but still ply their trade usually find themselves faced with the wrath of the established thieves, not a pleasant prospect.

Adventurer parties also might require the services of an experienced thief. One needs only think of locked doors and traps in dungeons that might otherwise seal the fates of the adventurers.

Thieves can also find themselves as spies who steal no valuable objects but information.

The player who desires to play a thief in GRPG should be aware that most nations have placed severe penalties on theft. If caught, the character might lose one hand, or he might be hung, or he might face many years of incarceration.

4.4.1. Class Abilities

Climbing: 2,000 EP

The thief is able to scale a wall without any tools, as long as this is physically feasible (i.e. the wall must not be absolutely smooth; there must be grooves which the thief can use.)

This ability requires a check whether it succeeds. The player has to make a percentage roll against the base value (which at first is half his character's agility). The base value can be increased at a cost of 100 EP per base value point.

Hiding: 2,000 EP

The thief is able to hide in shadows, as well as in rooms or corridors that ordinarily offer little hiding space. With this ability, the thief is still likely to find some spot where he cannot be detected – unless the guard decides to look in that very spot.

This ability requires a check whether it succeeds. The player has to make a percentage roll against the base value (which at first is half his character's agility). The base value can be increased at a cost of 100 EP per base value point.

Listen: 2,000 EP

The thief has been trained to listen and is able to register and judge the tiniest of noises.

This ability requires one roll to find out whether the thief notices a noise at all. If successful, a second roll can deliver additional information, e.g. what the noise was, or whether a voice sounds male or female.

The base value for the *listen* check is 40. Enhancing it costs 100 EP per base value point.

Move silently: 2,000 EP

As the name indicates the thief is able to move without making much noise.

This ability requires a check whether it succeeds. The base value for the check is half the character's agility value. But it isn't the player who rolls the dice but the GM, who does so in secret without informing the player whether his character is in fact moving silently. (The character probably will find out anyway if he is discovered.)

The base value can be increased at a cost of 100 EP per base value point.

Open Locks: 2,000 EP

The thief has learned to open locks, but he needs a set of lockpicks for this task. If he doesn't have them, his success rate is lessened.

This ability requires a check whether it succeeds. The player has to make a percentage roll against the base value (which at first is half his character's agility). The base value can be increased at a cost of 100 EP per base value point.

Pick Pockets: 2,000 EP

The thief is able to steal money or wallet from other people's pockets without their noticing.

This ability requires a check whether it succeeds. The player has to make a percentage roll against the base value (which at first is half his character's agility value). The base value can be increased at a cost of 100 EP per base value point.

If successful, the GM determines how much the thief has stolen.

Throwing: 1,500 EP

The character receives a +10 bonus on weapons that have to be thrown, e.g. throwing axes or knives.

Tightrope Walking: 3,000 EP

The thief is able to walk over tight ropes but also over narrow beams. If he uses a *balancing staff* (for which a broomstick might suffice), he receives a +20 bonus.

This ability requires a check whether it succeeds. The player has to make a percentage roll against the base value (which at first is half his character's agility). The base value can be increased at a cost of 100 EP per base value point.

Traps: 3,000 EP

The thief has already gathered experience with traps – not surprising since they are one of the typical dangers of his chosen profession. As a result thieves had better learn how to detect and avoid them.

If a player suspects there is a trap ahead of him, he must inform the GM that he intends to search for a trap. The GM rolls the dice for the check in secret. He does *not* reveal whether the throw – i.e. the character's search – was successful.

The reason for that is simple: Not every place checked *has* a trap. If that should be the case, the GM still ought to roll a check and then decide freely what to tell the player. (After all, the character might *think* he's found a trap, and then he'll waste some time disarming it – “waste” since there is nothing.)

If there is indeed a trap, and the character has found it, the GM describes the set-up of the trap. Then the player can roll another check against his skill to see whether he can disarm it.

The base value of this check is half the character's intelligence value. The base value can be increased at a cost of 100 EP per base value point.

Tumbling: 1,000 EP

The character has been taught how to fall “the right way”, which means he has learned how to hit the ground in such a way that the damage is minimized.

He suffers only half the normal damage (cf. *Game Master Guide*).

Unarmed Combat: 1,000 EP

This style of fighting is so easy that anyone can use it – depending on their abilities, of course. The base value for this style is the same as the base value of the character class, i.e. 25% for fighters, 20% for priests, 15% for thieves and 10% for wizards.

Weapon Mastery Level	
Level	Price
Level 1 (depends on class)	-
Level 2 (1 – 50)	1,000 EP
Level 3 (51 – 74)	2,500 EP
Level 4 (74 – 99)	5,000 EP
Level 5 (100 – 150)	10,000 EP

Add to this the strength bonus and further practice. An inexperienced fistfighter receives only half his normal values.

Otherwise unarmed combat is considered a weapons ability, and therefore the rules of Weapon Mastery (cf. **8.1.1. Weapon Mastery**) apply. To increase your experience, you need to spend 100 EP per increased point.

5. Skills

Skills are abilities and a profession that a character has to learn. This is possible, provided the character has gathered enough experience points (EP), found a suitable teacher and has enough time to learn the skill.

When a character learns a skill, the PC receives a certain value. This value is used in checks to see whether the skill succeeds at a certain point in the game.

This value can be seen in the column “Modifier” in the table below. You will find a base value and a modifier that depends on the value of an attribute bonus of the PC (cf. **3. Attributes**).

The skill *swimming*, for instance, has a base value of 50. To that the player has to add his character's agility bonus (e.g. if agility has a value of 65, the bonus would be +6), so the character would now have a *swimming skill* of 56.

To improve that skill, the character has to expend 1% of the basic costs in experience points.

To improve the *swimming skill*, the cost would be 20 EP for each additional point in the skill ($2000/100 = 20$). For instance if the player is dissatisfied with the value of 56 and wants to raise the character's *swimming skill* to 70, the cost would be 280 EP ($56 + 14 = 70$; $14 * 20 = 280$).

A skill value cannot exceed 100.

The majority of skills work quite easily. If you have achieved the skill, you can perform it.

For instance the character who has learned how to *swim* can swim. Although there is a qualifier to be added: The skill only applies for the ordinary, expected situation. Most people swim with very little clothes on – if a character tries to swim with all his clothes (including the leather boots) or even a full armor, or tries to swim through rapids; that isn't covered by the ordinary skill.

In this case the GM may demand a skill check. As before this check is a percentage roll against the skill value. The player must roll a value that is below or equal to the value of the challenged skill.

Some skills require a check any time they are employed. These are marked with an asterisk (*) in the table below.

That means the character has mastered the skill, but may fail at using it nonetheless. A PC with the skill *tracking* can still lose a trail; a priest who has learned *healing* may not be able to help a wounded.

Of course the GM can also introduce modifiers for the rolls, dependant on the conditions the party is in. For instance at night or in rain, *tracking* is very difficult and the skill value has to be modified down. On the other hand, a bonus modifier should apply in better conditions.

Name of Skill	Cost	Modifier (BASE VALUE + ATTRIBUTE BONUS)
Agriculture	1,000 EP	60 + INT
Anatomy*	7,000 EP	35 + INT
Ancient History	6,500 EP	20 + INT
Ancient Language	8,500 EP	20 + INT
Animal Handling	2,500 EP	40 + CHA
Animal Lore*	5,000 EP	30 + INT
Animal Training*	7,000 EP	25 + CHA
Appraising*	3,000 EP	30 + INT
Armorer	10,000 EP	35 + AGI + STR
Astrology	9,000 EP	30 + INT
Astronomy	4,000 EP	35 + INT
Blacksmithing	4,500 EP	45 + STR + CON
Blind-fighting*	3,500 EP	50 + WILL
Bowyer & Fletcher	4,500 EP	45 + AGI
Brewing	2,000 EP	55 + INT
Bureaucracy	4,000 EP	40 + INT
Carpentry	5,500 EP	35 + AGI
Charioteering	2,500 EP	55 + STR
Cobbling	5,000 EP	45 + AGI
Cooking	3,500 EP	50 + INT
Cryptography	9,000 EP	45 + INT
Dancing	2,000 EP	55 + AGI
Engineering	8,500 EP	40 + INT
Etiquette	3,000 EP	60 + CHA
Fire-building*	1,500 EP	55 + AGI
Fishing*	2,000 EP	40 + AGI
Forgery	5,000 EP	30 + INT
Gaming*	5,000 EP	25 + AGI
Gem Cutting	9,000 EP	45 + AGI
Healing*	9,500 EP	50 + INT
Heraldry	2,500 EP	55 + INT
Herbalism*	8,500 EP	50 + INT
Hunting*	4,500 EP	35 + INT
Juggling	7,000 EP	60 + AGI
Language	6,500 EP	35 + INT
Law	8,000 EP	50 + INT
Leather working	6,000 EP	45 + AGI
Local History	4,500 EP	35 + INT
Mining	8,500 EP	50 + INT
Modern language	6,000 EP	50 + INT
Mountaineering	5,000 EP	50 + CON

