

JONSY

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GENERAL INFORMATION

Jonsys is a Role Playing Game System based in the medieval world of myth and legend. It was devised in the 1980's as a replacement for the then prevalent systems – Advanced Dungeons & Dragons, Chivalry & Sorcery and RuneQuest. It took inspiration from all of these, and several less well known games, as well as a good number of original ideas.

The aim was to produce a flexible system that encouraged role playing and character generation, rather than stereotyped 'bash and loot' gaming.

Characters do have a class or profession at the start of the game, which defines their initial choices, but thereafter are able to learn and progress in any mundane skill. The exception is magic – this can only be learned as a starting skill.

Combat is also somewhat unusual in a number of ways. Firstly it is simply counted off in seconds – each character taking a number of seconds to perform their chosen action. If you are quick, skilled, and use a light weapon, you may get several attacks before the lumbering giant next gets to swing at you with his huge club – but be prepared to face the consequences when it hits!

Characters have a fixed amount of damage they can take – you do not somehow gain the ability to withstand a sword through the gut simply by experience. What you do get is better at parrying the blow so you don't get hit. Linked to this is the concept of wounds – each wound you take is categorised as light, moderate, serious, critical or lethal (based on the proportion of your total hit points). The worst wound you are suffering from provides a penalty to all actions.

STATISTICS

Statistics are generated using 3d6 for each statistic.

Three additional d6 are then rolled, and each die may be added to any one statistic. Multiple dice can be added to a single statistic, but a single die cannot be split between two statistics.

Statistics are limited by race, see Table 8 for the limits. These limits cannot be exceeded except by magic.

Strength

This represents the physical strength of the character. It defines how heavy an object you can carry, how hard you hit things, etc.

Table 1: Strength

Score	Parry Adjustment	Damage Adjustment	Encumbrance (as % Body Mass)		
			Light	Moderate	Heavy
1	-3	-2	5	10	20
2	-2	-1	15	20	25
3	-1	0	20	25	30
4-13	0	0	25	30	40
14	0	+1	30	35	45
15	+1	+1	35	40	50
16	+1	+2	40	50	60
17	+2	+2	45	60	70
18	+2	+3	50	75	85
19	+3	+3	55	85	100
20	+3	+4	60	100	115

The values for encumbrance are all as a percentage of the characters weight.

For example, a typical human, strength 11, weighing 175 lbs, can carry up to 43.75 lbs ($175 \times 25 / 100$) without encumbrance (IE lightly encumbered), 43.76 to 52.5 lbs ($175 \times 30 / 100$) with moderate encumbrance penalties, and a maximum of 70 lbs ($175 \times 40 / 100$).

Dexterity

This represents the characters speed and agility. It affects reaction speed, fine control (such as for picking locks) and the ability to dodge about in combat.

Table 2: Dexterity

Score	Attack/ Parry Adjustment	Defence Adjustment	Speed Adjustment
1	-3	-4	+ 4
2	-2	-3	+ 3
3	-1	-2	+ 2
4	0	-1	+1
5-14	0	0	0
15	0	+1	-1
16	+1	+2	-1
17	+2	+3	-2
18	+3	+4	-2
19	+4	+5	-3
20	+5	+6	-3

Constitution

This is the overall health of the character, both in terms of ability to cope with poisons, disease and shocks to the body, and in terms of general fitness.

Table 3: Constitution

Score	Hit Point Adjustment	System Shock %
1-2	-2	35
3-4	-1	40
5-6	0	45
7-8	0	50
9-10	0	55
11-12	0	60
13-14	0	65
15	+1	70
16	+2	75
17	+3	80
18	+4	85
19	+5	90
20	+6	95

The system shock percentage is used when the character gets some form of physical shock to his system and a roll is required to determine his recovery from it. Examples include sudden exposure to extremes of heat] cold (failure indicating inability to react for some period of time as determined by the GM), and surviving resurrection (the spirit returns, but can the body cope with returning to life?).

Intelligence

This represents the logical reasoning and memory of the character

Wisdom

This represents the empathic reasoning ability of the character and also their willpower – a character with high wisdom is difficult to persuade to do something they do not want to!

Power

This represents the ability to focus or resist magic in general.

Charisma

This represents the empathic strength of the character and, to a lesser extent, their physical attractiveness. A Character with a high charisma will generally be physically attractive (to members of their own race) but this is not always the case.

CHARACTER STARTING PROFESSIONS

Warrior

The character comes from a background where the prime concern was combat in one form or another.

Warriors gain bonuses in three classes of weapons to represent their many years of training and experience in the art of war. They can also start with a higher level of skill at arms than other professions, making them clearly the most dangerous characters at the start of the game.

Peasant

The character is from a peasant farming / hunting background. They have a good number of initial skills, but do not quite match that of their town dwelling counterparts.

Townsman

The character has grown up in a town of some sort, which covers a wide range of options. From thief to cabinet maker, merchant to mason, this covers all options. Townsmen start with more skill points than any other class, but are limited in the degree of combat skill they can start with.

Sailor

Whether on a war galley or fishing boat, the character has spent the bulk of their life at sea. If you want to have just retired from the post of Dread Pirate Roberts, this is the class for you!

Priest

An ordained member of a religion, as a priest you gain access to a potentially powerful class of magic. Each religion will have it's own set of codes and strictures, as well as benefits both magic and mundane.

