

F.A.T.A.L.

FANTASY ADVENTURE TO ADULT LECHERY
THE MOST DIFFICULT, DETAILED, REALISTIC, AND HISTORICALLY/MYTHICALLY
ACCURATE ROLE-PLAYING GAME AVAILABLE.

by

FATAL GAMES

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F.A.T.A.L. was originally conceived on Oct. 25, 2000.

Welcome to a fantasy medieval role-playing game that focuses on realism and detail whenever possible without sacrificing fun. Despite the focus on realism, several tenets of fantasy are assumed. In the world of this game, magic exists as well as spellcasters such as mages, witches, and druids. Second, fantastic creatures roam the world, including goblins and dragons, among others. Finally, hundreds of deities exist, and moreover these gods are concerned with their worshippers, the state of the world, and their own deific interests. Aside from these basic assumptions of fantasy, realism is sought in every other respect and applied to these fantastic tenets as well as the gaming world and role-playing system.

What is a Role-Playing Game?

A role-playing game is a game in which the participants make decisions as though they were a certain character. The decisions a player may make are incredibly diverse compared to other games. For instance, assume you are an adventuring knight who has just fought his way to the top of a dark tower, finding a comely young maiden chained to the wall. What would you do? Some may choose to simply free the whimpering wench. Others may free her while hoping to win her heart. Instead of seeking affection, some may talk to her to see if they can collect a reward for her safe return. Then again, others may be more interested in negotiating freedom for fellatio. Some may think she has no room to bargain and take their fleshly pleasures by force. Others would rather kill her, dismember her young cadaver, and feast on her warm innards.

As you can see, the number of decisions one could make with one simple situation can quickly become overwhelming. Typically, this is the attraction of role-playing games. No other game allows so much individual choice, and consequently, so much fun.

Events in the game do not occur merely by the will of the player, however. Instead, decisions and outcomes are mediated by odds and rolls of the dice. Hence, this book is full of rules and guidelines based on odds. Do not let the sheer volume of information be intimidating; as a player you will not need to memorize it, though familiarity helps.

The best definition is that a role-playing game is a game that allows players to utilize their full potential for imagination and enjoyment within a controlled setting.

Necessary Gaming Materials

In order to play this game, some materials are necessary. First, it is most convenient to have a separate copy of this book for each player, as it will be used often. Next, a set of gaming dice is necessary, which may be purchased at most hobby stores and some bookstores. Sets of gaming dice usually include one 4-sided, one 6-sided, one 8-sided, two 10-sided (or percentile dice), one 12-sided, and one 20-sided die. Another book entitled Grimoirium Genitoris (Grimoire of the Gods) will be very useful, and necessary if anyone plays a priest as a character. Further, numerous pencils, erasers, scratch paper, and graph paper come in handy. Miniatures are available from several companies for purchase and are useful for combat situations, though they are not required for play; any coin could be used instead to represent a character. A gaming mat which is drawn in a 1" grid may be purchased or easily made, and is used on which to place the miniatures. Calculators, while not required, are recommended. Finally, a small group of gaming participants, typically 4-8 players, is best. Here is a review:

- Numerous copies of this book
- Gaming dice (d4, d6, d8, d10, d12, d20)
- Acedia Campaign Setting
- Grimoirium Genitoris (Grimoire of the Gods)
- Grimoirium Monstrum (Grimoire of Monsters)
- Grimoirium Vita Futura (Grimoire of the Next World)
- Pencils, erasers, scratch paper and graph paper
- 25mm Miniatures or small markers such as coins
- Gaming mat (1" grid)
- Calculator
- Players

Terminology

Some terms used throughout the game need to be understood. When a die is to be rolled, the type of the die (how many sides it has) usually appears after a 'd', designating the die. For instance, 'd12' indicates that one twelve-sided die is to be rolled. If a number appears before it, such as '3d12', then three twelve-sided dice are to be rolled, and the numbers added together, which this example produces a range from 3-36. Finally, a number may follow as a modifier, such as '3d12 + 2', which means that three twelve-sided dice are rolled and added together as before, but now two is added to the sum. This particular example produces a range from 5-38. Additionally, 'd%' or 'd100' indicates that two ten-sided dice are to be rolled, but the results are not added together. Instead, one die (which is announced beforehand) is interpreted as the 'tens' position and the other as the 'ones' position. So, if two ten-sided dice were rolled, resulting in a 6 and a 9, and the die which resulted with a 6 was announced as the 'tens' position, then the results would be interpreted as 69. If the results are a 10 and a 10 (probably a 0 and a 0 on the dice), then this is interpreted as 100. Finally, a 'd1000' is possible, which simply requires three ten-sided dice, with the third die being interpreted as the 'hundreds' position.

Math

No math is introduced in this game which is more complicated than basic algebra, and even that is relatively rare. One rule that applies to all calculations is that whenever a decimal remainder exists, such as if a character has 53.96 points of Intelligence, the number is truncated or the decimal is discarded. So, this particular individual would have 53 points of Intelligence. While this game attempts to simplify any math that may be involved, percentages are used frequently. Here are a few helpful reminders, which will use 77% as the modifier consistently:

- 77% of any value (say, a character's Strength score of 130) is equivalent to multiplying the value (130) by 0.77. In this example, 77% of 130 is 100.

- If a value (say, an Intelligence score of 115) is reduced by 77%, then only 23% remains. In this example, 23% of 115 is 26.
- If 77% is added to any value (say, 22 points of damage due to Strength), then the value is multiplied by 1.77. In this example, an additional 77% of 22 results in a total of 38 points of damage ($1.77 \times 22 = 38.94$).

Roles

Two fundamentally different roles must be fulfilled for a game to occur, and hence this game requires at least two people. One person must assume the role of the Maim Master (hereafter referred to as the MM). While the MM does much more than maim, this is the nickname that has been acquired due to the frequency of injury to characters. MM's do not create and role-play one character as do the players of the game. Instead, the MM directs the game, often acting as a referee or a storyteller.

Essentially, before the game the MM devises a plot or a purpose to the game. For example, one plot may be for the characters to happen upon a dungeon in the wilderness, and to encourage them to enter and combat its inhabitants. If this were the case, prior to the game the MM would draw a map of the dungeon on graph paper. Next, the MM would stock the dungeon with monsters, traps, and treasure for the characters to encounter. During the game, the role of the MM is to explain to the players what their characters see and hear as they enter and traverse the dungeon. Further, as the characters encounter monsters, the MM role-plays the monsters, representing them against the characters.

The players, on the other hand, create one character apiece, and role-play that character for the game. For example, a player named Ryan may create a character who is by occupation a thug, and names the thug Torturon. Throughout the game, Ryan role-plays Torturon, making gaming decisions as though he actually were Torturon. Typically, several players work together, creating a small group of unique characters, each with their own talents

and shortcomings. Together, the small group of adventurers attempts to tackle a dilemma or plot devised by the MM.

The role of the MM is more complicated than that of a player, as a good and entertaining MM must be familiar with everything that players are familiar with, but also be familiar with their own role. For this reason, this book has been arranged so that information for players is presented before information for MM's. If you are new to the game, the best suggestion is to read this book.

Creating a Character

Aside from having the necessary gaming materials listed above, the game cannot be played without a character. Each player must progress through this book, chapter by chapter, to create a character. Before you begin, you will need a character sheet. If you do not have one handy, you may photocopy the template presented in an appendix of this book. These sheets are a handy means of recording character information. As you progress through the chapters of the book, making rolls of the dice and decisions, the results must be recorded on your character sheet. A friendly tip is to record the information with a pencil and to not write heavily-handedly; a lot of the information is subject to change. During the game, you will continually refer to your character sheet.

Not every chapter, nor every part of each chapter, will be used while creating a character. Nonetheless, the most convenient method is to progress through the book page by page to avoid missing anything. When in doubt, information relevant to character creation is listed in the beginning of each chapter, though some chapters, such as *Chapter 1: Abilities* are vital, while others such as *Chapter 16: Advancement* are irrelevant to creating characters. In general, the more relevant the information to creation, the sooner it appears in the book.

Character creation is often as fun as the game itself, due to the seemingly infinite variety of possible characters. For instance, regarding only the first chapter, there are at least 1140 (57 x 20) combinations possible!

Warning

This role-playing game is not intended for children due to violent and sexual content. It is entirely possible to play this game without a character entering a single combat or sexual situation, though information and tables for sex and violence are provided so that it may be used or dismissed as deemed appropriate by each gaming group. The information in this game does not represent the world-views of Fatal Games, nor is extreme violence or extreme sex condoned by Fatal Games. Instead, the information is included for comprehensiveness.

For instance, the detail of violence may exceed that of other role-playing games, as crucial damage may explicitly explore the destruction of many body parts and internal organs. Similarly, characteristics of genitalia are often determined and utilized, such as penis size or maximum vaginal circumference. Further, role-playing situations that accurately represent mythology are likely at some point to include rape, molestation, encounters in brothels, or possibly situations that deviate more from social norms. While the objective of the game is not intended to be any of these in their own right, sex and violence may reasonably come up depending on the circumstances, and have been detailed in gaming terms herein. Therefore, Fatal Games advises minors not to participate in this game, and suggests that the players and MM discuss the appropriateness and degree of sex and violence for their gaming group.



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CHAPTER 1: ABILITIES

Abilities are a character's capacities. With few exceptions, abilities are unchanging. There are five core abilities (Physique, Charisma, Dexterity, Intelligence, and Wisdom), each with four sub-abilities. To determine your character's abilities, begin by calculating each of the twenty sub-abilities. For each sub-ability, roll 4d100, divide the sum by 2, and subtract 1 from the result. Numerically, this creates a range of 1-199 for all abilities and the average of each ability is 100, similar to a modern I.Q. test. It may be easier to look at the formula:

$$(4d100/2) - 1$$

Then, simply average each group of four sub-abilities to determine the core ability. For example, average your sub-ability scores for Physical Fitness, Strength, Bodily Attractiveness, and Health to determine your ability score for Physique.

As you progress through other chapters during character creation, other modifiers may adjust your ability scores, such as gender, age, and race. The tables consider a score of 100 as the average for all humans. For instance, if a male rolls a Strength sub-ability score of 100 and is horrified that the average Bench Press is 120 pounds, as noted above this is also an average for gender. Later, to resolve this example, males will receive a bonus for Strength. For now, simply determine your sub-ability scores and record them on your character sheet, which is available in the back of this book as *Appendix 1: Character Sheets*. Finally, observe that when these sub-abilities and abilities are initially determined for a character, they are determined for young adults. After the sub-abilities are described and the tables presented, aging effects are illustrated, which must be referred to throughout the character's life. The last part of this chapter details how two abilities, Physical Fitness and Strength, may be increased through persistent exercise, and also an alternate rolling method is presented.

Lastly, these abilities are arranged not in an order of importance (they are all important), but in an order which progresses from concrete (Physique) to abstract (Wisdom).

Physique

The most obvious of all abilities, physique is comprised of Physical Fitness, Strength, Bodily Attractiveness, and Health. High physique ability scores indicate a body which is trim, strong, well-proportioned, and resilient.

Physical Fitness – Often considered endurance or stamina, a character's Physical Fitness is not concerned with the size or strength of the muscle, but its ability for durative exertion. Characters with high Physical Fitness have low body fat and are able to perform exerting activities for long durations, such as sprinting. Physical Fitness may negatively affect another sub-ability of Physique: Bodily Attractiveness. If someone is fit, their body and figure may be attractive or ugly. However, if a character is fat or out of shape (not fit), then they are likely to have a lower Bodily Attractiveness. Physical Fitness determines a character's Sprint speed per round according to their race. The Sprint skill in *Chapter 8: Skills* has more information on sprinting, running, jogging, walking, and forced marches. To determine the distance in terms of miles walked per hour, divide the Sprint speed by 58. This sub-ability may be increased with Persistent Exercise, as detailed at the end of this chapter. Physical Fitness affects skills such as Climb, Contortion, Jump, Mountaineering, Sprint, and Swim.

