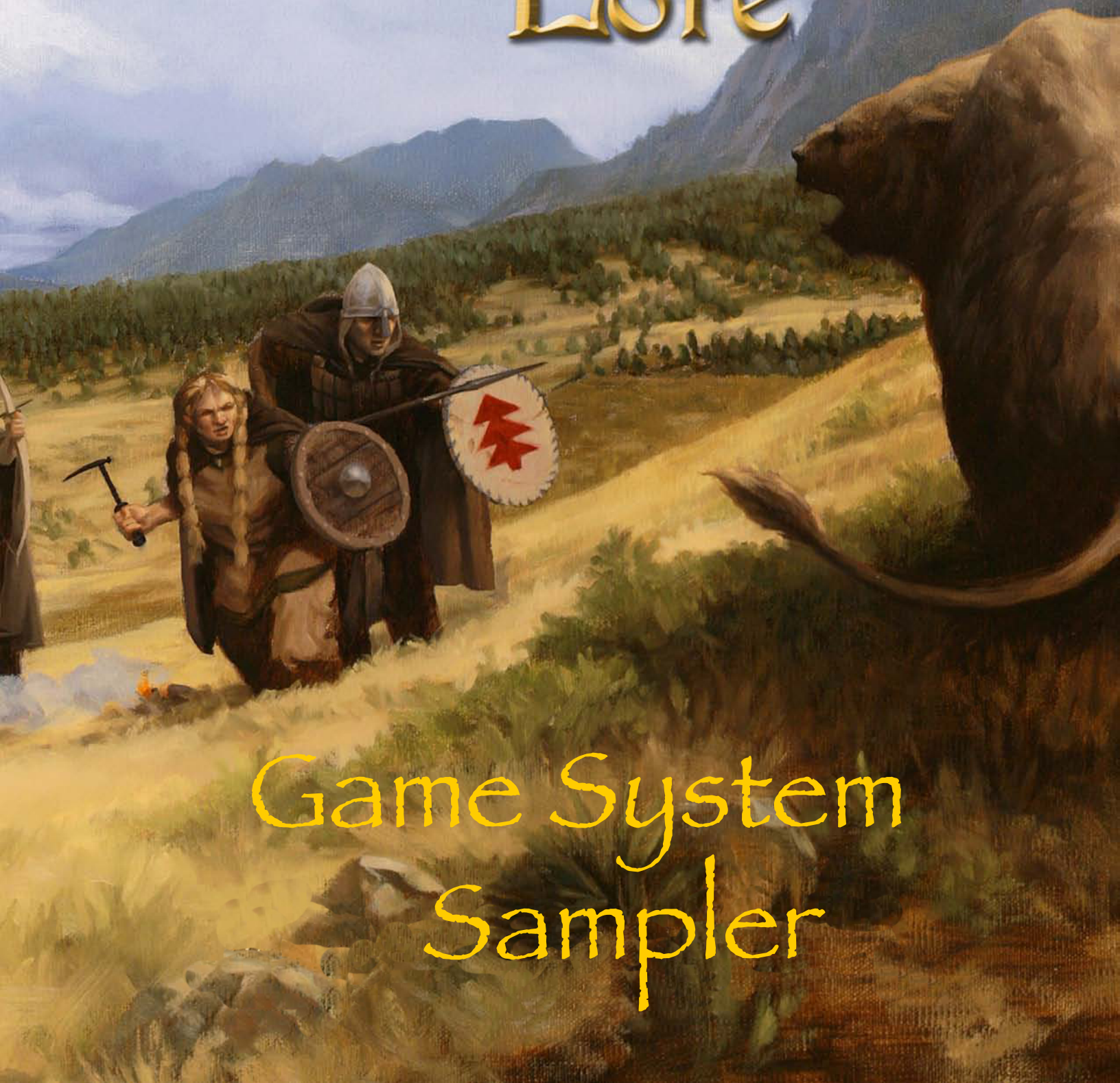


A FANTASY ROLE PLAYING GAME BY 5th EPOCH PUBLISHING

Metal, Magic AND Lore[®]



Game System Sampler



Metal, Magic AND Lore

Game System Sampler I and II

The Gladiatorial Arena Magic and Missiles in the Gladiatorial Arena

5th Epoch



Authors

Andrew D. Kozak

Vito J. Pandolfo

Banner Art

Ryan Pancoast

Illustrations

Terry Kennedy

Metal Magic and Lore is Based on the Original Role-Playing Game

Melee & Magic

Created by Andrew Kozak

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Contact us at:

info@metalmagicandlore.com

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Welcome to the Metal, Magic and Lore® Game System Sampler!

Metal, Magic and Lore® is a Fantasy Role-Playing Game where players create characters who journey through a landscape of imagination and adventure. A Game Master (GM) acts as storyteller and is an integral part the game, as is the convention in most RPGs today.

With Metal, Magic and Lore, the authors have strived to actualize a game system that provides a sharp sense of realism while maintaining a fast paced and fun style of play. A closer look at the special features of this game system has been included on the closing pages of this Game System Sampler to illustrate the capabilities of the system as it was designed.

Overview

This MML Game System Sampler is intended to illustrate the ease with which players can begin having fun with the game with a minimum amount of preparation. Since the gaming community is quite familiar with the convention of role-playing and role playing games, this sampler is meant to illustrate only the mechanics of the system. Different game mechanics create different feelings and moods within RPGs, and so we show you this one to help you determine if these mechanics and MML - are suitable for the type of role-playing game you and your friends would like to enjoy.

‘Part I: The Gladiatorial Arena’ is dedicated to a simple contest of two characters locked in a gladiatorial arena. Their intentions are simple; each wants to defeat his opponent with physical blows using melee weapons. As players engage in this activity, they will become familiar with MML’s character sheets, character attributes, skills, die-rolling and combat system.


‘Part II: Magic and Missiles in the Gladiatorial Arena’ illustrates the use of various types of magic and missile weapons within the game system. As characters try to defeat each other from a distance, players will become familiar with the way magic and missile weapons are used, the related attributes, skills, and die rolling.

Mechanically speaking, once completed, players will have acquired a strong sense of what it is like to execute the rules, character attributes and skills needed for their role-playing game setting.

Materials

With the MML Game System Sampler, players will NOT need a copy of the Metal, Magic and Lore Player’s Rule Book. Included within this pdf are all the select pages from the rule book that are required. In this fashion, players may get a sense f the game pages and its contents while learning the system basics.

Players will need the following materials for this Game System Sampler to be played:

- 
1. A set of polyhedral dice: 4-sided, 6-sided, 8-sided, two (2) 10-sided, 12-sided, and 20-sided.
 2. A piece of scrap paper and a pen or pencil for each player.
 3. 2 tokens that may represent the characters: die-cut counters or 15-25mm figures are often used.
 4. A tabletop surface with some form of open area to allow the characters to move about. Payers need to assign a scale to the surface of the table, as will be seen throughout this sampler.

To expedite game play, we recommended using post-it notes to pre-mark two pages from the MML Player's Rulebook, specifically, pages 181 and 242. This will keep the required information close at hand until players become familiar with their characters and the rulebook.

MML Game System Sampler Part I

The Gladiatorial Arena





Set-up

Each player may choose one of the pre-generated characters provided in this sampler. In this introductory game, the characters begin facing each other and already within arms reach. They will combat each other from this location unless some other action is declared by one of the players. In a campaign game, a Game Master is required. However, this sampler is kept simple enough to keep the judgment calls easily resolved among opposing players.

Character Types

For easy reference, three of the six major races have been provided for use in this sampler. In Section A of the character sheet (see page 13 of this document), there is a basic list of the character traits. In lieu of a character name, the types of weapons that the characters are using have been listed. This is the first piece of information that appears at the top of the sheet. The three types of characters provided are:

- A female Dwarven warrior, with a Two-handed axe, and a Hand Axe as a secondary weapon. She is tough enough to give other warriors a serious run for their money.
- A male Gray Elfin warrior, with a Bastard Sword, which he can use one or two-handed. He has a short sword as a secondary weapon, which he also hits well with.
- A male Mannish (human) warrior, with a Mace & Chain and a Shield. He defends well when using the shield, which makes up for some of the defensive shortcomings of the Mace & Chain. His secondary weapon is a Long sword, which is an easy weapon to employ.


Armor types have been selected to represent each race. Special weapons of the races are included in the MML Player's Rulebook and Journeyman's Rules, but have been ignored for this sampler.

Sequence of Each Round

The instructions for the combat round are written in the second and third person. It is easiest if the player who goes first reads the instructions aloud, as if the sampler were consciously "speaking" to him directly. This language begins in Step I below and alternates between two players. These instructions utilize the Reference Character Sheet provided on page 13 of this sampler.

Each round represents a time of 5 "game-seconds" long. During the round, a number of actions are taking place – combatants are competing for best position, moving, feinting, and trying to exploit the weaknesses of each other. The sequence of each round is as follows:

1. Players declare the characters' actions.
2. Players roll for initiative and record the order in which characters may act.
3. In order of the priority established above, characters attack.
4. Characters who are attacked are given an opportunity to defend, an instinctive response to the attack.

- 
5. Attacks that are not successfully defended against hit their opponent and require the determination of a Hit Position.
 6. Successful attacks have their respective damage dice rolled, and that damage is applied to the defending combatant minus armor protection.
 7. Any damage getting past a combatant's armor is applied to the body part that has been struck. Injury levels, and their effects, are looked up and applied as they occur.
 8. This sequence is continued until each combatant has acted. When finished, the process is repeated.

When using two combatants, it initially takes about 10 minutes to read through one round of the combat sequence. Once players are familiar with the rules, each combat round may be resolved in roughly a minute or less.

Let's begin. A detailed description of the sequence listed above follows:

Step 1: Players declare the characters' actions.

In a Metal, Magic and Lore campaign actions are normally declared first, since each type of action affects how fast each character will act.

Since this is a simple face-to-face contest, it is assumed the action declared is to strike your opponent. The other possible action in this sampler is to change weapons, which the character may accomplish by using one full action while he is engaged in combat. Player's needn't be concerned about this until there is a specific opportunity for it.

Step 2: Players roll for initiative and record the order in which characters may act.

Your character's initiative numbers are located in Section H of the character sheet (see the samples provided). Each weapon listed in the far left column has a corresponding initiative total in the far right column. The numbers in the middle are used for calculation only, so you may ignore them during this combat. Make sure you reference the weapon type your character is currently using, and know the corresponding number to the right. As a reference, if the character being used is the female Dwarf with the Two-Handed Axe, the corresponding Initiative number is 14.

Both you and your opponent each roll a 10-sided die (d10). Add the initiative numbers on the right to the numbers you each rolled. The totals are your Initiatives for the round.

The character with the highest Initiative goes first, the one with the next highest initiative goes second. If you are using more than two characters, then there is a third, etc.

(Optional) There is a possibility that in certain situations, one of the characters may get a second opportunity to act in the same round. If you'd like to see how this works, quickly review rule 05.04.05 Gaining More than One Action in a Given Round on **page 190**.



Step 3: In order of priority, characters attack.

When it's your character's turn in the combat round, you will attempt to strike your opponent.

Look at Section F on your character sheet (Weapons, Combat Skills, & Initiatives). Each weapon used has a corresponding total percentage number on the same line, under the column titled "Attack Numbers". Use only the total percentage number, the other numbers are there for calculation purposes only, and for now, may be ignored. As a reference, if using the female Dwarf character with a Two-Handed Axe, this number is 58%.

You will need to roll this number or lower to attack successfully.

Roll percentile dice (two 10-sided dice; designate one of the dice as the tens digit, and the other as the ones digit). For example, if you rolled a 6 on the first and a 5 on the second, your total roll would be 65.

Did you roll your attack number or below?

If Yes: Great! You successfully struck your opponent. Now let's see if your opponent defends against your attack.

If No: Sorry, you missed. Your turn to act is completed. It's the next character's turn to act now.

Step 4: Characters who are attacked are given an opportunity to defend.

Note: Defending does not count as the character's action, as it is a reaction that is instinctive and in response to the attack.

Have your opponent look at Section F on his character sheet (Weapons, Combat Skills, & Initiatives). Each weapon used has a corresponding total percentage number on the same line, under the column titled "Defend Numbers". Only use the total percentage number, the other numbers are there for calculation only, and for now, may be ignored. As a reference, if using the female Dwarf character with a Two-Handed Axe, this number is 36%.

Your opponent will need to roll this number or lower to defend successfully.

Roll percentile dice (two 10-sided dice; designate one of the dice as the tens digit, and the other as the ones digit). For example, if you rolled a 3 on the first and a 2 on the second, your total roll would be 32.

Did he/she roll the Defend number or below?



If Yes: Your opponent defended against the attack! Your turn to act is completed, and it is now the next character's turn to attack. Go back to Steps 1 through 4 and repeat them.

If No: Your opponent did not defend against the attack. Let's find out in where your blow lands.

Note: If more than 2 characters are used and a character is attacked 2 times, his or her second Defense is executed at a -20% from the first (for example, a 36% chance becomes a 16% chance).

Step 5: Attacks have their respective damage dice rolled, and that damage is applied against armor protection.

Refer to pages 242-243 of the Player's Rulebook. You will notice on Table 5M.1 through 5M.3 that there are a number of columns.

In Metal, Magic and Lore, the type of weapon the defender is using changes his posture—the way he holds his weapon positions his body and his stance—thus affecting where he might be struck by an incoming blow.

Look at the type of weapon the defender is using, and read the descriptions of the columns along the top. For example, if a character is using a Two-Handed melee Weapon (like a Two-handed axe), we would refer to Column B.


Roll the percentile dice (two 10-sided dice; designate one of the dice as the tens digit, and the other as the ones digit). For example, if you rolled a 5 on the first and a 4 on the second, your total roll would be 54.

Look up the percentile number in the appropriate column (A, B, or C), and look to the Position Column, 2nd from the right. This is the position number where the character is struck—note this position number. There is a description of the body part in the right-most column, and an illustration on page 243 to assist with this process.

Step 6: The attacks have their damage rolled, and that type of damage is applied against armor protection.

Now that you have struck your opponent in a specific position, we will need to see if we have done enough damage to get through his armor.

Refer to Section F of the character sheet. The right-most column, called "Damage/Type" will state the amount and type of damage for each weapon. The damage is determined by rolling the appropriate number of dice and adding the results together—for example a 3d8 would be three 8-sided dice rolled, and added, so if the results were 4, 6, and 3 the total would be 4+6+3=13 points of damage. The type of damage is based on the weapon the character is using.



Once the damage and type is known, you will need to see if your opponent's armor will stop the damage effectively.

Refer to the bottom left of the character sheet for the character that was struck. The sheet will state which armor package the character is using, by page number. Refer to that page number in the Player's Rulebook and look at the Starting Armor Package.

There is a lot of information on this page, however, for now, you will only need to refer to the chart on the bottom, 'Summary of Armor Protection Values by Hit Position'. You may refer to the illustration in the upper right to assist with seeing how the character is protected this is what his armor looks like.

For this step, you will need to know the abbreviations for each type of attack. For ease, they are listed here:

Surface	=	S
Cut	=	C
Chop	=	Ch
Pierce	=	P
Thrust	=	T
Impact	=	I
Flanged	=	F

Look at the left hand column, "Positions" and refer to the position number that was determined in the previous step. Cross-reference that position with the appropriate column of the type of attack that was used as noted by the weapon. The number in the body of the chart is the number of points that the armor will effectively stop.

Is the armor protection equal to or greater than the amount of points of damage?


If Yes: Your opponent's armor stopped the attack. Your turn has completed, and it is now your opponent's turn to act.

If No: Your opponent's armor did not effectively stop the attack, and you have hurt your opponent!

Step 7: If armor fails, the damage is applied to each character's body part. Injury levels are looked up and applied as they occur.

Subtract the amount of points protected by the armor from the amount of points of damage. The remainder is the damage that is applied to your opponent. The damage is applied to a specific body part as described below.

Refer to Section D of the character sheet (see page 13). Each body part is made up of multiple positions, and has been designated a certain number of Hit Points. Damage is deducted from



these Hit Points. As the Hit Points are reduced, the character will experience injuries, and in turn these will begin to have an effect. On the character sheet, note the amount of damage sustained by the specific body part.

Now you will need to read through a few sections in the Player's Rulebook. If you scan through rules **05.01.00 Hit Points and Injuries** through 05.01.04 on pages 181 through 183, this will help you apply the affects of each injury type as they eventually become evident during the combat.

If the injured character experiences a situation modifier, the percentage number he is trying to roll is reduced, making it harder for him to attack or defend. If the injured character experiences an Initiative Modifier, then his Initiative number is reduced, making it harder for him to act first.

If a character sustains a number of small injuries, but none of them are severe enough to stop him from functioning, he may eventually become fatigued from the pain and blood loss. Refer to rule **05.01.07 The Effect of Sustaining Multiple Wounds** on page 184 to look up the effects of these injuries. The character's Multiple Wounds number is located just under his Hit Points in Section D of the character sheet.

If a character is struck hard enough he may be knocked down. Refer to rule **05.01.09 Determining if a Combatant is Knocked Down** on page 185. The character's Knockdown number is located just under his Hit Points in Section E of the character sheet.

The above section will require some judgment on behalf of you and your opponent. If you have someone available to play the role of the Game Master (or referee), this can help a great deal.

Step 8: This sequence is continued until each combatant has acted. When finished, the process is repeated.

At this juncture, the characters can begin again by declaring their next set of actions. This signifies the beginning of the next round. The steps of a combat round are repeated until one of the combatants is injured severely enough so as to be ineffective in the fight. In some instances, a character may be taken out of the fight immediately, if the injuries are severe enough.

Other rules to integrate into your Quick Start combat:

As you become more familiar with MML, other rules may be introduced to expand the depth of play. This may be done as the combat rounds progress or in successive contests.

05.01.08 Fatigue in Combat (page 184)

In MML, combatants become tired, even when they are winning. If a character is continually exerting himself for a number of rounds, he will begin to fatigue. If your combat does continue for 10 rounds or more, consider applying the effects outlined in this rule.



05.06.00 Movement Rates and their effects on Combat (page 195)

The rate at which a combatant moves movement can affect how effectively he or she can perform an action. Sometimes combatants will flee, or try to get out of harm's way for a few rounds. Section E of the character sheet has the number of feet per round each character may move. Refer to these rules if a character is attempting to move in combat.

Players are encouraged to read through the MML Player's Rulebook and use more of the rules as they see fit. A number of these rules will require GM discretion, however good judgment among players usually suffices. We leave this additional reading for players to take at their own pace as they decide how much they would like to experiment with in this first Quick Start Kit.

