1. Introduction to 𝓜id𝓔vil

𝓜id𝓔vil is a new role-playing-game, designed by experienced role-players with the intend to create the perfect game. It is not meant to be read nor played by inexperienced players, as some of the text is rather complex.

Most of the game concepts are taken from the games RUNEQUEST® published by CHAOSIUM INC, and MERP® published by IRON CROWN. The authers belive that these are the two most brilliant role-playing-games of all times. The 𝓜id𝓔vil game was created by taking the best of both systems, and merging them into one game.

To this mixture we added a brand new spell system, wich will make way for a much more colorful, and playable mage. This was done by giving the mage a number of 'spell points', and asigning a spell point use to every singel spell. This means that as long as the mage has sufficient spell point, her can cast what ever spell her wants to, as long as it is one he is familiar with. To increase the number of spells usable, we have adapted the spells from AD&D® for use in 𝓜id𝓔vil.

A new combat system was created to use in 𝓜id𝓔vil where we aimed at making the combat system very realistic, and yet very simple and playable.

To demonstrate the use of the system we will follow a set character as they is created and skilled and journied.

> *All examples and refrences to the character are notes like this, in italics and boxed in.*

2.   Creating a character

2.1   Attributes

Your characters physical capabilities are fully described in the characters 'attributes', which are:

- ➤ **Strength (Str)**
- ➤ **Constitution (Con)**
- ➤ **Agility (Agil)**
- ➤ **Dexterity (Dex)**
- ➤ **Inteligence (Int)**

- ➤ **Wisdom (Wis)**
- ➤ **Magic Power (Pow)**
- ➤ **Presence (Pres)**
- ➤ **Apperance (App)**

All of these attributes are given a rating from 3-18, which can be determined in a number of ways. The normal way to determine your attribute is to roll 3D6 for each attribute. The meaning of these attributes is well known to role-players and will be discussed no further.

This is the first step in creating our character we roll nine times 3D6 and get the following result:

Str: *9* Con: *10* Agil: *14* Dex: *13* Int: *12* Wis: *15* Pow: *17* Pres: *12* App: *9*

These are written on the sheet. This character we have created seemes to be a very nimble and wise man, with extreme magic powers.

This character we will name : Galgathor the mage.

The attributes are then used to determine the characters skill level in the various skill groups, primarily by giving a bonus to each skill group depending on the attribute score:

Attr. score	3	4	5	6	7	8	9-12	13	14	15	16	17	18
Skill bonus	-16	-12	-8	-5	-3	-1	0	+1	+3	+5	+8	+12	+16

These skill bonus's are noted on the character sheet, in the appropriate boxes above each skill group.

> *Galgathor has an attribute score in wisdom of 15, therefore in the knowledge skill group he writes the folowing:*
>
> Knowledge (Wis ___5___)
> **Lores ....**

2.1.1 Hit-, Spell- and Fatique-points

Determining the point scores

The characters hit point is determined by:

Hit Points = Str + Con = (a number from 6 - 36).

The characters initial spell point is determined by:

Spell Points = Pow/2 = (a number from 1 - 9, fractions dropped).

The characters fatigue point is determined by:

Fatigue Points = Con + Pow = (a number from 6 - 36).

> *Galgathor thus gets the points:*
>
> *Hit Points = 9 + 10 = 19*
>
> *Spell Points = 17/2 = (rounded down to) 8*
>
> *Fatigue Points = 10 + 17 = 27*

The use of these points are assumed known.

Losing points and dying.

When either of these points reach 1,2 or 3 your character get a percentage penality to all skill rolls, because of his poor mental or physical state. If more then one point score is brought to or below 3, the skil penalities are added.

> *The warrior Throgtoor stands after a long battle, with 3 hitpoints and 2 fatigue points left. Until he has a chance to rest and heal up, he will suffer a 5% + 10% = 15% penality to all his skill rolls.*

When either of the point scores reach zero, the character faints. If further point are drawn from the point category that has reached zero, they are

drawn from the characters constitution attribute. A character will not awake from his coma until all point have been brougth up to 5.

When a characters constitution is brought to zero, the character is dead !

> *Galgathor the mage is defeated by the mighty Throgtoor, his hit point is brought to a zub-zero level, infact Galgathor took 25 point of damage from Throgtoor. The 6 point in excess of his hitpoint, are subtracted from his constitution attribute, leaving it at a merely 4.*
>
> *Galgathor is not dead, but he is rendered unconsius for a long time.*

Recovery.

