Academic Knowledge

Astronomy

Characters with this skill are familiar with the heavens and the cycles of the heavenly bodies. They can recognise constellations, planets and unusual bodies such as comets, novae, etc. On a successful Intelligence test, the character can navigate by the stars with reasonable accuracy, and can predict cyclic astral events such as eclipses and meteor showers.

Demonology

Characters who have this skill can recognise a Daemon when they see one, and can distinguish general types at a glance (Greater, Lesser or Servant). They are sensitive to the smell and aura of daemons, and will be able to tell if there are Daemons within forty-eight yards, even if cannot seen. Characters without this skill may not know that it is a daemon they are going up against, but the GM should be hinting pretty strongly that the opposition looks tough and *very* unfriendly.

When confronted with a Daemon, a character may be aware of its capabilities, weaknesses and disposition. To determine this, the GM can test against Intelligence when the character meets a Daemon of previously unencountered type. If the character has met up with a type of Daemon before, all these details will be known automatically the next time one turns up.

Engineering

Trained engineers have a good understanding of mechanical principles and methods of construction. Although they are used to working with others, they are quite capable of completing most jobs individually, with a +20% modifier on construct tests.

Engineers are conversant with metal/wood working tools and terminology. They are able to draw up plans, and interpret technical drawings no matter how obscure or involved.

Genealogy / Heraldry

Characters educated in the reading of heraldic devices may recognise any heraldic device emblazoned on a shield or other item, know to whom it belongs and know a little of their history and genealogy, after successful test against Intelligence.

History

Characters with this skill have considerable knowledge of local history as will as a good idea of history in general. They are aware of all important events that have occurred within their own 'home town' area in the last hundred years. What exactly constitutes an important event is left up to the GM, who can feed the player information as circumstances warrant. Test against Intelligence to establish the extent or accuracy of knowledge about any particular event.

More distant history, or non-local history, is also available to characters, but in less detail.

Law

The law skill reflects a character's ability to handle legal systems and arguments; such characters have formal legal training, or – at the very least – some sort of legal experience. When encountering a legal system in any place, the player can invoke this skill in an attempt to avoid the character's incarceration or punishment, or to lessen a statutory punishment. Success can be established by the GM, using a test against the character's Intelligence.

Animal Care

Characters with this skill are used to dealing with domestic animals, including riding animals and beasts of burden. They are aware of the requirements of the animal as regards general care, feeding, grooming and exercise. They will also be likely to spot any developing illness or sign of discomfort. Typically, this skill applies to horses, other equines and cattle.

Acute Hearing

Characters with this talent are blessed with astoundingly good hearing. They may listen tests with a +10% modifier and also add 4 yards to the normal distances over which sounds can be heard.

Aethyric Attunement

Characters with this talent are well attuned to the Aethyr and can more easily manipulate the Winds of Magic. They have a +10% modifier on all Channelling and Magical Sense tests.

Alley Cat → Obsolete

Ambidextrous

Ambidextrous characters can use both hands equally well and suffer no disadvantageous modifiers for using weapon wrong-handed. They also have a +10% modifier for all Risk tests related to Agility and coordination to account for their greater adroitness.

Animal Training

Characters with this skill can train animals to perform certain duties or tricks. The skill is general, and applies to horses, dogs, hawks and other pets as well as suitable wild animals. Usually, any non-fantastic animal can be trained, as long as it has an Intelligence of 6 or more. The more complicated the task is, the longer it takes to teach, as the following guidelines show:

- Obey simple verbal command in the character's presence – 1 week;
- Count, balance balls, perform party tricks – 4 weeks;
- Fetch items or obey commands whilst out of the character's presence – 10 weeks;
- Train a fighting animal, such as hawk, warhorse or guard dog – 12 weeks.

The training must be appropriate to the animal. A warhorse could be taught to remain absolutely still even in the midst of great excitement and the smell of blood; a hawk will obey 'attack' and 'return' command, or return to a lure.

The loyalties of a trained animals cannot always be transferred to a new owner. The GM should determine if this occurs. Warhorses would probably accept a new owner, whilst dogs would be less likely to do so.

The skill additionally confers a +10% modifier to all Employments test for work as retainers, stable lads, falconers, or whichever is appropriate.

Arcane Lore

Characters with this skill have studied on of the Empire's traditions of magic. Arcane Lore is not one talent, but many. Such is the study and focus required that character can only ever know one. Each Arcane Lore is a separate magical proficiency, such is Beasts, Death, Fire, Heavens, Life, Light, Metal, and Shadow. If character knows an Arcane Lore, he can attempt to cast any spell from that lore.

Armoured Casting

Characters with this skill can reduce Casting Roll penalty by

3 while wearing armour.

Artistic → Obsolete

Blather

Characters with this skill may attempt to blather against characters who speak the same tongue. Blathering can be used in almost any situation in order to gain time. Blatherers simply invent a complete string of nonsense, ranting on and on whilst their victims stand dumbfounded, wondering whether they are insane, intoxicated or possibly dangerous. Blathering is always nonsensical – it is not an attempt to bluff; only to confuse. Blathering characters should make a test against Fellowship. A successful test indicates that the blathering succeeds in its purpose for that combat round. Success by +10% or more indicates that it works for D5 additional rounds. After this time the victim will wise up, and the character had better run for it.

NPCs will not remain transfixed by a blathering character if they are in obvious danger, or if blatant preparations are being made to harm them. Although blathering characters may transfix several number of opponents (up to character's Fellowship divided by 10, rounded down), they are unlikely to succeed with more than one if anything else is going on around them, such as a fight.

Bribery

Characters with this skill have mastered the art of buying favours. They know who to bribe, what to offer and how to go about it. They have a +20% modifier to Bribe tests.

Channelling

Characters with this skill can use it to control the Winds of Magic. All spellcasting involves manipulations of the Winds of Magic, but channelling is used whenever greater finesse or control is needed. Form more on the process of spellcasting an the role of Channelling, see **Chapter 7: Magic**.

Charm

Characters with charm have that indefinable quality which allows them to get on exceptionally well with people, who will generally be friendly and helpful. Charming characters will find it easy to persuade other people to almost anything. They can 'turn on the charm' at will, giving them a +10% modifier to all Fellowship tests.

Charm Animal

Characters with this skill get on exceptionally well with animals, and receive their trust for some reason. Domestic animals with an intelligence of 10 or more will be affected as soon as they approach within twelve yards of the character. They will respond by wagging their tails, mewing, purring or acting in a similar friendly manner, and unless restrained by a leash, tether, fence or something – will start to follow the character around.

Simple verbal commands can be given to any animal with an Intelligence of 5 or more, as long as they are within twelve yards. A test against the animal's Will Power must be made to determine success. These commands must be very basic, such as 'follow me', 'halt', 'go away', etc. Characters may also attempt to influence animals treating or attacking them. In this case, the animal might obey a simple 'go away', but they will show the character no outward signs of affection.

The GM can enliven the proceedings by having charmed animals constantly trailing the character, turning up unexpectedly, getting in the way and generally making a nuisance of themselves.

Command → Leadership

Concealment Rural

A character with this skill can hide in rural environments almost perfectly, using trees, branches and undergrowth for cover. Hide tests should be made with a +20% modifier. Rural environment are basically all non-urban areas: farms, woodlands, river banks, fields, parks and gardens, jungles, swamps and so on. The distinction between rural and urban can blur in some circumstances, for example formal gardens attached to a town house. In such cases the GM should decide the environment involved.

Obviously, there needs to be somewhere for the character to hide. The GM should ask the players to describe what their characters are doing to hide, and modify the chances accordingly.

Concealment Urban

Characters with this skill can hide in urban environments almost perfectly, using the shadows of doorways, back alleys, walls and fences for cover. Hide tests should be made with a +20% modifier. Urban environments are basically built-up areas; the skill can be used both inside and outside of buildings. The distinction between urban and rural can blur in some circumstances, such as farm buildings, and in such cases the GM should decide the environment involved. These skills also apply to certain underground situations, such as artificial tunnels and rooms.

Consume Alcohol

Characters with this ability have developed an unusually high resistance to alcohol, being able to consume large quantities without much visible effect. They can drink most other characters under the table. They suffer only half the normal characteristic reduction due to alcohol consumption, but their Will Power tests to resist the lure of another drink are made with a -10% modifier.

Coolheaded

Coolheaded character gains a permanent +10% modifier to his starting Will Power characteristic.

Cure Disease

Characters with this skill may attempt to cure any disease. They can recognise common illnesses automatically, and may be able to recognise rare diseases if a successful test is made against their Intelligence. Once a disease is recognised, the GM can tell the character what must be done to administer a cure, and any special requirements – herbs, potions, etc. – the cure involves. When administering a cure, the skilled character must make a successful Intelligence test with modifier equal to the patient's Toughness. If this test is successful, the patient will suffer no more ill effects from the disease, and recovery time will began immediately; if the test is unsuccessful, the treatment will have had no effect, though another attempt may be made on the following day. Critical failures (see Tests) should have very drastic outcomes – possibly even the death of the patient. A character with this skill can provide medical attention to shorten recovery time (see Wounds & Healing).

Dark Lore

Character with this skill has embraced one of the forbidden arts of sorcery. Dark Lore is not one talent, but many. Most common Dark Lores are Chaos, Necromancy, Nurgle, Slaanish and Tzeentch. If character knows an Dark Lore, he can attempt to cast any spell from that lore.

Dark Magic
Character with this talent knows how to manipulate *Dhar* to fuel his spells. Using dark Magic gives more power, but much more dangerous. When character casts a spell, he can opt to use the energy of *Dhar* to fuel it. When making a Casting roll, player can roll an extra D10 and drop the die with lowest result. However, all dice count for the purposes of Tzeentch's Curse. Character must use Dark Magic when casting a Dark Lore spell.

Disarm
Characters with this skill may choose to disarm an opponent rather than do damage. The player should state that the character is trying to disarm the opponent, roll to hit as normal. If this roll is successful, the opponent should successfully make Agility test or be disarmed. Weapons knocked out of an opponent's hand will travel 2d6 yards in a random direction. This skill cannot be used against a creature with natural attack.