Note: If a character tries to move around his opponent, it is assumed his opponent will face him as he moves. If there are 2 opponents, a character must choose which one he is facing. There are rules to accommodate these conditions (bonuses and penalties) in the MML Rule book.

Reference Character Sheet

Metal, Magic, & Lore Mannish Character Sheet

Name: _____ Eye Color: _____
 Hair Color: _____ Weight: _____
 Height: _____ Morals: _____
 Gender: _____ Age: _____
 Handedness: _____
 Primary Attributes: Total points _____



Primary Attributes		Notes		Secondary Attributes		Notes	
Stature			% mod to armor weight/cost	Willpower			
Strength			% Attack/Defense modifier	Evocation			
Coordination			% Att./Def./skill check modifier	Perception		% Att. to miss/thru/cast	
Health			Healing mod	System Strength			
Beauty			% modifier to skill checks	Fitness			
Intellect			XP mod; % modifier to learn spells	Fitness Modifier			
Reason			XP mod; % modifier to cast spells	Load = (Fitness Modifier x Stature)		Melee damage modifier	
Creativity			% modifier to skill checks	Load x 2 = Maximum Overhead Lift			
Presence			% modifier to skill checks	Load x 4 = Maximum Dead Lift			

Hit Points		Maximum		Current		Movement	
Head						Total Weight Presently Carried	
Chest						Move Ratio (Load/Weight Carried)	
Abdomen						Movement:	Feet/Round Miles/Hour
Arms						Crawl / Stalk (MRx1.75)	
Legs						Walk (MRx6)	
						Jog (MRx16)	
						Run (MRx28)	
Multiple Wounds:						Knockdown:	
(Stature + Health) / 2						Stature + (Weight carried) / 10	

Weapons, Combat Skills, & Initiatives					
Melee Weapons		Modifiers:	% to Attack and Defend	Points to Damage	
		Shield Use Modifiers :	- from Attack	= to Defense	
Type	Skill	Attack Numbers	Defense Numbers	Damage/Type	
Weapon:					
Weapon:					
Weapon:					

Missile or Thrown Weapons		Modifiers:		% to Attack:		
Weapon:				Point Blank	Effective	Long
Skill:						
Initiative Modifier:						
Weapon:						
Skill:						
Initiative Modifier:						

Unarmed Combat			
Brawling:	Initiative Modifier:	Attack Numbers:	Defense Numbers:

Combat Initiatives							
Weapon Type	Weapon	Move Ratio	Attribute	Skill	Visibility	Armor	Totals
1.							
2.							
3.							
4.							
5.							

Metal, Magic, & Lore® Dwarven Character Sheet

Name: "Two-handed Axe and Hand axe"	
Hair Color: Blonde	Eye Color: Brown
Height: 4'2"	Weight: 170 lbs
Gender: Female	Morals: Ethical
Handedness: Right	Age: Young adult



Primary Attributes: Total points 94

Primary Attributes		Notes		Secondary Attributes		Notes	
Stature	22		% mod to armor weight/cost	Willpower $\{(Prex2)+Hlth\}/3 (+2)$	12		
Strength (+3)	14	+3	% Attack/Defense modifier	Evocation $(Int+Rea+Cre+Hlth+Wil)$	57		
Coordination	11		% Att./Def./skill check modifier	Perception $(Int+Rea+Cre)/3$	10	0	% Att. to miss/thr/cast
Health (+3)	15		Healing mod EP mod:	System Strength $\{Pre+(Hlthx2)\}/3 (+3)$	16		
Beauty	11		% modifier to skill checks	Fitness $(Str+Hlth)/2$	16		
Intellect	10	-5	XP mod; % modifier to learn spells	Fitness Modifier (Table 2L)	3.2		
Reason	10		XP mod; % modifier to cast spells	Load = $(Fitness\ Modifier \times Stature) (+20)$	90	2	Melee damage modifier
Creativity	10		% modifier to skill checks	Load x 2 = Maximum Overhead Lift	180		
Presence (-2)	11		% modifier to skill checks	Load x 4 = Maximum Dead Lift	360		

Hit Points	Maximum		Current		Movement	
Head	11				Total Weight Presently Carried	42 lbs
Chest	26				Move Ratio (Load/Weight Carried)	2.1
Abdomen	20				Movement:	Feet per Round
Arms	20	20			Crawl or Stalk (MRx1.75)	4
	(left)	(right)	(left)	(right)	Walk (MRx6)	13
Legs	20	20			Jog (MRx14)	29
	(left)	(right)	(left)	(right)	Run (MRx34)	71
Multiple Wounds:		25		Knockdown:		26
(Stature + Health + Willpower) / 2				Stature + (Weight of Armor & Weapons/10)		

Weapons, Combat Skills, & Initiatives

Melee Weapons		Modifiers:	+3	% to Attack and Defend	+2	Points to Damage	
		Shield Use Modifiers:	-	% from Attack	+	% to Defend	
	Type	Skill	Attack Numbers		Defense Numbers		Damage / Type
Weapon:	Two-Handed Axe	25%	25+3+25+ 5 = 58%		13+3+15+5 = 36%		4d10 / Chop
Weapon:	Hand Axe	15%	15+3+35+5 = 58%		8+3+15+5 = 31%		1d20 / Chop

Missile or Thrown Weapons		Modifiers:			% to Attack		
			Point Blank	Effective	Long	Extreme	
Weapon:		Ranges (Yards)					
Skill:		Chances to hit					
Initiative Modifier:		Damage					

Unarmed Combat

Brawling: Initiative Modifier **10** Attack Numbers: **13+3 = 16%** Defense Numbers: **07+3 = 10%**

Combat Initiatives

	Weapon Type	Weapon	Move Ratio	Attribute	Skill	Visibility	Armor	Totals
1.	Two-Handed Axe	4	3	2	2	1	2	14
2.	Hand Axe	6	3	2	1	1	2	15
3.	Hands only	10	4	2	1	1	2	20

Armor on page 325

Metal, Magic, & Lore® Gray Elf Character Sheet

Name: "Bastard sword and Short sword"	
Hair Color: Blonde	Eye Color: Green
Height: 5'11"	Weight: 170 lbs
Gender: Male	Morals: Ethical
Handedness: Right	Age: Young Adult
Primary Attributes: Total points 94	



Primary Attributes		Notes		Secondary Attributes		Notes	
Stature	24		% mod to armor weight/cost	Willpower $\{(Prex2)+Hlth\}/3$	12		
Strength	11		% Attack/Defense modifier	Evocation $(Int+Rea+Cre+Hlth+Wil) (+10)$	63		
Coordination (+1)	13	+3	% Att./Def./skill check modifier	Perception $(Int+Rea+Cre)/3 (-2)$	12	3	% Att. to miss/thr/cast
Health (+1)	11		Healing mod	System Strength $\{Pre+(Hlthx2)\}/3 (+2)$	14		
Beauty (+1)	11		EP mod:	Fitness $(Str+Hlth)/2$	11		
Intellect (+1)	11		XP mod; % modifier to learn spells	Fitness Modifier (Table 2L)	2.6		
Reason	9		XP mod; % modifier to cast spells	Load = $(Fitness\ Modifier \times Stature) (-10)$	72	1	Melee damage modifier
Creativity (+1)	13	+3	% modifier to skill checks	Load x 2 = Maximum Overhead Lift	144		
Presence (+1)	13	+3	% modifier to skill checks	Load x 4 = Maximum Dead Lift	288		

Hit Points	Maximum		Current		Movement	
Head	10				Total Weight Presently Carried	45 lbs
Chest	23				Move Ratio (Load/Weight Carried)	1.6
Abdomen	18				Movement:	Feet per Round
Arms	18	18			Crawl or Stalk (MRx2)	3
	(left)	(right)	(left)	(right)	Walk (MRx8)	13
Legs	18	18			Jog (MRx20)	32
	(left)	(right)	(left)	(right)	Run (MRx36)	58
Multiple Wounds: (Stature + Health + Willpower) / 2	24				Knockdown: Stature + (Weight of Armor & Weapons/10)	29

Weapons, Combat Skills, & Initiatives						
Melee Weapons	Modifiers:	+3	% to Attack and Defend	+1	Points to Damage	
	Shield Use Modifiers:	-	% from Attack	+	% to Defend	
Type	Skill	Attack Numbers		Defense Numbers		Damage / Type
Weapon: Bastard Sword (2 hands)	25%	25+3+35 = 63%		13+3+25 = 41%		4d10 / Cut
Weapon: Bastard Sword (1 hand)	15%	15+3+25 = 43%		08+2+15 = 25%		5d6 / Cut
Weapon: Short sword	15%	15+3+35 = 53%		08+3+35 = 46%		3d8 / Thrust

Missile or Thrown Weapons		Modifiers:		% to Attack	
		Point Blank	Effective	Long	Extreme
Weapon:	Ranges (Yards)				
Skill:	Chances to hit				
Initiative	Damage				

Unarmed Combat	
Brawling: Initiative Modifier	10
Attack Numbers:	13+3= 16%
Defense Numbers:	7+3= 10%

Combat Initiatives								
	Weapon Type	Weapon	Move Ratio	Attribute	Skill	Visibility	Armor	Totals
1.	Bas' Sword (2 / 1 hand)	5 / 4	1	1	2 / 1	2	2	13 / 11
2.	Short sword	7	1	1	1	2	2	14
3.	Hands only	10	2	1	2	2	2	19

Armor on page 343

Metal, Magic, & Lore[®] Mannish Character Sheet

Name: "Mace & Chain and Shield"	
Hair Color: Brown	Eye Color: Brown
Height: 5'10"	Weight: 165 lbs
Gender: Male	Morals: Ethical
Handedness: Right	Age: Young adult

Primary Attributes: Total points 98



Primary Attributes		Notes		Secondary Attributes		Notes	
Stature	23		% mod to armor weight/cost	Willpower $\{(Prex2)+Hlth\}/3$	11		
Strength	14	3	% Attack/Defense modifier	Evocation $(Int+Rea+Cre+Hlth+Wil)$	53		
Coordination	10		% Att./Def./skill check modifier	Perception $(Int+Rea+Cre)/3$	10		% Att. to miss/thr/cast
Health	13	1.5	Healing mod EP mod:	System Strength $\{Pre+(Hlthx2)\}/3$	12		
Beauty	10		% modifier to skill checks	Fitness $(Str+Hlth)/2$	14		
Intellect	9	-10	XP mod; % modifier to learn spells	Fitness Modifier (Table 2L)	2.9		
Reason	10		XP mod; % modifier to cast spells	Load = $(Fitness\ Modifier \times Stature)$	70	1	Melee damage modifier
Creativity	10		% modifier to skill checks	Load x 2 = Maximum Overhead Lift	140		
Presence	10		% modifier to skill checks	Load x 4 = Maximum Dead Lift	280		

Hit Points	Maximum		Current		Movement	
Head	11				Total Weight Presently Carried	58
Chest	26				Move Ratio (Load/Weight Carried)	1.2
Abdomen	19				Movement:	Feet per Round
Arms	19	19			Crawl or Stalk (MRx1.75)	2
	(left)	(right)	(left)	(right)	Walk (MRx6)	7
Legs	19	19			Jog (MRx16)	19
	(left)	(right)	(left)	(right)	Run (MRx28)	34
Multiple Wounds: (Stature + Health + Willpower) / 2		24		Knockdown: Stature + (Weight of Armor & Weapons/10)		29

Weapons, Combat Skills, & Initiatives					
Melee Weapons	Modifiers:	+3	% to Attack and Defend	+1	Points to Damage
	Shield Use Modifiers:	- 10	% from Attack	+35	% to Defend
	Type	Skill	Attack Numbers	Defense Numbers	Damage / Type
Weapon	Mace/Chain (w/ shield)	25%	$25+3+25= 53\%$ (w/ shield -10 = 43%)	$13+3+0= 16\%$ (shield +35= 51%)	2d12 / Flanged
Weapon	Long sword (w/ shield)	15%	$15+3+45= 63\%$ (w/ shield -10 = 53%)	$08+3+25= 36\%$ (shield +35= 71%)	2d10 / Cut

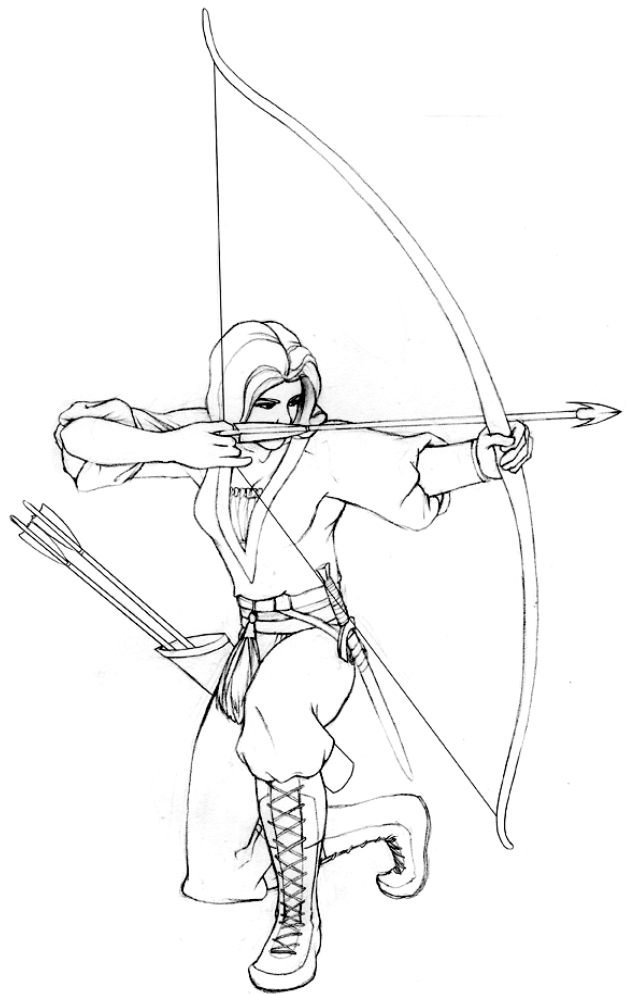
Missile or Thrown Weapons		Modifiers:	% to Attack	
			Point Blank	Effective
Weapon:		Ranges (Yards)		Long
Skill:		Chances to hit		Extreme
Initiative Modifier:		Damage		

Unarmed Combat	
Brawling: Initiative Modifier	10
Attack Numbers:	$13+3= 16\%$
Defense Numbers:	$07+3= 10\%$

Combat Initiatives							
	Weapon Type	Weapon	Move Ratio	Attribute	Skill	Visibility	Totals
1.	Mace/Chain (w/ shield)	5	1 / -1	2	2	2	15 / 13
2.	Long Sword (w/ shield)	5	1 / -1	2	1	2	14 / 12
3.	Hands only	10	2	2	1	2	20

Armor on page 358

MML Game System Sampler Part II
Magic and Missiles in the Gladiatorial Arena





Required Materials

Players will need the following materials for this sampler to be played:

1. A set of polyhedral dice: 4-sided, 6-sided, 8-sided, two (2) 10-sided, 12-sided, and 20-sided.
2. A piece of scrap paper and a pen or pencil for each player.
3. 4 or more tokens that may represent the characters: die-cut counters or 15-25mm figures are suitable
4. For this sampler, ranges of spells and weapons will come into play, therefore, it is advisable that some form of map be used, possibly represented on large graph paper for ease while learning the system. 10' boxes are recommended, with an arena representing about 150' x 150' in size.

To expedite game play, we recommended using post-it notes to pre-mark two pages in the MML Player's Rulebook, specifically, pages 181 and 242. This will keep the required information close at hand until players become familiar with their characters and the rulebook.

Set-up


There are two scenarios provided in this sampler. Scenario One represents a situation where a magician is attempting to stop two combatants at a distance before they can reach him. Scenario Two represents a situation where a magician and an archer are attempting to defeat each other from a distance. Players are free to vary these scenarios in order to experiment with various aspects of the game system. Each player may choose one of the pre-generated characters provided in this sampler Part II for missile-armed combatants, or one of those provided in sampler Part I to act as melee weapon combatants.

In a campaign game, a Game Master is required. However, this is not the case in a sampler game where judgment calls are fairly straightforward.

These instructions utilize the Reference Character Sheet provided on page 13 of this sampler.

Character Types

In order to provide an easy reference, three of the six major races have been provided for use in the sampler. In Section A of the character sheet, there is a basic list of the character traits. In lieu of a character name, the types of characters have been listed. This is the first piece of information that appears at the top of the sheet. The three types of characters provided in this sampler are:

- 
- A female archer armed with a medium bow and a Dirk as a secondary weapon (“Archer”). She is quick enough to fire 2 arrows per round most of the time. She is lightly armored, as many archers will often be.
 - A male Gray Elfin warrior-wizard with a Short Sword (“Warrior-wizard”). He has good spell choices but not as many as a magician who devotes himself to wizardry as his only discipline. He is moderately armored. This character uses Spell Sheet A, on page 30 of this sampler.
 - A female Mannish (human) Wizard with a staff (“Wizard with Staff”). She is an experienced magician, and also has several spells that emulate Elementalism (another school of magic available in MML). Although MML does not impose artificial armor restrictions on magicians, she has no armor so players may make a comparison to the ‘archetypal’ magician commonly seen in other game systems. This character uses Spell Sheet B, on page 30 of this sampler.

Combat Procedure

Each combat round is treated exactly the same as in sampler Part I. The only differences noted in this sampler are that when characters declare actions, they may be firing an arrow, aiming, or casting a spell as other options in addition to executing melee attacks. The procedures for the use of armor and weapons remain the same as those illustrated in sampler Part I. Refer to that sampler for those details.

Scenario One: Out of Time

This scenario is used to test the magic system only.

In this scenario, a magician attempts to stop two warriors before they get close enough to attack him. The magician begins at a distance of 140 feet from the warriors. For the purposes of this scenario, the warriors are considered to be fearful and cautious of the magician, and may only move as fast as a Jog pace in any given round. All the characters are considered to be in an enclosed arena about 150 feet in diameter, with no way to escape. It is recommended that the Gray Elfin character sheet be used for each of two warriors, minus any spell ability. The warriors provided in sampler Part I may also be used. The Wizard character sheet should be used as the defending magician.

As the Wizard attempts to cast spells, the spell descriptions may be read and applied accordingly. These will have various effects on the approaching combatants.

This scenario may be played out again and again – in some instances the wizard will succeed, and in others she will not. The purpose of this scenario is to experiment with the various spell combinations, and includes the casting of spells, applying spell effects, and tracking a magician’s energy (Evocation Points) as spells are used.



