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Legend Weaver: The Making Of Heroes, Section 1

Generating a character (Quick Reference)

The first things you want to decide upon are focus, alignment and race. The character's focus will determine his starting skills as well as how good he can become at using the skills he/she has.

There are four different character sheets, one for each focus. Although the information is basically the same for all the different types of characters you can make, this gives more room for the appropriate section for the given character (i.e., A magic based focus does not need a lot of space to list weapon skills).

Focus (in a nutshell- See Page 6 for a complete description)

- Weapon Focus is the ability to use weapons.
- Magic Focus is the ability to wield magic
- Skill Focus is the ability to learn and make use of adventuring skills
- No Focus means the character is the jack-of-all-trades, but will never be a master at any one of them.

Alignment (in a nutshell) See Page 8 for a complete Description

There are five alignments possible in Legend Weaver, The Making of Heroes. They are:

- Good.
- Evil.
- Neutral.
- Neutral Good.
- Neutral Evil.

Race (See Section 2)

Race and Focus go hand in hand since some races are better than others at specific skills. The Trock is the largest and most powerful of all the player races and makes an excellent choice as fighter but is not so good a choice as a thief.

Any race can have any focus although some races have specific penalties due to what they are. For Example, a Trock (6-7 foot tall, big hairy guy) has trouble-learning locksmith since his fingers are so darn big.

Once you pick your character's race, you can fill in most of the left hand column of the character sheet. At the end of the Trock Section (See end of section 2) you will find the Trock's Adjustments to basic Statistics. The first three of these adjustments are reproduced below.

Adjustments to Basic statistics

Wound Resistance	1d4+1
To kill adjustment	2d4+1
Wounds	23+2d6*

On the character sheet you find the same headings, reproduced as they are found on the character sheet below.

Wound Resistance (WR)	_____
To Kill Adjustment (TKA)	_____
Wounds	_____

Those figures listed in the character profile that end in the * are rolled during the character's creation. All other figures are taken and placed right on the character sheet as they are. These figures are rolled as required while playing the game. To give you an example, the three figures would be listed on the character sheet as follows. This assumes that the two six sided dice you have to roll for the Trocks wounds comes up with a two and a five on the dice.

Wound Resistance (WR)	1d4+1
To Kill Adjustment (TKA)	2d4+2
Wounds	30

You can continue to fill in the information to the end of the Special Abilities and Notes. If a special ability is a skill, then you should write in the skill name as well as its dice rating. The dice rating is normally listed in the skills description. I generally leave one or two lines between each skill to allow for a brief description (once you have had a chance to look up the skill).

Now that you have the basic character information listed refer to the table below to see how many weapon / spell / skills you get for the character you are creating. These skill picks will depend totally on character focus.

Focus	Fighting	Magic	Skill	No Focus
Weapon Skill Picks	3	1	1	2
1 Word Spells Picks	0	3	0	1
2 Word Spells Picks	0	1	0	0
Adventure Skills Picks	3	2	6	4
Life Skills Picks	1	0	2	1

This means that a character with a Fighting Skill focus will get 3 weapon skill picks, 3 adventure skill picks and 1 life skill pick.

Starting Skill Synergy Levels

- One Skill will start with a synergy level of 14+0
- A second Skill with a synergy level of 12+0
- A third with a synergy level of 10+0
- And a fourth with a synergy level of 8+0
- All remaining skills will have a starting synergy level of 5+0

Strengths and Weaknesses (see Page 9)

You now know how many skill picks the character is going to get and where the skills are going to come from. Look over the Strengths and Weaknesses that are available to the characters and choose any strength that is appropriate to the character. You are only allowed 50 points in strengths for a character and your Legend Weaver (game master) gets to pick the first weakness for the character (you get the pick the rest).

You do not have to pick a strength or weakness if you do not want to.

Once you have finalized your strengths and weaknesses, look over the appropriate sections on the rest of the skills you will give your character. The sections are:

- Combat for weapon Skills (see section 4)
- Skills for Adventuring and Life Skills (see section 3)
- Magic for Spell Skills (see section 5)

Social Class and Starting Money (See Page 20)

Once you have finished picking your skills you can roll up your social class and starting money. These are listed near the middle on the left hand side of the character sheet. Once you know your starting money, you can equip the character. A separate sheet is provided for the characters equipment.

As you accumulate affinity points, you list them on the top right of the sheet. Armor is also tracked in the top right of the character sheet. Refer to section 4, Combat for how armor works.

Customized Sheets

As mentioned before, there are four character sheets, one for each type of character. You may reproduce these sheets for your own personal use as required.

Introduction

Legend is a game of high fantasy. The player takes the persona of a hero and tries to advance in skills and gain personal wealth while saving people of the world from fates worse than death.

Sounds great in practice and a lot like a dozen other systems out there. So the question is... what makes Legend Weaver different from other game systems? Well to start with, it's free. Just download the rules and print the manuals, including the world background and scenarios. The world is diversified and the mythos that drives the universe is as open ended as you are going to find. Anything, you can imagine will fit into the game universe, with very little effort required to adapt it to the world or to the system.

Add to this, a world that is going to get more and more detailed as time goes on. It is my hope that people who play the system will support it by uploading the modules they make for their own players. Should enough people do this, there is the chance that a huge role-playing game world and resource could be created for people that love to role-play.

Role-playing

Roll playing takes place when you create an alter ego. This means that you are creating a character that is not like you. Legend Weaver is a skill-based game. What your character is able to do, what skills he has, determines what he is. All the decisions you will make regarding your character (and the rolls you make) will determine what the character can do.

A character in Legend Weaver can specialize in Magic skills, Weapons Skills, or Life and Adventuring skills. Although a character can learn any skill in the game, there are tradeoffs and the character must pick which set of skills he will be best at.

Since the character the player controls is represented through a series of skills you will have to have some idea of the how good the character is at a given skill. Numbers within each skill will tell you the chance of performing a given skill. Although the characters start out weak, training and adventuring will increase their ability to do things.

All this is designed to allow you to Role-Play. Knowing what the character can do gives you a

basis for what he is and should allow you to build a background and decide what the character is all about.

Role of the Player

The player controls the actions of one character while playing the Game. For the majority of people, being the player is the best part. It is the exciting part since you are exploring someone else's fantasy world with lots of perceived danger but no real risk.

As a player, it is your job to determine when and how the character will act and react to what is going on around him. But even with this in mind, the bottom line is that it is your job to have fun.

Role of the Legend Weaver

The Legend Weaver (LW) is the game master. He makes up the rules and knows what the heck is going on. It is the job of the Legend Weaver to know what the characters are capable of, and making the adventure a challenge.

Player Versus Legend Weaver

There will be times when players will challenge the actions of a Legend Weaver. Sometimes this is justified, but often it can be the result of a poor player not accepting responsibility for a bad set of choices. In game, the Legend Weaver has the final say. He is the one that knows all sides of the story.

If you are a player and find yourself wondering what the heck the games Legend Weaver is doing, then you may want to find another one. As there are bad players, there are bad Legend Weavers. A Legend Weaver that makes too many bad calls is just as bad as a player that argues every point and decision made by the Legend Weaver.

Dice Required to Play

The game will require a full set of dice; this includes a d4, d6, d8, d10, d12 and d20. The game will often call for a roll of 1d5, 1d7, 1d9 etc. When this happens, you can use the next biggest dice in the list and re-roll if you roll the dice's highest number. This means that you would use a six-sided dice to roll a number between 1 and 5 (re-rolling if you roll a six).

Stats

A character is made up of a series of numbers called stats. The character's stats determine how good he is at the things he does.

Basic Character Stats

Wound Resistance (WR)	0
To Kill Adjustment (TKA)	0
Wounds (Wounds)	20
Soul Points (SP's)	80
Power (POW)	15
React (Rct)	5
Luck	5
Spell Resistance (SR)	5
Relative Size (RS)	1
Walking Speed (WS)	3
Charging Speed (CS)	9
Running Speed (RS)	15
Broad Jump (BJ)	3d6 feet

Stats, Described

These figures are listed on the character sheet. These are starting figures only since their values may/will be adjusted by race and may be changed through magic and training during the course of the game. Look below for a basic description on what each attribute means and then check out and pick a character race for the game. The race descriptions list any advantages and disadvantages the race has during game play.

In the meantime, you will find a description of the information on the character sheet below.

Wound Resistance (WR)

The wound resistance is how resistant the creature is to taking wounds. A giant can easily shrug off a blow that will kill a gnome outright. A creature's wound resistance comes into play after it has been hit by a weapon or damage-causing spell. When hit, the attacker rolls to see how many wounds he inflicts upon the target. The target gets to roll its wound resistance and subtract this number from the number of inflicted wounds.

To Kill Adjustment (TKA)

In normal melee the character that hits an opponent rolls one or more dice to determine how many wounds his blow inflicts. One of the dice that is rolled is the attacker's to kill adjustment dice roll. This dice roll is recorded onto the character sheet when the character is created and represents the overall size and power of the character (the larger and more powerful the character the larger the dice tends to be). When the character is in a fight and hits with his melee weapon, the TKA dice is rolled and the result is added to the damage done by the weapon. The target gets to make certain resistance rolls to negate the severity of any blow, but as you can see, the larger a character's To Kill Adjustment, the more deadly he is going to be.