The points given in the character creation tables are typical – please check with your specific Games Master on the religions available and the exact details for each.

Mage

You are a student of the supernatural arts. There are actually several subcategories of mage, but all follow the same guidelines for character creation outside of their magical abilities.

If they live long enough Mages have the potential to be the most powerful of all the classes, able to bend and break normal physical laws. Without the (often) strict codes that define how priests can use their powers, this makes the mage a very dangerous adversary.

Druid

Druids are a special group of Mages who take their power from the living earth. While they have different starting skills, their magic is covered in the section on Thaumaturgic Magic.

Table 4: Starting Professions

Class	Automatic Skills	Additional Skill Points	Maximum Initial Combat Skill	Special Skills Available
Warrior	1x Weapon Class @ +2 2x Weapon Class @ +1	8	3	Artillery
Peasant	Farming 1	10	1	-
Townsman	-	12	1	-
Sailor	1x Sailing Duty 2 1x Sailing Duty 1	8	2	Sailing Duties Navigation Artillery
Priest	Clerical Magic 1 1x Cult Skill @ + 1 Literacy (INT/3)	8	2	-
Mage	Thaumaturgic Magic 1 Literacy (INT/3)	8	1	Alchemy
Druid	Druidic Magic 1 Tracking 1	7	1	Navigation Tracking

Sailing Duties: Sailing, Helm; Sailing, Sail; Sailing, Repair; Navigation.

Priests and Mages will be taught to Read/Write the language of their master to a level of INT/3. If this is also their native language they will often already know the skill to a higher level as an automatic skill.

Priests get an initial skill of +1 in a relevant cult skill. For this they must take that skill at level 1 (or higher) as part of their 8 skill levels, but will be thereafter considered as 1 level higher than their skill level when using that skill. For priests of war gods, this is often a weapon category (ask GM).

Warriors get three bonus weapon categories, one at +2, two at +1. Like priests, they are required to take a skill level in a weapon on the relevant categories, but will thereafter be at +2 or +1 with weapons of that type. Note that this is cumulative with any other modifiers, so a dwarven warrior will typically be at +3 with axes (giving a possible effective starting skill of 6 in battle axe, for example) .

Table 5: Weapon Classes

Class	Weapons Included
Axes	Battle axe, War Axe, Hand Axe.
Maces	Club, Maul, War Hammer, Heavy Mace, Light Mace, Heavy Pick, Light Pick
Swords	Dagger, Heavy Dagger, Scimitar, Heavy Scimitar, Bastard Sword, Broad sword, Long sword, Short Sword, Great sword
Pole arms	Maul, Military Fork, Halberd.
Flexible Weapons	Heavy Flail, Light Flail, Morning-Star
Lance	Light Lance, Med Lance, Heavy Lance (also spear from horseback)
Spear	Short Spear, Long Spear, Trident.
Staff	Staff, Metal-Shod Staff.
Bow	Short bow, Composite Short bow, Longbow.
Cross-Bow	Light, Medium & Heavy Crossbow.
Thrown	All hand-hurled weapons, including sling.
Shield	All Shields, including bracers.
Unarmed / Improvised	Brawling

CHARACTER RACES

The majority of characters are human, with a small number from the other races that follow.

Very rarely a character will be from another race, such as a Troll, or other campaign specific intelligence race. Such characters are always subject to GM approval.

To determine the races available, roll on the table below.

Table 6: Character Race

Roll	Races Available
01-70	Human
71-80	Human, Dwarf, Half-Elf
81-90	Human, Dwarf, Half-Elf, Hobbit
91-95	Human, Dwarf, Half-Elf, Hobbit, Gnome
96-99	Human, Dwarf, Half-Elf, Hobbit, Gnome, Elf
00	Any (GM Discretion)

Human

The majority of characters are human. Humans are the generalists, turning their hand to most things, no unusual traits, but no noted weaknesses either.

Humans typically live to about 75 years old.

Dwarf

Dwarves are one of the most common non-human adventuring races, making up perhaps one in seven. They are particularly resilient, and also have a number of special abilities.

- Dwarves have a natural resistance to magic, making them less susceptible to its effects. While this can save them when assaulted by arcane forces, it also makes magical healing less likely to be effective.
- Dwarves have a natural resistance to poison, making them less susceptible to its effects.
- Dwarves vision extends into the infra-red, allowing them to see heat patterns which are not visible to human eyes. The downside is that they are typically short-sighted.
- Dwarves are naturally skilled at Mining and Smithing
- Dwarves have the ability to determine their approximate Depth underground.
- Dwarves are trained in Axe fighting from an early age, giving them a bonus when using this type of weapon.

Dwarves typically live to about 300 years old.

Half Elf

Humans and Elves are occasionally able to conceive children together, such children are the Half-Elves. While they inherit some of the traits of their Elven parent, they are generally closer to human than Elf, and children of Half-Elves will always be Half-Elven or Human.

Half-Elves make up about one in seven adventurers.

Half-Elves have no special abilities.

Half-Elves typically live to about 200 years old

Hobbit

Hobbits are generally content to stay within their own communities, but occasionally one will exhibit an almost unparalleled degree of curiosity. These individuals are able to utilise their small stature and lightness of touch to become highly proficient at the more stealthy of adventuring activities. The curiosity that made them leave their homes does, however, often later get them into trouble.

