A detailed illustration of a dragon breathing fire. The dragon's body is dark and textured, with bright orange and yellow flames emerging from its mouth and nostrils. The background is dark and smoky, suggesting a fiery environment.

SHADOW SWORD & SPELL

PLAYER

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SHADOW
SWORD &
SPELL

Player



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Justin Hernandez



SO WHAT IS THIS EXACTLY?

After all, since the creation of *Shadow, Sword & Spell*, I have been adamant that everything needed for play was found in *Basic*. The *Expert* book was only needed if you wanted to add certain aspects of an endgame to your game. With those two books, there was no need for any other rules. So, was I wrong? Did I lie?

No.

From the start of my design process, *Shadow, Sword & Spell* was and is intended to be a humanistic pulp fantasy game. This does not change, nor will it ever. Everything I ever wanted in a pulp fantasy game is contained between the covers of *Basic* and *Expert*. For me, it is, and always will be, a perfect fantasy game.

Maybe, and this is a big maybe, sometimes you might need more options. **12°** is a rules system based upon the simple idea that by creating a strong base and providing enough options, a Gamemaster can plug in any new features they want into their games. *Basic* and *Expert* contain a lot of options. Yet, there are still more, many more, that exist for Gamemasters if they want to run other styles of fantasy games.

Player, then, is designed to answer questions or requests, such as:

"How can I have elves in my games?"

"Screw elves, I want catgirls!"

"Yeah, catgirls are cool, but I want gunpowder!"

"Forget gunpowder, why are there no rules for martial arts?"

Etc., etc., and etc., ad nauseum.

Player is not a direct answer to the above (though I do provide answers for those questions): it is a callback to simpler times, when game companies produced a set of rules, and then supplemented these rules with player and Gamemaster books, filled with new ideas and options to enhance or expand a game. The most apparent example is **Chaosium's** *The Call of Cthulhu*. That game exists within one rulebook that has seen little change over the years. What it has seen is a series of *Keeper Companions* and the like, designed to present new takes, or new options for the game. In this regard, *Shadow, Sword & Spell: Player* is my version of this.

There is a lot of cool things waiting to be discovered within this book. Gamemasters, and players, should take what they want, ignore what they don't want, adapt what they like, and tweak the rules of *Shadow, Sword & Spell* to suit their needs. The material found here is not a complete game: you still need a copy of *Basic*. But with *Basic* and with the options found here in *Player*, you can create a fantasy game in a style you like.

To paraphrase a smart writer, *Player* is the endless Las Vegas buffet to the *amuse bouche* that is *Basic* and *Expert*. Enjoy the delicacies found here, and create the games you want to play.



BASIC AND EXPERT ARE COMPLETE in regard to having the perfect amount of cultures, modifiers, and skills. However, some additions might be needed for other game styles not following the baseline of *Shadow, Sword & Spell*. In addition, some pulp fantasy games might benefit with variety when it comes to how you describe a character. That is what this chapter is for: presenting options.

New Modifiers

The following modifiers can be used in addition to the ones found in *Shadow, Sword & Spell: Basic* and *Expert*. These modifiers cover new areas that are found in most of the fiction inspiring the creation of *Shadow, Sword & Spell*.

Coastal

Your character was born and raised along the water. They are comfortable with life along the shore and it has influenced them greatly.

Bonus: +1 Athletics, +1 Survival (Ocean)

Penalty: -2 Streetwise

Devious

Your character has a knack for being sneaky. They might be fast and loose with the truth, or see anything not nailed down as being ripe for the taking.

Bonuses: +1 Stealth, 1 Subterfuge

Penalty: -1 Diplomacy, -1 Empathy

The Loner

Some walk a solitary path. They may be hiding from a violent or criminal past, or not comfortable around people.

Bonuses: +1 Stealth

Penalty: 1 Diplomacy

Of the People

Your character's personality is one that has people from all walk of life feel comfortable around them. You have a way about you that puts everyone at ease.

Bonus: +1 Diplomacy, +1 Streetwise

Penalty: -1 Brawl, -1 Defend

Outdoorsman

Your character is at one with the world's wild areas. They walk these areas with an innate confidence that comes with an almost supernatural awareness.

Bonus: +1 Athletics, +1 Survival (Forests)

Penalty: -1 Bargain, -1 Diplomacy

Savant

There are some who are so skilled in a certain skill, that some whisper the gods have touched them. Others just have an aptitude that is almost other worldly.

Bonus: +2 to either Art, Lore or Study

Penalty: -2 Diplomacy

Urban

Your character has been born and raised within a urban environment. They are more at ease in cities then in any other areas.

Bonus: +1 Streetwise

Penalty: -1 Survival

Zealot

There are some who take their vows to a god, a cause or belief to such a extreme that the guiding principle in their life is to force their way on others. They are quick to anger, quick to offend, and seek always to spread their beliefs.

Bonus: +1 Melee, +1 Study (Religions)

Penalty: -1 Diplomacy, -1 Empathy



New Culture

Rural

A rural culture is one that has advanced beyond the stage of barbarism, and has begun permanently settling the land and beginning to tame it. Unlike barbarians, rural cultures have small permanent settlements and a semblance of organized society. They possess many other advances, such as agriculture, metalworking, and, in some cases, literacy, but they do not have a large powerful central government, or engage in large-scale civic engineering projects.

Background Bonuses: Survival, and your choice of emphasis, at Base Rank, Tracking at Base Rank

Background Penalty: -1 TN Diplomacy and -1 TN Socialize

Skills

Cartography (Reason)

From the ability to draw maps to the skills needed to accurately survey geographic features. This skill covers not only map drawing, but land survey.

Skill Usage: Survey, Map Making, Map Reading

Hypnotism (Will)

From traveling circuses to mystics, there are some skilled in the ways of using their voice to charm and beguile a person. In order to hypnotize a person, a character must devote all their attention on the person they wish to hypnotize for one full Round. During this Round the character must use a swinging bauble, as well as a soothing chant, to put the targeted individual into the trance. The character must make a Hypnotism test while the target resist with a successful Will test. A character placed in a trance is subject to any suggestions or command the character wishes to place. These commands range from clucking like a chicken to something as complex as thinking they are someone else. Each suggestion or command the character wishes to place, requires a successful Hypnotism test. Depending on the type of command the Skill Test is modified per the following table.

Table 1.1: Hypnotism

<i>Suggestion</i>	<i>Example</i>	<i>Modifier</i>
Minor Suggestion	Clucking like a chicken	+2
Simple Suggestion	Thinking an onion is an apple	+1
Normal Suggestion	Putting someone to sleep	+0
Difficult Suggestion	Having someone become afraid of a simple object	-1
Challenging Suggestion	Having someone unable to talk	-2
Impossible Suggestion	Having someone perform a task against their will	-6

Inventing (Reason)

This skill allows the character to dream up mechanical creations and devices. With this skill the character, given enough time, devise plans for anything mechanical. In addition, those skilled in Inventing are able to build or craft items quicker. For every rank, the characters time to construct is reduced by 10%.

Skill Usage: Jury Rigging, Blueprint Reading, Drafting, Kit Bashing

Jury Rig (Reason)

Unlike Repair, Jury Rig is a skill that aids characters in making rapid repairs that are temporary in nature. Jury rigging takes into account a character not having the right tools or material, but using whatever is available. A jury rig repair will last a number of days equal to degrees of success. Once the duration is done the repair must be fixed for real, and time and cost is available.

Skill Usage: Temporary Repair, Repurpose, Patch Job

Lip Reading (Reason)

This skill allows a character to read a target's lips as they speak and understand what they are saying regardless if they can hear them or not. The further the character is away from the target the harder it is to read their lips. The character suffers a cumulative -1 TN for every 5-foot increment that separates a character and their target, in addition if the character cannot see the target, they are unable to read the target's lips.



Martial Arts (Quickness)

Martial arts is very different from brawling, in that one trains to know which pressure points, holds, strikes, and other moves are capable of inflicting damage. Skilled martial artists are able to defend and attack, as if they were armed and armored. To learn more about martial arts, refer to **Chapter 12** on page 111.

Emphasis: Each maneuver

Scavenge (Reason)

This skill allows a character to find useful items amongst junk and trash. These items are often a little damaged, but still useable.

Skill Usage: Forge, Appraise

Prestidigitation (Quickness)

This skill covers all slight of hand tricks, from hiding cards to removing a ball from a cup.

Skill Usage: Palm Object, Replace Object, Is This Your Card?



Mimicry (Reason)

This skill allows a character to imitate not only animal sounds, but accents, mannerisms, as well as a person's voice. Depending on what the character is trying to mimic, the skills has penalties associated with it. Refer to **Table 1.2** to see the penalties.

Table 1.2: Mimicry Penalties

Action	Penalty
Animal Sound	+0
Accent of a language fluent in	-1
Accent of a language not fluent in	-2
Impersonate physical mannerisms of person familiar with	-1
Impersonate physical mannerisms of person just met	-3
Impersonate voice of familiar person	-2
Impersonate voice of person just met	-4

Spelunking (Reason)

Your character knows how to navigate caves, tunnels, and other earthly features deep below ground. Those skilled in spelunking always feel at ease underground, and have the ability to never get lost.

Skill Usage: Depth Perception, Spatial Awareness, Detect Fault

Tinker (Reason)

Some characters are gifted with a knack for cobbling together various bits and pieces, creating new items. Unlike inventing, tinkering is a physical art. The character is designing and building as they go. It might appear as if they are doing nothing, but randomly putting things together, yet they are building something useful.

Skill Usage: Makeshift Repairs

New Additions to Old Skills

A few of the current skills found in *Shadow, Sword & Spell* and emphasis associated with them. These additions take into account the new templates found here.

Divination

New Emphasis: Stichomancy

Stichomancy: A form of divination among bibliophiles, your character relies on stichomancy when they need to be pushed in the right direction. Your character closes his eyes, focus on a "yes or no" question, and open up any book to a random page and point. Although messages like this can be cryptic, some characters will pick a religious or occult text to use for this purpose. The more successful you are in this skill, the more on target your messages will be.

Shoot

New Skill Usage: Artillery.

This covers large scale weapons such as catapults, ballistae, and other siege or ship weapons.

Tracking

New Emphasis: Urban

The Urban emphasis is one allowing the character to track within cities and towns.

Legend

Some campaigns may find it appropriate to include Legend. Legend is an estimation of just how widespread a character's glory, renown, popularity, or even notoriety is.

Legend is rated on a 24-point scale. All characters start with Legend at 1, and is barely known, if at all, outside of their immediate community. A character with a Legend of 24, conversely, is the prevailing deity of a world. It should be rare for even the greatest characters to gain a Legend rating over 13-14, though world conquerors, folk-hero outlaws, and earth-shattering sorcerers may all strive for even greater things.

To test against Legend, treat it as a Target Number to roll under. Give bonuses in the range of -4 to +4 depending on how often a character has been active in a region, or, if he is far afield from his greatest triumphs.

Using Legend

Legend may be used in social combat, much as you would any skill. (A critical success/fail on natural 2/24 also still applies). It can also be used as a fun reference to see if a character has been heard of in certain areas. As with any test, degrees reflect the relative success.

Example: Ordo, Scion of the Snake God, has bathed in the blood of 1,000 conquests. As such, he has Legend 6 from his past accomplishments. He is

Table 2.1: Legend Status

Rank	Meaning
1-3	Total unknown.
4-6	Minor/local hero of some note.
7-9	Local/area legend.
10-12	Regional legend.
13-14	Known in many lands, near and far alike.
15-17	Truly, you are a legend. Few are those who have not heard the sagas told in your name.
18-20	World icon; the greatest conquerors, even gods, strive for this level of honor.
21-23	Pure, unadulterated legend to all. Even the furthest nations know your tale.
24	Not a single blade of grass or cloud in the sky has not heard your name and your exploits.

passing through Sult, a jungle kingdom he saved from the Cult of the Rat two summers ago. The GM decides this is worth +2 to the TN, making it an 8 (rating of 6 + modifier of 2). Ordo rolls a 7, which is one degree of success. The GM rules that apparently Ordo is still well known here from his prior exploits, but isn't yet a complete household name.

Increasing Legend

As a rule, Legend should be handed out sparingly, for truly great conquests and feats. Picking the pocket of a drunken sailor warrants no Legend reward; stealing the priceless Jade Monkey from the Tower of Eternal Damnation in a particularly ballsy manner and leaving your calling card just might. Defeating a disorganized lot of brigands may not do a lot for one's Legend, but defeating the infamous King of Thieves in a pitched rooftop battle in front of half the denizens of the lower city would.

As a rule, give +1 Legend for meaningful, important challenging victories or accomplishments, +2 Legend for incredibly difficult, improbable victories or accomplishments, and +3 for absolutely impossible, unique, and earth-shaking victories or accomplishments.

Make your players work for it – becoming a Legend isn't easy! Ideally, you are only handing this out at the end of a campaign storyline or arc, and not every session.

Legend is a tricky thing, however. One can just as easily lose it for appearing infallible or being defeated or bested in truly ignominious fashion. Minor defeats may do little to drop a Legends score; a moderate loss might see -1 Legend subtracted, whereas a truly humiliating defeat may drop Legends as much as 3 points!



THESE CHARACTER TEMPLATES have been designed to make character creation not only quicker, but easier. They supplement the cultures and modifiers given in not only *Shadow, Sword & Spell: Basic*, and *Expert* but this book. How? By adding more detail according to a more specific character concept.

Players utilize templates for suggestions on spending points on abilities and skills, buying equipment, and creating hooks for a character. Game masters utilize them as a quick way to create NPCs of a desired type.

Nothing in any character template is mandatory. Their purpose is to aid character creation, not restrict it. However, when departing from a character template, it is helpful to think about why this particular character is different from the norm; doing so helps flesh out the character's background and personality.

Format

Character templates are presented in the following format:

Name: The concept on which the template is based.

Descriptive Text: A brief description of the concept.

Culture: Taken from the *Shadow, Sword & Spell: Basic*.

Modifier: Taken from *Shadow, Sword & Spell: Basic, Expert* and *Player*.

Primary Ability: The most important ability for this character type. It is not necessarily the character's highest ability, but you should have a reason for making an exception—possibly something in the character's background and history.

Skills: Typical skills for a character of this type would have. Specialist characters have fewer skills with higher scores, while more versatile characters have a wider range of skills with lower overall scores.

Suggested skill levels are not given; the player may spend points as desired. When creating a generic NPC, the GM should divide points equally between the listed skills. For more detailed NPCs, points are allotted as desired.

Gear: Typical possessions for a character of this type, along with item costs and a total cost for the package of goods. In some cases, it is difficult or undesirable to list specific equipment, and no possessions are given; the player or GM can equip the character as desired.

Clothing is not included and must be purchased separately.

Hooks: Sample hooks for a character of this type. These are mainly included for inspiration, and players are encouraged to develop specific hooks reflecting the history and foibles of their particular character. GMs should use them for NPCs that need to be created at this level of detail.

How to Use Character Templates

A character template is a partly created character based on a specific concept: a assassin, footpad, mystic, scholar, and so on.

To develop a fully fledged character from a template, go through the following steps:

1. **Choose Template:** Read through the template to make sure it is close enough to your concept of the character, and for inspiration in developing the character's personality and personal history.
2. **Abilities:** Assign points following the process presented in **Shadow, Sword & Spell: Basic**, or from the options found in Expert. Keep in mind the template's Primary Ability. Calculate derived ability scores (Vitality and Sanity) as normal.
3. **Hooks:** Read the hooks given with the template for ideas and then develop your own hooks for the character as desired.
4. **Background:** Most described by the template have the listed background. However, characters are not most people. Decide whether you want to choose another background for the character, and why. Make a note of your reasoning on the back of the character sheet, as it will probably be an important part of the Hero's personality or personal history.
5. **Skills:** First, apply all the character's background bonuses. Then go through the listed skills and apply points as you see fit. Finally, choose any other skills you desire and adjust point allocations until you have spent all 45 Skill Points.
6. **Possessions:** If you are in a hurry, buy the whole equipment package for the listed cost. Otherwise, look through the list and decide which items you want the character to have. Buy them, and then fill out the character's equipment from the lists in Chapter 4 of the core rulebook.
7. **Finishing Touches:** Choose the character's name, age, and gender as usual.

Templates

Assassin

Though there are those who sell their skills and offer to kill others—and rumors abound that the Veils of Caim hire their services out—there are those who willingly train and enter the ranks of professional killers. Known as assassins, they organize themselves into small guilds or gangs, and ply their trade for a price. Found in all major cities, assassins are dispassionate killers.

Culture: Civilized

Modifier: Decadent

Primary: Toughness

Skills: Archery, Athletics, Brawl, Defend, Herbalist, Intimidation, Melee, Observe, Stealth, Throw

Gear: Garrote, grappling hook and 50' rope, hand weapon, mail shirt, net, 4 throwing knives

Hooks:

- *It is not personal, it is only business.*
- *Your death will bring me great wealth.*
- *Let it not be said I did not kill my target.*
- *No one will weep for your death.*
- *I have a message for you: you are dead.*



Barber

Found in the City States of Döâm, as well as the League of Merchants, barbers are skilled in areas dealing with the body. More than hair cutters, they are dentists, doctors, as well as fonts of information. Plying their trade in cities, those unable to afford the cost of a physician, often find themselves under a barber's care.

Culture: Civilized

Modifier: Urban

Primary: Wits

Skills: Bargain, Brawl, Heal, Melee, Observe, Physick, Socialize, Streetwise, Subterfuge, Throw

Gear: Knife, leather apron (AV 2), razor

Hooks:

- *Tell me my friend, how may I be of service?*
- *Yes, this will hurt. A lot.*
- *Hold still while I pull it out.*
- *Come. Sit. Relax. Let me bind that wound.*
- *I am sorry, you'll be losing that limb.*

Bawd

Every city found throughout The World, have men and women selling their services as guides and escorts to the newly arrived. Bawds are those who know every nook and cranny of their chosen city, and are so in tuned with it that, they are able to provide a person what they need with very little effort. In addition, bawds allow outsiders to gain access to areas or information they might not have a chance to know about.

Culture: Civilized

Modifier: Urban

Primary: Wits

Skills: Bargain, Defend, Diplomacy, Gaming, Language (Trade plus one other), Lore (Specific City), Melee, Observe, Streetwise

Gear: Hand weapon, leather jack, d12 SC

Hooks:

- *Tell me what you require and I will point you in the right direction.*
- *Might I be of service?*
- *There is nothing I cannot find in this city...for a price, of course.*
- *My path through this city is known only by me.*
- *What lies hidden in a alley is not always a bad thing.*



Beggar

Found in all cities, scattered along the streets, filing the squares and hiding in the shadows of alleys are those who've slipped through society's cracks. Eking out a living amongst civilization's leftovers, beggars see and hear many things. They are skilled in scrounging, both for wealth as well as information.

Culture: Civilized

Modifier: Urban

Primary: Nimble

Skills: Acrobatics, Bargain, Dodge, Observe, Stealth, Streetwise, Subterfuge

Gear: Begging bowl, tattered clothing, staff

Hooks:

- *I do what I need to do in order to survive.*
- *This life is hard, but I am free.*
- *Bless you, m'lady, for the kindness*
- *Please, my lord, can you spare a little charity for a lost soul?*
- *I see much on this corner, perhaps if you buy me a meal, I can share?*

Bodyguard

Nobles, merchants and people of importance often need the protection of those skilled with arms and defense. In urban areas, which are breeding grounds of danger, often it is a bodyguard who insures a person remains safe.

Culture: Civilized

Modifier: Martial

Primary Ability: Brawn

Skills: Archery, Brawl, Defend, Empathy, Melee, Observe, Stealth, Streetwise

Gear: Leather armor, cestus, 2 daggers

Hooks:

- *Not on my watch.*
- *Stay by my side if you want to live.*
- *I never fail in my duty.*
- *My blood for your blood, my life for your life.*
- *Allow me to show you my skills.*

Bounty Hunter

The World is not a safe place, and though justice might be swift for some lawbreakers, many disappear fading into the background avoiding justice. There are those who hunt these wrong doers so they can face justice. These few have the skills and talent to stalk and hunt down lawbreakers so that they can be brought to justice. Bounty hunters are found throughout all regions in The World, and are skilled in hunting down their quarry.

Culture: Civilized

Modifier: The Loner

Primary Attribute: Brawn

Skills: Archery, Bargain, Brawl, Defend, Empathy, Investigation, Melee, Observe, Ride, Stealth, Streetwise, Throw, Track (Plains)

Gear: Leather armor, chain vest, crossbow, net, manacles (2), 50' rope

Hooks:

- *Dead or alive you are coming with me.*
- *This warrant charges me with bringing you in... it says nothing about you needing to be alive.*
- *I hate it when they run.*
- *I am bleeding? I'd worry more about your own bleeding.*
- *You will pay for your crimes, the pain I inflict is just a bonus.*



Charlatan

To say they are professional liars is a disservice to all liars. Charlatans are cheats, con artists, and a threat to all who are gullible and trusting. They will sell a person colored water and call it a love potion. They will steal your possessions, and sell them back to you at higher price. Some will even sell you the remains of your dead mother calling them holy relics. Charlatans are skilled in deceptions, cons, half truths and dishonesty.

Culture: Civilized

Modifiers: Urban

Primary Attribute: Wits

Skills: Art (Drawing), Bargain, Brawl, Diplomacy, Empathy, Melee, Merchant, Streetwise, Subterfuge

Gear: Hand weapon, 6 different hats, ordinary clothes, expensive cloths, fake medals, fake credentials, 6 bottles of different color water, 6 snuff boxes of different color powder

Hooks:

- *Why, this elixir is freshly brewed and will aid you in your pain.*
- *I am sorry, but I seem to have better luck than you.*
- *What? To accuse me of cheating is to accuse all at this table!*
- *I might know of a person who can help you.*
- *I never guaranteed the relic I sold you was functional.*

Conspiracy Leader

In the cities of The World cultures clash. Springing up within the various large cities are those who see hidden meaning and plots in everything around them. Working in the shadows, these individuals strive to either uncover, or take part in, events of great change.

Culture: Advanced

Modifier: Scholar

Primary Attribute: Will

Skills: Bargain, Diplomacy, Empathy, Investigation, Observe, Streetwise, Study (History)

Gear: Writing kit, blank book, pamphlets, hand weapon

Hooks:

- *Do not trust the Watch, they eat the dead.*
- *I am not crazy, I am the only sane one left in this city!*
- *Spare me your scorn, I am the only one who has the courage to proclaim these truths.*
- *Trust your own eyes, for the truth is before you.*
- *Do not let your perception fool you, the machinations of the plots originate from here.*

Demagogue

Found typically in the major cities of The World, demagogues are people specializing in swaying public opinion to a chosen cause. More than vocal rabble rousers, these people are skilled in vocalizing causes and bringing not only awareness but people to it.

Culture: Civilized

Modifier: Of the People

Primary Attribute: Wits

Skills: Art, Bargain, Diplomacy, Empathy, Intimidation, Performance (Oratory), Streetwise

Gear: Various broadsheets proclaiming some *truth*, hand weapon

Hooks:

- *There is no honesty, but the honesty of our own convictions.*
- *It is time for us to rise and stand against this tyranny!*
- *We will intone our pledge as one, and stand against the corrupt system.*
- *Throw off the chains of servitude!*
- *The end of days are here for the government.*

Diplomat

Not all disputes are solved through the clash of armies. Often, there is a need to mediate disputes, as well as a need to seek regress. Merchant houses seeking to exploit new resources often need the skills of those skilled in diplomacy to secure it.

Culture: Civilized

Modifier: Scholarly

Primary Attribute: Will

Skills: Art (Writing), Bargain, Bureaucracy (Government), Diplomacy, Empathy, Language (Trade plus 1 other), Socialize, Study (1 Emphasis)

Gear: Writing kit, expensive clothes, signet ring, knife

Hooks:

- *What will it take to have you see things my way?*
- *This conflict is senseless. Come, let us discuss this as two civilized people.*
- *I understand your point, but allow me to explain mine.*
- *Come, let us sit, find a resolution we both agree to it.*
- *Do not mistake my desire for a peaceful resolution as a weakness, my sword is ready for battle.*

Duelist

Though originally found within the various cities of the City States of Döarn, the concept of dueling societies have filtered south to the Merchant League. Duelists come from the nobility and wealthier classes, and follow what is known as the *Code of the Sword*. This code places honor, bravery, daring and polite behavior, above all things. In addition the code places a emphasis on proving oneself through combat.

Culture: Civilized

Modifier: Decadent

Primary Attribute: Will

Skills: Art (1 Emphasis typically Drawing or Painting), Defend, Diplomacy, Melee, Socialize

Gear: Sword, parry dagger, expensive clothes, leather vest

Hooks:

- *First blood goes to me.*
- *You have insulted my honor, prepare to defend yourself.*
- *You lost this fight when you decided you would challenge me.*
- *I raise my sword in victory.*
- *Please, why do we fight? There is no challenge for me in it.*



Failed Wizard Apprentice

It takes a special person to journey down magic's path. While others walk paths leading to wealth, fame or prestige, those choosing to plumb magic's depths find this a solitary road. Those surviving with their sanity intact, are rewarded with power outside the scope of most. Most do not survive the study, some however, abandon the path and stop the quest of seeking of magical power. Though not as powerful as true wizards, these failed apprentices still work powers most fear.

Culture: Advanced

Modifier: Scholarly

Primary Attribute: Wits

Skills: Astrology, Defend, Dodge, Language (Trade plus 1 other), Lore (Magic), Magic (1 Common Spell), Melee, Resist, Sense, Streetwise

Gear: Hand weapon, cloak, 2 stolen books

Hooks:

- *I might be able to get us out of this.*
- *My childhood? It was spent cowering in fear from creatures I choose not to speak of.*
- *Magic? I do not know what you referring to.*
- *Many are the secrets I keep.*
- *My magic? My magic is my wits.*

Footpad

Skulking among crowded city streets, slipping between people in crowded squares, or skulking in shadow shrouded alleys are those specializing in robbing. They target those who do not pay attention to their surroundings. Call them muggers, or pickpockets, they are footpads. Seen as the bottom rung of any thieves' guild hierarchy, footpads use this as motivation to skim a small part of what their takings and keep them for themselves.