Musical Instrument	4,500 EP	45 + AGI
Navigation	7,500 EP	50 + INT
Necrology	10,000 EP	35 + INT
Netherworld Knowledge	10,000 EP	35 + INT
Orienteering	3,500 EP	50 + WILL
Painting	3,500 EP	45 + AGI
Poetry	4,000 EP	45 + CHA
Pottery	4,000 EP	40 + AGI
Reading & Writing	4,500 EP	60 + INT
Reading Lips*	9,500 EP	30 + INT
Religion	5,000 EP	50 + INT
Riding, Land	2,500 EP	60 + AGI
Rope Use	3,000 EP	45 + AGI
Sculpting	5,000 EP	40 + AGI
Seamanship	3,500 EP	50 + INT
Sign Language	7,500 EP	45 + INT
Singing	4,500 EP	45 + CHA
Soothsaying*	6,000 EP	25 + WILL
Spellcraft*	9,000 EP	30 + INT
Stonemasonry	5,500 EP	45 + AGI
Survival*	6,500 EP	50 + INT
Swimming	2,000 EP	50 + AGI
Tailoring	4,500 EP	50 + AGI
Tracking*	4,500 EP	40 + INT
Ventriloquism*	9,500 EP	35 + CHA
Veterinary Healing*	9,500 EP	50 + INT
Weaponsmithing	9,000 EP	45 + AGI
Weaving	5,000 EP	50 + INT

Table 12: SkillsAnatomy:

The character has learned about the anatomy of the sapient races of Gushémal. With a successful skill check he can determine the cause of death of a corpse.

Since he also has in-depth knowledge of bodies, he receives a bonus of +10 for an attack at a specific body part. (For instance, if he tries to pierce an opponent's heart with a dagger, he knows exactly where to strike so the blade slips right through the ribs.)

Animal Training:

This skill permits the character to teach an animal a few tricks. Each trick requires the character to work two weeks with the animal. Afterwards a check against his skill value is necessary to discover whether the animal has learned the trick.

Appraising:

The character can evaluate the value of jewelry. The skill check is not done by the player but by the GM (rolled secretly), whereafter the GM informs the player what his character's guess is.

Hunting:

A successful *hunting* check means that the character has gotten close enough to his quarry to kill it. Now he can attack his prey. (The combat rules apply from this point onward.)

Language:

This skill identifies the languages which the character speaks (or has knowledge of) – which means that he needs to buy a new *language skill* for every new language he wishes to learn.

Of course, every character speaks at least one language, his native tongue. So he doesn't have to buy this one; he receives a natural value of 75+INT on this skill. (In most cases that would be Gushémal Meantongue.)

Below the level of 50, the character understands bits and pieces. He doesn't yet know enough to put it to daily use.

That becomes possible above 50, when the character has learned enough to handle the language (more or less) fluently. Above 75, his grasp of the language becomes more and more equal to that of a native speaker.

GM Tips

There might come a time when one of your characters wants to pass himself off as a native. This is only possible at a value above 75, and then you should roll a check against this skill every time the character joins a conversation. (Put in some leeway; if the character *closely* fails the check, the NPCs don't react badly – but they do become suspicious.)

Necrology:

Those schooled in this skill know about the various kinds of undeads of Gushémal, can recognize them and have learned how to damage or destroy them.

Netherworld Knowledge:

The character has studied about the netherworld and the eternal abysses, mostly through myths and sagas, but also through actual reports about the demons living there. (That knowledge is not at

all times reliable, the netherworld changes every now and then – not just that new powers come to the front, but also the physical layout of the place is mutable.)

Soothsaying:

The character believes in prophecies as a fact of life. If he learns of a prophecy, he will try his best to either heed it, or avoid it if possible. He has learned various ways to predict the future, such as reading the cards, throwing bones, palmreading, animal guts – all the familiar, classical methods.

It's important to note that none of these methods actually works. The character is convinced that they do, though.

GM Tips

(1) If none of the prophecies ever holds true, the character's belief in soothsaying becomes rather questionable. *And* you're throwing away a valuable tool in your adventure!

Most of the time when the player tries to peer into the future, the prophecies you reveal to him are false – whatever just hits your mind. But every now and then, you throw in an element that really *will* happen. You ought to know, as the GM you've planned the adventure after all.

If you time it right, that element may just slip away unnoticed – until that very moment comes to pass, and everybody remembers the true vision. You gave the party a chance to actually see the future, and – well, did they use it? (Maybe they did – this is the *Player's Handbook*, after all!)

(2) A character could try to use soothsaying in an adventure to work over a NPC. (Perhaps she wants to tell the lord of a castle to head out with his entire army, or something like that.) In that case, she will *fake* the prediction. Use a check against her *soothsaying* skill to see whether this succeeds. (In game terms, you're checking whether the character knows enough about the process to fake it believably.)

6. Characteristics

These are further characteristics of the character that influence his actions or his appearance. Some are advantageous, like alertness, but they demand a toll on the character. You need to spend experience points to acquire such a characteristic – so these EP cannot be used for other purposes anymore.

Some are rather disadvantageous, such as a character who is addicted to something – which is easy to understand that this is a disadvantage. A character who accepts such a disadvantage receives a bonus – more experience points that can be used for a variety of purposes (among them, of course, buying an advantageous characteristic!).

The characteristics are *part and parcel* of the character! They must not be forgotten at a whim, they need to stay in play *constantly*. If a player purchases a disadvantage, it *must be* a hindrance during gameplay – and the GM must punish the player when she disregards any characteristic of her PC.

(By the same token, bonus experience points may be handed out to a player who is highly consistent in the use of the characteristics. Talk about an incentive for characteristics!)

Remember: The player chose the characteristics, so it is her job to keep them in the game.

GM Tips

You should definitely enforce a disadvantage of a character. If the player has taken *laziness* for instance, her character must strive to do as little as possible. Should the player just have her character storm ahead of everyone else, that clearly goes against the character.

After all, she **bought** herself a bonus with making her character lazy, so she'd better play the character like that.

Remind her of this.

Should she not adapt the character, punish her by reversing the bonus she has received.

To both the game master and the players: Remember that these abilities add to the flavor of the game. They flesh out the characters more, turn them into more of real people – and thus make them more interesting, with all their quirks and idiosyncrasies. It's worth it, just give it a try!

Advantages	Cost	Disadvantages	Add
Alertness	5,000 EP	Addiction	3,000 EP
Allure	8,000 EP	Allergies	1,000 EP
Ambidexterity	9,500 EP	Bad Personal Habits	2,000 EP
Animal Empathy	5,000 EP	Bad Sight/Hearing	5,000 EP
Artistic Ability	6,000 EP	Colorblind	3,500 EP
Empathy	3,500 EP	Compulsive Honesty	8,000 EP
Fast Healer	6,000 EP	Cowardice/Combat Paralysis	7,500 EP
Fine Balance	8,000 EP	Deep Sleeper	4,000 EP
High Pain Threshold	9,000 EP	Greed	3,000 EP
Impersonation	7,500 EP	Illness	7,500 EP
Inherent Immunity: Cold	3,000 EP	Kleptomania	6,000 EP
Inherent Immunity: Disease	3,000 EP	Laziness	4,000 EP
Inherent Immunity: Heat	3,000 EP	Low Pain Threshold	8,000 EP
Inherent Immunity: Poison	3,000 EP	Phobia: Beast or Monster (specific)	6,000 EP
Keen eyesight	5,000 EP	Phobia: Crowds	6,000 EP
Keen hearing	5,000 EP	Phobia: Darkness	6,000 EP
Keen sense of smell	5,000 EP	Phobia: Enclosed Spaces	6,000 EP
Keen sense of taste	5,000 EP	Phobia: Heights	6,000 EP
Keen sense of touch	5,000 EP	Phobia: Magic	8,000 EP
Language Talent	6,500 EP	Phobia: Snakes	6,000 EP
Light sleeper	4,000 EP	Phobia: Spiders	6,000 EP
Longevity	9,000 EP	Phobia: Undead	7,000 EP
Magical Resistance	10,000 EP	Phobia: Water	6,000 EP
Music: Instrument	2,500 EP	Sadism	3,500 EP
Music: Singing	4,000 EP	Shyness: Gender-Specific	3,000 EP
Precise memory	8,000 EP	Shyness: All	5,000 EP
Quickness	6,000 EP	Split Personality	7,500 EP
Steady Hand	5,000 EP		
Weather Sense	5,000 EP		

Table 13: CharacteristicsAddiction:

The character is dependant on a specific substance (which has to be defined before beginning of the campaign), e.g. alcohol, tobacco, drugs, sweets, etc. He requires a daily dose of this substance, otherwise all his dice rolls receive a modifier of -10 until he has satisfied his craving.

Alertness:

The character is more alert than his companions. He has a 20% chance to notice something the others have missed.

The GM has to decide when to apply this advantage. Then he has to roll a check in secret to see whether he needs to inform the player about his character's discovery.