Hobbits make up perhaps one in 15 adventurers.

- Hobbits are highly proficient with thrown weapons and slings.
- Hobbits are naturally resistant to poison, making them less susceptible to its effects.
- Hobbits are highly proficient at moving with little or no sound, and of concealing themselves in any available cover.

Hobbits typically live to about 120 years old.

Gnome

Gnomes generally live in roving communities, or isolated clans, but a few travel more widely. They are distant cousins to Dwarves, and share some of their traits, but are lighter of build and longer lived.

Gnomes make up about one in thirty adventurers.

- Gnomes are naturally resistant to poison, making them less susceptible to its effects.
- Gnomes are proficient at concealing themselves in available cover.
- Gnomes have excellent low-light vision; colour perception falls off on low light but discernment of shapes, etc is far superior to human.
- Gnomes have a natural affinity for Gems and Jewels.

Gnomes very long lived, typically living to about 500, with a few individuals living beyond 700 years old.

Elves

The least common adventuring race, Elves are rarely seen outside of their Forrest communities. Elves are effectively immortal, and do not suffer physical decline with old age.

- Elves are proficient with all bows (not crossbows).
- Elves are proficient at moving with little or no sound, and of concealing themselves in any available cover.

Table 7: Racial Modifiers

	Hit Points	Fatigue	Strength	Dexterity	Constitution	Charisma	Power
Human	+2	1.0	-	-	-	-	-
Dwarf	+5	1.5	+1	-1	+1	-1	-2
Elf	+2	1.2	-	+1	-1	-	+1
Half-Elf	+3	1.1	-	+1	-	-	-
Gnome	+4	1.3	-	-	+1	-	-
Hobbit	+2	1.3	-1	+1	-	-	-2

Note that although humans appear to get a raw deal, this is general made up for by their much greater acceptance in most adventuring circumstances. The town watch might overlook a misdemeanour (for a small fee), but may well require a much greater bribe if the person at fault were 'one of them...'.
They are also the 'bulkiest' of the races, which tends to give them the edge in hit points over all but the dwarves.

Table 8: Racial Maximums

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Power	Charisma
Human	19/18	18	19	20	21	20	18
Dwarf	20/19	17	20	18	21	15	18
Elf	18/15	19	18	20	21	21	18
Half-Elf	19/18	19	19	20	21	20	18
Gnome	18/15	18	20	19	21	19	18
Hobbit	17/14	19	19	20	20	17	18

In the strength column, the first figure is for males, the second females.

Table 9: Special Racial Ability Summary

Race	Ability
Dwarf	+1 Attack/Parry with any axe
	Magic Resistance at CON*2%
	+2 CON effective when resisting poison
	Dark sense (lateral line/heat sense) - But extremely short-sighted
	+2 to effective level for mining and smithing skills
	Depth/Altitude determination at INT*5%
Elf	+1 Attack with any bow
	+20% Move Silently
	+40% Hide in Cover
Gnome	+2 CON effective when resisting poison
	+20% Hide in Cover
	Night vision
	+2 to effective level for Jeweller / Lapidary skills
Hobbit	+ 3 Attack with any thrown weapon or Sling
	+2 CON effective when resisting poison
	+40% Move Silently
	+60% Hide in Cover

CLASS RESTRICTIONS BY RACE

Only humans (and half-elves in most cases) are unrestricted in their choice of class. All other races must first check on the following table to see if they may follow their desired profession.

Note also that the majority of 'adventurers' should be human - this reflects the inherent prejudice against other races which exists, as well as the fact that humans are the most prolific of the 'intelligent' races.

Non-humans are often treated with suspicion and dislike in inns, shops, etc. and can find it difficult to locate temples for their deities outside of their homelands. Certainly, whilst many temples would offer help to their fellow man, even if he were an unbeliever (he is a potential convert), they may require more persuasion that a non-human should be helped.

Table 10: Starting Profession by Race

	Warrior	Peasant	Townsmen	Sailor	Priest	Mage	Druid
Human	Y	Y	Y	Y	Y	Y	Y
Dwarf	Y	N	Y	N	Y	Y ¹	N
Elf	Y	N	Y ²	Y	N	Y ³	Y
Half-Elf	Y	Y	Y ²	Y	Y	Y	Y
Gnome	Y	Y ⁴	R	R	Y	R	R
Hobbit	Y	Y	R	N	Y	R	R

Y= Combination OK

N = Combination not possible

R = Combination possible, but extremely unlikely

1 = Artificer only

2 = Elven towns are actually forest cities. As such, Druid special skills may be chosen as initial skills. Half-Elven characters can also be part of such a community.

3 = Usually Seer, Power Word, or Sorcerer. Artificers are rare, all others extremely unlikely

4 = Actually a Hill nomad, may choose Trapping/Hunting-1 instead of Farming-1 as automatic skill

Note that Druids are actually a type of mage. See magic section for details of the various types of mage characters.

STARTING AGE

Character age is dependant on initial profession and race.

See table 11 to determine starting age.

The characters age will then modify their statistics according to their age category (Table 12), see Table 13.

As a character ages their statistics will continue to change based on this table.