Wounds (Wounds)

All characters start the game with a number of wounds, usually 20 although the larger more powerful races have a bonus to this number (and fairies start out with the smallest number). The character may suffer one or more wounds from any blow. A character with a small Wound Resistance figure will tend to take more wounds than a character with a large Wound Resistance roll. A character that goes below one wound does not automatically die but goes unconscious and must then make a roll on the Rate of Death table.

Soul Points (SP's)

Certain creatures attack the characters soul (i.e., vampires). That is, through the soul they attempt to control or kill the character. Soul points also determine the strength of the bond between the characters spirit and his physical body. You will lose part of that bond when you die and are brought back to life. When your soul points go to zero you are on your last life and should panic at the thought of meeting a creature that attacks the soul.

Power (POW)

Power is a general indication on a creature's size. The larger the rating is the bigger the creature is and the more force it may bring to bear against other objects or doors.

A creature's Power rating is generally, but not necessarily linked to a creature's Relative Size (RS), To Kill Adjustment (TKA) and Wound Resistance (WR). A large creature may have a

smaller power rating than a smaller creature because the large creature does not have the bulk or build to out power the smaller creature. But as a general rule of thumb, it is safe to assume that the larger a creature's relative size, the greater its power rating will be and the larger its To Kill Adjustment (TKA) and Wound Resistance (WR) will be.

React (Rct)

React is the character's ability to react to what is going on around him. It is his ability to deal with surprise and unexpected situations.

Luck

When all else fails there is luck. Luck can be used as an independent check (i.e., make a luck roll to see if something happens) or it may be used up during the adventure, allowing the character to re-roll other checks (i.e., using one point of luck will allow the character to re-roll a failed weapon attack). Luck used in this way returns to the character one point per game day, or two per game day if the character is in a *Safe Haven*.

Spell Resistance

Spell resistance represents the character's ability to resist unwanted magical effects. The character has the chance to either resist or avoid the effects of any spell directed against him. This only applies to unwanted magic. Wanted spell effects will always work on the character. Please note that the character only ever gets one chance to avoid the effects of a spell. If the spell acts upon the character directly, then he will generally get a Spell Resistance roll. If the spell creates a force or item that then affects the character then he may normally only avoid the effect with training (i.e., with the escapist skill). Some spells only give the character his normal Wound Resistance Rolls as a way to avoid the effects of a spell. The spells themselves, list in their descriptions how their effects may be avoided.

Relative Size

Relative size is given as an easy way to determine how big a creature is when compared to other creatures. Like Power and the To Kill Adjustment, it is a rough estimate only but extremely useful in determine who can fit through an opening or who in the group is small enough to teleport with the spell caster.

Walking Speed

All speed on the gaming table is measured in inches. The character's walking speed is a number of inches the character moves, when walking, in one combat round.

Charging Speed

The character's Charging speed might also be called the character's Battle speed. It represents the fastest speed a character will run, during battle, and still be able to know what is going on around him. Charging speed is halved if the character is encumbered.

Running Speed

The character's running speed is five times the character's walking speed. This represents all out effort. When you run in battle you lose situational awareness. This means that you do not get react rolls to the surprises that often happen during a fight. Of course, if you are merely running for your life then you probably don't care that you don't know what's happening around you.

Note that a mount may charge into or out of battle at its normal running speed rate. A mount's charge speed is equal to its gallop speed.

Broad Jump

A character's Broad Jump rating is a dice or set of dice that is rolled whenever the character has to make a distance jump. The distance a character jumps is not a set figure. The dice rolled assumes the character is not always going to make a perfect jump. The more dice rolled, the greater the average distance the character can normally jump, and the greater the distance will be for an exceptional jump... but regardless of number or type of dice rolled, no jump is guaranteed.

Focus

The next thing you must decide is whether the character will concentrate his efforts on Magic Use, Weapon Use, or Skill Use or will split his efforts into all three areas.

If you look to the top left block of the character sheet, you will see the focus heading (it is four lines down from the Player Name entry). The focus for the character can be:

Weapons
 Magic
 Skills
 All

The number of skills the character starts the game with depends on his focus. The table below shows the skills the character can pick depending on what he chooses.

Focus	Fight	Magic	Skill	No Focus
Weapon Skill Picks	3	1	1	2
1 Word Spells Picks	0	3	0	1
2 Word Spells Picks	0	1	0	0
Adventure Skills Picks	3	2	6	4
Life Skills Picks	1	0	2	1

This means that a character with a fighting skill focus will start the game with three weapon skills (See section 4), 3 adventuring skills and one life skill (see section 3).

Combat, Skills and Magic

There is a separate write-up for combat, Adventuring and Life Skills and Magic. I produced separate sections to make it easier to add to these sections. Plus, it makes it possible for people to make use of different sections as they create the character. The magic user does not have to wait for the book as the fighter figures out what weapons he wants to take.

Skill Development

You should refer to the magic, combat and spells section for how things actually work. Just realize now though, that if you take a magic focus, then magic spells are the easiest and cheapest skills you can learn. Weapon skills are easiest and cheapest for a character that learns a combat focus. The tables below show the focus, synergy costs and maximum number of spells / weapon / skills that a character may take as based on the character's focus.

Weapon Skills:

Starting Weapons and Max Skills

Characters specializes in	Synergy Cost per Weapon	Affinity cost to roll for level increase.	Starting Weapons	Max Weapon Skills
Magic Focus*	400	20	1	3
Fighting Focus	100	5	3	11
Adventure / Life Skill Focus	200	15	1	5
No Focus	300	10	2	7

Notes on Weapon Skills Table:

A character with a *Magic Focus* cannot learn weapons whose complexity is 4 or more.

A character that has a *Fighting Focus* can learn any number of weapons of any complexity level.

A character with a *Skill Focus* is restricted to being able to learn one weapon that has a complexity of four or more.

A character that has *No Focus* can learn up to two weapons whose complexity is 4 or 5.

Magic Skills**Starting Spells**

Characters specializes in	Synergy Cost per Life Skill	Affinity cost to roll for level increase.	Starting First Level Spells	Starting Second Level Spells
Magic Focus*	100	5	3	1
Fighting Focus	400	20	0	0
Adventure / Life Skill Focus	200	15	0	0
No Focus	300	10	1	0

Maximum Number of Spells

Characters specializes in:	Max # Of words in a spell Versus Number of spell that can be learned.					
	1	2	3	4	5	6
Magic Focus*	15	13	11	9	7	5
Fighting Focus	3	1				
Adventure / Life Skill Focus	5	3	1			
No Focus	7	5	3	1		

Skill Focus**Adventuring Skills**

Characters specializes in	Synergy Cost per Life Skill	Affinity cost to roll for level increase.	Starting Adventure Skills	Max # of Adventure Skills
Magic Focus*	400	10	2	6
Fighting Focus	300	10	3	9
Adventure / Life Skill Focus	100	2	6	18
No Focus	200	5	4	12

Life Skills

Characters specializes in	Synergy Cost per Life Skill	Affinity cost to roll for level increase.	Starting Life Skills	Max # of Life Skills
Magic Focus*	900	N/A	0	2
Fighting Focus	900	N/A	1	2
Adventure / Life Skill Focus	500	N/A	2	6
No Focus	700	N/A	1	3

* A character that takes a magic based focus knows how to read and write his native language. If the character does not take a Magic Based Focus then the chance to read and write depends on background skills and / or social status.

Alignment

You will have to pick an alignment for your character. If you want to accumulate wealth and power then you will have to pick an alignment that is neutral in some way. I say neutral in some way because the character must decide on how he is going to accumulate that wealth and power. Will he be restricted to hurting others to get ahead or will only want to get ahead by aiding those in need? If you are not out for yourself, then you are out for the cause of good or evil and in either case, you will not want to accumulate a lot of personal wealth (the cause is important, not you).

In all, Legend Weaver, The Making of Heroes makes use of five alignments, listed below.

Good. When the character is good it is out for the cause of good. Good characters put the needs of others first, in fact sacrificing their own needs to the needs of others. These characters will not accumulate wealth.

Evil. Characters who are of this alignment are out for the cause of evil. Like their good counterparts, these characters work to ensure that evil and chaos wins the day.

Neutral. Neutral character's put themselves first. They always want to know what's in it for them. They try to avoid getting involved in issues of good and evil, thinking that such things normally get people in trouble and cost you far more than you will likely get back.

Neutral Good. This type of character is out for her / himself but will use good methods to achieve his or her ends.

Neutral Evil. The neutral evil character wants to get ahead and will only use evil means to reach that goal.

Refer to the separate section on Alignment for a general discussion on alignment and how it relates to the game. If you are here for the first time, just pick an alignment from those listed above and don't worry too much about the details. You can refer to the write-up on Alignment later when you have time and want to get a bit more into role-playing (my own opinion is that you should get comfortable with the game mechanics first, then look into role playing).

Synergy Level

Synergy Level is an indication of how good you are in any given skill. Every action in the game is considered skill related. It takes skill to wield a weapon or cast a spell. The various sections on Skills (section 3) Combat (section 4) and Magic (section 5) explain exactly what synergy level is and how it is used in game. Refer to the Focus Section above to determine the skills you get and where to find description on how they work.