Scenario Two: The Shoot Out

This scenario is used to test both the magic system and the missile weapon system simultaneously. In addition to testing the magic system as mentioned above, the use of missile weapons, their ranges, chances to hit, weapon damage and rate of fire will also be used.

In this scenario, an archer and a magician attempt to defeat each other with ranged. The archer is considered to be on a 10' x 10' platform butted against a wall, surrounded on three sides by a pit 15' wide and 20' deep in this manner, she may not move from the 10' x 10' area. The magician will begin at a distance of 100' or more from the archer, and has freedom of movement, but may not leave the area. The combatants are considered to be in an enclosed arena about 150' in diameter, with no way to escape. The Archer character provided in this sampler Part II should be used as the archer, either the Gray Elf or Wizard character sheets may be used as the magician. The Archer is assumed to have 15 arrows at her disposal.



Summary of additional rules required for this sampler:

In order to use this sampler Part II, players will need to review a number of rules regarding the use of magic as well as the use of missile weapons. In addition, the speed of the characters will require that players learn to understand if they will gain a second action in a given combat round.

A. Due to the fact that these combatants are very quick, the following rules are often required:

05.04.05 Gaining More than One Action in a Given Round, (page 190)

05.04.06 Movement for a combatant who has more than one action in a round (page 190)

05.04.07 Changing One's Intended Action (page 190)

05.06.00 Movement and its effect on characters (page 195)

B. Rules that apply to the Archer or those defending against the Archer may be:

05.09.06 Aiming Drawn Missile Weapons (page 214)

05.09.14 Defending Against Missile and Thrown Weapons (page 219)

C. Rules that apply to the Warrior-wizard and Wizard with Staff may be:

06.03.04 The Relationship between EP and Fatigue (page 254)


06.04.02 The Effect of a Critical Success When Casting a Spell (page 255)

06.04.03 The Effect of a Critical Failure When Casting a Spell (page 256)

*****Note:** This table is missing an entry for the die roll of '5'. That die roll should be grouped into the same category as a die roll of '4' as it is noted on the existing table.

06.07.03 Casting Spells (page 259) (summarized on next page)

06.07.03.03 Wizardry Spells and EP (page 260)(summarized and pre-figured for ease of use)



In a role-playing campaign setting, a number of these rules will require GM discretion, however good judgment among players will usually suffice with these rules. We leave the details for players to play at their own pace as they decide how much they would like to experiment with this.

Using the other rules and options as compared to sampler Part I:

The Initiative sequence described in sampler Part I is used with the scenarios printed herein as well. However, the characters presented in this sampler have comparatively high total initiative numbers, they will be quite fast. Some will have an opportunity to take a second action within a single combat round.

Upon the Wizard's opportunity to act within the Initiative sequence, she will have the following options:

1. **Cast a Spell** The character has the opportunity to cast a spell. If the spell requires more than one action, each action will count against the total until the spell is cast. Rules 06.07.03, and 06.07.03.03 are used here.
2. **Move and Cast a Spell** - The character may want to try to move while casting a spell in order to evade his opponents in Scenario 1, or close toward his opponent in Scenario 2. Rule 05.06.00 is needed.
3. For either of the possible actions discussed above, rules 05.04.05 and 05.04.06 also apply.
4. The Wizard's opponents may close the distance according to the number of feet per round noted on the line for 'Jog' in Section E of the character sheet.

For a convenient frame of reference, the concepts regarding use of spells have been summarized below. However, this will not replace the need for reading the Player's Rulebook.

Using Spells (rule summary)

Spells are cast in the following manner: when a player declares his character's action, he states that the character is casting a spell and names the specific spell. The initiative sequence is resolved normally, and when it is the character's opportunity to act, the character's action is counted toward the casting of that spell. If the spell requires one action, the spell is cast immediately, and the character checks to see if the spell is successfully cast. If the spell requires more than one action to cast, then the action is credited toward the total actions required. If a character is in the process of casting a spell and is struck severely enough, the spell may be interrupted. A character successfully casts a spell if the player rolls the percentage dice and the number is equal to or less than the Casting % listed on page 30 of this sampler.



Evocation Points (or EPs) (rule summary)

Within Section C of the character sheet, there is an Attribute titled Evocation Points. Evocation Points (or EPs) are simply a pool of energy the magician uses to cast spells. When a spell is cast, the required EPs are deducted from the magician's current EP total. When the total is significantly reduced, the magician will begin to fatigue (see EP below). Each spell has a base EP cost, however as the magician increases in skill, these costs are reduced by certain amount. This increases the number of spells the magician may cast. These numbers are determined by tables provided in the player's rulebook, and have been pre-calculated for this sampler.

If a magician attempts to cast a spell and is unsuccessful, then half of the EP cost for the spell is deducted from his current EP total. Halved spell costs are rounded up to the nearest whole number.

Modifying Base EP costs (06.03.03)

The EP costs listed on the spell sheet included in this sampler have been adjusted, and are properly called 'Adjusted EP'. In Metal, Magic and Lore, each spell has an Evocation cost. This cost is reduced as each magician gains skill, thus allowing the magician to cast more spells with greater experience. The different schools of magic work differently, so this reduction in cost varies from school to school.

Upon the Archer's opportunity to act within the Initiative sequence, he will have the following options:

1. Fire an Arrow The character has the opportunity to load an arrow, draw his bow and release the arrow.
2. Firing two arrows in the same round - The medium bow may be loaded and fired in a single action. If the archer has a high enough total Initiative to act twice in a given round, she may load and fire twice within that round. Rule 05.04.06 applies.
3. Aim before firing The character may take an extra action or even two to aim before firing, which increases her chances to successfully hit her target. Rule 05.09.06 applies.
4. The Archer's opponent may choose to defend against arrow fire by dodging it. Rule 05.09.14 applies.

For convenient reference, the game concepts for use of a bow have been summarized below. However, this will not replace the need for reading the Player's Rulebook.

Firing a Drawn Missile Weapon (for the Archer)

Players will note that in section G of the sample character sheet on page 13, there are a number of chances to attack and damages based on weapon ranges noted. Each missile weapon has 4 range categories: Point Blank, Effective, Long and Extreme. Under each category, players will see a different total percentage to attack, and damage of the weapon.

When using missile weapons, the distance from the target is first checked, and that range is matched against the appropriate category to determine the character's chances to hit, and damage just below. The range listed is the maximum range within that range category. Archers will desire to put themselves in the most effective range available in any combat situation.

For clear reference, the attack percentage numbers noted for the Archer in this sampler are Point Blank: 46%, Effective: 76%, Long: 56%, and Extreme: 31% respectively.

In the MML Basic Player's Rulebook, Thrown Weapons work similarly to Missile Weapons, however there are some nuances. An option to test this system has been included in this sampler see below for a rule summary.

Thrown Weapons:

It is possible to replace the Archer's use of the bow with Thrown weapons. In our example case presented below, the Hatchet. If players wish to experiment with this option, they should make the following adjustments to the sampler Scenario 2:

1. Remove the movement restriction to the Archer character, allowing her to move freely throughout the arena.
2. Ensure that the Archer's opponents are other Archers or the Wizard: the majority of Thrown weapons are only useful against very light or no armor.
3. In lieu of the statistics used for the bow on the Archer character sheet, use the table below. The Archer should be allowed 6 Hatchets for the sake of testing the system:

Missile or Thrown Weapons		Modifiers:	+3+3		% to Attack	
			Point Blank	Effective	Long	Extreme
Weapon:	Hatchet	Ranges (Yards)	4	13	21	42
Skill:	25%	Chances to hit	$25+6+35 = 66\%$	$25+6+45 = 76\%$	$25+6+15 = 46\%$	$25+6+0 = 31\%$
Initiative Modifier:	7	Damage	1d12 / Chop	1d12 / Chop	1d10 / Chop	1d8/ Chop



Other Rule Summaries:

The Sample Spell Sheet (page 30)

Two Spell Sheets have been provided for the players' convenience. The columns on the sheet state the name of each spell possessed by the magician character, the page number where the description is located, the percentage chance to cast the spell, and the Evocation Points that are required to cast the spell. Normally, these statistics are calculated during the character creation process, so they are at the fingertips of the player for easy use during play.

Referring to page 30 of this sampler, the Gray Elfin Warrior-Wizard uses the spells on Spell Sheet A. The Wizard with Staff uses the spells on Spell Sheet B. Players will notice there are two spells that emulate the effects of Elementalists, a cross-discipline ability that Wizards are capable of.

There is a third school of magic provided in the MML Basic Player's Rulebook; Symbolism. These spells work somewhat differently than the spells of Wizardry and Elementalism, and for simplicity, have not been included for use in this sampler.

Spell Casters and Fatigue (rule summary)

06.03.04 The Relationship Between EP and Fatigue (page 254)

If a character's EP reaches 25% or less of total EP, the character becomes Fatigued. This results in a **Situation Modifier of -10%** to all skill checks, and an **Initiative Modifier of -5**.

If a character's EP reaches 0, the character becomes Fatigued at a second level of severity. This results in a **Situation Modifier of -20%** to all skill checks, and an **Initiative Modifier of -10**.

A character may expend up to 5 EP greater than his original total. There are no additional adverse effects listed, however, in a campaign the effects of this action may be subject to the Game Master's discretion based on the style and flavor of the setting.

Reference Character Sheet

Metal, Magic, & Lore Mannish Character Sheet

Name: _____ Eye Color: _____
 Hair Color: _____ Weight: _____
 Height: _____ Morals: _____
 Gender: _____ Age: _____
 Handedness: _____
A
 Primary Attributes: Total points _____



Primary Attributes		Notes		Secondary Attributes		Notes	
Stature			% mod to armor weight/cost	Willpower			
Strength			% Attack/Defense modifier	Evocation			
Coordination			% At/Def/skill check modifier	Perception		% Att. to miss/thr/cast	
Health			Healing mod	System Strength			
Beauty			% modifier to skill checks	Fitness			
Intellect			XP mod; % modifier to learn spells	Fitness Modifier			
Reason			XP mod; % modifier to cast spells	Load = (Fitness Modifier x Stature)		Melee damage modifier	
Creativity			% modifier to skill checks	Load x 2 = Maximum Overhead Lift			
Presence			% modifier to skill checks	Load x 4 = Maximum Dead Lift			

Hit Points		Maximum		Current		Movement	
Head						Total Weight Presently Carried	
Chest						Move Ratio (Load/Weight Carried)	
Abdomen						Movement:	Feet/Round Miles/Hour
Arms						Crawl / Stalk (MRx1.75)	
Legs						Walk (MRx6)	
						Jog (MRx16)	
						Run (MRx28)	
Multiple Wounds: (Stature + Health) / 2				Knockdown: Stature + Weight Carried / 10			

Weapons, Combat Skills, & Initiatives					
Melee Weapons		Modifiers:		% to Attack and Defend	
		Shield Use Modifiers :		from Attack	
				to Defense	
Type	Skill	Attack Numbers	Defense Numbers	Damage/Type	
Weapon:					
Weapon:					
Weapon:					

Missile or Thrown Weapons		Modifiers:		% to Attack:		
				Point Blank	Effective	Long
Weapon:	Ranges (Yards)					
Skill:	Chances to hit					
Initiative Modifier:	Damage					
Weapon:	Ranges (Yards)					
Skill:	Chances to hit					
Initiative Modifier:	Damage					

Unarmed Combat	
Brawling: Initiative Modifier:	Attack Numbers: Defense Numbers:

Combat Initiatives							
Weapon Type	Weapon	Move Ratio	Attribute	Skill	Visibility	Armor	Totals
1.							
2.							
3.							
4.							
5.							

Metal, Magic, & Lore[®] Mannish Character Sheet

Name: "Archer"	
Hair Color: Brown	Eye Color: Brown
Height: 5'5"	Weight: 138 lbs
Gender: Female	Morals: Ethical
Handedness: Right	Age: Young Adult



Primary Attributes: Total points 95

Primary Attributes		Notes		Secondary Attributes		Notes	
Stature	21		% mod to armor weight/cost	Willpower $\{([Pre \times 2] + Hlth) / 3\}$	10		
Strength	9		% Attack/Defense modifier	Evocation $(Int + Rea + Cre + Hlth + Wil)$	53		
Coordination	13	+3	% Att./Def./skill check modifier	Perception $(Int + Rea + Cre) / 3$	12	3	% Att. to miss/thr/cast
Health	10		Healing mod	System Strength $\{Pre + (Hlth \times 2) / 3\}$	10		
Beauty	10		EP mod:	Fitness $(Str + Hlth) / 2$	10		
Intellect	8		XP mod; % modifier to learn spells	Fitness Modifier (Table 2L)	2.5		
Reason	13	+3	XP mod; % modifier to cast spells	Load = $(Fitness\ Modifier \times Stature)$	42		Melee damage modifier
Creativity	12	+3	% modifier to skill checks	Load $\times 2$ = Maximum Overhead Lift	84		
Presence	10		% modifier to skill checks	Load $\times 4$ = Maximum Dead Lift	168		

Hit Points	Maximum		Current		Movement	
Head	9				Total Weight Presently Carried	19
Chest	20				Move Ratio (Load/Weight Carried)	2.2
Abdomen	16				Movement:	Feet per Round
Arms	16	16			Crawl or Stalk (MRx1.75)	4
	(left)	(right)	(left)	(right)	Walk (MRx6)	13
Legs	16	16			Jog (MRx16)	35
	(left)	(right)	(left)	(right)	Run (MRx28)	62
Multiple Wounds: (Stature + Health + Willpower) / 2	21				Knockdown: Stature + (Weight of Armor & Weapons/10)	23

Weapons, Combat Skills, & Initiatives

Melee Weapons	Modifiers:		% to Attack and Defend		Points to Damage	
	Shield Use Modifiers:		% from Attack		% to Defend	
	Type	Skill	Attack Numbers		Defense Numbers	
Weapon	Dirk	15%	15+3+25= 43%		08+3+15= 26%	
Weapon						

Missile or Thrown Weapons		Modifiers:	+3+3	% to Attack	
			Point Blank	Effective	Long
Weapon:	Medium Bow	Ranges (Yards)	10	30	60
Skill:	25%	Chances to hit	25+6+15 = 46%	25+6+45 = 76%	25+6+25 = 56%
Initiative Modifier:	7	Damage	3d8/ Pierce	2d10/ Pierce	2d8/ Pierce

Unarmed Combat						
Brawling:	Initiative Modifier	10	Attack Numbers:	13+3= 16%	Defense Numbers:	07+3 = 10%

Combat Initiatives								
	Weapon Type	Weapon	Move Ratio	Attribute	Skill	Visibility	Armor	Totals
1.	Medium Bow	7	3	3	2	3	4	+22
2.	Dirk	9	3	3	1	3	4	+20
3.	Hands only	10	3	3	1	3	4	+25

Armor on Page 354

Metal, Magic, & Lore® Gray Elfin Character Sheet

Name: "Warrior-Wizard"	
Hair Color: Blonde	Eye Color: Green
Height: 5'11"	Weight: 170 lbs
Gender: Male	Morals: Ethical
Handedness: Right	Age: Young Adult
Primary Attributes: Total points 94	



Primary Attributes		Notes		Secondary Attributes		Notes	
Stature	24		% mod to armor weight/cost	Willpower $\{(Prex2)+Hlth\}/3$	12		
Strength	11		% Attack/Defense modifier	Evocation $(Int+Rea+Cre+Hlth+Wil) (+10)$	63		
Coordination (+1)	13	+3	% Att./Def./skill check modifier	Perception $(Int+Rea+Cre)/3 (+2)$	12	3	% Att. to miss/thr/cast
Health (+1)	11		Healing mod	System Strength $\{Pre+(Hlthx2)\}/3 (+2)$	14		
Beauty (+1)	11		EP mod:	Fitness $(Str+Hlth)/2$	11		
Intellect (+1)	11		XP mod; % modifier to learn spells	Fitness Modifier (Table 2L)	2.6		
Reason	9		XP mod; % modifier to cast spells	Load = $(Fitness\ Modifier \times Stature) (+10)$	72	1	Melee damage modifier
Creativity (+1)	13	+3	% modifier to skill checks	Load x 2 = Maximum Overhead Lift	144		
Presence (+1)	13	+3	% modifier to skill checks	Load x 4 = Maximum Dead Lift	288		

Hit Points	Maximum		Current		Movement	
Head	10				Total Weight Presently Carried	36 lbs
Chest	23				Move Ratio (Load/Weight Carried)	2.0
Abdomen	18				Movement:	Feet per Round
Arms	18	18			Crawl or Stalk (MRx2)	6
	(left)	(right)	(left)	(right)	Walk (MRx8)	16
Legs	18	18			Jog (MRx20)	40
	(left)	(right)	(left)	(right)	Run (MRx36)	58
Multiple Wounds: $(Stature + Health + Willpower) / 2$			24		Knockdown: $Stature + (Weight\ of\ Armor\ \&\ Weapons/10)$	28

Weapons, Combat Skills, & Initiatives					
Melee Weapons	Modifiers:	+3	% to Attack and Defend	+1	Points to Damage
	Shield Use Modifiers:	-	% from Attack	+	% to Defend
Type	Skill	Attack Numbers		Defense Numbers	
Weapon: Short sword	15%	15+3+35 = 53%		08+3+35 = 46%	
Weapon:					
Weapon:					

Missile or Thrown Weapons		Modifiers:		% to Attack	
		Point Blank	Effective	Long	Extreme
Weapon:	Ranges (Yards)				
Skill:	Chances to hit				
Initiative	Damage				

Unarmed Combat	
Brawling: Initiative Modifier	10
Attack Numbers:	13+3= 16%
Defense Numbers:	7+3= 10%

Combat Initiatives							
	Weapon Type	Weapon	Move Ratio	Attribute	Skill	Visibility	Armor
1.	Short sword	7	2	1	1	2	2
2.	Hands only (Casting)	10	2	1	2	2	2
3.							