Strength – Strength refers to the size of the character's muscles and the amount of force that may be generated. Characters with high Strength are able to exert considerable force and move impressive amounts of weight. Specifically, Strength entails measurements of the Clean and Jerk (amount in pounds that may be lifted and pressed above one's head), Bench Press (pressed away from one's chest), and Dead Lift (lifted from the ground, but unable to move about with). If the Clean and Jerk is attempted with only one hand, 40% of the weight on the table may be pressed. In *Chapter 9: Equipment*, the amount listed for Dead Lift will determine a character's Encumbrance; two other measures are included: Pull and Push. Finally, Strength has a Skill Modifier for use with the skills in *Chapter 8: Skills*, such as Blacksmithing, Brawling, Climb, Dismemberment, Hurl, Impaling, Mangling, Mountaineering, Stonemasonry, Swim, General and Spe-

cific Types of Weapons, Weapon Mastery, and Wrestling. Strength also affects the amount of damage a character inflicts with melee weapons. For instance, a Strength score of 115 indicates that an additional 29% of normal damage occurs. Concerning Strength, this table is designed with the understanding that Medieval folk had no access to weight rooms, steroids, vitamin pills, protein shakes, or calculated diets. However, Strength may be increased with Persistent Exercise, as detailed at the end of this chapter.

Bodily Attractiveness – Usually, this portion of a character's Physique is comprised of the attractiveness of their frame and how appropriately muscles and fat are distributed over their skeletal frame. For example, people with low Bodily Attractiveness may have disproportionately long or short arms, legs, or upper body. The female figure is a major component of this category, such as the measurements of Bust, Waist, and Hips. The size of a male character's Manhood, however, is determined in *Chapter 3: Body*, as are other female sexual measurements, such as Areola Size and hue, Nipple Length, and Vaginal Circumference Potential. Bodily Attractiveness affects skills (see *Chap. 8: Skills*) such as Seduction and Sexual Adeptness.

Health – Healthy characters are not sickly or prone to illness, have fewer allergies, are unaffected by poison ivy, vomit only rarely, have better hearing (see Sound in *Chap. 8: Skills*), and maybe most importantly, respond well to shock and injury. The modifiers for Allergies and Intoxication are explained in *Chapter 3: Body*. Regarding skills, Health is useful with Sound and Urinating. Perhaps Health is most useful when considering Crucial Damage (see *Chap. 10: Combat*).

Charisma

The ability of Charisma is the appeal of a character to others based on four sub-abilities: Facial, Vocal, Kinetic, and Rhetorical Charisma. High Charisma is indicative of a beautiful countenance, voice, movement, and style of speech.

Facial – Distinct from all other forms of attractiveness, this only considers the beauty of the character's hair, eyes, complexion, facial structure, and expressions. Characters with low Facial Cha-

risma may seem to have one eyebrow instead of two, severe acne, an ugly birthmark, a large nose or ears, dark rings under the eyes, or disfiguring scars to list a few examples. Facial Charisma affects the skill of Sexual Adeptness (see *Chap. 8: Skills*).

Vocal – While someone may be speaking or singing in a foreign language which is not understood by the listener, factors such as tone, pitch, accent, and inflection may influence the listener to perceive them as attractive, or conversely, repulsive. On the table later in this chapter, a description of Vocal Charisma at each category of ability offers reference point for comparisons.

Kinetic – Different from the Bodily Attractiveness sub-ability, Kinetic Charisma deals not with the physical shape and appearance of the character in question, but the beauty of their bodily movements, gestures, stride, etc. On the table later in this chapter, a description of Kinetic Charisma at each category of ability offers a reference point for comparisons. This sub-ability is particularly important in Dance, Massage, and Sexual Adeptness (see *Chap. 8: Skills*).

Rhetorical – As rhetoric is the art of persuasion, this sub-ability of Charisma is concerned with the potential to make oneself seem credible, to make one's ideas or suggestions seem appealing by soliciting emotions. Rhetoric has been accused as an art of verbal trickery, a tool of political propaganda, and the opponent of reasoned and logical arguments. Just the same, it is very influential and often more influential than reasoned argument. Further, rhetoric is important for leadership. Talented rhetoricians know that the most persuasive speech rate is one which is slightly faster than the societal norm, and speak at such a rate accordingly. Average Speech Rate is indicated on the table for Rhetorical Charisma later in this chapter. It is represented in words-per-minute (w.p.m.), and is not to be confused with a character's Maximum Speech Rate, as indicated on the table for the sub-ability of Enunciation. Obviously, a character's Average Speech Rate, as listed for Rhetorical Charisma, may never exceed their Maximum Speech Rate, as listed for Enunciation. This sub-ability is useful in skills (see *Chap. 8: Skills*) such as Haggling.

Dexterity

This ability is physical precision, which is more abstract or less concrete than Physique. Dexterity is comprised of four sub-abilities: Hand-Eye Coordination, Agility, Reaction Speed, and Enunciation. A high ability score in Dexterity indicates that a character is probably nimble, moves easily and as desired, has lightning reactions, and can speak quickly and clearly if necessary.

Hand-Eye Coordination – This type of Dexterity affects skills (see *Chap. 8: Skills*) such as Aim, Ambidexterity, Basketweaving, Disarm, Forgery, Hunting, Juggling, Lock-picking, Massage, Milking, Mounted Archery, Musical Instrument, Painting, Parry, Pick Pocket, Complex Ritual, Rope Use, Sculpture, Urinating, Weapon Trick, and any other activity demanding accurate finger or hand movements. Hand-Eye Coordination determines a character's Finger Movement Precision, the finest intended precision with which fingers may be manipulated.

Agility – Differing from Reaction Speed below, Agility is not the ability to physically react to a stimulus, so much as the ability to physically carry out an action as desired, once chosen. Agility affects skills (see *Chap. 8: Skills*) such as Balance, Blindfighting, Brawling, Climb, Physical Comedy, Contortion, Dance, Disarm, Dismemberment, Hide, Hurl, Impaling, Juggling, Mangling, Mountaineering, Mounted Archery, Parry, Riding, Silence, Tumble, General and Specific Types of Weapons, and Wrestling. Finally, Agility affects Current Armor, thereby protecting those who are agile, while those with low Agility are more vulnerable to attacks.

Reaction Speed – Often considered to be mental Dexterity, Reaction Speed entails neural responsiveness such as combat responsiveness or the speed of awakening in an emergency. Those with high reaction speeds can awaken from a deep sleep and be coherently on their feet in a few seconds, or react very quickly to the many minute factors of combat. This is represented on the table as Deep Sleep Recovery, listing the number of rounds required to be alert and able to react without penalty in an emergency. Reaction Speed directly affects Initiative (see *Chap. 10: Combat*), as well as the

Blingfighting skill (see *Chap. 8: Skills*).

Enunciation - Verbal coordination is the basis of Enunciation, such as speaking quickly and not getting tongue tied, avoiding the slurring of words, and speaking clearly. Characters with low scores in Enunciation may, upon being frustrated or fearful, become unable to articulate their speech, and therefore babble incomprehensibly. Direct measures of Enunciation include how quickly a character may cast a spell, and a character's Maximum Speech Rate, which is represented in words-per-minute (w.p.m.). Few people ever speak at this rate, but this is the fastest that this sub-ability of Dexterity allows a character to speak. Obviously, a character's Average Speech Rate, as listed for Rhetorical Charisma, may never exceed their Maximum Speech Rate, as listed for Enunciation. Enunciation affects the skills of Spitting and Ventriloquism (see *Chap. 8: Skills*).

Intelligence

Fairly abstract, Intelligence is a character's mental precision, as well as capability and capacity to learn new things. Intelligence is comprised of four sub-abilities: Language, Math, Analytic, and Spatial Intelligence. A high Intelligence ability score indicates that a character is likely to learn languages easily and use them properly, perform abstract mathematical operations such as geometry, solve logical problems and arrange critically reasoned arguments, and perceive and manipulate parts and the whole of objects with accuracy. After controlling for body size, brain size weakly correlates to Intelligence, so those with bigger brains also tend to be more intelligent¹.

Language – Those with excellent Language sub-ability are able: to speak multiple languages fluently; acquire, retain, and utilize a large Vocabulary; and demonstrate impressive reading comprehension. However, this is only the potential to do these things. In a fantasy medieval environment where literacy is not the norm, most of the potential of this sub-ability may go unrealized. Note that the examples for Vocabulary are not necessarily words that are understood by the character, so much

as the level of the character's Vocabulary that is used daily and nonchalantly. Language affects skills (see *Chap. 8: Skills*) such as Forgery, Read/Write Language, and Speak Language.

Math – The ability to consistently perform mathematical calculations accurately entails algebra, geometry, and believe it or not, musical skills, as well as basic arithmetic. The table lists the Highest Possible Math which may be performed, provided the individual has been trained in the Math listed. Math affects skills (see *Chap. 8: Skills*) such as Architecture, Chemistry, Numerology Divination, Gambling, Algebra, Geometry, Fundamental Math, Counterpoint Music, and Music Theory.

Analytic – Characters with high analytic or reasoning ability are able to think critically and logically. Analytic characters make better decisions based upon available facts and probabilities. Some argue that morality is derived from Analytic reasoning. Analytic Intelligence affects skills (see *Chap. 8: Skills*) such as Appraise, Chemistry, Logic, and Music (Counterpoint).

Spatial – This sub-ability is concerned with manipulating visual-spatial images. Spatial Intelligence may be observed during the following: the ability to correctly imagine how objects will appear when rotated in two- or three-dimensional space, finding hidden figures within the contours of a larger figure, and accurately predicting where a moving object will be at any given moment, the ability to arrange items to make or resemble a specific design, and object assembly. On the table later in the chapter for this sub-ability, Unfamiliar Object Assembly demonstrates the differences in ability. This does not mean that a character is qualified to assemble all unfamiliar objects, but that there is a limit to the number of pieces they can comprehend before being overwhelmed. Generally, Spatial Intelligence may be considered mechanical aptitude, and is most useful with crafts or trades, and also with skills (see *Chap. 8: Skills*) such as Architecture, Armorsmithing, Blacksmithing, Bowyer, Carpentry, Cartography, Constellations, Fletching, Gemcutting, Glassblowing, Locksmithing, Musical Instrument, Painting, Papermaking, Shipwright, Stonemasonry,

1. Brain size and intelligence have been correlated in at least three studies appearing in scholarly journals. See References section for: a) Lynn, R., b) Rushton, J., c) Willerman, L, Schultz, R., Rutledge, J., & Bigler, E.

and Weaponsmithing.

Wisdom

The most abstract ability, Wisdom is a character's potential to actualize what they have and know, to adapt to situations. Wise people tend to make decisions that they do not regret. Wisdom is comprised of four sub-abilities: Drive, Intuition, Common Sense, and Reflection. A high Wisdom ability score indicates that a character is likely to be determined and disciplined, receptive to subtle cues, adapt well to situations, and frequently reflect on their life.

Drive – A Drive may be considered a character's determination, willpower, persistence, discipline, and perseverance. A character with high Drive sub-ability does not necessarily always approach everything with a high Drive, but has the ability, should it be necessary, preferred, or desired. Drive also is used to determine whether creatures remain in combat or flee (see *Chap. 10: Combat*), and it also initially affects Life Points. The column entitled Hours Relaxing indicates the number of hours per day that, if it were up to the character in question, they would generally relax and refrain from all exertion. Drive affects the skills Animal Conditioning and Combat Spellcasting (see *Chap. 8: Skills*).