The points lost will be regained at a certain rate, depending on the circumstances:

	Travel	Rest / Sleep	Intensive care
Hit points	1 / day	2 / day	4 / day
Spell points	-	2 / hours sleep	2 / hour
Fatigue points	2 / hour	6 / hour	12 / hour
Constitution	N/A	1 / 2 days	1 / day

> *After his misfortune Galgathor was brought to a church were they took care of him until he was fully recovered. This lastet for one day per const point lost, plus four days to regain his hit points. This adds up to 10 days in intensive care. This is a long time, but Galgathor was almost dead when they found him.*
>
> *Galgathor awoke from his coma on the 8th day when his hit points reached 6.*

2.1.2   Damage bonus

When striking an oppponent you will get a damage bonus, if your stats are high enough.

Missile combat	Strength + Dexterity	Dam. bonus
Close combat	Strength + Agility	Dam. bonus
	→23	0
	24	+1
	25→27	+1D3
	28→30	+1D4
	31→34	+1D6
	35→	+1D8

2.2   Background points

When starting a character you have 3 background points (bp) at your disposal, these points are used to develop the character further in the intended direction. They can be used freely on the following:

➢ **Increasing a skill group, 1 bp gives 5 skill points in a specific group.**

➢ **Increase one specific skill, 1 bp gives 10 skill points in one specific skill.**

➢ **Attribute increase, until a value of 15, 1bp increases the attribute by 1. To increase your attribute by one to 16 or 17, you must spend 2 bp. To increase your attribute by one to 18 or 19, you must spend 3 bp**

➢ **Increase hit-, spell- or fatique-points, 1bp gives an increase of 5 point in hit- or fatique-points, 1 bp gives an increase of 2 spell points.**

➢ **Money, 1 bp gives you 1D3*10 gp.**

➢ **An ancient heirloom (sword, jewel, amulet, ring etc..) of unknow power and ability (or lack of same ...). 1-3 bp.**

3.   Skills

3.1   Choosing skills

3.1.1   Skill groups

In each skillgroup, you have the number of points equal to the appropriate atribute*3, to distribute among the skills of the group.

The exceptions are the perception and spell group, where the atribute is multiplied by two, because of the low numbe of skills in the groups.

3.2   Using skills

As one could anticipate, the succesful use of a skill requires that the user rolls a 1D100, and that the result of this is equal to or less then the users rating in the skill.

There are two exceptions to this rule, the rule of automatic succes/failure and the rule of a 1 or a 100.

The automatic succes/failure is meant to ease the game play. Some tasks are so difficult or easy, that it's a waist of time to roll dices, so it is ruled that the character just does it or simply can't do it. It's up to the game master to determine wether or not a task is an automatic succes/failure.

When a player rolls a true[1] 1, the skill check is a succes, *no matter* what the characters skill rating is. Likewise, if a character rolls a true 100, the skill check is a failure, even if the character has a 120% chance in succeding the skill. This rule have been made so that there always is a chance of succes/failure no matter the odds.

The rules of fumbling, impaling and critical hits do not apply to all skill checks. They always apply in combat.

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[1] Means that you *actualy* rolled a 1, not eg. 11 with a 10% bonus *resulting* in a 1.

4. How to play 𝓜id𝓔vil

4.1 Combat

4.1.1 Initiativ

Every action is performed at a characters initiativ, be it combat, spells, movement, chickening out, or what ever is desired

Initiativ is determined by adding your agility to 1D10 and then substracting your weapons initiativ modifier. The one with the highest score makes his actions first, then the next highest and so forth.

If the initiativ score is above 25 you get two actions in that round. Your first move is at the initial initiativ score, and the second at the initial initiativ score minus 25. Likewise if the initiativ score is above 50, three actions are gained, 75 gives four action etc ...

> *Kalatar the figther has (by means of magic) an initiativ modifier of 27, he rolls a 5 on his initiativ roll resulting in 32. This means that he gets a move on 32, and again on 7.*

You may offcause choose to wait with you move, until something else has happend. Your initiativ number only indicates the earliest in the round that you can react with an action.

4.1.2 Attack

When your initiativ number has been reached it is your move, to do what ever you want (Isn't it great? do what ever you want).