Disguise
Characters with this talent are skilled at preparing and using disguises. A disguise can be very elaborate, or quite simple. The GM should bear in mind how much effort has gone into a disguise when deciding whether it works or not. A disguised character can pass unnoticed amongst unsuspecting people and will pass casual examination if a test against Fellowship is successful. Close examination will always reveal a disguise, although the character may forestall such examination by means of a successful Bluff. Again, the GM should take the nature of the bluff into account: something like "Don'ee search me too roughly deary... I's bin a bit delicate since I got a touch of the Old King's Rot" ought to be successful in most cases.

Divine Lore
Characters with this talent are so dedicated to his deity that his prayers can produce magical effects. Divine Lore is not one talent, but many. Such is the devotion required that character can only ever know one Divine Lore. Each Divine Lore talent is a separate magical proficiency, with the speciality noted in parenthesis. For example, Divine Lore (Sigmar) is a different talent than Divine Lore (Ulric). The most common Divine Lores correspond to the major deities of the Old World: Manann, Morr, Myrmidia, Ranald, Sigmar, Shallya, Taal, Ulric, Verena. If character knows a Divine Lore, he can attempt to cast any spell from that lore.

Dealmaker → Obsolete

Dodge Blow
Characters with this ability are especially skilful at avoiding blows from hand-to-hand combat, by ducking or weaving away from the blow. To dodge successfully, the character must make a successful Agility test. A successful dodge means *all* damage from that blow is ignored. Only one dodge can be made per combat round, and characters may only dodge a blow that they see coming. Surprise attacks cannot be dodged, and neither can missile fire from bows, crossbows or firearms.

Drive
Characters with this skill have experience of driving carts or wagons. They may drive any sort of vehicle – cart, wagon or even chariot with perfect confidence, being able to control horses/beasts automatically, without having to make a Risk test, and without attracting untoward attention or causing possible accidents. See *Movement* for more information on various forms of transport.

Dwarfcraft → Obsolete

Etiquette
Character with this skill are fully conversant with social conventions knowing the correct way to behave in most situations. They have an across-the-board modifier of +10% to all standard test and characteristic checks in situations where character is mixing in high society.

Evaluate
Character with this skill have a practised eye, and can judge the worth of goods with a fair degree of accuracy. They have a modifier of +10% to all Estimate tests, and the margin of error is reduced to 5% in all cases (see standard Tests).

Excellent Vision
Characters with exceptionally good eyesight can see objects at +50% normal distances. This does not affect night vision distances, but it does affect the distance that can be seen with a torch, lantern, etc.

Fast Hands
Characters with this talent are adepts at touching melee opponents during spellcasting and should modify their WS characteristic by +20% when using touch spells.

Fearless
Some characters are either brave or crazy enough that they know no fear. They are immune to Fear and treat Terror as Fear, but still gains insanity points for failed Terror tests. They are also immune to the effects of the Interrogation (except Torture) and the Unsettling talent.

Flee!
Characters with this talent are fit and agile runners, and may add +1 to their Movement characteristic for 1d10 rounds when running away from combat or other threat.

Fleet Footed
Characters with this talent gains a permanent +1 modifier to Movement characteristic and should modify starting profile accordingly.

Flier
The Movement score for winged creatures applies to ground movement only. When airborne, their movement depends on the manoeuvrability of the creature involved. Flying creatures are split into three categories, and for ease of calculation, the height of a creature above the ground is reckoned in increments of 10 yards:

Swoopers are strong flyers that can dive and climb easily (±20 yards per round).

Hoverers are relatively weak flyers, but are more or less able to maintain their position in the air (climb 10 yards, dive 20 yards per round).

Landers are poor flyers who are clumsy and slow in the air (±10 yards per round).

Follow Trail
Characters with this skill can follow any tail made by animals or travellers; a faint or difficult trail may require an Intelligence test, at the GM's discretion. The trail can be followed without the tracker becoming slowed down. From hoof impressions, the state of fires and other trail features characters can Estimate the distance between themselves and their

quarry (either in days or distance) with a +10% modifier. Trackers may also add a +10% modifier to tests to Estimate the numbers of quarry and, in some cases, their racial types. They can identify animal species from their dropping where present.

Frenzy
Certain characters are somewhat mentally unstable and prone to fits of violent temper or indiscriminate violence. This leaves the subject to Frenzy (see Standard Tests).

Frightening
Some creatures have a frightening appearance. They cause Fear.

Gambling
Characters with this skill are accomplished statisticians and experienced gamblers. They know how to make the odds on any game work for them, and so all Gamble tests should be made with a modifier of Int/2. Characters may choose to 'throw' any gambling attempt, in which case they will automatically lose and no test is required.

Grudge-born Fury → obsolete

Haggle
Skilled bargainers can often obtain goods at well below market prices. Characters with this skill have a +10% modifier on all Bargain tests.

Hardy
Characters with this talent gains a permanent +1 modifier to Wounds characteristic and should modify starting profile accordingly.

Heal
Characters with this skill can minister to wounded characters in two ways. In the field, they can provide first aid – binding wounds, staunching blood, and so on – which will have varying effects, depending on how seriously wounded the patient is (see *Wounds and Recovery*). The character providing the treatment must make a successful Intelligence test. If the patient is lightly wounded, treatment makes 1 game turn and restores 1D5 Wound points. If the character is heavily wounded, treatment still takes 1 game turn, but only 1 Wound point will be recovered. However the character can now be considered to be only lightly wounded. Note that only one treatment may be performed until the character suffers further damage. It is not possible to use this skill to aid a heavily wounded character, and then treat the now lightly wounded character again in order to restore further Wound points. If the patient is severely wounded, and losing further Wounds each round, the character may only stop the bleeding and prevent further Wound loss. This takes 1 combat round, and further attempts may be made as long as the character lives. The patient does not recover any Wound points, however, and will still die unless successfully treated by a character with Surgery skill within 24 hours.

This skill may also be used to accelerate the recovery of lightly wounded characters. The character using the skill must make an Intelligence test with a bonus of +20, and provided the he or she is in attendance for at least half-an-hour each day, the wounded character will regain a number of Wound points equal to hos or her TB each day. Even if the test is failed, the patient will still regain a number of Wound Points equal to ½ TB, rounded up.

Hedge Magic
Characters with this talent are self-taught spellcaster who has figured out how to work magic by trial and error. They can cast Petty Magic (Hedge) spells only without having the Speak Arcane Language skill; the Petty Magic hedge talent is still required. Player must roll an extra d10 when casting a spell. This does not add into your Casting Roll, but does count for the purposes of Tzeench's Curse. Once character learns and an Arcane Language, he no longer have to roll the extra dice.

Hoverer → Obsolete

Hypnotism
This skill can be learned from travelling entertainers and some mystics. To hypnotise another person, a character's attention must be kept on the subject for at least one entire turn. During this turn, the hypnotist places the subject in a trance, possibly using a swinging bauble and suitable chant for this. If the subject is resisting the effects, a test against Will Power should be made each turn to establish whether the hypnotist has been successfully resisted.

The hypnotist may ask entranced subjects questions, which must be answered truthfully. The hypnotist makes a test against Will Power, and may ask one question whatever the result. If the test is successful, the hypnotist may ask D5 additional questions.

Intimidate → Obsolete

Keen Senses → Obsolete

Lesser Magic
Character with this skill knows a spell common to all types of magic. Lesser Magic is not one talent, but many, and each must be acquired individually. Each Lesser Magic talent is a separate spell with the spell name noted in parenthesis. For example, Lesser Magic (Dispel) is a different talent than Lesser Magic (Skywalk). Character should have a Petty Magic talent before he can learn a Lesser Magic talent.

Lightning Parry
When character with this skill makes swift attack, he gains a *one free* parry. The limit of one parry per round remains in effect.

Lightning Reflexes
Characters with naturally fast reflexes, or those trained by yours of experience or practice, have an advantage in combat. Such characters have a +10 modifier on their Reaction tests and Initiative rolls. They also have a +10% modifier for all Risk tests related to Agility and coordination.

Linguistics
Characters with this skill have a natural affinity with language which goes beyond learning and experience. They pick up languages very quickly and can learn enough of any tongue to 'get by' within one week of encountering it. They can also communicate with people even if they speak a different language – although such communication may be fairly basic. The character has a +10% modifier for all Understand Languages tests.

Lip Reading
Characters with this talent have learned how to read what people are saying from the movements of their lips. They can 'listen in' to whispered conversations, provided that they have a clear view of the speakers' lower faces. A test against

Intelligence is necessary to lip-read successfully; the GM may impose modifiers for extreme distance and other considerations. If the character cannot understand the language being used in a conversation, lip-reading is impossible.

Luck

Characters who were just 'born lucky' find that whatever they do, things seem to work out all right in the end.

Such characters can use their luck in order to add one or subtract one from any D10 dice roll, or modify any D100 roll by 10% at any time. This luck modifier can be applied to a dice score after rolling dice in order to turn a failed result into a success.

Characters can use their luck modifier a certain number of times every day. The first time a character uses the luck modifier during that game day, the GM secretly rolls a D6. The score indicates how many times characters can us Luck on that day. The GM knows this number and notes it down, but players have no idea how many times they can call on their luck, until the first time it fails.

Magical Awareness

This skill is unique to magic-using characters. A character with this skill who remains totally inactive for a one minute will be made aware of presence and rough direction of any other magic-using creatures or characters within one hundred yards. The character's concentration must be absolute; speaking moving, fighting or attempting anything at all will make this skill unusable.

Magical Sense

This skill is unique to magic-using characters. A character with this skill who touches an object which is affected by magic, or which is magical will be able to sense this. The function or purpose of the magic will not be revealed, only that magic is present. A wizard is able to sense that another character or creature has magical abilities simply by touching, such as by shaking hands. (after successful Will Power test?)

Marksman

Marksmen are naturally good shots, and have a +10% modifier to starting Ballistic Skill.

Master Orator → Obsolete

Master Gunner

Character with this skill can reduce the reload time of all black powder weapons by a half action. If character also have Rapid Reload, he gains the benefits of both talents (thus reducing the reload time of black powder weapons by a full action).

Meditation

Character with this skill can focus his mind and ignore the world around him. When performing ritual magic, he gains a bonus to his Casting Roll equal to his Magic Characteristic.

Menacing

Character with this talent have an imposing presence, due to size, demeanour, or appearance. While he Interrogate someone, victim should modify his WP test by -10%.