Armor on page 343

Metal, Magic, & Lore[®] Mannish Character Sheet

Name: "Wizard with Staff"	
Hair Color: Brown	Eye Color: Brown
Height: 5'5"	Weight: 138 lbs
Gender: Female	Morals: Ethical
Handedness: Right	Age: Adult
Primary Attributes: Total points 95	



Primary Attributes		Notes		Secondary Attributes		Notes	
Stature	21		% mod to armor weight/cost	Willpower $\{(Prex2)+Hlth\}/3$	10		
Strength	9		% Attack/Defense modifier	Evocation $(Int+Rea+Cre+Hlth+Wil)$	56		
Coordination	10		% Att./Def./skill check modifier	Perception $(Int+Rea+Cre)/3$	12	3	% Att. to miss/thr/cast
Health	10		Healing mod	System Strength $\{Pre+(Hlthx2)\}/3$	10		
Beauty	10		EP mod:	Fitness $(Str+Hlth)/2$	10		
Intellect	14	+5	XP mod; % modifier to learn spells	Fitness Modifier (Table 2L)	2.5		
Reason	12	+3	XP mod; % modifier to cast spells	Load = $(Fitness\ Modifier \times Stature)$	53		Melee damage modifier
Creativity	10		% modifier to skill checks	Load x 2 = Maximum Overhead Lift	106		
Presence	10		% modifier to skill checks	Load x 4 = Maximum Dead Lift	212		

Hit Points	Maximum		Current		Movement	
Head	9				Total Weight Presently Carried	10
Chest	23				Move Ratio (Load/Weight Carried)	4.0
Abdomen	16				Movement:	Feet per Round
Arms	16	16			Crawl or Stalk (MRx1.75)	7
	(left)	(right)	(left)	(right)	Walk (MRx6)	24
Legs	16	16			Jog (MRx16)	64
	(left)	(right)	(left)	(right)	Run (MRx28)	112
Multiple Wounds: (Stature + Health + Willpower) / 2		23		Knockdown: Stature + (Weight of Armor & Weapons/10)		23

Weapons, Combat Skills, & Initiatives

Melee Weapons		Modifiers:	% to Attack and Defend		Points to Damage	
		Shield Use Modifiers:	% from Attack		% to Defend	
Type	Skill	Attack Numbers		Defense Numbers		Damage / Type
Weapon	Quarterstaff	10%	10+0+45= 55%	05+0+35= 40%		3d8 / Impact
Weapon						

Missile or Thrown Weapons		Modifiers:	% to Attack	
			Point Blank	Effective
Weapon:		Ranges (Yards)	Long	Extreme
Skill:		Chances to hit		
Initiative Modifier:		Damage		

Unarmed Combat

Brawling: Initiative Modifier	10	Attack Numbers:	13+3= 16%	Defense Numbers:	07+3 = 10%
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Combat Initiatives

	Weapon Type	Weapon	Move Ratio	Attribute	Skill	Visibility	Armor	Totals
1.	Quarterstaff	9	5	2	1	4	6	+27
2.	Hands only (Casting)	10	5	2	2	4	6	+29
3.								

No Armor



Spell Sheet A: Gray Elfin Warrior-wizard

Name of Spell	Page #	Casting %	EP Cost
Blind	265	60%	14
Chameleon	268	95%	5
Discharge	269	70%	14
Long Fist	270	70%	6
Slow	266	80%	7

Spell Sheet B: Mannish Wizard with Staff

Name of Spell	Page #	Casting %	EP Cost
Armor of Entropy	269	70%	14
Paralyze	266	60%	11
Obscure	266	80%	5
Discharge	269	70%	14
Long Fist	270	70%	6
Fatigue	266	80%	5
Rot Wood	268	80%	7
Flame Bolt (Elementalist emulation)	286	53%	12
Column of Water (Elementalist emulation)	289	63%	14



Metal, Magic Metal, Magic and Lore®

Game System Special Features

Metal Magic and Lore (MML) is a fast paced and fun role-playing game that immerses the player in a richly detailed world. This world provides a backdrop for fantastic adventures where a sense of realism puts each player in the middle of the action. The game of MML is arranged around the traditional use of a Game Master (GM) and players. The GM presents the plot, which tells a story and presides over the action. A group of three or four players and a GM is optimal. The players each assume the role of a character and then interact, i.e. role-play, as the game unfolds.

Organization of Rules:

Each aspect of the game environment is addressed in the first product in the MML series - The Player's Rule Book. This volume provides all of the basic game mechanics necessary to play everything from stand-alone scenarios to an extended series of adventures. There are six chapters, each of which addresses a different aspect of the game. All related rules in subsequent game supplements are numbered similarly, making it easy for players to look up related information in a number of books and resources.

In-depth Lore:

The Player's Rule Book presents a number of races that populate the fantasy landscape. Each race has many unique cultural traits and the races interact based on their traits and tendencies. The affects of cultural identity are applied to every detail; not only preferred skills, but armor preferences, weapon craft and commerce.

Realism and Speed of Combat:

Since MML is a game of action and adventure, special attention is paid to combat. Weapons are organized and presented so that their use and effects become intuitive. The armor system is quite detailed, but presented to the player in an easy to read format that allows armor selection in a few short minutes. The rules are crafted to provide a realistic feel to the combat, which increases the player's excitement and enjoyment of the game. The combat rules have been extensively play tested to ensure clarity and ease of play.

Unique Skill Advancement for Characters:

MML does not force players to choose a "character class", so players may craft their characters in accordance with their imagination and the mood their Game Master is trying to set. Since the system is skill based, those skills which are used during game play will develop. This separates actions during combat from overall skill development and character advancement. Since "experience points" derived from combating opponents are not required, the game setting is free to go in any direction the players and GM choose.

Gender Balance for Players:

Each gender presents certain advantages, so women will enjoy playing MML in equal proportion to men. Certain types of magic presented in the game are crafted to take into account a woman's intuitive nature and this is a distinct advantage in a number of situations.

Genealogy of Magic:

The wonder of magic is brought alive by a system that seamlessly integrates three distinct schools of magic. Players will enjoy the ability to combine these abilities in ways that are only limited by their imagination. Magicians are not limited to a class, nor are they prevented from wearing armor or wielding weapons.



Consolidated Product Price List
By 5th Epoch Publishing

Product	RSP
For All Players:	
MML Player's Rulebook, Perfect bound edition	35.95
MML Player's Rulebook, 7x10 Hard bound edition	42.95
MML Player's Rulebook, Classic edition (Brown)	49.95
MML Journeyman's Rules ** Released Spring 2013	29.95
For Game Masters:	
MML GM's Drop Card Resource ** Released Spring 2013	29.95
MML GM's Travel Sourcebook (usable for other systems)	24.95
Literary Fantasy Novels:	
For Lines of Bread and Steel ** Released Spring 2013	14.95

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05.01.00 Hit points and Injuries



Section 2, Character Creation, describes how the player calculates his character's hit points, which are derived from his attributes. Hit points are broken into the following categories or body parts: head, chest, abdomen, arms (right & left), and legs (right & left).

The combatant's body is mapped using a total of 46 Hit Positions. These positions are specific locations that are used to track where a blow may fall on a defender's body. Each body part has a number of Hit Positions assigned to it. Use this guide to determine from where to deduct hit points when a combatant takes damage. Refer to the following chart:

Table 5A: Hit Positions Listed by Body Part

Body Part	Hit Positions
Head	1 through 7
Chest	9 through 12, 15 through 18
Abdomen	21 through 24, 27 through 30, 33
Left Arm	13,19,25,31,34
Right Arm	8,14,20,26,32
Left Leg	36,38,40,42,44,46
Right Leg	35,37,39,41,43,45

Each arm and leg is accounted for separately; that is, a combatant with 18 hit points for an arm has 18 to his right arm, and 18 to his left arm. In turn, each part of the body is broken down into a number of smaller hit positions. The hit point total is applied to the body part, not each position.

Example: Kronos is struck in his left upper arm (Hit Position 19) for 9 points of damage. He has 20 hit points to each arm, so $20 - 9 = 11$ hit points remaining to that arm. Later in the same combat, he is struck again for 8 points in the left forearm (Hit Position 31). Kronos now has 3 hit points remaining in that arm.

While the graphic details of wounds are left to the imagination or discretion of the GM, a guideline to the severity of injuries is provided below:

05.01.01 Minor Injuries

Minor Injuries are sustained when an individual body part receives damage totaling up to 1/2 of the hit points in that body part. *For example, if a combatant has 21 hit points to his right arm, and he receives 10 points of damage, he will sustain this type of injury.* These injuries are typically bruises, cuts and scrapes, or relatively minor flesh wounds. A combatant can move and take action normally after sustaining this type of wound.

05.01.02 Major Injuries

Major injuries are sustained when an individual body part receives damage greater than 1/2 of the combatant's hit points in that body part. *For example, if a combatant has 21 hit points in his right arm, and he receives 11 points of damage, he will sustain this type of injury.* These injuries are typically deep bruises, sprains, or very deep cuts resulting in sustained bleeding.

When a combatant sustains this type of injury, he must make a Willpower check (d20) in order to remain focused on the task at hand. If he fails this roll, the combatant will be distracted from the pain of the injury, and incur a **situation modifier of -10%** on any skill check and an **initiative modifier of -5**. This initiative modifier is applied both in the round that wound is sustained and in subsequent rounds until the combatant recovers. The duration of this distraction is equal to one round for every point of damage taken greater than 1/2 of the hit points in the body part. Once this duration ends, the skill check situation modifier is lifted but the initiative penalty modifier remains until the combatant heals from that particular wound.

Example: A combatant who has 21 hit points in his arm and receives 15 points of damage rolls a Willpower check, which he fails. Since 15 points is 4 greater than 11 (half of 21, rounded), for the next 4 rounds the combatant will experience a **situation modifier of -10%** to all skill

checks, as well as an initiative modifier of -5. After four rounds have passed, the skill check modifier no longer applies, but the initiative modifier applies until the Major Injury is healed.

05.01.03 Disabling Injuries

Disabling Injuries are sustained when an individual body part receives total damage in excess of the combatant's hit points in that body part. *For example, if a combatant has 21 hit points in his arm, and he receives 22 points of damage, he will sustain this type of injury.* These injuries are typically fractured bones, torn muscular tissue, or damage to internal organs. Disabling Injuries are often extremely painful and may prevent the combatant from moving or taking action.

When a combatant sustains this type of injury, he must make a System Strength check (d20), with a failure indicating that the combatant is stunned. A disabling injury to the head will immediately render the combatant unconscious; in this case, no System Strength roll is allowed. If he is stunned or unconscious, the combatant will remain so for a number of rounds equal to the points of damage in excess of the combatant's hit points in that body part; i.e. the hit points of damage that caused the disabling injury. For the duration of the time that he is stunned the combatant may not do anything other than drop to the ground prone. If the combatant's System Strength roll is successful, then he is not stunned and proceeds directly to applying the effects of the disabling injury.

Example: A character who has 21 hit points in his arm and receives 28 points of damage has received a Disabling Injury. The player must make a System Strength check. If his character's System Strength is 12, then he must roll a 12 or less on a d20. If he is unsuccessful, then the character will be stunned and unable to act for (28 - 21) or 7 combat rounds. On the eighth round, he will begin to come to his senses and the effects of the Disabling Injury will be applied.

Table 5B summarizes the effects of Disabling Injuries. The effect of these injuries may vary based

Table 5B: Disabling Injury Effects by Body Part

Body Part	Disability Effect
Head	Combatant is rendered unconscious
Chest	Combatant cannot breathe properly, movement is limited to Crawl
Abdomen	Combatant cannot breathe properly, movement is limited to Crawl
Arm	Combatant's arm falls limp and cannot be used
Leg	Combatant's leg goes limp, movement is limited to one half of Crawl

on the amount of damage the combatant received and the game situation which produced the damage. In addition, GMs will apply effects based on the type and style of campaign that they are running. In the interest of playability and character survivability, some GMs may downplay or soften the effects of the injuries.

If the combatant is conscious while a particular body part is disabled, he may continue to act, but with severe penalties. During this time all skill checks are performed with a **situation modifier of -25%** and an **initiative modifier of -10**. This initiative modifier is applied both in the round that wound is sustained and in subsequent rounds until the melee is over and the combatant heals from this injury. If a combatant who has sustained a disabling injury is active and is struck again in the same body part, he must again check if he is stunned.

05.01.04 Mortal Injuries

Mortal Injuries are sustained when an individual body part receives total damage in excess of twice the combatant's hit points in that body part. For example, if a combatant has 21 Hit Points in his arm, and he receives 43 points of damage, he will sustain this type of injury. When such injuries occur, the combatant is at grave risk of dying. A Mortal Injury to the head, chest, or abdomen will almost always result in the combatant's death. A Mortal Injury to an arm or leg will severely damage the limb, possibly removing it altogether.

In the MML Basic game, once this type of injury occurs, no further action is possible by the combatant receiving the injury. The combatant must make a

successful System Strength check to simply remain conscious, but may not be able to communicate. If a combatant survives and eventually heals naturally from such a wound, there will likely be permanent damage and lasting effects. In many cases, only magical healing can enable a combatant to recover from such a wound fully, and even then he may feel the effects for a long period of time.

05.01.05 Recovering From Injuries

As stated in Section 2, Character Creation, wounds of different severity will heal at different rates. More severe wounds must be healed in stages, from the most severe injury to the least. This is to say that all hit points in the most severe category must be healed before the wound can be "downgraded" in effect. However, wounds to different body parts can be healed concurrently.

Example: Cromwell has a total of 10 hit points to his head and 23 hit points to the chest. In a confrontation, he sustains 24 hit points of damage from an arrow that strikes his upper back; hence he has suffered a Disabling Injury to his chest. He also sustains 6 hit points from a blow to his head, which is a Major Injury. His comrades take him to a place of refuge so that the healing process can take place. As Cromwell rests, both wounds begin to heal. Because there was one 1 hit point of damage in excess of the total number of hit points to the chest, that one hit point counts as the Disabling Injury. After a period of one month, all hit points of damage that resulted in the wound being considered a Disabling Injury have been healed—although there are still enough remaining hit points of damage for the wound to be a Major Injury. Thus, the effects of the Disabling Injury are removed and the wound is now considered a Major Injury, with

the effects that accompany that condition. During the same period of time, the Major Injury to Cromwell's head is also healing. The first week heals the single hit point of damage that caused the head wound to be considered a Major Injury, and then three hit points of the remaining five heal at the Minor Injury rate. This process continues until all wounds decrease in severity and are eventually healed completely.

05.01.06 The Effect of Blows that Strike the Face, Throat, or Groin

If a combatant takes damage from a blow to Hit Positions 2, 6, or 33, a Willpower check is required for that combatant to remain focused on the task at hand. The amount or type of damage (melee, unarmed, or blunt trauma) is irrelevant due to the sensitive nature of these hit positions. A failed Willpower check results in a **situation modifier of -10%** to any skill check made for the balance of that combat round, and an **initiative modifier of -5**, in both the round in which the effect is applied and the following combat round.

05.01.07 The Effect of Sustaining Multiple Wounds

In combat it is possible for an individual to receive a number of Minor Injuries that by themselves do not disable or prevent the combatant from acting. However, the collective effect of these wounds may eventually slow the combatant down. This effect is referred to as wound fatigue.

This effect is tracked by the number of hit points received in the Minor Injuries category. Each combatant may withstand Minor Injuries until the cumulative damage points received equals the following:

Multiple Wounds Number = (Stature + Health + Willpower attributes) divided by 2.

This number is calculated in advance and is noted on the character sheet.

When the Multiple Wounds number is exceeded, the combatant must make a Willpower check each

round he is engaged in combat. This continues until the combatant is able to take refuge, rest, and tend to his wounds. A failed Willpower check indicates that the combatant experiences wound fatigue. This results in the same effect as a Major Injury. All of the combatant's skill checks will be subject to a **situation modifier of -10%**, and an **initiative modifier of -5** is applied to his total initiative score. The combatant will experience this effect until he begins to heal from these injuries. This effect stacks with penalties incurred from other injuries that the combatant has sustained.

*Example: Kronos is a well-armed warrior who is involved in a melee in support of his liege, Sir Tristam. Together, they face several well-armed knights and their squires. Kronos' Stature equals 26, his Health equals 14, and his Willpower equals 12, therefore his Multiple Wounds number is $(26 + 14 + 12 \text{ divided by } 2) = 26$. The fighting is protracted and Kronos receives a number of Minor Injuries, which are equal to 28 hit points of damage. This exceeds his Multiple Wounds number, so Kronos must make a Willpower check every round he engages in combat. Kronos fails this Willpower check in the second round, so he is subject to wound fatigue, the equivalent of a Major Injury. Thus, his skill checks incur a **situation modifier of -10%**, and he has an **initiative modifier of -5**. Later in the combat Kronos is struck by a halberd, and the number of damage points inflicts a Major Injury. The effects of this new injury stack with his Wound Fatigue. Thus, his skill checks now incur a **situation modifier of -20%**, and he has an **initiative modifier of -10**. The enemy knights are driven away and the player announces that Kronos will rest and tend to his wounds. The healing process begins overnight, so the wound fatigue modifiers are removed and this leaves Kronos with a **situation modifier of -10%** to skill checks and an **initiative modifier of -5** due to the lasting effects of his Major Injury.*

05.01.08 Fatigue in Melee Combat

Melee combat requires great physical exertion. Most combatants will tire as the conflict wears on and their effectiveness will diminish as their fatigue increases. A combatant may engage in a melee for a number of rounds equal to his fitness score without the worry

of fatigue. Once the number of rounds engaged in combat exceeds the fitness score, then the combatant must check each round to see if fatigue sets in. At the beginning of each of those successive combat rounds before actions are declared, the player will roll a Fitness attribute check. Success indicates that the combatant may continue to engage in the melee combat normally. A failure indicates that the combatant has become fatigued.

The result of becoming fatigued is a **situation modifier of -10%** to all skill checks made by the combatant, and an **initiative modifier of -5**. These effects last until the combatant rests and recovers from such fatigue.

If the combatant continues to engage in melee combat or otherwise exert himself over consecutive rounds, the player must roll another Fitness attribute check after a number of rounds have passed equal to one-half his Fitness attribute. Such checks are made at a situation modifier of -4. Success indicates that there are no additional effects of fatigue. Failure indicates that the combatant will experience an additional **situation modifier of -10%** to all skill checks made by the combatant, and an **initiative modifier of -5**.

This process continues until the combatant rests recovers from fatigue. If a combatant's base initiative score is reduced to zero or less, then that combatant collapses from fatigue and can take no further action until some recovery takes place. See rule 05.01.08.1 Recovering from Fatigue for further details.

Example: Tristam, Darchok and Kronos are engaged in a large field battle. Tristam's Fitness attribute is 13, Darchok's is 12, and Kronos' is 14. Because this attribute check first occurs at one round greater than the characters' Fitness scores, the first to check will be Darchok, on round 13, then Tristam on round 14, and finally Kronos on round 15. The battle is protracted and by round 12, the characters do not see an end to the fighting. At the beginning of round 13, Darchok makes an attribute check against his Fitness of 12 and rolls a 15, a failure. Darchok is subject to a situation modifier of -10% to all

skill checks and an initiative modifier of -5 from this point forward as he declares his action this round.

The beginning of round 14, Tristam makes an attribute check against his Fitness of 13, and rolls a 14, a failure. Now both Tristam and Darchok are subject to the same situation modifier of -10% and initiative modifier of -5.