Cultures: Civilized

Modifier: Urban

Primary Attribute: Nimble

Skills: Athletics, Defend, Dodge, Melee, Observe, Stealth, Streetwise, Subterfuge

Gear: Club, hood, short sword

Hooks:

- *You should pay more attention to your money pouch than to me.*
- *A fool who is unaware is a poor dead fool.*
- *Bring me a frothy mug, and a big joint of meat, the pickings were good today.*
- *Have a care, watch your step, the streets hide many dangers.*
- *Another day, another ripe purse.*

Forger

Though many feel thieving equates to stealing from a person's home, or picking their pocket, other forms of larceny exist which are just as effective separating a person from their money. Forgers are thieves, but unlike most, rely on skill of the pen and intellect to rob, cheat and steal. Rarely found within the gangs, forgers tend to be loners selling their skills to those knowing of them. From doctoring contracts, to counterfeiting exchange notes, forgers are adept at stealing via a swipe of their pen.

Culture: Advanced

Modifier: Scholarly

Primary Attribute: Wits

Skills: Art (Writing), Bureaucracy, Language (Trade, plus 1 more), Merchant, Observe, Profession (Scribe), Streetwise, Subterfuge

Gear: Engraving tools, hand weapon, magnifying glass, writing kit

Hooks:

- *My quill is a more powerful weapon than that sword on your hip.*
- *Who do you want to be? With a stroke of my pen, you can be anyone.*
- *Let me see, you want me to fake this document? How badly do you want it to look real?*
- *Please, this is a trifling easy task, for someone of my skills.*
- *Funny, I felt that letter looked real enough.*

Gambler

Among the inns, taverns and back rooms, games of chance are played. For most gambling is a simple diversion: a break from the daily grind. For the wealthy, gambling is just one more advantage in that they can. For others gambling is a vocation, and is not just a diversion, but a way to earn a living.

Culture: Civilized

Modifier: Haughty

Primary Attribute: Wits

Skills: Bargain, Diplomacy, Empathy, Gaming, Melee, Socialize

Gear: Hand weapon, deck of cards, pair of dice

Hooks:

- *Please, that last hand was true. I do not need luck.*
- *Would you care to make this more interesting by placing a wager?*
- *I never play the odds.*
- *I'll give you 2 to 1 odds if you make it.*
- *Bring me a fresh glass, I need a chance to win back my purse.*

Grave Robber

Some wizards, as well as scholars, perform research into areas most dare not. When examining the veil of death, or when requiring a cadaver for a necromantic rite, a need for someone skilled in the procurement of these bodies is needed. Grave robbers are seen as the unclean, and they perform a task many do not even know needs to be performed.

Culture: Civilized

Modifier: Decadent

Primary Attribute: Toughness

Skills: Athletics, Investigation, Observe, Profession (Laborer), Stealth

Gear: Dark cloak, hand weapon, lantern, large sack, spade

Hooks:

- *My work is only done at night.*
- *What a lovely evening for a little digging.*
- *I care not for who I dig up, they all look the same once they are out of the grave.*
- *You never know what you might dig up.*
- *The dirt holds many secrets, let us find some.*

Highwayman

In the lands of the Azure Sea, there is a network of roads, if traveled, takes a traveler from the Merchant League's Fox Point to The League of Canton's Ombre d'Accueil. These roads date back a thousand years, to the time of the long-forgotten Empire. In addition to these roads, other exist which link entire population centers to the coasts. Though many rely on these roads, there are some who use them to make a living: Highwaymen. Unlike outlaws, Highwaymen work in smaller numbers, and typically stick to roads.

Culture: Civilized

Modifier: Outdoorsman

Primary Attribute: Nimble

Kills: Animal Handling, Archery, Bargain, Brawl, Dodge, Intimidation, Melee, Observe, Ride, Stealth, Tactics, Track

Gear: Horse, saddle, harness, crossbow, hand weapon, mask

Hooks:

- *Good morning, this will not take long, I am going to help lighten your load.*
- *Didn't you know, traveling these roads is very expensive?*
- *Bring me a bottle of your best wine, my travels were very good.*
- *Another day, another traveler who did not know these roads are mine.*
- *Thank you for your cooperation, it was a pleasure stealing from you.*

Hunter

In the rural areas of The World, away from easy access to produce and farm raised goods cities provide, some make their living hunting animals. Other hunters specialize in tracking and slaying specific monsters, while others whisper of those who hunt for humans...

Culture: Rural

Modifiers: Martial

Primary Attribute: Nimble

Skills: Animal Handling, Archery, Divination (Augury), Heal, Melee, Observe, Stealth, Survival (Forest), Track

Gear: Short bow, hand weapon

Hooks:

- *Tell me what you want, and I will bag it for you.*
- *No matter what the prey, I will kill it.*
- *Yes, I will hunt it down for you, for a price.*
- *No matter the size, I always get something on a hunt.*
- *Hunting is a skill. I am skilled.*

Lawyer

Not all combat takes place on the battlefield, ankle-deep in blood-soaked mud. Some combat takes place within the courts and halls of the cities. The warriors are armed with keen minds, sharpened quills, and mastery of the byzantine laws of kingdoms. Lawyers, though not suited for a life of war, are well trained for battles of wit and word.

Culture: Advanced

Modifier: Scholarly

Primary Attribute: Wits

Skills: Art (Writing), Bargain, Bureaucracy, Diplomacy, Empathy, Investigation, Language (Trader plus 1 Other)

Gear: Hand weapon, robes, powder wig

Hooks:

- *Point of fact, the statute clearly states you are wrong.*
- *My battle is one fought with ink, words, and perhaps a bribe or two.*
- *The scales of justice are not always fair. With some gold, however, they can be made so.*
- *I might be willing to help you, for a price.*
- *Let me see how much justice will cost today.*

Librarian

Though scholars feel they are the most knowledgeable, without the aid of librarians, scholars would be unable to find, let alone, maintain, the libraries they depend on. Librarians might not specialize in one topic, but they know how to catalog, use, and command the knowledge found within the books.

Culture: Advanced

Modifier: Scholarly

Primary Attribute: Wits

Skills: Bureaucracy, Craft (Book Binding), Divination (Stichomancy), Investigation, Language (Trade and 2 others), Lore (Magic), Study (Choose 2)

Gear: Knife, writing kit

Hooks:

- *All books know how to speak, you just have to be able to understand them.*
- *I remember reading about that.*
- *Let me know if you need me to read it to you.*
- *I prefer the company of my overfilled shelves, then company of others.*
- *The written word will still be here after I am gone.*

Marine

The World's oceans and seas are vast, and teem with peril. From pirates, to monsters, as well as the various nation's navies, a skilled warrior is needed. Marines are more than sailors, they are skilled warriors trained in fighting upon moving decks. In addition, they are skilled in not only boarding ships, but using naval power to attack land.

Culture: Civilized

Modifier: Maritime

Primary Attribute: Nimble

Skills: Acrobatics, Athletics, Brawl, Dodge, Melee, Observe, Profession (Sailor), Survival (Ocean)

Gear: Crossbow or shortbow, breastplate, shield, hand weapon

Hooks:

- *Prepare to board, we have a prize to take!*
- *We will storm that beach and the sand will be their grave!*
- *The crashing of waves is my battle cry.*
- *Time to earn your pay, boys!*
- *I believe in only two things: my sword and the cold embrace of my mistress the ocean.*

Merchant

Despite what the ruling classes think, the real power in The World lies with merchants. It is merchants whose skills in the amassing of money, that enables many within power to fund projects, build their kingdoms, and fund their wars. Merchants are skilled in buying goods, selling goods, as well as finding new markets to exploit... er, open.

Culture: Advanced

Modifier: Mercantile

Primary Attribute: Wits

Skills: Art (Writing), Bureaucracy, Diplomacy, Empathy, Merchant, Socialize, Streetwise

Gear: Warehouse, town house, knife, 1,000 SC in trade goods

Hooks:

- *I can get you anything for a price.*
- *I laugh at what you call quality.*
- *If I were to wage war, a sword would not be needed.*
- *How much do you want, and more importantly, how much can you pay?*
- *Another day, another fortune lost, and another one made.*



Mystic

The universe is filled with mysteries. Events ebb and flow lurking outside the view of many, are things unfathomable by the common man. There are some however, in tune with these hidden forces, and able to interact with them.

Culture: Civilized

Modifier: Savant

Primary Attribute: Wits

Skills: Astrology, Divination (Rune Casting), Investigation, Language (Trader plus 1 other), Lore (Magic, Demons), Observe, Resist, Sense, Study (2 Emphasis)

Gear: Robes, crystal ball, knife

Hooks:

- *My inner sight is cloudy today.*
- *I am sorry, but the future is not a certainty.*
- *How may fate guide you?*
- *Gentle spirit who watches over me, shroud me in your embrace, and bring to me your vision.*
- *Quick, some parchment, a quill, ink and incense, the gods have spoke to me.*

Noble

Nobles are those who have either been raised to a higher status, or born into the ruling class. Nobles are found throughout The World.

Culture: Civilized

Modifier: Nobility

Primary Attribute: Will

Skills: Animal Handling, Bargain, Defend, Diplomacy, Gaming, Melee, Performance (Dancing), Ride, Socialize

Gear: Horse, saddle, harness, expensive clothing, sword

Hooks:

- *Do not let my birth fool you, I am more than able to defend myself.*
- *Birth does have a few advantages.*
- *I will have you know, I have very important friends.*
- *I spare no expense when it comes to my needs.*
- *Do you know who I am?*

Outlaw

There are those living outside the bonds of civilization. They have taken to the wild, and here they earn a living by robbing, raiding, and performing other dark deeds. Outlaws either chose their profession, or are forced due to circumstances to live outside of the law.

Culture: Barbarian

Modifier: Martial

Primary Attribute: Brawn

Skills: Archery, Brawl, Intimidation, Melee, Observe, Stealth, Throw

Gear: Bow, knife, leather jerkin

Hooks:

- *Out here, there are no rules.*
- *I live among the shadows of the forest.*
- *I fight for no one but myself.*
- *My life is mine, and so too is my freedom.*
- *I earn my own way.*

Peddler

Peddlers are similar to merchants, but they earn their living traveling rural areas repairing and selling goods. Unlike their urban counterparts, peddlers do not specialize in a specific good. Because they travel the rural areas peddlers are known to have a wide range of contacts.

Culture: Rural

Modifier: Mercantile

Primary Attribute: Wits

Skills: Animal Handling, Bargain, Melee, Merchant, Streetwise

Gear: Wagon with horse, mattress and blanket (in wagon), 4 sacks with 4 sets of pots and pans, 12 knives, 1d12x10 pins, d12 spools of color ribbons, d12 bolts of fabric, lanterns

Hooks:

- *I might be able to help, but first, let me show you these pots.*
- *I see many things while I travel these roads.*
- *I do not hold to staying in one place.*
- *I know this tavern, the owner, is a very good friend of mine.*
- *I rather be with myself.*

Pharmacist

A growing occupation, pharmacists are an outgrowth of the rural herbalist. Knowing how to create potions, unguents and other medicinal draughts, pharmacists are skilled with the growing science known as medicine.

Culture: Advanced

Modifier: Scholarly

Primary Attributes: Wits

Skills: Empathy, Heal, Herbalist, Investigation, Observe, Physic, Study (Medicine)

Gear: Pestle and mortar, 12 glass vials containing various powders and solutions

Hooks:

- *Tell me what troubles you.*
- *I might have a cure for that.*
- *How do you expect me to fix that, if you keep moving?*
- *Quickly, I can counteract that with a bit of this.*
- *Take two of these and rest.*

Physician

In both Bidha and Ca'thar, knowledge of how the body works has long been known. Unlike the barbarians to the north, and the uneducated in the west, southern scholars have developed a tradition of body science. Physicians are able to cure disease, heal wounds, and in general make the sick healthy. Though these ways have slowly filtered west, the bulk of physicians are found in the east. As ocean travel has improved, more physicians have made their way to the Cantons, City-States, and the League.

Culture: Advanced

Modifier: Scholarly

Primary Attributes: Wits

Skills: Empathy, Heal, Herbalist, Language (Trade plus 1 other), Investigation, Observe, Physick, Study (Anatomy)

Gear: Bag of medical instruments, hand weapon

Hooks:

- *If you would stop your squirming, this would not hurt... much.*
- *That looks rather painful.*
- *The healing of the body is my art.*
- *I can set that wound, but first you need to stop screaming so we can settle the matter of my fee.*
- *I can tell from your walk that wound never healed.*

Raconteur

Though people talk, for a raconteur it is a calling. They know how to not only keep people listening, but have the ability to make whatever they say interesting. Though the printing press has begun making an impact on the world at large, the majority are still unable to read. Raconteurs are often the only means for most to learn of news and current events.

Culture: Civilized

Modifier: Urban

Primary Ability: Will

Skills: Bargain, Brawl, Diplomacy, Empathy, Melee, Merchant, Performance (Oratory)

Gear: Bright expensive clothes, hat, knife

Hooks:

- *Have you heard the latest?*
- *Why just yesterday I saw them walking about in the market.*
- *Yes, I do know the way, let me show you.*
- *It depends, how badly do you want to know?*
- *I will be happy to tell you what I know...for a few crowns.*

Rat Catcher

Rats plague all areas of The World, but no where are they more a risk than in city's. Due to the packed confined nature of the citizens, as well as the lack of sanity conditions, rats spread disease. In order to insure that the rat populations are controlled, rat catchers are employed, who trap them, hunt them down, and earn a bounty for each one brought to a magistrate.

Culture: Civilized

Modifier: Urban

Primary Attribute: Nimble

Skills: Archery, Dodge, Melee, Merchant, Profession (Trapper), Stealth, Street-wise, Track (Urban)

Gear: Pole with d12 dead rats, sling, 4 animal traps, small angry dog

Hooks:

- *You do not want to know what lives down there.*
- *It is a dirty job, but I do it.*
- *Say nothing, or it will see us.*
- *That's a big one.*
- *So, how much are you paying per tail?*

Scholar

As wealth flows into The World's cities, this has brought much in the way of change. More and more, people find themselves with more freedom, allowing them to pursue vocations no one thought possible. One such vocation is that of scholar. Scholars have devoted themselves to study and fill the growing universities found not only in the League, but City States and the Cantons.

Culture: Advanced

Modifier: Scholarly

Primary Attribute: Wits

Skills: Astrology, Bureaucracy, Diplomacy, Investigation, Language (Trader plus 2 others), Study (2 Emphasis)

Gear: Hand weapon, writing kit, eye glasses

Hooks:

- *I have spent a lifetime studying this.*
- *Tell me, how much are you willing to pay to learn what I know?*
- *For some of us, the mind is a powerful weapon.*
- *This object is a perfect example of the development of the aboriginal tribes who 300 years ago...*
- *Books and words are my purview, not swords and battles.*

Scout

Often employed by armies, they are also found with the large mercenary companies as well. Scouts are skilled in the ways of tracking, observation, as well as trail blazing.

Culture: Barbarian

Modifier: Rural

Primary Attribute: Wits

Skills: Archery, Dodge, Investigation, Melee, Observe, Stealth, Track (2 Emphasis)

Gear: Horse, saddle, harness, mail shirt, 50' rope, shield

Hooks:

- *Let me take a look around.*
- *What are you looking for? Maybe I can be of help.*
- *The ground is like a book, I read it and know what it says.*
- *Time to earn my pay.*
- *My eyes see all.*

Scribe

Though the printing press is slowly becoming more common in the Cantons and League, there are many areas in The World where all documents are created and copied by hand. Scribes are skilled in not only writing, but accounting as well.

Culture: Civilized

Modifier: Scholarly

Primary Attribute: Wits

Skills: Art (Writing), Bureaucracy, Language (Trade plus 2 Specific), Study (Law), Merchant

Gear: Writing kit

Hooks:

- *Deliver me from halfwits unable to write.*
- *How long must I suffer these uneducated dolts?*
- *Let the numbers hide the truth.*
- *These hands are stained with ink, not with blood*
- *I can obscure the truth...for a price.*

Seaman

Experienced sailors are found throughout The World, and unlike the typical sailor, seamen are employed for their strength, and not just their skills.

Culture: Barbarian

Modifier: Coastal

Primary Attribute: Brawn

Skills: Athletics, Brawl, Defend, Gaming, Melee, Observe, Profession (Sailor)

Gear: Hand weapon, bottle of cheap wine

Hooks:

- *The sea is my livelihood.*
- *The land is unpredictable, but the ocean is not.*
- *I need to get my land legs.*
- *When I die, my grave will be the dark, watery depths.*
- *Let the ocean speak her tale.*

Solider

Forming the bulk of The World's armies is the solider. From the barbarian hordes to the north, and the tribal warriors of the Jungles of Moran, the solider is the one faced with the tasks of carrying out the orders of the generals, and fighting the wars of the nobles.

Culture: Barbarian

Modifier: Martial

Primary Attribute: Brawn

Skills: Animal Handling, Athletics, Brawl, Defend, Gaming, Melee, Streetwise

Gear: Bow or crossbow, mail shirt, shield

Hooks:

- *Fill your hand, grab your shield, there's killing needing done.*
- *I am not paid to tell you what I think.*
- *Look alive, the enemy is among us.*
- *How long must we fight? Until the blood stops flowing.*
- *That was my favorite sword.*



Spy

Employed by those with the means to pay them, spies are individuals specializing in infiltration and observation. More than thieves – though they have some of the same skills – spies work to uncover the secrets for their employers.

Culture: Civilized

Modifier: Devious

Primary Attribute: Nimble

Skills: Athletics, Bargain, Brawl, Defend, Investigation, Melee, Observe, Stealth, Subterfuge, Throw

Gear: Disguise kit, writing kit, codebook, hand weapon

Hooks:

- *Let me slip in and take a look around.*
- *How long do I have?*
- *So, do you want to tell me what you know, or do I have to make you tell me what you know?*
- *This is easy for me to do.*
- *I can be very persuasive.*

The Stranger

The universe is vast. It is filled with infinite variables and possibilities. The World is just one small speck in all of this; just one of the infinite realities. Sometimes rifts appear allowing for someone to crossover. Some times there are individuals able to slip between the dimensions. Strangers are individuals who come from a different place or time, and now wander The World.

Culture: Advanced

Modifier: Martial

Primary Attribute: Toughness

Skills: Athletics, Brawl, Craft (choice of 1), Defend, Lore (choice of 1), Observe, Profession (choice of 1, but make it exotic), Tactics

Gear: Strange clothes, strange piece of gear

Hooks:

- *I am not from around here.*
- *Just like back home.*
- *I will wake up from this in any minute, and it will just be a bad dream.*
- *No, my people are a long ways from here.*
- *Looks like I am not in Kansas any more.*



Tomb Raider

Skilled in the art of thievery, tomb raiders ply their skills by breaking into the tombs of rulers and stealing the treasures found there within.

Culture: Civilized

Modifier: Decadent

Primary Attribute: Wits

Skills: Acrobatics, Athletics, Bargain, Investigation, Merchant, Streetwise, Subterfuge, Study (History)

Gear: Crowbar, hand weapon, lantern, 50' rope, 4 sacks

Hooks:

- *They will not need this in death.*
- *This. Is. A. Tight. Fit.*
- *Last time I agree to go in first.*
- *Rats? Why did it have to be rats? I hate rats.*
- *All I have to do is turn it like so.*

Trader

Unlike merchants, who concern themselves with buying and selling goods within urban areas, traders specialize in the acquisition of goods to sell to merchants. Found in trading outposts as well as trading houses, traders are the ones that keep the goods moving.

Culture: Civilized

Modifier: Mercantile

Primary Attribute: Wits

Skills: Animal Handling, Bargain, Bureaucracy, Diplomacy, Language (Trader, 1 other), Merchant, Streetwise

Gear: Leather jerkin

Hooks:

- *Quick, while no one is looking!*
- *So, how much are you willing to pay?*
- *I just sold my last one.*
- *Yes, they are my best customers.*
- *Let me take a look, I might have one for a fair price.*

Warrior of the North

North of the Azure Seas, away from the growing civilizations of the League, Cantons, and City-States, there are the northern regions of stone, snow, and ice. Found in the plains of endless icy death, located in Karelia, the barbarians live a hard life centered on hunting, warring, and barely surviving.

Culture: Barbarian

Modifier: The Loner

Primary Attribute: Brawn

Skills: Archery, Athletics, Brawl, Defend, Melee, Observe, Stealth, Survival (Mountains), Tactics, Track (Mountains)

Gear: Fur boots, fur vest, leather pants, hand weapon

Hooks:

- *I dip my axe in your blood.*
- *Aaaagggggghhhhh!*
- *By this sword, I shall smite all those who dare stand against me!*
- *Make peace to your gods, little man, you'll be seeing them shortly.*
- *Sound the horns! Paint your faces! Unsheathe your steel! We go to war!*

Witch Hunter

Though magic is a rare uncommon force, there is a growing trend of more people flocking to its seductive, destructive embrace. There are those who worry about the future. With the growing threat of Chaos, some choose to arm themselves with their faith and enter into combat to restore order. Witch Hunters see themselves as the champions of Law and Order. Witch Hunters are found among a few of The World's gods, most notably The Unwrapped Sword which is a cult dedicated to Sabrael. In addition there is the cult known only as Uriel's Judgement which is a growing secret cult shunning the vows of pacifism, and take up arms to bring Uriel salvation to all.

Culture: Civilized

Modifier: Zealot

Primary Attribute: Brawn

Skills: Archery, Animal Handling, Brawl, Defend, Intimidation, Investigation, Lore (Magical Cults), Melee, Observe, Ride, Resist, Sense, Track (Forest)

Gear: Plate mail, hand weapon, 50' rope, 4 knives

Hooks:

- *Be at peace! The fires of justice will consume your sins, and absolve you of evil.*
- *No more will your forked tongue spread its vile lies.*
- *My faith is my shield.*
- *The only way to counter the seductive charms of magic is to ignite purity's fire.*
- *It will be easier if you admit to your sins.*





Woodsman

Found not only in the Merchant League, but in the Cantons, there are those earning a living through the forest. Call them hunters, or guides, or even trackers, collectively they are woodsmen.

Culture: Rural

Modifier: Outdoorsman

Primary Attribute: Brawn

Skills: Archery, Craft (Leather Working), Melee, Observe, Stealth, Survival (Forest), Track (Forest)

Gear: Leather jack, axe

Hooks:

- *I agree. You are lost.*
- *I will guide you out.*
- *The woods tell their secrets to those willing to listen the wind's whispers in the trees.*
- *I find the forest to be safer than the cities.*
- *It takes someone with strength to survive this coming storm.*



SHADOW, SWORD & SPELL IS A GAME based strongly on humanistic pulp fantasy. Because of this, culture and background is more important than race. Why? The answer is simple: everyone, for the most part, is human. What if you want to run a game not based on humanistic pulp fantasy? Say you want to run a game that is more high fantasy, or one inspired by the works of J.R.R. Tolkien. After all, one of the primary assumptions of a fantasy roleplaying game is that players want to play characters inspired by fantasy. From elves and goblins to fuzzy footed wee humans, a fantasy roleplaying game might call for different races. *Shadow, Sword & Spell* is flexible enough to handle this, and these optional rules will allow Gamemasters and players to integrate fantasy races into their games.

Races work the same way as Backgrounds and Modifiers. When creating your character, you simply choose a race, and assign the bonuses and penalties the race has. Regardless of what race you choose, they all follow the same rules. All races call for certain statistics to be modified, either up or down. These modifiers take into account the nature of the race. In addition, races offer bonus(es), mentioned in the racial descriptions. Finally, all races have a trait. Here's an example:

Elf

Stat Adjustments: +1 Quickness, -1 Will

Bonus: +1 TN Archery, +1 TN Stealth, +1 Resist

Traits: Nightvision

What this tells you, is that when you choose to make your character an elf, you adjust your Quickness by +1 and Will by -1. This adjustment takes into account that elves are more nimble than most, but lack the inner fortitude others have. The second line informs you of the bonuses an elf has, and in this case they gain a +1 to Archery, Stealth, and Resist. These bonuses are applied to all Skill Tests. The last line, Traits, informs you of any Creature Traits (see *Shadow, Sword & Spell: Expert*, pages 186-199) that your character has. These traits behave the same way for characters as they do for creatures.

What follows are a number of races found in many styles of fantasy. Some of these races are what you would expect—elves, goblins, ogres—while others are examples of races found in fantasy comic books, cartoons, movies, and other media. Gamemasters can easily use these races in their own games, or use them as templates to modify when creating races of their own.

Atlanteans

Stat Adjustments: +2 Reason, 2 Brawn

Bonus: +1 Resist, +1 Sense

Traits: Brittle Bones, Regeneration

Often confused with elves, Atlanteans are tall, slender, and fair of skin and hair. They are thinkers, and often skilled in the ways of magic. Though long lived, they do not possess the near immortality of elves. Averaging a height of seven feet, Atlanteans are light of build, and almost look undernourished due to their unnatural thinness. Their skin ranges in color from a pale bluish white to a pale greenish white; regardless of skin color, all Atlanteans have hair that is pale blue to white, and eye color ranges from blue to green.

This race, if you are using *Shadow, Sword & Spell's* The World is located in not only Atlantis but Mū. Atlanteans are rarely seen in the extreme north, but have been found in The Merchant League's Gravina, as well Nipur, and the Jungles of Moran. The Atlanteans are one of the few races who have extensive knowledge of both the Old Kingdom and the Lost Empire.

Dwarf

Stat Adjustments: +1 Brawn, +1 Will, -2 Quickness

Bonus: +2 Resist, +1 Craft

Traits: Nightvision

Short in stature and carved from the earth's stone, Dwarves are creatures of the earth. They dig and tunnel searching for the precious metals and jewels that are the earth's bounty, and with them, craft works of great beauty. Stubborn, prone to avarice, dwarves are steadfast and loyal, and quick to anger if those who they share the bond of friendship with are threaten with. Dwarves range in height from three to four feet tall, and are heavily built and short of limb. Even women, save for the lack of beard, have these same characteristics. Hair color tends to run from dark brown to black, and eyes often take on the hue of gems (ruby, sapphire, and emerald).

There are no dwarves found in *Shadow, Sword & Spell's* setting—they do not fit the pulp roots of the game. That being said, this is your game, and if you want to add them, there are numerous mountain ranges found in The



World which easily can serve as the dwarf's habitat. In addition, the dwarves could be viewed as a old race, one that has lived since the time of either the Old Kingdom or Lost Empire. Due to their nature, the dwarves might have worked to preserve some of the riches of either of these lost powers, and if able, a character would be able to learn more about them.