Mighty Missile

Character with this skill knows how to target magic missiles to inflict maximum damage. He gains a +2 modifier on damage rolls with any magic missile spell.

Mighty Shot

Character with this skill knows how to target missile attacks so they do extra damage. He gains a +2 modifier on damage rolls with missile weapons.

Natural Weapons

Creature with this talent have claws or vicious teeth that can rend apart his foes in combat. When attacking without a weapon, it counts as a being armed with a hand weapon, but cannot parry. He cannot, for obvious reasons, be disarmed.

Navigation → Obsolete

Night Vision

Characters with this talent have a natural ability to see extremely well in the dark. The darkness should not be complete – such as at the bottom of a deep mineshaft or down a dungeon – but light sources giving the same level of illumination as starlight will allow the talent to operate.

Characters whose race has already conferred a standard Night Vision range upon them will have this extended by 2d10 yards. For human, who have no normal Night Vision, the score rolled will be the total Night Vision distance.

Orientation

Characters with this skill have an instinctive 'feel' for direction; they will always be able to find north in any surroundings, and can navigate in most circumstances with little or no chance of becoming lost. In difficult circumstances, the GM may impose an Intelligence test.

Outdoor Survival → Obsolete

Perception → Obsolete

Performer (Acrobat)

This skill allows characters to be highly-trained athletes, capable of amazing feats of tumbling, leaping, jumping, etc. Characters with this skill should add 2 yards to the distance of any Leap, and +2 modifier for damage from Jumps and Falls. In addition, they can Climb all but sheer surfaces without needing to take Risk tests.

Although characters with Acrobatics can perform back-flips, hand-stands, somersaults and cartwheels without risk, may not perform acrobatics and simultaneously combat, or attempt any manipulative action as open doors. Characters with this skill may seek work as entertainers with a +10% modifier to Employment tests, or may busk with a +10% modifier for the test.

Performer (Actor)

Characters able to act can assume or feign other identities as well as project themselves before an audience. They may Bluff or Gossip with a +15% modifier to the test. Actors also have a stock repertoire of speeches, and a good actor will be able to recite these at the drop of a hat, which allows them a +10% modifier to all Busk tests.

Performer (Clown)

Characters with this skill have worked as clowns, usually as part of a travelling circus or within a company of players. Clowns concentrate on visual humour, slap-stick and crude jokes. Even companies specialising in high drama and tragedy employ clowns for comic relief during their productions, if only to keep the stupid and drunken portion of the audience happy. Clowns can Fall and Jump with a +1 modifier to the damage roll. They also have some acting skill which allows them a +10% modifier to Bluff tests. Comic re-

citals can be performed to order – which allows the character a +10% modifier to all Busk tests.

Performer (Comedian)

Comedians have normally worked as entertainers, telling amusing stories, anecdotes and jokes. Unlike clowns, they rely on verbal humour only, although they can develop acting talents and usually work in company with other actors or entertainers. Comedians have a repertoire of amusing stories, which makes them a +10% modifier on all Busk tests.

Characters with this skill have a +15% modifier when making Gossip tests.

Performer (Contortionist)

Contortionist receive their training from circus people, or through some strange religious discipline. The skill allows them to control their bodies in ways not possible for normal people: moving bones out of sockets, distorting the physique in lots of horrible ways, and otherwise being revolting.

They can escape from ropes, chains or other bonds on a successful test against Agility, with a penalty equal to *half* the Intelligence of whoever secured the bonds.

Contortionists can also squeeze through ridiculously narrow openings, such as the bars of a cell or a narrow ventilation shaft. 6 inches × 1 foot is the narrowest practical gap such a character can squeeze through. Even though many people find their antics repulsive, contortionists have a +10% modifier for all Busk tests.

Performer (Dancer)

Characters who have this skill can dance exceptionally well, either formally, informally or both. They may add a +10 modifier to Employment or Busk tests when seeking employment as entertainers or when providing street entertainment.

Performer (Escapologist)

Characters with this skill have received training from either circus people or a religious body. They cannot be restrained by normal means; sooner or later they will escape any bonds; it doesn't matter if they are ropes or chains. The escape happens after a successful test against Agility with a penalty equal to *half* the Intelligence of whoever secured the bonds., which may be tried once every minute.

Characters with this skill have a +10% modifier to all Busk tests.

Performer (Fire Eater)

Characters with this skill have worked as fire eaters with circuses or other travelling entertainers. They can extinguish burning sticks in their mouths, juggle (if have Performer (Juggler) skill) or balance burning objects, an even breathe fire. They are so used to dealing with fire that any damage they receive from fire-based attacks will cause one less wound than it would otherwise. The characters can kindle fires in the most unpromising situations.

Fire eaters may breathe fire using s special inflammable alcohol-based preparation, which they can manufacture themselves using standard alcoholic spirits. This is normally kept in a small flask. It can be drunk without causing serious, long-term harm, although most characters would be sick for several days afterwards. Fire eaters take a swing of this strange beverage every time they want to breathe fire; this takes a full round. Fire can be breathed at a single target as either a missile weapon or combat attack. Maximum range is two yards. Hits cause D10 wounds with a strength of 1, plus D5 additional wounds on flammable targets.

Characters with this skill have a +10% modifier for all Busk tests.

Performer (Jester)

Jester are versed in the traditional skills of bawdy humour, innuendo, sarcasm, wit and irritation. Quite why this should be regarded as entertainment is something of a mystery. Nonetheless, the retention of a family Jester is a status symbol amongst the nobility.

The character has a +10% modifier to all Bluff and Busk tests.

Performer (Juggler)

Jugglers are experts at balance an poise. They are able to juggle just about any object, or balance things on their heads, noses, etc. They can also throw and catch with great accuracy at ranges of up to eight yards – modify their BS characteristic by +15% in such circumstances. At greater distances characters still have a +10% modifier to all BS tests made with thrown weapons up to the weapon's maximum range. They also have a +10% modifier to all Busk tests.

Performer (Mime)

Characters who have this skill are able to convey a situation or story by movement alone without sound and without any kinds of props. They can seek work as entertainers with a +10% modifier to Employment tests or can Busk with a +10% modifier to test. Characters with this skill may also attempt to use it to communicate across a language barrier; the GM should use discretion in deciding how effective an attempt to communicate by mime is and how much of the intended meaning is conveyed, but in most cases a successful Intelligence test will indicate success.

Performer (Mimic)

Mimics have an ear for voices and accents, and can reproduce them almost faultlessly. This skill may be combined with Acting, Disguise or Ventriloquism skills to enhance their effects. Precise results are left up to GM, taking into account the exact circumstances, but in most cases a +10% modifier to bluff test should be the least benefit the character receives. Mimics should also have a +10% modifier to Busk tests.

Performer (Musician)

Characters with this skill can play a variety of musical instruments there are three fields of competence; for stringed, wind and percussion instruments. Musicians are normally skilled with only one type of instrument, but characters acquiring the Musician skill for a second or third time may extend their range.

Players may choose a specific instrument, such as a mandolin, lute or recorder for skilled musician characters, although some careers specify a particular instrument. In either case, characters will be able to improvise on other instruments within the same competence field. Characters with this skill gain a +10% modifier to Employment tests when seeking work as entertainers and to all Busk tests.

Performer (Palmistry)

Character with this skill have acquired the skill of reading palms, possibly from travelling or circus people. Palmistry is mainly used for entertainment, enabling the character to earn a little money, much as would a street musician. Characters with this skill have a +10% modifier to Busk tests.

On a more practical note, characters can actually learn information about other characters. The GM decides what information the character discovers, possibly making a test for

accuracy against the character's Intelligence. The GM should present information in a fairly ambiguous manner, yielding useful information if the circumstances are right. Information could be about personality, intentions or family detail.

Performer (Singer)

Characters with this skill have the ability to sing well, and know a variety of popular as well as formal songs. This may allow them to earn a little money singing in public. They have a +10% modifier to Employment tests when seeking work as an entertainer and may modify Busk tests by the same amount.

Performer (Storyteller)

This is a partly natural skill that endows certain characters with an ability to spin entertaining yarns. This can apply to joke-telling, anecdotes, religious stories or anything.

Characters can possibly earn a little money by telling stories; more likely they will earn people's interest and a few beers. Characters with this skill have a +10% modifier for all Gossip and Busk tests.

Performer (Strongman)

Strongman are characters who have worked with a circus, or as travelling entertainers. They build themselves up on a diet of raw meat, eggs and other things that would make a lesser person seriously ill. This gives the a +10% modifier to Strength and D5 extra Wounds. They also have a +10% modifier to any Employment tests when seeking work as entertainers. Due to their peculiar diet, strongmen have rather high living expenses, and spend 50% more on living expenses than anyone else. If unable to do so for more than ten days at a time, they lose the bonus, and cannot regain it until they have resumed their diet for a solid thirty days.

Performer (Ventriloquist)

Ventriloquists learn how to speak without moving their lips. Where characters are under close scrutiny, the GM can make a test against their Will Power to discover if their lips can be seen to move.

Petty Magic

Character with this skill knows the most basic of magical techniques. Like Arcane Lore, it not one talent but many. Each Petty Magic talents is a separate magical proficiency, with the speciality noted in parenthesis. For example, Petty magic (Arcane) is a different skill than Petty Magic (Divine). If character know a Petty Magic talent and have a Magic characteristic of at least 1, he can attempt to cast any spell from that skill.

Pick Locks

Characters with this skill can pick locks, dependent upon a successful Pick Lock test. The skill can be obtained more than once, allowing a greater chance of success – for each extra acquisition of the skill, give the character a +10% modifier.

Prepare Poison

Characters with this skill are expert at preparing poisons and are able to recognise the various types; a successful Intelligence test is required in both cases. Given the correct materials, the can manufacture one dose of any poison type within a day, and D5+1 doses per day thereafter so long as they do nothing else. A character with this skill also gains a +10% modifier to rolls to detect poison in food and drink.

Public Speaking

Characters with this skill are able to manipulate whole audiences or crowds of people by verbal persuasion. This is represented by the normal Bluff and Gossip Rules, but they should be applied to far more people then normal; a number up to the speaker's Fellowship characteristic should be the maximum. The gamesmaster can make an appropriate test for audience reaction, applying modifiers for the nature of the Bluff or Gossip attempt, and for the mood of the crowd, and should always be aware that, once the crowd disperses, they will have time to think about what they have heard, and that doubts may creep in...