Table 11: Starting Age

Race	Profession	Base Age	Variable
Human	Warrior	18	3d6
	Peasant	18	3d6
	Townsman	18	3d6
	Sailor	18	3d6
	Cleric	25	4d6
	Mage	30	3d6
	Druid	25	4d6
	Half-Elf	Warrior	40
Peasant		40	5d10
Townsman		40	5d10
Sailor		40	5d10
Cleric		50	5d20
Mage		70	4d20
Druid		50	5d20
Dwarf	Warrior	50	3d20
	Townsman	120	5d10
	Cleric	110	3d20
Gnome	Warrior	90	3d20
	Peasant	90	3d20
	Cleric	150	3d100
Hobbit	Warrior	40	4d6
	Peasant	40	4d6
	Cleric	50	2d20
Elf	Warrior	50	4d20
	Townsman	50	4d20
	Sailor	50	4d20
	Mage	100	3d100
	Druid	100	3d100

Table 12: Age Categories

Race	Young Adult	Mature	Middle-Aged	Old	Venerable
Human	14-20	21-40	41-60	61-90	91-120
Dwarf	35-50	51-150	151-250	251-350	351-450
Elf	30-30	51-120	121-200	201-500	500+
Half-Elf	24-40	41-100	101-175	176-250	251-325
Gnome	50-90	91-300	301-450	451-600	601-750
Hobbit	22-32	33-68	69-101	102-144	145-199

Table 13: Statistic Modifiers

Age Category	Stat Changes	Cumulative	(Elves)
Young Adult	+1 CON, -1 WIS, -1 POW	+1 CON, -1 WIS, -1 POW	+1 CON, -1 WIS, -1 POW
Mature	+1 STR, +1 WIS	+1 STR, +1 CON, -1 POW	+1 STR, +1 CON, -1 POW
Middle Aged	-1 STR, -1 CON, +1 INT +1 WIS, +1 POW	+1 INT, +1 WIS	+1 STR, +1 CON, +1 INT +1 WIS
Old	-2 STR, -2 DEX, -1 CON +1 WIS, +1 POW	-2 STR, -2 DEX, -1 CON +1 INT, +2 WIS, +1 POW	+1 STR, +1 CON, +1 INT +2 WIS,+1 POW
Venerable	-1 STR, -1 DEX, -1 CON +1 INT, +1 WIS, +1 POW	-3 STR, -3 DEX, -2 CON +2 INT, +3 WIS, +2 POW	+1 STR, +1 CON, + 2 INT +3 WIS,+2 POW

Note that elves, who are, for all practical purposes, immortal (as regards ageing effects) should ignore the negative modifiers to physical statistics in the middle aged, old and venerable categories.

As Elves continue to grow older, their mental statistics continue to develop (subject to racial maximums). For every 150 yrs over 500 they have a 25% chance for each of the mental statistics to increase by 1.

HANDEDNESS

Handedness is determined by rolling a D12 and D6.

Table14: Handedness

D12 / D 6 Result	Handedness
D12 greater than D6	Right Handed
D6 greater than D12	Left Handed
D12 and D6 both have same number, 1 to 5	Either Handed
D12 and D6 both show 6.	Ambidextrous

Either Handed; The character can act either right or left handed as required without penalty.

Ambidextrous; The character to use both hands simultaneously without penalty (EG Fighting with two weapons).

HEIGHT AND WEIGHT

Height and weight are determined by rolls on the following tables.

Firstly, roll percentiles on table 15.

Cross reference with race to determine height category (EG Short) and note this.

The combination of race and height category are then cross referenced on table 16 to give the base height and adjustment for height category.

Weight may then be determined in the same manner, however, the first roll (table 17) should be modified according to the 'weight mod.' row in table 15. This is simply to reduce some of the silly combinations (such as 7'3", 138 lbs as a human), though the extremes are still fairly bizarre, and GM's may overrule such rolls if they wish.

Table 15: Height Category By Race

Race	Ex. Short	Short	Av(short)	Av(tall)	Tall	Ex. Tall
Human	1-5	6-20	21-50	51-80	81-93	94-00
Dwarf	1-5	6-15	16-50	51-80	81-95	96-00
Elf	1-3	4-10	11-45	46-80	81-93	94-00
Half-Elf	1-5	6-35	36-65	66-90	91-97	98-00
Gnome	1-7	8-20	21-55	56-85	86-95	96-00
Hobbit	1-3	4-10	11-55	56-90	91-96	97-00
Weight Mod.	-20	-5	0	0	+5	+20

Table 16: Height By Race and Category

Race	Base	Ex. Short	Short	Av(short)	Av(tall)	Tall	Ex. Tall
Human	70	- (1d4 + 7)	- (1d4 + 3)	- (1d4 - 1)	+ (1d4 - 1)	+ (1d4 + 3)	+ (1d4 + 7)
Dwarf	48	- (1d4 + 7)	- (1d4 + 3)	- (1d4 - 1)	+ (1d4 - 1)	+ (1d4 + 3)	+ (1d4 + 7)
Elf	74	- (1d4 + 9)	- (1d4 + 5)	- (1d6 - 1)	+ (1d4 - 1)	+ (1d4 + 3)	+ (1d4 + 7)
Half-Elf	70	- (1d4 + 7)	- (1d4 + 3)	- (1d4 - 1)	+ (1d6 - 1)	+ (1d4 + 5)	+ (1d4 + 9)
Gnome	42	- (1d4 + 7)	- (1d4 + 3)	- (1d4 - 1)	+ (1d4 - 1)	+ (1d4 + 3)	+ (1d4 + 7)
Hobbit	36	- (1d4 + 7)	- (1d4 + 3)	- (1d4 - 1)	+ (1d4 - 1)	+ (1d4 + 3)	+ (1d4 + 7)