Intuition – This sub-ability is a character's familiarity with or awareness of subconscious and subtle cues or clues; Intuition is an acuteness of perception and attention to nearby, local, or observable detail. Characters with high Intuition are still limited by the physical world, unable to glean facts or feelings which do not present themselves or are fully hidden. Often, what is attributed to Intuition is subtle information that we are unable to attribute to its source, so we consider it metaphysical when it is not. For instance, a woman may have an uneasy feeling when a stranger looks at her. Though she does not realize it in this example, the pupils of the man's eyes are not dilated but very narrow. This is a biological cue that the man is either in bright sunlight or displeased. Likely, the animal in her human nature recognizes his displeasure as he looks to her, though she is not consciously aware of the cue. Intuition is a form of knowledge that is independent of experience or reason. Some claim that

it is only through Intuition that characters come to know their god. Therefore, some consider morality to depend on Intuition. Some contrast Intuition with Intelligence, declaring Intuition to be the purest form of instinct. Intuition affects skills (see *Chap. 8: Skills*) such as Animal Conditioning, Animal Handling, Blindfighting, Chemistry, Direction Sense, many forms of Divination (Alectromancy, Anthropomancy, Austromancy, Axinomancy, Ceraunoscopy, Chiromancy, Cleromancy, Crystalomancy, Gyromancy, Hydromancy, Lithomancy, Lunomancy, Necromancy, Numerology, Pyromancy, Scatomancy, Stichomancy, Urimancy, and Xenomancy), Etiquette, Hagging, Read Lips, Sculpture, Search, Taste, and Touch.

Common Sense – It is easier to describe what this sub-ability is not, than what it is. Examples of individuals lacking in Common Sense are often those who are naive, gullible, and have a tendency toward idealism more than pragmatism. Common Sense, as a sub-ability, is an abstract measure of how much someone is in touch with reality. Nerds are good examples of people that may have some high forms of Intelligence, but may lack Common Sense. On the table later in this chapter, examples of each category of ability demonstrate what a character may be "Likely to" do. Common Sense affects skills (see *Chap. 8: Skills*) such as Agriculture, Basketweaving, Bookbinding, Brewing, Cobbling, Cooking, Disguise, Alectromancy Divination, Fishing, Gambling, Genealogy, Heraldry, Hide, Milking, Mining, Pottery, Search, Silence, Tanning, Trapping, Weather Prediction, and Weaving.

Reflection – While Intelligence, or learning, is more concerned with short-term mnemonic accuracy, the accuracy of long-term memory correlates with a gain in Wisdom over time as the decisions made by the individual reflect the inclusion of more experiences which are remembered accurately. Those who do not remember and reflect upon the majority of their lives are more likely to make unwise decisions. The Earliest Memory is determined by this sub-ability. Reflection affects skills (see *Chap. 8: Skills*) such as Constellations, Etiquette, Remember Detail, and Weather Prediction.

Skill Modifiers

Each ability and sub-ability has a skill modifier. Whenever a skill is used or must be checked, abilities may modify the roll of a skill. Information on skills and how skill modifiers function may be found in *Chapter 8: Skills*.

Ability Checks

Instances in the game may occur when abilities need to be checked. For instance, a little slovenly trollop offers herself to a strapping young adventurer if and only if he can say a tongue-twister of her choice expediently. Driven by hormones, the young man agrees, and asks what is the tongue-twister. The courtesan challenges “Huge hung hero hunks hastily hump horny heaving hot whores. How‘bout it, huh?” To make an ability check, roll percentile dice and apply the skill modifier to the result. This number may be compared against a difficulty threshold (TH) determined by the MM or the roll of another player. In the example above regarding tongue-twisting, the MM may have secretly decided the TH to be 80. The strapping young adventurer tests his Enunciation sub-ability at the moment by rolling percentile dice and applying the skill modifier from Enunciation to the roll. He rolls 31 and the MM tells him that he tried to say it faster than he was capable at the moment. To the adventurer’s dismay, the soliciting strumpet laughs as she abandons him for a lad with a more nimble tongue.

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Physique: Physical Fitness sub-ability Table

Sub-ability score	Skill Modifier	Bodily Attractiveness Modifier	Anakim Sprint	Dwarf Sprint	Elf Sprint	Halfling Sprint	Half-Orc and Human Sprint
1	-90	-90	15	5	5	5	10
25	-75	-75	75	35	45	25	50
40	-60	-60	120	60	70	40	80
55	-45	-45	165	80	95	55	110
60	-40	-40	180	90	105	60	120
65	-35	-35	195	95	115	65	130
70	-30	-30	210	105	125	70	140
73	-27	-27	225	110	135	75	150
76	-24	-24	230	115	140	75	155
79	-21	-21	240	120	140	80	160
82	-18	-18	245	120	145	80	165
85	-15	-15	255	125	150	85	170
88	-12	-12	270	135	160	90	180
91	-9	-9	275	135	165	90	185
94	-6	-6	285	140	170	95	190
97	-3	-3	290	145	175	95	195
100	-	-	300	150	180	100	200
103	+1	-	315	155	185	105	210
106	+2	-	330	165	195	110	220
109	+3	-	345	170	205	115	230
112	+4	-	350	175	210	115	235
115	+5	-	360	180	215	120	240
118	+6	-	365	180	220	120	245
121	+7	-	375	185	225	125	250
124	+8	-	375	185	225	125	250
127	+9	-	380	190	230	125	255
130	+10	-	390	195	230	130	260
135	+11	-	390	195	230	130	260
140	+13	-	395	195	235	130	265
145	+15	-	405	200	240	135	270
160	+20	-	410	205	245	135	275
175	+25	-	420	210	250	140	280
190	+30	-	420	210	250	140	280
205	+35	-	425	210	255	140	285
220	+40	-	425	210	255	140	285
235	+45	-	435	215	260	145	290
250	+50	-	435	215	260	145	290
265	+55	-	440	220	265	145	295
280	+60	-	440	220	265	145	295
295	+65	-	440	220	265	145	295
310	+70	-	450	225	270	150	300

Physique: Strength sub-ability Table

Sub-ability score	Skill Modifier	Damage	Clean & Jerk	Bench Press	Dead Lift
1	-90	-99%	1	2	3
25	-75	-75%	3	5	8
40	-60	-60%	6	10	16
55	-45	-45%	12	20	32
60	-40	-40%	13	23	36
65	-35	-35%	16	27	43
70	-30	-30%	18	30	48
73	-27	-27%	22	38	60
76	-24	-24%	27	46	73
79	-21	-21%	32	54	86
82	-18	-18%	37	62	99
85	-15	-15%	42	70	112
88	-12	-12%	46	78	124
91	-9	-9%	51	86	137
94	-6	-6%	56	94	150
97	-3	-3%	61	102	163
100	-	-	66	110	176
103	+1	+5%	70	118	188
106	+2	+10%	75	126	201
109	+3	+15%	80	134	214
112	+4	+20%	85	142	227
115	+5	+25%	90	150	240
118	+6	+30%	94	158	252
121	+7	+35%	99	166	265
124	+8	+40%	104	174	278
127	+9	+45%	109	182	291
130	+10	+50%	114	190	304
135	+11	+60%	121	203	324
140	+13	+70%	129	215	344
145	+15	+75%	138	230	368
160	+20	+100%	162	270	432
175	+25	+125%	186	310	496
190	+30	+150%	210	350	560
205	+35	+175%	234	390	624
220	+40	+200%	258	430	688
235	+45	+225%	282	470	752
250	+50	+250%	306	510	816
265	+55	+275%	324	540	864
280	+60	+300%	348	580	928
295	+65	+325%	372	620	992
310	+70	+350%	396	660	1056

Physique: Bodily Attractiveness sub-ability Table

Sub-ability score	Skill Modifier	Bust	Waist	Hips
1	-90	+50% (DDD)	+300%	+200%
25	-75	+40% (DDD)	+260%	+175%
40	-60	+30%(DD)	+220%	+150%
55	-45	+25%(D)	+180%	+125%
60	-40	+23%(D)	+150%	+100%
65	-35	+20%(D)	+125%	+90%
70	-30	+15%(C)	+100%	+80%
73	-27	+10% (C)	+75%	+70%
76	-24	+5%(C)	+60%	+60%
79	-21	-	+45%	+50%
82	-18	-5%(B)	+35%	+40%
85	-15	-7%(A)	+25%	+30%
88	-12	-13%(A)	+20%	+20%
91	-9	-13%(A)	+15%	+10%
94	-6	-7%(A)	+10%	+7%
97	-3	-5% (B)	+5%	+3%
100	-	-(32")(B)	-(25")	-(35")
103	+1	-	-1%	-
106	+2	+1%(B)	-2%	-
109	+3	+1%(B)	-3%	+1%
112	+4	+2%(B)	-4%	+1%
115	+5	+2%(B)	-5%	+1%
118	+6	+2%(B)	-6%	+2%
121	+7	+3%(C)	-7%	+2%
124	+8	+3% (C)	-8%	+2%
127	+9	+5%(C)	-9%	+3%
130	+10	+7%(C)	-10%	+3%
135	+11	+7%(C)	-11%	+3%
140	+13	+7%(C)	-12%	+3%
145	+15	+7%(C)	-13%	+3%
160	+20	+7%(C)	-14%	+3%
175	+25	+7%(C)	-15%	+3%
190	+30	+7%(C)	-16%	+3%
205	+35	+7%(C)	-17%	+3%
220	+40	+7%(C)	-18%	+3%
235	+45	+7%(C)	-19%	+3%
250	+50	+7%(C)	-20%	+3%
265	+55	+7%(C)	-21%	+3%
280	+60	+7%(C)	-22%	+3%
295	+65	+7%(C)	-24%	+3%
310	+70	+7%(C)	-25%	+3%

Physique: Health sub-ability Table

Sub-ability score	Skill Modifier	Intoxication/Vomit	Allergies	Illness Immunity
1	-90	+90%	7	0%
25	-75	+75%	6	2%
40	-60	+60%	5	5%
55	-45	+45%	4	10%
60	-40	+40%	3	15%
65	-35	+35%	3	20%
70	-30	+30%	2	25%
73	-27	+27%	2	30%
76	-24	+24%	2	35%
79	-21	+21%	2	40%
82	-18	+18%	2	45%
85	-15	+15%	1	50%
88	-12	+12%	1	55%
91	-9	+9%	1	60%
94	-6	+6%	1	65%
97	-3	+3%	1	70%
100	-	-	-	75%
103	+1	-3%	-	76%
106	+2	-6%	-	77%
109	+3	-9%	-	78%
112	+4	-12%	-	79%
115	+5	-15%	-	80%
118	+6	-18%	-	81%
121	+7	-21%	-	82%
124	+8	-25%	-	83%
127	+9	-30%	-	84%
130	+10	-40%	-	85%
135	+11	-50%	-	86%
140	+13	-60%	-	87%
145	+15	-70%	-	88%
160	+20	-80%	-	89%
175	+25	-90%	-	90%
190	+30	-91%	-	91%
205	+35	-92%	-	92%
220	+40	-93%	-	93%
235	+45	-94%	-	94%
250	+50	-95%	-	95%
265	+55	-96%	-	96%
280	+60	-97%	-	97%
295	+65	-98%	-	98%
310	+70	-99%	-	99%