Centaur

Stat Adjustments: +1 Quickness, +1 Will

Bonus: +2 Athletics

Traits: Kick, Size +1

Half-man and half-horse, centaurs are creatures of the grasslands. Their upper bodies are powerfully built, and their lower bodies resemble a horse. They are a proud, fierce race, and are known for the shunning of the ways of civilization.

This is a classical race and is one that often represented as being a race of a conflict, as seen in the myths of Lapiths or Chiron. You could also have this conflict be represented as the warring between the wild (as seen by the horse) and civilization (as seen by the human). Traditionally centaurs are viewed as being the children of Ixion and Nephele. As to where they lived, according to myth, they inhabited the region of Magnesia and Mount Pelion in Thessaly, the Foloï forest of Elis, and the Malean peninsula in southern Laconia.

Centaur's can work in *Shadow*, *Sword & Spell* and the most ideal place to put them is in The Hedge. This grassland location would put them into conflict with the various barbarian tribes making the place their home. If you want to take a darker approach to this race, place them in The Waste, and make them a product of the strange magic and powers found there.



Elf

Stat Adjustments: +1 Quickness, -1 Will

Bonus: +1 TN Archery, +1 TN Stealth, +1 Resist

Traits: Nightvision

Elves are blessed with long life. They are tied to the natural places, be it woods, jungle, coast lines, mountains, hills, and in some cases arctic lands. In fact any place strongly tied to nature, and unspoiled by civilization's touch, find elves living in harmony with nature. They are immortal, and only die if murdered or if they choose to give up their life. If you wish, you can make elves similar to how Norse myth portrays them.

As written in the *Prose Edda*, there are two types of elves: *Dökkálfar* and



Ljósálfar. Living in *Álfheimr* (Old Norse for *Elf Home* or *Elf World*), the *Ljósálfar* are fair of looks and as bright as the sun. The *Dökkálfar* live underground and are "...blacker than pitch." Another version is found within the *Prose Edda* and that is the *Svartálfar*. These elves were contacted by Loki to create replacement hair for Sif, after Loki cut it off. In addition, these elves crafted the *Gleipnir* which binds the wolf Fenrir. There is little else the *Prose Edda* describes, but one could take these brief mentions and descriptions and expand upon them.

Fitting elves into *Shadow, Sword & Spell* is difficult, but not impossible. The reason is that the general concept of elves do not fit well with the humanistic pulp fantasy roots of the game. One way to use them, and to entrench them into The World, is to have them live in the unmarked lands of the west. Little is known about these mysterious regions, and the legends surrounding them allow for the introduction of the race. Another option is to have a small civilization living in the Jungles of Moran. This jungle is vast, and no one knows what secrets lurk beneath the humid, leafy canopy. Another option still, is to have them being a race in the shadows. Perhaps they are the ruling class of Cathar, and the Empress is actually an elf? The Earthy Celestial Bureaucracy has been in power for 3,000 years, and has outlived both the Old Kingdom and the Lost Empire. Perhaps the reason for this is that elves make up the ruling party.

Fairy

Stat Adjustments: +3 Quickness, -2 Brawn, -1 Will

Bonus: +1 Dodge, +1 Observe

Traits: Flight, Size -5, Weakness — Iron

Small humanoid creatures, fairies at the most are a foot tall, and slightly built creatures. They have wings resembling those of butterflies, enabling them to fly. Fairies are known to be creatures of mischief and mirth, delighting in playing tricks upon one and all. Besides their love of tricks, fairies love music and enjoy playing instruments and singing in groups or by themselves. They take it upon themselves to protect the young and have a rather vicious streak when it comes to those who are evil. Iron is a lethal weakness for fairies, and they always take 1 extra point of damage from contact with it.

Of all the races found in this section, this is perhaps the hardest to reconcile with the pulp roots of the game. Fairies, regardless if they are influenced by Shakespeare's *A Midsummer Nights Dream*, Peter Pan's Tinker Bell, or even the flower fairies of Cicely Mary Barker, this is a race that is pure magic. One way to work them in is to use the concept of different dimensions, and to have a Land of Fairies be a dimension or other world from which they hail. Fairies crossover into The World to cause mischief or to interact with the larger folk for reasons of their own.



Faun (or Satyrs)

Stat Adjustments: 1 Brawn

Bonus: +1 Diplomacy, +1 Performance

Traits: Beast Legs (goat), Horns

Half man and half goat, fauns are a race many do not trust, due to the fact that they are seen as being obsessed with seducing humans, and tricking all who suffer from hubris. Classically, fauns are viewed as a manifestation of forest and animal spirits. These spirits possess dual nature, and depending upon their outlook, will either aid or harm humans at whim. For the Romans, this creature inspired fear in travelers of lonely, remote, or wild places. They were also capable of guiding humans in need, as seen in the fable of *The Satyr and the Traveller*, in the title of which Latin authors substituted the word "Faunus." Besides their physical differences, satyrs were infatuated with women, as well as being seen more sage like. In Roman mythology the god Faunus and the goddess Fauna were goat people. The two were seen as forest gods and were deeply connected to the wilderness.

In Greek mythology, satyrs are the companions of Pan and Dionysus, possessing goat like features (tail and ears). In Roman mythology a similar concept exists, the faun who is half man and half goat. Greek speaking Romans used the Greek word satyros when referring to the Latin faunus. According to myths, Silenus (a minor god associated with fertility) was said to be their leader. The

goat like appearance is traced to the Romans, who viewed them as children of Faunus (a spirit similar to the Greek's god Pan). It was this them, that changed the creature into having the upper body of a man and the lower half of a goat. In Roman art the mature satyr is shown with goat horns, while the young are shown with nubs on their foreheads.

So how do you work fauns/satyrs into **Shadow, Sword & Spell**? With the number of forests found throughout The World, these creatures can easily be viewed as solitary creatures who live in the deeper woods and, depending on their nature, cause harm or bring aid. They can be used as a one off encounter, or you could build secret pockets of settlements where these creatures live.



Goblin

Stat Adjustments: +2 Quickness, 2 Brawn

Bonus: +1 Stealth, +1 Subterfuge

Traits: Nightvision, Bite, Size 1

Goblins are creatures that are often mistaken for evil, but in truth, they share the same traits of all creatures. Some are devote worshipers of peace and practice pacifism, while others are capable of wreaking great harm. Small, slight creatures, they excel at hiding and sneaking, and like dwarves, excel at creating mechanical things.

Goblins can easily be worked into the setting of *Shadow, Sword & Spell*. Among the ideal places for them are the Bærgøstén, Noricum, and even Karelia. These areas are remote enough that they can easily be added to the game and viewed as a race living in isolation. The various human settlements might view goblins as being mountain gods, or simply legends. Another take would be to have goblins be the remnants of the Old Kingdom. No one knows what this Kingdom was like, and what information that does exist is scattered in various books and scrolls. Perhaps the goblins were part of this kingdom, or perhaps the Old Kingdom was actually theirs?



Ghoulkin

Stat Adjustments: +1 Brawn, +1 Quickness, -2 Vigor

Bonus: +1 TN Observe

Traits: Immunity – *Curse of the Grave*, Nightvision

A rare race, they are the offspring of a human and a ghoul. Ghoulkin are abominations in that they resemble a ghoul but are in fact human. Shunned and treated as outcasts by all, they fit neither with ghouls or humans.

This is a race easily added to *Shadow, Sword & Spell* by following up on the threads found within the setting. You can tie Ghoulkin explicitly with the god Caim. Caim is viewed as a god of death, and ghouls are very strongly attached to him. In addition, in *The Stew*, the Children of Caim are introduced. The Children are worshipers who have eaten the flesh of the dead and have entered into a state of ghoul-like appearance. With the Ghoulkin you can take this a step further: in order to create perfect soldiers for Caim's war against the living, selected human worshipers mate with selected ghoul worshipers. The purpose of this mating is to create an offshoot of human/ghouls that can pass as human. The ghoulkin, then, are seen as the ideal form of the worshipers.



So is this a evil race? Not necessarily. The above is just the reason for their creation. Like all life, a ghoulin is born with the ability to choose their own path. You can easily have ghoulin who reject the circumstances of their birth, as well as reject the ways of their people, and instead embrace life. These anti heroes, who look like monsters, but are trying to find a way to be accepted by the society at large.

Green Martian

Stat Adjustments: +1 Brawn, +1 Vigor

Bonus: +2 TN Observe

Traits: Size +1 or +2 (Male), Extra Limbs (2 extra limbs act as either hands or feet), Claws

Hailing from a planet found within the great quilt of the multiverse is a race known as the Green Martians, with height ranging from eight feet for males and seven feet for women; skin color that runs from a pale green to a bright jade in color. A nomadic, warlike, and barbaric race, they form no families, and have little concept of friendship or love. Because of this, their social structure is communal and rigidly hierarchical, consisting of various chiefs.

Green Martians are primitive, and have no concept of art or written language. They are skilled in the crafting of weapons, and what "technology" they have is obtained from whoever they have launched raids on. On their native planet, they make homes in the ancient ruined cities left behind by lost civilizations that preceded them. They are an egg-laying species, concealing their eggs like turtles until they hatch.

Green Martians are referred to by the names of their tribes, which in turn take their names from the ruins they inhabit. Thus the followers of the chieftain Gormat Benzar, based in the ruined ancient city of Benzar, are known as "Benzars."

This race, if not apparent by now, is based on Edgar Rice Burroughs' Barsoom stories. How do they arrive in The World? Through a rift in time and space or a dimensional gateway, or maybe a summoning spell gone horribly awry, or perhaps they are found in the Shimmering Sands, living in the ruins dotting that landscape.

Hawklings

Stat Adjustments: +1 Quickness

Bonus: +1 Stealth, +1 Stealth

Traits: Brittle Bones, Wings

With the body of a human, and the wings of hawks, Hawklings live in the high elevations, and where they swoop among the skies. Hunters, warriors, and sometimes sages, they are like the hawk itself: keen of eye, sharp of sword, and deadly to their enemies.

This race would be easy to add to *Shadow, Sword & Spell's* The World, and the reason is due to the number of mountains and remote regions found there. Besides basing them in Atlantis, Mū, or even Ku'Klua, they can be located in high elevations of the League of Cantons, as well as Nordicum. This race keeps to themselves, and prefer the higher elevations to the dirty ground. When encountered on The World's surface, they are usually covered in heavy robes, which hide their wings.

This race is based on the Hawkmen of Alex Raymond's *Flash Gordon*. Raymond's work depicts many animal human races easily adapted into *Shadow, Sword & Spell* games. The Hawkman race is one which sees many variations, including **DC Comics'** numerous interpretations of Hawkman and Hawkgirl.



Lizardmen

Stat Adjustments: +1 Quickness

Bonus: +1 Athletics

Traits: Natural Armor (AV 10), Tail

Creatures who are the byproduct of a magical experiment gone wrong, lizardmen are a cross between human and lizard. Roughly the same size and build as humans, lizardmen are humanlike lizards, who walk upright, and have not only a tail, but rough thick skin much like a lizard. Comfortable in tropical locations, lizardmen can be viewed in one of two ways.

The first is as uncivilized barbarians. Forming tribes within the jungles and swamps of Moran, Bedhia and Nipur, the various tribes of lizardmen live and die protecting what they have, seeking to wrest from others what they possess. Another way to view them is as a lost civilization, who struggle to survive in the ruins of their declining civilizations. They war with their most hated enemies the serpentkin, who are Seth's favored race. The lizardmen possess much lost knowledge from not only the time of the Old Kingdom but the Lost Empire. It is this knowledge that helps guide them in their work and aids them in their survival.

Lizardmen, then, could be working in secret, performing work that many have no clue is being done. A lizardman PC would have a difficult time, because despite their outlook and personal philosophy, they look very much like monsters.

Minotaur

Stat Adjustments: +2 Brawn, +1 Toughness, -2 Wits, -1 Will

Bonus: +1 Brawl, +1 Observe

Traits: Appearance—Beast Legs, Horns, Nightvision, Size +1

Possessing the upper torso of a man and the head and hindquarters of a bull, minotaurs are thought to be a byproduct of an alchemical experiment gone wrong. Some speculate minotaurs are giants who have been transformed due to the time spent in the Wastes of Mictlan. Rumors abound, however, that a colony or small kingdom of minotaurs live in isolation within Karelia. Regardless of their origins, minotaurs possess a unique culture centered around combat, strength, and war. Naturally aggressive, bands of minotaurs have been found fighting in Nipur, as well as in Noricum. Reports say that a large mercenary band led by an exceptionally intelligent minotaur has entered into service in the City States of Döâm.

Standing eight feet tall, minotaurs' coloring ranges from a pale brown to a reddish black. They take pride in their horns, which they polish them until they gleam. Most minotaurs pierce their noses and practice elaborate tattooing as well.

Ogre

Stat Adjustments: +1 Brawn, +1 Vitality, -2 Reason, -1 Quickness

Bonus: +2 Intimidation

Traits: Size +1, Rage

Ogres were the first to walk the earth, regardless what the elves would have you believe. They were the first race. They were the favored, and the Great Sin caused them to be supplanted by the Gods and forced to walk upon the earth as a reminder to those straying from the path.

Large, strong, but some what slow witted, ogres are a race who harbor great rage, and long for the days when they walked in the light.

Typically ogres are viewed as nothing more than monsters. They can be tribal who exploit all other goblin like creatures to live as their servants, or they can be nothing more than slow witted creatures, used by more smarter creatures as the muscle in a horde. Myth and legend is ripe with numerous examples of ogres, but all of these depictions share the same trait: ogres are monsters. This is a boring take, and if you are going to introduce a monster type race, why not make them something more unique?

For *Shadow, Sword & Spell*, the ogre is just one of the many ancient races which hide in the shadows surviving the rise of Man. They speak to earlier times, and of ancient mysteries. Ogres' motivations are as complicated as humans. They have the ability to be "good" or "evil" as well as possessing the desire to rule, or simply discover lost knowledge. Ogres can be placed in many of the remote wild regions of The World, or, you can place secret communities living in the back alleys of the numerous cities that dot the land.



Orc

Stat Adjustments: +1 Brawn, +1 Vigor, -1 Reason, -1 Will

Bonus: +1 TN Melee, +1 Tactics

Traits: Scent, Nightvision

Orcs are an interesting race when it comes to fantasy role-playing games. Often they're depicted as creatures of pure evil, who only live to serve as foes, or used solely as a evil race. It was J.R.R. Tolkien who turned orcs into a creation of Morgoth: a pervasion of the elves, they were a race devoid of any redeeming characteristics. When *Dungeons & Dragons* was introduced, orcs were depicted as nothing more than evil pig-snouted creatures. This is a boring take, and the concept of an inherently evil race, and though a staple of the genre, has always struck me as, well, silly.



No race is inherently evil; for me this is lazy writing. Villainy is not a racial trait: it is a outlook, a philosophy if you will. You choose to willfully cause harm, you are not born into it. Thus, I reject the concept that orcs, are inherently evil. Orcs are no more evil than the human general who orders his troops to slaughter a village of innocents. Orcs are no more evil then those wishing to enslave people who are "different."

For *Shadow, Sword & Spell*, orcs are a race of warriors. For them, strength is what is honored, and those who are the strongest are seen as the more capable of leading. Though not as smart as elves, or even most humans, they are a race who has perfected the art of war. A simple people, their word is their bond, and they are quick to protect those in their care, and even quicker to avenge any wrong. Though warriors, they do not live for war. It is a part of their culture, but so too is hunting, weapon smithing, and studying the ways of battle.

Orcs are an enigma. One minute they are ready to charge into battle, and the next they would rather debate the finer points of siegecraft. They are a solid, dependable race who can be counted on to keep their word, and do what ever is in their power to avenge those who have been wronged.

Ratkin

Stat Adjustments: +2 Quickness, -2 Brawn

Bonus: +1 TN Stealth

Traits: Nightvision, Claws, Bite, Size -1

No one knows exactly how, or when, ratkin came into existence. They have existed, they endure, and will tread across the shadowed earth long after everyone else is dead. They are creatures of the night, preferring to live in subterranean realms, or even in the vast sewers of metropolitan cities. They are born scavengers, as well as suited to surviving conditions many think deplorable.

Of all the various races introduced in *Player*, ratkin are perhaps the easiest to work into any game. This race is one of scavengers, living in the sewers of the cities, or the ruins dotting the landscape. Their plots are many, and can be as simple as taking over all the smuggling in a city to a complex scheme to become the secret power behind a group of human slavers. Perhaps it is something more noble and the ratkin see themselves as being the sworn enemies to machinations of Seth, Caim, or the Saffron League. Fighting from the shadows, they seek to right the wrongs, and thwart the plans of their sworn foes.



Serpentkin

Stat Adjustments: 1 Brawn, 1 Quickness, +1

Bonus: +1 Sense, +1 Resist

Traits: Prehensile Tail

With the lower half of a serpent, and the upper half of human, serpentkin are a strange race that inhabit warm tropical places. They are long lived, in existence long before humans were living as nothing more than pack animals, and long before Atlantis reached its apex. Some scholars view them as one of the three ancient races, and like the elf and ogre, recount tales of a time before the rise and fall of the Old Kingdom and the hubris that destroyed the Lost Empire. The serpentkin (it is the young race of human that wrongly label them as Serpent People) are Seth's children. It was he who made them in his image, and it was he who created them to aid in his plans.

The serpentkin (or Serpent People) are part of The World's background, and they are found in the Jungles of Moran, carrying out the plans of their god Seth. Though this race might seem evil, for them, they are simply doing the work they have been commanded to perform. They view themselves as superior to all living creatures, and they are destined to inherit the land and rule it. There have no concept of good or evil: there is only Seth's plan, and all who oppose it are Seth's enemies. They are the greatest of all races, and though the ogre and elf have slowly declined, the children of Seth still thrive.

Serpentkin hail from Moran, but they can be found throughout The World, living and working, and carrying out their god's plan. A PC could be one who has rejected the culture of Seth, and instead seeks something else. Or they can be a mole, one who pretends to reject the ways of his people, but in truth, works diligently to carry out the goals of his god. Serpentkin have the same motivation as all races, and possess the same capability to perform acts of malice and charity.



White Ape

Stat Adjustments: +1 Brawn, +1 Will

Bonus: +1 Athletics, +1 Track

Traits: Albinism, Leaper

Before the time of the Lost Kingdom, even before the Rise of the Lost Empire, the White Apes possessed an advanced civilization which rivaling that of the Serpent People. How or why their culture fell, no one knows. The White Apes found scattered throughout The World are a pale reminder of what they are but there are persistent rumors that hidden among the ruins scattered throughout the Jungles of Moran is a city populated by the apes. White apes resemble gorillas, but are bipedal and their hair hints at some connection with humanity in the distant past. This is more often seen by their hair not being as coarse, and looking vaguely humanlike. Though they are afflicted with albinism, the white apes show no real ill effects from it.

Though some would think the White Ape should be considered as one of the ancient races (elf, ogre, and serpent kin), they are not. When compared to those three, the White Ape is a child, who still has many years to go before they are considered mature. Compared to humanity, however, the White Ape is ancient. Are

the White Apes the same as humans? No one knows: sages who know of the race argue that this is just one of the many secrets found in The World, and perhaps they were experiments gone wrong that date back to the time of the Lost Empire. Some argue, that the White Ape may even be the first traces of humanity's emergence in The World.



WORKING IN CONJUNCTION with family (page 72) is the concept of descendants. Some Gamemasters and players might like the idea of adding generational play to their games. Perhaps the lowly farmer is a descendant of a great hero. Over many generations this ancestral tie might have been forgotten, but the blood of a warrior flows through their veins. The bloodlines rule is an option allowing for this.

Having a bloodline is something that gives a hero, or NPC, a slight advantage and marks them as being above the common person. All characters have a bloodline, but not all bloodlines are equal. To see how strong a bloodline is in a character, refer to **Table 4.1**.

Diluted: Time has diluted the bloodline, and though you trace your heritage back, the generations have made the blood weak.

Minor: Your ancestor was a minor figure, perhaps a famous soldier, or a bandit known for his skill with the bow. Maybe she was known for being good with horses, and the old ways still dwell within your blood.

Major: Through careful management and marriage the bloodline has stayed strong.

True: You trace your ancestry directly to a major figure, and this purity of blood still stays with you.

Why would you want to use bloodlines? It is a way for Gamemasters and players to create characters that are of mythic descent, whether touched by the gods, or actually a demigod themselves.

Gifts

Gifts are what bloodlines provide characters. Not all gifts are available to all characters; their availability is dependent on the strength of the bloodline.

Gifts labeled *All*, are useable by any bloodline. Gifts listed as *Minor* are useable by those with a Minor or stronger bloodline strength, *Major* gifts are useable by only those with

Table 4.1: Bloodline Strength

D12	Strength	Gifts
1-3	Diluted	0
4-7	Minor	1
8-11	Major	2
12	True	3

Table 4.2: List of Gifts

All	Major
Alertness	Aura of Greatness
Animal Affinity	Change Appearance
Animal Healing	Character Reading
Courage	Divine Wrath
Enhanced Sense	Fear
Healing	Head for Battle
Know Direction	Persuasion
Minor	True
Detect Illusion	Control Elemental
Detect Lie	Immunity to Fear
Heightened Skill	Regeneration
Iron Will	Resistance
Know Direction	Travel
Memories	Uncanny Luck
Mark	Withering Touch
Sense Poison	
Unreadable Thoughts	

a Major or stronger bloodline. Only those with True bloodlines are able to use gifts listed as *True*. For example a character whose bloodline is True is able to choose from any gift *All, Minor, Major* and *True* while characters with a Minor bloodline are only able to use *Minor* gifts

As for the number of gifts a character has available, refer to **Table 4.2**. Characters who are able to have gifts, due to their Bloodline must choose their gifts at the time of creation; there is no way to earn more: you are born with gifts due to your bloodline, you cannot learn or earn them.

Descriptions of Gifts

Alertness: The character is always aware of their surroundings, and is always the first to act, as well as being difficult to surprise. As a result of this, the character has a permanent +2 Initiative and never has to test to see if they are surprised.

Animal Affinity: This bloodline is associated with one animal, be it horses, dogs, lions, rats, or even cows. As a result, animals of this type never attack the character, and they are also able to communicate with them. Animals provide information and perform tasks within reason.

The character must decide the animal they have affinity with at the time of character creation. This affinity cannot be broad, like all cats or all dogs, but a specific type, thus house cats, lions, tigers, brown bears, and so on.

Animal affinity does not translate to the broader species, and characters attempting to clam or ask for aid from a black bear, who have affinity with brown bears, must make a Will Test. Success has the animal respond for one request, while a Dramatic Success has the animal, and that animal only, respond to the character as if it was an a animal they have affinity with. Failure has the animal menace the character, but not attack, while a Dramatic Failure has them attack.

Animal Healing: The character is able to heal animals. They are able to heal Vitality equal to their Will twice a day. This gift is only useable on animals, not humans.

Control Element: This ability allows the character to control an element, be it earth, wind, fire, ether, or water. The bloodline is tied to one, and only one element, and this affinity is with the ones listed above. Those with this gift have two powers available to them:

Once a week the character is able to summon a elemental who follows all orders for a number of hours equal to $\frac{1}{2}$ of Will (Dramatic Success has duration equal to Will). To summon, you must make a Will Test, with Failure having no elemental summoned. A character is able to try again, but has a -1 TN. A Dramatic Failure has the character pass out for a number of hours equal to their Will. In addition, once they come to they are unable to summon again for one month.

Three times a day a character is able to produce an element as the spell, with a successful Will Test. Failure has them not producing the element as well as being unable to do this for the rest of the day. A Dramatic Failure has the element affect the character. Only the element the bloodline is connected to can be produced: a character whose bloodline is ether is only able to produce ether.

Change Appearance: Once per day the character is able to change their appearance using the Transformation spell. To do this requires a successful Will Test, with success having the character change their appearance for a number of Rounds equal to their Will (Dramatic Success has the transformation last for a number of hours equal to their Will). Failure has the character unable to transform for the day, while a Dramatic Failure has the character's features stuck in a grotesque imitation of life. As a result they are a -4 to all social interactions for a number of hours equal to their Will.

Character Reading: The character has the ability to know the true character of anyone they meet. By simply talking, they know the person's attitudes, biases, mannerisms, and so on. As a result, the character gains a +4 Empathy; in addition, anyone trying to lie or deceive the character must make an opposed Test with failure having the deception be automatically known.

Courage: The character is brave, so brave in fact, that they are immune to anything causing fear. In addition all within 20' of a character gain a +1 to Fear Tests, due to the aura of courage the character possess.



Detect Illusion: Illusions do not fool the character, and due to this, the character gains a +4 Wits when it comes to resisting the spells Illusion, Transformations, or any other type of spell similar in nature.

Detect Lie: By concentrating intently on one person the character automatically knows if they are lying. This lasts for a number of Rounds equal to Will.

Direction Sense: The character always knows where they are and are unable to ever be lost.

Divine Wrath: The character is able to channel the anger of their deity, filling them with great strength and power, as well as instilling great fear in their enemies. This power is not voluntary, nor is it able to be summoned. Instead, it comes to the character when they least expect it. This anger might manifest when the character seeks to right a great injustice, sees the weak persecuted, or when faced with overwhelming odds. It is up to the Gamemaster to decide if the situation is applicable. This state affects the character for a number of Rounds equal to their Will. When the wrath overtakes the character they gain the following powers:

- +2 to Attack/Defend Rolls
- 1 Extra action/Round with out a penalty
- +2 to resist all spells
- Immunity to fear

Any enemy within 20' must make a fear test with a -2 TN

When the Divine Wrath leaves the characters they fall unconscious for a number of Rounds equal to twice their Will. The reason for this is due to the toll their body takes from channeling this rage.