05.01.08.1 Recovering from Fatigue

The effects of fatigue last until the combatant has the opportunity to rest and catch his wind. In order for this to be effective, the rest period must last at least 6 consecutive rounds. At the beginning of the seventh round, the combatant makes a Health attribute check. Success indicates that the combatant has recovered from one level of fatigue, and the effects of that level are removed. Failure indicates that the combatant is still fatigued. In order to recover the combatant must then rest additional consecutive rounds, and may check for recovery at the end of each round in which he rests.

Continued Example, part 2: The battle continues to round 16, and luckily, Kronos has succeeded in his attribute checks to resist fatigue so far. The party finds an area to rest and waits for 6 rounds, and on the 7th round, both Darchok and Tristam make checks against their Health attributes. Tristam succeeds the die roll, and recovers from fatigue, but Darchok fails, and is still winded. Darchok must make the attribute again next round.

05.01.09 Determining if a Combatant is Knocked Down

During melee combat there are a number of events that may cause a combatant to stumble, be knocked down, or even thrown from his feet. The following paragraphs deal only with the effects of being struck by a weapon. Combatants may grapple and force each other to the ground following the unarmed combat rules in under paragraph 05.12.04.2.

Each combatant has a Knockdown number that is based on his stature and the weight of armor and weapons being employed during the current encounter. Packs and other gear are encumbrances

A combatant who successfully observes for an entire combat round will gain an **initiative modifier of +5** to his total initiative score for the round following that observation. In situations when a combatant is firing a missile or thrown weapon, an effective wait and observe will add a **situation modifier of +15%** to his next chance to attack. This benefit shall be stacked in addition to aiming and any other situation modifiers that may be applicable.

If the observing combatant is forced to defend, duck, or dodge, then any such skill checks are carried out with at a **situation modifier of -10%**. This reflexive defensive action will foil that combatant's attempt to Wait and Observe. If that combatant declares a change of intended action for the balance of the combat round, a number of modifiers and penalties will apply (see paragraph 05.04.07 Altering One's Intended Action).

05.04.05 Gaining More than One Action in a Given Round

Some combatants or beasts will be quite fast when compared to other combatants. In some cases, the individual is so fast that a second attack or action is possible within the same melee combat round. Whenever a combatant's die roll plus initiative modifiers is greater than 25, he can take an additional action in that combat round. The combatant may act for the first time when his initiative number comes up and a second time when his initiative number minus 25 comes up in the sequence. If the initiative number minus 25 equals 0, no second action is allowed for that round.

Example: Raya, a Wood Elf, has a total initiative modifier of +17. Her initiative roll is a 10, for a total initiative score of 27. When compared to all other combatants in play she has the highest total. In addition to being able to act first, Raya will act a second time later in this round; the first time when initiative number '27' comes up, and once again near the end of the round, when '2' comes up ($27-25 = 2$).

It is possible for more than one combatant to have an opportunity for an additional action within a single round. See the example below:

Continued Example: If another combatant's total initiative score totaled 30, that combatant would act first, then Raya at "27." Then, near the end of the round, that other combatant would get another action when '5' comes up ($30-25 = 5$), and then finally Raya would get her second action when '2' comes up.

An additional action may be an attack, a defense, or any of the other listed actions.

05.04.06 Movement for a combatant who has more than one action in a round

If a combatant has more than one action in a given combat round, this does not affect the distance he may travel in that combat round. The total number of feet that may be traveled in any given round is based on the combatant's movement rate and the method of movement (walk, jog, etc.). The total number of feet that may be traveled in that round is divided by number of actions the combatant is entitled to that round.

Example: Tarra, a lightly armored rogue, has a total initiative score that affords her two actions in the current combat round. She chooses to move forward at a jog. Based on her movement rate this entitles her to move a total of 80 feet during that round. Therefore, she is able to move 40 feet during her first action and 40 feet during her second.

See paragraph 05.06.00 Movement Rates and Their Effects on the Combat for further details.

05.04.07 Changing One's Intended Action

In some cases a combatant may desire to change his intended action during the 5-second round based on events that have unfolded earlier in the round. In such cases, the combatant's opportunity to act in that round is moved to later in that combat round

Example: Tristam receives a Major Injury to his abdomen during a combat, which imposes an initiative modifier of -5. His total initiative score for the current combat round is 13, and he has not yet acted. The GM subtracts 5 from this total initiative for a new total of 8. The GM assesses this change and finds that Tristam's new total initiative is now lower than another combatant, indicating that this second combatant will now act before Tristam. Had Tristam's total initiative been reduced to zero or less, his opportunity to act in this combat round would have been lost.

The round ends and play moves to the next round. As the initiative scores are totaled for the coming round, the player also applies the -5 modifier to Tristam's total initiative. If Tristam's total initiative score for this coming round had totaled 5 or less, he would have lost his chance to act in this round.

05.06.00 Movement Rates and Their Effects on Combat

Movement is often a critical element of combat. Moving toward or away from enemies is necessary to engage with weapons or flee if things have not gone well.

Four categories of movement are listed on the character sheet: crawl, walk, jog, and run. The movement rates are listed in feet per round. A combatant's movement will also affect how well he is able to perform his intended actions, and the situation modifiers associated with each movement category are shown below.

A lot of action can happen in five seconds. The accuracy and detail of tracking each combatant's movement is left to the discretion of the GM. Some will prefer a fast moving game while others will enjoy more detail. As with other decisions involving the game, consistency is the key to an enjoyable game for everyone.

The following are guidelines to determine the impact of movement on a combatant's actions when moving. GMs are encouraged to use their discretion on specific situations in their games.

05.06.01 Crawling

When a combatant is crawling, he must make Coordination check to perform an action in addition to moving. This rate of movement also applies to combatants who are proceeding with caution, moving stealthily or stalking.

Attacks and defenses will require a Coordination check to be performed while moving in this manner. Success indicates that the action may be attempted, but a **situation modifier of -10%** is applied to the skill check. Failure indicates that the action cannot be attempted. Alternatively, the GM may decide to impose additional situational modifiers at his discretion.

05.06.02 Walking

The actions described in the initiative procedure are normally associated with a confrontational situation and it is assumed that a combatant may move at a walking pace while performing these actions. Actions outside of combat and that are normally performed while an individual is not moving, such as reading or writing, may be performed but will require an attribute check at the discretion of the GM.

05.06.03 Jogging

While a combatant is moving at a jogging pace, he must make a Coordination check to perform an action. Attacks and defenses will also require a coordination check to be performed. Success results in the **situation modifier of -10%** noted above being applied to all skill checks. Failure indicates that the action cannot be attempted. Alternatively, the GM may decide to impose additional situational modifiers at his discretion.

05.06.04 Running

When a combatant is running, he is focused on moving as quickly as he can and other actions will be precluded. A combatant may not run unless he was moving at a Walk or Jog pace the previous round.

05.09.04.1 Dwarven Missile Weapons

Dwarven crossbows are universally known for their quality and provide a **situation modifier of +5%** to attack. They are mechanically superior and ergonomically designed, providing quicker rates of fire. Light crossbows can fire once every third action, medium crossbows once every fifth action, and heavy crossbows once every tenth action.

05.09.04.2 Gnomish Missile Weapon

There are no advantages gained by using missile weapons commonly manufactured by Gnomes. However, some Gnomish craftsman can emulate the quality of Dwarven weapons and will sell these weapons to members of the other races for the right price.

05.09.04.3 Gray Elfin Missile Weapons

Grey Elfin bows of all types provide a **situation modifier of +2%** to attack. Gray Elfin arrows provide an additional situation modifier of +2% to attack.

05.09.04.4 Hilfolkish Missile Weapons

Members of the race of Hilfolk must use Size 'S' Weapons, and follow the guidelines listed in section 05.10.00 Weapons for Hilfolk and Creatures of Smaller Stature. Other than being scaled to be used by those of a smaller stature, there are no advantages for using missile weapons made by Hilfolk.

05.09.04.5 Wood Elfin Missile Weapons

Wood Elfin bows of all types provide a **situation modifier of +5%** to attack. Wood Elfin arrows provide an additional **situation modifier of +3%** to attack.

Note: Where applicable, all such modifiers should stack (add together).

Examples: A Wood Elfin medium bow and arrow used together will provide a situation modifier of +6% to attack. A Gray Elfin medium bow and arrow used together will provide a situation modifier of +4% to attack. A Gray Elfin medium bow and a Wood Elfin arrow used together will provide a situation modifier of +5% to attack.

05.09.05 Firing from behind a barrier

If a combatant hides behind a barrier, then suddenly stands, or otherwise briefly exposes himself for the purposes of making an attack, the attack is made at a **situation modifier of -10%**. This action must be declared at the beginning of the combat round. Similarly, opponents who engage a combatant who is making a "pop-up" attack with missile weapons do so at a **situation modifier of -20%**.

05.09.06 Line of Sight

In order for missile and thrown weapons to be used, the attacker must be able to see his opponent. If the attacker cannot see his opponent, these weapons are of little use. Whether or not a combatant can see his or her opponent is largely dependent on the circumstances of the game situation presented by the Game Master.

In the illustration to the right, the archer cannot see the Orc on the left, because it is hiding behind a boulder. However, the archer can see the other Orc, which is standing in open view. The archer can take aim at the second Orc, because it now stands within his Line of Sight.

Example: Nikolai searches for a target:

Nikolai is using his medium bow to attack his opponent, who is standing 65 yards away. This distance is categorized as 'long' range for a medium bow. Nikolai has a skill of (20%), a Perception modifier of (+3%), and a Coordination modifier of (+3%), and the medium bow yields a task of Difficult at long range (+25%). His total chance to attack is as follows: skill (20%) + attributes (3% +3%) + task for long range (25%) = 60%. The GM tells the player that Nikolai's opponent suddenly ducks behind a huge boulder before he can shoot. Nikolai can no longer see the enemy, so he cannot take the shot.

After several rounds during which Nikolai does not see his opponent, the GM informs the player that Nikolai spots his enemy coming from around several trees. However, the opponent has moved quickly in Nikolai's direction, and is now only 45 yards away. For the medium bow, this is in the 'effective' range category, so the player recalculates Nikolai's chances: (20%) + (3% +3%) + routine (45%), for a total of 80%. The player decides that the odds are in his favor, and tells the GM it is time for Nikolai to take his shot!

05.09.06 Aiming Drawn Missile Weapons

Most of the time a combatant spots his target, brings his weapon to full draw, aims and fires an arrow all within one combat round. Loosing an arrow in a single action is called a snap shot and in many situations is the best a combatant can muster during the chaos of melee combat. However, a combatant can improve his chances of successfully attacking an opponent with a drawn missile weapon by aiming. When a combatant wishes to aim, the player or GM will declare their intended action for that round is 'aiming'. The combatant must choose a single target



at which to aim and this target is declared at the time that the aiming action is announced. The combatant will concentrate on drawing his weapon and pointing the missile at the target. During this time the combatant is completely focused on his target and those things that affect the arrow's flight: the target's movement, and environmental conditions such as the wind, etc. Due to this focus the combatant will be less aware of his immediate surroundings or other events in the melee, and his field of vision will be reduced.

The aiming combatant's initiative score is calculated for that combat round in case that combatant chooses to alter his intended action or the combat situation changes. When aiming, the combatant's weapon initiative modifier is not counted in his total initiative score.

Once the combatant has spent a round aiming, he is ready to fire and that round's initiative is calculated normally. When it is the aiming combatant's opportunity to act in that combat round, he may loose his arrow with a **situation modifier of +30%**. Very quick combatants who are able to take more than one action in a combat round may aim and fire in a single round.

A combatant who is aiming is quite vulnerable as his focus is less on his surroundings and more on his own actions. The GM will limit what the combatant can perceive while aiming based on his discretion and the style of his campaign. An aiming combatant may not move while he is aiming.

A number of things can disrupt the aiming process and cause the combatant to loose the benefit of aiming. If the aiming combatant chooses to alter his intended action in any way the aiming is disrupted. This means that the aiming combatant may not duck, dodge, or otherwise defend himself while aiming. Being struck by another combatant with weapons or unarmed blows will disrupt the aiming process. Similarly the effects of many spells will also disrupt the aiming process.

Normally a combatant may aim for a single combat round. However, if time allows a combatant may choose to aim for a second consecutive round. This requires a successful Strength check. If the Strength check is unsuccessful, the arrow must be loosed. If the combatant is able to aim for a second consecutive round, an additional **situation modifier of +10%** is applied to his chances for a successful attack. All of the rules stated above with regard to initiative and focus apply equally to the second round of aiming. There are no advantages to aiming a drawn missile weapon for 3 actions or more.

Example: Kendall the Woodsman and Cromwell Crossbow are poised to scout a small camp of bandits. Kendall is to remain at a safe distance and pick off the bandits with his short bow, should things not go as expected. Kendall has a MWD: short bow: 18%.

When Cromwell enters the camp, the bandits are awakened. The camp is 60 yards away, 'long' range for Kendall's bow, and a task of Difficult (+25%). Kendall's chance to attack is equal to skill (18%) + attributes (0%) + task (25%) = 43%. Since he is concealed and knows Cromwell is in danger, the player decides that it would be better for Kendall to take aim between shots. Kendall draws his bow, and aims on the first round, adding 30% to his chance to attack. When the GM asks, the player states that Kendall will maintain his aim for another round. On the second round, Cromwell is still evading the bandits, and Kendall is again focused on aiming, and takes no other action. The GM has the player roll a Strength check for Kendall. He rolls an 8 against his Strength of 13, so the roll is successful. This adds an additional 10% to Kendall's chance to attack. On the third round, the player declares that Kendall will let his arrow loose. Kendall has the highest total initiative score this round, so he takes the first action. Kendall now has a $43\% + 30\% + 10\% = 83\%$ chance to attack. The player rolls a 77, indicating a hit. Had Kendall not aimed during the two prior consecutive rounds, his shot would have missed its target. Note: Kendall's increased chance to attack also increases his chance for a critical hit, from 4% to 8% (see paragraph 05.07.05 Determining if there were any Critical Hits or Defenses).

05.09.07 Aiming Mechanical Missile Weapons

A combatant may also improve his chances of successfully attacking an opponent with a mechanical missile weapon by aiming. All of the rules stated above in paragraph 05.09.06 Aiming Drawn Missile Weapons also apply to aiming mechanical missile weapons with two exceptions. The first is that a Strength check is not required to perform a second round of aiming with a mechanical missile weapon. The second is a combatant may move at the "Step Cautiously," Crawl, or Stalk rate without disrupting his aiming.

05.09.12 Thrown Weapons of the Major Races

The thrown weapons listed earlier in this section are representative of those manufactured by Men. While the other races tend to use similar weapons, these weapons will vary in quality, style, look, and feel. Some weapons are made exceptionally well; hence, they provide an accuracy bonus. Except for weapons made by Hilfolk, many of the weapons made by other races will be significantly more durable, and will therefore break less easily. More information is provided in Section 3, Economy and Equipment regarding the materials and costs of these weapons. For the purpose of combat, guidelines are presented below for using thrown weapons of the other races:

05.09.12.1 Dwarven Thrown Weapons

Dwarven throwing axes and hammers provide a **situation modifier of +3%** to attack.

05.09.12.2 Gnomish Thrown Weapons

There are no advantages provided by Gnomish thrown weapons.

05.09.12.3 Gray Elfin Thrown Weapons

Grey Elfin throwing knives and spears provide a **situation modifier of +3%** to attack.

05.09.12.4 Hilfolkish Thrown Weapons

Hilfolk must use Size 'S' weapons, and follow the guidelines in section 05.10.00 Weapons for Hilfolk and Creatures of Smaller Stature. War darts, and slings made by Hilfolk provide a **situation modifier of +2%** to attack. Sling pellets made by Hilfolk provide an additional **situation modifier of +2%** to attack.

Size S combatants cannot use atlatls at a Point Blank range of 6 yards or less.

Size S combatants cannot use slings at a Point Blank range of 5 yards or less. The sling requires a clear space of a minimum of 3 feet radius from the wielder.

05.09.12.5 Wood Elfin Thrown Weapons

Wood Elfin war darts and throwing spears provide a situation modifier of +3% to attack.

Note: Where applicable, all such modifiers stack (add together) with other accuracy modifiers.

Example: A Hilfolkish sling and a Hilfolkish sling pellet used together will provide a situation modifier of +4% to attack.

05.09.13 Throwing a Weapon from Behind a Barrier

If a combatant declares he will hide behind a barrier, then briefly expose himself for the purpose of making an attack, the attack is made at a **situation modifier of -10%**. Similarly, opponents who engage a combatant who is making such a "pop-up" attack with thrown weapons do so at a **situation modifier of -20%**.

05.09.14 Defending Against Missile and Thrown Weapons (Ducking and Dodging)

The best defense against a missile or thrown weapon is to be out of the line of sight of the combatant wielding that weapon. Defending against a thrown weapon is quite difficult, and defending against a missile weapon is even more so.

When being attacked by any type of missile or thrown weapon, a combatant's best defense is to duck behind a shield or other solid object. He may also defend against the attack by attempting to dodge. In both cases, the basis of the defense is to avoid being struck by the missile.

A combatant may duck or dodge a number of missiles within a combat round. However, similar to melee combat, a **situation modifier of -20%** is applied to each successive attempt during that round, after the first. So the second attempt to dodge a missile is made with a -20 situation and the third with a -40 modifier, and so on.

Ducking or dodging disrupts the normal flow of a combatant's actions, and therefore has an impact on other attempts to attack or defend in the combat round during which the duck or dodge has taken place. If a combatant has not yet attacked during the combat round in which he ducked or dodged, he may not do so for the rest of that round.

A combatant's chance to defend versus missile and thrown weapons is calculated with the formula below:

% Chance to Dodge = (Default Martial Skill) + (attribute modifiers) + (task difficulty based on attack type) + (situation modifier based on duck or dodge and distance from attacker)

Modifiers based on the Coordination and Perception attributes are added to the default skill. The type of attack and distance from the attacker to the defender are based on the game situation and are determined on a case-by-case basis. The following table shows the task difficulties associated with avoiding each type of attack and the situation modifiers applied based on the distance involved.

When calculating modifiers based on distance, percentages should be rounded normally.

Example: Nikolai sees an opponent aim and fire a medium bow at him from approximately 25 yards away, and attempts to dodge the arrow. Nikolai has a highest weapon skill of 20%, a Coordination modifier of +3%, and a Perception modifier of +3%. The chance

of success is calculated as follows: Default Martial skill (20/2 = 15%) + attribute modifiers (3% +3%) + task difficulty against Missile Weapon, Drawn (0%) + modified by distance (25 yards = +1%). Nikolai has a 22% chance to dodge the arrow.