Starting Skill Synergy Levels

Once you have picked a set of starting skills, you will assign a level of competence to these skills, as listed below:

- One Skill will start with a synergy level of 14+0
- A second Skill with a synergy level of 12+0
- A third with a synergy level of 10+0
- And a fourth with a synergy level of 8+0
- All remaining skills will have a starting synergy level of 5+0

You want to pick the most important skill you have and give it the highest synergy bonus. You do not have to do this, but you may come to regret being a fighting and giving your detection skill the 14+0 synergy level. You can in fact choose any skill you want at this point (so long as it is not a character restricted skill: i.e., only a Dwarf can take the refined Musket as a weapon skill). This means you could take Bow and give it 14+0. I may put restrictions on this after getting feedback from players but for now... do what you want and enjoy.

Strengths and Weaknesses

The starting character picks strengths and weaknesses. The Legend Weaver has final say on whether or not a strength or weakness is allowed. Some weaknesses have restrictions placed on them and can only be assigned to the character if it is the Legend Weaver picking them.

Behind each strength or weakness is a number in brackets. This is the cost of the strength or weakness. The total value of all strengths may not be greater than 50 points and must equal the total point value of the weaknesses possessed by the character.

Limiting Strengths and Weaknesses

The 50-point limit imposed on the number of strengths and weaknesses is meant to make it a hard choice as to what strengths you want to give the character. No character can be good at all things. If you want to excel at weapon skills, then you will have to take strengths that support that. The same goes for magic skills or adventuring skills.

The games Legend Weaver does have the option on upping the 50-point limit. If this were done, I would recommend going to 75 points or so. I would not let characters take much more than 100 points in strengths or weaknesses, although the final say is on the person running the game.

Strengths

Attack speed (10)

This skill can only be used for a melee weapon. Only one of the weapons dice is swapped out it can only be picked once so only one weapon can benefit. The weapons base attack speed remains unchanged, just the dice that determine the instant of the attack are affected by this strength. Picking this skill allows the character to change one of the dice used in determining combat rank to the next lowest dice (i.e., if a d6 is used then it could be swapped out for a d4).

Battle Awareness (10)

The character never loses track of the battle. The character does not lose a round between fights when in battle. He always knows where things are and who is doing what.

Battle Claw + Battle Claw (20)

See also the Dual Weapon Skill strength. Note that only the Calt can take this character Strength.

Bow Use (Varies)

The Character may learn and use bow weapons. The cost of this strength depends on the weapon taken. Note that some of the races are restricted as to what bows they may learn.

Long Bow (30)

Short Bow (20)

Horse Bow (35)

Cheaper Spell Words (15)

Each new spell or spell word costs the character half the normal amount of affinity.

Cheaper New Adventure Skills (15)

Each new Adventure skill costs the character half the normal amount of affinity.

Cheaper New Weapon Skills (15)

Each new weapon skill the character learns costs half the normal amount of affinity.

Cold Resistance (30)

The character has an above normal tolerance towards cold and cold-based damage (assume the resistance is magical in nature as opposed to natural). The character rolls 2d10 and subtracts it from any cold damage the character takes (this is in addition to his / her normal wound resistance roll). A character with this strength halves the damage he / she takes from cold based exposure.

Combat savvy (25)

Only a character with a focus in Fighting may pick this strength. Any time the character tries to gain a level in any weapon, he / she may add +2 to the dice roll.

Devotion split (30)

The character may worship two deities without suffering the normal penalties (i.e., worshiping two deities does not half your chance of receiving a favor when you gain a level in either of your deity worship skills).

Deity worship (15)

The character must pick this strength if he or she wishes to start the game worshipping one of the games deities. This allows the character to pick a Deity of his or her own race. In addition, taking this pick negates the starting cost in time, money and affinity cost. This pick does not negate the fact that the

character may have to possess specific skills in order to worship the deity. If some skills are required to worship a deity, then those skills are still required, even with this strength.

Divine favor (30)

The character need only place 50% the normal affinity into his / her faith. You must pick the Deity Worship Strength before picking this strength. Do not pick this bonus until after the deity you wish to worship has been added to the game world.

Dual Weapon Skill (30)

The character may choose one of the following weapon skill combinations.

Long Sword plus Short Sword
Long Sword plus Dagger
Short Sword plus Dagger

If the character is a Calt then the character may learn the Battle Claw plus Battle Claw as a weapon skill. The cost to the Calt to choose this weapon skill is 20 points.

Easier Skill Training (5 / 10 or 15)

A character may only choose this strength once. The character may choose Two Adventure skills. The skills are easier to learn. Each time the character tries to gain a level in either of the skills, he / she may add one to the dice roll. The cost of the strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength costs 5, if Regular then it costs 10 and if Hard then the cost is 15.

Easier Spell Training (5 / 10 or 15)

A character may only choose this strength once. The character may choose Two Spells. The spells are easier to learn. Each time the character tries to gain a level in either of the spells, he / she may add one to the dice roll. The cost of the strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength costs 5, if Regular then it costs 10 and if Hard then the cost is 15.

Easier Weapon Training (5 / 10 or 15)

A character may only choose this strength once. The character may choose Two Weapon Skills. These Weapons are easier to learn. Each time the character tries to gain a level in either of the weapons, he / she may add one to the dice roll. The cost of the

strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength costs 5, if Regular then it costs 10 and if Hard then the cost is 15.

Ease of Learning Skills (10 / 15 / 20)

A character may only choose this strength once. The character may choose two Adventure skills. The skills are easier to learn. Each time the character tries to gain a level in either of the skills, he / she may add Two to the dice roll. The cost of the strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength costs 5, if Regular then it costs 10 and if Hard then the cost is 15.

Ease of Learning Spells (10 / 15 or 20)

A character may only choose this strength once. The character may choose Two Spells. The spells are easier to learn. Each time the character tries to gain a level in either of the spells, he / she may add two to the dice roll. The cost of the strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength costs 5, if Regular then it costs 10 and if Hard then the cost is 15.

Ease of Learning Weapons (10 / 15 or 20)

A character may only choose this strength once. The character may choose Two Weapon Skills. These Weapons are easier to learn. Each time the character tries to gain a level in either of the weapons, he / she may add two to the dice roll. The cost of the strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength costs 5, if Regular then it costs 10 and if Hard then the cost is 15.

Electrical Resistance (30)

The character has an above normal tolerance towards electrical damage (assume the resistance is magical in nature as opposed to natural). The character rolls 2d10 and subtracts it from any electrical damage the character takes (this is in addition to his / her normal wound resistance roll).

Extreme Concentration (40)

A character that takes this strength does not have to add battle damage to the dice roll when casting a spell. It does nothing to stop

the character from having to add in other modifiers to the spell cast dice roll.

Extra Adventure Skills (10)

The number of adventure skills the character can learn is increased by two.

Extra Life Skill (15)

The character can learn one additional life skill.

Extra Spells (20)

The character may learn one additional spell from every level (i.e., one additional level one spell, one additional level two spell etc.). You must be able to learn the spell to begin with in order to learn an extra spell from that level.

Extreme Luck (35)

Normally a character uses a point of luck when he performs a re-roll. With this strength, he makes a luck check after the re-roll. If the luck check is successful (i.e., if he rolls under his base level in luck) then he does not lose a point of luck.

Extreme Willpower (15)

The character gets to re-roll any check that is made against his willpower (he or she gets a no cost, automatic re-roll attempt any failed takeover spell). Note that limit of one re-roll still applies (can't use this and then a point of luck to get another re-roll).

Fearless (10)

The character may retake any roll that would mean his nerve breaks and he would run away or panic (he or she gets a no cost automatic, re-roll attempt for any failed fear, terror and panic test). Note that limit of one re-roll still applies (can't use this and then a point of luck to get another re-roll).

Fighting With Two Weapons

See Dual Weapon Skill

Fire Resistance (30)

The character has an above normal tolerance towards fire and being burned (assume the resistance is magical in nature as opposed to natural). The character rolls 2d10 and subtracts it from any fire damage the character takes (this is in addition to his / her normal wound resistance roll). A character with this strength halves the damage he / she takes from fire based exposure.

Gunpowder Use (Varies)

The character may make use and learn weapons based on gunpowder. The cost of the strength varies depending on the weapon the character wants to master. Note that certain races cannot pick or have restricted choices in this strength (i.e., only a dwarf character may take the Musket, Refined as a choice).

Arquebus (15)

Flintlock (30)

Hand Gun (25)

Musket, Matchlock (20)

If the character is a dwarf then he or she can take the Musket, Refined as a weapon choice. The cost for the Dwarf to take this weapon skill is 25 points.

Hard Hitter (30)

Add 1d4 to the character's to kill adjustment. This is in addition to any bonus he already has for his size. In addition, the character's RS rating goes up by 1d4/10 points (.1 to .4) and the character's Power Rating goes up by 1d6 points. The Fairy or Gnome Race cannot take this strength.

Increase All Spell Damage (35)

All damage-based spells cast by the character have a bonus TKA of 1d4.

Increase All Spell Ranges (20)

All spell ranges increase by 50%.

Unfortunately, the spell must have a range or be given range for this to apply. Touch spells still require touch.

Increase Healing Rate (5)

The character's natural healing rate increases by one point. This is cumulative with other increases to the character's natural healing rate.

Increase Spell Damage (15)

You add 1d6 to the TKA on one of your spells. This pick may be saved and given to a spell you do not yet know, but once assigned it stays with that spell.

Increase Spell Duration (15)

All spells with a rolled duration have their rolled duration increased by 50%.

Increase Spell Range (5)

The range on one spell is increased by 50%. This may be saved and given to a spell you do not yet have.