Table 17: Weight Category By Race

Race	Ex. Light	Light	Av(light)	Av(heavy)	Heavy	Ex. Heavy
Human	1-8	9-25	26-50	51-75	76-91	92-00
Dwarf	1-7	8-20	21-40	41-65	66-90	91-00
Elf	1-5	6-15	16-50	51-90	91-97	98-00
Half-Elf	1-7	8-20	21-55	56-85	86-95	96-00
Gnome	1-7	8-20	21-45	46-75	76-92	9 3-00
Hobbit	1-3	4-10	11-35	36-50	51-90	91-00

Table 18: Weight by Race and Category

Race	Base	Ex. Light	Light	Av(light)	Av(heavy)	Heavy	Ex. Heavy
Human	175	- (1d20 + 17)	- (1d12 + 5)	- (1d6 - 1)	+ (1d8 - 1)	+ (1d20 + 7)	+ (1d20 + 27)
Dwarf	150	- (1d6 + 15)	- (1d10 + 5)	- (1d6 - 1)	+ (1d8 - 1)	+ (1d12 + 7)	+ (1d20 + 19)
Elf	120	- (1d6 + 11)	- (1d6 + 5)	- (1d6 - 1)	+ (1d6 - 1)	+ (1d12 + 5)	+ (1d12 + 17)
Half-Elf	130	- (1d8 + 17)	- (1d12 + 5)	- (1d6 - 1)	+ (1d6 - 1)	+ (1d12 + 5)	+ (1d6 + 7)
Gnome	80	- (1d4 + 9)	- (1d6 + 3)	- (1d4 - 1)	+ (1d6 - 1)	+ (1d8 + 5)	+ (1d10 + 13)
Hobbit	80	- (1d4 + 9)	- (1d6 + 3)	- (1d4 - 1)	+ (1d6 - 1)	+ (1d8 + 5)	+ (1d10 + 13)

HIT POINTS AND FATIGUE

Hit points are a measure of how much physical damage a character can sustain. Hit points total is primarily determined by physical bulk, modified by Race, Constitution and 1d8.

Hit Point Total = Body Mass (lbs) / 25
 + Racial Adjustment (Table 7)
 + Constitution Adjustment (Table 3)
 + 1d8

Fatigue is a measure of how much energy a character has available before they need to rest. Fatigue total is based primarily on Constitution, modified by Race and Height/Weight categories.

Fatigue = Constitution Statistic * 4
 * Racial Factor (Table 7)
 * Height / Weight Factor (Table 19).

The Height / Weight factor is taken from the table below. This is a multiplier from 0.5 to 1.0, based on how far they are from a Height / Weight 'match'.

Table 19: Fatigue Factors

	Ex. Short	Short	Av(short)	Av(tall)	Tall	Ex. Tall
Ex. Light	1.0	0.9	0.85	0.8	0.75	0.7
Light	0.9	1.0	0.9	0.85	0.8	0.75
Av(light)	0.85	0.9	1.0	0.9	0.85	0.8
Av(heavy)	0.8	0.85	0.9	1.0	0.9	0.85
Heavy	0.75	0.8	0.85	0.9	1.0	0.9
Ex. Heavy	0.7	0.75	0.8	0.85	0.9	1.0

MOVEMENT RATE

BASE MOVEMENT RATE, ft / 5s

= Dexterity

* Racial Modifier (Table 20)

* Armour Movement Factor

* Encumbrance Factor (Table 21)

* Height Factor (Table 22).

Table 20: Racial Movement Factors

Race	Factor
Dwarf	0.70
Elf	1.10
Gnome	0.70
<i>Goblin</i>	0.85
Half-Elf	1.00
Hobbit	0.60
<i>Hobgoblin</i>	1.00
Human	1.00
<i>Kobold</i>	0.75
<i>Troll</i>	1.50

A few additional common non-character races are included for comparison.

Table 21: Encumbrance Movement Factors

Encumbrance	Factor
Light	1.00
Medium	0.75
Heavy	0.50

Table 22: Height Movement Factors

Height	Factor
Ex. Tall	1.1
Tall	1.0
Av(Tall)	1.0
Av(short)	0.9
Short	0.8
Ex. Short	0.7

Table 23: Movement Multipliers

Movement Type	Multiplier
Backwards/ Sideways	1
Cautious / Exploring	1
In Combat	1
Normal Walk	2
Jog	5
Sprint	10
Charge to Attack (max 5s movement)	5

Table 24: Distance Movement Rates

Movement Rates	Mph.
Walking	Base speed /4
Horses Pony	6
Light	8
Medium	7
Heavy	5
Great	4
Mule / Donkey	4
Wagon / Cart	4
Boat	Variable, 0 -12

The above assume plains. Modify up for good roads, down for rough terrain, etc.

SKILLS

A Characters skills are the key to what they know and can do in the game.

The available starting skills are determined by starting profession, as are the number of skill points available to buy initial skill levels. In addition, a character will have a few automatic skills including some from profession.