Allergies:

The character is allergic to a certain substance (which has to be defined before beginning of the campaign), e.g. a certain type of food, pollen or animal hair. Whenever the character is exposed to this substance, his roles receive a modifier of -10.

In the case of a wizard or priest, the player has to check against the PC's willpower to see whether the character can cast a spell or blessing.

Allure:

The character is particularly smashing and has a natural attractiveness to the opposite sex.

Ambidexterity:

The character can use both hands equally well. For instance he is able to write both with his right and left hand, and can use his main weapon in either of his hands.

Animal Empathy:

The character is experienced with animals and can recognize the animal's mood, whether it is calm or excited, whether it is about to attack, etc. That allows the character (and thus the party) to judge the behavior of an animal and avoid possible conflict.

Artistic Ability:

The character is very good in the arts and therefore receives a modifier of +20 on all skills related to the arts (such as *Musical Instrument*, *Painting*, *Poetry* or *Sculpting*).

This characteristic also applies when artistic ability is brought to another skill – e.g. adding ornaments to armor or embroidery to a shirt. Take note that not the entire skill is enhanced, *only* the part that comes to adding ornaments. You could also say that whatever this character puts together will be very aesthetically pleasing.

Bad Personal Habits:

The character has developed a habit that is not commonly accepted in society. The player should consider the position of the character in the gameworld and think of a properly improper habit (pardon the pun). Check with the GM beforehand, please!

Some examples are: chewing tobacco, talking with oneself, spitting, constant curses, etc.

Bad Sight / Hearing:

The character's senses are unusually low, so the PC receives a deduction of -25 on any throws related to this disadvantage.

The GM is free to decide whether the character missed something.

Colorblind:

The character is unable to identify and distinguish colors. His world is as black-and-white as the old b&w tv sets.

Compulsive Honesty:

The character has been taught never to lie, in a very efficient way so that his conscience punishes him any time he lies. The same applies, by the way, when he hears someone else tell a lie – knowing that the other person is in fact lying rather than badly informed.

If the character tries to tell a lie, the player has to roll a check against willpower to see whether he succeeds. If the roll fails, the character must tell the truth.

If someone else tells a lie, the player also must roll a check against willpower, with a modifier of +10. If the roll succeeds, the character quietly accepts the lie; if the roll fails, the character immediately corrects the lie and tells the truth.

Cowardice / Combat Paralysis:

The character has to roll a check against willpower before any combat. If the roll fails, the character cannot join the fight but must try to hide or will freeze in place, unable to move (combat paralysis) until someone attacks him directly. In that case the character will run like hell, in a wild panic – so badly that he might get lost (e.g. in a forest).

If the roll succeeds, the character won't attack the strongest opponent but stick close to an able fighter and try his best to survive the fight with no damage whatsoever.

Deep Sleeper:

The character is very difficult to wake up once he has fallen asleep. Only the loudest of noise or vehement shaking can get him out of sleep.

Empathy:

The character is very sensitive and can identify another person's mood pretty well. Mostly this ability is targeted at members of his own race, the extent to which it applies to other races varies.

The character is also able to tell if familiar people lie to her.

Fast Healer:

The character can recover from wounds twice as fast as ordinary.

Normally a character can recover as many hit points per day as his *Constitution (CON) Bonus*. For example, if the character's CON value equals 46, his *Constitution Bonus* is 4. That means, 4 hit points are restored per day.

For more information, see the chapter on "Wounds and Healing" in the *Game Master Guide*.

Fine Balance:

The character has an especially well developed sense of balance and receives a modifier of +15 on all checks regarding this ability.

Greed:

The character would do anything to get more – of everything, especially money. As such, his greed may often get the better of him in a given situation.

Please specify before the game in which areas the character is greedy. Is it money, food, women or something else?

High Pain Threshold:

The character can take a lot of physical pain and receives a modifier of +15 on a willpower check regarding this. (For instance if the character is tortured, the modifier applies; also if the character needs to dive through a very long tunnel and has to keep going.)

Illness:

The character suffers from a chronic disease that must hinder him in some way or is at the very least readily obvious, e.g. stiff fingers or a chronic cough. The corresponding deductions and modifiers have to be discussed and decided with the GM before the start of the campaign.

Impersonation:

The character is able to impersonate other people, imitating facial behavior and gestures. He has to have seen and heard these people at least two or three times to note conspicuous features.

Since this is a non-magical ability, it is clearly impossible to assume the appearance of another person.

Inherent Immunity:

The character is either used to a certain environment/circumstance or has a good immune system. This doesn't mean that the character won't ever fall sick or cannot feel any cold, but only that his resistance against those influences is higher than usual.

Keen Senses:

The character's senses are extraordinarily sharp. By comparison to others he can see a little further and better or analyze the constituents of a substance/gas through taste or smell.

Kleptomania:

The character has the (nearly) irrepressible urge to steal something. Whether he needs it or not, whether there is a severe punishment or only a light sentence. This urge is difficult to control – if at

all: He needs to roll a check against willpower to see whether he can restrain himself. (It is not important whether the item in question is valuable or not; the urge applies to every available item.)

The character receives the ability *Pick Pocket* at a base value of 25% (modified by the *agility* bonus). This value cannot be enhanced unless the character is or becomes a thief.

Language Talent:

The character finds learning new languages very easy, and she succeeds quickly. The cost of acquiring a new language is reduced to half, as well as the time the learning process takes.

Laziness:

The character is – without any ado – lazy. Getting out of bed in the morning is just such an incredible task – the character can't help but wonder why her companions have such an easy time at it! Wherever possible, the character will pick the easiest and least stressful way.

Light Sleeper:

The character sleeps, one might say, with one ear and eye open. The tiniest noises jerk him out of sleep, ready to discover what disturbed his sleep.

Longevity:

This advantage has no direct influence on the game. The character comes from a family who generally grow very old (within the ordinary ranges of the races). A human, for instance, might have great-grandparents of over a hundred years of age – and very well expect to reach that age herself.

GM Tips

If one of the characters in your party has this advantage, you might try to use it to the campaign's advantage.

(1) The character should have a different outlook on life than her fellows. Try to coax the player into adjusting her viewpoints to a person who fully expects a long and rich life, full of experiences. On the one hand, the character might have developed a sense that such a long life is owed her – wherefore she disregards danger, thinking it cannot hurt her. (Of course this applies to young people in general, but it might be interesting to see someone of thirty or forty years behave in this fashion.) On the other hand, expecting such a long life, the character may take the long view and prepare in advance. If the player chooses to run the character like this, she ought to take most opportunities to gather new knowledge, especially languages.

(2) The family is old, by its nature, which means that many of the character's relatives are still alive. Think up ways to involve them in an adventure – they might provide the hook: Early in the story, have the party come upon a gruesome murder. The killer, hooded, is still there, sees the party and flees. The party gives chase, but the killer escapes. Escapes, yes, but right before vanishing the hood falls from his face – and the character with *longevity* recognizes her uncle (or

any other relative)! Now it is her who will drive the adventure, trying to find out what brought her uncle to commit murder...

(3) Another hook: If the family is old, they are more likely to harbor long-standing feuds. After all, the people who were involved in the incident that started the feud are still alive! And our character was raised with the hatred towards the targets of a feud. Let's just imagine she meets upon the member of that target group (usually family). And let's say this person is important to the party!

An example: The party has been hired by a local lordling to rescue his wife-to-be. The adventurers succeed, but when they come to the bride, our character realizes she is part of the family she loathes. Now this is sure to raise some heckles, isn't it?

Low Pain Threshold:

The character is highly sensitive to pain and cannot bear much of it.

In case of torture, the character has to use a modifier of -15 in the willpower check. Of course the character will try his best to avoid torture in the first place – already tortured by the thought of pain alone.

Magical Resistance:

The character has a certain level of immunity against *charm* spells. The value of this advantage is 10% plus the willpower bonus.

If the character is exposed to a *charm*, his *magical resistance* has to be checked. Should the check succeed, the *charm* has no effect on the character. If it fails, the character still has the ordinary chances to escape the effect of the *charm*.

Music:

The character is musically talented. She can sing particularly well or play musical instruments. If a check should be needed regarding *music*, her bonus is +15.

Phobia (various):

The character is deathly afraid of a certain creature or situation. You have to distinguish two basic situations:

First the trigger of the phobia suddenly appears. For instance, a character afraid of snakes suddenly sees one on the road ahead. That very instant he has to roll a check against willpower. If it fails, the character will run away in panic. Otherwise he is able to continue on his path.

Secondly, the character has to expose himself willingly to the trigger of his phobia. For example, a character afraid of water has to step into a tiny, shaky boat. In this case the willpower check has to be rolled before entering the boat. If the check fails, the character cannot bring himself to execute the action, i.e. step into the boat.

Precise Memory:

The character has excellent recall abilities and can remember anything she ever read or heard. She can remember tiny details of a situation or perfectly quote a text.