Increase Weapon Damage (20)

The To Kill Adjustment of one weapon is increased by 1d4. You can save this pick for a weapon you do not already know but intend to learn.

Larger than Normal (10)

Add 2d4 to the characters power rating and 1d4/10 to the character's RS rating. The Fairy and Gnome race cannot take this strength.

Large Size (5)

The character's WR increases by 1 and the character's Power Rating is increased by 1d4.

Learn Arcana (10)

Only someone with a skill focus in magic can take this strength. The Dice rating in the Arcana skill goes from **Hard 2** to **Regular 1**. If the character has other bonuses that make the skill **Regular 1**, then it goes to **Easy 2** (an **Easy 2** rating goes to **Easy 3** etc).

Learn Combat (10)

Only someone with a skill focus in Fighting can take this strength. The Dice rating in the Combat skill goes from **Hard 2** to **Regular 1**. If the character has other bonuses that make the skill **Regular 1**, then it goes to **Easy 2** (an **Easy 2** rating goes to **Easy 3** etc).

Light Sleeper (10)

The character has half the normal chance of being in a deep sleep. In addition, the character has half the normal chance of being in a normal sleep.

Magic Savvy (25)

Only a character with a Focus in Magic may pick this strength. Any time the character tries to gain a level in any spell, he / she may add +2 to the dice roll.

Martial Arts (20)

This strength allows the character to learn the martial arts skill. Please note that this fighting style is not yet available in the game and will be added later.

Musket, Refined (25)

See also the Gunpowder Use strength for more information. Only a dwarf character can take the Refined Musket character strength.

Needs Less Sleep (10)

The Character needs half the normal amount of sleep to feel rested.

Pack Horse (15)

The character's free weight figure goes up by 50%, rounding fractions down.

Poison Resistance (30)

The character has an above normal tolerance against poison. The rolls 2d10 and subtracts it from any poison damage he takes (this is in addition to his / her normal wound resistance roll). In addition, if a poison has a non-damage affect, then it will not have any affect on the character if the character can roll 50 or less on percentile.

Powerful Blow (10)

The character's TKA gets a +1 bonus.

Psionics (50)

The character gains a great deal of mental ability. The character gains 10 points to allocate on Psionics and rolls on the Psionics table. Do not take this benefit until Psionics has been implemented.

Quick To Learn React (15)

The character may re-roll the dice whenever he /she tries to gain a level in react. In affect the dice rating of the react stat goes from regular 1 to easy 1.

Rapid Healing (10)

Add 2 points to the characters natural healing rate. This strength is cumulative to other bonuses to the character's natural healing rate.

Rapid Spell Casting (15)

The character may subtract one from the attack rank dice roll of any spell being cast.

Religious Fanatic

The character may add 4 points to the dice roll whenever he or she goes to gain a level in his or her worship skill.

Skill Master (25)

Only a character that has a Focus in Skills can take this Benefit. It removes all limits to the number of Adventuring or Life skills the character can have.

Skill Mastery (Jack-of-all-Trades) (40)

Only a character that has a Focus in Skills can take this Benefit. The character has a level of 5 in any untrained skill. The synergy level goes to 8 once the character gains basic training.

Skill savvy (15)

Only a character with a Focus in Skills may pick this strength. Any time the character

tries to gain a level in any Adventuring Skill, he / she may add +2 to the dice roll.

Skill Specialization (15 / 20 or 25)

The character may only pick this strength once. The character becomes specialized in an Adventuring Skill of his choice. The character may save this pick and give it to a skill that he / she does not yet know. When taken, the character adds +4 to the dice roll whenever he / she tries to gain a level in the skill. The cost of the strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength costs 15, if Regular then it costs 20 and if Hard then the cost is 25.

Special Sight Gain (varies- see below)

The character's gains a special sight. The cost of this strength depends on the type of sight gained. You cannot give up another special sight to offset the cost of the chosen special sight.

- Bush Sight (20)
- Dark Sight (20)
- Life Sight (40)
- Night Sight (30)
- Vision Acuity becomes 2 times human normal (20)
- Vision Acuity becomes 3 times human normal (40)

Specialized in an Adventuring Skill (15 / 20 / 25)

This strength may only be picked once. The strength is taken now but may be saved for an Adventuring Skill the character does not know. The character becomes specialized in the use the skill. The exact benefit of the strength depends on the original dice rating of the skill taken.

- A Hard 3 Becomes Hard 2
- A Hard 2 Becomes Regular 1
- A Regular 1 Becomes Easy 2
- An Easy 2 Becomes Easy 3
- An Easy 3 Becomes Easy 4

For example, if the character applies this to a skill that has the following rating:

Dice: Regular 1

This skill's dice rating would become Easy 2, meaning that the character could roll the dice twice when trying to gain a level in the skill.

The cost of the strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength

costs 15, if Regular then it costs 20 and if Hard then the cost is 25.

Specialized in a Spell (15 / 20 / 25)

This strength may only be picked once. The strength is taken now but may be saved for a spell the character does not know. The character becomes specialized in the spell. The exact benefit of the strength depends on the dice rating of the spell taken.

- A Hard 3 Becomes Hard 2
- A Hard 2 Becomes Regular 1
- A Regular 1 Becomes Easy 2
- An Easy 2 Becomes Easy 3
- An Easy 3 Becomes Easy 4

For example, if the character applies this to a spell that has the following rating:

Dice: Regular 1

The spell's dice rating would become Easy 2, meaning you would roll the dice twice when trying to gain a level in the spell.

The cost of the strength depends on the initial (unmodified) dice rating of the spell. If the original dice rating is easy, then this strength costs 15, if Regular then it costs 20 and if Hard then the cost is 25.

Specialized in a Weapon Skill (15 / 20 or 25)

The character may only choose this strength once. The character becomes specialized in the use of a weapon. This means that it is easier to gain levels in the chosen weapon skill. The exact benefit of the skill depends on the dice rating of the weapon.

- A Hard 3 Becomes Hard 2
- A Hard 2 Becomes Regular 1
- A Regular 1 Becomes Easy 2
- An Easy 2 Becomes Easy 3
- An Easy 3 Becomes Easy 4

This means that if a weapon had a dice rating of Regular 1, it would become Easy 2; the character would be able to roll two dice whenever trying to gain a level in the weapon.

The cost of the strength depends on the initial (unmodified) dice rating of the spell. If the original dice rating is easy, then this strength costs 15, if Regular then it costs 20 and if Hard then the cost is 25.

Spell Master (45)

Only character's that Focus in Magic can take this benefit. It removes any limit to the

number of spells a character can learn in any given level.

Spell Mastery (50)

Only a character that has a Focus in Magic may take this benefit. The character may attempt to cast one spell per day that is not currently known to the character (i.e., he can cast any spell in the book). The character cannot cast the spells that have been made by other players, just those found in the manual. The spells level must be equal to the level of a spell the character actually knows (i.e., the character cannot cast a five-word spell if he only knows two-word spells). The characters synergy level in this spell is 10+0.

Spell Resistance (5)

Once per battle, the character may retake a failed Spell Resistance roll.

Spell Specialization (15 / 20 or 25)

The character may only pick this strength once. The character becomes specialized in a spell of his / her choice. The character may save this pick and give it to a spell that he / she does not yet know. When taken, the character adds +3 to the dice roll whenever he / she tries to gain a level in the spell. The cost of the strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength costs 15, if Regular then it costs 20 and if Hard then the cost is 25.

Spell Speed (15)

The character subtracts one point from his attack rank when casting a spell.

Stay Awake (15)

The character will never fall asleep on guard duty. In addition, the character has a straight 20% chance to avoid the affects of any spell that would put him / her to sleep (this roll would be in addition to any other rolls he would be allowed to make against the affect).

Take a Blow (25)

Add 1d4 to the characters Wound Resistance. This is in addition to any dice that the character may already have in wound resistance.

Tiger Spirit (40)

The character's soul points increase by 2d20 points.

Toughen hide (10)

The character's hide is a lot tougher than normal. The character's wound resistance goes up by +1 point.

Tongues (5)

The character may learn a new language (spoken only) in a week. The character starts with 3d4 languages.

Two Weapon Fighting

See Dual Weapon Skill

Weak Regeneration (15)

Add +3 to the character's natural healing rate. This strength is cumulative to other bonuses or strength that increases the character's natural healing rate.

Weapon Groups (Varies)

Only characters that focus on fighting skills may take the Weapons Group Strength. Many weapons are very similar in nature and can be grouped or classed together. The weapon groups are listed below along with the corresponding cost. When you pick the Weapons group, it means you only train in one weapon in the group and can use the rest with nearly full effect (plus four to your to-hit rolls for all non-trained weapons in the group – a penalty that is not diminished through synergy bonus in the trained weapon). The weapon groups are given below. Following the name of the group is the cost to choose that weapon group.

One handed straight Swords (10)

One handed curved Swords (10)

Two Handed Swords (5)

Daggers (5)

Axes, One Handed (5)

Axes, Two Handed (5)

Bows (20)

Guns, Long Barrel (25)

Guns, Hand (25)

Crossbows (10)

Pole Arms and Pikes (10)

Shields (15)

Weapon Master (25)

Only character's that focus on weapon skills can benefit from this skill. It removes any limit to the number of weapons a character can learn.