Enhanced Sense: One of the character's senses - sight, touch, taste, smell, and hearing - is enhanced:

- Sight: *The character is able to see in the dark as easy as they see in daylight, thus suffering no penalty while acting in darkness.*
- Touch: *The sense of touch for the character is so great, they are able to "see" any invisible creature due to feeling the friction in the air.*
- Hearing: *The character's sense of hearing is so great they are able to use their hearing as if it is sonar. Because of this, they can "see" when in darkness or blindfolded.*
- Taste: *The character's sense of taste is so developed they are able to detect poison by simply hovering their mouth above anything.*
- Smell: *The character possesses an acute sense of smell, allowing it to track with ease. The character is able to smell an opponent within a 40 foot range. If upwind, the distance is doubled, and if downwind, the distance is halved.*

Fear: The character is able to cause fear in others, similar to certain creatures. As such, those with this gift apply their Fear modifier to a target's Resolution test when making a Fear test. For example, a character with Fear -2; when

faced by them, a target's Resolution is reduced by 2 points for the purpose of the Fear test.

The fear modifier the character has is based upon their Will, as shown in the following table:

Table 4.3: Fear Modifier

Will	Rank
1-3	1
4-6	2
7-9	3
10-12	-4
13+	5

Head for Battle: Character gains a +4 to all Tactics Test, in addition any one following the character into a battle gain a +2 to all tests when they are within 50' of the character. If the Mass Combat rules are being used, troops being led by the character have their Unit Rating raised by 1 level.

Heal: The character is able to heal Vitality equal to their Will twice a day. This healing can be done on themselves, as well as on another person. In addition, once per week they are able to restore a number of Sanity equal to 1/2 their Will. This ability is only useful on humans (or races if that option is being used), not animals.

Heightened Skill: The character is a master of one skill, as a result they have a +12 Rank in that skill. If the skill has an emphasis, the bonus is to the emphasis, and not the whole skill. For example, if the character has Archery (Longbow), the +12 is only applied to the use of a longbow, not all bows.

Immunity to Fear: Nothing fazes your character and they are immune to anything causing fear. Because of this, they do not have to take Fear tests.

Iron Will: The character's inner fortitude is so great that it is very hard to dominate them or cause emotional harm. As a result they gain a +4 bonus to Resist, as well as charm spells, geas, and the like.

Mark: The character's bloodline marks them in a way, the specifics of which are left up to the player. Such marks can be a birthmark, facial feature, strange eye color, etc. As a result a character with this mark gains a +1 to all social tests.

Persuasive: The character is blessed with a convincing manner, and a result of this, they gain a +4 to all social skills.

Regeneration: The character is able to heal damage suffered and regrow lost limbs. As a action they can regain 1d12 Vitality as an action; regrowing a missing limb takes 1d12 days.

Resistance: The character is resistant to certain types of attacks, effects or spells. This resistance takes the form as follows:

- *Half damage from a specific weapon type (i.e., daggers, swords, arrows)*
- *Half damage from a specific element (fire, air, earth, water or ether)*
- *+2 resistance to common spells, arcane spells, alchemy, etc.*
- *Immune to a specific type of poison*

Sense Poison: The character has a 50/50 (roll a d12, success on an even result) chance of detecting poison. Just because they are able to sense it, does not mean they are immune to it.

Travel: This gift allows the character to instantly teleport once per week to a

place they are familiar with. This could be their manor, favorite tavern, or other location that they consider special or important. This teleporting requires no test, the character simply wills themselves to teleport to their destination. The character is able to take companions with them, and can take a number of people equal to their Will. To travel with people requires a successful Will test, with failure having the teleport not happen.

Uncanny Luck: Once per day your character is able to make any test a automatic Dramatic Success. This gift is usable multiple times, but each time requires a Will Test with a cumulative 1 penalty for each time they press their luck. Failing this test, the character runs out of luck and any test made automatically fails. This bad luck lasts for a number of hours equal to the character's Will. A Dramatic Failure on the Will test has the character run of bad luck lasts for a number of days equal to their Will.

Unreadable Thoughts: The character's thoughts are impenetrable, and as a result they are immune to the effects of ESP and Telepathy. In addition they gain a +2 bonus to Resist when it is used to resist Sense Motive or Empathy.

Withering Touch: Your character is able to destroy any nonliving object by simply touching it. This touch could rust metal, or crumble stone, or disintegrate wood. Your character is able to affect 10 cubic feet of material per point of Will. This gift is usable once per day with no test needed.



TOTEMS ARE THE PERSONIFICATION of the perfect animal, the one animal that is the creator of all animals of that type. Animal totems define characters, as well as offering their power, and insight into problems. In times of stress and danger, calling upon a totem might be enough to get a character out of danger. When faced with a difficult question or choice, communing with their totem brings the answer they need.

Animal totems come into play one of two ways.

The first is by invoking a totem's associated power. This counts as an Action and requires a successful Will test. Success indicates the totem is invoked and the effects of it last for a number of Rounds equal to the character's Will (a Dramatic Success has it last for a number of Rounds equal to twice the character's Will). Once invoked the totem cannot be called upon for a full day. Failing the Will test has the totem not be invoked, while a Dramatic Failure has the character unable to call upon their totem for two days.

The second way to invoke the totem is by undertaking a vision quest. A vision quest takes 1d12 hours, and requires the hero to be alone, away from people and civilization.

While partaking in a vision quest, a character cannot eat, or drink; all they can do is sit by a fire, meditating and appealing to their animal totem. After the hours have passed, appearing before the character is the first animal, the creator of all after them. The character must make a Will test, with success indicating their totem has heard their appeal and the question asked, and once stated the totem answers it. The answer, though cryptic, once pondered leads to the truth they seek. A Dramatic Success has two questions able to be asked. Failing the test indicates the vision quest is not successful, and though the first animal appears, it leaves without answering the question. A Dramatic Failure has the hero lose Vitality equal to their Wits due to angering the first animal, who leaves without answering the question.

To obtain a totem your character must either have the barbarian background, or eastern, nomadic, or northern modifiers, as well as buy the totem using skill points. The cost is equal to the character's Will: if their Will is 14, it costs 14 Skill Points to purchase an animal totem. In addition, a character may only pick one animal as their totem, and once this choice is made, it cannot be changed. The reason for this is due to the totem becoming part of them it is not that it defines who they are, but merely reflects who they are.

Animal Totem Cost

Skill Points = Will

Table 5.1: Animal Totems

<i>Totem</i>	<i>Effect</i>
Bear	+1 to Brawn Tests
Beaver	+1 to Athletics Tests (see below)
Cougar	+1 to Quickness Tests
Deer	Movement is normal while in forested areas.
Eagle	+1 to Observe Tests
Fox	+1 to Quickness Tests
Hawk	+1 to Brawl Tests
Heron	+1 to Diplomacy Tests
Horse	+1 to Intimidate Tests
Moose	+1 to Observe Tests
Owl	+1 to Study Tests
Rabbit	+1 to Will Tests
Raccoon	+1 to Stealth Tests
Snake	+1 to Resist Tests
Turkey	+1 to Wits Tests
Wolf	+1 to Sense Tests

Totem descriptions

Bear

Many might feel the bear is slow — those facing one know this is not the case. Strong, determined, enduring, those taking the bear totem are respected and feared for their strength.

Beaver

Though small, the beaver is a natural in the water. Their ability to swim, and navigate water has many respect this small creature. Those with this totem imbued the beaver's ability and are as comfortable in the water as they are on land. The +1 bonus to the Athletics test is only applied in situations dealing with swimming.

Cougar

The cougar is agile, and leaps among the rocks and hills stalking their prey from the shadows. Those taking the cougar totem are known for being hunters, as well as being extremely agile.

Crow

Though many view this bird as a bad omen, it is known to possess great intelligence. Those with the crow totem take on this nature and are respected for their keen mind.

Deer

Even if woods are thick and often choked with undergrowth, the deer is nimble and fast. Running through the woods, nothing stops them from moving where they need to go. Heroes taking the deer totem are known for being fast on their feet.

Eagle

Sharp of beak and talon, those knowing the eagle know that they are sharp in eye as well. Those taking the eagle totem are respected for their ability to notice the smallest thing, and it is very difficult to hide anything from them.

Fox

Cunning, fleet of foot, the fox is difficult to catch, as well as hard to fool. Those with the fox totem are known for their quickness and their ability to slip out of a tight situation.

Hawk

Of all the birds none is more feared for their strength and deadly nature than the hawk. Those with the hawk totem channel this strength and are known to be tenacious warriors.

Heron

The ruler of all water birds, the heron is a proud, noble bird, who despite appearances is fast and deadly. Those with the heron totem are imbued with the pride and nobility of this bird.

Horse

The horse is respected for its speed, and strength, but is honored for its toughness. Those with the horse totem are known for their strength and endurance.

Moose

One of the largest and meanest of creatures, the moose is known for its awareness of surroundings. Those with the moose totem are quick of eye, and notice the smallest of things.

Owl

Praised for its skill in hunting, the owl's greatest strength is its' wisdom. It sees and knows all, and those with the owl totem are considered to be wise and possessing great insight.

Rabbit

Small, and timid, the rabbit channels this into being fleet of foot and strong of heart. Those with the rabbit totem channel this strength in heart.

Raccoon

Small and nimble, there is nothing the raccoon cannot get into or out of. Those with the raccoon totem take on this nimbleness and are as stealthy as the raccoon is.

Snake

No matter the size, the snake is known and respected for their personality. Those with the snake totem channel the snake's ability to intimidate and strike fear in a person's heart.

Wolf

Feared and respected, the world is known for being a dangerous silent tracker, and a deadly killer. Those with the wolf totem channel this skill in tracking and use it to their advantage.



ANOTHER OPTION FOR BOTH PLAYERS and Gamemasters is the concept of families and social levels. By adding either one or both of these, a different dimension is brought to the game. This dimension allows for players to build histories for their character and tie them into a much larger world. In addition, having families allows the GM to add new twists to their adventures, as well as bring new challenges to the game.

Using families and social levels also aids in determining wealth, titles, and social status of characters. The most important thing to keep in mind is the initial social status of the character. This helps set the baseline of the character and, with luck, shows where they came from as they begin making a name for themselves.

Class

To determine what class the character comes from, refer to **Table 6.1**.

Slave: The character was born into slavery, or became enslaved due to being captured. Characters coming from a slavery background might enter into a life of adventure for the simple reason of wanting to better themselves. They might even have escaped slavery and now, living free for the first time, seek a means to never be in bondage again.

Freeman: Though born free, a freeman comes from a hard life. They might be working a farm, or as an oarsman on a private barge, or even someone who mucks stables at the local tavern. Their life is hard, but at least they are not a slave, and they have the freedom to move at their leisure. Why would a freeman enter into the hero business? Simple: they want to better their lot in life.

Commoner: Making up the bulk of society are commoners. From the baker to the farmer, the amount of wealth and prestige they have is limitless. Though great riches are possible, and as well as prestigious positions, the potential to fall to the level of slaves if they are not careful is also possible. Why would a commoner seek to be an adventure? Like the freeman, they want more for their lot in life.

Gentleman: A gentleman, or gentlewoman, is someone combining their birth or rank with chivalrous qualities. More importantly, they are people of independent means, and unlike commoners, freemen, and slaves, and have little need to work, unless they so desire. Though often confused with nobility, they are not. They might be able to obtain a rank, but they are not born into nobility. So if gentlemen and gentlewomen do not need to work, why would they enter into the ranks of adventuring? Boredom.

Table 6.1: Starting Class

D12	Class
1	Slave
2-4	Freeman
5-8	Commoner
9-11	Gentleman
12	Noble

Noble: The top rung of society, nobles are the leaders who have inherited their position by birth. Their titles and privileges are passed down from one generation to generation the next. A noble is anything from a knight, to even the youngest son of a king. Though nobles have more advantages and wealth, their duties and responsibilities are also greater than most. It is this pressure which leads many to flee from their responsibilities and blaze their own trail.

Birth Order

The birth order of a character is more important if the character is a gentleman/gentlewoman or noble. Depending on the order of birth, inheritance of family titles and the like might not be possible. This table should only be used if the character is a gentleman/woman or noble.

Bastard: A bastard is an illegitimate child, and though one of their parents might be from nobility or possess rank, they are not seen as a rightful descendent. Because of this, they will never be able to call upon the privileges their parent has.

Youngest: Being the youngest, the child is not in a position to inherit their parent's title, rank, estates, or anything. They might inherit a small parcel of land, or a small sum of money, but that is it. Often it is the youngest child who seeks a life of adventure so they can make something of themselves.

Middle: Not the youngest, not the oldest, the middle child shares many of the same traits as the youngest. The one trait that is their own, is the sense of solitude. The middle child is often the one over shadowed by the eldest, and forgotten once the youngest is born.

Second-Born: The second born has it the hardest, because they are the second in line for any inheritance. Though the youngest siblings are, for the most part, left to their own devices, the second-born lives for the chance, slim as it is, that they might inherit. Many second-born, chafe at their lot in life, seek to blaze their own destiny. Some enter into the clergy, others seek to make a name for themselves in the military, while others simply throw it all away and take to the open road.

Firstborn: Being the eldest has the privilege of inheritance. They get it all, the title, the lands, the money and the responsibility. They simply have to wait till their parent dies. This is not as easy as it sounds, because sometimes your parent might be blessed with a very long life. Due to the waiting, some first-born try to live a life of little to no responsibility before the ties of inheritance bind them. That is why often it is the firstborn who seeks adventure. They want to experience life before it is too late.

Table 6.2: Birth

D12	Order
1	Bastard
2-5	Youngest
6-10	Middle
11	Second-born
12	Firstborn

Table 6.3: Family Social Class (Common)

D12	Status	Starting Wealth ¹	Allowance ¹	Inheritance ¹
1-2	Peasant	10	0	0
3-4	Peasant	10	0	0
5-6	Minor Merchant	25	5	75
7-8	Merchant	150	25	100
9-10	Major Merchant	250	50	125
11-12	Merchant Prince	500	75	150

Note:

¹ All figures are listed in Crowns (SC). See *Shadow, Sword & Spell: Basic* pages 54-5 for more information

Father's Status

The father's status (or mother's status if the campaign is set a land that is a matriarchy) is important. Status sets a few things for a character. The first is the character's starting money. This starting wealth replaces the rules found in *Shadow, Sword & Spell: Basic*. In addition to the starting wealth, some status provides a character a allowance which is paid monthly. This allowance comes in handy if the character needs to keep their social standing, or fund their desire to adventure. Finally, some social statuses provide the character with an inheritance. This inheritance takes many forms, it could be simply a one lump sum, or it could be goods valued at the inheritance level. In addition, if the Honor rules are in use (see page 79) this also affects the Base Family Honor and sometimes the character's honor. Depending on the family's class – Common, Gentleman, or Nobleman – the advantages differ. Refer to the following tables to discover the character's father's status.

Peasant: Peasants are the foundation upon which the society is built – usually on top of their backs. They are the glue holding everything together. A peasant might own or have a responsibility for tending a small plot of land, but otherwise lack any real power.

Merchant: Merchants buy, sell, and create goods, and generate the money that keeps the whole economy moving. A minor merchant is someone whose business is small: they might be a newly minted master craftsmen, or someone who has moved to a new city starting afresh. A major merchant is someone who might have a business located in more than one place, or might even own their own ship. A merchant prince is a major power. They might sit at the head of a guild, own a fleet of ships, or even have various business ventures operating in various places throughout The World.

Table 6.4: Family Social Class (Gentleman)

D12	Status	Starting		
		Wealth ¹	Allowance ¹	Inheritance ¹
1-2	Bankrupt	25	–	–
3-4	Impoverished	40	0	50
5-6	Comfortable	100	50	100
7-8	Well-to-do	250	100	300
9-10	Wealthy	500	100	300
11-12	Awarded Nobility	750	125	400

Notes:

¹ All figures are listed in Crowns (SC). See *Shadow, Sword & Spell: Basic* pages 54-5 for more information

Bankrupt: Through bad luck, or their own inability to manage their money, a bankrupt father is one who has left nothing to their children, other than their title (and debts).

Impoverished: Through bad management, or worse, trying to repair the damage done by older generations, impoverished is always looking for ways to preserve what little wealth they have, and a means to restore lost status.

Comfortable: Good management, and a eye for detail, there is always enough money for what you need to do.

Well-to-do: One of the movers and shakers of the world. Often there is enough money to bankroll projects, or dabble in money-making ventures.

Wealthy: There is nothing you cannot have.

Awarded Nobility: Through deeds and great service (often meaning paying for the ruling monarchy needs) the reward of being knighted, or granted the title of earl, baron or count. This title is often not passed down to future generations, but sometimes a little extra money might make this possible.

Table 6.5: Family Social Class (Noble)

D12	Status	Starting		
		Wealth ¹	Allowance ¹	Inheritance ¹
1-4	Impoverished	40 SC	0	1,000
5-7	Well-to-do	250 SC	50 SC	1,500
8-11	Wealthy	500 SC	100 SC	2,000
12	Very Wealthy	750 SC	150 SC	2,500

Note:

¹ All figures are listed in Crowns (SC). See *Shadow, Sword & Spell: Basic* pages 54-5 for more information

Impoverished: Thorough bad management, or worse, trying to repair the damage done by older generations, impoverished gentry is always looking for ways to preserve what little wealth they have, and a means to restore their lost status.

Comfortable: Good management of funds, and a eye for detail, their is always enough money for what you need to do.

Well-to-do: One of the movers and shakers of the world. Often their is enough money to bankroll projects, or dabble in money making ventures.

Wealthy: There is nothing you cannot have.

Very Wealthy: If you can think of it, you can buy it.

Father's Noble Title

Characters whose father is nobility need to know what title their father has. This is not only important to flesh out the character's history, but it is important to figure out their starting Social Level and Honor.

Knight: A person who has been granted the honorary title of knighthood by a monarch or other political leader for services provided to the monarch or country, especially in a military capacity.

Baron: This is the lowest rung of nobility, and this title is granted to a person who performs great deeds for the monarchy. The title is heredity, and often comes with a grant of land and a responsibility.

Viscount: A heredity title, they often sit at the top of a number of baronies and are responsible for ensuring the bureaucracy of the nobility is maintained. The lands that a viscount rules over are known as a county, and typically are located within the kingdom, often located in well defined areas.

Table 6.6: Father's Title

D12	Title
1-2	Knight
3-4	Baron
5-6	Viscount
7-8	Earl
9-10	Count
11-12	Marquis



Count: The title of Count is often granted by a monarch as an honorific title for special services rendered, without an attaching feudal estate. It is merely a title, with or without a land attached to it.

Earl: A heredity title, an earl has authority over their own regions as well as the right of judgment in provincial courts, as delegated by the ruler. Besides collecting fines and taxes, they lead the king's armies. Earls function essentially as royal governors, and often are seen as the ruler's authority in newly conquered lands.

Marquis: A heredity title, the marquis's land is known as a march, and is located on the border of the country. Due to this, a marquis is trusted to defend and fortify against potentially hostile neighbors, and often, are the first line of defense for a kingdom. This is the highest conferred title that can be obtained, and is ranked just below duke, which is restricted to the royal family or those held in high enough esteem to be granted such a title.

Social Status

Social status, if the system is used, plays a major role in a character's life. In that, once your character attains a social level, they must work to not only keep it, but improve it.

Using **Table 6.7** the player sets their character's starting social level. Each week the character must seek a way to increase their social level, or at least, maintain it. Characters who are adventuring are exempt from this, since the very act of adventuring is enough to have them earn some social status.

How does a character acquire social status? They acquire social status points.

Each week a character is able to engage in one activity if they are not adventuring. A character acquires points, and the more points they acquire, the more their Social Level raises.

Raising social level requires three times the number of the social level sought. For example, your character has a Social Level 4, and to advance to 5, they need 15 points in a month (every four weeks or so). At the end of the month, all acquired social points are dropped off, but the level remains.

Table 6.7: Initial Social Level and Honor

<i>Son of</i>	<i>Social Level</i>	<i>Honor</i>
Slave	0	0
Freeman	1	1
Commoner	2	3
Peasant	3	5
Minor Merchant	3	7
Merchant	4	8
Gentleman	4	12
Major Merchant	5	13
Merchant Prince	6	17
Knight	6	19
Baron	7	23
Marquis	8	25
Earl	9	27
Viscount	10	28
Count	11	29
Bankrupt Gentleman	2	4
Impoverished Gentleman	3	7

Besides earning new levels, characters need to maintain their current social status. To maintain their status requires points equal to their status. For example your character has Social Level 3, they acquire 9 Social Points. These are not enough to advance to Level 4 (12 points are needed) but are enough to maintain their current level.

Characters who do not maintain their social level, drop one level. This accounts for your character not keeping up their social obligations, as well as losing status in the eyes of their peers. For example, you character has Social Level 10, and during a month is only able to acquire 3 points. Granted your character might have been recovering from a serious injury, or otherwise indisposed, but social obligations wait for no one. As a result, your character drops to Social Level 9.

Note, no matter how many points you acquire in a month, your character can go up only one social level. In addition, no matter how many social points are left over, they are unable to be held in reserve and applied to the next month's total.

Support and Keeping Up Appearances

In order to meet their social obligations, characters pay a number of crowns multiplied by their current Social Level. This takes into account the cost of purchasing new clothes, throwing parties and the like. Failing to pay this monthly cost automatically drops the character's Social Level by 1 level.



Weekly Actions

The following are actions a character is able to take in order to raise their social level. Each action grants the character certain number of points, and Gamemasters are encouraged to use these as adventure hooks.

Table 6.8: Weekly Actions

Join a club	+1
Attending Social Event	+2
Being seen at religious service	+1
Throwing a party	+1 per 200 Crowns spent on the event
Throwing a ball	+2 per 300 Crowns spent on the event
Attending a party	+1
Attending a ball	+1
Winning a duel	+5
Going on an adventure	+3
Gambling	+1 per 100 Crowns won
Carousing	+2
Toadying	+4
Serving in a military post	+5
Serving in a government post	+5
Fulfilling duties to liege	+6
Dueling	+3
Traveling	+1 per 50 miles

Usages of Social Status

Rank brings privileges, and those of higher rank have certain privileges. Social levels comes into play when social skills are used. By bringing their status into these interactions, a character of a higher status has advantages. So how does this translate into gameplay? Easy.

When a character is interacting with a NPC, compare the two social levels, subtract the difference and use the **Table 6.9**, which gives the bonus that may be used for social skills and social combat.

Table 6.9: Social Status Social Skill Bonus

<i>Social Level Difference</i>	<i>TN Bonus</i>
1-3	+1
4-6	+2
7-9	+3
10-12	+4
13+	+5

THIS IS AN OPTION which reflects a character's worth, personality, integrity, and the status of not only themselves, but their family. Honor does not take into account whether a character is good or evil—rather, it depends on the character's integrity. After all, even the most vile of villains might conduct themselves in such a way that engenders respect even among their rivals or enemies.

Honor rises and falls throughout a character's life. Actions have repercussions, and your actions effect not only your personal honor but also that of your family.

If Honor is being used, honor is used by not only heroes, but NPCs and villains as well. All characters start with 10 Honor, and depending on the character's social status they gain a +5 to +10 bonus (see page 76).

Honor Points are always awarded at the end of the adventure, and it is up to the Gamemaster to decide how many to give (or take away) from a character.

Honor's Effect

The rising and falling of honor affects the characters in many ways.

A character with Honor 0 suffers -4 TN to all social skills.

A character gaining 10 Honor above their base, gain +1 to social skills.

A character who gains 60 Honor gains some recognition from a lord or ruler. This recognition can be a weapon, medallion, or other item that is valuable.

A character gaining 80 Honor becomes famous due to a song, legend, or tale. In addition there is chance (roll of 1 on a d12) that a foe, upon hearing this tale, begins boasting that they are able to defeat the character. These boasts reach the character, and unless they respond and defeat this foe, they will lose 15 Honor.

A character reaching 100 Honor has become a hero whose deeds are now fodder for epic ballads, songs, tales, and even books. In addition the character gains a +2 to all social skill tests.



Awarding Honor

As mentioned, Honor Points are awarded at the end of each adventure. The following table lists many of the possible actions bringing a character new honor points, or lead to a loss of honor points. Use the following table as a guideline when deciding if a character's action deserves the awarding or reducing of honor points.

Table 7.1: Honor Bonus and Penalties

<i>Action</i>	<i>Award/Penalty</i>
Accept an enemy's surrender	+5
Accused of a crime	-4
Acting socially irresponsible	-2
Asking for a favor	-1
Avenging death of a family member	+5
Banished	-5
Being betrayed by someone you trust	-9
Become a noble	+16
Being captured	-5
Being held prisoner	-10
Betray confidence given to you	-15
Breaking a oath or vow	-8
Committing Treason	-25
Complete a task for NPC with honor greater than 50	+5
Complete a task for NPC with honor greater than 75	+10
Convicted of a crime	-10
Creating an enchanted item	+8
Defeating a family enemy	+3
Defeating a superior opponent	+1
Defeating a monster	+1
Dying heroically	+12
Entering into debt	-3
Fleeing a battle	-10
Fleeing a fight	-6
Forming an alliance with a family or government official	+1
Fulfilling a family debt	+6
Fulfilling a oath	+2
Gaining property	+1
Giving a valuable gift	+1
Granting a favor	+1
Harm a peaceful emissary	-10
Healing, curing or aiding another	+1
Kill a peaceful emissary	-20
Kill a servant, hireling, or henchman in your employ	-9
Killing a prisoner	-2
Leading a unit in a defeat	-2
Leading a unit in victory	+2

Table 7.1: Honor Bonus and Penalties (continued)

<i>Action</i>	<i>Award/Penalty</i>
Losing a birth right	-5
Losing a duel	-3
Losing in a contest	-1
Losing to a weak opponent	-3
Losing your nobility	-30
Marrying into a higher social status	+1
Murdering a family member	-4
Negotiate a peace treaty	+4
Protect a holy shrine	+12
Protect an ally	+6
Provide sanctuary	+8
Public overindulgence of food or drink	-2
Refusing a contest	-2
Redeem the honor of the dishonored	+15
Refusing a duel	-7
Removing a curse	+1
Renounce your lord	-35
Renounce your patron god	-25
Saving a life at the risk of your own	+6
Serve as an ambassador	+1
Serving a powerful lord or ruler	+4
Slay an opponent who surrendered	-25
Slay an unarmed person	-18
Steal an item	-7
Swear an oath and live up to it	+10
Taking a bribe	-1
Victorious against overwhelming odds	+4
Winning a contest	+1
Winning a duel	+3

Family Honor

The actions of a character affect not only their personal honor, but also that of their entire family. For every 10 points of honor your character earns, their family's honor raises by 5 points. Conversely, if a character loses 5 or more honor points for a single action, their family loses honor by 3 points.