Quickness:

The character is very fast with his hands. He is able to draw a weapon and use it within the same round, even though the weapon was still in its sheath at the beginning of the turn. He can also use them to fool people with very quick movements, like magician's or street con-men tricks.

Sadism:

The character enjoys torturing other people and is amused by other persons' pain. He derives deep personal satisfaction from this.

The GM should seriously consider whether to allow this disadvantage to the players since it could cause serious problems within the party if the player overdoes this characteristic.

Shyness (All):

Practically every person this character encounters intimidates him, and he finds it difficult to speak up. Especially persons of authority inspire great trepidation in the character.

In the game it's of import that this character will be very slow to warm up to the other player characters as well. They rarely speak, meekly go along – just to avoid being noticed. (And to *contact* the other PCs in the first place, that's a pretty difficult task as well.)

As you can imagine, a character like this is hardly suitable as leader or speaker of a party.

Shyness (Gender-Specific):

The character is extremely shy towards the opposite sex. The bare presence of a woman or man causes him to break out in cold sweat; the character has the greatest of troubles just speaking to the other person.

Split Personality:

The character has several personalities within himself; the personalities can surface suddenly and unexpectedly.

Since this is very liable to add (unwanted) confusion to a role-playing game, the player should discuss with the GM how to handle this disadvantage.

GM Tips

"Split Personality" needs not be an absolute disadvantage. Depending on how far you wish to carry this characteristic, you might require the player to create two different characters, by the ordinary rules for character generation. Since they share one body, the attributes of strength and

agility must be the same – but the others could be wildly divergent, especially intelligence and willpower.

Therefore the player might be running two characters, one of whom is a weak coward, the other a bold hero. Pretty soon the companions will find out that they have a potentially valuable comrade in this character, and they'll do their very best to have the bold hero with them most of the time. But none of the two characters really know of each other, and once they understand the situation, neither is willing to succumb his existence to the other.

Or another idea: There might be a magical spell on the character which switches him from one personality to the other, say the ringing of a bell. (In fact this has been used successfully in a classic movie from the 1940's. If I'm not entirely mistaken, the film was titled "The King's Jester" and starred Danny Kaye.)

Steady Hand:

As indicated the character's hands don't tremble easily and are very steady. This adds a bonus of +10 to all checks relevant to this, such as *Pick Pocket* or *Archery*.

Weather Sense:

The character understands about the changes of the weather and has a good chance of predicting the weather for the current day.

The character has a 75% chance of correctly predicting the weather. The GM has to roll a check in secret. Afterwards the GM informs the player of what his character predicts – but he needs not tell the player whether the roll – and therefore the prediction – succeeded.

Player Tips

Should you choose this characteristic for your PC, you might think of a certain way the *weather sense* manifests itself. How exactly does the PC sense what the weather will be? Is that old wound from the battle against the orcs ten years ago acting up again? Does his head hurt, like always when there's a storm brewing? Is there a taste in the air, one that just feels like snow?

Try to flesh out this ability, make it a fact of the character's existence.

7. Equipment

What would a proper adventurer do without the proper equipment?

Explore dark dungeons without a torch?

Combat foes without a weapon?

Find a treasure – but have nothing to carry the treasure back home?

Trapped in a pit without a rope to climb out?

Equipment is one of the foremost regards of any adventurer – and thus necessarily of the players engaged in a RPG. Consider the many possibilities you might run into during a campaign, try to give your characters as many chances to come through successfully.

Currencies

There are many currencies on Gushémal. Most use similar metals and sequences, although the exchange rates may differ greatly.

In the “home area” of the RPG – which is the Arrufat Peninsula –, the following coins are commonly used:

Type of Coin	Name of Coin	Value of coin		
Gold piece (gp)	Dragon	1 gp (1 dragon)	100 sp (100 lions)	10,000 cp (10,000 sparrows)
Silver piece (sp)	Lion	1 sp (1 lion)	100 cp (100 sparrows)	
Copper piece (cp)	Sparrow	1 cp (1 sparrow)		

At the beginning of a campaign each character receives a certain sum of money so they can afford a few things. Each player has to roll $200 + 10d10$ to see how many gold pieces the character has in her pockets.

In other words, roll 10 ten-siders, and the numbers of eyes (e.g. $2 + 5 + 3 + 8 + 4 + 3 + 6 + 5 + 4 + 7 = 47$). Add the result to 200. In this example, the character would call a fortune of 247 gold dragons her own.

7.1. Clothes

The famous emperor's new clothes are rarely suitable in a decent adventure, so your characters had better suit up. Preferably you should check the current environment – such as the season, for instance – and dress accordingly. Another difference is whether you are in a city, where you can

expect to be indoors most of the time, or on the road – when you'd better pack a few extra suits of clothing.

GM Tips

Use your own judgment to determine whether the characters of your party are suitably dressed for the environment. If you feel that their clothes are much too warm for the situation, they should have a few problems.

For instance if one of the characters is a barbarian from the southern steppes who insists on wearing his fur clothes during mid-summer, he'll be sweating constantly and exhausts rather quickly – compared to his ordinary abilities.

The same would apply if your party is suddenly transported to a different environment where the temperatures radically differ from the original setting. If the characters cannot adjust they will suffer under the weather.

It is up to you, the GM, to determine in which way the characters are troubled. You might give them a negative modifier of -5 (or another value) to any checks of strength or constitution.

Name	Cost
Apron, leather	1 gp
Baldric, belt sash	65 sp
Belt, broad	30 sp
Belt, girdle	10 sp
Blouse, furred	75 sp
Blouse, linen	50 sp
Boots, low	1 gp
Boots, riding	3 gp
Boots, soft	2 gp
Breeches	50 sp
Broadbelt	1 gp
Bustier	50 sp
Cannons	75 sp
Cap, hat	10 sp
Cape, full	40 sp
Cape, half	25 sp
Chemise	70 sp
Chemise, linen	30 sp
Cloak, fur	4 gp
Cloak, travel	2 gp
Cloak, wool	80 sp
Cloak, linen	50 sp
Corset	2 gp
Doublet	2 gp
Dress, common	80 sp
Dress, noble	25 gp
Fullcloth Underwear	60 sp

Gloves	10 sp
Gown, common	50 sp
Gown, fancy	5 gp
Hose	50 sp
Jacket, leather	5 gp
Jacket, linen	1 gp
Jacket, silk	50 gp
Jacket, wool	70 sp
Jerkins	50 sp
Leggings	2 gp
Leggings, deerskin	10 gp
Leggings, leather	8 gp
Leggins, linen	50 sp
Loincloth/lappet	10 sp
Mittens	15 sp
Moccasins/slippers	50 sp
Nightshirt	75 sp
Parka	2 gp
Robe, common	1 gp
Robe, fancy	5 gp
Robe,	50 sp
Sandals	25 sp
Sash	20 sp
Shirt, deerskin	5 gp
Shirt, linen	50 sp
Shirt, silk	50 gp
Shoes	80 sp
Snowshoes	1 gp
Stockings	30 sp
Surcoat	1 gp
Tabard/cape	30 sp
Tunic, furred	5 gp
Tunic, leather	2 gp
Tunic, linen	60 sp
Vest, leather	1 gp
Vest, sheepskin	50 sp
Vest, wool	30 sp

Table 14: Clothes (Cost)

7.2. Items

Pack the right items for your campaign, that is the first rule of an adventure. (Actually, it is “grab anything the GM mentions, maybe it’ll be useful later on,” but you’ll learn about that later on. At the very latest when you have to trek back through a dungeon filled with monsters who are rather unhappy about your slaying their comrades, just to pick up an amulet that opens the secret passage.)

For now, it’s important that you think about what you might require on your campaign. If you are about to explore a dungeon or cave, you’re likely to require torches (unless your party is entirely composed of dwarves, that is.)

Never forget to buy a container – such as a backpack – for your items. It’s rather tedious if you are the proud owner of ten torches – but you have to carry them under your arm because you forgot to buy a bag.