When rolling your attack skil five things may happen:

Critical hit, is when you roll 1/20 of your skill rate. Eg. a skill rate of 60% would give a critical hit on a roll of 01, 02 or 03. When making a vritical hit the damage taken, including damage bonus, is trippled.

Impale hit, is when you roll below 1/5 of your skill rate. Eg. a skill rate of 47% would give an impale hit on a roll of 03 thru 09. In this case the damage taken, including damage bonus, is doubled.

Hit, the roll you made was between the impale and the skill rate, you make a normal hit, and takes damage accordingly.

Miss ... well, erhh ... you miss.

Fumble, you *really* miss, meaning you have rolled from 96-100. See fumbling table belov for further info (sec. 4.1.4 page 11).

All these apply both to missile and hand-to-hand combat.

Firing missile into close-combat:

If you miss your roll (not making a fumble) there is a 50/50% chance of hitting one of the other close-combatants it being a friend or foe. If someone is hit, determine who's the lucky one by a simpel die roll, excluding the original target.

4.1.3   Parry

You can parry a weapon/unarmed hit against you, by succesfully rolling a score below your parry skill. Only one parry may be made per attack, that means normaly you would have one attack and one parry in a combat round.

If an impale hit is made against you, an impale parry is needed to block the attack, and ditto for at critical hit. When using a shield an impale hit can be blocked by a normal parry roll, and a critical hit can be blocked by an impale parry.

If so stated you can use an entire combat round defending, in which case you have two options: 1: You can parry two attacks with your standard parry skill or 2: parry *one* attack with your weapons full attack skill, if using a shield you receive a **+30%** increase to the shield parry..

You may parry *one* missile attack, *if* you are aware of the missile being fired at you. You cannot parry a missile while in the midst of hand-to-hand combat. The parrying of missiles applies only for *shield* parry, and because of the difficulty in parrying a missile you subtract 10% from your parry skill.

You may try to parry a missile with a close combat weapon, but this demands a critical combat hit, aimed at the missile. This is only noted for the sake of the extreemly bold-hearted "I dont dodge" heros, every normal man would dodge it.

Any item may be used to parry an attack, as long you are aware of the breakage point of the item in use. The reason that shields and sword are god to parry with is that they have a high breakagepoint. Spears and other polearm have lover breakagepoint, and will therefore break parrying a less powerfull attack. Should you choose to parry an attack using a bow having only 8 or 10 breakagepoints, the chances are that it will break when you parry.

If you parry an attack with a force in excess of the breakagepoint, the item used breaks. The parried damage which is in excess of the breakage point is given as damage to the person parrying the attack.

4.1.4 Fumble

Whenever a fumble result calls for damage, the fumblers damage-bonus does not apply.

Melee fumble

01-25 You loose all remaining moves this round, incl parries.

26-50 You are prone, enemies recieves a **+20** attack bonus in the folowing attack.

51-75 At a 50/50% chance you hit the nearest person. If there is noone around or you dont hit nearest person, you ram the weapon into whatever is available, weapon looses 1D4 breakage points.

76-95 You drop your weapon, retrieve it in 1D3 round, if a dex*5 roll is succesful it is retrieved in one round.

96-00 You make the worst move in ages, you drop your weapon 4 rounds away, it loose 1D6 breakage points and get stuck in something, if possible. The enemy laughs loudly.

Parry fumble

01-25 Nothing further happens.

26-50 Unable to parry next round

51-75 If using shield and weapon, or two weapons the two items are entangled, use one round to get them free, no attack or parry is possible. If your only using one weapon, nothing further happens.

76-00 If using a shield, the arm-straps are torn, the shield is rendered useless until repaired. If using a parrying weapon it is thrown away, retrieve it in 1D3 rounds.

Missile fumble

01-25 Fumbles with the missile, unable to fire this round.

26-50 The shot is way-off, missile lost and/or broken.

51-70 Drops weapon one round.

71-85 You strain you shoulder, unable to fire missiles for 1D6 rounds.

86-95 You stumble while shooting. If using a bow, the string snaps. If using a sling, its ruined. If throwing an object e.g. a stone, throwing knife etc. it hits yourself, taking ½ damage from weapon.