Charisma: Facial sub-ability Table

Sub-ability score	Skill Modifier	Description
1	-90	Monstrous
25	-75	Hideous
40	-60	Deformed
55	-45	Disgusting
60	-40	Repulsive
65	-35	Ugly
70	-30	Uncomely
73	-27	Repelling
76	-24	Unsightly
79	-21	Ill-shapen
82	-18	Ill-looking
85	-15	Homely
88	-12	Plain
91	-9	Plain
94	-6	Plain
97	-3	Plain
100	-	Plain
103	+1	Plain
106	+2	Plain
109	+3	Plain
112	+4	Plain
115	+5	Attractive
118	+6	Inviting
121	+7	Inviting
124	+8	Enticing
127	+9	Good-looking
130	+10	Comely
135	+11	Alluring
140	+13	Enchanting
145	+15	Fascinating
160	+20	True Beauty
175	+25	Causes wetness
190	+30	Inspires jealousy
205	+35	Inspires lust
220	+40	Strangers must stare
235	+45	Strangers must stare
250	+50	All others must stare
265	+55	All others must stare
280	+60	Positively maddening
295	+65	Orgasm from viewing
310	+70	Perfection

Charisma: Vocal sub-ability Table

Sub-ability score	Skill Modifier	Description (Male/Female)
1	-90	Gay/Abysmal and gruff
25	-75	High and anxious/Grave and gruff
40	-60	High and raspy/Deep and gruff
55	-45	High and weak/Deep and gruff
60	-40	High and soft/Low and gruff
65	-35	High and whiney/Low and whiney
70	-30	High and airy/Low and airy
73	-27	Moderate and scratchy/Shrill
76	-24	Moderate and scratchy/Shrill
79	-21	Hoarse and whiney/Hoarse and whiney
82	-18	Whiney and weak/Whiney and weak
85	-15	Guttural/Scratchy
88	-12	Normal/Normal
91	-9	Normal/Normal
94	-6	Normal/Normal
97	-3	Normal/Normal
100	-	Normal/Normal
103	+1	Normal/Normal
106	+2	Normal/Normal
109	+3	Normal/Normal
112	+4	Normal/Normal
115	+5	Strong/Soft
118	+6	Strong/Soft
121	+7	Moderate and clear/Moderate and clear
124	+8	Moderate and clear/Moderate and clear
127	+9	Moderate and clear/Moderate and clear
130	+10	Low and clear/High and clear
135	+11	Low and clear/High and clear
140	+13	Low and clear/High and clear
145	+15	Deep and clear/High and clear
160	+20	Deep and clear/High and clear
175	+25	Deep and clear/High and clear
190	+30	Grave and clear/High and clear
205	+35	Grave and clear/High and clear
220	+40	Grave and clear/High and clear
235	+45	Abysmal and clear/Angelic and clear
250	+50	Abysmal and clear/Angelic and clear
265	+55	Abysmal and clear/Angelic and clear
280	+60	Abysmal and clear/Angelic and clear
295	+65	Abysmal and clear/Angelic and clear
310	+70	Abysmal and clear/Angelic and clear

Charisma: Kinetic sub-ability Table

Sub-ability score	Skill Modifier	Description
1	-90	Degenerate
25	-75	Lumbering
40	-60	Loutish
55	-45	Rough
60	-40	Inept
65	-35	Uncouth
70	-30	Ungraceful
73	-27	Coarse
76	-24	Bungling
79	-21	Unrefined
82	-18	Abrupt
85	-15	Awkward
88	-12	Ordinary
91	-9	Ordinary
94	-6	Ordinary
97	-3	Ordinary
100	-	Ordinary
103	+1	Ordinary
106	+2	Ordinary
109	+3	Ordinary
112	+4	Ordinary
115	+5	Smooth
118	+6	Flowing
121	+7	Becoming
124	+8	Refined
127	+9	Polished
130	+10	Graceful
135	+11	Natural
140	+13	Natural
145	+15	Sleek
160	+20	Sleek
175	+25	Sleek
190	+30	Suave
205	+35	Suave
220	+40	Suave
235	+45	Cat-like
250	+50	Cat-like
265	+55	Cat-like
280	+60	Glabrous
295	+65	Glabrous
310	+70	Glabrous

Charisma: Rhetorical sub-ability Table

Sub-ability score	Skill Modifier	Average Speech Rate
1	-90	1
25	-75	5
40	-60	20
55	-45	40
60	-40	60
65	-35	80
70	-30	90
73	-27	100 or 270 (50%)
76	-24	110 or 260 (50%)
79	-21	115 or 250 (50%)
82	-18	120 or 240 (50%)
85	-15	125 or 230 (50%)
88	-12	130 or 220 (50%)
91	-9	135 or 210 (50%)
94	-6	140 or 200 (50%)
97	-3	145 or 195 (50%)
100	-	150 or 190 (50%)
103	+1	152 or 187 (50%)
106	+2	155 or 185 (50%)
109	+3	157 or 182 (50%)
112	+4	160 or 180 (50%)
115	+5	162 or 177 (50%)
118	+6	165 or 175 (50%)
121	+7	167 or 172 (50%)
124	+8	170
127	+9	170
130	+10	170
135	+11	170
140	+13	170
145	+15	170
160	+20	170
175	+25	170
190	+30	170
205	+35	170
220	+40	170
235	+45	170
250	+50	170
265	+55	170
280	+60	170
295	+65	170
310	+70	170

Dexterity: Hand-Eye Coordination sub-ability Table

Sub-ability score	Skill Modifier	Physical Movement Precision
1	-90	1 foot
25	-75	6 inches
40	-60	2 inches
55	-45	1 inch
60	-40	1/2 inch
65	-35	3/8 inch
70	-30	1/4 inch
73	-27	1/4 inch
76	-24	1/4 inch
79	-21	1/8th inch
82	-18	1/8th inch
85	-15	1/8th inch
88	-12	1/16th inch
91	-9	1/16th inch
94	-6	1/16th inch
97	-3	1/16th inch
100	-	1/16th inch
103	+1	1/32 inch
106	+2	1/32 inch
109	+3	1/32 inch
112	+4	1/32 inch
115	+5	1/64 inch
118	+6	1/64 inch
121	+7	1/64 inch
124	+8	1/64 inch
127	+9	1/100 inch
130	+10	1/100 inch
135	+11	1/100 inch
140	+13	1/100 inch
145	+15	1/250 inch
160	+20	1/250 inch
175	+25	1/250 inch
190	+30	1/250 inch
205	+35	1/500 inch
220	+40	1/500 inch
235	+45	1/500 inch
250	+50	1/500 inch
265	+55	1/1,000 inch
280	+60	1/1,000 inch
295	+65	1/1,000 inch
310	+70	1/1,000 inch

Dexterity: Agility sub-ability Table

Sub-ability score	Skill Modifier	Armor
1	-90	-90
25	-75	-75
40	-60	-60
55	-45	-45
60	-40	-40
65	-35	-35
70	-30	-30
73	-27	-27
76	-24	-24
79	-21	-21
82	-18	-18
85	-15	-15
88	-12	-12
91	-9	-9
94	-6	-6
97	-3	-3
100	-	-
103	+1	-
106	+2	+1
109	+3	+2
112	+4	+3
115	+5	+4
118	+6	+4
121	+7	+5
124	+8	+6
127	+9	+7
130	+10	+8
135	+11	+8
140	+13	+9
145	+15	+12
160	+20	+16
175	+25	+20
190	+30	+24
205	+35	+28
220	+40	+32
235	+45	+36
250	+50	+40
265	+55	+44
280	+60	+48
295	+65	+52
310	+70	+56

Dexterity: Reaction Speed sub-ability Table

Sub-ability score	Skill Modifier	Deep Sleep Recovery
1	-90	5
25	-75	4
40	-60	3
55	-45	3
60	-40	2
65	-35	2
70	-30	2
73	-27	1
76	-24	1
79	-21	1
82	-18	1
85	-15	1
88	-12	1
91	-9	1
94	-6	1
97	-3	1
100	-	1
103	+1	1
106	+2	1
109	+3	1
112	+4	1
115	+5	1
118	+6	1
121	+7	1
124	+8	1
127	+9	1
130	+10	0
135	+11	0
140	+13	0
145	+15	0
160	+20	0
175	+25	0
190	+30	0
205	+35	0
220	+40	0
235	+45	0
250	+50	0
265	+55	0
280	+60	0
295	+65	0
310	+70	0

Dexterity: Enunciation sub-ability Table

Sub-ability score	Skill Modifier	Maximum Speech Rate	Time to Cast a Spell
1	-90	25	Unable to chant properly
25	-75	50	Unable to chant properly
40	-60	60	Unable to chant properly
55	-45	70	+ 130%
60	-40	80	+ 120%
65	-35	90	+ 110%
70	-30	100	+ 100%
73	-27	110	+ 90%
76	-24	120	+ 80%
79	-21	130	+ 70%
82	-18	140	+ 60%
85	-15	150	+ 50%
88	-12	160	+ 40%
91	-9	170	+ 30%
94	-6	180	+ 20%
97	-3	190	+ 10%
100	-	200	-
103	+1	210	- 2%
106	+2	220	- 5%
109	+3	230	- 7%
112	+4	240	- 10%
115	+5	250	- 12%
118	+6	260	- 15%
121	+7	270	- 17%
124	+8	280	- 20%
127	+9	290	- 22%
130	+10	300	- 25%
135	+11	310	- 27%
140	+13	320	- 30%
145	+15	330	- 32%
160	+20	340	- 35%
175	+25	350	- 37%
190	+30	360	- 40%
205	+35	370	- 42%
220	+40	380	- 45%
235	+45	390	- 47%
250	+50	400	- 50%
265	+55	425	- 52%
280	+60	450	- 55%
295	+65	475	- 57%
310	+70	500	- 60%

Intelligence: Language sub-ability Table

Sub-ability score	Skill Modifier	Possible # Learned	Vocabulary Limit
1	-90	0	NA
25	-75	0	NA
40	-60	0	Ga-ga
55	-45	1	Mom
60	-40	1	Horse
65	-35	1	Woman
70	-30	1	Violate
73	-27	1	Delicious
76	-24	1	Insanity
79	-21	1	Wavering
82	-18	1	Preparation
85	-15	2	Combination
88	-12	2	Authorize
91	-9	2	Substantial
94	-6	2	Experimental
97	-3	2	Conversion
100	-	3	Instantaneous
103	+1	3	Undismayed
106	+2	3	Beguile
109	+3	3	Transcendental
112	+4	3	Contumacious
115	+5	4	Discursive
118	+6	4	Paradigmatic
121	+7	4	Perniciousness
124	+8	4	Disapprobation
127	+9	4	Consubstantiality
130	+10	5	Antidisestablishmentarianism
135	+11	5	-
140	+13	5	-
145	+15	6	-
160	+20	7	-
175	+25	8	-
190	+30	9	-
205	+35	10	-
220	+40	11	-
235	+45	12	-
250	+50	13	-
265	+55	14	-
280	+60	15	-
295	+65	16	-
310	+70	17	-

Intelligence: Math sub-ability Table

Sub-ability score	Skill Modifier	Highest Possible Math
1	-90	Addition
25	-75	Addition
40	-60	Addition
55	-45	Subtraction
60	-40	Subtraction
65	-35	Subtraction
70	-30	Multiplication
73	-27	Multiplication
76	-24	Multiplication
79	-21	Division
82	-18	Division
85	-15	Division
88	-12	Fractions
91	-9	Fractions
94	-6	Fractions
97	-3	Algebra
100	-	Algebra
103	+1	Algebra
106	+2	Geometry
109	+3	Geometry
112	+4	Geometry
115	+5	Geometry
118	+6	Geometry
121	+7	Geometry
124	+8	Geometry
127	+9	Geometry
130	+10	Geometry
135	+11	Geometry
140	+13	Geometry
145	+15	Geometry
160	+20	Geometry
175	+25	Geometry
190	+30	Geometry
205	+35	Geometry
220	+40	Geometry
235	+45	Geometry
250	+50	Geometry
265	+55	Geometry
280	+60	Geometry
295	+65	Geometry
310	+70	Geometry