Name	Price	Weight	Notes
Backpack	5 gp	2 lbs	Can contain up to 40 lbs
Belt pouch	5 sp	½ lbs	Can contain up to 10 lbs
Blanket	80 sp	2 lbs	-
Book	150 gp	5 lbs	Contains 50 pages
Candle	5 cp	1/10 lbs	Burns for 3 hours
Chalk	2 cp	1/100 lbs	-
Cord	2 cp	-	100 yards
Fishhook	1 sp	-	-
Flint & steel	10 sp	1/10 lbs	Light a fire without the (otherwise required) <u>skill</u>
Glass bottle	20 sp	½ lbs	Can contain up to 1 litre
Healer’s Bag	10 gp	5 lbs	Contains healing herbs and bandages (+15% <u>Healing skill</u>)
Iron pot	2 gp	10 lbs	Small cooking pot
Lantern	150 sp	5 lbs	Light reaches 45 ft
Magnifying glass	15 gp	1 lbs	-
Map/scroll case	1 gp	1 lbs	Can contain up to 20 sheets
Mirror, small	10 sp	1/10 lbs	-
Oil, lamp (per flask)	125 cp	1	Burns for 5 hours
Paper (per sheet)	1 gp	-	-
Parchment (per sheet)	60 sp	-	-
Perfume (per vial)	200 gp	½ lbs	-
Quiver (Bolt or Arrow)	1 gp	½ lbs	Can contain up to 20 arrows or bolts
Quill	25 sp	-	Made from a feather
Rope	30 sp	10 lbs	50 ft.
Sack, large	4 sp	½ lbs	Can contain up to 50 lbs
Sack, small	1 sp	1/10 lbs	Can contain up to 10 lbs
Sewing needle	1 sp	-	-
Whistle	30 cp	-	-

Soap	2 sp	½ lbs	-
Tent, large	15 gp	15 lbs	Offers space for 4 persons
Tent, small	8 gp	10 lbs	Offers space for 2 persons
Torch	10 cp	½ lbs	Burns 30 minutes
Wax, sealing (per lb)	10 sp	1 lb	Suffices for 50 seals
Whetstone	35 cp	5 lbs	For honing the weapons
Wine-/Waterskin	15 sp	1 lb	Can contain up to 3.5 litres
Wine-/Waterskin, small	5 sp	1lb	Can contain up to 1 litre
Writing ink (per vial)	5 gp	1/10 lbs	-

Table 15: Items**7.2.1. Special or Magical Items**

The following items are magically created (so-called “appliances”) and won’t be available everywhere. (Some are extremely rare, like the elfwood sword while the Modayrean firelighter is relatively common.)

Name	Price	Weight	Notes
Elfwood Sword	10,000 gp	2 lbs	Causes 4d10+3 damage; Range Factor 2
Bracers of Light	250 gp	½ lbs	Creates cone of light for up to 30 yards
Modayrean Firelighter	100 gp	1/10 lbs	Creates tiny flame

Table 16: Magical Items*Elfwood Sword*

This is a legendary weapon of elven make. Fashioned from the wood of the elftree (hence the name), they are quite rare on Gushémal. Although there are places where elftrees are somewhat plentiful (along the northern coast), working the elfwood is a very difficult task – once a piece of wood is cut from the tree, it will harden beyond any treatment within a week. The art is highly treasured – yet no artisan of the present day could hope to reach the heights of the elves in their Eternal Forest, when they simply grew what they needed. To re-create an elfwood sword like the ones from the Eternal Forest is practically impossible today.

Elfwood swords are extremely sharp and nearly unbreakable. (In fact, only another elfwood sword could hope to put a dent in one.) That puts them in great demand – along with their scarcity it easily explains the high price. (Also involved in the pricing is the fact that in some regions and nations, elfwood swords are banned, and the possession of one is considered treason.)

Ordinarily no elfwood sword is ever sold, it is either traded down the family line – or taken from a slain enemy. The owner of such a sword must be in very dire circumstances to put it out for sale!

Buying one is – perhaps – questionable as well. After all, at that high price, you might just as well hire a couple of mercenaries for whatever you need.

Bracers of Light

These appliances are relatively common on Gushémal. The bracers create a pinpoint light, much like a flashlight in the real world. There is no limit to its power (you don't have to change any batteries); it is activated by a touch to the bracer's top.

Modayrean Firelighter

Their purpose, as the name implies, is to light fires. In general they are small metal boxes with a button; flick them, and a tiny flame spurts from an opening. So much easier to use than tinder boxes (and not requiring any fuel), they have quickly spread all across Gushémal and are rather commonplace.

The appearance of a firelighter changes in the details, the majority are plain metal, but some have been adorned with ornaments of the most varied kinds – royal seals, say, or other kinds of heraldry. Some are gold, some are silver, some have been painted. (The above stated price is for the plain variety – which might be painted. As soon as artwork is added, or precious metals used, the price goes up.)

Every single one of the firelighters has been produced in the mystical land of Modayre, far up north. There isn't much that is known about this land, except that they produce magical appliances by the cartload – some as mundane as the firelighters, some far more exquisite and expensive.

7.3. Weapons

Weapons are a common sight on Gushémal, not only in the dangerous countryside but also in the cities (which sometimes can be at least as dangerous). Although some people may lead entire lives without ever having to resort to violence, they usually have at least a passing understanding of weapons.

Those who intend to take up the life of an adventurer and brave the wild and untamed regions of the world definitely have to know their way around a weapon. (Or have a few magical spells at their disposal, if they happen to be wizards.)

There are several types of weapons, such as swords, pole arms, bows, etc. They differ both in appearance and function. (We will deal with their functions regarding the game in Chapter 8. **Combat.**)

Player Tips

We recommend that your character carry more than one weapon. For one thing you should remember that a sword isn't a long-range weapon, so you are likely to limit yourself unnecessarily. Your character should be able to carry a bow and arrows or a few throwing knives as well, which should be useful in reducing the number of enemies before direct combat is joined.

For another thing, there are several possibilities in a campaign how your character might lose a weapon. Let's just imagine the character is crossing a stream over a narrow bridge, sword in hand – a gust of wind catches the bridge; the character stumbles, instinctively grasps for the holding ropes... and can watch his sword plummet into the stream below.

In such a case, it is helpful to have a backup weapon available. (Due to the weight and size it is probably not feasible to carry a second sword with you, unless you ride a horse.)

	Name	Weapon Category	Price	Weight	Range Factor	Damage	Range
B	Bastard sword	S	80 gp	9 lbs	2		-
	<i>One-handed</i>	S	-	-	2	2d10+2	-
	<i>Two-handed</i>	S	-	-	2	2d10+5	-
	Battle Axe	A	45 gp	7 lbs	2	2d10+4	-
	Belaying pin	B	4 sp	3 lbs	1	1d10+3	-
	Blowgun	SH	1 gp	1 lbs	10	-	30 yds
	<i>Barbed dart</i>	-	5 sp	*	-	2	-
	Bolas	T/B	2 gp	3 lbs	6	1d10	30 yds
	Boomerang	T/B	3 gp	2 lbs	5	1d10	25 yds
	Broad sword	S	85 gp	5 lbs	2	2d10	-
C	Caltrop	-	1 sp	*	-	2	-
	Chain	B	2 gp	4 lbs	2	1d10	-
	Chakram	T/BW	90 gp	2 lbs	6	1d10	10 yds
	Claymore	S	150 gp	8 lbs	2	2d10+5	-
	Club	B	4 sp	3 lbs	1	1d10+5	-
	Crossbow, Hand	SH	140 gp	2 lbs	7	1d10+6	60 yds
	<i>Hand quarrel</i>	-	25 sp	*	-	-	-
	Crossbow, Heavy	SH	130 gp	12 lbs	20	2d10+6	240 yds
	<i>Heavy quarrel</i>	-	25 sp	*	-	-	-
	Crossbow, Light	SH	90 gp	7 lbs	20	2d10+3	180 yds
	<i>Light quarrel</i>	-	25 sp	*	-	-	-
	Cutlass	S	60 gp	4 lbs	2	2d10	-
D	Dagger	BW	60 sp	1 lb	1	1d10+1	20 yds
	Dagger, Bone	BW	10 sp	1 lb	1	1d10-1	20 yds
	Dagger, Stone	BW	10 sp	1 lb	1	1d10	20 yds
	Dart	T	30 sp	0.1 lbs	5	1d10-1	20 yds
F	Falchion	S	40 gp	8 lbs	2	2d10	-
	Flail, Footman's	B	1 gp	15 lbs	2	2d10+2	-
	Flail, Grain	B	1 gp	5 lbs	2	1d10+2	-
	Flail, Horseman's	B	1 gp	5 lbs	2	1d10+5	-
	Fork	P/PI	60 sp	6 lbs	2	1d10+4	-
G	Gaff/hook	-	3 gp	1 lbs	1	1d10-1	-