96-00 You fail miserably. If using a bow, you let go of the wrong end, it smashes up your face, lose 3 point apperance for 3 weeks, 1 point permanently. If using anything else it breaks totally, you self confidence takes a dive, and you develop a fobia of the missile you were using for 1D3 game sessions.

Spell fumble

00-25 You burn your brain (1 hp dam), and loose the full amont of spell-point for the spell, nothing else happens.

26-50 The spell is misguided and takes effect on a random character within the range, including yourself, if noone else is around the spell takes effect on a random object, and the result is determined by the GM.

51-75 Same as the above, however the caster is struck deaf, dumb and blind for 1D6 rounds, -30% to all activity.

76-95 The spell patern is gathered but never casted, and fries your brain for 1D6 hp damage, light is visible in your eyes. Futhermore the caster is feeble-minded, and unable to do anything for the same amount of rounds as damage.

96-00 Nothing happens, the spell builds but fizzles away..you dont know what happend.

It is now up to the GM what has happend with the magical flux that was build up with the spell.

Eg: By accident your fumbled spell called upon you the attention of a major astral being, who will most certanly find you, and ..?

4.1.5   Movement

Your movement at foot is determined by you basemove (BM), which is the same as your agility.

There are five different movements while on foot:

Sneak :   In one round you move your BM divided by 3 in meters. No fatique loss.

Walk :   In one combat round you move your BM inmeters. No fatigue loss.

Run :   Here you move your BM*18, in meters/minute. Costs 1 FP per 5 round.

Sprint :   Here you move your BM*3, in meters/round. Costs 5 FP per round.

Daily :   In one hour you move your BM divided by 3 in kilometers.

All number are rounded to the nearest half. (eg. 4.666 → 4.5) and noted at the backside of the charactersheet

> *Galgathor the mage has an agility (=BM) of 14, thus he moves:*
>
> | | | |
> |---|---|---|
> | *Sneak (Agil *1/3):* | *4.5* | *m/round* |
> | *Walk (Agil *1):* | *14* | *m/round* |
> | *Run (Agil *18):* | *252* | *m/min* |
> | *Sprint (Agil *3):* | *42* | *m/round* |
> | *Daily (Agil *1/3):* | *4.5* | *km/hour* |

4.1.6   Armor

There are five basic armors, they all work by subtracting a certain amount of point (the armor points) from the damage recieved. The basic armors are:

Armor	Armor points	Agility skill
Leather	1	5%
Studded leat.	2	10%
Chain mail	3	20%
Plate mail	4	40%
Full plate	5	50%

Any other types of armor may freely be invented, and given an appropriate amount of armor points and agility penality.

The Agility skill penalty is subtracted from all skills in the agility skill group, *except* the following: Ride, Small edge, Small shield and Unarmed combat.

4.1.7   Hit location

As an optional rule, hit location can be used. If this is chosen the following schemes are recomended.

Bodypart	Melee attack	Missile attack	Hitpoint in bodypart
Left leg	01-15	01-15	hp/3+1
Right leg	16-30	16-30	hp/3+1
Abdom	31-45	31-50	hp/4+2
Chest	46-60	51-75	hp/2+1
Left arm	61-75	76-85	hp/3+1
Right arm	76-90	86-95	hp/3+1

Head	**91-00**	**96-00**	**hp/4+1**

In *all* divisions fractions are dropped.

> *Galagthor the mage has 19 hitpoints, therefor he would have the following bodypart hitpoints:*
>
> | | |
> |---|---|
> | *Each leg and arm:* | *19/3 + 1 = 7* |
> | *abdom:* | *19/4 + 2 = 6* |
> | *chest:* | *19/2 + 1 = 10* |
> | *head:* | *19/4 + 1 = 5* |

When an arm or legs hitpoint is drained to zero, the limb is useless, if the abdom, chest or head is drained to zero the character faints, and the standard constituion drain applies.

The hitlocation system is not intended to be used instead of the total hipoint system, but as a supplement. The rules about loosing the total amount of hitpoint and dying still aplies.

4.2   Magic

4.2.1   Magical Flux

All magic originates from the same source, the magical flux.

It is a power that flows thru every living creature, soul and demon, and every part of nature, every rock, and every ocean. It has been used by mankind for eternities, and has always been a source of both good and evil. The flux does not discriminate between good and evil, as they are manmade definition. In nature, good cannot exist without evil, and vice versa.