Intelligence: Analytic sub-ability Table

Sub-ability score	Skill Modifier
1	-90
25	-75
40	-60
55	-45
60	-40
65	-35
70	-30
73	-27
76	-24
79	-21
82	-18
85	-15
88	-12
91	-9
94	-6
97	-3
100	-
103	+1
106	+2
109	+3
112	+4
115	+5
118	+6
121	+7
124	+8
127	+9
130	+10
135	+11
140	+13
145	+15
160	+20
175	+25
190	+30
205	+35
220	+40
235	+45
250	+50
265	+55
280	+60
295	+65
310	+70

Intelligence: Spatial sub-ability Table

Sub-ability score	Skill Modifier	Unfamiliar Object Assembly (# of pieces)
1	-90	NA
25	-75	2
40	-60	3
55	-45	4
60	-40	5
65	-35	6
70	-30	7
73	-27	10
76	-24	12
79	-21	15
82	-18	17
85	-15	20
88	-12	50
91	-9	100
94	-6	125
97	-3	150
100	-	200
103	+1	250
106	+2	350
109	+3	500
112	+4	750
115	+5	1000
118	+6	1250
121	+7	1500
124	+8	1750
127	+9	2000
130	+10	2500
135	+11	3000
140	+13	3500
145	+15	4000
160	+20	5000
175	+25	6000
190	+30	7000
205	+35	8000
220	+40	9000
235	+45	10000
250	+50	12500
265	+55	15000
280	+60	17500
295	+65	20000
310	+70	25000

Wisdom: Drive sub-ability Table

Sub-ability score	Skill Modifier	Hours Relaxing
1	-90	24
25	-75	23
40	-60	23
55	-45	22
60	-40	22
65	-35	21
70	-30	21
73	-27	20
76	-24	20
79	-21	19
82	-18	19
85	-15	18
88	-12	18
91	-9	17
94	-6	17
97	-3	16
100	-	16
103	+1	15
106	+2	15
109	+3	14
112	+4	14
115	+5	13
118	+6	13
121	+7	12
124	+8	12
127	+9	11
130	+10	11
135	+11	10
140	+13	10
145	+15	9
160	+20	9
175	+25	8
190	+30	8
205	+35	7
220	+40	6
235	+45	5
250	+50	4
265	+55	3
280	+60	2
295	+65	1
310	+70	0

Wisdom: Intuition sub-ability Table

Sub-ability score	Skill Modifier
1	-90
25	-75
40	-60
55	-45
60	-40
65	-35
70	-30
73	-27
76	-24
79	-21
82	-18
85	-15
88	-12
91	-9
94	-6
97	-3
100	-
103	+1
106	+2
109	+3
112	+4
115	+5
118	+6
121	+7
124	+8
127	+9
130	+10
135	+11
140	+13
145	+15
160	+20
175	+25
190	+30
205	+35
220	+40
235	+45
250	+50
265	+55
280	+60
295	+65
310	+70

Wisdom: Common Sense sub-ability Table

Sub-ability score	Skill Modifier	Likely to:
1	-90	Get caught for greater schemes: Attempt to kill a god
25	-75	Get caught for greater schemes: Attempt to lie to a god
40	-60	Get caught for greater schemes: Attempt to lie to their god
55	-45	Get caught for greater schemes: Disrespect a god
60	-40	Get caught for schemes: Make a pact with an immoral god
65	-35	Get caught for schemes: While bound, threaten the lives of orkish captors
70	-30	Get caught for schemes: While bound, yell curses at their orkish captors
73	-27	Get caught for lesser schemes: Call a marching army a bunch of pussies
76	-24	Get caught for lesser schemes: Sleep with the spouse of your best friend
79	-21	Get caught for lesser schemes: If a slave, to steal from their master
82	-18	Get caught for lesser schemes: Steal from the militia
85	-15	Get caught for lesser schemes: Flirt, but then get your ass kicked
88	-12	-
91	-9	-
94	-6	-
97	-3	-
100	-	-
103	+1	-
106	+2	-
109	+3	-
112	+4	-
115	+5	Probably has the trust of immediate family
118	+6	Probably has the trust of close friends
121	+7	Probably has the trust of non-immediate family
124	+8	Probably has the trust of friends
127	+9	Probably has the trust of associates
130	+10	Usually has the trust of strangers
135	+11	Probably has not been in some sort of trouble for 1 year
140	+13	Probably has not been in some sort of trouble for 5 years
145	+15	Probably has not been in some sort of trouble for 1 decade
160	+20	Probably has only been in some sort of trouble 3 times in life
175	+25	Probably has only been in some sort of trouble 2 times in life
190	+30	Probably has only been in some sort of trouble once in life
205	+35	Probably has never been in some sort of trouble in life
220	+40	Others tend to seek out this character from miles around due to wisdom
235	+45	Others tend to seek out this character from nearby countries due to wisdom
250	+50	Others tend to seek out this character from around the world due to wisdom
265	+55	Others tend to seek out this character from other worlds due to wisdom
280	+60	Others tend to seek out this character from other planes due to wisdom
295	+65	Others tend to seek out this character from other planes due to wisdom
310	+70	Others tend to seek out this character from other planes due to wisdom

Wisdom: Reflection sub-ability Table

Sub-ability score	Skill Modifier	Earliest Memory at:
1	-90	1 day ago
25	-75	1 month ago
40	-60	1 year ago
55	-45	age 8
60	-40	age 7
65	-35	age 6
70	-30	age 5
73	-27	age 5
76	-24	age 5
79	-21	age 5
82	-18	age 4
85	-15	age 4
88	-12	age 4
91	-9	age 4
94	-6	age 4
97	-3	age 3
100	-	age 3
103	+1	age 3
106	+2	age 3
109	+3	age 3
112	+4	age 3
115	+5	age 3
118	+6	age 2
121	+7	age 2
124	+8	age 2
127	+9	age 2
130	+10	age 2
135	+11	age 1 year
140	+13	11 months
145	+15	10 months
160	+20	9 months
175	+25	8 months
190	+30	7 months
205	+35	6 months
220	+40	5 months
235	+45	4 months
250	+50	3 months
265	+55	2 months
280	+60	1 month
295	+65	1 day
310	+70	1 minute

Skill Modifiers Per Overall Ability

Ability score	Skill Modifier
1	-90
25	-75
40	-60
55	-45
60	-40
65	-35
70	-30
73	-27
76	-24
79	-21
82	-18
85	-15
88	-12
91	-9
94	-6
97	-3
100	-
103	+1
106	+2
109	+3
112	+4
115	+5
118	+6
121	+7
124	+8
127	+9
130	+10
135	+11
140	+13
145	+15
160	+20
175	+25
190	+30
205	+35
220	+40
235	+45
250	+50
265	+55
280	+60
295	+65
310	+70

Intelligence

If a character's Intelligence (that is their average for the sub-abilities of Language, Math, Analytic, and Spatial) is 130 or above, then they are considered a genius. If the overall Intelligence is between 115-129, they may be considered gifted. Intelligences between 86 and 114 are unremarkable. Conversely, an Intelligence of 71-85 is deemed slow. Finally, Intelligence of 70 or below constitutes retardation.

Retard Strength

If a character's Intelligence is 70 or lower, then the character is technically retarded. Many MM's will simply tell the player to reroll the score, all abilities, or some may demand that the character is played despite the low score. If your character is retarded, consult your MM. In any case, any character that is a retard must roll percentile dice to make a check to see if they have Retard Strength. Next, consider three times the difference between the character's retarded Intelligence and 70 to be the percentile chance of Retard Strength.

$$(70 - \text{retard Intelligence}) \times 3 = (\% \text{ chance of Retard Strength})$$

If the character has Retard Strength, then increase the character's Strength sub-ability by d20 points.

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Aging Effects

Abilities are not constants throughout a character's lifespan. Instead, they vary as the character ages, though some vary more or less and in different proportions. Different races vary regarding lifespan and years per age category listed below. Racial information may be found in *Chapter 2: Gender and Race*. Effects are cumulative as they progress away from the norm of young adulthood. For instance, the average ability of Reflection for an infant is 10 ($100-10-30-50 = 10$), while for Old Age it is 125 ($100+20+5 = 125$).

Sub-Ability	Infant	Child	Puberty	Young Adult	Middle Age	Old Age	Venerable
Physical Fitness	-50	-30	-10	-	-10	-20	-30
Strength	-30	-40	-20	-	-5	-20	-40
Bodily Attract...	-50	-30	-10	-	-10	-30	-50
Health	-20	-10	-5	-	-10	-20	-30
Facial	-40	-20	-10	-	-5	-20	-40
Vocal	-50	-30	-10	-	-	-20	-40
Kinetic	-55	-30	-5	-	-	-20	-40
Rhetorical	-45	-30	-15	-	+15	-15	-40
Hand-Eye Coord. ¹	-60	-20	-10	-	-10	-10	-10
Agility	-60	-20	-10	-	-10	-30	-40
Reaction Speed	-60	-20	-10	-	-10	-30	-40
Enunciation	-50	-30	-10	-	-	-10	-20
Language	-50	-30	-10	-	+10	-10	-20
Math	-30	-40	-20	-	-5	-20	-40
Analytic	-30	-40	-20	-	+20	-	-40
Spatial	-50	-30	-10	-	+10	-10	-20
Drive	-40	-	-	-	-	-	-40
Intuition	-40	-10	-5	-	+10	-10	-40
Common Sense	-50	-30	-10	-	+10	-10	-40
Reflection	-50	-30	-10	-	+20	+5	-50

Persistent Exercise

Only two sub-abilities, Physical Fitness and Strength, may be increased with persistent exercise. The other eighteen sub-abilities are unable to be increased by the character's determination and efforts, though particular skills that depend upon those sub-abilities may be increased substantially (see *Chap. 8: Skills*). For example, a character's Facial Charisma is simply that with which they are born. Can they experiment with grooming, hairstyles, etc.? Sure, though this does not change their Facial Charisma directly, but is more applicable under a skill, such as Disguise, since this is not their natural state. With the exception of Physical Fitness and Strength, sub-abilities are relatively fixed, and may only be altered by aging, magic, or something happening to the character that is debilitating.

Gains may occur with Physical Fitness and Strength, provided the character devotes several hours every other day to appropriate exercise. Appropriate exercise is somewhat of a qualifier, since

1. Manual Dexterity and age were correlated in the following study: Adult Norms for the Box and Block Test of Manual Dexterity. For more information, see the references section.

proper diets, techniques, and weights are unknown to the races populating this gaming world. For instance, it was common to think that more exercise always yields more benefit, which of course would fail to give the muscles time to repair. Therefore, any character desiring to increase their Physical Fitness or Strength through persistent exercise must roll a Common Sense check with a TH of 60 to exercise successfully. Otherwise, the method adopted utterly fails to cause noticeable results.

If successful, and assuming that exercise is not periodically neglected, the character must make checks at certain intervals of time to determine improvement. These checks are made without modifiers by rolling percentile dice. If successful, the following roll represents the number of sub-ability points gained:

3 months: TH 2, d20
6 months: TH 10, d20
1 year: TH 20, d12
2 years: TH 60, d10
4 years: TH 80, d8
8 years: TH 90, d6
16 years: TH 95, d4

If a character begins exercising, but does not continue to exercise regularly, gains will be substantially less. The MM may assign penalties to sub-ability points gained due to inconsistency or neglect. Further, if the character exercises for some time and then stops exercising altogether, they may lose sub-ability points. If they have exercised consistently for one year or less and then stop exercising altogether, they lose d% of their gains from the last year of exercise. The losses will be proportionally distributed over $(20 + d100)$ days. If they have exercised for two or more years, they will lose $(|d100 - 3d20| \%)$ of their gains. Note that the previous roll utilizes absolute values, which means that even if the resultant number is a negative number, the sign is changed to positive. Finally, the losses will be proportionally distributed over $(20 + 2d100)$ days. In either case, if exercise is abandoned, in addition to losing previous gains, the character is 90% likely to gain $(3d6)\%$ of their weight in body fat. Roll d% to determine where the fat

accumulates:

01-20 Buttocks
21-40 Waist
41-60 Buttocks and thighs
61-80 Buttocks and waist
81-100 Evenly distributed

Once this occurs, future fat gains will occur in the same location.