	Gladius	S	35 gp	3 lbs	1	1d10+6	-
	Great Club, spiked	PI	1 gp	15 lbs	2	2d10+5	-
H	Hammer	B	1 gp	4 lbs	1	1d10+3	-
	Hand/throwing Axe	T/A	2 gp	4 lbs	2	1d10+6	-
	Harpune	T	5 gp	5 lbs	2	1d10+2	30 yds
	Harpune, Bone	T	2 gp	4 lbs	2	1d10	30 yds
	Hatchet	BW	4 gp	3 lbs	2	1d10+4	-
J	Javelin	T	90 sp	2 lbs	10	2d10+3	60 yds
	Javelin, Stone	T	30 sp	2 lbs	10	2d10+1	50 yds
K	Katana	S	1,000 gp	6 lbs	2	-	-
	<i>One-handed</i>	S	-	-	2	2d10+4	-
	<i>Two-handed</i>	S	-	-	2	2d10+8	-
	Katar	BW	15 gp	1 lb	1	1d10+2	-
	Knife	BW	25 sp	½ lbs	1	1d10	20 yds
	Knife, Bone	BW	10 sp	½ lbs	1	1d10-2	20 yds
	Knife, Stone	BW	10 sp	½ lbs	1	1d10-1	20 yds
L	Lance, Heavy	C	50 sp	15 lbs	3	4d10	-
	Lance, Jousting	C	20 sp	15 lbs	3	1d10	-
	Lance, Light	C	5 gp	7 lbs	3	3d10	-
	Lasso	N	30 sp	3 lbs	3	1	10 yds
	Longbow	SH	110 gp	4 lbs	25	2d10+2	210 yds
	<i>w/flight arrow</i>	-	10 sp	*	-	-	-
	Long sword	S	70 gp	4 lbs	2	2d10+3	-
M	Mace, Footman's	B	10 gp	10 lbs	2	1d10+5	-
	Mace, Horseman's	B	15 gp	6 lbs	2	1d10+3	-
	Machete	BW	1 gp	5 lbs	1	2d10	-
	Military fork	P/PI	10 gp	7 lbs	2	1d10+5	-
	Morningstar	B	25 gp	10 lbs	2	2d10+4	-
N	Net	N	50 sp	10 lbs	4	1	10 yds
P	Parang or Machete	BW	1 gp	5 lbs	2	2d10	-
	Parrying Dagger	BW	5 gp	1 lbs	1	1d10-2	-
	Pick, Farming tool	PI	2 gp	8 lbs	2	1d10+2	-
	Pick, Footman's	PI	20 gp	6 lbs	2	1d10+4	-
	Pick, Horseman's	PI	15 gp	4 lbs	2	1d10+2	-
	Pilum	T	2 gp	4 lbs	10	2d10	70 yds
	Pry bar	B	50 sp	5 lbs	2	1d10+4	-
Q	Quarterstaff	B	30 sp	5 lbs	2	1d10+3	-
R	Rapier	S	125 gp	4 lbs	2	2d10	-
S	Sabre	S	90 gp	5 lbs	2	2d10+3	-
	Sap	N	25 sp	½ lbs	1	2+sp	-
	Scimitar	S	110 gp	4 lbs	2	2d10+4	-
	Scimitar, Great	S	150 gp	15 lbs	2	3d10+3	-
	Scourge	N		2 lbs	1	1d10	-

	Scythe	BW	4 gp	8 lbs	2	1d10	-
	Shortbow	SH	80 gp	3 lbs	12	2d10+1	150 yds
	<i>w/flight arrow</i>	-	10 sp	*	-	-	-
	Short sword	S	40 gp	3 lbs	1	1d10+4	-
	Shuriken	T	1 gp	*	4	1d10	25 yds
	Sickle	BW	2 gp	2 lbs	1	1d10+2	-
	Sledgehammer	B	150 sp	11 lbs	2	2d10	-
	Sling	SH	20 sp	1 lbs	8	1d10	70 yds
	<i>Stone or Bullet</i>	-	-/10 cp	*	-	-	-
	Spear	P	2 gp	5 lbs	3	-	-
	<i>One-handed</i>	P	-	-	3	2d10	-
	<i>Two-handed</i>	P	-	-	3	2d10+2	-
	Spear, Long	P	2 gp	8 lbs	4	2d10+2	-
	Spear, Stone	P	50 sp	5 lbs	3	2d10	-
	Stiletto	BW	2 gp	½ lbs	1	1d10	-
	Stone Axe	A	2 gp	6 lbs	2	2d10-2	-
T	Throwing Knife	T/BW	1 gp	½ lbs	4	1d10	30 yds
	Trident	P/PI	25 gp	5 lbs	2	2d10	-
	Two-handed Sword	S	120 gp	15 lbs	2	3d10	-
	Two-handed Axe	A	40 gp	10 lbs	2	3d10	-
W	War Club	PI/B	5 gp	6 lbs	2	2d10+1	-
	Warhammer	B/PI	20 gp	6 lbs	2	2d10	-
	Whip	N	5 gp	2 lbs	3	3	-

Table 17: Weapons

7.3.1. Descriptions of weapons

Please note that we only provide the descriptions of those weapons that are somewhat exotic and not common knowledge. (If we should have overlooked a weapon, please write to chris@gushemal.com. Also do that if you have additional information that you feel would be suitable. Thank you.)

Belaying Pin

Club-like object that is used on ships to fix ropes. A belaying pin is the most readily available weapon on a ship.

Claymore

This sword can only be used two-handed. Its origin is the highlands of Scotland where it was a traditional weapon.

Falchion

This is a heavy blade with a broad and rounded tip.

Katana

The traditional sword of the samura has only one sharp edge on its blade and is very sharply honed.

Katar

A short but broad blade – it is shorter than a knife.

Military Fork

This is a long pole at the end of which are two sharp tips.

Parrying Dagger

This dagger has two sidebars (V-shaped) to better deflect and block a blow from a sword. (The sword's blade is caught between the V formed by the blade and one of the sidebars.)

Sap

(Also known as a blackjack) This is a small bag (or the likes) filled with heavy and hard objects, e.g. coins. It's commonly used by thieves who hit their victim over the head to render him unconscious.

Scimitar

A curved sword with a wicked edge. Since it has no particularly honed tip, it is a striking weapon rather than one for stabbing.

Stiletto

A dagger with an extremely thin blade.

War Club

This club has been spiked with metal nails and/or shards, which makes it a cruel weapon that tears open the opponent's flesh.

Warhammer

It's lighter and better weighted than a sledgehammer, often equipped with a short blade on one side.

7.3.2. Weapon Categories

As you can see, we have categorized each of the weapons in the above list. Here we will explain a little more about these categories:

Sword (S)

Swords are fairly common, therefore a wide variety of shapes has sprung up. Almost any civilization has created its own brand of sword, such as the Scottish claymore or the Turkish scimitar of the real world. They range from thin-bladed weapons such as the rapier to the heavy, broad two-hander swords. On the other hand, a falchion, scimitar or saber are noteworthy for their curved blade.

(Game Note: Short sword and gladius can be used with the same *attack value* since the weapons are highly similar.)

Axe (A)

Axes are less commonly used – although they are the typical weapon of choice of dwarves.

The main difference is whether an axe has one or two edges:

Handaxes generally have a single edge and are used more as tools than weapons.

Battle axes have either single or double edges (such as the two-handed axe); by their name, they are obviously intended for combat.

Blunt (B)

Blunt weapons effect their damage through the force of their impact instead of a honed edge. In general they are quite simple, such as a club or a quarterstaff. Their advantage is that they spread their damage on a wider area.

Blade Weapons (BW)

These are bladed weapons that do not belong to the group of swords. To these belong knives and daggers. Varieties are sickles and machetes.

(Game Note: dagger, parrying dagger and stiletto can be used with the same *attack value* since the weapons are highly similar.)

Charging (C)

These are employed when mounted on riding beasts, preferably when moving at high speeds. The fighter charges the enemy on a horse.

The simplest form are lances.

Non-Lethal (N)

While most of the other weapons have the clear intent to kill the opponent, these are more intended to incapacitate the enemy – either through pain (whip), or a knock-out (sap), or to capture the enemy (e.g. net or lasso).

Polearm (P)

Their commonality is that they consist of a long pole with an effective end (a sharp point, such as a spear, or a blade such as a halbard), and therefore have to be used two-handed. Usually large and heavy, they are quite unwieldy. On the other hand, they offer the advantage of having a wide range.

Of course their usage differs thoroughly: a spear is jabbed forward, using its tip, while a halbard for instance is swept sideways, using its bladed axehead.

Piercing (PI)

These stabbing weapons have a very small area of effect, that is their major distinction. Weapons of this type are e.g. military forks put also the traditional peasant's weapon, the (pitch)fork.

Projectile Weapons (SH for shooting)

These projectile weapons require ammunition to work, such as crossbows that would at best count as blunt weapons without any quarrels to be fired.

Throwing (T)

The weapons in this category have the advantage of being usable in close combat as well.

Exceptions are the chakram, dart and shuriken which have to be thrown to cause damaging effect.

(Game Note: The pilum is a variant of the javelin; therefore the same *attack value* can be employed.)

7.4. Armor

It is rather advisable to wear some kind of armor when entering battle.

Armor can reduce the damage a hit by your opponent effects on you, and that might be the difference between surviving a battle and dying in it.

Unfortunately there is a clear disadvantage to wearing armor at all times (and even in battle), since most types are rather heavy and unwieldy, not to mention hot. Furthermore they require a lot of maintenance (keeping *leather armor* supple, for instance, or keeping the joints of *plate armor* mobile); without it they lose their effectiveness or become impossible to wear.

7.4.1. Definition of Armor Characteristics

In the RPG we use a few values to describe each type of armor's effectiveness. They are listed below.

Attack Penalty (AP):

Armor offers protection which is indicated by this value. The opponent has to deduct the AP from his attack value (cf. **8. Combat**) and may only then roll the dice for his attack.