Table 8.1: Investment Types

<i>Investment</i>	<i>Return</i>	<i>Bad Year</i>	<i>Normal Year</i>	<i>Great Year</i>	<i>Great Return</i>
Agriculture	5%	1-4	5-8	9-12	10%
Art, Creative	4%	1-3	4-10	11-12	8%
Art, Performance	2%	1-5	6-11	12	4%
Banking	3%	1-5	6-9	10-12	6%
Crafting	5%	1-2	3-11	12	8%
Exploration	10%	1-9	10-11	12	15%
Export, Common	5%	1-2	3-11	10-12	8%
Export, Uncommon	8%	1-3	4-10	11-12	12%
Export, Rare	12%	1-4	5-10	11-12	15%
Export, Exotic	15%	1-5	6-11	12	20%
Guild, Craft	3%	1-3	4-11	12	6%
Guild, Criminal	9%	1-2	3-10	11-12	15%
Guild, Merchant	6%	1-4	5-11	12	12%
Husbandry	4%	1-3	4-10	11-12	8%
Import, Common	5%	1-2	3-11	10-12	8%
Import, Uncommon	8%	1-3	4-10	11-12	12%
Import, Rare	12%	1-4	5-10	11-12	15%
Import, Exotic	15%	1-5	6-11	12	20%
Mining	5%	1-5	6-11	12	10%
Quarry	4%	1-4	5-10	11-12	8%
Tavern	3%	1-2	3-11	12	6%



AT FIRST BLUSH, rules allowing for characters to invest funds in ventures does not sound fun. After all this is a roleplaying game, one steeped in humanistic pulp fantasy, where danger and threats lurk behind every corner: this is not *Investments, Returns & Accountants*, but *Shadow, Sword & Spell*. However, there are archetypes of the heroic merchant figure: one of the prime examples is Rupert Avery, "Roo," from Raymond E. Feist's *Rise of a Merchant Prince*.

Power comes in many forms, and one way for characters to acquire power is through the accumulation of wealth. It is wealth that can raise a beggar out of the gutter, and place them into the realms of power. Some players might have the desire to be a guild leader, and use this position to influence events.

What follows here are simple rules that allow for these type of characters. By allowing characters to invest their funds, they can reap the rewards. These rules also can serve as the impetus for adventures. It is one thing to be the silent partner of a tavern...it is another thing to use this tavern as a front for illicit yet profitable activity.

Before going further, it should go without saying that these rules are just that: rules. By no means do they construe actual financial advice. Using them will not bring you real life wealth. You have been warned.

How to Invest

At its most basic, investing is using your money, and placing it in an venture. This venture, then, brings you a small return, modest gains, or even great means. Investing can just as easily bring you to ruin as well.

To invest you pick a sum of money, and decide on where you would like to invest. The types of investments are found in **Table 8.1**; also found in this table is the rate of return, as well as the chance of the type year the investment has. The returns on an investment is tied in with the domain rules (see *Shadow, Sword & Spell: Expert*, pages 57-73), and the return is checked once per game year. At the start of each year, the character can choose to keep their investment within the investment or cash it out.

Characters can choose to invest in as many ventures as they wish—there is no limit other than the money the character has on hand (or can borrow, if you want to allow that complexity). However, to make all investments worthwhile, a character needs to invest a minimum of at least 100 Crowns in a venture. Anything less is not worth the bookkeeping of the business, nor does it add to funds a business has to draw upon.

Descriptions

Bad Year: The investment did not pan out, and the character has lost the money they have invested. You can choose to reinvest, but the amount invested is doubled from the initial investment. For example, you invest 100 crowns into a tavern, and it has a bad year—reinvestment will cost 200 Crowns.

If you have three bad years in a row in the investment, the investment is considered dead. For example, you have invested in a tavern, and for three straight years, the tavern has a bad year. The tavern closes, and that business is no longer a viable venture.

Normal Year: The investment succeeds, and the character earn a return equal to:

$$\text{Initial Invest} \times \text{Return} = \text{Profit}$$

For example, you invest 100 Crowns in agriculture, and in a normal year you gain a 5% return, or 5 Crowns. Thus the character gains 105 Crowns from their investment.

Great Year: Be it a bumper crop, a great year of business, or other event, the return on your investment is great. For example, you invest 200 Crowns in a venture that sees your character importing rare exotic goods, and in a great year you gain a 20% return, or 40 Crowns. Thus the character gains 240 Crowns from their investment.

Types of Investment

Art, Creative: You have invested in a sculpture, painting, or some type of item that is thought to be of artistic merit.

Art, Performance: You have invested in a opera, play, or performance of some type.

Banking: You have invested in a bank, and you make your money on the bank lending money to others.

Crafting: You have invested in a blacksmith, a wagon maker, or the like.

Exploration: You have invested in a person, or group of people, who are to undertake a voyage to a new land. Examples of this would be investing in a voyage similar in scope to those of Marco Polo, Columbus, or even to the South Pole.

Exports: Exporting is the act of transporting and selling goods from your region, to another region. For example, exporting coffee beans from the south, and selling them in the north. There are four different types of imports – *common*, *uncommon*, *rare*, and *exotic* – which a character can invest in.

Guild, Craft: You have invested in a guild that produces something, be it candles, shoes, leather goods and the like.

Guild, Criminal: You have invested in a guild that specializes in criminal activity. Such activity can be thieving, assassinations, smuggling, or other illicit activities.

Guild, Merchant: Your investment has been made in a bakery, a tailor, or other type of guild that that sells goods.

Imports: Importing is the act of bringing in goods from another region, and selling them within your own region. For example, importing silk from the East. There are four different types of imports – *common*, *uncommon*, *rare*, and *exotic* – which a character can invest in.

Mining: From precious metals, to gems and crystals, mining takes place underground.

Quarry: A quarry is where stone, marble, or other forms of minerals are excavated and used for building or art. A quarry is an open process, unlike mining, where the ground is dug, layer by layer, and the material is removed.

Tavern: This is your classic tavern, inn, or even restaurant.

Gaining XP with Investments

Characters who invest gain an XP award for each year they invest in one or more businesses. A character with multiple investments can only gain a maximum of 5 XP per year. Thus if a character has 2 investments and both have a Great Year, they earn a maximum of 5 XP.

	XP Reward
Normal Year	2XP
Bad Year	1XP
Great Year	3XP



Table 9.1: Wind Strength

Roll	Strength	Day 1	Following Day
2	None	d12	d12-6
3	Calm	d12	d12-4
4	Calm	d12	d12-2
5	Light	d12	d12
6-8	Light	d12	d12
9-10	Light	d12	d12+2
11-12	Moderate	d12	d12+4
13-14	Moderate	d12	d12+4
15-16	Strong	d12	d12+4
17-18	Strong	d12	d12+6
19-20	Gale	d12	d12+6
21-23	Gale	d12	d12+8
24	Storm	d12	-

Table 9.3: Weather Modifications

Wind Strength	Seaworthy Modifier
Calm	+2
Light	+1
Moderate	+0
Gale	-2
Storm	-4

Table 9.2: Wind Direction

Roll	Spring	Summer	Fall	Winter
1	East	Southeast	South	South
2	Southeast	South	Southwest	Southwest
3	South	South	West	Southeast
4	South	Southwest	Northwest	North
5	Southwest	West	West	North
6	West	Northwest	North	Northeast
7	Northwest	West	North	Northeast
8	West	North	Northeast	Northeast
9	North	North	South	Southwest
10	North	Southeast	Southwest	Southwest
11	Southeast	South	Northwest	South
12	Northeast	East	North	Northwest

**Table 9.4: Time to Refloat Ship**

Marshy Coast	Refloat d12/2 days
Sandy Coast	Refloat 12 days
Reef	Refloat 2d12 days if fixed flounder 1d12 days if not fixed
Rocky Coast	Sinks

LIFE UPON THE OCEAN.

Movement at sea is similar to movement on land. Unlike land movement, however, as long as the wind blows or rowing continues, there is no stopping a ship at sea. Refer to **Table 2.7** of *Shadow, Sword & Spell: Expert* for the number of miles a ship moves each day.

Weather affects a ship: it either aids or hinders movement. If the wind blows in your favor, you find yourself having a easy time, and the travel time reduced. If you sail into a headwind, you'll find the going slower. When a sudden storm strikes, this might spell doom for the ship and all onboard.

Wind plays an important role in not only combat, but travel. Wind has two facets: direction and strength. This is determined by the Gamemaster at the start of each voyage, or at the start of combat.

Table 9.1 is easy to understand. At the start of combat, or the journey, roll 2d12 to get the strength of the wind. This also gives you the die to roll to determine the direction. For every day after the first day, use the indicated die to check the new wind direction (**Table 9.2**).

For the most part wind direction does not play a major role unless the GM wants it to. By that, if you want the wind blowing north, it does. As an option the wind direction makes movement more challenging. For example, sailing into the wind reduces your movement by half, and the reason for this is that the ship must make tacks into the wind. Sailing with the wind to your back doubles the ship's speed, while having the wind blow from the port or starboard side has your speed remain constant.

Weather

All ships have a new rating: Seaworthy. The higher the rating, the better the ship is in weather.

Seaworthy tests are made when the weather or water call for it. To make a Seaworthy test, roll 2d12 opposed against the ship's seaworthiness. If the check is equal to or lower, the test succeeds. In addition the test is modified by the weather the ship is experiencing. For example, you are sailing on calm waters onboard a longboat, with a Seaworthy rating of 14. Due to the calm winds +2 is added, giving the longboat a total of 16. You roll 2d12 for a 13, so the longboat has no issues with sailing. Now, let's say the longboat is sailing into a storm, the Seaworthy is modified to a 10 (14 - 4). You roll 2d12 and get a 16, and your vessel begins to founder.

When weather comes into play two outcomes exist for a ship: Foundering and Grounding.

Foundering

This is when the ship takes on too much water and begins sinking. The rate a ship sinks is a number of Rounds equal to the ship's seaworthiness. If a larger ship has smaller vessels onboard, these are useable for lifeboats. If not, then everyone on board must take their chances in the water.

Grounding

Grounding is when a ship strikes rocks, a reef, shoal, or other geographic coastal feature and breaks apart. To see if a ship has been grounded, this should be checked any time a ship is sailing in shallow waters or near a hazard. To see if a ship is grounded, a Seaworthy Test or skill check (whichever is lower) is made. Failure means that the ship is grounded, and depending on the situation, the effect on the ship differs.

Ship Armament

Typically larger ships choose to arm themselves, and they do so in order to protect themselves from attack. In the past, some captains have tried, with varying degrees of success, to use standard siege and artillery pieces retro fitted for their ships. Lately, however, shipbuilders in the League of Merchants have been creating weapons suited for ocean vessels. Based on the full sized versions, these smaller versions are perfectly suited for ship use.

Table 9.5: Ship Weapons

Weapon	Crew	Damage to Ships	Damage to Creatures	Range	RoF	Cost ¹
Arbalest	1	1d12/3	2(20)	5/10/20	3/1	150
Ballista, Vessel	2	1d12/2	3(30)	8/16/24	2/1	200
Catapult, Vessel	3	1d12+6	4(40)	-/-/40	2/1	250
Fire-thrower	4	1d12	8(90)	7/14/21	1/1	900
Mangonel	3	1d12+4	3(30)	6/12/24	2/1	150

Note:

¹ All figures are listed in Crowns (SC). See *Shadow, Sword & Spell: Basic* pages 54-5 for more information

Descriptions

Arbalest: This is a larger, much heavier version of a crossbow. Unlike the smaller version, arbalests are mounted on a ship rail or gunwale and used to pick off enemy sailors or marines during engagements.

Ballista, Vessel: Unlike the larger versions, vessel ballistae fire a lead ball used to damage hulls, rigging, and cause havoc on enemy decks. These weapons are deadly when used against light vessels, but larger ones tend to shrug off ballista hits.

Catapult: This is a much smaller version of the land model, but still takes up a lot of deck space and can only be mounted on ships with hulls equal to 7 or higher. Unlike ballistae, catapults are not accurate. What they lack in accuracy, they make up in damage potential. Shooting stones of 30 lbs., these weapons are used to sink smaller craft, or damage the hulls of much larger vessels.

Fire-thrower: Call it *Greek Fire*, call it a flame thrower...whatever you do, just be careful with it. This weapon shoots a stream of burning pitch capable of engulfing enemy and friendly ship alike. Only one of these weapons can be mounted on a ship, due to their size and weight. Any hit a ship takes that carries this weapon has a chance of harming it and causing it to explode. Ship captains must make a Navigation test, with failure having the weapon explode causing DV 8(90) to everyone in a 50-foot radius and immediately causing the ship to burn. The ship burns for a number of minutes equal to twice its Hull, and then sinking once the burning is done.

Mangonel: A smaller version of a catapult used to target a ship's crew. Ships with hulls greater than 5 are able to mount one, while ships with hulls greater than 7 are able to mount at least two.

Maintenance

Maintaining one ship, let alone a fleet, costs money, depending on the ship type. Refer to **Table 9.6** to see what the monthly maintenance cost is. This cost must be paid every month, and it includes both crew pay, supplies, and any money needed to keep the ship afloat. For heroes owning more than one ship, they must meet these maintenance cost for all ships. Failing to pay maintenance will profoundly affect the performance of the ship and the morale of its crew (see page 53 of *Shadow, Sword & Spell: Basic*).



Ocean Combat

Ship Stats

All ships, regardless of type, have the same stats. No matter how big or small they are, they all have a few things in common.

Cost

How much it costs to buy the ship.

Passengers (P)

This represents how many non-crew can sail on board.

Crew

The Crew represents how many people it takes to operate the ship.

Seaworthy (Sea)

How the ship performs at sea, the higher the number, the more capable the ship is on the open water.

Hull (H)

All ships have a Hull rating, which represents both its construction and size.

Repair (R)

Repair represents the ability to repair the ship during combat. The number listed is the multiplier used for the degrees of success obtained from a repair test. See below for more information on repairs.

Maintenance (Mt.)

How much it costs every month to keep the ship sailing.

Miles/Day (M/D)

How many miles the ship can sail in a given day. This number is an estimate and assumes that conditions are perfect. The Gamemaster may decide to modify this based on a number of factors.

Move (M)

All ships have Move, which represents how many spans the ship moves each Round. Thus if your ship has a Move 6, your ship can move forward six spans. For more on movement, see below.

The following table should look familiar, it is the same one found in *Shadow, Sword & Spell: Expert* (see page 43). The only difference between the two is the addition of the Seaworthy rating.

Table 9.6: Ship Types

Ship	Cost ¹	P	Crew	Sea	Hull	R	Mt. ¹	M/D	M
Barge	500	2	2/8 Rowers	10	15	2	250	36	3
Brigantine	35,000	12	25	17	30	6	17,500	80	8
Canoe	30	-	2	2	5	1	15	18	1
Carval	30,000	20	40	16	25	4	15,000	80	8
Cog	10,000	12	25	8	25	6	5,000	65	5
Dhow	15,000	4	12	12	20	6	7,500	65	6
Fluyt	35,000	6	50	13	20	7	17,500	85	8
Galleon	50,000	15	100	16	40	8	25,000	75	9
Galley	25,000	100	10/50 Rowers	15	22	5	12,500	90	9
Junk	50,000	10	25	12	25	5	25,000	70	5
Longboat	15,000	150	75	14	20	6	7,500	85	8
Outrigger	75	-	10	8	10	2	500	18	2
Rowing Boat	1,000	1	6	8	6	1	50	18	2
Skiff	15,000	2	9	10	10	5	7,500	85	8
Sloop	15,000	2	15	12	16	5	7,000	72	6
Xebec	45,000	13	117	12	16	7	22,500	75	7

Note:

¹ All figures are listed in Crowns (SC). See *Shadow, Sword & Spell: Basic* pages 54-5 for more information

Descriptions

Barge: Flat-bottomed vessels, barges are designed for canal and river travel. They are designed to transport cargo or people. Due to their construction these are very slow moving boats that have very poor maneuverability.

Brigantine: A large ship designed for speed, and can be used easily as either a warship or cargo ship.

Canoe: These simple boats are designed for lake and river travel, and typically used by explorers.

Caravel: A small three-masted ship with the masts increasing in size from prow to stern. The ship can use either lateen or square sails. This was the most popular sailing ship well into the 17th century.

Cog: Possessing rounded high sides, a flat bottom, and rounded bilge, this ship was very difficult to maneuver, as well as very unsteady in rough waters. Possessing a single square sail, this ship was common in the 13th to 15th century.

Dhow: This was used primarily in East Africa, India and the Arabian peninsula. A single mast ship, it used lateen sails. For its size it could sail with a small crew.

Fluyt: This three masted ship was used by the Dutch in the 17th century. Its box like hull and narrow high stern allowed it to carry a lot of cargo, and sail with a relatively small crew.

Galleon: A large three to four masted ship with multi level decks. This ship was used from the 16th to 18th century and grew out of the caravel. The galleon is a large ship, and what it lacks in speed it makes up in size, strength, durability, and seaworthiness.

Galley: Common to both ancient Greece and Rome, the galley was commonly propelled by banks of oars. The ship possessed a single mast, the sail was used for extra speed. The hallmark of these ships was their size and weight which allowed for a ram to be installed on the prow.

Junk: A Chinese sailing vessel with sails that open and close very much like a fan.

Longboat: Also known as longships and knorr, the longboat has both a sail and oars. The oars were used for docking as well as keeping the ship pointing in the wind. The rounded bottom, and strong keel makes the ship steady in the high seas, as well as steady during all but the harshest of storms.

Outrigger: A canoe with a smaller hull attached via batons, outriggers are more ocean worthy then their smaller counterparts. This boats have a single mast, and employ both a square sail and oars.

Rowing Boat: Also called whaleboats or dinghies, a rowing boat is a small boat propelled solely by rowing.

Skiff: A single masted vessel that is a lighter and more maneuverable version of a sloop, capable of either shallow or deep water sailing.



Sloop: A single-masted vessel built more sturdy and heavier than a skiff, and what it gives up in speed, it makes up for with a strong hull. Like the skiff, sloops can also sail in shallow water.

Xebec: Used by the Pirates of the Barbary Coast, this ship was a common sight on the Mediterranean Sea circa 1650 and 1820. The ship was three masted, and rigged with three lateen sails.

Rounds, Spans and Fighting Range

There are three important terms in ocean combat; they are the Round, the span and fighting range.

Round

As in personal combat, the length of a Round is arbitrary but is comparatively longer, lasting approximately 3-6 minutes. This better reflects the pace of ship combat and the distances and speeds involved.

Span

The span is the basic unit of distance in ship combat, intended to simplify both movement and combat. A span is approximately equal to 30 feet.

Fighting Range

A ship engages in combat when within fighting range of an opponent, which is 12 spans (360 feet). Any ship moving more than 12 spans away from its opponent is considered to have fled combat and safely escapes, should its navigator wish to do so. The ship is able to be pursued per the Chase rules found on page 105 of this book and as soon as they get within 12 Spans, combat resumes.

Combat

Ship combat proceeds in Rounds and each Round has two stages, movement and engagement. Once the movement of all ships has been taken care of, vessels may engage each other with weapons. Although played sequentially, any damage resulting from combat is assessed and applied simultaneously by all participants at the end of the Round. Prior to the first Round of ship combat, an Initiative Rating is calculated for each participant, just as it is for personal combat.

Initiative

Initiative is determined on a per ship basis with the ship's captain rolling to determine the Initiative Rating. The formula for the roll is similar to the one used in personal combat:

1D12 + [(Quickness + Wits) ÷ 2 (rounded down)] ± modifiers = Initiative Rating

Modifiers are imposed by the Gamemaster to account for things such as

surprise or environmental factors, such as tides, storms, no wind, and the like. If one or more players get the same result, re-roll for initiative.

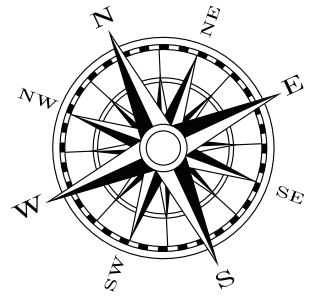
Once the Initiative order is determined it remains fixed throughout the combat. A player may choose to delay to a later point, and this then becomes the ship's new Initiative rating. As an option, you can have initiative rolled every round. Doing so slows combat down, but it makes the combat more significantly tactical and interesting.

Movement

Each ship moves in reverse Initiative Rating order: the lowest-rated ship goes first followed by the next lowest and so on. This gives higher-rated ships the advantage of knowing how their opponents move, helping them to shape the battle to their own ends.

A ship's Move Rating defines how many spans it can alter its speed within a Round. A ship with Move 4 can change speed anywhere from 0 to 4 spans during that combat turn.

The movement cost for a ship to turn is 1 Move for every compass point; the ship's Turn rating defines the limit to the number of turns which can be made in a Round. For example, a ship with a Turn rating of 3 would spend 3 Move in order to "pay" for the three turns it made.



There are two things to keep in mind with regard to ship movement. First, a ship's direction of travel and how it is oriented have no bearing on each other. A ship may turn freely around its center of mass in any direction (in fact a Round is sufficiently long that it could do so multiple times). This enables a ship to potentially bring all of its weapons to bear during each combat turn. Therefore there are no such things as "firing arcs" in *Shadow, Sword & Spell*. Second, a ship that begins a Round at rest may freely choose which direction it moves in at no cost in Move.

Obstacles and Line of Sight

The purpose of this rules is to make ocean combat streamlined and easy. However, all ocean combat does not take place on a flat ocean, where every sea captain is able to see where their enemies are. Unless you are sailing and fighting upon the open seas, you have to deal with such things as islands and reefs. It is very easy to take the concepts of obstacles, and make combat difficult. I have resisted that urge.

Islands

Besides being a place for settlements and resources, islands are an effective obstacle for a ship to hide behind. A ship of any size, which is behind an island is considered to be out of combat, due to the opponent being unable

to see them. If your ship sails out from behind an island, or if your opponent sails around it and spots you, the effect of hiding behind an island is nullified.

Another advantage of islands, is that they serve as a perfect hiding spot to spring sneak attacks. To launch a sneak attack, a ship must be behind an island for at least one turn. The ship can be moving toward it, or at anchor behind it. The key is to use the island as a blocking screen. Sailing out from behind the island, and entering into combat range, the ship gains a +2 TN for all actions in the next Round.

Reefs

A reef is a strip or ridge of rocks, sand, coral, or anything else that rises to or near the surface of a body of water. Any ship with a Hull of 10 or less, can sail over a reef, and doing so reduces their move by half. A Ship with a Hull greater than 10 must automatically make a Grounding Test (see above).

Reefs are difficult to spot, and this is due to the nature of them. Most reefs, lie just below the water's surface, and unless a navigator knows of their exact location, the chance to strike one is great. To spot a reef, a navigator or lookout, must be actively searching the water, and the ship must be moving at least half-speed. If this is the case then an Observe test (-2) must be made, and success having the reef be spotted. A ship that is moving at full speed, can still spot for reefs, but it is difficult. As a result the Observe test suffers a -4 penalty.

Fog and Smoke

Fog and smoke when encountered at sea can make line of sight a challenge. In the case of fog, it is very difficult to avoid, in that it fills an area and totally engulfs everything within it. When sailing into fog, or trying to target a ship in the fog, all tests suffer a -4 penalty. Smoke on the other hand, is produced from fire, and the typical source for smoke is from a burning ship. Smoke offers some challenges as an obstacle and as a result all tests have a -2 penalty, when trying to see through, or target an enemy through smoke.

Combat Between Multiple Ships

All combat within a Round is conducted between ships one at a time. Even if multiple ships are present on one or both sides, combat is always handled one-on-one. A ship may freely divide its fire between targets however it sees fit, subject to the limits on weapons fire given in the section above.

Ramming

Ships equipped with a ram are able to damage not only larger sea creatures, but other ships as well. The ram size is based on the ship it goes on, and depending on the ship's Hull Points,

Table 9.7: Ram Damage

Ram	Damage to Ships	Damage to Creatures
Small	1d12/3	2(24)
Medium	1d12/2	3(36)
Large	1d12	4(48)

only certain rams are useable. To ram a ship, the attacker must bring their bow into contact with the other ship or large creature.

To ram, the ship's navigator must make a successful Navigation test, with success indicating they successfully rammed and causes damage, depending on the size of the ram.

Once a ship executes a ramming maneuver, the crew is able to initiate a grapple, with success having them begin boarding immediately the next Round.

Boarding and Grappling

Ships within 4 spans or less are able to grapple. Every Round roll a d12, and if the result is 1-4 the grapple is successful. If the result is 5-12, the opposing crew repelled the attempt. If both ships attempt to grapple, there is no need to roll to see if it is successful, the grapple is automatic. The reason behind this is since both crews are busy performing the grapple, no one is working to repeal it.

Once a ship is grappled, boarding takes place, and combat is handled like all hand-to-hand combat. Characters boarding an opposing ship, suffer a -2 TN to all Tests during the Round it takes to board. Once on the other deck, the penalty is gone.

Running Hand-to-Hand Combat on Ship

Once two ships are grappled and join, combat between both ship's crew take place. Depending on the number of the crew involved, combat can be easy, or difficult. The reason for this is due to the possible number of crew involved. The best and easiest way to run combat like this, is by using the Mass Combat rules found in Shadow, Sword & Spell: Expert. By statting out the crew in the manner described there, you can quickly run the combat.

Hitting a Target

Combat proceeds in Initiative Rating order from the highest-rated ship to the lowest. In order to determine whether or not a hit is obtained in combat, a Artillery test is performed for each weapon fired. The Artillery test is calculated as follows:

The gunner's Artillery TN – weapon range modifiers + any successes from the attacking captain's Navigation test ± GM-imposed modifiers – any successes from the defending pilot's Navigation test

Range

All weapons have a range which is listed in a number of spans. Ranges are short, medium, and long. If a target falls outside of a weapon's range, that weapon is unable to hit the target. Weapons might have different distances for each range band, but the penalties are all the same.

Table 9.8: Range Modifiers

Range	Modifier
Short	+0
Medium	-1
Long	-2

I hear the question, “How do you account for weapon range, when spans are used?” Remember from above one span equals 20 feet this applies to ranged weapons, as well as flying combatants. Weapons might have different distances for each range band, but the penalties are all the same.