Alternative Method: Rolling Abilities

The method described in the beginning of the chapter for determining abilities should be the standard method for several reasons. First, the average sub-ability score rolled should be 100, which is the norm of all human populations. Additional modifiers, such as for gender and race, are applied in the following chapter. This method $[(4d100 / 2) - 1]$ more accurately reflects nature, and therefore, adds a sense of realism to the game. Exceptionally high and low ability scores still occur with this method, though there is an appropriate measure of central tendency, such that the mean, median, and mode should usually be 100.

Due to this method, however, the resultant sub-ability scores are less likely to allow the character to meet the prerequisites of magic-using occupations, for instance, than warriors. Indeed, some players become greatly disheartened when they observe that some occupations are more rare than others, not necessarily due to differences in appeal, but ability. While objectivity should always be sought, this is only a game. If a player expresses significant discontent, and should the MM agree, the MM may consider another method. Above all, caution is advised, since this may become a slippery slope to other concessions.

Solely at the MM's discretion, a player may be permitted to roll $5d100$, drop the lowest result, divide the sum by 2, and subtract 1 from the total to determine a sub-ability. This alternate method should produce an average sub-ability of 115. No more than four attempts, meaning four sub-abilities or retries, may be made with this method. For each roll with this advantaged method, another roll

must be made, one which will balance the character; roll percentile dice and consult *Table 5-4: Random Mental Illness* in the end of *Chapter 5: Mind*. If the roll indicates a mental illness which the character already has, then reroll. Hence, no more than four mental illnesses may be acquired in this way. This option only exists at the moment of character creation and at the MM's discretion.

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CHAPTER 2: GENDER AND RACE

Gender¹ and race are selected by the player for their character; these choices are important. Gender and race may affect the rest of character creation, opening some doors of opportunity and closing others. The different sexes and races, while flexible to a certain extent, are also more naturally suited for different occasions. For instance, male anakim are likely to be more successful as gladiators than female halflings.

Gender

Now that you have the basic scores for your abilities and sub-abilities, you must decide your character's gender: male or female. Gender is a correlative factor with many things, from abilities, to height and weight. For example, on average it is obvious that males tend to be physically stronger, taller, and weigh more than females.

According to a prominent philosopher,² males tend to be more spirited, savage, simple, and less cunning. Females, on the other hand, tend to be more compassionate than males, more easily moved to tears, at the same time are more jealous, more querulous, and are more apt to scold and to strike. Females are, furthermore, more prone to despondency and less hopeful than males, more void of shame and self-respect, more false of speech, and more deceptive. Females are also more wakeful, shrinking, and difficult to rouse to action. The philosopher goes on to note that males are more courageous, and sympathetic in the way of standing by to help. Even in the case of mollusks, when the cuttle-fish is struck with the trident the male stands by to help the female; but when the male is struck the female runs away.

The philosopher's observations above are generalizations and do not hold true for everyone. Certainly, it is possible to find a surpassingly shameless male or a female that is less susceptible to depression than males, but these instances are the exception to the rule, assuming that the above observations are correct.

Record your gender on your character sheet, and consult the table below of Gender Modifiers to adjust your Abilities, Body, and Temperament:

1. Though *sex* usually refers to biological differences and *gender* usually refers to environmental differences, *gender* is chosen for this chapter because *sex* may be confused with sexual acts.

2. In Book IX of "Historia Animalium," Aristotle refers to gender differences and compares animals as well as humans. His comments are deemed relevant to the setting of F.A.T.A.L. due to the prevalence of his opinion throughout the Middle Ages.

Gender Modifiers¹		
To be Modified	Male	Female
ABILITIES		
Physique: Physical Fitness	+5	-5
Physique: Strength	+15	-15
Physique: Bodily Attract.	-3	+3
Intelligence: Language	-2	+2
Intelligence: Math	+3	-3
Intelligence: Spatial	+3	-3
Wisdom Drive	+2	-2
Wisdom: Intuition	-5	+5
Wisdom: Reflection	-4	+4
TEMPERAMENT		
Sanguine	-2	+2
Choleric	+2	-2

According to the adjustments above, it may seem as though males are superior, though it is important to understand that there are other instances, such as nurturing, that are not apparent in the adjustments and may become evident and valuable during role-playing. The function of altering gender according to the table above is to shift the averages of the sexes to more closely resemble reality. The shift in range represents masses of people better than extreme instances. For instance, the highest measured Intelligence is that of a woman, though by large numbers women tend to score slightly lower than men in Intelligence. In this case, shifting the range lower for women prevents the possibility of a female possessing the highest Intelligence. This is an unfortunate limitation.

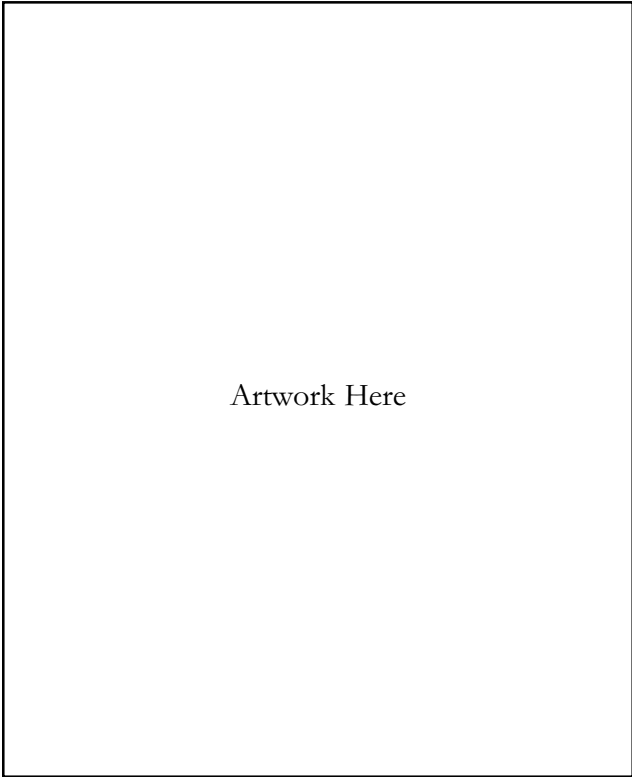
After noting the gender adjustments on your character sheet, you may return to *Chapter 1: Abilities* and update your abilities accordingly.

Most cultures are patriarchal and the prevalent belief regarding gender is that females are inferior to males physically, intellectually, morally, and emotionally. For example, menstruation may be understood as punishment by the gods. Further, the natural role of women regarding childbirth, and subsequently motherhood, has impacted the societal role of women, such that they are deemed better

suitable to stay at home, cook, clean, and care for their husband and children. Prior to marriage, maidens are expected to be chaste, though few fulfill this expectation. Once married, wives are expected to be submissive to their husband. Otherwise, females are unable to own property, and in most societies are not considered citizens.

Conversely, in most patriarchal cultures, males are considered superior to females physically, intellectually, morally, and emotionally. For example, since emotions are often understood as the antithesis of reason, and since females seem more influenced by their emotions, males value the ability to suppress emotions. The role of a husband is to work outside the home and thereby provide for his wife and children. Within a family structure, the husband is considered dominant and the final arbiter, though some men are passive or soft-spoken.

The more that men or women violate the cultural norms of their gender, the more disapprobation, and possibly punishment, they receive.



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1. All Gender Modifiers are based upon scholarly literature. Hand-Eye Coordination receives no Gender Modifier. Males have faster Movement Times, but finger size is a better predictor than gender. For more information, see studies concerning dexterity in the references section.

Race

Next, carefully select the race of your character. Race, here, may seem an inappropriate term because elves and humans are not merely different races, but different species. However, various races of elves exist, and so it is the more specific term. Just as in the real world, race is a correlative factor with many things, from abilities to height and weight. For example, on average it is obvious that humans are physically stronger, taller, and weigh more than elves. Characters may select from the following races:

<u>Race</u>	<u>Percent Overall Population</u>
Anakim	0.5%
Dwarf	6.5%
Elf, Deep	1%
Elf, Fair	2%
Elf, Green	2%
Elf, Grey	3%
Elf, High	5%
Elf, Sea	1%
Elf, Wood	2%
Half-Orc	1%
Halfling, Fallohide	2%
Halfling, Harfoot	2%
Halfling, Stoor	2%
Human	70%

Just as with gender, races differ substantially regarding abilities and many other dimensions. For instance, it is possible to find a halfling with more physical Strength than an anakim, but not very likely. Similarly, a dwarf may be more facially attractive than an elf, but the odds are not favorable.

Following is a brief description of each race. A character may deviate from the following racial notes with the MM's permission, though this must be done with caution; characters should comply with the following descriptions in the majority of cases or observable instances. As a case in point, it is noted that halflings tend to have a sanguine temperament (see *Chap. 5: Mind*). A character may, at the MM's discretion, role-play a halfling who is the opposite – melancholic. However, the further the character deviates from the general nature of the race, the more caution must be observed.

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Anakim

Anakim¹ are the offspring of fallen angels and mortal women. They are recognizable to others who often refer to anakim as giants since they are much taller than the typical humanoid. Compared with the humanoid races listed here, anakim are the youngest, second only to humans. As a guideline, each gaming group should have no more than one anakim; this race has the potential to unbalance a game, but anakim are not a race so much as a result. It is not every day that fiends mate human women, so very few anakim exist.

Most anakim are the result of an incubus or succubus mating with a human. These anakim are more commonly called cambion. Oftentimes, cambion children show no signs of life until they are seven years in age.

Sub-Ability Modifiers: Strength +100, Hand-Eye Coordination –30, Agility –25, Reaction Speed –20, Math –10, and Intuition –10.

Base Life Points: 27

Physical Description: Anakim average a towering 8 feet in height for males, 7 feet for females, and are appropriately heavier than humans as well. Often, they are considered giants. Also, they are likely to live much longer, provided they do not meet a premature death. Because of their fiendish heritage, anakim characters must roll d10 to determine how many traits for which they must roll on the table following the description(roll d100):

1. Anakim have been referenced from Gustav Davidson's *A Dictionary of Angels*.

Disposition: Anakim are usually immoral and often unethical, though any disposition is possible. Most societies don't react well to anakim, so unethical and immoral tendencies are the default.

Temperament: Anakim as a race tend to be choleric and phlegmatic.

Sociality: Since anakim are taller than other humanoid mortals, they are typically treated differently -- usually with curiosity, scorn, or fear. Duly, they tend not to get along well with others. Since anakim are larger in size, it is reasonable to expect that the mortal mother dies upon their birth. Anakim do not have their own lands, cities, or towns, but try to live secretly among others.

Skills: For being an anakim, characters receive Brawling +5, Intimidation +10, Mangling +5, Sexual Adeptness +5, Trickery +5, a bonus Specific Weapon, and Wrestling +10.

Religion: Anakim may worship any religion, though often they are foreign to notions of worship or venerate fiends.

Language: Anakim usually speak the Common Speech of humans, and if they have good Language ability and the luxury of education, most aspire to learn Devil or Demonic.

Names: Anakim often have human names, as their mother names them at birth, or if she dies immediately, those in her culture will name the infant.