(An example: The opponent of a PC uses a longsword, on which he has achieved an attack value of 80. The PC wears a *field plate armor* with an AP of -65. Therefore the opponent has to subtract 65 points from his attack value (80 - 65), which leaves him with an attack value of 15. The attack roll consists of a percentage check against the attack value; the opponent has to roll less or equal than 15 in order to hit the PC. In the latter case, the PC would have to parry; if the opponent's roll is higher than 16, the PC doesn't suffer any damage.)

Defense Penalty (DP):

Although a good armor offers good protection, it carries the disadvantage that the character cannot easily move while wearing it. That also means that his agility suffers.

The DP reduces the agility bonus. The bonus can fall to 0, but never below.

(A character with a normal agility bonus of +7 who wears *field plate armor* with a DP of -10 has now an agility bonus of 0 - instead of -3.)

Structure Points (SP):

As tough as the armor might look, it hardly is indestructible. Each successful hit of a character is also suffered by the armor (logically, since it has to be pierced before the character can be). Once the SP reach 0, the armor has been destroyed and offers no protection anymore (cf. **8. Combat**).

Armor	Cost	Weight	Attack Penalty	Defense Penalty	Structure Points
Banded Mail	300 gp	35	-50	-5	190
Brigandine	180 gp	35	-40	-3	200
Chain Mail	110 gp	40	-30	-2	280
Full Plate	7,000 gp	70	-75	-10	550
Hide Armor	25 gp	30	-25	-	160
Leather Armor	10 gp	15	-15	-	150
Padded Armor	10 gp	10	-10	-	120
Plate Mail	900 gp	50	-60	-10	500
Ring Mail	150 gp	30	-20	-1	180
Scale Mail	150 gp	40	-25	-1	200
Splint Mail	100 gp	40	-50	-6	250
Studded Leather	30 gp	25	-20	-	180
Wood/Bone Armor	40 gp	20	-10	-	120

Table 18: Armor

7.4.2. Types of Armor

Following are brief descriptions of the various types of armor.

Banded Mail

Metal strips are horizontally overlapping

Brigandine

Small metal plates have been sewn onto simple clothing, like shirt. Covered by leather.

Chain Mail

Small metal rings have been worked together

Full Plate

Large metal plates, with metal joints; i.e. the classic armor of a knight

Hide Armor

One of the simplest kinds of armor, it is fashioned from the hide of a beast (*not* cured leather)

Leather Armor

Breast armor of cured leather, the rest is enhanced leather or padded cloth

Padded Armor

Several layers of leather and padding are arrayed over each other

Plate Mail

Large metal plates protecting chest, arms and legs. There are no metal joints, the wearer has to make do with leather or chain mail joints, which offer less protection

Ring Mail

Large metal rings sewn onto a leather base

Scale Mail

Overlapping metal plates, like fish scales

Splint Mail

Variant of Banded Mail; here the strips are arrayed vertically

Studded Leather

Supple leather armor, onto which many metal studs have been sewn

Wood / Bone Armor

This type of armor is rarely employed. Native Americans used to create a richly decorated breast armor from pieces of bone. Armor of this category can also be fashioned from tree bark.

7.5. Shields

Aside from armor, there is one more very effective way to protect against damage: shields. Unfortunately, carrying a shield also bears disadvantages: For one thing, the shield has to be strapped on during a fight. Safely hooked onto the horse's harness may help the beast, it won't be of much use to you. Then there's the question of weight; a good shield can be quite heavy, and a character needs to be able to lift that kind of weight. Finally, the shield ties up one hand, so the character can't reach out to grasp something or hold on to something.

(The latter could become very unpleasant in a dungeon. Just think about a trapdoor suddenly opening beneath you, and your character is slamming his shield into that nice handhold rather than grasp it.)

Shields	Cost	Weight	Attack Penalty	Structure Points
Buckler	1 gp	4 lbs	-5	30
Large	10 gp	14 lbs	-10	100
Medium	7 gp	9 lbs	-5	70
Small	3 gp	6 lbs	-5	50

Table 19: Shields*Notes on the size and shape of shields*

A *buckler* is a small, round shield (commonly with a boss in its center).

Large shields are generally rectangular, although some are oval. They are large enough that an adult man can duck behind it and be completely protected by the shield. (Think of the shields employed by the Roman legionaries.)

Small and *medium* shields have various shapes, they can be rectangular like their larger cousins, but there are also triangular varieties (such as those commonly used by knights). Their major difference is their size: *Small* shields are designed for riders; they don't encumber the process of controlling the steed, but are enough to block a sword blow. The *medium*-sized shields are more suited to ground fighters.

7.6. Helmets

Without a helmet, your head could get quite drafty. Particularly with an arrow racing towards it and looking to pierce a hole into it...

Helmets	Cost	Weight
Close-faced	10 gp	9 lbs
Mail coif	4 gp	5 lbs
Open-faced	5 gp	7 lbs

Table 20: Helmets

Close-faced Helmet

This helm covers the entire head. The face is protected either by a fixed plate with a slit or grid in front of the eyes, or a movable visor serves as protection of the face.

Mail Coif

This is not really a helmet *per se*, as it is a hood of chainmail over the head. Its prior use is against blades.

Mail coifs have historically been used as secondary protection under a full helmet; that carried with it the additional problem of weight again. It also could get quite warm under the two layers of protection.

Open-faced Helmet

Other than its close-faced variety, this has no kind of facial protection.

7.7. Standard Prices

In this section we list a number of standard prices for items and services available all across Gushémal. (The section will grow over time as we collect more items. If you have any ideas, and ideally some price suggestions, please mail them to chris@gushemal.com.)

Please note that these are only *standard* prices, which means they can vary from place to place. For instance, a camel is likely to run into the thousands of gold coins way down in the south, well away from the warmer regions of its origin. (Of course, you're currently playing only in the Wild Coast, which is still somewhat suited to this beast. Plus, the Tonomai probably brought a couple of their own across the Straits of Stevereev.) Also, consider the prices of ales – they are very much likely to change from tavern to tavern.

These are general guidelines which the GM should refer to when setting prices. If so desired, the GM can also introduce regional specialties or other kinds of items. But please consider that the prices have to be in line with those listed here.

Animals	Cost	Drink & Food	Cost	Services	Cost
Camel	100 gp	Ale	6 cp	Lodging (per Day)	-
Chicken	5 sp	Wine	-	<i>Good</i>	1 sp
Cow	1 gp	<i>Common</i>	30 cp	<i>Common</i>	50 cp
Dog	10 sp	<i>Good</i>	80 cp	<i>Poor</i>	25 cp
Donkey	2 gp	Meals	-	Bath	20 cp
Horse	80 gp	<i>Good</i>	50 cp	Priest, healing	1 sp
Pigeon, homing	1 gp	<i>Common</i>	20 cp	Priest, healing spell	5 gp
Pony	60 gp	<i>Poor</i>	10 cp	Laundry	5 cp
Sheep	50 sp	Bread	5 cp	Messenger	5 cp
Songbird	12 gp	Cheese	15 cp	Minstrel	50 cp
Warhorse	200 gp	Meat	50 cp	Horseshoe & shoeing	1 sp

Table 21: Standard Prices

8. Combat

Every RPG uses rounds to denote how much time passes, and that there is a certain limit to the actions a character can take in a specific amount of time. Obviously, you can't walk across half the continent, write a book, and learn how to speak a foreign language within half an hour.

But the ordinary rounds have no place in combat. Time seems to slow down when the adrenaline is pumping through your veins, thought and action pulse faster.

Accordingly, there are *combat rounds* – far shorter than the ordinary rounds, quicker and faster paced. Whereas a normal round may cover half an hour, a combat round covers something like half a minute.

8.1. Armed Combat

Engaging an opponent with weapons is an elementary part of every role-playing game. It's a serious business, adventuring in a fantasy world, and you'll be facing threats left and right. Better to face them down with a blade in your hand!

Note: This version is still in a germinating phase – meaning that combat is kept at a minimal level. The system is likely to get enhanced time and again throughout the coming months, pushing it closer to a final version that will be fully satisfactory – while still being easy and quick to learn.

8.1.1. Weapon Mastery

In order to use a weapon, a character has to learned the proper ways of employing it. Easy to understand since you can't just go into battle with a long sword, when all you've used before is a kitchen knife. Or you've never fired a crossbow, and you expect to be a dead-shot at your first attempt.

How much you have learned to use a weapon of your choice is represented by the level of Weapon Mastery:

Level	Price
Level 1 (depends on class)	
Level 2 (1 – 50)	1,000 EP
Level 3 (51 – 74)	2,500 EP
Level 4 (74 – 99)	5,000 EP
Level 5 (100 – 150)	10,000 EP

Table 22: Weapon Mastery Levels and Prices

Whenever a character needs to fight with a weapon, he needs a base attack value. This value is defined by the class chosen for the character.

Each attack value and each Weapon Mastery Level apply only to the weapons category for which they were bought! A dagger and a long sword are entirely different, and therefore the character has to learn how to handle each weapon category distinctly. (On the other hand, similar weapons can be used with the same attack value. Cf. 7.3. Weapons)

A fighter has the highest attack value, i.e. 25%.