Sometimes the flux is concentrated without the help of man, and wild magic can arise. Wild magic usualy result in people beliving they have witnest a miracle or a close encounter with an alien race, these events are however very rare. Generaly wierd things happen all around the epicenter of the uncontroled magic, it is left to the GM to determin the acual result in a situation.

Some people have the gift to control the flux, and being able to channelize the force thru them, they can use it to benefit there needs, these people will be refered to as spellcasters.

When a spellcaster casts a spell he formes a pattern in the flux. Depending on the spell, the pattern is either hurled at a foe, placed on a weapon, person or other object etc. If the spell is maintained, eg. a flying spell, there will be a line of concentrated flux visible in the astral space from the caster to the object influenced.

Every magical item is also surrounded by these flux-patterns, growing in strenght and complexity with growing power the object.

Places may have flux patterns too, if a powerfull item has been created in a certain space it will leave a "fingerprint" of its creation in the flux of the space. If a mighty battle, involving mighty magic, has been fought at a certain field, the flux of the field will alway bare a mark of the battle. Thus if you are able to read it, the entire magical history of a place or object can be read in the flux pattern, but *only* the magical history. If you are close enough to touch, all these patterns and lines can be sensed with a succesful sense roll.

Some are able to see into the astral space. This can be done through a high level spell "Astral seeing", by a magic "true-seeing" item or by a natural ability, equivalent to todays aura-readers. The last is *very* rare.

Magic lore

The lores of the magic deals primarily with the reading of patterns. By reading a pattern of an item, the power, ability and strength of the item may be read. Furthermore the creator of the item may be identified.

It must be pointed out that when reading a magic pattern, it is only a pattern, *not* a label with function, name and adress written on it. The patterns you read are useless if you do not recognize them. If you know Picasso you would be able to recognize one of his painting when you see it, likewize if you know the work of a certain magician you would be able to tell if a specific magic item had been made by that magician, by looking at he patterns. But if you have never heard of Picasso, you could never tell that this painting was made by a guy named Picasso, who lives at ..., just by looking at it!

The same apllies when trying to determine what function a magic item has. If you are examining a ring of invisibility, you would have to know an invisibility spell in order to recognize the magical pattern. You do not have to be able to cast the spell, you only have to know the spell. This situation may occur if you have studied a spell but not adapted it.

4.2.2   Spells

Using spells

There are three general types of spellcasters, wizards, clerics and druids. They all use the flux in the same way, the differens is in the behavior of the character, and the norms in the society in wich they live. The behaviorel paterns of the spellcasters are discused later.

Usualy no physical component is used in casting a spell. However if new spells are invented the inventor desides wheter a material component is used or not.

Learning spells

When a spellcaster finds a new spell that he wishes to learn, he uses the 'Adapt' skill to determin whether he is able to. If he succedes he has learned the spell, and may add the spell to his charactersheet, with his spell base chance. If he failes the check, the spell seems to difflicult for the character to learn at the moment.

If a character really wants to learn the spell, he has to spend time studying the spell concentrated. After one month of studying the spell, he may try to adapt it again, if he failes again, he has to use *two more* months studying the spell. If he failes again three more months must be spend etc ...

If trying to adapt a spell and the player rolls a fumble (96-100), the character is unable to learn this spell ever, unless it is impossed upon him by higher forces, be they evil or good ... (or just 𝕸𝖎𝖉𝕰𝖛𝖎𝖑).

Creating spells

If you are trying to create a new spell , you have to focus on that one thing for at least a month.

The player and GM, are to find an agreement with regards to spellpower and spell point consumption. Usually it helps to think of it as an AD&D spell, what spell level would this spell be in AD&D ? Then thats approximately your spellpoint usage.

Usually it is the players task to convince the GM that this brand new spell of his won´t destroy the world as we know it, even though it will. And then the GM will surely rule that it will drain you of 105 SP tryng to cast it, so keep it within reason.

Spell failure

Spellfailure is when you miss your skill check in that paticular spell, but dos not fumble. You lose ½ the SP you would have, had the spell worked, fractions dropped.

If the spellcaster is in someway distracted (be it physical or mentally) while casting a spell, the caster must make a POW*3 roll to determin if the spell has failed or not. If it failes the full amount of SP are used and the spell never takes effect.

Spell fumble

When you fumble a spell the full amount of SP are used, and sadly the spell does take effect, but not quite in the way you pictured it ...