Quick Draw

Character with this skill has speedy reflexes, that allows him to quickly draw weapons and other items. Once per round, he can use the ready action as a free action.

Rapid Reload

Character with this skill can reload ranged weapons with practised ease. He can reduce the reload times of all missile weapons by a half action. He could reload a crossbow in a half action, for example, whereas it is normally a full action. If the weapon already had a reload time of a half action, it becomes a free action, which allows character to make swift attacks with this weapon.

Read/Write

Characters with this skill may read and write their own native language and script. If the character is from the Empire this will be Reikspiel. If the character is multilingual as will be the case with all Old World Elves and Dwarfs, they will be able to read and write any languages they can speak.

Resistance to Chaos

Character with this talent have natural resistance to the power of Chaos. He gains a +10% modifier on Will Power test to resist magic and other Chaos effect, and almost immune to chaos mutations. However, he can never become a spellcaster of any type.

Resistance to Disease

Characters with this talent have had a long period of exposure to various disease, and have developed an unusually high resistance to them. They gain a +10% modifier on all Disease tests. In addition, such characters are totally immune to one specific non-magical disease.

Resistance to Magic

Characters with this talent are naturally resistant to the effects of magic and gains a +10% modifier to all Will Power tests to resist magic.

Resistance to Poison

Characters with this skill are so used to dealing with toxins that they have developed an unusually high resistance to them. They have a +10% modifier to all Poison tests. In addition, such characters are totally immune to three specific kinds of poisons or animal venoms. These can be chosen by individual players, although they must justify immunity in question. Old Worlders are unlikely to have developed immunity to Slann poisons, for instance, unless they have been to Lustria.

Ride

Accomplished horse-riders can mount, ride around or gallop without fear of doing anything embarrassing like falling off. Characters with this skill need not take Risk test for normal

riding operations, such as mounting or dismounting unaided, moving faster than the cautious rate and so on. They may attempt to mount a moving horse or jump with a +10% modifier to the Risk test.

Although this skill applies to horses and other equines, in some parts of the world other animals can be mastered and ridden by characters with this skill.

Rover → Silent Move Rural

Row

Characters with this skill have considerable experience of handling rowing boats. Thy can use small oared vessels efficiently and without danger.

Sail

Experienced sailors are familiar with all nautical tasks and terminology and are used to the hardships of the sea and the responsibilities of an aquatic life. A well as being able to handle small boats and sailing craft with ease and safety the character can work as an ordinary crew member on a larger ship.

Savvy

Savvy characters should modify their starting Intelligence by +10%.

Scale Sheer Surface

Characters with this skill may climb any wall or vertical surface no matter how treacherous, although they will need all of their limbs free to do so. They need never take a Risk test for climbing in most circumstances; on sheer surfaces, a Risk test may be necessary where the surface is particularly difficult or slippery – the GM must decide if this is the case, and any modifiers involved.

Schemer

A character with this skill is a master of personal politics. On a a successful Intelligence test he will know who is on whose side, what rumours there are about their intrigues and will have all the necessary contacts to pursue any kind of intrigue of their own. If the character successfully makes an Intelligence test with more than 20% to spare, he or she will also be privy to a secret about some faction's plans that could prove very useful.

Obviously, such a skill can only be used at a level appropriate to the character's own. A Noble could use this skill in connection with people and events at the local court, while a Noble Lord would operate like this at the electoral court.

Seasoned Traveller → Obsolete

Secret Language (Battle)

Certain warriors can speak Battle Tongue, a clipped, shortened and otherwise unintelligible version of Reikspiel used mostly for giving commands during battles. The Battle tongue can be spoken twice as quickly as any other language.

Secret Language (Ranger)

Ranger character often can speak the secret Ranger tongue, an old traditional language of the woods passed on from father to son, and occasionally taught to favoured individuals.

Secret Language (Thieves')

Certain rogues can speak the secret Thieves' tongue. The Thieves' tongue is unusual in that it consists of inflection and gestures only, and can be spoken over another language. So, a character might say 'Good day to you sir' in Reikspiel whilst winking thrice and picking his nose, but at the same time be saying 'Meet me at three o'clock in usual place' through those gestures to someone who can understand the Thieves' tongue.

Secret Language (Classical)

Many academics can speak Classical Reikspiel, a dead language akin to Latin or Greek in our own world. It is used in many academic and religious texts.

Secret Language (Guilder)

This is the secret and powerful tongue taught to human Guildsmen. It is not generally used at all, except in the most secret and powerful of Guild rituals. The language – which varies from Guild to Guild – will never be revealed to non Guild members.

Secret Signs

Secret Signs are related to specific careers – poacher or woodsman for example. Signs can only be understood by another character with the same specific career skill. Signs are pictograms or abstract sigils denoting a concept or thing. They don not comprise a language as such. An inscribed sign corresponding roughly to three words or fever of English, along the lines of 'Danger here Goblins' or 'No gamekeeper here'. Two or more signs can be inscribed, but they cannot be grammatically inter-connected.

Seduction

This skill is based on combination of natural charm and physical attraction. It allows characters to Bluff, Bargain or Gossip with members of the opposite sex with a +10% modifier to tests, and to proceed from there to certain other activities if the character being seduced fails a Will Power test...

Set Trap

Experienced trappers have the ability to set animal traps of various designs and sizes, which are intended to capture or kill their victims. These must be correctly baited and set if they are to work properly. The trapper knows the best places to set snares, gins and nets, what baits to use and how to set them properly. Any trap set by a character with this skill modifier the victim's Agility test by -20%.

Animal traps and snares placed by a trapper have a 50% + Int chance per day of catching small game.

Shadowing

Characters with this skill can follow someone without being spotted. They have a +10% modifier to standard hide tests to avoid being noticed.

Sharpshooter

Characters with this skill can make aimed shot with exceptional accuracy. If they use aim action, his next ranged attack gains a +20% modifier instead of the normal +10%.

Silent Move Rural

Characters with this skill may move through rural environments almost silently. Listen tests made against the character will be modified by -10% on the basic chance; so cautious movement, for example, normally heard within four yards 30% of the time, can be detected on just 20%.

Rural environments are basically all non-urban environments: farms, woodlands, river banks, fields, parks and gardens, jungles, swamps and so on. The distinction between

rural and urban tends to get a bit blurred in some instances, with formal gardens, for example. In such cases the GM should decide what category the environment falls into, normally allowing the character to utilise the skill.

Silent Move Urban

Characters with this skill may move through urban environments almost silently. Listen tests made against the character will be at -10% on the basic chance. This applies to all of the actions given on the hearing table – including opening doors, searching, talking and so on.

Urban environments are basically all built-up areas. The skill also applies to the insides of building in general, even if they are in a rural settings; farm buildings, for instance. At the GM's discretion, this skill may additionally apply to certain underground situations, especially in the case of artificially constructed rooms and passages.

Sixth Sense

Characters with this talent have the natural ability to know if they are being followed or watched. The gamesmaster should make a secret test against the character's Intelligence during any turn where it is appropriate to do so. If the result is a success, the gamesmaster can then inform the player that the character 'has a strange feeling of being followed or watched'.

Sleight of Hand → Pick Pocket & Palm Object

Speak Arcane Language

Magick

This is the usual language humans use for magical purposes in the Old World. Almost all scrolls are written in Magick, and all wizards, as well as many other privileged characters, can utilise it.

Old Slann

A very old language, encountered only in very ancient, and rare artefacts and books.

Arcane Dwarf

Known only to the Dwarf Runemasters. It bears a resemblance to ordinary Dwarfish, but it is far more subtle. It is extremely rare.

Arcane Elf

Known only to Elf Magicians. As with Arcane Dwarf, the language is based upon an ancient form of present-day tongue, but is far more powerful. It is used only in the Elf Homelands, and by wandering High or Sea Elves. It is not known at all to the Elves of the Old World, who use Magick for their own purposes.

Druidic

The tongue of the Old Druids as spoken by the most ancient of men, who inhabited the Old World in days of Old. It is extremely rare, although it can be found inscribed upon many of the ancient tombs and artefacts of the Old World.

Demonic

This is the language spoken by demons and used in all demonic conjurations.

Speak Language → Speak Additional Language

Characters with this skill have learned a foreign tongue, possibly as result of travel, trading with foreigners or just personal contacts. Players may choose a second language for their characters, in which they are assumed to be reasonably fluent. The GM can make a test against Intelligence in situations where the character's language is under close scrutiny, such as during interrogation or in situations where an embarrassing mistake may be made.

Specialist Weapon Group (Various)

Character knows how to use a group of weapons that require special training. Specialist Weapon Group is not one talent, but many and each must be acquired individually. Each Specialist Weapon Group talent is a separate proficiency with the speciality noted in parenthesis. For example, Specialist Weapon Group (Two-handed) is a different talent than Specialist Weapon Group (Throwing). The most common Specialist Weapon Group skills are: Cavalry, Hand Crossbow, Engineer, Entangling, Fencing, Flail, Gunpowder, Longbow, Parrying, Sling, Throwing, and Two-handed.

Stout-Hearted

Characters with this talent are exceptionally brave. They have modifier +10% on all Fear, Terror tests and tests to resist Interrogation.

Street Fighting

Experienced street fighters can defend or attack using their fist and feet, clothing, handfuls of dirt or anything else that comes to hand.

Characters with this skill can cancel the normal -20% WS modifier and the their damage for fighting with improvised weapons, gauntlets/knuckledusters, and unarmed should modified by +1.

Streetwise

Streetwise characters knows how to get by on the street. They have an across-the-board modifier of +10% to all standard test and characteristic checks in situations where character is mixing in criminal underworld.

Strike Mighty Blow

Characters with this skill modify the damage caused by a successful hit by +2.

Strike to Injure

Character who have this skill and who cause a hit on an opponent may modify the location number by 10%. This can be plus or minus – allowing the character to go for specific areas in preference to others. Thus a location number of 82 (right leg) could be modified to 72 (body) or 92 (left leg) as the character desires.

Moreover any Critical Value of any Critical Hits that character inflict is increased by 1.

Strike to Stun

Characters with this skill gain a bonus of +20% to their chances of stunning an opponent. Note that the skill is most effective when used on static targets, since these are hit automatically, and the modified damage (D10 + S - T - head armour points) is doubled.