Weapon Specialization (15 / 20 or 25)

The character may only pick this strength once. The character becomes specialized in a Weapon skill of his / her choice. The

character may save this pick and give it to a skill that he / she does not yet know. When taken, the character adds +3 to the dice roll whenever he / she tries to gain a level in the weapon skill. The cost of the strength depends on the initial (unmodified) dice rating of the skill. If the original dice rating is easy, then this strength costs 15, if Regular then it costs 20 and if Hard then the cost is 25.

Worship Another Race Deity (30)

This strength allows you to worship any of the character race deities found in the game. If you intend to worship a deity of your own race, then you should pick the Deity Worship strength rather than this strength. Note that this strength allows you to worship. Each deity has its own worship requirements that often include an expenditure of affinity points when you start your worship skill. Make sure that a deity you want to worship is in the game before picking this strength.

Worship to a Monster Deity (40)

This strength allows you to worship any deity in the game, including monster deities. If you intend to worship one of the deities that belong to your character's race, then you should pick the Deity Worship strength rather than this strength. If you intend to worship a character race deity rather than one of your own race deities, then pick the Worship Another Race Deity. Note that this strength allows you to worship. Each deity has its own worship requirements that often include an expenditure of affinity points when you start your worship skill. Make sure that a deity you want to worship is in the game before picking this strength.

Weaknesses

Weaknesses help to offset the strengths characters get. They are the payment for getting a bonus. The LW always picks the first weakness a character gets. The player that is rolling up the character picks all remaining weaknesses.

Canceling Strengths

No weakness should be picked or assigned if it will directly cancel out a strength that has been picked by the character. This restriction on weaknesses only applies to strength that are picked by the character, you can assign

weaknesses that cancel out the natural strengths of the race.

Attacked From Behind (15)

The character is unable to detect an attack from behind, regardless of his current set of skills. There is no way for the character to lessen the affects of an attack from behind (the attacker always gets to re-roll his / her to-hit and damage dice.

Bad Luck (10)

Once per game day the LW may have the character re-roll one dice. If the second roll indicates failure then the character may not use a point of luck to retake the roll.

Battle Dullness (10)

The character tends to loose track of what happens in a battle. The character must retake any successful Awareness roll when finishing off his current group of "toe to toe" opponents.

Blow Weakness (5)

The character's TKA gets a minus one penalty. This weakness cannot be taken by the Fairy or Gnome race.

Cannot React (40)

The characters react figure can never be greater than 12.

Deep Sleeper (5)

The character has double the normal chance of being in a deep sleep. If not in a deep sleep then the character is in a normal sleep (no light sleep for this character)

Fear of Darkness (20)

The character hates the dark. If there is no light source present then all of the character's rolls base level and synergy bonus in all skills is halved (i.e., a level of 18+22 becomes 9+11). All skills are affected (remember, spells, weapon use are skills and are affected).

Fear of a Specific Creature (15)

The LW chooses a common creature (i.e., Orc, Goblin, Ogre, Troll etc.) Whenever the character fights this type of creature (or one of these creatures is in the group of monsters the group is fighting) then the character's base level and synergy bonus in all his or her skills is halved. This weakness can be taken with the Fearless strength. If it is, then the character is fearless in all situations except for those involving this specific creature.

Fewer Skills (15)

The number of adventure skills the character can learn is either halved or decreased by four; whichever is the lesser of the two amounts.

Groggy (15)

The character has trouble waking up. When the character does wake up he / she rolls 1d10. The result is a penalty that is applied to all his / her dice rolls. For each full round of combat the penalty decreases by one point until it is gone (and the character is awake). This penalty is in addition to any penalty the character may have for being in a normal or deep sleep.

Harder Adventuring Skill Training (15)

A character that has a Magic Skill focus may not take this weakness. When taken, the character must roll percentile each time he / she goes to learn a new adventuring skill. If the percentile roll is 25% or less, then the character utterly fails to learn the new skill. The character may try to learn the skill again, but doing so incurs the normal costs in time, money and affinity associated with learning a skill.

Harder Spell Training (15)

A character that has a Fighting or Skill focus may not take this weakness. When taken, the character must roll percentile each time he / she goes to learn a spell skill (just the spell, not the individual words that make up the spell). If the percentile roll is 25% or less, then the character utterly fails to learn the new spell. The character may try to learn the spell again, but doing so incurs the normal costs in time, money and affinity associated with learning a skill.

Harder Weapon Training (15)

A character that has a Magic or Skill focus may not take this weakness. When taken, the character must roll percentile each time he / she goes to learn a weapon skill. If the percentile roll is 25% or less, then the character utterly fails to learn the new weapon skill. The character may try to learn the skill again, but doing so incurs the normal costs in time, money and affinity associated with learning a weapon skill.

Harder Melee Attacks (20)

A character with a Magic Focus or a Skill Focus cannot take this weakness. When taken, the character adds +3 to the dice roll

whenever he or she attacks with a melee weapon. This +3 cannot be negated having a high synergy bonus in the melee weapon being used. This penalty is not assigned to missile weapon rolls.

Harder Spell Casting (20)

A character with a Weapon Focus or a Skill Focus cannot take this weakness. When taken, the character adds +3 to the dice roll whenever he casts a spell. This +3 cannot be negated having a high synergy bonus in the spell being cast.

Hates Bush (20)

If given to an Elf or Fairy, this is treated as a 30-point weakness. The character hates being in the bush and surrounded by trees and creepy crawly things. It just totally creeps him or her out. Whenever the character is in the bush (or on a trail through the bush) the character's base level and synergy bonus in ALL skills is halved (this means that if the character has an 18+26 in a skill, their new level is 9+13). Such is the way with mental disorders.

Hates Cities (20)

The character finds cities too creepy for words. Whenever the character is in a city of any kind the character's base level and synergy bonus in ALL skills is halved (this means that if the character has an 18+26 in a skill, their new level is 9+13).

Hates Cold (20)

This weakness counts as a 30-point weakness if given to a Trock. The character really has problems with the cold and being cold (and only half of the problems are in his or her head). Whenever the character is in a place of extreme cold, all of the character's base skill levels as well as his or her synergy bonuses in those skills is half normal (i.e., a skill level of 18+26 becomes 9+13).

Hates Deserts (20)

If given to a Calt, Leonid or Lazinar this is treated as a 30-point weakness. Deserts and badlands creep the character out. When in these areas, the character base skill level as well as his or her synergy bonus in all skills is halved. This means that if the character has an 18+26 in a skill, their new level will be 9+13 in the skill.

Hates Mountains (20)

If given to a Dwarf, this is treated as a 30-point weakness. The character hates being in

the mountains. It just totally creeps him or her out. Whenever the character is in the mountains the character's base level and synergy bonus in ALL skills is halved (this means that if the character has an 18+26 in a skill, their new level is 9+13). Such is the way with mental disorders.

Hates Swamps (20)

If given to a Nagis, this is treated as a 30-point weakness. The character hates being in a swamp. It just totally creeps him or her out. Whenever the character is in a swamp the character's base level and synergy bonus in ALL skills is halved (this means that if the character has an 18+26 in a skill, their new level is 9+13). Such is the way with mental disorders.

Hinder Spell Casting (30)

A character with a Weapon Focus or a Skill Focus cannot take this weakness. When taken, the character adds +5 to the dice roll whenever he or she casts a spell. This +5 cannot be negated having a high synergy bonus in the spell being cast.

Hinder Weapon Use (30)

A character with a Spell or No Focus cannot take this weakness. When taken, the character adds +5 to the dice roll whenever he or she makes a to-hit dice roll with a weapon. This +5 cannot be negated having a high synergy bonus in the spell being cast.

Low Resistance to Poison (20)

The character takes double damage from all poisons.

Magic Item Bane (40)

Magic items may not work for the character. When the character gets a new magic item, have him roll a d20. On a roll of 6+ the item works normally for the character. On a roll of 5 or less that item will not work for the character, nor will it ever work for the character. The item is undamaged or unharmed by this, it is the character's problem, nothing more.

Magic Ineptitude (15)

A character that has a Fighting or Skill focus cannot take this weakness. The character that takes this weakness must spend twice the normal amounts (in affinity points) to learn spell words and spells.

Magic Weapon Phobia (50)

The character has a fear of magic weapons and will not use them.

Metal Armor Phobia (30 or 40)

A character with a Magic or Skill focus cannot take this weakness. The character has a phobia against metal armor. He will never put on a set of metal armor.

This weakness is worth 30 points to a character with No Focus and 40 points if the character has a Fighting Focus.

Hard to Learn React (20)

The characters React figure is very hard to increase. This means that the character must re-roll the dice if the first roll indicates that he would have increased the stat. In affect the dice rating for the React Stat goes from Regular 1 to Hard 2.

Mental Fur Ball (25)

The character easily loses track of things. After the character's current opponent (or set of opponents) is finished off, the character must roll percentile. On a roll of 20 or less, he / she stands around trying to figure things out for 1d3+1 combat rounds. If the roll is 21 or more, then one round is lost as the character tries to catch up to current events. The Awareness skill cannot be used to negate this penalty.

Missile Magnet (30)

Any arrow, bolt or bullet that hits the character will do maximum damage (do not roll for damage).

Non-Metal Armor Phobia (10)

A character that has a Weapons Focus cannot take this weakness. The character has a Phobia against non-metal armor. The character will not wear any type of non-metal armor.

Potion Avoidance (15)

The character will not willingly take a magic potion

Skill Ineptitude (10)

One of the characters current skills becomes harder to learn. The Legend Weaver, not by the player, chooses the skill in question (although it should not be a skill the player has used a strength to make easier to learn). The dice needed by the character to learn the skill in question changes as follows.