So how does this work? You are on a ship, and attempting to hit a opponent on the deck of another ship. The opponent is 9 spans away, or 180 feet. Looking at the range of a longbow, 180 feet would put you at Medium Range from your opponent.

Missile Combat

Ships and their crews are able to fire upon each other when they come within range. Artillery weapons cause damage to ships and do their full damage to ship and crew. Hand-held missile weapons like bows and crossbows can harm crew, but cause no damage to a ship. What about flaming arrows? See page 72 of *Shadow, Sword & Spell: Basic* for details.

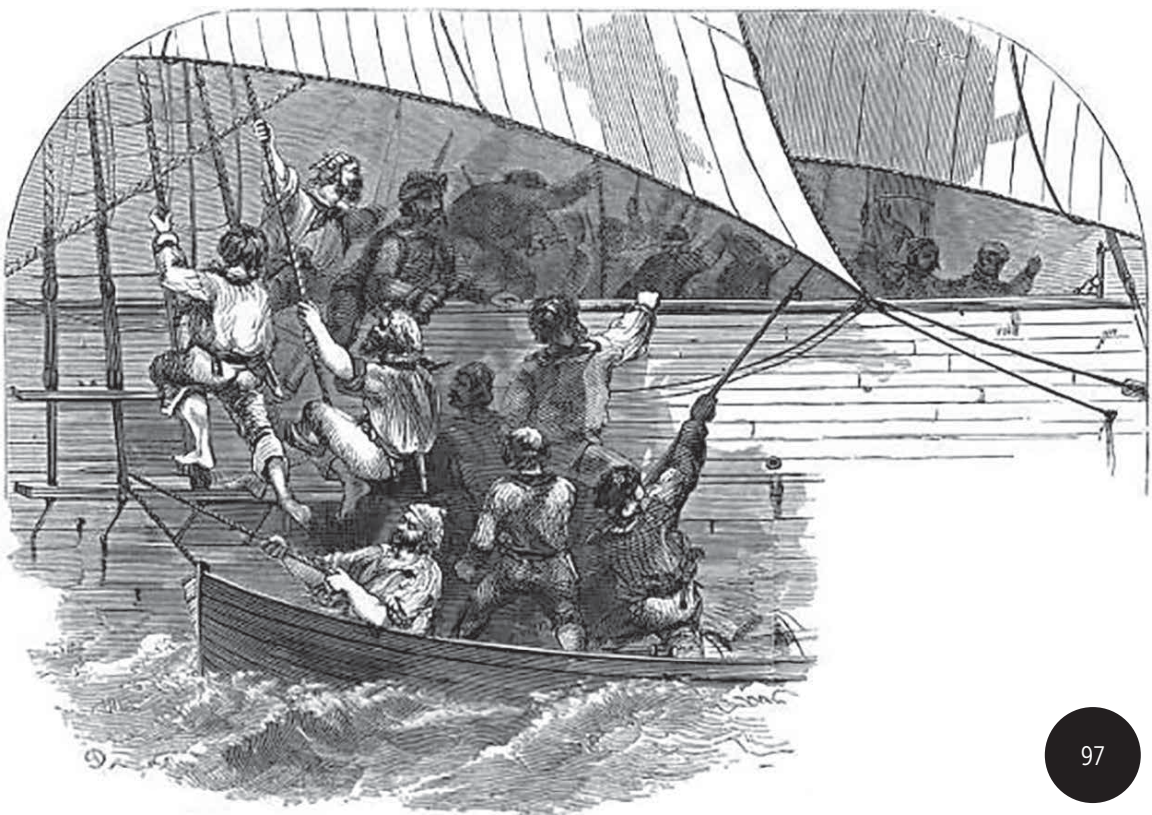
Table 9.9: Missile Modifiers

Firing from steady deck +0

Firing from a rolling deck -2

Navigation Test

Navigators of both ships in a combat have an opportunity to use their navigation skill to influence the outcome of the attacks to follow. An opposed navigation test is conducted. The winner of the test has the number of successes he earned reduced by the number of any successes from his opponent. If any successes remain, they form a pool that the owner of the



ship can draw upon to affect the outcome of the Artillery tests to follow. Any number of points may be drawn from the pool and applied to tests but their use must be declared before the test is rolled. Any successes remaining in the pool at the end of the current combat are lost. For example, the pilot of the attacking ship gets 4 successes from his Navigation test while the defender earns 6 successes. The defending pilot wins, subtracts the attacking pilot's successes from his own, yielding two successes which can be applied to Artillery tests for this combat. Another opposed Piloting test is conducted when the attacker becomes the defender and vice versa later in the Round.

Damage

A successful hit damages a ship's hull. To determine the damage a weapon does, consult the weapon table to find its Damage Value (see Ship Armament). The amount of damage a weapon does is determined exactly like personal weapons: the degrees of success the gunner obtains on his attack roll is multiplied by the DV to determine the amount of damage inflicted on the enemy ship. Keep in mind that damage done by linked weapons is doubled.

When a ship's Hull rating is reduced to 0, the ship is considered disabled and begins taking on water as well as floundering. Not all ships have lifeboats or rafts. Unless there are compelling game or story reasons to assume otherwise, the Gamemaster should allow characters to escape a disabled and sinking ship without much concern. After all, being cast adrift at sea and possibly marooned on a nearby deserted island is vastly more interesting than sinking to the dark briny depths of the ocean. Remember that all damage is applied at the end of the Round, so technically a ship which has suffered fatal damage can still finish out that Round of combat.

Unless otherwise stated, giant sea creatures and magic inflict 1 point of Hull Damage for every 4 points of normal damage.

Every 4 points of hull damage reduces the ship's speed by $\frac{1}{4}$. This reduction in speed lasts until the ship is able to return to a port and be repaired. When a ship loses 75% of their hull points it is dead in the water, and cannot move until repairs are made. Once a ship has no hull points, the ship sinks.

Repairs

Each ship has a Repair rating. Each Round, the ship's carpenter or crew may make a Repair test. If successful, he multiplies the degrees of success by the Repair Rating to determine how many Hull points he may repair that Round.

A ship's crew is able to make makeshift repairs while at sea, up to a maximum of half the ship's hull points. Four or more crew must be assigned to this, and it takes 1 hour to repair one point of hull damage. These repairs are not permanent, lasting only for 2d12 days, and after that time the damage happens again. Permanent and repairs up to full point totals can only be performed in a port.

Visualizing Ship Combat

The rules for ship combat are such that they can easily be run at the table, with out the needs of markers or miniatures. Much like the Mass Combat rules found in *Shadow, Sword & Spell: Expert* (see pages 127-135), ship combat is designed to be less tactical. It is designed to be part of the action, not the entire game; in this role, I believe it succeeds greatly. Numerous ship combats have been conducted by myself and many other Gamemasters without a hitch. However, sometimes, you might want to make things a little more visual—using the two-dimensional models found at the back of this book will greatly facilitate this, if you so desire.

Ship Cards

At the back of the book you will see a number of ship cards. Each card represents one ship, and is designed to lay on the table and serve as a visual representation of your ship in combat, much like a miniature would in regular combat. Each card is exactly 1 span long, and thus, you move the card the number of spans your ship is able to move. All stats and other information needed about the ship are printed on the card. You can download a PDF of the ship cards from the **Rogue Games** website (www.rogue-games.net), as well as photocopy the ones found in the back of the book.

Movement Card

To make movement easier, there are a number of movement cards found at the back of the book. These cards are 1 span long, and you can use them in conjunction with the ship cards. The movement card is your ruler. Place one end at the front of the ship card, and this equals one span distance; you continue doing so until you are done moving. The movement card is also useful to figuring out the distance between ships for the purpose of combat.





PEGASUS-MOUNTED WARRIORS.

Roc mounted knights battling dragons in the clouds.

Two swordsmen chasing each other through the spires of a teaming desert city while riding flying carpets.

One of the staples of fantasy literature, especially high fantasy, is aerial combat. Aerial combat has some commonalities with ocean combat, but with a few slight changes and additions.

Rounds, Spans and Fighting Range

There are three important terms in aerial combat: they are the Round, the span, and fighting range.

Round

As in personal combat and oceanic combat, the length of a Round is arbitrary.

Span

As is the case in oceanic combat, the span is the basic unit of distance in air combat. Its use is intended to simplify both movement and combat by eliminating the need to deal in distances ranging into hundreds of feet. Like oceanic combat, 1 span equals 30 feet. Thus a creature that is able to fly 80 feet a Round, it can fly 2 spans in an aerial combat Round ($80 \div 30 = 2.6$ or 2, per page 25 of *Shadow, Sword & Spell: Basic*, all fractions are always rounded down.)

Fighting Range

Aerial combatants engage in combat only when within fighting range of an opponent, which is 12 spans (360 feet). Any combatant moving more than 12 spans away from its opponents is considered to have fled the combat and may safely escape should the combatant wish to do so. The opponent is able to be pursued per the Chase rules found on page 105 of this book, and as soon as they get within 12 Spans, combat resumes.

Combat

Aerial combat proceeds in Rounds and each Round has two stages: movement and engagement. Once the movement of all combatants has been completed, they may engage each other with weapons. Although played sequentially, any damage resulting from combat is assessed and applied simultaneously by all participants at the end of the Round. Prior to the first Round of combat, an Initiative Rating is calculated for each participant, just as it is for personal combat. When two objects are at 0 Spans, they are locked in hand-to-hand combat, and unless they break away, they will begin to plummet.

Initiative

Initiative is determined just like it is in personal combat. The formula for the roll is similar to the one used in personal combat:

1D12 + [(Quickness + Wits) ÷ 2 (rounded down)] ± modifiers = Initiative Rating

Modifiers are imposed by the GM to account for things such as surprise or environmental factors, such as might exist in the upper atmosphere of a gas giant. If one or more players get the same result, re roll for initiative.

Once the Initiative order is determined it remains fixed throughout the combat. A player may choose to delay to a later point, and this then becomes the combatant's new Initiative rating. As an option, you can have initiative rolled every round. Doing so slows combat down, but it makes the combat more significantly tactical and interesting.

Movement

Unlike combat taking place on the ground, or ocean, the air allows for three-dimensional movement; not only forward or backward, but up and down as well. To represent this vertical movement, two 12-sided dice of different colors are used. One die represents "Up," and the other represents "Down."

Each combatant moves in reverse Initiative Rating order; the combatant goes first followed by the next lowest and so on. This gives higher-rated combatants the advantage of knowing how their opponents move, helping them to shape the battle to their own ends.

Vertical movement uses the same basic rules as horizontal movement. You can maneuver up and down by spans based on the current move value and move rating to do so. The vertical distance between combatants is included in any calculation of fighting range. For example, if two combatants are only 2 spans apart horizontally but one is "Up" 6 and the other "Down" 5, then they are 13 Spans away from each other and no longer within fighting range.

A combatant uses any combination of its move rating to alter its position vertically and/or horizontally. However, any move value carried over from the previous Round is retained as forward motion and cannot be applied to climbing, diving, or turning. The difference between a combatant's current move value and any move rating used is applied as forward motion in the existing direction of flight. An example of this is a combatant moving 6 spans per Round at the start of the Round which possesses a move rating of 4. Changing direction by 4 spans but still must move forward 2 spans first due to the speed "left over" from the previous Round.

There are two things to keep in mind with regard to flight. First, a flyer's direction of travel and how it is oriented have no bearing on each other. A combatant may turn freely around its center of mass in any, or even all, of its three axes as it maneuvers (in fact a Round is sufficiently long that it could

do so multiple times). This enables a combatant to potentially face their attackers each combat turn. Therefore there is no such thing as “firing arcs” in *Shadow, Sword & Spell*. Second, a combatant beginning a Round at “rest” may freely choose which direction it moves in at no cost in move.

Melee Weapon Usage

Depending on the means of flight certain melees weapons are not usable in aerial combat.

Table 10.1 Weapon Restrictions

Character flying by magical means	Melee Weapons
Mount has magical flight (e.g., flying carpet)	Ranged, one-handed melee weapons, pole arms, spears
Mount has wings	Only use one-handed weapons

Range

All weapons have a range. Ranges are short, medium, and long. If a target falls outside of a weapon’s range, that weapon is unable to hit the target.

As with oceanic combat, the question arises: “How do you account for weapon range, when spans are used?” Remember from above one span equals 20 feet this applies to ranged weapons, as well as flying combatants. Weapons might have different distances for each range band, but the penalties are all the same.

So how does this work? You are on a flying carpet, and attempting to hit a opponent on another flying carpet. Your opponent is 9 spans away, or 180 feet. Looking at the range of a longbow, 180 feet puts you at medium range, thus your opponent is at medium range.

Missile and Ranged Weapons

Using ranged and missile weapons are possible in aerial combat, but the use of them depends on the means of flight and if the platform is steady. In the case of flight a platform would be considered a flying carpet, flying boat, flying chariot and the like. Firing missile weapons from a mount with wings, such as a dragon, roc, pegasus, and the like is also assessed a penalty. Refer to **Table 10.3** for details.

Table 10.2: Range Modifiers

Range	Modifier
Short	+0
Medium	1
Long	-2

Bombardment

Rocks and other heavy objects can be dropped from mounts or platforms at a height of 300 feet or less. Dropped objects cause 20 Damage within a 20-foot radius. To hit requires a successful Artillery skill test.



Swoop

Similar to charge, but useable by only flying creatures, a Swoop is an all-out move and attack allowing a Character to quickly move into hand-to-hand combat range. In addition, charging negates the range modifiers listed in **Table 5:1** in *Shadow, Sword & Spell: Basic* (see page 63), due to the character swooping.

Swooping counts as an action, and doing so, gives the character a cumulative +1 Bonus in the actual first Round of combat depending on the distance spanned. Thus, a character swooping from short to hand-to-hand combat range gains a +1, while swooping from long to hand-to-hand combat Range gains a +3. While a character swoops, she is unable to defend. On the next Round after the swoop, the character suffers a -2 penalty in that Round of combat as they recover from their action.

Table 10.3: Missile Modifiers

Firing from a flying carpet	-1
Firing from a flying broom	-2
Firing from a flying ship, or a basket attached to a ballon	-1
Firing from a Mount, Size 1 to 2	-4
Firing from a Mount, Size 3 to 4	-3
Firing from a mount, Size 4 or greater	-2

Chases

With the introduction of the span concept, it is very easy for Gamemasters to conduct chase scenes between characters and their opponents. Chases are very easy to run, and at their essence, are nothing more than an Opposed Test. Added to this test are spans.

All characters are able to move a number of spans equal to their Quickness/3. Once a distance greater than 12 spans is reached, the chase is over and the one being chased gets away.

For example, your character is running from a guard. Make an Athletics Test versus the guard's Athletics skill. Your Quickness is 9 (allowing you run 90 feet/Round or 3 spans) to and your Athletics is 9, giving you a 18 TN. The guards have Quickness 7 (allowing them to move 70 feet/Round or 2 spans) and Athletics 6, giving them a 13 TN.

You roll 2d12 and get 11, while the guard rolls 2d12 and get 18. You win and you pull ahead 3 spans.

The second Round you roll 24, and the guard rolls 10. Because you have a Dramatic Failure, the Gamemaster decides that your character trips and falls to the ground. The guard, because he won that test, pull up 2 spans.

Chases take place as long as the Spans are 12 or less. As soon as the distance becomes greater than 12, the chase is over. Conversely, as soon as the spans become 0, it means the pursuers have caught up to the pursued.

Staredown

Two swordsmen stand, facing each other. The world stops, as they stare intently at each other. They stand, making no move. Their hands tighten around their weapons, Their eyes pierce one another. searching for some chink in their opponents armor.

Suddenly.

One.

Blinks.

Flinches.

In a sudden rush of movement the opponent bows his head. Defeated, he turns and walks away, while the other smiles—he has won and so grows his legend.

A classic of fiction, especially samurai fiction, the staredown is a type of combat that tests the will of two combatants, where the loser is the one to first swing their sword.

To perform a staredown, two combatants must be within 10 feet of each other, and must spend a Round doing nothing but staring at their opponent. If either moves, or are moved, the staredown ends.



After the one Round, both combatants make a Will test: with whoever wins, causes the other to lose. If both succeed, compare the degrees of success, and whoever has the higher, wins. If a tie happens, both combatants continue their staredown until there is a clear winner.

The winner of the duel gains a Action Point. If the Honor option (see page 79) is used the winner gains 2 points of Honor. If Social Status (see page 76) is used they earn +2 points as well.

So what happens to the loser of the staredown? They retreat from the combat, chastened, and lose 1 Action Point. If Honor is being used, they lose 2 Honor in addition to the Action Point, and -2 points if Social Status is being used. There is nothing preventing the loser of the staredown from attacking the winner, but the ramifications to their Honor and Social Status is great, losing 5 points from each because of the great social *faux pas* involved; Action Points are reduced by half as well.



New Combat Modifiers

What follows are new modifiers which easily can be added to any existing game. These modifiers join the current options, like *Cleave*, found in *Shadow, Sword & Spell: Basic*. Gamemasters should look them over to decide which ones they want to use, and which ones they might want to think about before letting into their game.

Bull Rush

You are only able to bull rush a single opponent and they must be your size or smaller. Doing this requires a opposed Might test, with success having you push your opponent straight backward out of hand to hand combat. With the opponent out of hand to hand combat, they are unable to engage in melee attacks until they close in again.

Dirty Fighting

From punching below the belt, to throwing dirt in an opponent's eyes, dirty fighting is frowned upon by most. Still, those who employ this tactic do not care, because for them, all is fair when fighting for your life.

As an action you can choose to do one of the following, and the result is found in the table below. To perform a dirty trick, you give up your action, and the opponent is still able to defend. If they fail their attempt to defend, they suffer from the effects of the dirty tactic.

Table 11.1: Dirty Fighting Maneuvers

<i>Dirty Trick</i>	<i>Effect</i>
Eye Gouge	Blinded 2 Round (4 Rounds Dramatic Success) -1 TN to all tests
Groin Kick/Punch	Unable to act next Round (next two Rounds for Dramatic Success)
Tripping	Opponent knocked prone, unable to act for next two Rounds (4 Rounds for Dramatic Success)
Boxing Ears	Stun opponent for 1 Round, -2 TN (-4 for Dramatic Success) for next Round
Blinding with sand or dirt	-4 TN all Test for 2 Rounds (4 Rounds Dramatic Success)

Disarm

You are able to disarm one opponent of one weapon as an action. To do this requires a successful opposed Quickness. In the case of a tie (e.g., both succeed their Quickness test) compare the degrees of success; if your character's is greater, then your opponent is disarmed. If your opponent's degrees of success is greater, they keep their weapon.

Feint

This maneuver allows you to bluff your opponent into thinking you are making an attack. This counts as an action and a successful Will test has your opponent suffer a -2 to Defend in the next Round (-4 with Dramatic Success).

Hug

This allows the character to damage an opponent by squeezing or hugging them. To use this ability, the character must make a successful Brawl test to grab their opponent. Those trapped can try to break free by making a successful opposed Might test. For every Round trapped in the hug or grip of the character, the opponent suffers a cumulative -1 to the test. For example, if the opponent has been in the hug for 3 Rounds he would suffer a -3 to the test. The damage from this ability is equal to the character's Might + Vigor.

Shield Bash

Your character is able to use their shield as a makeshift weapon. To do this they must forgo their Defend Bonus that Round, and make a Melee Test. Success has them bashing their opponent, causing damage equal to the character's Might.

Shield Charge

This maneuver is typically employed when the character is moving into hand-to-hand combat range. A successful melee test has the character quickly move in, using their shield as a makeshift battering ram. The damage for this is DV 1(12), DV 2(24) for a Dramatic Success. If used in this manner, the shield cannot be used to aid in defense for 2 Rounds (1 Round for Dramatic Success). The reason is that the character needs to reset themselves, and get back into a proper fighting style. Failing to use the shield as a ram, the character suffers a -2 TN for all defense for 2 Rounds, a Dramatic Failure has them suffer a -4 TN for 4 Rounds.

Steal

You are able to steal an object from an opponent as an action as long as you have a free hand. You must indicate what object you want to take before the test made. To steal an item requires a opposed Quickness test, with success having you grab the item. Depending on the location of the item, this Quickness test has a penalty assessed to it.

Table 11.2: Stealing

Item Location	Penalty
Tucked in belt or boot	-
Worn around neck	-
Fastened (broach, hat)	-1
Sheathed	-2





BKM 2005

FOR SHADOW, SWORD & SPELL, the concept of martial arts is rolled into the broad skill of Brawl. For the majority of games, this broad generic skill allows Gamemasters and players to define exactly what the fighting style is. However, some gamemasters and players might want something more detailed. The following system is easy enough to integrate into any game, and takes the approach familiar to **12^o** ease of use.

The martial arts system presented here allows a Gamemaster to create martial art styles in any form they choose. Players who want to have a character skilled in the martial arts have many options in creating a fighting style suited for their tastes or character concept.

Learning Martial Arts

Martial arts are learned just like any skill in that you must spend skill points to learn a martial arts style, and spend additional skill points to learn maneuvers.

Creating a Style

Creating a martial art is a relatively easy task. It requires you to think about a few things, as well as make decisions affecting method of attack, and the like. In no way are the rules presented here exhaustive. There is no way to capture all the various fighting styles found in the real world. Gamemasters and players who have experience in the martial arts should use what is found here as examples when adding to the maneuvers and styles found here.

Step One: Choose Form

The first step, and perhaps the most important one, is picking the form the martial art uses. The form a martial art takes can be hard, soft, or a combination of both. When choosing your form, you choose only one. It is not possible for a form to be all three. Choosing the form sets the basics of the style, and helps determine not only the number of attacks, but its defend bonus as well.

Table 12.1: Fighting Style

Form	Defend	#Attack
Hard	+1	1/1
Soft	+3	2/1
Both	+2	3/1

Descriptions

Hard: Relying on strikes, kicks, and direct physical attacks against an opponent, hard forms try to cause as much damage to an opponent as possible. There is nothing subtle about hard forms—they are to the point, direct, and often deadly.

Soft: Relying on holds, and using an opponent's own movements against them, soft forms are fluid. They are all about quick movements and counter-movements. Some might think soft forms are weak, or ineffective, but after fighting someone skilled in a soft form, they know better.

Both: Taking the best aspects of hard forms, and combining them with the best aspect of soft, some martial artists rely on attack and counterattacks to wear their opponent down.

Step Two: Choose Method

Once you decide the form your martial art takes, you need to decide on the method employed in your martial art. Method is how combatant attacks and dictates the primary body part used in the attack, as well as the damage caused by the attack.

Descriptions

Hold: From headlocks, to ankle grabs, a method employing holds is all about subduing an opponent.

Kick: From striking an opponent with targeted kicks, to a flurry of flying kicks, the kick method employs offense and quickness to beat an opponent.

Movement: A method using movement is one all about placing yourself in the best possible location while fighting your opponent.

Shove: Shoving might seem like a silly method of fighting, but shoving is more than pushing: it is about applying force against an opponent.

Strike: Where kicks use feet, strikes rely on fists.

Throw: Throws are all about using an opponent's momentum against them, and using it to throw them.

Weapon: Though many might think weapon and martial arts do not mix, this method utilizes the weapon as an extension of fighter's body.

Will: Martial artists who focus on the method of Will, epitomize the concept of mind over body. They are able to marshal their inner self and use it as a weapon against others. When compared to other martial artists who can overwhelm with a flurry of punches and kicks, someone specializing in Will might seem weak. This assumption is quickly disproved once combat begins.

Vital: Perhaps the most deadly of forms, a martial artist skilled in this form knows how to quickly and efficiently incapacitate an opponent. It takes years to learn this method, but once learned, the martial artist is a formidable weapon to be reckoned with.

Table 12.2: Method Damage

<i>Method</i>	<i>Damage Value</i>	<i>Body</i>
Hold	2(12)	Body
Kick	3(18)	Foot
Movement	2(12)	Legs
Shove	2(12)	Hand
Strike	3(18)	Hand
Throw	2(12)	Body
Weapon	by weapon	Hand
Will	—	—
Vital	2(12)	Hand/Foot

Step Three: Special Maneuvers

Once the method the martial art form takes is determined, you need maneuvers. Maneuvers are not learned automatically but over time. To determine how many maneuvers the martial art has, roll 2d12 and consult **Table 12.3**.

You may choose any maneuvers you want up to the number allowed, but with one stipulation: you must have at least 2 maneuvers from your primary martial art method. Thus if your method is Strike, then two of your maneuvers must be Strike maneuvers.

Maneuvers are ranked from 1 to 6, with 1 being the easiest maneuver to learn, and 6 the hardest. For styles that have multiple maneuvers for a method, the lowest rank one is learned first before moving onto the next. For example, if the style you are creating has Kick 1, 2, 3, you must learn first learn maneuver 1, maneuver 2, and finally 3.

Special maneuvers are not learned automatically: you must spend skill points, as you would learning a new emphasis.

Table 12.3: Number of Maneuvers

Roll 2d12	Maneuvers
2-4	1
5-7	2
8-10	3
11-13	4
14-16	5
17-19	6
20-22	7
23-24	8

Special Maneuvers Descriptions

Hold

1. Choke Hold

The basic move, success has the move applied and the opposing target is unable to make any actions (attacks or defense) while the hold is applied. To break the hold requires successful Brawn -2 test. Those trapped in the hold fall unconscious at the end of the Round and remain unconscious for d12/2 Rounds (d12 Rounds on a Dramatic Success).

2. Head Butt

By using their head as a weapon, the character smashes into their opponent while they have them in a hold. This maneuver is only usable on an opponent who is being held by the character, and a successful strike causes DV 1(12) or DV 2(24) on a Dramatic Success.

3. Block

This move allows a character to grab an opponent's weapon arm and prevent them from using it. With the arm trapped the character is able to attack the opponent with their feet (-1 TN to hit). The lock is able to be broken, but requires a successful Brawn test. Failing to apply the Block has different consequences for the character. If the maneuver is being used against an

unarmed opponent, the character missed. If the maneuver is used against a armed opponent, the character takes damage by the weapon.