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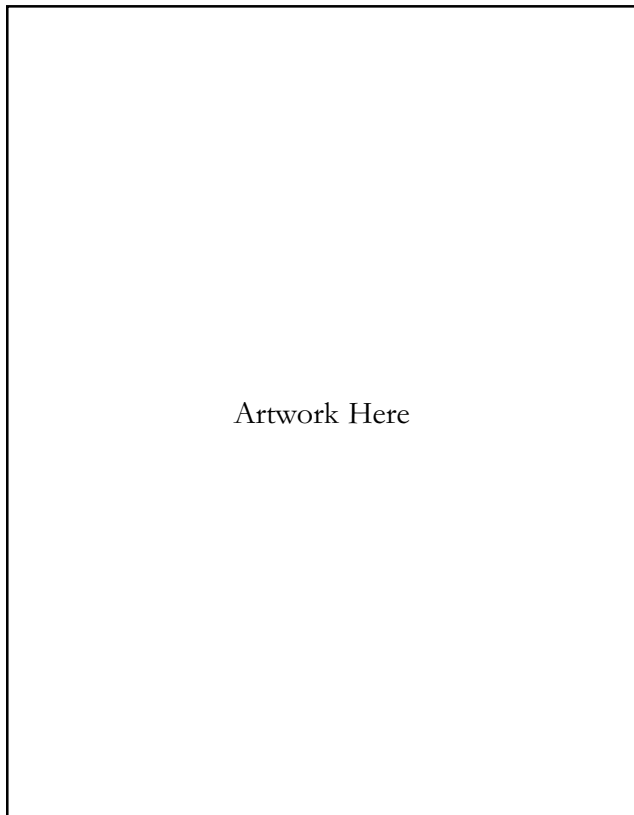
Random Anakim Traits

Roll	Result
01	The anakim has a scaly tail. Roll 4d12 to determine how many inches it is in length. Next, roll d100 to determine the number of Strength sub-ability points the tail possesses. Refer to the Dead Lift measure of Strength to determine how much weight the tail may move.
02	Two 1d8 inch horns protrude from the head of this anakim. With each successful head-butt (see Wrestling in <i>Chap. 8: Skills</i>), each horn also does d2 points of stabbing damage.
03	The anakim has fangs which are 1d3" in length. The character may bite others, causing 1 LP per fang.
04	The anakim has very pale skin. This character loses 1d8 Facial Charisma because of their likeness to a corpse. This anakim prefers to avoid sunlight. No matter how much time this anakim spends in the sun, their skin will not tan.
05	The anakim has abnormally recessed eyes. This character loses 1d8 Facial Charisma, since they look more immoral, dead, and less innocent.
06	The anakim has a forked tongue.
07	The anakim has black eyes with no whites. The character loses 2d8 Facial Charisma, since this feature is obviously inhuman. It is impossible to observe the face of this anakim and be sure where they are looking.
08	The anakim has snake-like eyes. The character loses 2d8 Facial Charisma, since this feature is obviously inhuman. However, the anakim may see heat patterns up to 50 feet away.
09	The anakim has cat-like eyes. The character loses 1d8 Facial Charisma since the eyes are so large and round.
10	The anakim has eyes that grow red when angered. When angered, the anakim's eyes are visible up to d100 feet away in darkness.
11	The anakim has skin that radiates heat for one foot.

12	The anakim has cold, clammy skin.	29	The anakim has a touch which withers flowers.
13	The anakim has black hair.		
14	The anakim has black fingernails. The fingernails are not black from filth, but are black naturally.	30	The anakim has absolute odds of reproduction. If male, the anakim will impregnate any female with whom he copulates. If female, the anakim will become pregnant by any male with whom she copulates.
15	The anakim has claw-like fingernails. If used in Brawling (see <i>Chap. 8: Skills</i>) and as a Called Shot (consult the MM), then 1d4 points of damage are delivered per claw.	31	The anakim suffers 1d10 LP of damage upon any contact with holy water.
16	The anakim has an unusually low voice. If male, the Vocal Charisma increases by 3d6 sub-ability points. If female, the Vocal Charisma decreases by 3d6 sub-ability points.	32	The anakim is repelled by holy ground.
17	The anakim has a hairless body.	33	The anakim is only harmed by special weapons. Consult with the MM.
18	The anakim has the legs of a goat.	34	The anakim causes babies to scream when present. If the anakim touches a screaming baby, the baby is 75% likely to urinate, 50% likely to defecate, and 25% likely to vomit. Thereafter, the anakim may touch the child without such an occurrence for one day.
19	The anakim has unusually large hands. The hand measures (10 + 1d6) inches from the wrist to the tip of the middle finger. Hand-Eye Dexterity decreases by 1d8 sub-ability points.	35	The anakim is followed by a cold wind. All within 1d20 feet of this anakim feel a cold chill.
20	The anakim has unusually large feet. Each foot measures (18 + 1d12) inches from the heel to the tip of the big toe. The character loses 1d8 sub-ability points of Agility.	36	The anakim is always accompanied by the gathering of 1d6 black birds near and above them.
21	The anakim has unusually large genitals. If male, determine the size of the manhood of the anakim as usual (see <i>Chap. 3: Body</i>). Then, add (200 + d100) percent to both the length and circumference. If female, increase their cup size by 1d4 cups and Vaginal Circumference Potential by (200 + d100) percent (see <i>Chap. 3: Body</i>).	37	The anakim has a body which is covered by magical markings and may not be removed.
22	The anakim has an unusually long tongue. Determine the length of the character's tongue as usual (see <i>Chap. 3: Body</i>), then add (200 + d100) percent to the length.	38	The anakim causes grass to die where they walk. Dead grass is yellow.
23	The anakim has rough skin.	39	The anakim causes creatures within 1d20 feet to get goosebumps.
24	The anakim has the odor of rotting flesh extend one foot from their body.	40	The anakim causes humans within one foot to desire anal sex according to their sexuality.
25	The anakim has eyes that are permanently bloodshot.	41	The anakim knows how to speak devil.
26	The anakim has a body which casts no shadow.	42	The anakim knows how to speak demon.
27	The anakim has no reflection in a mirror.	43	The anakim has a 10% chance to attack anyone who insults them per perceived insult.
28	The anakim causes alarm or fear in animals.	44	The anakim automatically detects moral beings within 1d20 feet.
		45	The anakim is cannibalistic. Eating vegetables will make this anakim nauseated.
		46	The anakim has the tail of a horse which extends 4d12 inches. Next, roll d100 to determine the number of Strength sub-abil-

- ity points the tail possesses. Refer to the Dead Lift measure of Strength to determine how much weight the tail may move.
- 47 The anakim is accompanied by inaudible whispering voices which may be heard 1d6 feet away.
- 48 The anakim has the hooves of a goat for the feet only; the anakim has normal hands. Hence, the kneecaps of the anakim are in the rear, the legs are thin and hairy, and the anakim has hooves instead of toes. If the anakim kicks an opponent, a hoof will deliver twice the damage of a normal foot.
- 49 The anakim has blood for sexual fluid. If male, the anakim will ejaculate blood. If female, blood is the lubricating vaginal fluid all month long.
- 50 The anakim may cast the spell Force Missile once per day at will. Casting requires no chant, ingredient, or ritual.
- 51 The anakim has a robust jaw that is able to crush bone. However, it is so robust that the anakim loses 2d8 Facial Charisma.
- 52 The anakim has webbed toes. The anakim may swim at 1.5 times the rate of a humanoid.
- 53 The anakim has webbed fingers. The anakim may swim at 1.5 times the rate of a humanoid.
- 54 The anakim has gills on the side of their neck, allowing them to breathe underwater.
- 55 The anakim devours food slowly like a snake. The anakim will need to feed once per week, consuming at least one-third of their body weight to survive. Digestion of food which is one-third of their body weight takes one hour. Bone is digested as well. The anakim has a mouth circumference of (15 + 1d20) inches. The jaw dislodges, like a snake, so that large food may be swallowed. When the jaw is not dislodged, the lips of this anakim appears abnormally wide.
- 56 The anakim has skin which reduces damage due to fire by 50%. The skin does not seem abnormal when examined.
- 57 The anakim has skin which reduces damage due to cold by 50%. The skin does not seem abnormal when examined.
- 58 The anakim has skin which reduces damage due to electricity by 50%. The skin does not seem abnormal when examined.
- 59 The anakim has skin which reduces damage due to corrosion (acids or bases) by 50%. The skin does not seem abnormal when examined.
- 60 The anakim has a single horn of 1d12 inches which protrudes from their forehead. For each successful head-butt (see *Wrestling in Chap. 8: Skills*), the horn contributes 3 LP of damage.
- 61 The anakim has all veins become visible when they become angered.
- 62 The anakim has a prehensile tail of 1d6 feet in length with a point on the end. Next, roll d100 to determine the number of Strength sub-ability points the tail possesses. Refer to the Dead Lift measure of Strength to determine how much weight the tail may move.
- 63 The anakim has an abnormally thick skull. They receive only 50% of damage from physical head wounds such as hacking, pounding, or stabbing. Unfortunately, they also lose d10 points from each sub-ability of Intelligence.
- 64 The anakim has a third eye in the middle of their forehead. Having three eyes improves Vision by 1d20 points. Since 50 Vision points is perfect Vision, these bonus points are applied in this direction.
- 65 The anakim has skin which is hard, crusty, and flaky.
- 66 The anakim is accompanied by an odor of feces which extends 1d6 feet from their body.
- 67 The anakim is able to cry at will with tears.
- 68 The anakim has a wingspan of 2d8 feet. They are able to fly if the wingspan exceeds 10 feet. Consult the MM for specifics.
- 69 The anakim has fiendish hunger and must eat twice as much as normal to survive.

- 70 The anakim has bloodlust, craving the act of murder 1d4 times per week. If the anakim does not murder the determined number of creatures per week, they begin foaming at the mouth, experience an increased heart rate, an increase of 2d20 Strength and Drive, and a decrease of 2d20 Hand-Eye Coordination and Agility until the requisite number of creatures are murdered.
- 71 The anakim is angered by the color of white clothes. The anakim must pass a Drive check at TH 50 or attempt to rip the white clothes to shreds.
- 72 The anakim twitches violently when angered.
- 73 The anakim has white eyes, apparently with no pupil or iris. The anakim loses 2d8 Facial Charisma since this feature is clearly inhuman. It is impossible to observe the eyes of this anakim and determine exactly where they are looking at any given moment.
- 74 The anakim has a 2% chance of waking with bloodthirst. If so, the anakim will not stop until they murder a creature and drink



- its blood.
- 75 The anakim is accompanied by the odor of sex, which extends 1d6 feet.
- 76 The anakim is able to cast Call Fog once per day. No chant, ingredient, or ritual is necessary.
- 77 The anakim is able to cast Call Maggots once per day. No chant, ingredient, or ritual is necessary.
- 78 The anakim is able to cast Bestow Virus once per day. No chant, ingredient, or ritual is necessary.
- 79 The anakim is able to cast Force Rancor once per day. No chant, ingredient, or ritual is necessary.
- 80 The anakim is able to cast Force Scream once per day. No chant, ingredient, or ritual is necessary.
- 81 The anakim is able to cast Force Slumber once per day. No chant, ingredient, or ritual is necessary.
- 82 The anakim is able to cast Acidic Touch once per day. No chant, ingredient, or ritual is necessary.
- 83 The anakim is able to cast Frosty Touch once per day. No chant, ingredient, or ritual is necessary.
- 84 The anakim is able to cast Seal Orifice once per day. No chant, ingredient, or ritual is necessary.
- 85 The anakim is able to cast Detect Magic once per day. No chant, ingredient, or ritual is necessary.
- 86 The anakim is able to cast Determine Magic once per day. No chant, ingredient, or ritual is necessary.
- 87 The anakim has barbed skin. All who make forceful contact with the skin of this anakim suffer an additional 1 LP of damage.
- 88 The anakim has abnormal hatred for other anakim. Whenever within 1d100 feet of one, the anakim must pass a Drive check at

TH 80 or attack with the intent to kill.