See table 4 for skill allocation, both of profession based automatic skills and skill points available to 'spend' based on profession.

Table 25 lists automatic skills for all characters.

Skill levels may be bought from skill points on a 1 for 1 basis.

See table 26 for a list of commonly available skills.

Table 27 has a list of additional skills available only to certain professions.

The 'Type' against each skill is used to determine the experience point cost for advancement. In general, the higher the number the greater the experience point cost to gain a level.

Standard Skills

A character can buy multiple levels of any standard skill available to them.

Combat Skills

Combat skills are taken in specific weapons (EG Long Sword) rather than Weapon Class (EG Sword).

Combat skills include Shield Parry and Brawling.

A Character is limited to the maximum level they can buy in a combat skill by their starting profession (see table 4).

Restricted Skills

Some skills are restricted initially to certain professions. These are shown in table 4 and listed in Table 27.

Magical Skills.

If a character is a Mage, Cleric or Druid they will start with level one in the appropriate magical skill.

A character may not use skill points to buy additional levels in Magical Skills.

See the appropriate magical skills rules and GM for details of the specific abilities and spells the character starts with.

Automatic Skills

Table 25 lists the skills which are possessed by every character automatically, at no cost in skill points.

Unless already at maximum (languages only) extra skill points may be expended to increase initial levels in these skills.

Table 25: Automatic Skills

Skill	Level
Speak Language (Own)	INT/2 round down (max = INT/2, round down)
Read/Write Language (Own)	INT-11 (max = INT/2, round down)*
Ciphering	INT/3 round down (max = INT/2, round down)
Singing	CHR/3 -5 + 1d3
Cooking (females only)	(INT+ WIS)/12 + 1d3
Swimming (If by coast/river)	DEX/4

Own Language for non-humans is, in most cases, their racial language, and so 'purchase' of at least level 1 in 'Common Tongue' (IE Human standard language) is advised!

Table 26: General Skills

Skill	Type	Skill	Type
Accountancy	1	Jeweller	1
Apothecary	5	Juggling	2
Architecture	1	Lapidary	1
Armourer	1	Leather Worker	1
Assassination	4	Locksmith	1
Bartering	1	Magistracy	2
Blacksmith	1	Mason	1
Bowyer/Fletcher	1	Mining	1
Brawling	4	Move Silently	4
Brewer	1	Perfumery	1
Calligraphy	1	Pick Locks	4
Carpentry	1	Pick Pockets	4
Carpetry	1	Read/Write Language (specific)	6
Cartography	1	Shield (specific)	4
Cooking	2	Shipwright	1
Cooper	1	Silversmith	1
Climbing	4	Sleight-of-hand	4
Ciphering	6	Singing	6
Disguise	4	Speak Language (specific)	3
Dyeing	1	Survival (Wilderness)	5
Farrier	4	Swimming	2
Find/Remove Traps	4	Tailor	1
First Aid	4	Tanner	1
Foraging	4	Teamster	2
Gambling	3	Tracking	4
Glassblowing	1	Tumbling	2
Hide in Cover	4	Weapon (specific)	4
Horsemanship	2	Weapon smith	1
Instrument Playing (specific)	2	Weaving	1

Table 27: Special Skills

Skill	Type	Professions
Alchemy	5	Mage
Animal Husbandry	2	Peasant, Druid
Artillery	2	Warrior, Sailor
Clerical Magic	5	Cleric
Druidic Magic	5	Druid
Farming	1	Peasant, Druid
Fishing, Hook & Line	2	Peasant, Druid, Sailor
Fishing, Net	2	Peasant, Druid, Sailor
Navigation	2	Druid, Sailor
Sailing, Helm	2	Sailor
Sailing, Repair	2	Sailor
Sailing, Sail	2	Sailor
Thaumaturgic Magic	5	Mage
Tracking	2	Druid
Trapping/Hunting	2	Peasant, Druid

STARTING EQUIPMENT.

Characters start with some basic equipment, together with some additional items and coins based on profession.

Note that characters start as fairly well off (by the standards of the time), but still well short of what they might want!

Fully outfitting an adventurer is expensive, particularly in weapons, armour and a horse.

All Characters

Clothing (Not silk unless mage, or cleric of cult types 1 or 2)

Boots

Backpack / Sack / Pouch, etc, as applicable.

Warrior

Main Weapon

Armour (max value 30 s)

Shield (max value 10s, only if skilled in use)

Water skin

Horse, (if skilled in riding, chance = Level * 20%)

01-65 MediumHorse will have basic training,

66-90 Heavy 25% Cavalry training, 5% war training.

91-00 Great 25% Cavalry training, 5% war training.

Money: 2d20 s

Peasant

Horse, (if skilled in riding, chance = Level * 15%); Light, with Basic Training.

Cart, (if skilled in teamster, chance = Level * 15%)

01-50 Single Axle + Ox

51-75 Single Axle + Draft Horse

76-90 Double Axle + 2 Oxen

91-00 Double Axle + 2 Draft Horses

Money: 2d8 s

Townsmen

Horse, (if skilled in riding, chance = Level * 10%); Light, with Basic training.

Tools, as applicable to main craft skill, chance = 15 % per level in that skill.

Money: 1d10 s + 1d10 s / level in main craft skill.