Strong-minded

Characters with this talent are less susceptible to sanity-blasting events. You don't have to check for insanity until you have 8 Insanity Points and you don't automatically get one until you have 14 Insanity Points.

Sturdy

Characters with this talent do not suffer any Movement penalty while wearing plate armour.

Suave → Charm

Super Numerate

Characters with this talent have a gift for calculation, with an uncanny and deeply irritating ability to work out maths in almost no time at all.

When facing such characters with mathematical problems, the GM should assume they can solve them – no matter how difficult the problem. The gamesmaster should make a test against the character's Intelligence every minute until a successful test indicates that the problem is solved that turn. The gamesmaster can then reveal the solution.

Super numerate characters also have a +20% modifier for all Estimate tests and a +10% modifier for all Gamble tests.

Sure Shot

Characters with this talent knows how to find the weak spots in your enemies' armour. When character hits with a ranged attack, he can ignore 1 Armour point. If target has no armour, this talent has no effect.

Surgery

Surgeons have the medical knowledge required to patch-up badly mangled characters. To avoid infection, extensive treatment is better performed outside the adventuring environment, in properly equipped surroundings, free from interruption. The GM may apply whatever modifiers seem appropriate, if surgeon is attempting to operate without proper equipment or facilities.

Essentially, the surgeon may perform six types of treatment:

Treat Heavy Wounds: by making a successful Intelligence test, the surgeon can restore 1d5 wounds to heavily wounded characters, who are then treated as lightly wounded. The procedure takes 1d10 minutes.

Stop Wound Loss: by making a successful Intelligence test, the surgeon can prevent a critically wounded character from losing further wound. This is the only treatment that may be made "in the field", without penalty. The treatment takes 1 combat round to apply, and may be repeated as long as the patient still lives. Not that, unless the patient is treated as described under Heal Severe Wounds (see below) within 24 hours, he or she will still die.

Heal Severe Wound: by making a successful Intelligence test, a surgeon can prevent the death of a character who has been successfully treated for terminal bleeding. The operation takes 2 hours. The surgeon must make an Intelligence test and, if successful, the patient will sleep for 24 hours, after which time he or she is considered have 1 Wound point and recovers as though lightly wounded.

Set Broken/Dislocated Limbs: The surgeon must make a successful Intelligence test – with a bonus of +10% - whereupon the character is considered to have 1 Wound point, and is treated as though only lightly wounded. The limb will remain strapped up and incapacitated for a further 3D10 + 8 days. The operation takes 2 hours and may be repeated if necessary, but with a penalty of -10$ for each previous failure. If the operation is not successfully performed within 1 week of the injury, the limb will be permanently incapacitated.

Treat Amputation: under no circumstances can a surgeon replace a severed limb. The victim will first need to be treated to prevent further wound loss (see above), and must hen have the wound cauterised and so on. The surgeon must make a successful Intelligence test to save the patient's life, although he or she will not recover to a lightly wounded state (with 1 Wound point) until a further D10+2 days have passed. If the test is failed, the patient dies.

Accelerate Recovery: Characters with the Surgery skill who attend wounded patients for at least half-an-hour per day, reduce all recovery times by one third, provided that they make a successful Intelligence test. Thus, for example, lightly wounded characters may regain up to 3 times their TB per day of rest, if successfully treated by a surgeon.

Swashbuckler

Characters with this skill are agile combatants. While performing Swift Attack action they can move up to their Movement characteristic in yards before, after or in-between of their attacks.

Swim

Characters who can swim do so at ⅔ of the Cautious Movement allowance, and gain a +20% modifier to all Risk tests while swimming.

Torture

Characters with this ability are skilled in the arts of interrogation, and especially the careful application of severe pain so as to encourage the victim to talk without causing any fatal damage. The victim's Will Power is reduced by 10% for all Interrogation tests involving torture, and the amount of damage caused by each application of torture is halved.

Trade (Art)

Artists can paint, sculpt or produce other works of art. Some are limited in the type of work they can do as defined under the appropriate career. Whatever their talent, artists can produce usable or saleable items (saleable at the gamesmaster's discretion naturally!), including convincing copies of existing work of art.

The following chart can be used by the gamesmaster to establish the sale value of the artist's work and the percentage chance of a forgery being spotted as a fake by a non-expert.

Time spent	Sale Value	Detection
1 week	10d10 crowns	Buyer's Intelligence
+ per week	+10d10 crowns	+10%; maximum 90%

The maximum time that can be spent on an average painting or sculpture is two months. Larger or finer works are at the gamesmaster's discretion.

The sale value depends upon the Artist being acceptable to the purchaser. Not every one in the Old World values art highly, and the gamesmaster must allow for the possibility that the character's art just doesn't fit in with what people are willing to buy... Even so, the character has a +10% modifier to all Busk tests.

Artists are better at spotting forgeries themselves, and should add a +15% modifier to their Intelligence for the purposes of Detection.

Trade (Brewing)

Characters with brewing skills can brew wine and beer, and understand the principles of fermentation process. They are able to judge the quality of the ingredients and the finished product, estimate fermentation times in any given environment, and judge whether a particular brew is ready. They also have +10% modifier to their chance of noticing a drug or poison in wine or beer. If successful, the presence of some foreign substance will be detected, but not its nature.

Trade (Carpentry)

Carpenters have experience of working with wood, constructing items such as furniture, house fittings, chests, wagons, etc. They are familiar with woodworking tools,

techniques and types of timber.

Characters with this skill have a +10% modifier to Construct test when building wooden structures.

Trade (Cartography)

Character with this skill are familiar with the practices and uses of map-making. They can read maps, even if they are drawn in an unconventional or archaic manner, or depict unknown areas. They are also able to recognise coastlines and other geographic features, even when distorted, badly drawn or presented in disguised fashion. Using a map cartographers can guide themselves or other towards a certain goal, or in a specific direction.

Cartographers are also very good at remembering directions and features. This is very useful in dungeons, and may enable a character to remember a way out or recall where a passage leads. Test are made against Intelligence to determine success.

Trade (Chemistry)

Characters with this skill have a reasonable understanding of the principles of chemistry, although their knowledge will often be in a mystical or magical form.

As chemists, these characters have the ability to recognise various types of mineral ores, naturally occurring chemical compounds and prepared chemicals. They also know where to look for these items (e.g., that sulphur can be obtained from volcanic pits, etc.). Chemists also understand how to extract and refine chemicals from mineral ores or compounds. They can isolate an element from its compound to produce iron, copper, silver, etc.

It is left up to the gamesmaster to guide players running characters with this skill. The should be permitted to manufacture certain compounds, but must be restrained from trying anything too complex or unlikely. TNT is definitely out! Gunpowder and various flammable mixtures should be permitted. Gunpowder comprises a mixture of sulphur, saltpetre and carbon, whilst most of the 'Greek Fire' mixtures of ancient times contained naphtha and usually sulphur, as well as various bitumen substances and oil. A test against Intelligence should be used, with modifier to reflect the complexity of the task, as the gamesmaster sees fit. Serious failures can be expensive, messy and painful.

Trade (Cook)

Characters who can cook can prepare food to a high standard, and judge the quality of both ingredients and the finished product. They also have +10% modifier to their chance of noticing a drug or poison in food. If successful, the presence of some foreign substance will be detected, but not its nature.

Trade (Gem Cutting)

Characters with this skill can cut gems given the correct tools and sufficient time, at the rate D6 stones per day, so long as no stone is worth over fifty gold crowns. Stones worth fifty-one to one hundred gold crowns each take a whole day to cut. Stones worth over on hundred gold crowns each take D6 days to cut.

To determine success or failure, a test should be made against the average of Intelligence and Agility. If successful, the value of the gem is increased by 5% for every point under the requirement rolled on the dice (so an Intelligence 50, Agility 40 gem-smith rolling 05 would have increased the value by 200%). If character is recutting a once-cut gem, the increase in value will be 10%. If the test is failed, the value of the cut or uncut stone is halved, and the character must start from scratch working on the smaller stone. Large gems may be split into smaller gems totalling 75% of the original value, and jewellery can be broken up or recut, losing 10% of its value.

Trade (Herb Lore)

Characters with this skill can recognise the various types of herbs. They know about herbs properties and whether they must be gathered at specific times of day/year, or under special circumstances. The games master can indicate to characters places where they are likely to find herbs growing after a successful test against Intelligence.

Trade (Metallurgy)

Characters with this skill can recognise the ores of the more important metals (principally iron, copper, tin, lead and silver) and can extract the metal from the ore, given the right equipment. They can also calculate the correct mixture of metals required to produce alloys of varying quality, such as mild steel, high and low grade bronze, pewter and electrum. Note that this skill confers no ability to work the prepared metal – Smithing skill required for this.

Trade (Mining)

Mining skill is acquired through practical experience of mining, tunnelling and excavating. Characters with this skill gain certain advantages when moving about in the underground world. They are able to tunnel using appropriate tools, and are capable of constructing supports, floor planking and bridging and walling where the earth is soft. They should receive a +10% modifier to Construct tests for such tunnels.

Once underground, they can recognise most mineral ores, rock types and gembearing rocks. Where valuable minerals or gems occurs as part of the natural rock formation, characters with this skill will usually notice them. The gamesmaster can test against intelligence to determine success.

These characters also have a +10% modifier on the normal chance of noticing secret doors and concealed passages in underground complexes. Whilst underground, they can sense changes in direction, ground slope, temperature and humidity. The gamesmaster can use these trats to help players where appropriate.

Trade (Smithing)

Smiths have the ability to work common metals, principally iron and steel, and can prepare metal in a furnace using scrap of refined ingots. Under normal circumstances a smith would not refine metal from ore, although this can be attempted at the gamesmaster's discretion. Smiths can prepare or mend usable workmanlike articles of everyday use: horse shoes, nails, railings, cauldrons, etc. They can also produce or repair usable weapons an shields.

A character with this skill has a +10% modifier to all Construct tests for suitable metal products.

Trade (Stoneworking)

Character with experience of working with stone can construct stone items such as pillars and other building elements, and can carve small decorative pieces like friezes and gargoyles. They familiar with stoneworking tools, techniques and types of stone. A characters with this skill gains a +10% modifier for all Construct tests when working with stone.