If a player wishes to increase this value, she will have to invest experience points. 50 EP will increment the attack value by 1%.

Let's assume the player wants to raise her fighter's base attack value from 25% to 50%. For that she will have to spend 1,250 EP. (This applies to all classes)

The player can only increase the character within the level of the PC's Weapon Mastery (cf. level description above). Each class starts at level 1, with a pre-set base value:

Class	Base Attack Value
Fighter	25%
Cleric	20%
Thief	15%
Wizard	10%

Table 23: Weapon Mastery Base Values

If the player wishes to enhance beyond level 1, he has to purchase Weapon Mastery Level 2. At this level, fighters can improve their base value on all weapons. Priests and thieves can choose 10 weapons on which their base attack may be increased, wizards can choose only 5.

On those weapons, the characters can increase their base attack up to 50%.

For further improvement in the base attack, the next Weapon Mastery Level must be purchased. This not only requires the EP listed above but also a person (PC or NPC) who has already achieved this level on the desired weapon and is willing to teach the character.

8.1.2. Defense: The Total Attack Penalty

Each character has "automatic" defenses – the armor he wears, his agility, or perhaps a kind of magical protection. The composite of this is called the *total attack penalty*. An opponent has to get through this in order to strike a successful blow.

You have to add the following:

- The *attack penalty* of the armor (cf. 7.4. **Armor**)
- The character's *agility bonus* (cf. 3.2. **Agility**)

- Any kind of magical protection

The sum is the *total attack penalty*.

An example: A character is wearing *leather armor* (AP = **15**), has an agility value of 46 (*agility bonus* = **4**), and has no magical protection of any kind (**0**):

$$15 + 4 + 0 = 19$$

So the character has a *total attack penalty* of **19**.

8.1.3. Attacking an opponent

When a character attacks another one, two values have to be compared to see whether the attack is successful – i.e. the character hits his target.

The first is the *attack value* (see above), the second the *total attack penalty*. Subtract the *total attack penalty* from the *attack value*, then roll a percentage check against the result.

For instance, let's say the character has an *attack value* of **55**. His opponent has a *total attack penalty* of **17**. We subtract **17** from **55**:

$$55 - 17 = 38$$

The character has to roll a percentage of **38** or below to strike successfully.

Note: You have to announce which body part you are attacking. As you can see in the character sheet, each character's hit points are spread across several body parts – or sections, if you will. There is the *head*, the *arms*, the *legs*, and the *torso*. Each has its own amount of hit points and can be hit separately.

8.1.4. Parrying an attack

After an attack has passed the *total attack penalty*, there's still one more line of defense left: the parry. That means the character uses his weapon to try and deflect the blow.

There is only **one** possible parry per combat round. That also means, should the character be assailed by more than one attack per combat round, he can only try to parry a single attack! The player has to choose and announce which attack is parried.

To find out whether the parry was successful, roll a percentage check against half the *attack value* of your weapon – the one with which you parry. (The attacking weapon is not important.)

For example, if your defending weapon has an *attack value* of **55**, your parry value is at **27** (rounded *down*). So you have to roll **27 or below** to have your parry succeed.

If it does, your character takes no damage. Otherwise your opponent may roll the damages, and you have to deduct the hit points from your character sheet.

8.1.5. Rolling for damage

Every weapon has been assigned a *damage value*. (You can read them in the table in **7.3. Weapons**.)

A *battle axe*, for instance, causes a 2d10+4 damage. That means you roll 2 ten-sided dice, take the sum and add another 4 points on top. That is the amount of hit points that you have to deduct from your character's hit points in the assigned body part.

If your opponent rolls, say, an **8** first, then a **6**, the sum is **14**. To that you'll have to add **4**:

$$8 + 6 = 14$$

$$14 + 4 = 18$$

That means, the assigned body part has just taken **18** hit points worth of damage.

8.1.6. Range or Who gets to attack first

As you have noticed when reading the list of weapons (cf. **7.3. Weapons**), each is assigned a *range factor*. This factor implies how far the weapon can reach – a crossbow obviously has a wider range than a sword. Therefore it can cause damage long before the blade can get close enough to reach its target.

The highest *range factor* always opens a combat round.

If two or more weapons have the same *range factor*, the players roll out the sequence with a 1d10 roll.

Take note that projectile weapons (SH) cannot be used in close combat, except as blunt weapons. (And slamming your precious longbow over an opponent's head won't do much to enhance its value, so you'd better keep them out of the fight.)

8.1.7. How many hit points do I have anyway?

To determine the hit points of your character, you need to do a few calculations first. The hit points are a combination of the attributes Strength, Constitution and Agility.

First add the attribute values. Note the sum, it is the total sum of your hit points.

Please note that your character has hit points for several parts of the body. (Take a look at the schematic figure in the character sheet, you'll see how the figure is divided.) There is a table next to it which lists each body part and the percentage of the total sum:

Head:.....	10%
Torso:	40%
Arm (each):.....	10%
Leg (each):.....	15%
<u>TOTAL.....</u>	<u>100%</u>

That means the hit points for e.g. the head are 10% of the total sum.

Calculate the hit points for each body part and note it in the sheet.

Example

A character has the following attribute values:

STR:..... 35

CON:..... 56

AGI:..... 62

The sum of these values is **153**.

According to the table, the **head** has 10% of these 153 hit points, so you have to divide the total by 10:

$$153 / 10 = 15.3$$

Round the result to the next lowest integer number. In this case, that would be **15**. Write that number in the *head* on the character sheet.

Since each **arm** also has 10% of the total, you can write the result (here **15**) in each of the *arms*.

Each **leg** has 15% of the total, therefore you have to calculate:

$$153 / 100 * 15 = 22.95$$

And yes, the result is rounded down as well, to **22**. Write the result in each of the *legs* on the character sheet.

The **torso** has 40% of the hit points – which also means that this body part accounts for all the hit points not yet spread among the other body parts.

It is very likely that there is some disparity. By rounding down all the other values, hit points can be “lost”. So you need to add up all the hit points you just wrote down and subtract that sum from the total hit points:

$$15 \text{ [head]} + 15 + 15 \text{ [arms]} + 22 + 22 \text{ [legs]} = 89$$

$$153 \text{ [total hit points]} - 89 = 64$$

Therefore, **64** is the number of hit points the torso of your character receives.

You can also check the result by calculating

$$153 / 100 * 40 = 61.2 \text{ (rounded down to 61)}$$

As you can see, there are three hit points which had been “lost” before.

8.2. Unarmed Combat

There are no limits to unarmed combats, as far as class or race are concerned. Everyone can engage in fisticuffs, no questions asked. And most people are more adept at this than wielding a blade the right way!

Of course, a sword can cause quite a bit more damage than a fist...

The damages taken in unarmed combat are temporary only. After two days, all injuries are healed up.

This damage needs be noted separately from the damage taken from armed combat; they are not comparable.

9. Spells & Blessings

IMPORTANT NOTE: Chris is still working on the magic system! It is far from finished, so you should thoroughly read the basic information available for the classes (for wizards, cf. **4.2.7.**; for clerics, cf. **4.3.1.**). Determine the effects of your actions based on that data.

The system is far from perfect, and Chris only wants to put together the spells and blessings after he is satisfied. There are only a few preliminary suggestions in this chapter, the earliest ideas on how to use magic.

If you have any ideas or suggestions to what you have read so far and to the following items, please send them as quickly as possible to chris@gushemal.com. He'll be *extremely* grateful for your help (and maybe he can get out of the severe thrashing Marc has promised him if he doesn't hurry up and get the darn thing finished. Maybe.)

9.1. Spells

Although the term is often used for all applications of magic, it really only describes the magical actions taken by wizards. (Clerics use *blessings*.)

9.1.1. Spell Level 1

Cleanse Cost: 1 TL

The wizard can cleanse his clothes and himself momentarily of dirt or wetness.

Flash Cost: 2 TL

The wizard causes a minor flash that blinds several people for the time of a round. During this round, none of the blinded persons can take any action.

9.1.2. Spell Level 2

Darkness Cost: 2 TL

The wizard can completely darken a room of 15 by 15 feet. (The effect lessens outside this sphere.)

For each 10 minutes of upkeeping this spell, another point of TL is consumed.

Light Cost: 2 TL

The wizard creates a source of light in his hand which brightens an area of 60 feet around him.

For each 20 minutes of upkeeping this spell, another point of TL is consumed.

9.2. Blessings

Blessings are the applications of magic taken by clerics.

9.2.1. Blessing Level 1

Blossom

Cost: 1 SR

The cleric can cause flowers to blossom.

9.2.2. Blessing Level 2

Healing (1)

Cost: 5 SR

The cleric can heal 2d10 hit points, i.e. the rolled out number is added to the current hit points on the character sheet.

Prayer / Blessing the Ground

Cost: 4 SR

The priest can ask for divine assistance to his companions and himself. This creates a (light) ring of protection which affects undead creatures. The attackers receive an additional penalty of -20.