4. Bear Hug

This maneuver allows the character to damage an opponent by hugging them (by enfolding the opponent in its arms). In order to use this ability, the character must make a successful Brawl Test to grab its opponent. Those trapped can try to break out by making a successful Brawn Test. For every Round trapped in the hug or grip of the creature, the opponent suffers a cumulative -1 to the test. For example, if the opponent has been in the hug for 3 Rounds he would suffer a -3 to the test. The damage from this ability is equal to the creature's Brawn + Toughness.

5. Incapacitate

This lock twists the opponents limb with enough force that it renders the limb unusable. Successfully applying this hold causes double damage and the opponent must make a Toughness test, with failure having the effected limb unable to move for 12 hours (1 day for a Dramatic Success). As a result to the applying of this move, the target suffers -4 to all physical tests.

6. Immobile

This move prevents a opponent's limb from moving. A successful test causes no damage, but the opponent is unable to move the limb targeted. While the lock is applied, the attack is able to attack with their feet with a -1 TN. The opponent is able to break this move with a successful Brawn -4 Test. Failure to apply the move costs the character the rest of their actions for the Round. A Dramatic Failure has the character suffer a -4 to all action for the next Round. For as long as the hold is held, the penalties are in place.



Kick

1. Circle Kick

Known sometimes as a roundhouse or spinning kick, a successful hit (Martial Arts test) has the kick strike the opponent, while a Dramatic Success has the kick do double damage. On a failure, the character loses their next attack while they try to regain their balance; a Dramatic Failure has the character fall to the ground, and unable to act in the next Round.

2. Snap Kick

This is a quick kick that catches an opponent by surprise, and as a result the opponent has a -2 TN to defend (-4 TN for Dramatic Success). This maneuver is an all-or-nothing attack, meaning this is the only attack the character can do in the Round.

3. Axe Kick

This is a powerful kick that sees the character lift their foot above their head, and then bringing the heel down crushing their opponent. A successful test has the character strike for DV 2(24) damage (DV 3 (36) for a Dramatic Success). The power of this kick is such, that if the character fails their test, they lose their balance and suffer a -1 TN for all tests in the next Round. A Dramatic Failure has the character lose their footing and automatically fall prone.

4. Flying Kick

In order to use this maneuver the character needs to be able to move at least 5 feet. A successful Martial Arts test causes triple damage, while a Dramatic Success damages an additional target for triple damage as well. Failing the test has the character unable to perform any actions for the rest of the Round, while a Dramatic Failure has the character unable to act for three Rounds.

5. Backward Kick

A successful Martial Arts tests has your character cause normal damage to a target directly behind them, while a Dramatic Success has the character able to cause damage in a 10-foot straight line directly behind the character. Failing the test means the character is unable to make any attacks or defensive movements for the rest of the Round. A Dramatic Failure has the character unable to act for the next Round as well.

Movement

1. Feint

A bluffing attack with success having the character gain a $+2$ to their next attack, while a Dramatic Success applies the bonus to all attacks in the next Round as well. Failing this test, the character suffers a -2 to all their actions for the Round, while a Dramatic Failure has them suffer this for two Rounds.

2. Fighting Prone

The character is able to fight while on the ground with no penalty.

3. Immovable

By applying their Will, the character is able to prevent themselves from being knocked down or taken off their feet. To do so requires a successful Will Test, with a Dramatic Success causing the attacker to be knocked down. Failure means the character is subject to whatever action was being attempted, and

a Dramatic Failure has the character knocked prone and unable to regain their feet for 2 Rounds (even if they have Quick Stand).

4. Dodge Missile

The character has trained their body, and are so quick they are able to dodge any projectile (magic as well). This is a constant ability and is always "on", however the character must be able to see the projectile coming toward them. To dodge requires a successful Quickness Test, while failure has them not dodge the missile and are hit normally. A Dramatic Success has them gain a +1 to their Quickness test for any other missiles fired at them during the Round. A Dramatic Failure has them easier to hit, and their opponent gains a +2 TN to hit them the next Round.

5. Leap

The character is able to leap a number of feet equal to twice their Brawn, in addition to gaining a +4 bonus to all Athletics tests involving jumping. A successful Martial Arts test allows the character to flip and automatically change their facing, and a Dramatic Success has them gain a +1 TN while they perform their leap. Failing the test, the character does not change facing, while a Dramatic Failure has them fall to the ground and unable to attack for one Round.

6. Speed

Your character is able to take one free action in a Round with no penalty. There is no test needed for this – your character is always capable of doing this.

Shove

1. Leg Sweep

The most basic of shove attacks, the character sweeps their opponent's leg for the purpose of knocking them to the ground. A successful test knock the opponent prone, while a Dramatic Success has the opponent knocked prone, and the attacking character gaining a free attack on that opponent.

2. Concentrated Push

By focusing their will, the character focuses their energy into their hands, allowing them to push an opponent with great force. As a result, a successful Martial Arts test pushes their opponent backward a number of feet equal to the character's will. In order to stay on their feet, the opponent must make a successful Quickness test, with failure having them lose their footing and automatically fall prone. If there is a solid object behind the target who is pushed, they take damage as if they fell 20 feet (40 feet for Dramatic Success). A character who has the maneuver Immovability (see page 115) is able to resist being pushed if they make a successful test. A character failing to shove has all attacks focused on them gain a +2 TN (+4 for Dramatic Failure) for two Rounds.

3. In-Tune Touch

For this attack, a successful Martial Arts test causes no damage to an opponent, but the character is able to establish touch contact with the target that gains a +1 TN (+2 TN for Dramatic Success) to all future attacks and defense as long as they maintain the touch remains. To keep the touch in place, the character must use one of their actions to make a Martial Arts test. As soon as the touch is broken, the bonus no longer applies.

4. Distant Touch

Through years of training, the character is able to concentrate their inner energy and use it to shove targets without touching them. The range that the character is able to effect is a number of feet equal to their Will. This maneuver is so taxing that this is the only action the character can take in a Round. A successful Martial Arts test has the character shove (as per the maneuver) as if they touched them; a Dramatic Success doubles the effect of the shove. Failing the Martial Arts test has the maneuver not affect the target, while a Dramatic Failure has the character affected as if they were shoved.

Strike

1. Hook

The most basic of all strikes, a successful hit causes 2 extra points of damage (4 extra points for a Dramatic Success).

2. Jab

This is a quick strike that is hard to defend due to the speed of it. Those trying to defend against it suffer a -2 TN (-4 TN for a Dramatic Success) if the character is successful in employing it.

3. Box Ears

By striking one or both of an opponent's ears the character not only wounds them but affects their balance. A successful strike inflicts damage and leaves the ears in extreme pain, requiring the target to make a Vigor test with failure having them suffer a -1 TN to all tests involving strength or balance; a Dramatic Failure has the opponent suffer -2 TN. The effects of the inner ear damage wears off in a number of days equal to the attacker's Might. This maneuver is usable multiple times on a single opponent to a maximum penalty of -6 TN.

4. Body Blow

This is a vicious strike to an opponent's midsection. A successful test has the opponent suffer a -1 TN (-2 TN for a Dramatic Success) due to the target being unable to catch their breath. The effect lasts for a number of Rounds equal to the attacker's Might. This maneuver can be applied multiple times for a maximum of a -6 TN penalty.

5. Iron Fist

The years of training have toughened the character's fists, which inflict DV 2(24) damage for each attack if the hand is the primary body part. If the hand is not the primary body part, but the feet, elbow, tail or the like, then the "fists" do DV 2(18).



6. Haymaker

This is an all-out punch where the attacker ignores finesse, and uses everything they have to inflict as much damage as possible. The attacker suffers a -2 TN to hit, but if successful they cause DV 2(24) damage; DV 3 (36) damage on a Dramatic Success. Failing to connect their punch causes the character to suffer a -1 TN to all tests in the next Round due to them losing their balance, with a Dramatic Failure causing -1 TN to all tests for the next three Rounds, due to them losing their bearings.

7. Elbow Slam

This is a strike uses against a prone opponent, and a successful hit causes double damage. If used against a standing opponent it causes normal damage.

8. Hammering Blow

The character is able to concentrate their inner energy into their hands, allowing them to break through wood, ceramics and masonry. The character is able to break through 1 foot of wood or ceramic \times Will, or a half-foot of stone \times Will. To use this maneuver requires the character to concentrate, and this is the only action they are allowed for the Round. The following Round a successful Martial Arts test enables the character to break through the material (Dramatic Success gives the character gain a +1 TN to their next action). Failing the test means the material is not affected, and the character takes 1d12 damage (2d12 damage for Dramatic Failure) and unable to use their hand for one day.

9. Eagle Claw

Years of training has allowed the character to focus their will into their hand allowing them to crush objects. A successful test allows the character to shatter objects (spear shafts and the like) or crush metal items (shields and the like) and cause DV 3(36) damage on one attack (Dramatic Success doubles the damage). To use Eagle Claw requires a great deal of concentration, so this is the only action a character can take in a Round. Failing the test means nothing happens and the character loses all actions for that Round; a Dra

matic Failure means the character suffer 2d12 damage and is unable to use their hand for a number of hours equal to their Will.

Throw

1. Falling

This is the first thing any martial artist learns: how to fall. This is a maneuver that is always “on” by that it is an innate ability. A character with this maneuver only takes half-damage from any fall.

2. Hip Throw

The most basic of throws, it allows the character to use the momentum of their opponent to throw them to the ground. A successful test has the opponent thrown to the ground and automatically prone and stunned for 2 Rounds (4 Rounds for a Dramatic Success). While stunned, they suffer a -2 TN to all tests.

3. Quick Stand

What good is knowing how to fall, if you do not know how to quickly regain your feet? A character with this maneuver is able to regain their feet automatically as a action. If they have any other actions left in their Round, they are able to quickly stand back up and attack, but at a 1 TN for that Round.

4. Toss

Using their strength and their opponent’s momentum, the character is able to take their opponent and toss them a number of feet equal to the character’s Will. If the opponent has Immovability they are able to resist this throw. To toss an opponent requires a successful Marital Arts test. Failure has the character lose all remaining actions for the Round, while a Dramatic Failure has them lose all remaining actions and Initiative for the next Round). The damage from the toss is 1d12 (2d12 for Dramatic Success).

5. Great Throw

A successful Martial Arts test has the character throw their opponent a number of feet equal to Brawn if the target is stationary. If the target is moving or charging the character is able to toss them a number of feet equal to 3 x Brawn. The damage this type of throw causes is 2d12 (3d12 for a Dramatic Success). Failing the test has the target block the throw, while a Dramatic Failure knocks the character prone, leaving them unable to take any actions for the next Round.

Vital

1. Pain Touch

By striking pressure points the character is able to cause great pain in a target. To do this takes all the character’s actions in one Round, as well as a success

ful Martial Arts test to strike their opponent. Though no damage is taken, the target feels as if they are on fire, and suffer a -2 to all tests for a number of Rounds equal to the character's Will/4 (Will/2 for Dramatic Success). Failing to touch the opponent means nothing happens, but the character is unable to act for the rest of the Round, while a Dramatic Failure has the character suffer the effects of their own pain touch.

2. Stunning Touch

By touching a specific point on a target, and making a successful Martial Arts test, the target is stunned for 2 Rounds (4 Rounds for a Dramatic Success) and unable to take any actions. A stunned opponent is able to move, but they suffer a -2 to all tests until the stun wears off. Failing the Martial Arts means the stunning touch fails, while a Dramatic Failure has the attacking character themselves stunned for 2 Rounds.

3. Paralyzing Touch

By touching a specific point on a target, and making a successful Martial Arts test, the target is paralyzed for 2 Rounds (4 Rounds for a Dramatic Success). A paralyzed opponent is unable to move, and as a result they are unable to defend themselves, let alone move. Failing the Martial Arts test means the paralyzing touch fails, while a Dramatic Failure paralyzes the character for 2 Rounds.

4. Killing Touch

This powerful maneuver requires a great deal of focus and effort from the character, and as a result they are unable to take any other actions during the Round. A successful Martial Arts test allows the character to cause double the normal damage on one target (triple the normal damage for a Dramatic Success). Failing the Martial Arts test means the killing touch fails, while a Dramatic Failure paralyzes the character for a number of Rounds equal to their Will.

Weapon

1. Weapon Catch

Though the character knows how to block, parry, and defend with their weapon of choice, this maneuver teaches them how to use their weapon to catch and lock an opponent's weapon, making it unable to be used. Weapon Catch is used in place of an attack, and in addition to rendering the weapon unusable the character also gains a +2 TN (+4 TN for a Dramatic Success) to attacking their opponent with their off hand or with their feet. Failing to catch the weapon has no effect, while a Dramatic Failure has the character lose their own weapon. The weapon catch remains in place as long as the character applies it, or until the opponent successfully breaks it on a successful Brawn test, or if the opponent simply lets go of their weapon.

2. Arching Fire

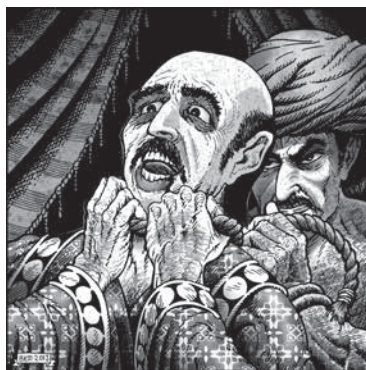
This is a maneuver employed by those skilled with the bow. The character, through years of study, knows how to arch the trajectory of their arrows, allowing them to add an extra 20 feet to long range. This maneuver cannot be used in a confined space, nor can it be used against targets in any range other than long.

3. Snap Shot

By giving up accuracy a character is able to increase their rate of fire with missile weapons fired from a bow. The rate of fire is increased by 2, but the character suffers a -2 TN to archery tests.

4. Cloth of Steel

Through years of training, the character is able to take a piece of cloth at least 5 feet in length, and turn it into a weapon by twirling and manipulating the cloth into a spear or staff. As a result the cloth does DV 4(35), and this maneuver is automatic.



5. Break Weapon

This maneuver enables the character to concentrate and break a weapon. To use this maneuver counts as their entire action for a Round, and a successful Martial Arts test enables them to break one weapon attacking them. On a Dramatic Success, the character not only breaks a weapon attacking them, but they cause 6 Damage to their attacker as well. Falling the Martial Arts test has the weapon break not succeed, while a Dramatic Failure has the character's own weapon break. This maneuver is only able to be used against armed foes. In addition, if used against a relic weapon with Will, the attacker and the relic must make an Opposed Will test: if the relic wins, the break weapon maneuver does not work. If the attacker wins, the relic is broken.

Will

1. Meditate

The character meditates and as a result they need only half the normal amount of rest. A character in meditation is able to do nothing but meditate and must spend at least 4 hours doing so.

2. Awareness

The character is particularly sensitive to their surroundings, and gains a +2 bonus on Investigation and Observe Tests; in addition, they cannot be surprised.

3. Mental Fortitude

+2 TN to resist mental attacks and magic that attack or affect the mind.

4. Blind Fighting

The character suffers only -1 TN when fighting blind, as well in darkness.

5. Ironskin

Due to the years of training, the character's skin has toughened, and the character has AV 5.

Martial Art Style Examples

Using the system it is possible to create playable versions of real life marital arts.

Table 12.4: Martial Arts Styles

Name	#Attacks	DV	Defend	Form	Maneuvers
Karate	3/1	2(12)	+1	Hand	Strike 1, 2, 3 Kick 1 Move 1 Will 1
Kung Fu	2/1	2(12)	+2	Hand	Hold 1, 2, 3 Strike 1, 2 Kick 2 Move 4 Mental 5
Tae Kwon Do	1/1	3(18)	+1	Foot	Kick 1, 2, 3 Strike 1 Throw 4 Move 5

Descriptions

#Attacks: This is the number of attacks the character is able to take in a Round of combat.

DV: This is the Damage Value any of the Martial Arts maneuvers cause.

Defend: This is the bonus a character receives when they are defending from attacks using their Martial Arts style.

Form: This is the main body part used in attacks.

Maneuvers: These are the maneuvers that the form has that the character is able to learn.

Weapons

For many Gamemasters, the weapons found in both *Shadow, Sword & Spell: Basic* and *Expert* are more than enough to capture the feel and tone of humanistic pulp fantasy. These weapons serve most needs without having to add countless variations of daggers, swords, or polearms. However, when running games that are not solely pulp fantasy, a need for other weapons might exist. What if you want to incorporate blackpowder into your game? Or you want to create a game more “Oriental” in flavor? The below listed gear should help in adding additional detail and/or verisimilitude to your group’s game.

Table 13.1: Hand – Small

Type	Damage Value	Parry	Range	ROF	Size	Cost
Aikuchi	2(35)	–	–	–	1H	7 SC
Ballock Dagger	1(12)	–	–	–	1H	4 SC
Cinquedea	2(24)	–	–	–	1H	8 SC
Dirk	2(32)	–	–	–	1H	6 SC
Jitte	1(25)	+2	–	–	1H	10 SC
Kard	1(16)	–	–	–	1H	6 SC
Kunai	2(30)	–	50-feet	21	1H	12 SC
Rondel Dagger	2(14)	–	–	–	1H	10 SC
Sai	1(30)	+1	–	–	1H	5 SC
Stiletto	Special See Below	+1	–	–	1H	8 SC
Tanto	2(35)	+1	–	–	1H	9 SC
Yoroidoshi	1(12)	–	–	–	1H	15 SC

Table 13.2: Hand – Blunt

Type	Damage Value	Parry	Range	ROF	Size	Cost
Bo	3(60)	–	–	–	2H	8 SC
Chigiriki	1(40)	+2	2-feet	1	1H	20 SC
Jo	2(40)	+1	–	–	1H	4 SC
Manriki-gusari	2(60)	+2	5-feet	1	1H	25 SC
Nunchuku	3(40)	+1	–	–	1H	16 SC
Tetsubo, Wood	4(50)	–1	–	–	1H	20 SC
Tetsubo, Iron	5(70)	–2	–	–	2H	40 SC
Tonfa	2(50)	+1	–	–	1H	14 SC

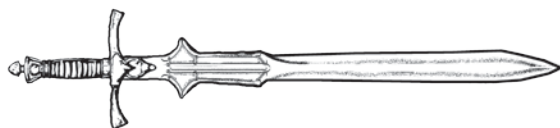


Table 13.3: Hand – Axe

Type	Damage Value	Parry	Range	ROF	Size	Cost
Bearded Axe	5(60)	–	–	–	2H	60 SC
Danish Axe	9(90)	–2	–	–	2H	70 SC
Francis Axe	3(35)	–	5/10/15	–	1H	40 SC
Kama	4(80)	–	–	–	1H	20 SC
Kusarigama	2(35)	+1	5	1	2H	35 SC
Masakuri	5(70)	–	–	–	1H	30 SC
Ono	6(85)	–1	–	–	2H	65 SC

Table 13.4: Hand – Spear & Polearms

Type	Damage Value	Parry	Range	ROF	Size	Cost
Bisento	4(70)	–	–	1/1	2H	12 SC
Nagimaki	3(80)	–1	–	–	1H	8 SC
Naginata	3(37)	–	–	–	1H	14 SC
Yuri	4(80)	–	–	1/1	2H	20 SC

Table 13.5: Hand – Swords

Type	Damage Value	Parry	Range	ROF	Size	Cost
Back Sword	4(48)	–	–	–	2H	15 SC
Basket Hilt Sword	3(36)	–	–	–	1H	25 SC
Dacian Falx	4(32)	–1	–	–	2H	12 SC
Executioner Sword	8(72)	–4	–	–	2H	40 SC
Flamberge	8(80)	–2	–	–	2H	50 SC
Katana	7(90)/5(70)	–/–1	–	–	2H/1H	60 SC
Katzbalger	2(36)	+1	–	–	1H	45 SC
Ninja-to	5(80)	–	–	–	1H	40 SC
No-Dachi	8(95)	–2	–	–	2H	70 SC
Scaramax	2(18)	–	–	–	1H	35 SC
Wakizashi	6(80)	–	–	–	1H	50 SC

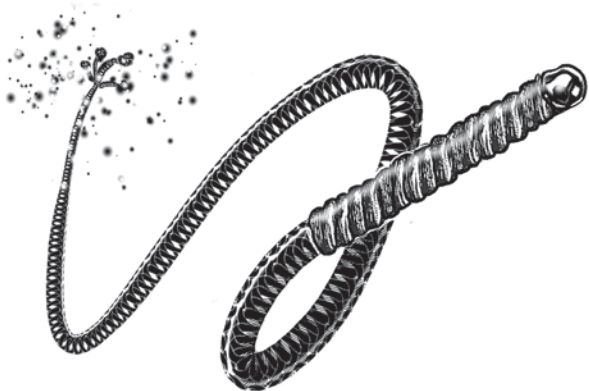


Table 13.6: Hand – Special

Type	Damage Value	Parry	Range	ROF	Size	Cost
Ashiko	1(25)	–	–	1	1H	12 SC
Kakute	1(20)	–	–	1	1H	4 SC
Kawanaga	2(30)	–	20'	1	2H	8 SC
Kyoketsu-shoge	+1	15'	1	–	1H	15 SC
Neko-Te	1(15)	–	–	–	1H	10 SC
Tekagi	1(30)	+1	–	1	1H	12 SC
Tessen	3(30)	–	–	–	1H	30 CC
Tetsu-bishi	1(10)	–	–	Special	1H	1 SC/10
Whip, Bone	2(24)	–	2/5/10	1	1H	1 SC
Whip, Iron	3(32)	–	2/5/10	1	1H	2 SC
Whip, Leather	1(12)	–	2/5/10	1	1H	35 CC

Table 13.7: Thrown Weapons

Type	Damage Value	Parry	Range	ROF	Size	Cost
Boomerang	2(10)	–	5/15/30	1/1	1H	4 CC
Bola	3(20)	–	5/10/15	1/1	1H	20 SC
Grenades						
Explosive	Special	–	Feet=Muscle	1/1	1H	75 SC
Flash	Special	–	Feet=Muscle	1/1	1H	65 SC
Poison	Special	–	Feet=Muscle	1/1	1H	1 GC
Smoke	Special	–	Feet=Muscle	1/1	1H	55 SC
Metsubishi	Special	–	Feet=Muscle	2/1	2H	60 SC
Shaken	2(25)	–	45'	2/1	1H	25 SC
Shuriken	1(40)	–	25'	3/1	1H	25 SC/3



Table 13.8: Ranged – Non-Gunpowder

Type	Damage Value	Parry	Range	ROF	Size	Cost
Daikyu (Great Bow)	–	–	21/42/84	2/1	2H	1 GC
Arrow—Forked	3(60)	–	–	–	–	15 CC1
Arrow—Piercing	4(70)	–	–	–	–	10 CC1

Table 13.9: Ranged – Gunpowder

Type	Damage Value	Parry	Range	ROF	Size	Cost
Blunderbuss Pistol	4(40)	–	10/15/20	1/2	1H	14 GC
Cannon Barrel Pistol	4(50)	–	15/25/30	1/2	1H	25 GC
Flintlock Pistol	4(35)	–	20/30/40	1/2	1H	15 GC
Flintlock Musket	4(55)	–	40/50/60	1/2	2H	20 GC
Musket	4(55)	–	40/70/90	1/2	2H	15 GC
Rampart Gun	6(70)	–	35/55/75	1/3	2H	25 GC
Traveling Pistol	2(30)	–	5/10/15	1/2	1H	4 GC

Descriptions

Weapons

Hand – Small

Aikuchi: This is similar in all appearances to the Tanto, but unlike the Tanto, this knife has no guard. Due to the lack of a guard, the Aikuchi is a perfect weapon to conceal on oneself.

Ballock: Often known as the “kidney” dagger, the Ballock has a length between 9 and 14 inches and is a piercing weapon. As for its phallic looks, where do you think the dagger gets its name?

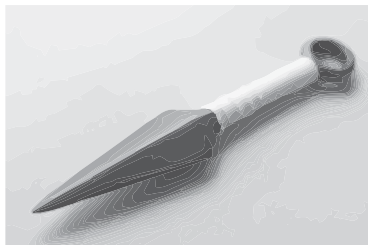
Cinquedea: This dagger has a short narrow blade and is designed for slashing. This is due to its wide blade that narrows to a point.

Dirk: A straight single edge conical knife.

Jitte: This dagger is used by guards and soldiers and is more of a parrying weapon than a combat tool.

Kard: A straight single edge blade with no hilt, the dagger is a favorite of *ne'er do wells* due to its ease of concealment. With a length between 12 and 14 inches, it is typically used as a back up weapon.

Kunai: Unlike the Tanto, the Kunai is favored among ninja and assassins due to its shape and design. Resembling a trowel, it has a leaf shaped blade and a handle with a ring useful for threading rope through it. The Kunai is designed for thrusting and stabbing, and is effective as a thrown weapon.



Rondel: Ranging in length from 14 to 20 inches, the rondel dagger is a single-edged dagger designed for stabbing.

Sai: This blunt iron spike is designed to puncture as well as useful in parrying attacks.

Stiletto: Designed to be used in the off hand while dueling, stiletos have a long thin blade which allows for it to slip between armor, as well as provide leverage while in parrying. Unlike daggers and knives, stiletos do not have an edge, but a point. Because of this, the damage caused is equal to half the wielder's Might.

Tanto: This is a small knife useful not only as a weapon, but as a tool to pry open doors and the like. The tanto is designed more as a hand weapon than a thrown weapon.

Yoroidoshi: A thin-bladed, 12-inch-long dagger, this weapon is designed to pierce armor. When used against an armored opponent it is a very effective weapon, and because of this the wielder gains a +1 TN against armored foes (or creatures with the Armor trait). When used against non armored foes, the bonus is not applicable.

Hand – Blunt

Bo: Typically 6-feet long and made from either hardwood or bamboo most Bos are solid effective weapons. Some like to have theirs hollow which allows them to use it as a place to hide objects or as a breathing tube. Hollow Bos also work as a crude blowgun with a range of 20/30/40.

Chigiriki: This weapon is a combination of a stick and a length of chain. The stick is 2 feet long and the chain no more than 3 feet in length. At the other end of the chain is a small iron ball, which is swung to hit the target.

Jo: Similar to the bo, but shorter in length (no more than 3-feet long), jos are used like clubs, as well as being good parrying weapons. Like bos, jos are often hollow allowing for the hiding of small objects, used as a breathing tube, or as a blowgun (range 10/15/20).