Trade (Tailor)

Characters with experience of tailoring, sail-making or perhaps even theatrical outfitting can repair tents, clothing, sails or other cloth using appropriate materials. They can also make effective disguises, enabling disguised character

to bluff with a +10% modifier to their chance of success.

Terrifying
Some creatures have a terrifying appearance. They cause Terror.

Trapfinder → Spot Trap

Trick Riding
This skill may be acquired from circuses, travelling people or some nomads. Characters with this skill are capable of a variety of unlikely feats of horsemanship, including standing up or performing handstands on the animal's back, leaping from moving horses, etc.

Practically speaking, characters with this skill need never make a Risk tests for any riding actions, except that characters wishing to leap from a horse moving at a speeds of greater than eight yards per round, should make a Risk test with a +30% modifier. In addition, they do not suffer any disadvantageous modifiers when using missile weapons from a moving mounts.

Tunnel Rat → Obsolete

Undead
Undead creatures are immune to Fear, Terror, stunning, poison, disease and all spells, skills and effect that involve the manipulation of emotions and the mind.

Unsettling
Some characters disturbs opponent's by just their presence. Enemies must makes a successful Will Power test while meeting such a character in melee or suffer -10% modifier to their Weapon Skill and Ballistic Skill characteristics. They may test to overcome the effects of this talent each combat round until they either make it or are out of site of unsettling character.

Very Resilient
Very resilient characters should modify their starting Toughness by +10%.

Very Strong
Very strong characters should modify their starting Strength by +10%.

Warrior Born
Warrior born characters should modify their starting Weapon Skill by +10%.

Wrestling
Characters with this skill have learned how to wrestle in the traditional, no hold barred style of the Old World. Wrestling is a sport and is supposed to stop short of death or serious injury. Nevertheless this skill enables characters to fight unarmed without suffering the normal -20% unarmed combat modifier. Instead of causing damage on a successful attack, the wrestler may choose to grapple.

This skill also enables characters to enter wrestling competitions or stage public bouts.

Tests
During the game, the players will want their characters to attempt many different actions – some fairly mundane ore day-to-day, and others more daring and extraordinary. It is up to the GM to decide what happens, whether the action succeed or fails. For example, a character might want to try leaping onto a galloping horse as part of a daring escape – does he make it? Does he spot that the guards are closing the fortress gates? Does he manage to fight off the guard captain?

Situations like this will crop up again and again in your games, and you can resolve thing quickly and easily by making a test. Most of the tests in this game are based on characteristics, and may be modified by a character's skills and by other circumstances.

Basic Test Procedure
1. The GM examines the action to be attempted, and decides which characteristic(s) comes into play.
2. The player and GM decide whether the character has any skills which will affect the test.
3. The GM considers the circumstances, and assigns any further modifiers that seem appropriate, to arrive at a percentage chance of success.
4. The player rolls a D100. If the score is less than or equal to the percentage chance, the action is a success; if not the character has failed.
5. The GM decides the outcome of the attempt, based on its success or failure. The degree by which the test is passed or failed will give a rough idea of how successful (or unsuccessful) the action has been.

Easy and Difficult Tasks
Sometimes the GM may decide that the chance of success given by a characteristic score does not adequately reflect the situation. If a task is very easy, the test might be made against twice the characteristic score, while a task that is almost idiotic-proof might require a test on three times the characteristic score. On the other side of the coin, if the task is very difficult, the score might be halved, while on which is nightmarishly hard or complex might require a test on a quarter of the score.

Alternatively, the GM may allot modifiers in the form of percentages - +5%, -10% and so on. This is completely up to you. The important thing is to make the difficulty of the roll reflect the difficulty of the task.

Success and Failure
I a test is successful, the character has managed to perform the action with no problems. If the roll the roll the number required for the test, the character may even have done better than expected.

If a test is failed, the character has not managed to perform the action. The results of this, obviously, vary considerably according to the precise circumstances.

If test is failed by more than 20%, things have gone seriously wrong, and the character may be in trouble. For example, a character who fails an Agility test by more than 20% may not only fail to move in time, but may also fall over.

If a test is failed by more than 30%, things may have gone nightmarishly wrong. The consequences of passing or failing test by a large margin will depend almost entirely upon the particular test and circumstances, and it is impossible to lay down any general guidelines. Some examples are given in Standard Tests below, and the GM can take them into consideration.

Combined Tests

Sometimes it may be necessary to test against two characteristics, or to make a series of tests to resolve a complex situation.

When more than one characteristic comes into play in a situation, simply take the average of the relevant scores as the basis for the test.

Some situations can be broken down into a series of tests rather than one combined test; in these cases, the GM simply works out in which order the tests should be taken, and proceeds with them normally, one after the other.

Standard Tests

There are some situations which will arise time and time again. Players will want their characters to bluff their way out of tricky situations, to bribe guards to look the other way, to hide from powerful enemies, and so on. To cover these situations, there are a number of *standard tests*. Standard tests are dealt with in exactly the same way as ordinary tests; the only difference, really, is that we've covered most of the details here and saved you some work.

Action	Test against	Relevant Skills
Animosity	Will Power	
Bargain	Fellowship	Charm, Haggle, Seduction
Bluff	Fellowship	Acting, Charm, Clown, Jester, Public Speaking, Seduction, Wit
Bribe	100% minus target's WP	Bribery
Busk	Fellowship	Various – see description
Construct	Average of Intelligence and Agility	Boat Building, Carpentry, Engineering, Mining, Smithing, Stoneworking.
Disease	Toughness	Resistance to Disease
Employment	See below	Various – see description
Estimate	Intelligence	Evaluate, Follow Trail, Super Numerate
Fall	See Movement	Acrobatics
Fear	Will Power	Fearless
Frenzy	Will Power	
Gamble	See Description	Gamble
Gossip	Fellowship	Acting, Charm, Comedian, Public Speaking, Seduction, Storyteller, Wit
Hatred	Will Power	
Hide	Agility+Will Power minus enemy Intelligence	Concealment, Silent Move, Shadowing
Hypnotism	Will Power	
Interrogate	Will Power	Torture, Fearless, Menacing
Jump	See Movement	Acrobatics
Leap	See Movement	Acrobatics
Listen	See Description	Acute Hearing, Silent Move
Loyalty	Fellowship	Leadership
Magic	Will Power	Resistance to Magic, Resistance to Chaos
Observe	Intelligence	Excellent Vision
Pick Lock	Agility minus lock rating	Pick Lock
Pick Pocket	Agility	Pick Pocket, Palm Object
Poison	Toughness	Resistance to Poison
Reaction	Agility	Lightning Reflexes
Risk	Base 50%	Various, depending on circumstances
Search	Intelligence	
Search, rapid	Intelligence	
Sneak	Base 30%	Silent Move
Strength	Strength	
Stupidity	Intelligence	
Terror	Will Power	Fearless
Understand Language	Intelligence	Linguist

Note: Not all the skill listed against a certain test will apply in any given instance; they are the skills which might come into play, but the GM must decide which, if any, are relevant. When a character has more than one relevant skill, the bonuses from each skill are added.

Also, some skills are mutually exclusive: Charm or Etiquette may not be used together with Comedian or Jester, since it is impossible to be charming and earthly at the same time. The GM should examine all relevant skills in a given case, and decide whether it is logical to use certain combinations.

Animosity

If characters are subject to animosity towards a particular creature or group of creatures, a Will Power test should be made every time they encounter the objects of their animosity. If the test is failed, the character will attack immediately, using weapons if necessary. If the test is made, there is still a -10% modifier to all Fellowship tests between characters and the objects of their animosity.

Bargain

The GM can establish the availability and asking price for most commonly available goods or services. Characters can always try to bargain with suppliers.

To find out if characters succeed in striking a good bargain, test against their Fellowship; a successful test indicates that they have been offered a lower price. Price reductions are at the GM's discretion, but 10% can be regarded as usual – more for especially good roll.

Note: ale houses and eating establishments are not likely to offer a discount, and staff may get very annoyed if the characters try to bargain with them.

Bluff

On many occasions characters will have to resort to bluffing their way out of (or into) a situation. They can lie, feign ignorance, drunkenness, forgetfulness or whatever they like in order to achieve their end.

The GM should encourage players to come up with a plausible story for the bluff, and should then make a test against the character's Fellowship to see if the bluff is successful. The player's yarn is really only required for colour end en-

tertainment, but the GM should decide that a bluff is extremely unconvincing, or convincing, and modify the character's test accordingly.

A successful bluff will completely convince its victims, removing any shadow of doubt from their minds. An unconvincing bluff may arouse hostility; a failure by 40% or more is likely to provoke open violence.

Bribe

Bribery is a useful way of getting out of (or into!) some situations. When characters attempt to bribe officials, the amount of money offered and the risk involved must be taken into account. The chart below can be used to find the 'minimum' amount that must be offered for acts of increasing danger.

	Act	Minimum Bribe
Passive task	Overlooking minor discrepancy, looking the other way, etc.	1 crown
Minor active task	Leaving a gate open, revealing the personal habits, routine or location of someone.	5 crowns
Minor criminal act	Stealing from an employer or confidant, revealing information of minor value, permitting entry to a restricted area.	25 crowns
Criminal act	Stealing articles or revealing information of obvious value	50 crowns
Major criminal act	Revealing information of national importance, conspiracy of murder or worse.	100 crowns, *frequently more*

Minimum value of a bribe may be modified by the NPC's circumstances and attitude – a servant may be more willing to betray his mistress if he has a personal grudge against her, for example. Also, the personality of the NPC to be bribed must be taken into account; those who are naturally malicious might be easier to persuade, because they have a natural love of causing trouble.

The minimum acceptable bribe is also modified by the social level and general position of the person being bribed. Trying to bribe a town Mayor is a bit more difficult than a peasant or lowly scribe, for example.

Generally, some account ought to be taken of the NPCs social status and wealth where bribes are concerned. A duke, for example, will probably be mortally offended at being offered 17 crowns to leave a castle gate unlocked! Far better to approach on of his servants. On the other hand, the same duke might, for a price be bribed to commit his forces to the support of an attempted coup d'etat. Common sense should be exercised when deciding who to bribe and for what.

Having established the minimum acceptable bribe, the character must make an offer. This can be more than the minimum bribe, but never less. The chance of it being accepted equal 100% minus the Will Power of the person being bribed. Will Power is used because it represents mental fortitude, but you are free to modify the figure in any suitable way.