Sailor

Main Weapon

Money: 2d10 s

Mage

Focus & Spell Book (if applicable)

Special inks, pens, charms, dice, etc (as applicable)

Horse (if skilled in riding, chance = Level * 5%); Light, with Basic training.

Money: 3d20 s

Cleric

Holy Symbol (as applicable to cult)

Holy Water (chance = POW * 3%) 1O fl oz in vial.

Horse, (if skilled in riding, chance = Level * 10%); Light, with Basic training.

Other Equipment as applicable to cult (e.g. priests of a war god may get equipment as Warrior).

Money: Depends on Cult Type; 1 5d20 s
 2 2d20s
 3 3d20 s
 4-8 1d10 s

Druid

Focus

Horse (if skilled in riding, chance = Level*20 %); Light, with Basic training.

Money: 3d20 s

SKILL USAGE

With the exception of Combat and Magical Skills, the use of which is detailed separately, skill use is based on a simple D20 roll. The GM will determine a category of skill use (which determines the modifier to the roll a character can use) and the target number.

The Category determines the multiplier for the characters skill level, and is generally based on the time available for the character to perform the task. The multiplied skill level is then added to the D20 roll and if the total is equal or greater than the target number the character has succeeded. Not that it is quite possible to have multiple target numbers to cover a degree of success.

If the GM decides that a character can attempt the task without skill then the unskilled penalty should be used.

Table 28: Skill Usage Categories

Category of Task	Skill Multiplier	Unskilled Penalty
1	5	0
2	3	-1
3	1	-3
4	0.5	-5

Category Classifications

1. The character has no set time limit, and can safely fail and retry if there is a problem.
2. The character has no time limit, but can only make one attempt, OR has a time limit that prevents checking and repeating work.
3. The character has to rush to compete the task (includes combat situations)
4. The character is rushed and hindered.

If the task is one in which a second character can assist, they should use a multiplier from a category one higher to determine the addition to the roll.

EG: Ed the Fletcher needs to make a new batch of arrows – he has a plentiful supply of heads, shafts and feathers, and several days before they are needed.
This is a category 1 task, which the GM decided has a target of 15, or 30 for arrows which are +1 to hit due to their fine craftsmanship.
Ed has a skill of 3, so will be able to assemble the arrows without fail, and on a roll of 15 will make +1 Arrows.
If he has his apprentice (skill 1) help then he need only roll a 12 to make the +1 arrows.
If Ed was stuck behind a log palisade with enemy archers attacking this would be category 3, and he would need a 12 just to make the basic arrows for his comrades in time!

CHARACTER ADVANCEMENT

Experience

Experience points are awarded by the GM for use of a skill. In general, success will gain more points than failure.

Use of skills in entirely non-stressful conditions counts as practice (see below).

For skills use in critical or combat situations, expect 50 -100 points for appropriate usage. Direct combat skills will often gain significantly more, as will particularly complicated or hazardous use (EG applying first aid to an injured colleague while climbing a mountainside and fending off sporadic attacks by a giant eagle).

In addition to direct experience points in specific skills, the GM should award general experience points at regular intervals (typically at the end of each game session). These can be applied directly to existing skills, used to buy new skills or alternatively, a character can embark on a long term policy of self improvement, aiming to increase his physical and mental characteristics.

In the case of physical characteristics (strength, dexterity, weight, etc) a strict regime of diet and exercise is assumed.

In the case of a mental statistic, it is assumed to be a case of careful study to realise their true potential. In either case, the process is abstracted to a quantity of experience points required.

Note that the numbers required for statistic increases are deliberately large, and such increases should be occasional.

Each skill, has a skill type, which is used to determine how rapidly a character progresses in that skill as they gain experience points. These are listed in tables 26 and 27.

Table 29 lists the points required for each of types 1-5 to gain levels 1-8.

Above 8th level, the amount needed per level stops 'doubling', and is a constant extra per level (so, for example, skill type 1 requires a total of 75000 for 9th, 100000 for 10th, etc).

Type 6 skills are special - they are read/write language, ciphering (mathematics) and singing. They cannot be increased by experience, but only through training.

They should be treated as type 5 skills for determining time of training required.

Note that a common form of such training will be characters teaching each other various languages in the course of their travels. Note that this assumes there is a common language for translation. For read/write and ciphering, assume 1 hour per day on average. Speaking other languages is treated in the same manner, assume 3 hours per day.

Table 29: Experience Points

Level	Skill Type				
	1	2	3	4	5
1	0	0	0	0	0
2	500	600	700	800	1250
3	1000	1200	1500	1600	2500
4	2000	2400	3000	3200	5000
5	4000	4800	6000	6500	10000
6	12000	10000	12000	13000	20000
7	25000	20000	25000	25000	40000
8	50000	40000	50000	50000	60000
Per Level thereafter	25000	20000	25000	25000	20000

Note: Type 6 skills cannot be increased by experience.

Weapon skills (including shields) can be gained by unskilled characters by obtaining 500 exp with that weapon. This then gives Level 1, and the 500 exp are lost.

Training And Practice

Characters can also improve skills by training and practice. These gain specific experience points as a result of spending a suitable period of time concentrating on the required skill. This is also the way to learn new skills. Suitable skilled characters can train other characters (or NPC's), there is no training skill required.

Basic Training

A character who is totally unskilled may obtain level 1 in a skill through basic training.

