

Movement

Speed	yards per minute	feet per round	time base	save attack
Semiconscious	movement	half movement	endurance rounds	-
Combat	twice movement	movement	endurance minutes	0 0
Dash	6 times movement	3 times movement	endurance minutes	-1 4
Explore	4 times movement	twice movement	endurance times 10 minutes	0 0
Walk	10 times movement	5 times movement	endurance times 30 minutes	-2 2
Jog	20 times movement	10 times movement	endurance times 5 minutes	-4 4
Run	30 times movement	15 times movement	endurance minutes	-8 8
Sprint	50 times movement	25 times movement	endurance rounds	-16 16

Chases are agility contests. The faster contestant is at +1 for every three points their movement is faster.

Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

Jumping is an agility roll with strength as a major contributor, and a bonus of 8. At two feet, the penalty is 1, and it doubles for each foot beyond that. Moving characters can add their movement to the agility roll for how far they jump.

Ability Modifiers Difficulties

Ability	Major	Minor	Incredibly Easy	+16
3	-3	-2	A Snap	+8
4-5	-2	-1	Very Easy	+4
6-8	-1	0	Easy	+2
9-11	0	0	Difficult	0
12-14	+1	0	Very Difficult	-2
15-16	+2	+1	Extremely Difficult	-4
17	+3	+2	Nearly Impossible	-8
18	+4	+2	Practically Impossible	-16

Careful attempts are at +1, and extra careful attempts at +2. **Carefulness** increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

Failures cannot be re-rolled, even by another character. Each roll can be tried once individually and once by group effort.

Classical Sorcerors

Movement is reduced by a spell's casting time. It takes effect level plus one verve to cast a spell.

Gods & Monsters



Beyond here lie dragons

Sorcerer

Conflict

Attack rolls are against an 11 or less.

Surprise: Awareness grants a bonus of 4; sleeping is a penalty of 6. Surprise means no action in the first round, and a penalty of 2 to defense and 3 to attack thereafter. A willpower or fortitude roll is required to become unsurprised.

Unconsciousness: Targets who gain injuries must make a Fortitude roll or fall unconscious at the end of the round. Injury point penalty applies.

Death: Targets who gain injuries that exceed current survival contest their injuries with their Endurance. Injury point penalty applies. Unconscious characters gain a bonus of two. Death occurs after Endurance minus injuries minutes or (if unconscious) hours.

Called Shot: A character may take a -3 attack and focus the attack on a specific location. Effects will vary.

Cover: Warriors gain +1 defense for weak cover, +2 for strong, and +3 for full. Non-warriors get +0, +1, and +2.

Covered: If the target is "covered", the attacker gains a free attack at +4 attack and +1 damage. If the target attacks first, successfully contesting the attacker, the attack is not free.

Firing into close combat: Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target's adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent must make an Evasion roll with defense as a bonus or be hit.

High Ground: +1 to either attack or defense.

Immobilized Target: Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

Non-defending opponent: Attacking a non-defending or unaware opponent is at +4 attack.

Quickdraw: A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

Knockout: Called shot against covered, unaware, surprised, or immobilized target required. Target allowed evasion roll, with a bonus according to headgear. If unsuccessful, one point of the damage adds to the target's injuries. Warriors may allot two combat points to do up to two injury points.

Immobilization: For a -2 defense, an attacker may try to immobilize a target. A called shot is required. An evasion roll is allowed at +2 for each size difference the target is larger than the attacker. Once partially held, the combatants are in a fortitude contest, with the larger of the two gaining a bonus of 4 for each size difference. If the target succeeds, the hold is broken; if the attacker succeeds, the target is immobilized and further fortitude rolls at -3 are required to break the hold. While partially held neither combatant may attack.

Unseen targets: Attacks against unseen targets, if the attacker is basically aware of the target's location, are at a penalty of 3 in close combat, 6 in ranged combat.

Covered, immobile, & non-defending do not combine.

Upkeep & Maintenance

Poor: 1 monetary unit per week

Basic: 1 monetary unit per day

Extravagant: 10-100 monetary units per day

Weapons: 10% weapon cost per year

Armor: 5% armor cost per month

Riding animals: 10% per month

Other animals: 5% per month

Experience

1. **Using mojo.** Characters gain 50 experience per mojo used on archetypal rolls. If the character's total is enough to gain a level, advancement occurs immediately. The character gains any bonuses of the new level, if the player has planned them.
2. **Meeting strange creatures.** Characters gain experience for each encounter any member engages outside of conflict; gained when the adventure ends.
3. **Conflict.** The group gains experience for engaging in dangerous conflicts. This experience is shared by all members of the group at the end of the adventure.
4. **Losing Loot.** The group gains two experience for each monetary unit lost or given away. Loot must have been acquired from evil or hostile encounters, or freely given by good or allied owners, as the result of an adventure. Loot must be lost with no expectation of benefit. This experience is shared by all members at the beginning or end of an adventure.

Spending Mojo

1. Failed but useful archetypal rolls: bid as much mojo as you are willing to spend to succeed. Mojo will only be used as necessary to turn a failed roll into a success. Character gains 50 experience per mojo. If mojo used is enough to increase field (or gain skill, if appropriate), do so.
2. Return to semi-consciousness: 1 mojo
3. New field: 11 mojo for field at +1 and one skill.
4. New skill in an existing field: 5 mojo, or 7 mojo for restricted fields.
5. Field bonus: 4 mojo plus the field's current bonus.
6. Ability increase: twice current ability for archetypal ability; thrice for other abilities.

Mojo spent on fields and skills at the same time as the field is used grant the mojo spent as a bonus on the roll.

If mojo spent to make a roll successful is enough to have increased the field or gained the skill or field, do it.

Archetypal mojo must always be useful.

Practical mojo must always have a purpose.

Sorcerors

Sorcerors may acquire new spells for three mojo per spell level.

The sorcerer must have ten times the basic spell components for experiments. When using archetypal mojo, this cost is unnecessary.

Compatibility rolls apply to spells not acquired through archetypal mojo: Learning, at a bonus of 6, and a penalty of spell level. On a failure, the character may try again at a later level for two mojo and five times spell components on hand.

If a classical sorcerer has the mnemonic formula for a spell, mojo costs are only 2 per spell level.