See fumble table in the Fumble section (Sec. 4.1.4 page 12).

Overcasting

A spellcaster may cast more spells then he has SP for, this is called overcasting. This overcasting has the same consequences for a character as overdrain on any other point group (see section 0, page 5). Obviosly you cannot cast spells once you've gone belov zero SP, because you have blacked out.

> *Galgathor stands in a combat with two spellpoints left, the party will be slain if he doesn't do something now. So Galgathor casts a 5-SP Fireball thus draining himself to -3 spell points. Galgathor collapses into a coma, but he saved the party. Hopefully they will drag him with them as they leave.*

4.2.3   Spell casters & secret societies

The use of magic is considered to be devil worshipping, and is therefore heresy to the church. Acording to the church there is no such thing as "white" magic, all kinds off magic is evil, and must be stopped, preferably by means of force.

Everyone officially or publicly using magic will be hunted down and burned at the stake. This state of land has forced everyone using magic to gather in secret societies and guilds. These societies vary in method and apperance depending on what type of spell caster formed the society. The different types are wizards, clerics and druids.

Wizards

These are the uses of the flux in the purest form, and the most powerful of all spellusers. They are also the most visibel spellusers, and therefor the most hunted and most commenly burned.

The wizard cast a spell by manualy grabbing and forming the threads of the magical flux, into a magical pattern with the desired effect. This is done by waving your arms around, doing sign language, producing wierd sounds etc...generaly your classic 'mage doing spells' activities.

This rather obvious way of casting spell hasn't made it easier for the mages to conseal there abilities. But on the other hand, they have the power! The flux is free for them to use, with the hand on the switch and no safety net, don't get in the way...

Clerics

A 'cleric' is a broadly defined as a man who is able to cast spells, and at the same time is a part of the church. This seeming contradiction is possible because the spell casters are not aware that they are casting spell (how do

you like that ..). The spell casting is done through prayer, where the cleric through concentration gathers and shapes the magic flux he needs.

Orders of the church

All clerics must belong to an order within the church. If the cleric is an active member of the order, it determines how the cleric should dress, what he should think on certain issues, what weapons he can use, what he will eat and so forth ...

All clerics, no matter which order, belive in the same god, the one and only true god. (The one god that bashed the skull of all the other gods ...)

Some of the important orders are:

Tayee, this is the largest order of them all. The leader of the order, Johannes, has almost the same power as the pope.

Spells through prayer

As stated the cleric gaines his spell powers through prayer to his god, a cleriec has to concentrate on the prayer for at least 15min pr. spell level to achieve the desired effect.

If the prayer is interupted the spell will fail. How it fails is determined by how the cleriec was interupted. If the cleric himself wishes to terminate the spell, he can do so without problems, however the half spell points are lost.

If the cleric is interupted by someone else, he can try to keep the concentration by succeding a Pow*3 roll, and if he fails this, the spell failed and half the spell points are lost.

If the cleric is attacked while in concentration, the cleric can try to keep his concentration by succeding a Pow*1 check, this means that the cleric is standing still *not* trying to stop the attacker in any way. The concentration check fails, the magic pattern is thrusted out his system as wild magic, and the result is determined by the GM.

Spell limitations

Because of the natur of clerics spellcasting, they may only use non offensive spells. These spells can be split in three group; pre-combat, post-combat and passive spells.

Pre-combat spells are spells like bless, armor, protection from.., etc. They all have in common, that the cleric takes time before a combat to prepare these spells through prayer.

Likewize, post-combat spells are spells used after the combat has taken place, eg. healing, neutralize poison, raise dead (though a bit suspicious) etc.

The passive spells are all non-combat orientated spells that a cleric can cast, e.g. purify food and water, create holy symbol, speak with dead etc.

Druids

Secret societies

Magical creatures

Dragons

Dragons som vismænd

Dragons & magic items

5.   Appendices

5.1   Skill listings

All the skills are listet acording to the attribute they belong to.

5.1.1   Agility

1H Edged: This skill covers the use of one-handed sharp weapons, from hand-axes, to swords and daggers alike. A succesful roll is needed to inflict damage to another person.

Acrobatics: Used if a character wishes to perform an extremly deficult move, like a tumbling evasion etc.

Boating: A succesful roll in this skill is required to handle a small boat or dinghy.