A Hard 3 Becomes Hard 4

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A Hard 2 Becomes Regular 3
Regular 1 Becomes Hard 2
An Easy 2 Becomes Regular 1
An Easy 3 Becomes Hard 2

This weakness should only be applied to a skill the character currently has.

Sleepy Head (5)

The character has +30% chance of falling asleep for each hour spent on guard duty.

Slow To React (10)

Whenever the character makes a react skill check, he adds +3 to the dice roll. This penalty cannot be negated by a high synergy bonus in the React skill.

Smaller than normal (5)

This weakness cannot be taken by the Fairy or Gnome race. Subtract 1d6 from the character's power rating and 1d2/10 (either .1 or .2) from the characters RS rating. The amount the character can carry goes down by 1d2 VL items.

Small size (5)

The race of Fairy cannot take this weakness (they always look like scrawny little runts). The character looks like a short little runt. Although the character looks scrawny and weak looking, he / she has normal stats. Subtract 3+1D6 inches from the characters height and subtract 1d10 % from the characters weight (use the races minimum race weight as a starting point for the character's weight). In addition, take 1/3 off of the character Relative Size (RS) rating.

Social Ineptitude (15)

The character acts like a peasant (social class 3) and will always act like a peasant. He will alienate any NPC with a social status greater than 3, regardless of what social class the character rolls. No individual with a social status greater than 3 will become a follower of or work for this character. His best option is to shut up and let the group do the talking for once he opens his mouth, things will start to turn ugly.

Special Sight Loss (varies- see below)

This cannot be taken if the character has gained a special sight as a Strength (i.e., a character cannot trade one sight for another). The character's sight becomes normal. The cost of this weakness depends on the type of sight lost.

Bush Sight (10)
Dark Sight (10)
Life Sight (20)
Night Sight (15)
Vision Acuity becomes human normal (10)

Spell Ineptitude (10)

One of the characters current spells becomes harder to learn. The Legend Weaver, not by the player, chooses the spell in question. The dice needed by the character to learn the skill in question changes as follows.

A Hard 3 Becomes Hard 4
A Hard 2 Becomes Regular 3
Regular 1 Becomes Hard 2
An Easy 2 Becomes Regular 1
An Easy 3 Becomes Hard 2

This penalty should not be applied to a spell skill that has already been made easier for the character to learn. That said, this weakness can only be applied to spells the character currently has (meaning it cannot be taken or given to someone who does not have a spell).

Susceptible to Cold (25)

It seems the character suffers damage from the least bit of cold (he or she is always freezing something off). The down side to this (I mean, the real down side) is that you do not roll for cold or freezing damage when a spell is cast at the character (or if he is caught in the area of affect of a cold or cold based spell). Do not roll the damage die; just take the maximum figure as the damage done to the character.

Susceptible to Electrical Damage (25)

The character finds things shocking. It is so bad that you do not have to roll for damage if the character is the brunt of an electrical attack. Anytime the character is hit by an electrical charge, the dice are not rolled; it is assumed that the maximum damage possible has been rolled.

Susceptible to Fire (25)

The character cannot be around fire without being burned. He is even likely to burn his fingers putting firewood on a small campfire. The down side to this (I mean, the real down side) is that you do not roll for fire or burn damage when a spell is cast at the character (or if he is caught in the area of affect of a fire or fire based spell). Do not roll the

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- damage die; just take the maximum figure as the damage done to the character.
- Susceptible to poison (20)
Whenever the character is hit by poison, the poison does maximum damage and duration (do not roll for damage or duration).
- Very Weak (10)
The amount the character can carry is but in half.
- Weak For your Race (5 or 10)
The Fairy or Gnome Race cannot take this weakness. The character loses half or all of his TKA and WR values. If they are halved then the weakness is worth 5 points. If they are removed completely they are worth 10 points.
- Weak Willed (35)
The character must retake any check in which someone is trying to control him. If either check indicates failure on his part, then he is taken over.
- Weakness to Lightning (15)
Any type of electrical shock will stun the character for 1d6 combat rounds regardless of the physical damage the character takes.
- Weapon Ineptitude (10)
One of the characters current weapon skills becomes harder to learn. The Legend Weaver, not by the player, chooses the weapon skill in question. The dice needed by the character to learn the skill in question changes as follows.
- A Hard 3 Becomes Hard 4
 - A Hard 2 Becomes Regular 3
 - Regular 1 Becomes Hard 2
 - An Easy 2 Becomes Regular 1
 - An Easy 3 Becomes Hard 2
- This penalty should not be applied to a weapon skill that has already been made easier for the character to learn. That said, this weakness can only be applied to a weapon skill the character currently has.
- Weapon Phobia (15)
This skill can only be picked by the Legend Weaver and not by the player. The character has a hatred of one weapon group. The LW picks the weapon group from those listed below. The character will never use a weapon from the chosen weapon group.
- One handed straight Swords (10)
One handed curved Swords (10)
Two Handed Swords (5)
Daggers (5)
Axes, One Handed (5)
Axes, Two Handed (5)
Bows (20)
Guns, Long Barrel (25)
Guns, Hand (25)
Crossbows (10)
Pole Arms and Pikes (10)
Shields (15)

Social Class and Starting Money

Roll	Social Class	Wealth Classification	Beginning in Talons
1-20	1	Very Poor	2d6*10
21-40	2	Poor	4d6*15
41-60	3	Lower Lower Class	6d6*20
61-70	4	Lower Class	8d6*25
71-80	5	Upper Lower Class	10d6*30
81-84	6	Lower Middle class	10d6*35
85-89	7	Middle class	10d6*40
90-92	8	Upper Middle Class	10d6*45
93-94	9	Lower Upper class	10d6*50
95-96	10	Upper Class	3d6*1000
97-98	11	Upper Upper Class	4d6*2000
99	12	Gentry	5d6*4000
100	13	Nobility	5d6*10000

Reading and Writing

The character's ability to read and write is largely based on the character's social status. That said, a character that has a magic based focus is always able to read and write his or her own language. Other character's that can cast spells have a 75% chance of being able to read and write their own language.

For those remaining characters that have not taken a skill such as Education, the ability to read and write is based on the character's social level.

If the character's social class is 4 or less, there is a 5% per level of the social class that the character will know how to read and write his or her native language.

If the character's social class is 5 or higher, there is a 10% chance per level of social class that the character can read and write.

Money (What is a Talon)

A Talon is the name of the money used in Legend Weaver: The Making of Heroes. Like the dollar the Talon is made up of 100 units called Claws.

Legend Weaver: The Making of Heroes does not make use of paper money. The coin of the realm (any realm) is made of gold and silver. Most cultures do not make use of copper or other substitutes and paper money is virtually unheard of (although hand written IOU's are acceptable in some areas if a family or group hold enough influence).

The coin of the land will change (i.e., the design will change) with the passage of rulers. Older coins are accepted at full face value for a time (60 to 100 years). Older coinage is discounted since they will be re-refined in the forges of the current ruler.

Money From Other Realms

Talons are specific to humans and to the Avian Races. The other races will not accept the coins used by humans where it makes sense that they would not be accepted. An elf living in a human village will accept as payment human coins. A human living in an Elf village will be hard pressed to find an Elf that would take his coins unless the village were used to seeing them (i.e., they do a lot of trade with another human village).

Each race has its own name for the currency it uses. The Elves call their currency Leaves. Their gold and silver coins are formed to look like Leaves. One Leaf is divided into a hundred Twigs.

Dwarves are unique in that they do not produce a coin. All of their gold and silver are kept in bar form. The standard unit of money to them is called a Stone. A Stone is equal to about 1 ounce and is broken into 50 Pebbles. Silver is done the same, meaning that when you talk to dwarves about money, you must also specify if the price is in Silver Stone or Gold Stone. Ten Silver Stones are equal to One Gold Pebble (confusing isn't it... not to a Dwarf).

Each gold and silver bar used as money by the Dwarves is stamped with a weight and the Kings seal guaranteeing its weight and purity. Dwarves are very long lived, so when one ruler dies, all the bars with that kings seal are removed from 'circulation' re-refined and re-issued under the seal of the new king.

The area of Panjere described on this web site uses the Talon and Claw as the coinage of choice. Coins from the other races will be found from time to time, but this is the exception, not the rule.

Weight and Encumbrance

I have tried to simplify the use of weight and encumbrance as much as possible. In Legend Weaver: the Making of Heroes items are classed by relative size as follows.

Item Size	Equal to this many VL items
Very Tiny	-
Tiny	32 T = 1 VL
Very Small	16 VS = 1 VL
Small	8 S = 1 VL
Medium	4 M = 1 VL
Large	2 L = 1 VL
Very Large	1

If an item is small enough to be considered Very Tiny then let the character carry 25-50 of them without worrying about them. Some examples of minute items would be:

Feathers
Holy Wafers

As an approximate weight, a Very Large item is about 4 pounds, so an item that is rated as 10 VL (very large) items is about 40 pounds. Each step down the list halves the actual weight of an item, so 2 large items equals 1 Very Large Item.

I have tried to use terms that are easy to apply to items. A cup is a small item. A spoon is a very small item. With large items, think of weight. A full set of plate weighs about 45 pounds, so it equals 11 very large items. A two handed sword weighs about 12 pounds so it converts to 3 very large items. Weight is not an exact science, nor should it be. A basketball would be listed as a large item due to its size more than its weight. See the previous page for a listing that shows what items weigh as well as the cost associated with them.