This requires a suitably skilled instructor to teach the character for a time period equivalent to gaining the experience points for level 2.

Note that for weapons it is faster to obtain 500 exp via standard training than to use basic training.

Basic training may not be applied to magical skills of any type, though basic training can be used to gain non-magical skills not initially available to the character.

Standard Training

This is straight forward instruction for characters who already have some ability in a skill.

It is not available for magical skills, and is not normally available for Bartering, Gambling or Move Silently. Experience point gain depends on characters intelligence, and trainers level;

EXP Gain /hour = $6 * INT / 10 + \text{Trainers level} - \text{Required level}$

Typical cost of training: $20 * \text{Skill Type} * \text{Trainers Level penny/hour}$

Table 30: Training Requirements

Trainees Level	Level of Trainer Required	Trainees Level	Level of Trainer Required
0-1	1	5	9
2	2	6	12
3	4	7	16
4	6	8	20

Practice

It is also possible to practice and gain experience in some skills (GM discretion as to which). The basic gain is as follows

Standard Practice 2 * INT / 10 per hour.
 Solo weapon practice INT / 20 per hour.

Weight Change

Cost is dependant on how far the character is from the ideal weight (1.0 fatigue) bracket, in weight classes. The base cost is 500 per lb, reduced by 100 per bracket if moving towards ideal.

So a tall character, currently in the light weight bracket, would require 200 exp per lb, until they reached Av(light), when it would increase to 300 per lb, etc.

Both fatigue and hit points will change with this new weight.

Statistic Change

The cost is dependant on the original (start character) value, and the new value required.

You may only increase a statistic by 1 at time - racial limits may not be exceeded.

Hit points may also be raised this way (In addition to changes as a result Constitution increase).

There is no limit to the increase in Hit Points in this way, and the 'Original' value is that after any changes to Constitution.

IE IF you originally had 14HP, and a CON of 14, if then raised your HP by 1 to 15, then raised CON by 1 to 16 (taking HP to 16), then went to raise HP to 17 the original would be 15.

Cost = (2 * New Value – Original statistic) * (2 * New Value - Original statistic) * 50.

E G; Original Dex 12, Current Dex 14, cost to raise to 15 = (2 * 15 - 12) * (2 * 15 - 12) * 50 = 16200 exp.

FATIGUE

Normal Movement

Walking	5/hour
Jogging	1/minute
Sprinting	1/second
Riding	2/hour
In Cart	1/hour

ENCUMBRANCE

Moderate	+2
Heavy	+5
On ALL other costs (inc Combat)	

Miscellaneous Costs

Climb Ladder	1/10'
Climb Wall	5/1 0'
Running Jump	2 + sprint costs!

Swimming

Base	5 / minute	Double encumbrance costs. Each level of swim reduces this penalty by 1 Against current, heavy swell, etc x2.
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Manual Labour

Light	2/hour
Heavy	5/hour

Combat: Base 1/20s

Weapon Weight

0 - 2	%Body Mass	+0
2 - 3.5	%Body Mass	+1
3.5 - 5	%Body Mass	+2
5+	%Body Mass	+3

Shield Weight

0 - 1.5	%BM	+0
1.5 - 2.5	%BM	+1
2.5+	%BM	+2

Weapon/Shield/Armour Penalties may be negated by half of Strength parry adjustment (IE STR Parry of 2 lowers all costs by 1)

Armour Encumbrance Factor

A,B	+0
C, D	+1 (+0 on horseback)
E, F	+2 (+1 on horseback)

Ranged Weapons

Thrown Weapon	+1
Short bow	+1
Light Crossbow	+1
Composite Short bow	+2
Medium Crossbow	+2
Sling	+2
Longbow	+3
Heavy Crossbow	+3

Recovery of Fatigue

Short Rest

Taking a short rest from strenuous activity (such as sitting down after combat) recovers recently used fatigue (within last hour and after last short rest) at a rate of 4% of fatigue expended per minute, to a maximum of 20%.

Long Rest.

Extended periods of rest, during which no fatigue is expended, allows recovery at a rate of 10% of total fatigue per hour.

Note that taking watch does NOT count as restful activity. If the party wish to recover fatigue while on watch, chances of being surprised by an assailant are greatly increased.

Sleep.

While asleep characters regain fatigue at a rate of 15% of total fatigue per hour.

Note that characters require a minimum of 6 hours sleep per night for basic health. If they fail to get this much they will gradually become more tired, until they literally drop.

In game terms, for each hour of sleep they should get, but don't, their CON for the following day is effectively down 1 for calculating fatigue, poison resistance and system shock (not HP).

There is also an extra requirement of 3/4 hour extra sleep the following night, to 'catch up', for each hour missed.

So for example a character getting only 5 hours sleep is at -1 CON, and requires 6 3/4 hours sleep.

If he got only 5 hours that night a well, he would be at -1 CON (IE round down) but require 7 1/2 hour sleep (calc at .75 and take nearest 1/4 hour). A few more late nights could leave him in real trouble!

It is also tricky sleeping whilst wearing bulky amour. This is represented by an increase in the number of hours of effective sleep per 6 hours actual sleep, equal to the amours defence bonus reduction. So, for example in encumbrance factor C amour, the reduction is 3, so require 9 hours sleep to get 6 hours effective sleep...