If the bribe is refused, the briber may choose to increase the offer by an increment of 50% or more. For each 50% added to the original sum either on the original or subsequent attempts, the chance of success goes up by 10%.

A really bad dice roll can be taken not only, but also as an indication that things have gone disastrously wrong; the character may be totally incorruptible, may inform on the characters, may take their money but betray them, or may even attack them out of hand.

Busk

Characters with entertainers' skills, and some other characters, may wish to try their hand at busking. This is a good way to earn spare cash – often, short of out-and-out begging, it is the only way. A character attempting to busk ought to have at least one entertainer's skill. The following skills are eligible to Busk:

Acrobatics	Acting	Jester
Artist	Juggle	Beg
Mime	Clown	Mimic
Comedian	Musician	Contortionist
Palmistry	Dance	Sing
Escapology	Story Telling	Fire Eater
Strongman		

Make a test against busking character's Fellowship every game hour; a success indicates that they have earned a paltry D6 shillings. A failure by 30% or more indicates trouble: the character might be moved on by a town watchman, or arrested for vagrancy, or might have a run-in with drunken or rowdy locals. You can play this out as an encounter if you wish.

Construct

This test is used when characters attempt to construct large, improvised items from basic materials; when trying to build a rough shelter, a raft or a rope bridge, for example. The same test can also be used to decide whether emergency repairs can be made to things like wheels and axles.

Construct tests are made against Dexterity, and can be modified by the gamesmaster, bearing in mind how difficult the task is. The GM may decide to split large or complex projects into a number of different construction rolls, requiring the success of one stage before moving onto another. Usually only a single test is made for each stage of construction, no matter how many individuals are involved – therefore even though several characters may have a bonus on their construct roll, only the highest bonus would be used.

The test is made secretly by the GM and the result is noted down. A successful result means that the construction will stand up to whatever it was designed for. Failed tests can have varying effects, according to the amount by which the roll was higher than that required.

Failure by 01 – 10%. The construction is shaky and good for only 2D6 days of use. After this it will collapse.

Failure by 11 – 20%. The construction is shaky and good for only 2D6 game turns. After this it will collapse if used.

Failure by 21 – 30%. An unsound construction. Every turn it is used roll a D6. It will collapse on a score of 6.

Failure by more than 30%. Utterly useless botched job that doesn't even look safe. Falls apart as the last nail is hammered home.

The Construct test is only intended to allow characters to do things within their general talents, encompassing special skills. If players take liberties with this, you should ask them exactly how they intend accomplishing their task, and judge the scheme on its merits. After making sure they have all the necessary tools and materials to hand, assign a modifier to their chance of success.

Disease

Whenever characters come into contract with disease, the gamesmaster should make a Toughness test to decide

whether or not they contract the ailment. The test can be modified according to the virulence of the disease (see Disease, Poison and Insanity) and by the Resistance to Disease skill.

Employment

Occasionally, characters will seek mundane employment – either to make money between adventures, or for some more subtle purpose, such as to infiltrate a house or organisation. There are four broad categories of employment open to a character:

Entertainer	- includes all the activities covered by the Entertainer basic career.
Labourer	- includes dockers, building labourers and farm-workers.
Artisan	- includes all the activities covered by the Artisan advanced career.
Servant/Retainer	- includes all kinds of servants and maids, as well as clerks, bailiffs, gamekeepers etc.

Characters must have, or have had, an Entertainer career in order to obtain work as an Entertainer, or an Artisan or Artisan's apprentice career to obtain work as an Artisan. Any character may obtain work as a Servant/Retainer. Strength of 30% or more is needed to obtain work as a Labourer.

The chances of finding work in a given community depends upon its size. In cities and large towns, it is comparatively easy to find work. In smaller towns and villages there will be little demand for specialised workers, and other work will mainly be base chance of finding employment:

Employment	Population			
	Below 100	100-1,000	1,000-10,000	10000
Entertainer	3%	17%	73%	100%
Labourer	17%	73%	100%	100%
Artisan	3%	9%	42%	59%
Servant/ Retainer	17%	59%	100%	100%

Characters may make Employment test once per week while looking for work. Certain skills may modify the base chance of finding employment; this is specified under the relevant skill description. The wage level is basic 60/- for Artisans, 30/- for Entertainers, 42/- for Labourers and 3/- for servants (who would get free board and lodgings).

Estimate

Occasionally, characters will be presented with situations in which they need to quickly estimate numbers, distance, quantity etc. The gamesmaster can establish the basic accuracy of estimate by secretly testing against Intelligence. If successful, the estimate will be correct to within ±10%. A failed test indicates that the character's estimate is out by more than this. GM can use failed estimate tests to provide bogus information.

Fear

Certain characters suffer from psychological stress which is so potent that it causes them to lapse into into a state of temporary paralysis – they are literally scared stiff.

Some creatures are described in the Bestiary as causing Fear in other creatures (for example – undead creatures cause Fear in living creatures). When characters confront any creature which causes Fear in them, a standard Fear test must be made.

Test against Will Power to see if thy are affected – a successful result means they have resisted the effects of Fear (no further tests are necessary during that encounter sequence). A failed result, however, indicates that the characters are frightened and paralysed with fear and may not move, fight or perform any other actions that round. If attacked whilst paralysed, they may parry as normal, but may not use Dodge Blow or other skills to avoid damage. Their roll is repeated at the beginning of each round until the characters overcome their fear, after which no further Fear tests are made for that encounter sequence.

Frenzy

Characters suffering from severe mental trauma may sometimes totally lose control, becoming dangerous killing machines, perils to friend and foe alike. This test is only taken by characters susceptible or 'subject' to frenzy – those who are crazy, jumpy, ill-tempered and violent. Characters may become subject to Frenzy as a result of gaining a psychological disorder, but some creatures are naturally unstable. The test is made against Will Power, whenever the character si placed under some kind of stress – principally at the beginning of an encounter.

If the test is passed, there is no effect. Characters who fail the test lose control for the duration of the encounter, and become subject to the following rules:

1. They are oblivious to danger and cannot be compelled to leave combat. Fear and Terror tests are not taken or are disregarded. They are never parry or dodge.
2. They are concerned only with killing their enemies – they never strike to stun and always use all out attacks, charge attacks or swift attacks.
3. They are possessed of insane strength – adding +2 to all combat damage caused.
4. They are overcome with blind fury, and are completely oblivious to damage they take – modify all damage rolls by -1.

Gambling

Each character bets an equal amount of money and then rolls D100. The winner is the character with highest roll. Successful characters win a sum equal to the number of players multiplied by the sum staked on the game. In the unlikely event of a tie between one or more players, the tying characters make a second bet and roll again. The other characters drop out for that round of betting only.

If gambling in a gaming house, the house adds 10%-40% to its roll, depending on how honest the management is. In rigged games, the house may add as much as 60% to its roll, but rarely does so all the time.

Characters with Gamble skill receive a modifier to their roll equal to half their Intelligence score. Characters using spare aces or loaded dice use their Intelligence score unmodified, but stand a chance of being caught. After the results of a round of betting have been declared, the GM should make a secret Intelligence test for each participant to see if they spotted any cheating. The test is made with a penalty of -20%, unless a cheated character also has Gamble skill, in which case, he or she makes unmodified test. Characters caught cheating could be in big trouble!

Gossip

Idle gossip offers a fairly safe and easy way of gathering information. Characters can attempt to engage NPCs in conversation – the best places are obviously Ale Houses, where people are bound to be less suspicious of the player's motives.

When a character tries to strike up a conversation with a stranger, the GM should make a test against Fellowship. If the test is successful, the character will learn all the latest

news (relevant or not). News typically includes tragic events, births, marriages, scandal, suicides, trauma, illness, crime and 'strange going on' in general. It can take quite a while to listen to local gossip, especially if the speaker is old or rambling. This is left to the GM to decide according to the circumstances.

In addition to local news, the character can try to get answers to up to D6 specific questions. The GM should answer the player questions from the NPC's point of view – often the only honest reply the NPC can make is 'I don't know'.

Characters who fail a gossip test may face a hostile reaction from the NPC. A failure by 40% or more indicates that the NPC may report them to the local authorities as snoopers, dangerous deviants, or wierdos. In favourable circumstances, the NPC may even attack the character.

Hatred

This test is used to determine the reaction of characters to others they may have special reason for hating. Although the test can be applied on a personal level (especially if your game revolves around a vendetta or an act of personal revenge), the usual application is when specific races, for some reason or other, hate each other. Test against characters' Will Power at the beginning of any encounter; the result lasts for the duration of the encounter. If the test is passed, all is well and no special rules apply. If the test is failed, they are overcome by hatred and becomes subject to the following rules for as long as they are in combat with the hated foe:

1. The character becomes oblivious to danger and cannot be compelled to leave combat.
2. The character always presses attacks where given the opportunity.
3. The character is possessed of insane strength – adding +1 to all combat damage caused.

Hide

This test shows whether characters can evade discovery by skulking in the shadows, in a dark recess or similar location, whilst enemies march past. A character hiding in this way cannot avoid being discovered by a Search (or Rapid Search), but cannot be seen by mere Observation. For example, Silas Lumpfoot the Halfling is creeping stealthy down a dark passageway when he hears the clanking of an advancing Orc patrol. He cannot pass the patrol without being seen, but by hiding in the shadows he hopes to avoid detection. Curling into as small a space as possible, and taking advantage of the passageway's uneven surfaces, Silas waits silently for the Orcs to pass. This is the ideal situation to apply a Hide test, to see if Silas is spotted by one of the patrol. In situations where the patrol is deliberately looking for someone, the normal Search/Rapid Search rules apply.

The chance of being able to successfully evade detection by hiding is dependent upon quick wits, and by ability of the hider to remain calm and collected whilst the danger passes. The basic chance, therefore, for a Hide test equals Agility plus Will Power, but minus the Intelligence of the creature being avoided. If hiding from a group of creatures test only once, but use the highest Intelligence value in the group.

A creature with an appropriate Silent Move skill may add a +10% modifier to the chance of hiding. A character with Concealment skill may add up to a further +20%. The GM should impose other modifier to cover the situation – general lightning conditions, the availability of places to hide, whether the foes are alerted to possible intruders or completely unsuspecting, etc. Hiding characters may choose to launch surprise attacks, and will gain Surprise automatically.