How much can the character carry?

Having given you the approximate weights / encumbrance value of items the characters will likely find, you are now going to have to know how much the character's can actually carry.

Each character can carry just so many Very Large items. The numbers possible are as follows.

Calt can carry 8+1d3 Very Large Items
Dwarf can carry 12+1d3 Very Large Items
Eldorin can carry 6+1d2 Very Large Items
Elf can carry 10+1d2 Very Large Items
Fairy can carry 1 Small Items
Gnome can carry 3+1d2 Very Large Items
Human can carry 11+1d2 Very Large Items
Lazinar can carry 12+1d2 Very Large Items
Leonid can carry 12+1d2 Very Large Items
Nagis can carry 11+1d2 Very Large Items
Trook can carry 13+1d4 Very Large Items

When a character is created, you roll to see just how much the character can carry. I call this the character's Free Weight figure or the amount the character can carry out of a dungeon. The amount the character can carry does not include the character's armor and the weapons the character normally uses. **To keep things simple, I allow the character to carry basic equipment; a set of armor and cloths as well as one or two weapons without impacting the amount the character can carry while on an adventure.** This means that the Free Weight figure is the amount of junk (money and loot) the character can carry out of the dungeon).

When you go through the modules that I include, you will find that I will list the weight of most items that the group will find in a dungeon. It is very easy and fast when you consider the weight allowance as the weight that the character can carry in addition to his normal equipment. This way you can look over the table and say to a character "you can take a bag of books from the library. It is equal to about 6 VL items." A few instances like this will tell you instantly if a character is overloaded or not.

When a character buys equipment, make sure you tell them that in any item, the first is free, after that, they have to track its weight. In actual fact, so long as they are reasonable, they can take several s small items and still not have to track their weight. This means that a character can take several spikes, a rope, hammer, food and water armor and a weapon or two and not have to keep track of it (one or two days worth of food is reasonable). Those who want to take a ton of equipment do have to keep track of it.

Encumbrance Penalties

I am very lax on what a character can carry but only because I insist that they remain under that limit. If they bump over the limit on stuff found while on an adventure, the penalty is severe

(kinda makes up for being able to carry so much and it being such an easy limit to keep under). If a character carries excess to his free weight limit, then the characters base level and synergy bonus in *all* skills are halved.

In addition to this, I tell the player that the character is not allowed to just “drop” extra weight when a fight starts. I tell the player that they have to accept that their character will not accept the inconvenience of the excess loot being loose or always being dropped or the weight being overbalancing. If they carry extra, they have to accept the penalty.

Equipment table

Equipment	Weight	Cost	Weapon Name	Weight	Cost
Backpack (May carry 2 very large items)	M	40	Morning Star	VL	200
Belt, Thin (Pants Belt)	VS	10	Mall	M	200
Belt, Thick (Sword Belt)	S	25	Mall, Great	VL	500
Belt Pouch (May carry 1 small item)	S	2	Mace, Two-Handed	L	450
Boots, Soft (Fairy=VS)	VS to L	15	Net	M	250
Boots, Hard (Gnome=S, Trock=L)	VS to L	40	Poleax	VL	475
Candle (per hour of burn time)	VS	1	Spear, Held; 5-7'	L	50
Cloths, Desert	S	100	Spear, Held; 8-15 (pike)	VL	250
Cloths, Normal	M	150	Spear, Thrown	M	125
Cloths, Winter	L	400	Staff	L	15
Cord, 10' Thin	VTiny	5	Sword, Bastard	L	400
Cord, 10' Thick	Tiny	2	Sword, Cutlass	M	200
Flask, (holds one ounce)	VS	20	Sword, Falchion	M	275
Grapple	M	20	Sword, Long	M	250
Grapple + 50' of rope	L	35	Sword, Short	S	150
Hammer	S	15	Sword, Saber	M	250
Herb Healing Kit	S	300	Sword, Scimitar	M	250
Horn	S	20	Sword, Proto	L	25
Lantern, Hooded	M	50	Sword, Two Handed	L	600
Lantern, Bull's-eye	M	80	Trident	L	200
Locksmith Tool Kit	S	250	War Hammer	L	250
Mirror, Iron w/ handle; R = 6"	S	30	Whip, 15' Long	L	125
Mirror, Iron w/ handle; R = 1'	M	50	Whip, 3-5' Long	M	250
Mirror, Iron w/ handle; R = 2'	L	100			
Mirror, Silver w/ handle; R = 6"	S	500	Gunpowder Weapons		
Mirror, Silver w/ handle; R = 1'	M	1500	Type	Weight	Cost
Mirror, Silver w/ handle; R = 2'	L	4500	Arquebus	VL*3	2000
Pick Hammer	M	35	Flintlock	VL*3	2000
Purse (Will hold Very Small Item)	S	4	Hand Gun	M	2000
Quiver (per 20 arrow capacity)	M	30	Musket (matchlock)	VL*3	3000
Rations, traveling; 1 day	S	2	Musket (Refined Version)	VL*2	4500
Rope 50'	M	15			
Sack (Will hold very large object)	M	4	Shield		
Tinderbox	VT	20	Type	DA	Encumbrance
Torch (per 10 minutes burn time)	M	1	Large (Kite)	4	4*VL
Water skin (per day of water)	S	3	Large	3	2 * VL
Spike	VS	5	Medium / Normal	4	M
			Small / Buckler	5	S
			Spiked / Bladed	5	VL
			Silver	5	S
			Wooden	5	M
Weapon Name	Weight	Cost	Armor		
Arrow, Barbed	S	80	Type	APV	Encumbrance
Arrow, Bodkin	VS	40	Padded	1	4 * VL ¹
Arrow, Lightweight	VS	20	Padded	1d2	5* VL
Arrow, Normal	VS	40	Padded	1d3	6 * VL
Ax, One Handed	M	75	Padded	1d4	7 * VL
Ax, Two Handed (battle ax)	L	550	Padded	1d5	8 * VL
Bill	VL	450	Padded	1d6	9 * VL
Black Powder (1 use)	VS	250	Leather	1d2+1	5 * VL
Bolo	S	10	Cuir-bouilli	1d3+1	6 * VL
Bolt	VS	25	Lamellar	1d4+2	7 * VL
Bow, Long	L	1000	Brigandine	1d5+2	8 * VL
Bow, Short (is also a cavalry bow)	M	500	Scale	1d6+3	9 * VL
Bullet (small lead ball / pellet)	VS	10	Chain Mail	1d7+3	10 * VL
Claw, Battle	S	75	Plate	1d8+4	11 * VL
Club	M	0	Plate, Jousting	1d20+5	25 * VL
Club w/ Spikes	M	1	Plate, Field	1d6+3	6 * VL
Cross Bow, hand held		Special			
Cross Bow, Normal	L	125			
Cross Bow, Mechanical	VL	450			
Dagger, Battle	S	50			
Dagger, Thrown	S	150			
Garrote	Tiny	100			
Glaive or Guisarme	VL	450			
Halberd	VL	500			
Knife	S	50			
Lance	VL	1000			
Mace, One-Handed	M	75			

¹ This item is equivalent to four VL items.

Armor Table

Armor Type	PV Value	Encumbrance (in VL items)
Padded	1	4 VL items
	1d2	5
	1d3	6
	1d4	7
	1d5	8
	1d6	9
Leather	1d2+1	5
Cuir-bouilli	1d3+1	6
Lamellar	1d4+2	7
Brigandine	1d5+2	8
Scale	1d6+3	9
Chain Mail	1d7+3	10
Plate	1d8+4	11
Plate, Jousting	1d20+5	25
Plate, Field	1d6+3	6

Armor Restrictions

Armor protects the character from damage. As a rule of thumb, the heavier the armor the better it is at absorbing damage. This is all fine and great but the sad fact is, not all characters want to wear all types of armor and it all comes down to focus. There are no Tank Mages in Legend Weaver. Armor interferes with the casting of magic spells and the use of non-combat related skill. It is a pain, but just something you have to realize is there. Character focus and the corresponding restrictions to the armor they can wear is described below.

Fighting Focus

A character with a Fighting Focus can wear any armor found in the game.

Magic Focus

A character with a Magic Focus cannot wear armor. What protection this character has comes from his or her spells.

Skill Focus

A character with a Skill Focus can wear any type of armor up to Cuir-bouilli armor.

No Focus

A character with No-Focus can wear any type of armor up to Chain. If this character wishes to wear metal armor then he will suffer a penalty to his spell casting. Take the armor's maximum protective value roll and add this to any attempt to cast a spell (ignore magical bonuses). For example, chain armor is $1d7 + 3$ so its maximum

value is 10. This is applied as a penalty to any spell roll made by the wearer. This penalty cannot be negated through any means, even though a high synergy bonus.

Armor and Missile Weapons

Certain weapons (mainly bows and guns) may not be used with metal armors. Although good, metal armors do not allow the free movement to make proper use of the bow or gun. Note that I said proper use. You can still pull a bow string back and let loose an arrow, but forget hitting the thing you're trying to take aim at.

This means that if the character wields a missile weapon and wears metal armor, he or she must take the protective value of the armor and add it to his or her to hit roll when making a shot with the gun or bow. The character works off the maximum protective value of the armor being worn. This means that if the character were wearing chain armor (PV value of $1d7+3$) he or she would have to add 10 points to all his or her to hit rolls when using a missile weapon. This penalty is not negated by a high synergy bonus.