Manriki-gusari: Nothing more than a length of chain 3-feet long with two weights at both hands, it is a weapon useful not only as a blunt weapon but as a good parrying device. In the hands of someone skilled in its use, this weapon is often useful in tripping an opponent, requiring a Fight Test [-1], and if successful the opponent is knocked off their feet and loses a round.



Nunchuku: Typically not used by assassins, it is favored by thugs, toughs, gangs and the Yakuza. The nunchuku is a pair of 1 foot long clubs linked by 6 inches of rope or chain. The weapon is useful as a blunt object, but is also good for parrying.

Tetsubo: This large weapon is effective in the hands of both the skilled and unskilled. Measuring 5 feet in length, and crafted from a single piece of wood, the tetsubo tapers to a large end. It is on this end numerous iron balls are embedded which makes the weapon heavier as well as more lethal. Another



version of this weapon made out of iron is far heavier and far deadlier, but can only be used by those who are strong enough to lift it.

Tonfa: Originally used a tool, the tonfa has been converted into a weapon. Consisting of nothing more than a shaft 12 to 18 inches long, a handgrip juts out perpendicularly at one end.

Hand – Axe

Bearded Axe: A heavy axe weighing close to 15 lbs. that can only be wielded as two-handed weapon. It derives its name due to the shape of the blade: narrow where it connects to the axe shaft, the blade runs horizontal and is long.

Danish Axe: Weighing 20 lbs., this double-bladed axe can only be wielded as a two-handed weapon, designed to cause as much damage as possible.

Francis Axe: Deriving its name from the Franks, this axe was common in the 4th century. Light in construction and easy to craft, it is designed to be thrown as well as used as a hand weapon.

Kama: The origins of this weapon lie on the farm, and earlier versions were nothing more than a farmer's sickle. Over time this was developed and refined into a slender hand-axe with a single-edged foot-long blade and a 3-foot-long wooden shaft.

Kusarigama: Consisting of a kama with a length of weighted chain attached to one end, the chain allows it to be swung and strike opponents up to 5 feet away. In addition, the chain can be held with the free hand and aids in parrying attacks.

Masakuri: More of a traditional weapon than a tool, this is a short hafted axe effective for chopping.

Ono: This is a large axe whose shaft is 5 feet in length with a large wide blade at one end. This is a heavy weapon, its weight allowing it to deal a lot of damage. Onos are used to smash through gates and doors, as well as knock opponents off their horses.

Hand – Spear & Polearms

Bisento: A Bisento resembles a naginata and consists of a thick curved blade mounted atop a long wooden pole. Much heavier than the naginata, it is

typically used as an anti-cavalry weapon, against both rider and horse.

Nagimaki: This is a shorter version of the naginata, with a shaft is 4 feet in length.

Naginata: This is a polearm with a 6-foot-long shaft that ends at a curved single edged blade.

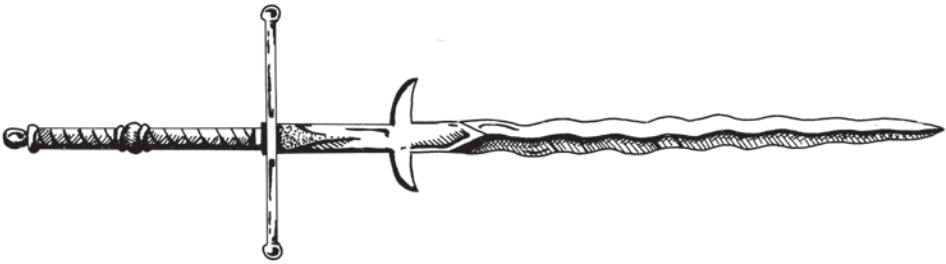
Yuri: This is a straight-bladed spear with a 5-foot-long shaft and a 6-inch-long double-edged blade at the end.

Hand – Sword

Dacian Falx: This sword has a curved single edge blade with a long wooden hilt.

Executioner Sword: A long-bladed two-handed sword, the blade is flat with two edges running parallel from hilt to blunt tip. With a extra long grip, the sword is swung more like a club.

Flamberge: Similar in construction to a two-handed sword, the blade undulates.



Katana: This is the sword of choice for samurai, guards and the elite. Designed to be used with both hands, it is also usable with one hand, but it is not as effective. The blade is slightly curved, measuring 3 feet in length, with a 1.5-foot-long handle.

Katzbalger: Used in the 14th century by German Landsknecht and Swiss mercenaries, this two-handed sword was effective in open combat, and feared by cavalry and infantry alike.

No-Dachi: This is a two-handed sword, similar in looks to a katana, but requires two hands to use.

Ninja-to: The primary sword of the ninja, it is a straight blade no longer than 18 inches, with a large, square hilt guard. This ninja-to is designed to be a weapon and a tool. The square guard is useful as a step, if the scabbard sword is driven into the ground. The handle is often hollow, allowing dart, poison, or other small objects to be hidden; its scabbard can often be used as a breathing tube.

Scaramax: Developed by the Anglo-Saxons circa A.D. 900, this sword is more like a large elongated knife. With a nearly 30-inch blade, it was used more for hacking than slashing or thrusting.

Wakizashi: This is a shorter sword than its sister blade the katana, its blade is 18 inches in length, and is designed to be used with one hand. A wakizashi is always worn in conjunction with a katana.

Hand – Special

Ashiko/Tekagi: These are often used together and used in climbing. Tekagi are used on the hands and grants a +1 bonus to Climb tests. Ashiko are attached to the feet and grant a +1 bonus to climbing. Using both together gives the wearer a cumulative +2 bonus. While wearing them and not using them for climbing, the person suffers a -1 (-2 if both are worn) to all other tests involving the use of the hands, due to them getting in the way.

Kakute: This is a iron ring with a small blade attached. The blade is no more than 6 inches long, and often dipped in poison. The weapon allows a ninja to quietly and cleanly strangle an opponent, or administer poison unnoticed and often unfelt.

Kawanaga: This is an example of a ninja tool doubling as a weapon. It is a grappling hook with a pronged hook attached to an end of rope no longer than 20 feet. This then allows the ninja to scale walls as well as trees, but when used as a weapon it is swung and can strike an opponent 20 feet away. If used as a weapon it can only be used every other Round due to it taking time to pull the grapple back and start swinging it again.

Kyoketsu-shoge: This is a favorite weapon of the ninja because it is not only a useful tool, but a good fallback weapon. Consisting of two parts, with one being a double-edged knife with an offset curved hook, and the other being a 15-foot length of rope. Used as a grappling hook or to entangle an enemy, it is also swung to strike at opponents up to 15 feet away. If used as a weapon it can only be used every other Round due to it taking time to pull the grapple back and start swinging it again.

Neko-te: This weapon is a connected set of small iron blades attached to a person's fingers with leather bands. The weapon resembles a set of claws, useful for slashing an opponent.

Tessen: This, by all appearances is nothing but a folding fan. Unlike a typical fan, which is made from wood and paper, a tessen's frame is made of iron, and when folded, can be used as a club.

Tetsu-bishi: Also known also as caltrops, these take many shapes and sizes, but all are similar in that one point always points up. A tetsu-bishi is not dangerous by itself, but when grouped with more than one, they can be debilitating. When used, they can cover an area 10 feet in diameter, and any one stepping on them takes damage, potentially hobbling them.

Whip: Constructed from leather and tipped with either bone or iron, the whip is sued to strike opponents up to 10 feet away. In addition whips can be used to entangle an opponent requires a successful Melee test at -2 TN.

Thrown Weapons

Grenades (Ninja): The ninja grenade is typically contained in an empty eggshell, allowing the contents to explode as soon as the shell is cracked. Grenades are able to be thrown a number of feet equal to twice the thrower's Muscle. In addition, due to their construction, grenades are very fragile, and though the shells will not crack under normal circumstances, ninjas who fall from a great height, or are knocked back should worry. In the event of this happening, the ninja should make a Dodge Test, with failure meaning that the grenades they carry break, affecting all within range of the ninja. This is why ninja only carry one or two on them – even for a ninja and their skills, the risk of falling is too high.

Explosion: These grenades are filled with gunpowder and mixed with a substance that combusts as soon as it touches air. When the grenade hits it explodes, causing 2d12 points of damage to all within 20 feet. A successful Dodge Test reduces the damage to half.

Flash: These grenades create a bright flash of light when they explode—all within 10-feet are blinded for 1d12 Rounds.

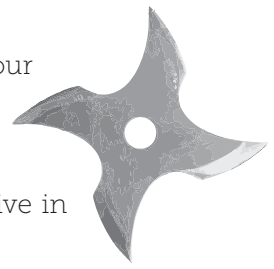
Poison: These grenades are filled with a special poison that burns upon contact. Unless the grenade is dodged or deflected, a person struck with it is covered by the liquid which burns for 12 Rounds and causes 4 points of damage per Round. A successful Body Test reduces the damage to 2 points, but it will still continue to burn for the full 12 Rounds. Poison grenades are usable only against a single person.

Smoke: Filled with a substance that smokes upon touching air, these grenades create a thick cloud of smoke filling a 10-foot radius. This smoke lasts for 6 Rounds, and anyone caught inside the smoke suffers a –6 penalty to their TN. Those attempting to see through the smoke, or attack targets on the other side suffer a –4 penalty to their TN.

Metsubishi: Known as “eye closers,” these weapons are constructed from hollowed out eggshells or small bamboo tubes, and filled with substances capable of blinding an opponent. The user places one end of the metsubishi in their mouth, and then blows the contents into their opponent's eyes. Each metsubishi contains enough material to blind two opponents within a 5-foot radius. Metsubishi are single-use weapons, unable to be used until reloaded. There are two types of substances most commonly used: pepper and metal shavings. Filling a metsubishi with pepper blinds an opponent for 2 Rounds, and causes them to sneeze uncontrollably for 4 Rounds. While affected the opponent also suffers a –2 penalty to all tests. Metal shavings blind an opponent for 4 Rounds and cause 6 Damage. In addition until a person is seen by someone skilled in Medicine or knows how to heal, they suffer a permanent –1 Penalty to all tests due to their eyesight being affected by the shavings.

Shaken: Similar to Shuriken, but with a hole in the center allowing for better aerodynamics, as well as allowing them to be strung together for better concealment.

Shuriken: A disc of metal, usually consisting of of at least four sharp points and resembling a pointed star. Shuriken are small (anywhere between 5 to 8 inches in length) and light (weighing between 2 and 5 ounces). These small stars are designed to be thrown at an opponent, effective in distracting or slowing a opponent down.



Range – Non-Gunpowder

Daikyu: Measuring close to 7 feet in height, this bow is more powerful than a longbow and used heavily in Nogoton. Unlike other bows, the grip of the bow is low, which allows for the bow to be fired not only from a kneeling position but also from horseback.

Arrows

Arrow—Forked: Unlike the typical arrowhead, a forked arrow head forms a V, with inside of the V honed and sharpened. Designed to cause greater damage, skilled archers also use these arrowheads to cut ropes, banners, and the like. To use the arrow for cutting, assesses a -2 TN to the Archery test.

Arrow—Piercing: This arrow has a narrow head, and is much more pointed than the typical arrowhead. These arrows are designed to puncture thicker padded armor, as well as pierce chainmail.

Range – Gunpowder

Blunderbuss Pistol: Designed for use aboard ships, the Blunderbuss is deadly in close fighting, but loses its punch at distances greater than close range. The barrel of a Blunderbuss is 10 inches and flared at the end.

Cannon Barrel Pistol: With a 13 inch barrel, flared out at the end, this pistol is designed to be accurate and deadly at close range. Unlike other pistols, the barrel of a Cannon Barrel Pistol is also known as a Screw Pistol, due to the barrel's ability to be released by unscrewing it from the stock, enabling it to be more easily hidden.

Flintlock Pistol: This pistol's barrel is 9 inches in length. Flintlocks are produced by a variety of gunsmiths. Examples of these type of pistols are found during the 18th century and numerous examples exist. The German Flintlock, for example, was an elegantly carved weapon used in ceremonial gatherings and for display. The Kentucky/Pennsylvania Flintlock Pistol, on the other hand, was created by the same gunsmiths who developed the Kentucky/Pennsylvania Rifles but they are not as ornamental.



Traveling Pistol: This is a small pistol that has a 7.5 inch barrel. It is designed to be hidden in a jacket pocket, often carried by many wealthy merchants and travelers while traveling. It is also carried by the gentry class concealed within the folds of their clothing.

Muskets: Beginning in 1775, numerous gunsmiths, both in the New World and the Old World began creating muskets based on the British “Brown Bess” musket. With a 42 inch barrel and a plain wood stock, this musket is fairly common and numerous examples are found in history.

Rampart Gun: With a 46 inch barrel and weighing 25 pounds, these muskets are more like mini cannons than shoulder arms. Due to the weight of the gun, it must be fired using a detachable balancing stick, which also allows the gun to swivel. It is most often used on board ships, as well as atop palisades. The rampart gun takes three Rounds to reload.

New Armor

Table 13.10: Armor

Type	Armor Value	Cost
Brigandine	15	2 GC 50 SC
Chain, Light	20	20 SC
Chain Heavy	35	25 SC
Cuir Bouille	12	20 SC
Half-Plate	18	1 GC
Laminar	15	55 SC
Keiko	40	40 SC
Kote	5	10 SC
Padded	5	5 SC
Splint Mail	14	2 GC
Suneate	5	10 SC
Tanko	15	14 SC
Three-Quarter Plate	20	2 GC
Yoroi	10	12 SC

Brigandine: Plates of steel or iron overlapping each other in a upward flow and riveted onto a canvas jacket. The rivet heads show on the outer jacket, which typically is silk, velvet, or leather. This jacket typically has no sleeves.

Chain, Heavy: Similar to Light Chain, Heavy Chain covers the entire upper body, including the arms.

Chain, Light: Constructed out of small interlocking iron rings, chain covers a person’s upper body, including shoulders, but does not cover the arms. Chain is light, flexible, and offers great protection for those who want some, but also want to maintain their ease of movement. Chain is often worn under clothing, as away to offer protection.

Cuir Bouille: Heavy leather that is boiled in oiled, and then hammered into shape over a human form. This is then allowed to dry and the leather hardens.

Half-Plate: This is a half plate of armor, covering the chest and back of the person.

Laminar: Often this armor is confusingly referred to as "banded mail" but it is not, is armor constructed from horizontal overlapping rows or bands of solid plates.

Keiko: Covering not only the upper body, but also the shoulders and hips, the keiko is constructed out of metal bands and scales and is used by all soldiers and warriors. The keiko offers great protection.

Kote: Constructed out of metal scales, the kote are armored sleeves and includes gauntlets. The kote is also worn in conjunction with the suneate, and either the yoroi or the tanko to offer a warrior more protection.

Suneate: Constructed out of metal scales, the suneate are armored greaves that protect the wearer's legs and shins. Suneate is often worn in conjunction with the kote and either the yoroi or tanko to offer a warrior more protection. Suneate is also able to be worn in conjunction with both types of chain as well.

Tanko: This is a heavier version of yoroi armor, and the breastplate is heavier and covers the entire torso of the wearer. Though the arms and legs are not protected, the weight of the tanko does not make this armor easy to conceal.

Three-Quarter Plate: This is armor which extends to the knees.

Yoroi: The most common armor found, yoroi is an iron lamellar breastplate, and does not protect the arms or legs. Yoroi is designed to be light and allow for easy movement, and often it is worn under clothes to offer greater protection.



Combining Armor

Some armor can be combined with other types to increase the Armor Value for the wearer. For example, wearing the koto, suneate, and tanko together, the wearer would have an AV of 20.

Barding, Dog

At first blush, barding for dogs might seem silly. However for dogs trained and breed for combat, barding is not only practical but often needed. Unlike the barding for horses (see *Shadow, Sword & Spell: Expert*, page 42), barding designed for dogs tend to protect the chest and back. It does not cover the legs, neck or head.

Chain Barding: This type of barding is constructed out of small, interlocked metal rings which offer more flexible protection to a horse.

Leather Barding: This type of barding is made from leather strips, sewn together to offer limited protection to a horse.

Table 13.11: Barding, Dog

Shield	Armor Value	Cost
Padded	1	3 SC
Leather	3	5 SC
Studded Leather	5	20 SC
Chain	10	50 SC
Plate	15	1 GC

Plate Barding: The heaviest type of barding, this is made out of small metal plates that are linked with chain. Very heavy, and only the strongest of horses can easily wear this.

Scale Barding: Constructed from plates of leather with metal plates sewn to them, this offers better protection than leather barding.

Shields

Table 13.12: Shields

Shield	Parry	Cost
Highland Targe	+2	6 SC
Lantern Shield	+3	7 SC
Scutum	+1/2 (left side)	12 SC

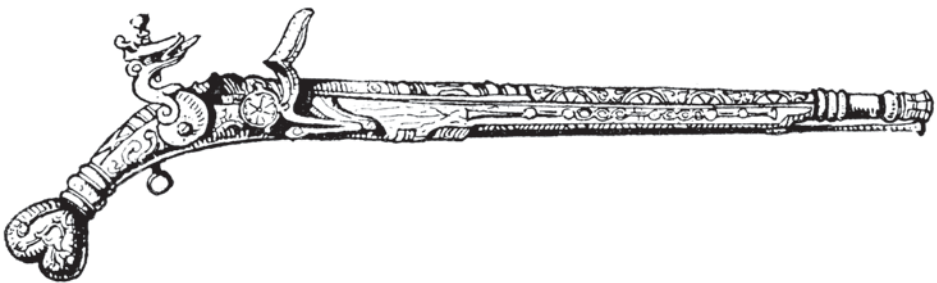
Highland Targe: This shield is typically constructed out of wood and leather, and then studded with brass. In the center of the targe is a brass spike some 1 foot in length. This spike is typically used to deflect weapons, but in a pinch it can be used as a crude weapon (6 damage).



Lantern Shield: This shield is the favorite of duelists in that it combines a circular shield with a hook that allows for a lantern to be hung from it. This lantern could be used to blind an opponent, or to allow a duel to be fought at night.



Scutum: A shield which is curved and protects the left side of the body.



New Gear

Table 13.13: Equipment

<i>Item</i>	<i>Price</i>
Ashiaro	2 GC
Bandages	1 SC
Belt Pouch	2 CC
Craftsman Tools	25 SC
Craftsman Workshop	350 SC
Doka	2 GC
Furoshiki Sack	1SC 1BC
Gando	2 SC
Ink	5 SC per 2 ounces
Kusuribin	1 GC, 4 SC
Lockpicks	25 SC
Machinist Tools	75 SC
Makeup Kit	1 GC
Manacles	2 SC
Matches, Box 20	2 BP
Powder Horn 7 SC	7 SC
Flintlock Pistol Balls (6)	8 SC
Flintlock Musket Balls (4)	14 SC
Rope, 50-feet, Braided Human Hair	15 GC
Rope, 50-feet, Hemp	10 SC
Rope, 50-feet, Silk	2 GC
Tojime	13 SC
Water Bottle	15 BC
Writing Kit	20 SC 10 CC

Gear Descriptions

Ashiaro: These wooden planks are fastened to a person's feet allowing them to disguise their footprints. Typically ashiaro take the shapes of an animal print (bear, dog, deer) or someone with a deformed foot. While wearing ashiaro the character suffers a -1 penalty to their Quickness, but anyone trying to track them suffers a -2 penalty to their Tracking test.

Bandages: 10 nice paper bandages imbued with herbs and other healing ointments. Applying a bandage to a wound restores 2 Vitality. Only one bandage is able to be used at a time, and it is a one-use item. These bandages were originally native to Cal'Athar, but thanks to recent trade routes being opened, the knowledge of them has spread. Now, in all major cities, these bandages are easily found for sale.

Belt Pouch: Useful in holding small items like caltrops, shuriken, and the like.

Craftsman Tools: These tools are the various tools a craftsman needs to ply their trade. For a painter these tools would be brushes, easel, paints, and the like. For a wood carver they would be hammers, chisels, and files. Each craft has their own tools.

Craftsman Workshop: In order to ply their trade a craftsman needs a workshop with enough space and furnishings to work. A workshop is typically 40 feet by 40 feet and has enough room for six people to work. With a workshop a craftsman has a +1 TN to all skill tests.

Doka: Originally found in Nogoton, this item has slowly been found for sale in some of the large cities west of the Azure Sea. This small container is typically made from cured bamboo or iron and is watertight allowing someone to carry a lighted coal safely. Though the doka stays warm, it does not give off any light, smoke, or flame. Dokas are used to light candles, fuses, or anything flammable.

Furoshiki Sack: Native to Nogoton, Cathar, and Cal'Athar, this is a rectangular piece of cloth which is twisted around objects containing them like a sack. A furoshiki is able to hold small items and they come in a variety of colors and patterns. Travelers often sling them across their shoulders in order to carry small items.

Gando: Constructed from a piece of metal shaped like a cone, a handle is attached allowing it to be easily held. Placing the cone on a candle focuses the light in one direction allowing for the holder to see up to 60 feet in one direction in darkness. Up until a couple of decades ago, no one had heard or seen one of these. Thanks to one of Gravina's trading houses, a large number of gandos were bought for the sole purpose of copying their manufacture. Now the gando is a ubiquitous design found throughout the Western portion of The World, and is easily obtained.

Machinist Tools: From chisels to saws, machinist tools are used in the designing, building and repairing of goods. With this set of tools a character could fix a roof or repair a broken wagon wheel.

Manacles: Crafted from iron, shackles are placed on a person's hands and/or ankles, prohibiting them from easily moving. Hand manacles make a person unable to effectively use their hands and they suffer a -3 TN to all tests. Ankle manacles reduce a character's movement by half as well as reduce their Quickness by -4 TN. To break out of manacles requires a successful Brawn -4 test.

Kusuribin: A recent import from Nogoton, this kit contains enough gear to heal up to 10 people. Using the kit grants +1 Bonus to Healing tests, and each use restores 6 Vitality.

Tojime: A steel bar with a hook on one end which is used to jam a sliding door. A tojime then locks the door in place and requires a Successful Brawn [1] Test to open. A tojime can also be used as a hand weapon, with a Damage Value 2(15) and Parry 1.

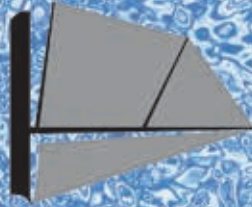
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COG

Sea 8 Hull 25 Move 5

Crew 25 Repair 6



SLOOP

Sea 12 Hull 16 Move 6

Crew 15 Repair 5



LONGBOAT

Sea 14 Hull 20 Move 8

Crew 75 Repair 6



XEBEC

Sea 12 Hull 16 Move 7

Crew 117 Repair 7



CARVAL

Sea 16 Hull 25 Move 8

Crew 2/8 Repair 4



JUNK

Sea 12 Hull 25 Move 5

Crew 25 Repair 5



SKIFF

Sea **10** Hull **10** Move **8**

Crew **9** Repair **5**



DHOW

Sea **12** Hull **20** Move **6**

Crew **12** Repair **6**



BRIGANTINE

Sea **17** Hull **39** Move **8**

Crew **25** Repair **6**



FLUYT

Sea 13 Hull 20 Move 8

Crew 50 Repair 7



GALLEY

Sea 15 Hull 22 Move 9

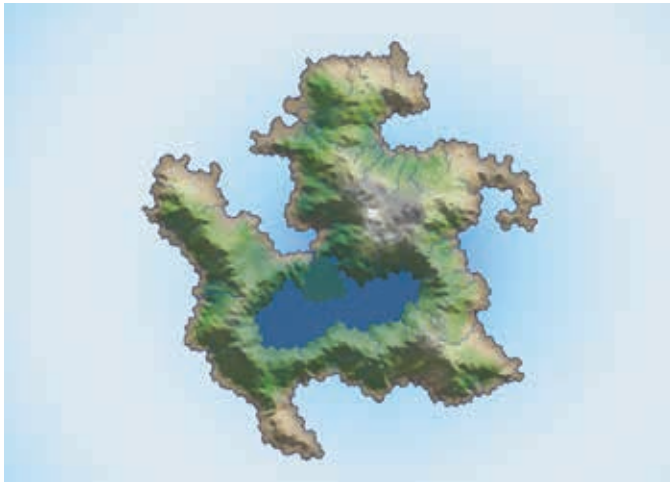
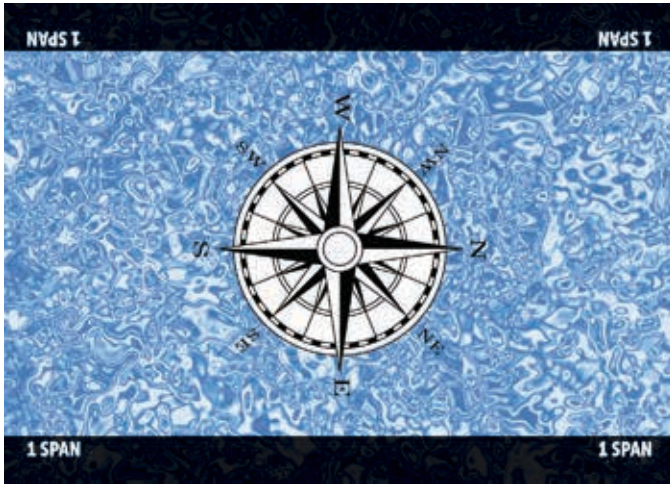
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GALLEON

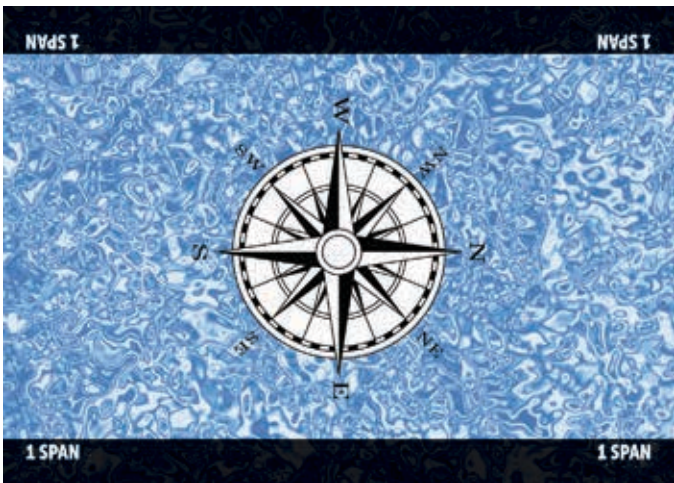
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