Climb: Self-explanatory. Not necesary in very easy and non-stress situations.

Dodge: The ability to jump out of the way, and there by avoiding a blow. The use of this skill will deprive you of all you actions in a combat round, but a succesfull roll will make all attempt to hit you automatic failures.

Grapling: Unarmed combat, with the intend to immobilize the opponent, instead of hurting him.

Jump: Self-explanatory. Not necesary in very easy and non-stress situations.

Ride: Self-explanatory. Not necesary in very easy and non-stress situations.

Small shield: This skill covers the use of a small shield (a buckler), both as a protection device and as a simple weapon.

Swim: Self-explanatory. Not necesary in very easy and non-stress situations.

Throw: Covers both the throwing of objects to a person, suposed to catch it, and the throwing of objects (knifes, rocks, spears etc.) toward a person, with the intend to inflict damage apon him.

Unarmed Combat: Used when the charatcer wished to indulge in combat with only his hands and feet as weapons. The skill chance of a succesfull hit is the same for a kick and a punch.

5.1.2   Combat

1H Concusion: This skill covers the use of one-handed blunt weapons.

2H Edged : This skill covers the use of two-handed sharp weapons, two-handed swords and battle axes.

Pole arm: This skill covers the use of two-handed pole mounted weapon and spears.

Tower shield: This skill covers the use of a tower shield, both as a protection device, and as a simple weapon.

5.1.3   Communication

Fast talk: The ability to say a lot of things very fast, with the intent to confuse the recipient so much, that you can convince him of everything you want

Persuation: Self-explanatory.

Read/Write: Self-explanatory. There are no easy situations.

Sing: Self-explanatory. Covers both the ability to sing pretty, and the ability to remember songs to sing.

5.1.4   Knowledge

Lores: A skill-check is needed to see wheter the user has any specific knowledge in the area in question. Note: there are seven different lores, and they are not interchangeble. (magic-lore: see sec. 0 page 15)

Craft: A general "handy-man" skill. It allows the user to craft simple objects, build a simple wooden shelter, forge a metal hook etc. The user still has to have the necesery tools available. Also know as the boy-scout skill.

Evaluate: The abillity to determine the aproximet value of a given object. If it is an object of value because of its beauty or rarety, and not for the imidiate value of materials, the person has to have a knowledge of the area and culture from wich the object came (possibly a world-lore roll).

First aid: A succesful skill-check means that the user performed a succesful first-aid on a wounded person. This primeraly means that the person nolonger bleeds, and secondery the person gains a few hit-points.

Street wise: - Knowing how act and live in the city. Being able to obtain information from "the street", being able to find persons in the city etc.

Treat disease/poison: A succesful skill-check indicates that the user knows what to do to stop a specific diseas/poison. A succesfull roll does not mean that the diseas/poison is out, it means that the pation is getting better. If there is an antidote the skill roll will tell you what it is.

5.1.5   Manipulation

Catch: A succesfull check indicates that you catch what ever was thrown at you or to you, if it is catchable.

Conceal: The skill of hiding objects or other persons.

Disguise: Self-explanatory.

Forgery: The ability to forge false papers, of any kind. It essential that the forger know the language in wich he is to forge.

Hide: Self-explanatory.

Missile attack: Covers the ability to use a bow succesfully.

Pick lock: Self-explanatory. If the skill check is missed, the character may try again, as many times as he wants. However if the skillcheck is fumbled, the character may continue trying, but he will *never* succed opening that lock. If he fumbles a second time, he has broken his tools in the lock, and the door will not be opened by anyone until a locksmith has attended the door.

Pick pocket: Self-explanatory.

Sneak: Self-explanatory. If a succesfull sneak roll has been made, the stalked person must roll an 'impale' listen check, to notice, the stalker. If an impale sneak roll was made, a critical listen roll is needed to detect the stalker. If a critical sneak roll was made, the stalked *will not* notice the stalker.

5.1.6   Perception

Listen: Self-explanatory.

Scan: The equivalent of spot-hidden in CoC.

Search: Self-explanatory.

Track: Self-explanatory.

5.1.7   Spell-craft & spells

Adapt: The ability to adapt a new spell to your repertoire (See sec. 0 page 16).

Sense: **The magical flux is detectable to some humans, the sense. (See sec. 4.2.1 page 14).**