Casting Penalty

This is an optional rule for those who want to give it a try. The rule is basically that any character can wear any armor. The problem is that armor interferes with spell casting. To represent this, you take the average protective value (rounding fractions up) of the armor and you multiply it by the level of the spell. This is added to the to cast dice roll of any spell that is cast by the character wearing the armor.

To give an example, a character wears leather armor and wants to cast a level three spell. The leather armor has a protective value (PV) of $1d2+1$ (average protective value of 1.5 rounded up to 2). This means that you multiply the average PV value of 2 by the spell's level 3 to get a 6-point penalty to the To Cast dice roll. This penalty is not negated by a high synergy bonus in the spell being cast.

If you use this optional rule, realize that you only ever use the base protective value when working out the penalty. Magic armor does not change the penalty. So if you have a set of magic Chain Armor that gives $1d12+4$ protection, you would still treat the armor as $1d7+3$ for working out the penalty.

Armor Descriptions

I list the armor types below and give a brief description as to what they are.

Padded

Padded armor consists of several layers of cotton quilting, sometimes called aketon. They are worn under plate mail for comfort or alone for minor protection. Fabric can be increased to provide up to 1d5 points of protection. Studding fabric consists of covering the coat in small nails or pins for added protection. Small plates can be sewn into the cotton to make the armor even stronger.

Leather

Leather armor represents layers of tanned hides, which are worked to remain flexible. The leather can be obtained from many animals or creatures dependent on the imagination. The most common are horse, ox, rhinoceros, and elephant. Studded leather is made just as studded fabric is, but the studs are much larger and less frequent.

Cuir-bouilli

Cuir-bouilli consists of layers of tanned hides boiled in wax. This armor is stronger but less flexible than leather. It is studded in the same way as leather armor is.

Lamellar

Lamellar consists of vertical bands of metal overlapping each other and tied together with laces underneath them.

Brigandine

Brigandine consists of metal plates sewn under a cotton covering.

Scale

Scale is made of small overlapping plates sewn onto a cotton covering.

Chain Mail

Chain Mail is interlocked rings of iron or steel. Elfin chain is made of a strange metal alloy the forging of which is known only to the oldest elves. It is light but sturdy, allowing for maximum protection and movement. It can be increased to 1d9 points of protection, depending on the alloys used, but it doubles in price for

each point of protection over 1d7. In addition, the weight of the armor becomes 8 VL items if built to 1d8 protection, and 9 VL items if built to a protective value of 1d9.

Dwarven chain is a double linked heavy chain, the secrets of which are only known to the oldest Dwarven smiths. Dwarven chain may be given a total protective value of 1d12. The Weight of such armor is equal to 14 Very Large Items. Each point of additional protection doubles the cost of the armor.

Plate Mail

Plate Mail is made of metal plates attached with leather joints. An aketon is worn underneath to prevent chafing. Plate can be increased to 1d10 points through simple addition of pieces or extra thickness' in strategic positions. The armor may also be fluted, a process that gives the armor curves that deflect blows. The cost is 500 talons per point of increase. The increase in the armors protective value increases the armors weight by 1 VL item per point of increase.

Plate, Jousting

Jousting plate armor is large and bulky. The fully decked out knight could still mount his horse but would not even think of going into battle with jousting armor on. Jousting armor is designed for one thing. To keep you alive when someone is trying to stuff a twenty foot long pointed stick up your nose. Character's who wish to enter the Jousting arena must purchase a set of jousting armor or its no go (unless of coarse, you are in the backwoods where civilized jousting rules are ignored). Jousting armor automatically puts everyone over his or her free weight limit, so the penalties you suffer from, he suffers from.

Plate, Field

Plate of this type covers the characters front torso. It was developed to provide foot troops with good torso protection so long as they did not run away (since the back is wide open). But a bigger consideration to its use was that fact that you could afford to offer a large portion of your troops fairly good protection at a reasonable cost. Field plate is still too restrictive for bowmen. The lower protective value of Field Plate comes from the fact that it does not cover the arms, legs and back. It is apiece fitted to the torso alone.

Unique Armors

The types of armor in the Legend game system are limited only by the imagination of the LW and his players. In history, armor has been made from coconut husks, rope, bark, wood, whalebone, ivory, horn, animal scales, and bronze. If the LW wishes to allow these or other types of armor into his game system he should consult the regular table and compare the new armor to the armors listed there. It should be relatively easy to determine the values required for encumbrance value, cost, etc.

Affinity Points

Affinity points are awarded through adventuring. You get affinity points for completing objectives within an adventure, for finding quest items or specific treasure items or for performing specific tasks. You also get it for role-playing your character.

Each module lists the actions or circumstances that will result in a group member or members getting affinity points. These points are recorded on the character sheet and may be used at any time. As soon as they are received you may make attempts to improve a skill or you may save them and use them to purchase new skills or spells after an adventure is over. Remember that when you purchase a new skill or spell, you must find someone with the skill or spell you want, and they must be capable of teaching it to you.

The various sections list the details on how much it costs to add a new weapon skill (see section 4) a new adventuring or life skill (see section 3) or a new spell skill (see section 5). The section on *Character Focus* lists the tables in one area (see page 6 this document).

Once you have played Legend, you will want to start developing the characters skills and starting characteristics or stats. Starting skill are well and good but are just that, starting skills. The same goes for the characters starting stats. The character's starting stats are as follows

Basic Character Stats

Wound Resistance (WR)	0
To Kill Adjustment (TKA)	0
Wounds (Wounds)	20
Soul Points (SP's)	80
Power (POW)	15
React (Rct)	5
Luck	5
Spell Resistance (SR)	5
Relative Size (RS)	1
Walking Speed (WS)	3
Charging Speed (CS)	9
Running Speed (RS)	15
Broad Jump (BJ)	3d6 feet

These stats are adjusted by race as well as by the strengths and weaknesses a player can choose for the character. But basically, these are the numbers.

Increasing the Character's Stats

Affinity can be used to develop the character's basic stats. The stats that may be increased are as follows:

Wound Resistance
To kill adjustment
Wounds
Soul Points
Power
React
Luck
Spell Resistance

The characters speed figures as well as his relative size figure cannot be changed. You are stuck with what you have (unless you change them when you create the character by picking the appropriate strength or weakness). You can change the other figures on the character sheet. How hard or easy it is to do this depends on the character's focus as well as on the stat being changed (it is just a lot harder to change some stats). Certain of the stats can only be changed so much:

- The most you can develop a character's Wound Resistance (WR) is to double the initial figure (i.e., if it is 1d8 then the most you can increase it to is 1d12).

- The most you can develop a character's To Kill Adjustment (TKA) is to double the initial figure (i.e., if it is 1d8 then the most you can increase it to is 1d12).
- You can increase a character's Power Rating by no more than 50% of its original value.

There are no limits to the increase to a characters wounds, soul points (SP's), react (Rct), luck or spell resistance (SR) stats.

Dice Check for Stat Increase

In the normal course of increasing any type of weapon, spell or adventuring skill, you roll a d20 and try to roll over the current base value of the skill. This gives you some problems with stats that are based on a dice roll or start the game greater than the dice you get to beat them. The following Stats are included in this:

- Wound Resistance
Is recorded as a dice roll.
- To Kill Adjustment
Is recoded as a dice roll
- Wounds
Only the fairy and gnome start the game with less than 20 wounds.
- Soul Points
Start the game at 80 points.
- Power
Several Races start the game with 20+ in power.

With these stats, you have a straight Two in Twenty chance of being able to increase them in any given attempt to increase them. This means you pay the cost and if you roll a 19 or 20, you increase the stat. I have kept these on a d20 because the number you need to beat may be modified in the strengths and weaknesses section when you create the character (i.e., you may have to add +3 to the dice roll, with the +3 being equal to 15%).

Luck, React and Spell Resistance

The remaining stats are broken up into basic and advanced figures. For example, the Spell resistance stat is written as follows, 18+0 once it reaches 18. This means that the basic number can never be over 18. The same goes for React and Luck. This means that it is easier to increase

these stats when they are low and gets harder as you approach 18.

Affinity Cost of Increasing a Stat

You have to pay for the chance to increase a stat. The amount you pay depends on focus and on the stat being increased. The table below gives you the values.

Focus	Fight	Magic	Skills	No Focus
WR	20	80	60	40
TKA	10	40	30	20
Power	20	50	40	30
Wounds	10	40	30	20
SP's	40	40	40	40
Rct.	20	20	20	20
Luck	40	40	40	40
SR	80	20	60	40

Each time you increase a character's Wound Resistance and the character's To Kill Adjustment use the following table as a guideline.

- +1
- +1d2
- +1d3
- +1d4
- +1d5
- +1d6
- +1d7
- +1d8
- +1d9
- +1d10
- +1d11
- +1d12
- +1d8+1d5
- +1d8+1d6
- +1d8+1d7
- +2d8
- +1d10+1d9
- +2d10
- +1d10+1d11
- +1d12+1d10
- +1d12+1d11
- +2d12

You move down the table one step at a time. This means that if your current dice is 1d10, it would become 1d11.

If you are required to roll a d5, d7, d9, or d11, roll the next biggest dice and re-roll if you roll more than the bonus can be (i.e., if you want 1d7 roll a d8 and re-roll an eight).