Interrogation

When someone is forcing information from characters or NPCs, even though those characters may be determined that they will not talk, the game master may decide otherwise. Interrogation must be backed by threats, and can be backed up by torture as well. If players intend to use torture against NPCs, they should be aware of the risks of accidental death (the NPC's that is...).

The simplest form of interrogation is by threat: 'Tell me where your money is or I'll break your legs.' The GM tests against victim's Will Power (mental resistance). A successful test means that the character doesn't cooperate. A failed test means instant obedience.

Once characters have passed an interrogation test, no amount of additional threatening will make them talk. Only the application of torture will loosen their tongues (or other bits).

Characters may be tortured once per turn and the GM will make the test against Will Power. Every time torture is administered, the character suffers D4 points of damage. Characters who fail the test will answer any questions put to them.

Really evil torturers can use extreme torture instead of normal torture. This lower a character's Will Power by 10% for purposes of the test, and causes D6 points of damage. If someone unprepared saw extreme torture it should make Will Power test or gain insanity point.

Listen

The following chart gives the percentage chance of a character hearing different types of noise. A character does not need to be actively listening for a noise, but when characters are moving, talking or are distracted in some way, they would be unlikely to hear any but the loudest sounds. As a general rule, a group of characters who are themselves making a noise will only hear sounds which are actually louder. S a party moving cautiously will hear normal or loud noises, but no other soft noises.

Type of Noise	Examples	Score	Noise Carries For
Soft	Cautious movement, whispering, key turning, lock-picking	30%	8 yards
Normal	Standard movement, conversation, doors opening or closing	60%	16 yards
Loud	Barging down doors, running, charging, combat, incantations, horses moving, rapid searching, breaking glass, shouting, crying out, screaming	100%	24 yards and more

Characters need to be actively listening to hear sounds through a door or wall, i.e. must actually press an ear against the door/wall in question. Noises do not otherwise penetrate doors or walls, except possibly as very indistinct moans or howlings.

Normally, each character gets only one affective 'listen' through a door or wall. No matter how long characters spend with their ears pressed against a door, they will hear no more subsequently than they did on their initial roll. The gamesmaster can bend this rule, but players should be discouraged from spending all their time listening through doors and walls.

A character deliberately listening at the door of a room may

roll as normal to hear sound within. Only one character may listen at a normal-sized door at one time. Characters listening through a thing, wooden or plaster wall may hear sounds within, subject to a -10%, dice modifier. Thick brick, stone and earthen wall block all noise.

A sleeping character will be woken by a noise if a Listen test modified by -20% is passed.

Loyalty

This test is used to establish the loyalty of NPC hireling when left unsupervised by other characters. Test against the Fellowship of the hirer – usually a player character. If hirelings are hired jointly by a party, test against the highest Fellowship characteristic minus 10%.

When a hireling or party of hirelings is entrusted with a mission of any kind, the gamesmaster should make a single test. If successful, the hireling attempt the task as expected. If the test is failed, the degree of failure will determine the outcome.

Fails by 01-10%	The hireling fail to attempt the task, or get it wrong due to laziness or incompetence; they return as expected, but lie to cover themselves.
Fails by 11-20%	The hirelings fail to attempt the task in the same way as above, but do not return until day later than expected.
Fails by 21-30%	The hirelings disappear for good, taking with them anything entrusted to their possession.
Fails by 31%+	The hirelings betray the characters to their rivals or the authorities. They do not return.

Magic

Sometimes, a character can be affected by magic directly. In such cases, a test is made against the victim's Will Power. If successful, the victim overcomes the effects of the spell/item. Note that some spells affect creatures only indirectly, and cannot be avoided by means of a Magic test – for example, a character cannot avoid getting burned by a magically generated fireball, or wet from a magically generated rainstorm.

Observe

Characters might enter a room and see the rough stone walls, the upturned chair and the heavy table. But would they be likely to see the scratches on the floor made by the secret door, or the dark smear of blood on the chair?

If a character searches theses areas, the scratches and blood will be found automatically, because they are not hidden. However, the gamesmaster can give players a chance of their character just noticing these features, even without conducting a proper search.

Roll secretly against the character's Intelligence as soon as there would be a opportunity for the character to cast a cursory glance over the room. A successful test reveals a single clue, where present. Success by 10% or more points reveals additional clues at the rate of 1 clue per full 10% of success, until the character has noticed everything there is to see.

Characters cannot use observation to uncover hidden items. Hidden items can only be uncovered by a deliberate search.

The observation rules can also be used when characters look into a room from outside. However, in this case they are rolling to see the obvious features – inhabitants, furniture, floor coverings, and so on. Subtle clues and hidden items cannot be seen from outside a room.

Pick Lock

Characters with Pick Lock skill can attempt to pick a lock using a special lock-pick tool, or an improvised tool made from wire, a small knife or something similar.

All locks have a *Lock Rating* of up to 100%, which is subtracted from the character's Agility characteristic to give the chance of success. The higher the lock rating, the more difficult it will be to open the lock.

A successful test indicates that the lock has been opened. Up to 3 unsuccessful tests can be made by the same character, after which all further attempts will fail automatically. Each attempt takes the equivalent of 1 minute.

Characters can acquire the Pick Lock skill more than once, giving them pick lock modifiers of +10%, +20%, +30%, etc. The modifier is added to the chance of success.

Character without Pick Lock skill should be allowed one attempt at a lock, with a -20% penalty.

Pick Pocket

Characters with Pick Pocket skill can attempt to quietly remove items from a sleeping ogre or a fellow adventurer without being noticed.

Test against characters' Agility. A successful test indicates that they have picked the pocket unnoticed, and has obtained 1+1D3 items, at random, from the person's personal belongings – it is left to the GM to decide whether an item is a purse, a loose coin, a handkerchief or whatever.

A failed test indicates that the character has not managed to take anything. Failure by 20% or more indicates that the character has been noticed, and failure by 40% or more indicates that the victim notices the pickpocket and catches him by *surprise*.

Characters' with Pick Pocket skill can earn money between adventures. Test against Agility once per day; a successful test indicates goods or cash to the value of D10+1 crowns have been obtained. A failed test indicates that the character has failed to obtain anything, and has spent the whole day being chased and assaulted. Failure by 40% or more indicates that the authorities have actually caught the character.

Characters who spend long periods picking pockets suffer a cumulative penalty of 10%. Thus, the test is made at -10% on the second day, -20% on the third day and so on.

A character without Pick Pocket skill may try to pick pockets by suffers a penalty of -30% on all Pick Pocket tests.

Poison

This test can be made to see if a character is overcome by poison or drugs. Test against characters' Toughness. I successful, the character resist the one dose of poison and suffers no ill effects from this dose only.

Problem Solving

Occasionally, characters will be faced with a situation where thy have to solve some sort of mental puzzle, riddle or problem. The gamesmaster should allow any character to tackle a problem at least once.

The GM Should make a test against the character's Intelligence. This can then be used in on of two ways. You could use the success or failure of the test in the same way as all the others; that is, you could tell the player that the character has solved the puzzle if the test is passed, or that it defeats the character if the test is failed. Alternatively, if you would like the player to actually have a go at solving the puzzle, the level of success that the *character* has with the test will give you a rough idea of how much help you can give the *player* with the puzzle, or how many 'goes' the play-

er is allowed to solve the problem. For instance, if the test succeeds by 10% or more, you can allow a player 1 extra attempt at solving the problem.

If the test is a failure, characters may still attempt the problem once. The GM should offer no help, or even attempt to mislead the player if the test was failed by a wide margin. If the test is failed by 30% or more, the GM should definitely try to make things hard for the character.

Reaction

This test is made to determine whether a character acts fast enough when something rapid happens – such as a trap going off. A successful test indicates that the character has dodged, ducked stepped back or otherwise managed to avoid the sudden danger. Test against the character's Agility, making any suitable modifier for careless or gungho behaviour.

Risk

The gamesmaster can apply the standard Risk test to any situation where characters are attempting something that puts them in physical danger. Some typical instances are given here. Many physically dangerous actions are covered by skills, and characters with appropriate skills do not need to take certain Risk tests.

The Risk test is taken in the same way as other tests,but character has a standard 50% chance of success. This can be adjusted by the GM if it is reasonable to do so, but 50% can be thought of as average.

A failed Risk Test usually cause D6 points of damage. No reduction is made for armour. The GM may allow the effects of protective magic and skill-based modifiers to reduce damage in certain circumstances.

Search

Searches must be conducted item by item. Walls, floors and other large surfaces are searched at the rate of 9 square yards or 9 yards length of corridors per minute. Anything not deliberately hidden will be uncovered by a search automatically. Deliberately hidden items are uncovered if the character makes successful tests against Intelligence. Objects can be searched repeatedly if the player wish.

You must decide how long it takes to search a certain item or area, depending on how empty or crowded it is. An empty bucked does not take as long to search as a crammed toolshed. Common sense is as good a guide as any here.

Rapid Search

This works in the same way, but occurs at double speed. Rapid Searching incurs a modifier of -10%, and counts as a Loud noise.

Sneak

Although not a standard test, it is anticipated the characters – with or without Silent Move skills – will want to try whether the character is heard, refer to the Listen test above.

Terror

Character failing a Terror test will drop everything and runs away at top speed until out of sight of the terror-inducing monster or scene. A terrified character who cannot run curls up into a ball in a near-catatonic state and counts as being helpless. On the following round the character can make another Terror test, with same consequences. This continues until the character makes a successful test or the thing causing the terror is removed or out of sight. A character who fails first Terror test in this sequence gains 1 Insanity point.

Understand Language

Often characters will be confronted by babbling foreigners speaking totally incomprehensible languages. If they do not speak the foreigner's language, they may try to make out the gist of what is being said by listening very carefully, encouraging the foreigner to speak slowly and use gestures, and being very patient.

The gamesmaster must decide if there is time for the babbling foreigner to make himself understood. Obviously, this will depend on what is being said. The GM then tests against the listening character's Intelligence. A successful test indicates that the character has gained some inkling of what is being said, while a failed test means the character hasn't a clue. Depending on the result, you can reveal as much correct or incorrect information as you see fit. Success is never absolute except with very simple messages.

If a test is failed by 40% or more, the GM may introduce confusion and misunderstanding. Did the foreigner really say to get knotted,