If Nikolai wanted to dodge an axe thrown by the opponent at the same range of 25 yards away, his chances of success would be: Default Martial skill (15%) + attributes (3% +3%) + task difficulty (+25%) modified by distance, 25 yards (+5%) for a total of a 51% chance to dodge the axe.

05.09.15 Defending Against Missiles by Ducking Behind a Shield

This rule requires knowledge of paragraph 05.11.06 Using Shields.

If a combatant who is holding a shield comes under attack from a missile or thrown weapon, he may use the shield to defend himself. This is referred to as ducking and allows the combatant to in effect block the missile or thrown weapon with the shield. This allows the combatant to add the shield's defense modifier to his chance of avoiding the missile. This action may only be taken by combatants who see the attack happening and who are not already committed to another action.

Table 5I: Defending against Missiles

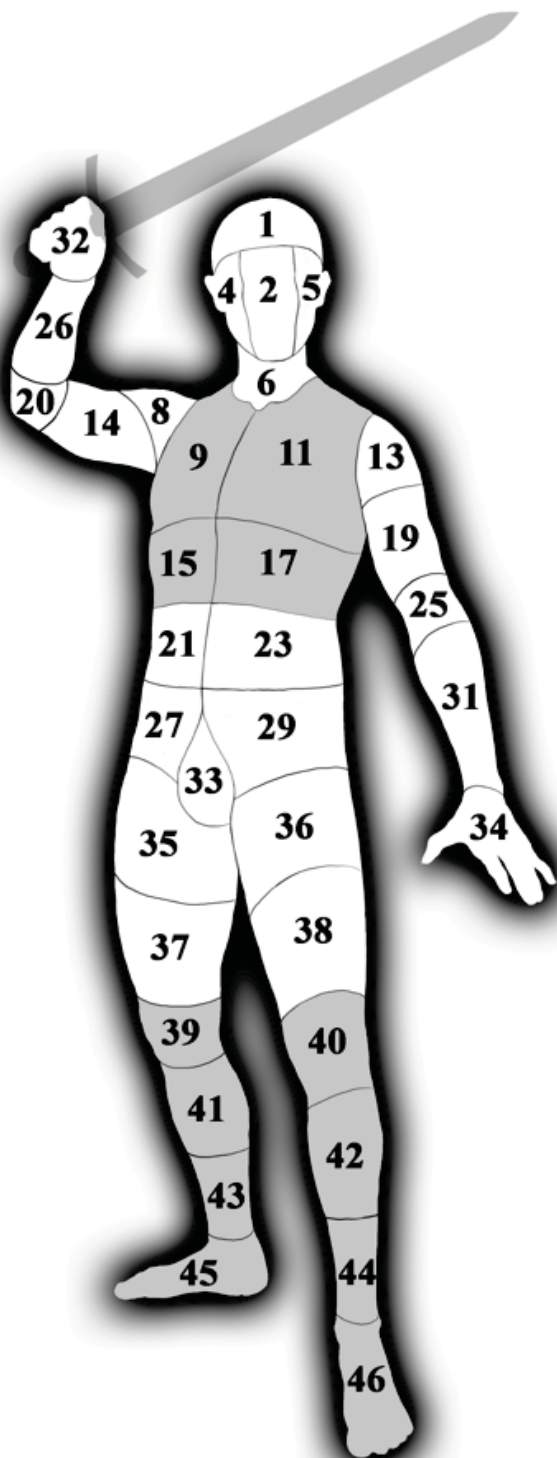
Weapon Family	Task Difficulty	Situation Modifier Based on Distance
Missile Weapon, Drawn	ARD (+/-0%)	+1% per 25 yards, up to +3%
Missile Weapon, Mechanical	ARD (+/-0%)	+1% per 25 yards, up to +3%
Thrown Weapon, Hafted	DIF (+25%)	+1% per 5 yards, up to +5%
Thrown Weapon, Knives	DEM (+15%)	+1% per 5 yards, up to +3%
Thrown Weapon, Spears	DEM (+15%)	+1% per 5 yards, up to +5%
Thrown Weapon, Slings	ARD (+/-0%)	+1% per 20 yards, up to +5%

Note: When calculating modifiers based on distance, percentages should be rounded normally.

**Table 5M.1 through .3: Hit Position Chart****Column A -** Defender Is Using a Missile, Thrown, or One-Handed Melee Weapon or is Not Using a Weapon**Column B -** Defender Is Using a Two-Handed Melee Weapon or Two Weapons (Journeyman's Rules)**Column C -** Defender is Using a Weapon and Shield or Shield Only

Die Roll (A)	Die Roll (B)	Die Roll (C)	Position	Body Location
01-02	01-02	01-02	1	Top of Head
03	03	03	2	Face
04-05	04-05	04-05	3	Rear of Head
06-07	06-07	06-07	4	Right Side of Head
08-09	08-09	08-09	5	Left Side of Head
10	10	10	6	Neck, Throat
11	11	11	7	Rear of Neck
12-15	12-15	12-16	8	Right Shoulder
16-19	16-17	17-20	9	Right Upper Chest
20-21	18-19	21-23	10	Right Upper Back
22-25	20-21	24-25	11	Left Upper Chest
26-27	22-23	26-29	12	Left Upper Back
28-31	24-27	30-32	13	Left Shoulder
32-34	28-31	33-37	14	Right Upper Arm
35-36	32-33	38-39	15	Right Lower Chest
37-38	34-35	40	16	Right Mid Back
39-41	36-37	41	17	Left Lower Chest
42-43	38-39	42-43	18	Left Mid Back
44-47	40-43	44	19	Left Upper Arm
48-49	44	45-46	20	Right Elbow
50-52	45-46	47-51	21	Right Abdomen
53-54	47-48	52	22	Right Lower Back
55-57	49-50	53-54	23	Left Abdomen
58-59	51-52	55-57	24	Left Lower Back
60-61	53	58	25	Left Elbow
62-63	54-57	59-63	26	Right Forearm
64-66	58-59	64-68	27	Right Hip
67-68	60-61	69	28	Right Buttock
69-71	62-63	70	29	Left Hip
72-73	64-65	71-74	30	Left Buttock
74-75	66-69	75	31	Left Forearm
76-77	70-72	76-79	32	Right Hand / Wrist
78	73	80	33	Groin
79-80	74-76	81	34	Left Hand / Wrist
81-83	77-80	82-85	35	Right Upper Thigh
84-86	81-84	86	36	Left Upper Thigh
87-88	85-87	87-90	37	Right Lower Thigh
89-90	88-90	91	38	Left Lower Thigh
91-92	91-92	92-93	39	Right Knee
93-94	93-94	94	40	Left Knee
95	95	95	41	Right Upper Shin
96	96	96	42	Left Upper Shin
97	97	97	43	Right Lower Shin
98	98	98	44	Left Lower Shin
99	99	99	45	Right Foot / Ankle
00	00	00	46	Left Foot / Ankle

Front Positions



Rear Positions

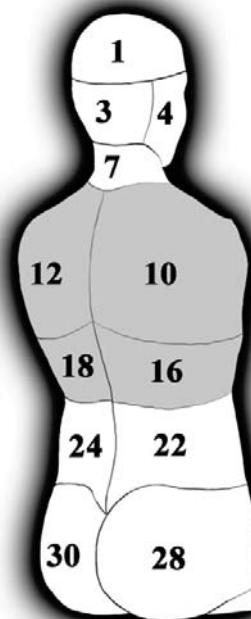
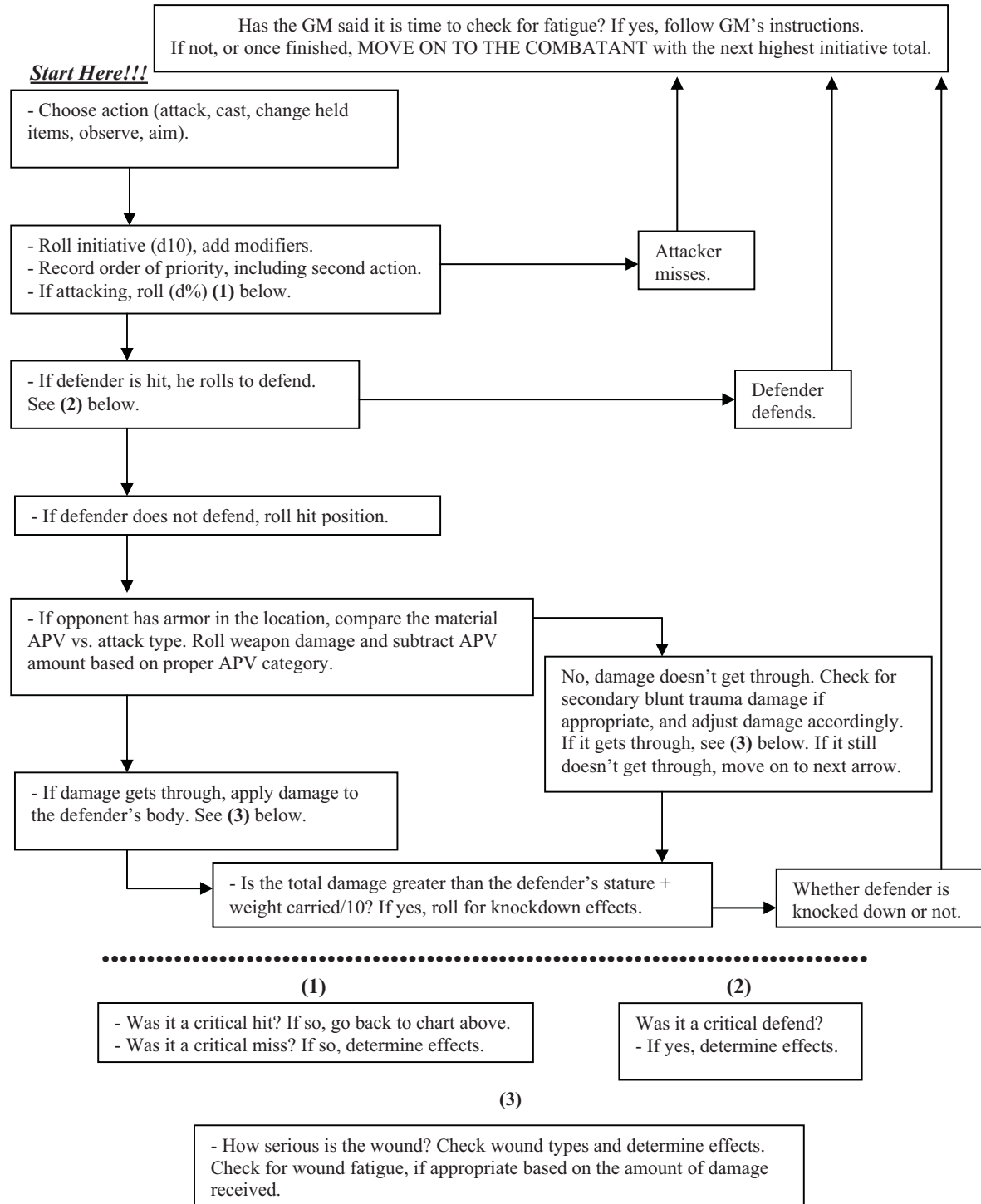


Table 5N: The MML Basic Game MCS Flow Chart



06.03.01 Evocation Points or EPs

A character's total Evocation Points are a fixed number which is generated by his attributes. The total maximum number of EPs that a character has is determined by a formula involving a combination of several of the character's primary and secondary attributes. This total number of EPs available to the character will not change, unless some drastic event changes one of the character's attributes. A character's Evocation Points can be calculated with the following formula:

EP = Intellect + Creativity + Reason + Health + Willpower

Each spell that is cast or Symbol that is activated will have a specific EP cost. This value is listed in each spell's or Symbol's description. A character that casts spells or uses other magical effects will have a number of EPs temporarily subtracted from his total.

06.03.02 Regaining Evocation Points or EPs

The rate at which a magician will regain EPs expended to create magical effects is governed by his system strength secondary attribute. See Table 2E in the Character Creation section for the number of EPs that may be regained per hour in relation to a character's System Strength attribute score.

The player will note both the character's maximum EP and current EP on the character sheet.

06.03.03 Modifying Base Evocation Point Costs

As a Magician becomes more skilled, it will require less effort on his part to cast spells. The base cost for each spell, Symbol activation, or other effect is modified by the caster's skill. Therefore, the number of EP points that a magical effect costs the character decreases as the character's skill increases. Since a magician's skill level affects each of the schools of magic differently, each school has its own chart for modifying base EPs. See Table 6A for Wizardry,

6B for Elementalism and 6D for Symbols.

06.03.04 The Relationship Between EP and Fatigue

A character's total EPs are determined by his attributes. As spells are cast and other magical effects are used, the number of available EPs is reduced. As the number of available EPs approaches zero, the character will feel increasing levels of fatigue. This fatigue will affect many aspects of game play; see paragraph 05.01.07 for more information on fatigue.

When a magician's current EP falls to 25% or less of his total then he incurs one level of fatigue. When a magician's current EP falls to zero or less then he incurs a second level of fatigue. A magician may expend up to five EP more than his current to total will allow. This allows the magician to exert himself to produce an effect that would otherwise lie just out of his grasp.

The result of becoming fatigued is a **situation modifier of -10%** to all skill checks made by the combatant, and an **initiative modifier of -5**. These effects last until the combatant rests and recovers from such fatigue. A second level of fatigue indicates that the combatant will experience an additional **situation modifier of -10%** to all skill checks made by the combatant, and another **initiative modifier of -5**. The modifiers from the first and second levels of fatigue stack (add together).

As with physical exertion, the effects of fatigue induced by expending EP last until the magician has the opportunity to rest. In order for this to be effective, the rest period must last at least 6 consecutive rounds. At the beginning of the seventh round, the combatant makes a Health attribute check. Success indicates that the combatant has recovered from one level of fatigue, and the effects of that level are removed. Failure indicates that the combatant is still fatigued. In order to recover the combatant must then rest additional consecutive rounds, and may check for recovery at the end of each round in which he rests.

06.04.00 Common Magic

There are aspects of magic in the world of Metal, Magic and Lore that are common to all schools, disciplines or arts. The following paragraphs describe concepts that are applied to all of the schools presented in the Player's Rulebook: Wizardry, Elementalism, and Symbols.

06.04.01 Acquiring and Learning New Spells and Symbols

As the game progresses, it is natural for a magician to develop by gaining new spells or Symbols. Opportunities for the character to do this will be created during the game through role-playing, or presented by the GM in treasure or trade.

Chances to learn new spells are influenced by the character's attributes, skill level, and knowledge of similar types of magic. The chances to successfully learn a new spell or Symbol are calculated in accordance with the following formula:

$\% \text{ Chance to Learn} = \text{Skill} + \text{Attribute Modifier} + (1/2 * \{\text{Spell Difficulty Modifier}\}) + \text{Situational Modifiers}$

The applicable skill percentage is used as a base. For example, the Wizardry skill is used as a base when learning new Wizardry spells, and so on.

The GM will apply **situational modifiers** at his discretion. The rationale for these modifiers may range from access to books and writing implements, to the general conditions of the location in which the Magician is studying. One clear example of this is that if the magician is using a Magician's Tome, a **situation modifier** of +5% to +10% may be added at the GM's discretion.



If the d% roll is less than or equal to the calculated percentage, then the magician has successfully learned the new spell or Symbol. If he is unsuccessful, then the spell or Symbol is not learned.

The length of time required to learn the spell or Symbol is based on that item's difficulty and is listed under each art. If the study time is doubled, then the difficulty to learn the spell or Symbol is shifted, becoming one category easier. If the time taken to study the spell is less than the full amount, but greater than one-half of the prescribed study time, then the difficulty to learn the spell is shifted, becoming one level more difficult. The spell may not be learned in less than one half the study time listed.

06.04.02 The Effect of a Critical Success when Casting a Spell

As with other skill checks, a roll equal to or less than the required roll over 10 is a critical success. Also, a roll of 01 is always considered a critical success.

Example: Catherine is a Symbolist of competent skill level (23%). She attempts to activate a Repel Insects Symbol that has an easy +55% difficulty associated with it. The required roll for success is 78%, therefore the roll needed for a critical success is 08 or less. The d% roll is 06, which is less than the required roll/10. The result is a critical success.

The following table displays the possible critical success results:

Die Roll	Result
1 – 2	The effect is applied normally, and The EP cost is reduced by one-half
3 – 4	The duration of the effect is doubled
5 – 6	the intensity of the effect is unusually strong (subject to the GM's judgment)



The player makes note of his character's critical success for later reference during experience and skill improvement.

06.04.03 The Effect of Critical Failures when Casting a Spell

A roll of "00" is always a critical failure.

Die Roll	Results
1 – 3	Magician stunned 1d10 minutes
4	No effect, double stated EP cost subtracted from magician's current total
6	Effect reversed, intensity and duration up to GM's discretion

06.04.04 Resisting a Spell

In some cases, the intended target of a particular spell or Symbol may be able to resist the effects of that particular magic, even if the magician successfully casts the spell or activates the Symbol. The individual spell and Symbol descriptions will note the possibility for resistance and the exact method.

Most spell and Symbol resistances will take the form of an attribute check. The situational modifier to the attribute check will be dependant on the particular spell that the character is attempting to resist.

06.05.00 Women and Magic

Women have an intuitive nature that gives them an affinity for certain types of magic. The female gender of all of the races will have several advantages when dealing with the Wizardry spell family of Prognostication, Life Elementalism and Symbolism.

06.05.01 Women and Wizardry Spell List of Prognostication

Members of the female gender of all of the races are able to capitalize on their intuitive nature when casting spells from the Wizardry spell list of Prognostication. Women find it easier to cast these spells and receive a **situation modifier of +10%** to their chances to successfully cast them. Women also find it less fatiguing to cast these spells and they will shift one column to the right on Table 6A when modifying the spell's base EP by their Wizardry skill. Women also find these spells easier to learn and receive a **situation modifier of +10%** when calculating the chances to successfully learn a spell from the Prognostication spell list.

06.05.02 Women Mystics and the Element of Life

Women, meaning female members of all of the races, have a special connection with Life magic. If the woman has an Elemental Lore skill of 20% or greater, then the other prerequisite skills are waived, and she may begin her training in Life Elementalism immediately.

Women find it easier to cast these spells and receive a **situation modifier of +5%** to their chances to successfully cast them. Women find the Life Elemental spells less fatiguing to cast, and shift one column to the right when determining EP cost on Table 6B. Women also find these spells easier to learn and receive a **situation modifier of +10%** when calculating the chances to successfully learn a spell from the family of Life Elemental spells.

06.05.03 Women and Symbol Magic

Symbol magic is a highly intuitive art. It is naturally suited to women, including females of all of the major races. This is in contrast with science of Wizardry, which is more structured and less flexible.

Training in the school of Wizardry involves long hours of study and intense preparation. The following are prerequisite skills:

Lore: Magic:	20
Mathematics:	10
Language (Wiz):	20

06.07.02 The Language of Wizards

Wizards have their own written language based on a combination of an alphabet and group of ideograms. The written form of this language can be used to communicate either magical or mundane knowledge. The spoken form of this language is used in the casting of spells and in the operation of magical items. Wizards may speak to each other in the spoken form of this tongue. Being able to speak this language is a prerequisite to the Wizardry skill. Those who do not possess a Wizardry skill, but have a magic lore skill greater than 40% may attempt to understand either the written or spoken form of the language as an Arduous +/-0% task.

06.07.03 Casting Spells

As mentioned earlier, a Wizard's access to producing a result through magic is the ritual of casting spells. Spells may be cast at any time during game play, including combat. Many spells may be cast in a single combat round, while others can take significantly longer. Very skilled Wizards may be able to cast more than one spell per combat round. For more information regarding spell casters in combat, refer to section 06.06.00.

Any spell that is known to the Wizard may be cast until the Wizard has expended all of his EPs. Such spells are always available and are never forgotten. Once the Wizard knows the spell, it is committed to memory and no further study is necessary.

Individual spell descriptions are presented at the end of this section. These descriptions contain all of the information needed to use spells during the game. The descriptions include casting time, range, base EP required to cast, difficulty to cast, and a summary of effects.

A wizard's percentage chance to successfully cast a spell can be calculated with the following formula:

$$\% \text{ Chance for Success} = \text{Skill}_{\text{WIZARDRY}} + \text{Attribute Modifier} + \text{Difficulty Modifier} + \text{Situational Modifiers}$$

Once this percentage is calculated, the player rolls a d%. If the die roll is equal to or less than the calculated percentage, the spell is successfully cast. At this time the GM will apply the effects. Sometimes the player(s) will be informed of the result directly, but in other cases more observation will be necessary before the results become known.

Example: "Casting a Spell"

Edinall Alcor is a magician with a Wizardry skill of 32%. During game play, the player informs the GM that Edinall wishes to cast the spell "Predict Weather" from the Wizardry spell family "Prognostication." Consulting the spell description, we see that the spell has a base EP cost to cast of 16 and the difficulty is challenging, +35%. The EP cost for Edinall is found on Table 6A by cross-referencing his skill of 32% and the base EP cost of 16. The result is 7 EP. The spell is challenging, so we add 35% to Edinall's skill of 32%, and an additional 3% for Edinall's attribute modifier for Wizardry spell casting, for a total of 70%. The player rolls a d% and the result is 68; a success. The GM informs Edinall that he is successful and describes the coming weather in accordance with the spell description. The player deducts 7 EPs from Edinall's current total.

A number of **situational modifiers** may affect the Wizard's chances of successfully casting a spell. A number of environmental factors and game details are taken into account in this way.

06.07.03.01 Wizardry Spell Components

As mentioned earlier, a spell may have any or all of the following three types of components: Spoken, Physical, or Substantive. All Wizardry spells have a Spoken component and this represents the verbal part of the ritual that is expressed in the Wizard's tongue. Physical spell components involve postures or motions that focus the magical energy and enhance the power of the ritual. Substantive

components are materials that focus magical energy by the virtue of their physical form.

Each spell description states the components needed to cast that specific spell. The casting difficulty noted in the spell description corresponds to an attempt to cast the given spell with all of the stated components. Attempting to eliminate the physical component increases the spell difficulty one level. Attempting to eliminate either the spoken or substantive components increases the spell difficulty two levels for each.

Example: Lily is a magician with a Wizardry skill of 25%. She declares that she will cast a Skunk Spray spell from the Alteration spell family. The spell has a substantive component, but Lily does not have the required “small amount of herbs”. The GM informs the player that spell, which is normally Routine +45% is now Difficult +25%. Lily’s chance of success is $25 + 0 + 25 + 0 = 50\%$. The player rolls a 51, indicating that the spell effect does not manifest itself.

06.07.03.02 Environmental Factors Affecting Spell Casting

Situation modifiers represent environmental factors in the game’s situation that affect the caster’s ability to successfully cast a spell. At times, these factors will preclude using some of the spell’s normal components.

Example: Edinall is on horseback in pursuit of a group of outlaw bandits. In an effort to force the bandit leader to stop his horse, the player declares that Edinall will cast a Demand spell from the Adjuration spell family. The spell is normally Easy +55%. However, the GM notes that the fact that Edinall is atop a horse in full gallop will increase the spell difficulty two levels, making the task Challenging +35%. Edinall has a $32 + 35 + 3 + 0 = 70\%$ chance of success. The player rolls a 17 and now the GM must check if the bandit leader is able to resist the spell or not.

06.07.03.03 Wizardry Spells and EP

Each spell description lists the Base EP required to cast that spell. The Base EP is reduced by the caster’s skill in accordance with the chart below. The Base EP and caster’s skill are indexed to find the modified EP that are listed in the body of the chart.

Table 6A: Wizardry Spell EP Cost Modified by Caster Skill

Base EP	Skill Percentage of the Caster										
	01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51+
3	3	2	2	2	1	1	1	1	1	1	1
5	5	4	4	3	3	3	2	2	2	2	1
10	9	8	7	7	6	5	5	4	4	3	3
12	11	10	9	8	7	6	6	5	4	4	3
14	13	12	10	9	8	7	6	6	5	4	4
15	13	11	9	8	7	6	5	4	4	3	3
16	15	13	12	11	9	8	7	6	6	5	4
18	17	15	13	12	11	9	8	7	6	6	5
20	19	17	15	13	12	10	9	8	7	6	5
22	20	18	16	15	13	11	10	9	8	7	6
24	22	20	18	16	14	12	11	10	9	7	6
25	23	21	19	17	15	13	11	10	9	8	7
28	26	23	21	19	16	15	13	11	10	9	8
30	28	25	22	20	18	16	14	12	11	9	8
33	31	27	25	22	19	17	15	13	12	10	9
35	33	29	26	23	21	18	16	14	12	11	9
40	37	33	30	26	23	21	18	16	14	12	11

Adjuration:

Agreement
Demand
Demoralize
Encourage
Friendship
Forget
Induce Fear
Sleep
Speak the Truth

Alteration:

Chameleon
Freeze Water
Melt Water
Rot Wood
Skunk Spray
Strong Cloth
Warp Wood

Incantation:

Armor of Entropy
Create Light
Detect Enchantment
Detect the Unseen
Discharge
Enchanted Weapon
Far Jump
Long Fist
Long Reach
Pace
Quick Action
Remember with Clarity
Spirit Watch
Stone glow

Prognostication:

Empathy
Find the Way
Foreshadow Event
Know Magic
Know Profession/Talent
Know Morals
Object's Tale
Predict Weather
Prognosis

The next five spell lists contain Wizardry spells that emulate Elemental magic:

Air
Earth
Fire
Life
Water

Details on these spells may be found in the material on Elementalism. See paragraphs 06.08.14.01 through 06.08.14.05.

06.07.10 Wizardry Spell Descriptions

The following paragraphs provide the information necessary for Wizards to cast the spells shown above and for GMs to apply the effects:

06.07.11.01 Abrogation

Blind

Components: Spoken, Physical; Time: 2 Actions;
Difficulty: Challenging +35%; Base EP: 28;
Range: 50'; Duration: 3d20 minutes.

This spell may be directed at a single target. If cast successfully then the target will lose the power of sight for the duration of the spell. The effects of blindness are largely up to the discretion of the GM, but the performance of most skills and actions will be profoundly affected.

Deafen

Components: Spoken, Physical; Time: 1 Action;
Difficulty: Routine +45%; Base EP: 24; Range: 50'; Duration: 3d20 minutes.

This spell may be directed at a single target. If cast successfully, the target will lose the sense of hearing for the duration of the spell. The effects of deafen are up to the discretion of the GM, but the performance of many skills and actions will be affected. For the duration of the spell, the casting of spells and activation of Symbols are attempted by the subject with a **situation modifier of -30%**.

Disrupt Magic

Components: Spoken, Physical; Time: 1 Action;
Difficulty: Easy +55%; Base EP: 25; Range: 100';
Duration: Instantaneous.



If cast successfully, this spell will contest that magical effect to which it is being directed. The targeted magic must be declared by the player at the time the spell is cast. The results of this spell are subject to the laws of magical opposition; see paragraph 06.10.00 for further details. This spell is always considered the “opposing magic”.

Extinguish Fire

Components: Spoken, Physical, Substantive; Time: 1 Action; Difficulty: Easy +55%; Base EP: 16; Range: 50'; Duration: Instantaneous.

The spell will extinguish up to a medium-sized camp fire within the stated range. The fire will go out immediately, although the area will remain hot. The fire could be restarted with either normal or magical means.

Fatigue

Components: Spoken; Time: 1 Action; Difficulty: Easy +55%; Base EP: 12; Range: 150'; Duration: 3d20 rounds.

This spell may be directed at a single target. If cast successfully this spell will increase a single target's level of fatigue by one for the duration of the spell. The target may not remove this fatigue by resting.

Mute

Components: Spoken; Time: 1 Action; Difficulty: Challenging +35%; Base EP: 24; Range: 50'; Duration: 3d20 rounds.

This spell may be directed at a single target. If it is cast successfully then the target will lose the power of speech for the duration of the spell. The effects of being mute are numerous; normal spell casting and verbal communication will be impossible for the duration of the spell.

Obscure

Components: Spoken, Physical, Substantive; Time: 3 Actions; Difficulty: Easy +55%; Base EP: 12; Range: Caster's Person; Duration: 3d8 minutes.

The spell is effective at hiding the caster from normal observation. At night, or in other dark conditions, the caster may effectively be completely

invisible for the duration of the spell. In bright sunlight or clear conditions, the caster's form will be visible, but his exact features will be blurred. This spell is also effective against magical descrying. This spell has a synergistic effect with skills such as stealth or stalk. Task resolution while using these skills is made two levels easier while this spell is in effect.

Paralyze

Components: Spoken, Physical; Time: 2 Actions; Difficulty: Challenging +35%; Base EP: 25; Range: 50'; Duration: 1d20 minutes.

This spell may be directed at a single target. If this spell is cast effectively, then the target will be rigidly frozen and completely unable to move for the duration of the spell.

Repel Spirits

Components: Spoken, Physical; Time: 3 Actions; Difficulty: Difficult +25%; Base EP: 30; Range: 25' Diameter centered on caster; Duration: 1d6 minutes.

This spell repels spirits or other minor non-corporeal creatures away from the area in which the spell is cast. Spirits who are repelled in this manner may not re-enter the area for the duration of the spell. This spell will oppose a Spiritwatch or Watchmen of the Wind spell (q.v.); if the latter is disrupted the caster of that spell will not be warned.

Slow

Components: Spoken; Time: 1 Action; Difficulty: Easy +55%; Base EP: 16; Range: 150'; Duration: 2d8 Minutes.

This spell may be directed at a single target. If cast successfully, the target will receive an **initiative modifier of -10** for the duration of the spell. If the target's total initiative is reduced to zero or less in any combat round, he may not act in that round. The target's movement rates are reduced by a factor of one-half for the duration of the spell.



Induce Fear

Components: Spoken, Physical; Time: 1 Action; Difficulty: Routine +45%; Base EP: 20; Range: One individual within earshot; Duration: 3D8 minutes.

This spell can affect a single target. If the spell is successfully cast the target will be filled with an unreasoning fear and dread for the duration of the spell. While under the effects of this spell the target's Attack rolls are made with a **situation modifier of -10%**. There is also an **initiative modifier of -5** and all Willpower, and System Strength attribute checks are made with a **-4 modifier**.

Sleep

Components: Spoken, Physical, Substantive; Time: 3 Actions; Difficulty: Routine +35%; Base EP: 18; Range: 50'; Duration: 3d12 minutes.

This spell can affect a single target, and if the cast successfully, the target will immediately fall into a slumber. All attempts to wake the target will fail until the spell duration has expired. The substantive component of the spell is a single opium poppy; this is a Rare to Very Rare items in most locations and is completely consumed as the spell is cast.

Speak the Truth

Components: Spoken, Physical; Time: 6 Actions; Difficulty: Challenging +35%; Base EP: 22; Range: Touch; Duration: 3d10 minutes.

This spell will affect a single target. If the spell is cast successfully, the target will be compelled to speak the truth for the duration of the spell. He will simply be unable to lie to the caster.

06.07.10.03 Alteration

Chameleon

Components: Spoken, Physical, Substantive; Time: 2 Actions; Difficulty: Simple +70%; Base EP: 10; Range: Touch; Duration: 4d8 minutes.

The caster may choose to have the effects of this spell target himself or another. The Wizard will simply touch the intended target while casting the spell. The target's skin, clothing, weapons, etc. will

appear to take on the color and texture of the surrounding area. Since the match to the background is exact, the target will be much harder to spot, especially if he is still. Those attempting to spot an individual; who is hidden by this spell do so with a **-6 modifier** to their Perception attribute check. This spell has a synergistic effect with skills such as stealth or stalk and task resolution while using those skills is made two levels easier for the duration of this spell.

Freeze Water or Melt Ice

Components: Spoken, Physical, Substantive; Time: 2 Actions; Difficulty: Simple +70%; Base EP: 12; Range: 20'; Duration: Permanent.

The caster can cause liquid water to turn to solid ice and vice versa. The amount transformed is equal to the caster's skill percentage times 10 pounds, which is on average 20 gallons for a Wizard of competent skill level. After the spell takes effect, water will refreeze and ice will melt normally, depending on the ambient temperature conditions.

Rot Wood

Components: Spoken, Physical, Substantive; Time: 3 Actions; Difficulty: Easy +55%; Base EP: 16; Range: 20'; Duration: Permanent.

This spell will damage wood as if it had been exposed to the elements for an extended period of time. As a result of this action, approximately 90% of the wood's original strength will be removed. Up to one pound per point of the caster's Wizardry skill can be affected.

Skunk Spray

Components: Spoken, Physical, Substantive; Time: 1 Action; Difficulty: Routine +45%; Base EP: 22; Range: 40'; Duration: 1d8 Hours.

This spell may be directed a single target. When cast successfully, the spell converts a small amount of herbs and plant material into a spray, which shoots from the caster's hand. This spray will have an extremely unpleasant odor, even more intense than a skunk's. The intended target may dodge the spray as if it were a thrown spear; see paragraph

05.09.14 Defending against Missile and Thrown Weapons (Ducking and Dodging) for more information. A target struck by a Skunk Spray is allowed a Willpower check at a **-6 modifier**. If the check is successful, then the character will receive a penalty of two levels imposed on all task resolutions for the duration of the spell. Those who fail the Willpower check will fall to the ground and retch for 1d20 minutes, and be subject to a level of fatigue in addition to the penalties mentioned earlier. The odor of a skunk spray may not be removed by any normal means for the duration of the spell.

Strong Cloth

Components: Spoken, Physical, Substantive; Time: 2 Actions; Difficulty: Simple +70%; Base EP: 10; Range: Touch; Duration: 3d20 minutes.

This spell will turn any textile into the equivalent of Heavy Elfin cloth, with APVs as follows: 7,6,5,6,6,3,3.

Warp Wood

Components: Spoken, Physical, Substantive; Time: 2 Actions; Difficulty: Routine +45%; Base EP: 16; Range: 10'; Duration: Permanent.

This spell will warp a piece of wood so badly that it is permanently curved. This spell will render useless hafted weapons and arrows. A door affected by this spell will either not close or not open, depending on the door's position when the spell was cast. Up to 2 pounds of wood per point of the caster's Wizardry skill can be affected.

06.07.11.04 Incantation

Armor of Entropy

Components: Spoken, Physical; Time: 2 Actions; Difficulty: Routine +45%; Base EP: 30; Range: Caster's Person; Duration: 4d12 minutes.

The spell will summon forth a faintly shimmering field that surrounds the caster's body. This field will dissipate energy from attacks directed at the caster. This subtracts six points from each attack for the duration of the spell. Attacks that affect multiple positions will be affected by once per position attacked, so an attack that affects three positions

would receive three six-point reductions. This spell is effective for the stated duration or until it absorbs 100 points of damage.

Create Light

Components: Spoken, Physical, Substantive; Time: 3 Actions; Difficulty: Easy +55%; Base EP: 10; Range: Touch; Duration: 1d4 hours.

This spell will create a point source of light that will be bright enough to read by in a 10' radius. The light source must be fixed to a physical object, which cannot be a living being.

Detect Enchantment

Components: Spoken, Physical, Substantive; Time: 1 Action; Difficulty: Simple +70%; Base EP: 10; Range: 25'; Duration: 1 minute.

This spell will cause enchanted objects within its range to glow with a soft, blue light. Even if the objects are concealed or obscured, the caster will be aware of their presence.

Detect the Unseen

Components: Spoken, Physical; Time: 2 Actions; Difficulty: Easy +55%; Base EP: 18; Range: Line of Sight; Duration: 2d12 minutes.

This spell will allow the caster to see creatures or items not normally visible. Items that are magically obscured will appear to be surrounded by a faint shimmering light. All such objects within the caster's line of sight will be detected.

Discharge

Components: Spoken, Physical; Time: 1 Action; Difficulty: Routine +45%; Base EP: 30; Range: rank 3, 9-12'; Duration: Instantaneous.

This spell calls forth a large charge of static electricity which the caster may direct at up to three targets that are within 10' of each other. If successfully cast the discharge spell will strike each target in a random location for 3d10 points of Surface damage. The APV of metallic armor is ignored. Those struck by this spell are allowed a System Strength check, with a failure indicating that they are stunned for 1d3 rounds.



Enchanted Weapon

Components: Spoken, Physical, Substantive; Time: 2 Actions; Difficulty: Challenging +35%; Base EP: 25; Range: Touch; Duration: 3d10 minutes.

This spell will enchant a single weapon that the caster is holding when the spell is cast. For the duration of the spell, the wielder will receive a **situation modifier of +10%** on all attack and defense rolls. In addition the critical range for attacks made with this weapon will be tripled. All critical failures rolled during the spell's duration will be ignored.

Far Jump

Components: Spoken, Physical, Substantive; Time: 3 Actions; Difficulty: Easy +55%; Base EP: 10; Range: Caster only; Duration: 1d4 minutes.

This spell will allow the caster to jump distances that he would not normally be able to achieve. A vertical jump of 10', a standing jump of 20' and a running jump of 40' are possible while under the effect of this spell. The physical component is the body of a small jumping creature, such as a frog or grasshopper, and is a Common item. The creature need not be alive, but must be physically intact.

Long Fist

Components: Spoken, Physical; Time: 1 Action; Difficulty: Routine +45%; Base EP: 14; Range: 100'; Duration: Instantaneous.

If cast successfully, this spell creates an invisible wave of force that will travel as directed by the caster and strike a target in a single random location using the "attack from above" rules. This blow delivers 2d8 points of impact damage. The spell may target a specific hit position on the target, but this increases the difficulty to Challenging +35%.

Long Reach

Components: Spoken, Physical; Time: 2 Actions; Difficulty: Routine +45%; Base EP: 20 Range: 25'; Duration: 1d20 minutes.

This spell allows the caster to manipulate objects from a distance. This force will act as a single "hand"

and has a load equivalent of 30 lbs. When attempting maneuvers requiring a degree of control the "hand" is considered to have a Coordination of 8.

Pace

Components: Spoken, Physical; Time: 4 Actions; Difficulty: Simple +70%; Base EP: 10; Range: Touch; Duration: Until Broken.

This spell will allow the recipient to walk over long distances by maintaining a steady walking pace. In good conditions, approximately 3 miles per hour may be traveled. The spell will last until the caster stops walking, therefore breaking his pace.

Quick Action

Components: Spoken, Substantive; Time: 2 Actions; Difficulty: Routine +45%; Base EP: 20; Range: Touch; Duration: 1d8 minutes.

This spell allows the recipient to react faster than he normally might. This yields an **initiative modifier of +10** to total initiative. The physical component is a drop of mercury. This Uncommon item is consumed when the spell is cast.

Remember with Clarity

Components: Spoken, Physical; Time: 5 Actions; Difficulty: Easy +55%; Base EP: 12; Range: Caster only; Duration: 1d3 hours.

If cast successfully, this spell allows the caster to remember a piece of information or event clearly. This spell will bring out additional details that the caster may not have noticed at the time, but it will not provide information that the caster could not have reasonably known.

Spirit Watch

Components: Spoken, Physical; Time: 4 Actions; Difficulty: Challenging +35%; Base EP: 30; Range: Area up to 30 yards in diameter; Duration: 1d8+4 hours.

This spell summons a number of minor spirits. They will keep a vigilant watch over a specific area that the caster designates. If unauthorized persons or creatures attempt to enter the area, the spirits will notify the caster immediately.

Flame Bolt

Components: Spoken; Time: 1 Action; Difficulty: Routine +45%; Base EP: 20; Range: 15'; Duration: Instantaneous.

This spell will cause a bolt of flame to spring forth. The bolt may emanate from the caster's hand, finger tips, staff, etc. The bolt will be about 1 foot wide and will reach a distance up to 15 feet from the caster. The bolt will be in existence for several seconds. This is long enough to set objects aflame or do physical damage. The bolt is very quick, and may be dodged as if it were a melee weapon with an initiative modifier of 10. If a person or creature is struck, 1d4 adjacent positions will be hit. Each location will receive 2d8 points of fire damage. If the position is armored, the surface APV is used.

Flame Scry

Components: Spoken, Physical, Substantive; Time: 16 minutes; Difficulty: Difficult +25%; Base EP: 25+5 per min; Range: Special; Duration: Concentration.

In order to prepare for this spell, the caster must build a large bonfire and ignite it himself. Through a special ritual, the caster enters a trance-like state. As he stares into the flames, images of places and things are revealed to him. The player is allowed to ask up to one question per minute of the spell's duration. The GM has the discretion of answering in varying levels of detail.

Ignite

Components: Spoken, Physical; Time: 2 Actions; Difficulty: Simple +70%; Base EP: 14; Range: Touch; Duration: Instantaneous.

This spell will allow the caster to ignite flammable materials with the touch of his hand. The fire will burn normally and is subject to all normal requirements for air and fuel.

Resist Flames

Components: Spoken, Physical; Time: 4 Actions; Difficulty: Easy +55%; Base EP: 22; Range: Caster Only; Duration: 4d20 minutes.

This spell will make the caster's person and the items he physically carries resistant to heat and flames. This is not to say impervious; passing through flames would result in little damage, but coming in contact with liquid magma would still be very harmful. By using this spell, the caster would be able to rescue someone from a burning house, but would not be able to enter an active volcano. The spell will absorb up to five points per round of fire damage per position.

Sheet of Flame

Components: Spoken, Physical; Time: 2 Actions; Difficulty: Difficult +25%; Base EP: 35; Range: 40'; Duration: 1 Round.

This spell will cause a large sheet of flame to descend and strike the ground at a point of the caster's choosing. This point may be up to 40 feet from his person. The sheet is approximately 10 feet wide and 1 foot thick, and is in existence for several seconds. This is long enough to set objects aflame or cause physical damage. The sheet comes into existence very quickly; however a combatant may attempt to dodge it as if the sheet were a melee weapon with an initiative modifier of 10. If a person or creature is struck, 1d10 adjacent positions will be hit. Each location will receive 2d12 points of damage. If the position is armored, the surface APV is used.

Shower of Sparks

Components: Spoken, Physical, Substantive; Time: 2 Actions; Difficulty: Routine +45%; Base EP: 40; Range: 150'; Duration: Instantaneous.

This spell creates a small meteor-like object that will streak from the caster's hand to the designated target. The meteor is quite fast and all attempts to dodge it are made as if it were a projectile launched from a mechanical missile weapon. If a person is struck, the meteor will do 1d8*1d8 point of damage (that's the result of one 8-sided die roll times the result of a second 8-sided die roll, ie. 1-64 points of damage). This damage strikes on position and is considered a piercing attack. Upon impact, the meteor explodes into a shower of sparks. All persons

06.08.14.05 Element: Water

Call Water

Components: Spoken, Physical, Substantive; Time: 8 Actions; Difficulty: Simple +70%; Base EP: 16; Range: 5'; Duration: 1d8 hours.

This spell calls forth moisture from the air and allows it to collect in a vessel. This vessel can be a glass or ceramic jar, a wooden bowl, etc. The process is slow and steady. In humid climates, up to 1 gallon per hour may be collected. In arid places, this amount will be halved. If this spell is used in conditions that are below freezing, the vessel will be coated with successive layers of ice.

Calm Waves

Components: Spoken, Physical; Time: 16 Actions; Difficulty: Difficult +25%; Base EP: 30; Range: Diameter of 100 yards; Duration: 1d12 hours.

This spell reduces the local wave height by up to half. The effect extends to a 100' diameter circle, centered on the caster. Beyond this area the wave height gradually increases to the ambient condition. This spell functions on lakes, rivers, and at sea.

Column of Water

Components: Spoken, Physical; Time: 2 Actions; Difficulty: Easy +55%; Base EP: 20; Range: 50 feet; Duration: Instantaneous.

This spell calls forth a column of water, which descends vertically onto the target area. The column originates approximately 12 to 15 feet above the ground. It is roughly circular and is comprised of about 30 gallons, weighing about 250 pounds. The column will strike 1d4 randomly generated, but adjacent, positions for 1d12 points of damage each. Many combatants will have armor that can ward off the impact, but the force of the blow may still yield blunt trauma or knockdown effects (Knockdown value = 40). If the target rolls a successful Perception attribute check, then they may attempt to dodge the column as if it were a melee weapon with an initiative modifier of 5. See paragraphs 05.07.04 Ducking or Dodging Melee Weapons and 05.11.04 Blunt Trauma for more information.

Cure Foods

Components: Spoken, Physical, Substantive; Time: 5 Minutes; Difficulty: Routine +45%; Base EP: 18; Range: Touch; Duration: Permanent.

This spell removes the moisture from approximately 20 pounds of fresh foods. This method may be used to preserve meat, fish, and fruit. The weight of the food is reduced by approximately 50% to 60%. If the spell is not cast successfully there is a 90% chance that the food is ruined.

Dowsing

Components: Spoken, Physical, Substantive; Time: 4 Actions; Difficulty: Simple +70%; Base EP: 10; Range: Varies; Duration: 1d8 hours.

If cast successfully, this spell will automatically lead the caster to the closest and most accessible source of water within a distance of 100 yards.

Dry

Components: Spoken; Time: 2 Actions; Difficulty: Simple +70%; Base EP: 10; Range: Touch; Duration: Instantaneous.

This spell removes moisture from inanimate objects such as cloths, kindling, etc. The spell can remove up to 2 gallons of water from materials gathered into an area several feet across. In dry climates the water will simply evaporate, in wet areas, whereas the water will run off or puddle nearby.

Purify Water

Components: Spoken, Physical, Substantive; Time: 8 Actions; Difficulty: Easy +55%; Base EP: 14; Range: Touch; Duration: Permanent.

This spell will purify even the foulest water. Upon casting the spell, the Elementalist need only stir the water with his hand and all impurities will be removed. The effect includes diseases and poisons. Up to 25 gallons may be purified. At the moment the spell takes effect, the Elementalist quickly removes his hand from the water splashing an amount of water on ground. This water will contain the concentrated toxins from the water and is unusable.

Starting Armor Package – Dwarven, Armored for Travel, Late Period

Positions Covered, Weight and Cost by Armor Piece

Head and Neck Armor	Positions Covered	Weight	Cost
Greater Steel Conical Helm with Half-Face Plate	1, 2 (40%)	1.96	38 sc
Quilt Cap	1, 3-5	.6	3 bc
Upper Body Armor			
Bezainted Padded Byrnie	8-19, 21-24, 27-30, 33 (50%)	14.35	99 sc
Medium Cloth Byrnie	8-19, 21-24, 27-30, 33 (50%)	1.64	6 bc
Lower Body Armor			
Quilt Pants	27-30, 33, 35-44	2.25	12 bc
Medium Cloth Pants	27-30, 33, 35-44	1.2	5 bc
Heavy Leather Boots	45, 46	.96	5 bc
Medium Cloth Socks	45, 46	.16	1 bc
Package Total Weight and Cost		23.1 lbs	140 sc



Summary of Armor Protection Values by Hit Position

Positions	Armor Layers	S	C	Ch	P	T	I	F
1	Plate, Quilt	31	25	17	28	22	16	15
2 (40%)	Plate	27	22	14	24	19	12	11
2 (60%)	None	-	-	-	-	-	-	-
3-5	Quilt	8	6	6	7	5	8	7
6,7	None	-	-	-	-	-	-	-
8-19	Bezainted Padded, Cloth	23	15	15	15	12	13	12
20	None	-	-	-	-	-	-	-
21-24	Bezainted Padded, Cloth	23	15	15	15	12	13	12
25,26	None	-	-	-	-	-	-	-
27-30	Bezainted Padded, Quilt, Cloth	26	17	17	17	13	16	15
31,32	None	-	-	-	-	-	-	-
33 (50%)	Bezainted Padded, Quilt, Cloth, Cloth	27	17	17	18	14	16	15
33 (50%)	Quilt, Cloth	10	8	8	9	7	9	8
34	None	-	-	-	-	-	-	-
35-44	Quilt, Cloth	10	8	8	9	7	9	8
45,46	Leather, Cloth	11	10	10	9	9	8	8

Starting Armor Package – Gray Elfin, Armored for Travel, Late Period

Positions Covered, Weight and Cost by Armor Piece

Head and Neck Armor	Positions Covered	Weight	Cost
Greater Steel Medium Plate Conical Helm with Nose Guard	1, 2 (25%)	1.75	30 sc
Elfin Quilt Hood	1, 3-7	0.72	5 bc
Upper Body Armor			
Greater Steel Elfin Fine Scaled Mail Shirt	8-13, 15-18, 21-24	18.9	326 sc
Elfin Quilt Shirt	8-13, 15-18, 21-24	1.68	12 bc
Elfin Medium Cloth Hauberk	8-31, 33, 35-38	1.74	6 bc
Medium Hardened Leather Half Arms	20, 25, 26, 31	2.56	9 bc
Lower Body Armor			
Elfin Quilt Pants	27-30, 33, 35-44	1.8	14 bc
Elfin Medium Cloth Pants	27-30, 33, 35-44	.9	3 bc
Elfin Padded Breech	33	.36	5 bc
Medium Leather Shoes	45, 46	.64	2 bc
Elfin Medium Cloth Socks	45, 46	.12	1 bc
Package Total Weight and Cost		31.2 lbs	362 sc



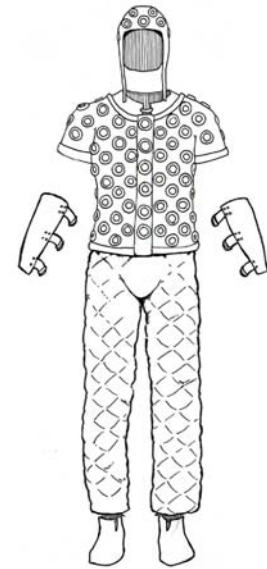
Summary of Armor Protection Values by Hit Position

Positions	Armor Layers	S	C	Ch	P	T	I	F
1	Plate, Quilt	32	28	19	30	23	17	16
2 (25%)	Plate	27	22	14	24	19	12	11
2 (75%)	None	-	-	-	-	-	-	-
3-7	Quilt	10	12	10	12	8	10	9
8-13	Fine Scaled Mail, Quilt, Cloth	38	26	19	25	18	16	13
14	Cloth	5	4	3	4	3	2	2
15-18	Fine Scaled Mail, Quilt, Cloth	38	26	19	25	18	16	13
19	Cloth	5	4	3	4	3	2	2
20	Hardened Leather, Cloth	13	11	8	11	9	6	5
21-24	Fine Scaled Mail, Quilt, Cloth	38	26	19	25	18	16	13
25, 26	Hardened Leather, Cloth	13	11	8	11	9	6	5
27-30	Quilt, Cloth, Cloth	14	15	12	15	10	12	11
31	Hardened Leather, Cloth	13	11	8	11	9	6	5
32	None	-	-	-	-	-	-	-
33	Padded, Quilt, Cloth, Cloth	21	23	19	22	15	19	16
34	None	-	-	-	-	-	-	-
35-38	Quilt, Cloth, Cloth	14	15	12	15	10	12	11
39-44	Quilt, Cloth	13	14	12	14	10	11	10
45-46	Leather, Cloth	9	7	7	6	6	6	5

Starting Armor Package – Mannish, Lightly Armored, Middle Period

Positions Covered, Weight and Cost by Armor Piece

Head and Neck Armor	Positions Covered	Weight	Cost
Ringed Medium Leather Cap	1, 3-5	1.72	28 bc
Upper Body Armor			
Ringed Medium Leather Shirt	8-13, 15-18, 21-24	6.02	102 bc
Medium Cloth Shirt	8-13, 15-18, 21-24	1.12	1 bc
Medium Hardened Leather Forearms	26, 31	1.28	3 bc
Lower Body Armor			
Quilt Pants	27-30, 33, 35-44	2.25	4 bc
Medium Cloth Pants	27-30, 33, 35-44	1.2	1 bc
Medium Leather Shoes	45, 46	0.64	1 bc
Medium Cloth Socks	45, 46	0.16	N/A
Package Total Weight and Cost		15.5 lbs	140 bc



Summary of Armor Protection Values by Hit Position

Positions	Armor Layers	S	C	Ch	P	T	I	F
1	Ringed Leather	13	12	8	11	9	4	5
2	None	-	-	-	-	-	-	-
3-5	Ringed Leather	13	12	8	11	9	4	5
6,7	None	-	-	-	-	-	-	-
8-13	Ringed Leather, Cloth	15	14	10	13	11	5	6
14	None	-	-	-	-	-	-	-
15-18	Ringed Leather, Cloth	15	14	10	13	11	5	6
19-20	None	-	-	-	-	-	-	-
21-24	Ringed Leather, Cloth	15	14	10	13	11	5	6
25	None	-	-	-	-	-	-	-
26	Hardened Leather	10	9	6	9	7	5	4
27-30	Quilt, Cloth	10	8	8	9	7	9	8
31	Hardened Leather	10	9	6	9	7	5	4
32	None	-	-	-	-	-	-	-
33	Quilt, Cloth	10	8	8	9	7	9	8
34	None	-	-	-	-	-	-	-
35-44	Quilt, Cloth	10	8	8	9	7	9	8
45-46	Leather, Cloth	8	7	7	6	6	6	5

Starting Armor Package – Mannish, Armored for Travel, Late Period

Positions Covered, Weight and Cost by Armor Piece

Head and Neck Armor	Positions Covered	Weight	Cost
Greater Steel Medium Plate Conical Helm with Nose Guard	1, 2 (25%)	1.75	163 bc
Quilt Cap	1, 3-5	.6	1 bc
Padded Collar	6, 7	.8	3 bc
Upper Body Armor			
Greater Steel Single Mail Byrnie	8-19, 21-24, 27-30, 33 (50%)	20.5	201 sc
Quilt Byrnie	8-19, 21-24, 27-30, 33 (50%)	3.08	5 bc
Medium Cloth Byrnie	8-19, 21-24, 27-30, 33 (50%)	1.9	2 bc
Lower Body Armor			
Quilt Pants	27-30, 33, 35-44	2.25	4 bc
Medium Cloth Pants	27-30, 33, 35-44	1.2	1 bc
Medium Hardened Leather Legs	35-44	6.4	19 bc
Medium Leather Shoes	45, 46	.96	1 bc
Medium Cloth Socks	45, 46	.16	N/A
Package Total Weight and Cost		39.3 lbs	221 sc



Summary of Armor Protection Values by Hit Position

Positions	Armor Layers	S	C	Ch	P	T	I	F
1	Plate, Quilt	31	25	17	28	22	16	15
2(25%)	Plate	27	22	14	24	19	12	11
2 (75%)	None	-	-	-	-	-	-	-
3-5	Quilt	8	6	6	7	5	8	7
6,7	Padded	11	8	9	9	7	10	9
8-19	Single Mail, Quilt, Cloth	25	22	14	22	15	11	10
20	None	-	-	-	-	-	-	-
21-24	Single Mail, Quilt, Cloth	25	22	14	22	15	11	10
25, 26	None	-	-	-	-	-	-	-
27-30	Single Mail, Quilt, Cloth	25	22	14	22	15	11	10
31,32	None	-	-	-	-	-	-	-
33(50%)	Single Mail, Quilt, Quilt, Cloth	27	23	15	24	16	13	12
33(50%)	Quilt, Cloth	10	8	8	9	7	9	8
34	None	-	-	-	-	-	-	-
35-44	Hardened Leather, Quilt, Cloth	15	13	10	13	10	11	10
45-46	Leather, Cloth	8	7	7	6	6	6	5