89 The anakim has abnormal hatred for dwarves. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.

90 The anakim has abnormal hatred for elves. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.

91 The anakim has abnormal hatred for halflings. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.

92 The anakim has abnormal hatred for half-orcs. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.

93 The anakim has abnormal hatred for humans. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 80 or attack with the intent to kill.

94 The anakim has abnormal hatred for males. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 30 or attack with the intent to kill.

95 The anakim has abnormal hatred for females. Whenever within 1d100 feet of one, the anakim must pass a Drive check at TH 30 or attack with the intent to kill.

96 The anakim has 1d4 inches of black fur on their entire body. This lowers Bodily Attractiveness by 2d8 sub-ability points.

97 The anakim has 1d8 inch horns on each shoulder.

98 The anakim is able to bellow as loud as a lion.

99 The anakim is able to belch melodiously.

00 The anakim has 1% immunity to magic per occupational level.

Dwarf

Dwarves are stout and strong, unaffected by cold and fire, stubborn, persistent in labor and hardship, and sturdier than other humanoid races. Indeed, dwarves are able to withstand the fire of a dragon, provided they wear steel helmets to protect their faces. Dwarves are brave in battle, and their pride and will cannot be broken. Dwarves are deep-delving miners, masons, metal-workers, and the wondrous stone-carvers. They are long-bearded and tough. They have their own language called Khozdol, and guard their language jealously from others. Not all the deeds of dwarves are praiseworthy. They have been known to sack citadels and kill kings. Dwarves are renowned for closing the doors to their homes or realms to the troubles of the world. No one can force entry into a dwarven realm.

In the beginning, though elves were made first, Seven Fathers of Dwarves were created in unison. It is said that each of the Seven Fathers made a great mansion under the mountains of the earth, but elven histories speak of only three. Over the course of dwarven history, dwarves are renowned for combating cold-drakes and orcs.

Grey-elves think dwarves are unlovely, calling them stunted people. For some time, trade between the elves and dwarves flourished. Dwarf-mail of linked rings is famous, and so is mithril, a precious magical metal.

Sub-Ability Modifiers: Strength +20, Bodily Attractiveness -10, Health +10, Facial -5, Kinetic -10, Rhetorical -10, Agility -10, Spatial +15, Drive +20, and Intuition -10.

Base Life Points: 25

Physical Description: Dwarves range in height between four and five feet, though typically weigh as much as a human. Dwarven life expectancy is 200-250 years. Strangely, dwarven women are uncommon; less than one in three dwarves is female. Dwarven women seldom walk abroad, except in great need. Also, dwarven women have beards and are so much like dwarven men in voice and appearance that most from other races cannot tell them apart.

Disposition: The typical dwarf is ethical, though indifferent to notions of morality.

Temperament: Dwarves tend to be choleric and melancholic.

Sociality: Dwarves live underground, usually in mountains or beneath hills in hollow halls. As a race, they value the work ethic, metals and gems, honor their commitments, and their tolerance to ale allows them to drink often. Humor is not unknown to dwarves, though buffoonery among their kind is almost unheard of. Instead, dice games are a popular form of entertainment, especially while drinking.

Skills: Appraise +5, Architecture +5, Armor (Specific), Blacksmithing +5, Blindfighting +5, Brawling +5, Brewing +5, Direction Sense +5, Gambling +5, Gemcutting +5, Genealogy +5, History (Military) +5, Law +5, Mining +5, Mountaineering +5, Nature (Minerals) + 5, Stonemasonry +5, and a Weapon (Specific).

Religion: Most dwarves are involved in their culture and cultural religion to the exclusion of all others.

Language: Khozdol

Names: Common names of dwarves have been Albrecht...

Elves

Often called the firstborn, elves are the first humanoid race to become literate and begin recording their history. Perhaps more interestingly, elves are bound to the world and cannot leave it. In a sense they are immortal, because they will live as long as the world and do not age beyond a certain point. However, they may be killed. If they are killed, their soul departs to a land across the sea where it may live as long as the world. If an elf was immoral in life, the soul will not return, but otherwise, the soul may be placed into a new elven child's body -- basically reincarnation. Once reborn, they do not remember their previous lives until knowledge and experience grows. Then, their lives are double-rich. Few elves have been reincarnated more than once, though no one knows why. Finally, it is noteworthy that all elves are immune to disease, and all love wine. Elven hair is like spun gold or woven silver or polished jet, and starlight glimmers all about them on their hair, eyes, silken clothes and jeweled hands. Of all the arts, they best excel at speech, song, and poetry. Several different sub-races of elves exist, and they are described below:

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Elf, Deep

Deep-elves may be the most famous in the songs of humans because of their great knowledge of crafts. Indeed, their racial name means knowledge. When elven wars against evil are referenced, usually ancient tales of the deep-elves are involved. Deep-elves love to build with stone and enjoy delving deep into mountains for it. This race was first to find the bright gems of the earth. Very few underground and mountainous kingdoms remain, though the deep-elves were once very populous. Along with green-elves and wood-elves, deep-elves are considered one of the races of dark-elves.

Sub-Ability Modifiers: Physical Fitness +10, Strength -10, Bodily Attractiveness +10, Health +30, Facial Charisma +10, Kinetic Charisma +10, Hand-Eye Coordination +5, Agility +5, Language +10, Drive +20, Intuition +5, and Reflection +5.

Base Life Points: 18

Physical Description: The average height of an adult male deep-elf is 5' 6".

Disposition: UM

Temperament: Sanguine, Melancholic

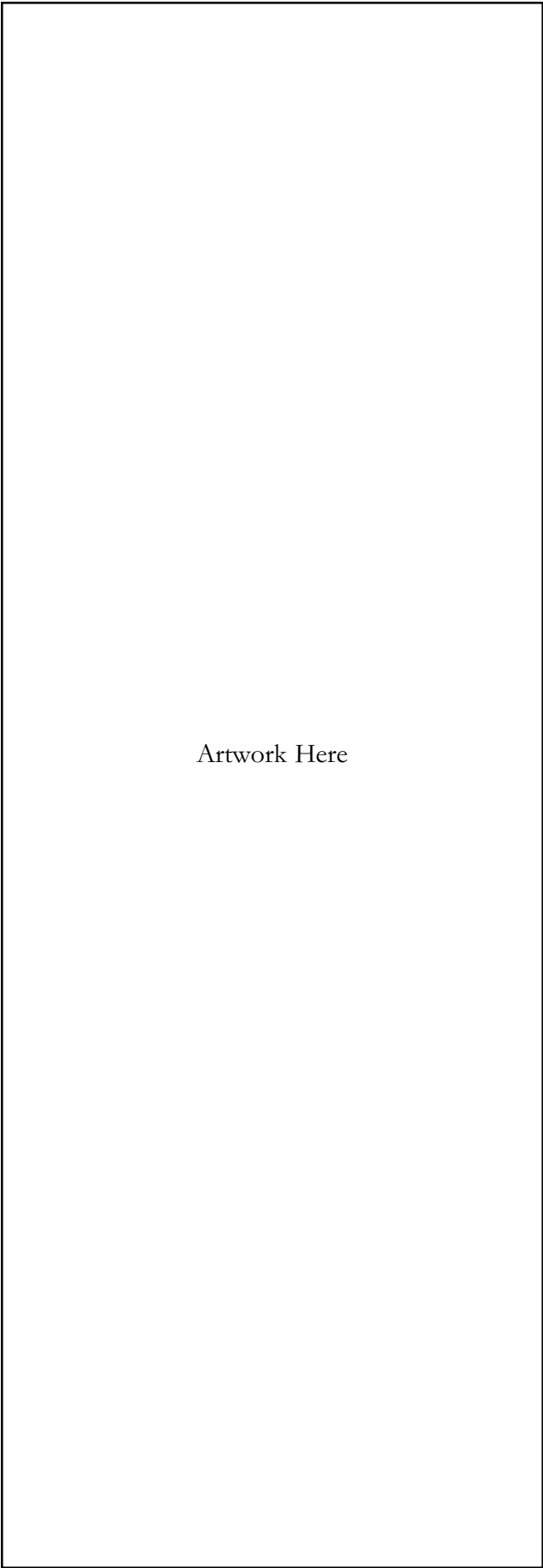
Sociality: Deep-elves prefer to live in underground kingdoms, often deep within mountains. Such kingdoms display surpassing examples of stone craftsmanship, such as statues and architecture.

Skills: Appraise +5, Climb +20, Etiquette +5, Gemcutting +10, Genealogy +10, Cultural History +10, Mining +5, Mountaineering +5, Nature (Minerals) +10, and Stonemasonry +10.

Religion: Elven deities are most often worshipped.

Language: Grey Elven

Names:



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Elf, Fair

Of all the races of elves, the wisest are fair-elves. The eyes of fair-elves illuminate with light more brilliantly than other elves. They are a blond race, and their hair and skin is fairest among the elves. Fair elves seem golden and powerful.

Sub-Ability Modifiers: Physical Fitness +10, Strength -10, Bodily Attractiveness +10, Health +30, Facial Charisma +15, Kinetic Charisma +10, Hand-Eye Coordination +5, Agility +5, Language +10, Drive +20, Intuition +5, Common Sense +10, and Reflection +5.

Base Life Points: 18

Physical Description: The average height of an adult male fair-elf is 5' 6".

Disposition: UM

Temperament: Sanguine, Melancholic

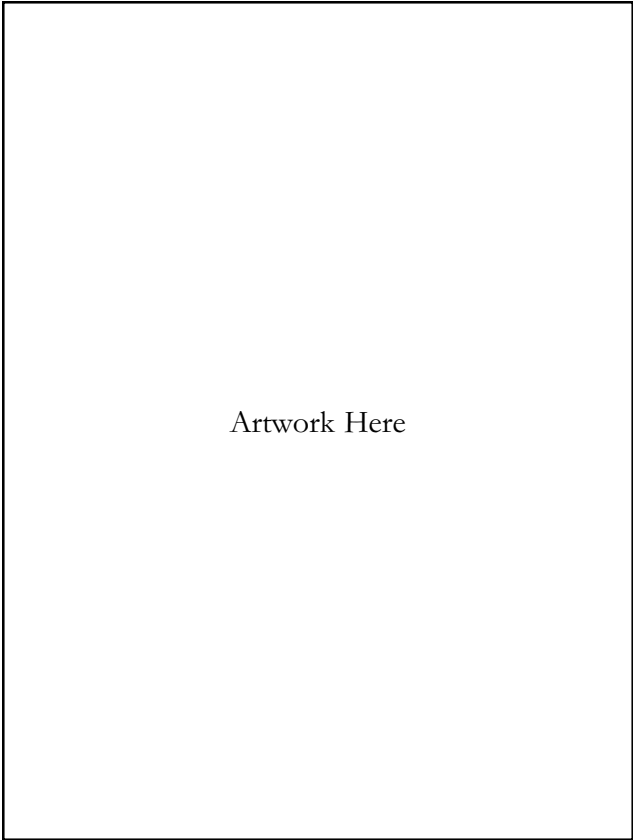
Sociality: Their kingdom is hidden from humanity in a forest.

Skills: Etiquette +5, Genealogy +10, Cultural History +10, and Nature (Trees) +5.

Religion: Elven deities are most often worshipped.

Language: Grey Elven

Names: Yngwie



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people, but they survive by their knowledge of the land. Green-elves have a love and knowledge of all things that are green and grow. Only the ents are more closely connected with the trees than green-elves. Green-elves do not hunt the creatures of the woodlands. Surpassing other elves, their singing is very beautiful and constant. In fact, their land has been nicknamed by other elves “land of song.”

Long ago, green-elves and grey-elves fought armies of orcs, trolls, and wolves. Though they were victorious over the immoral army, the lord of green-elves, Denethor, was slain. The people were overcome with sorrow and would take no new king. They swore to never again come into open battle with an enemy, but would always remain under cover of the forest, where they could ambush their foes with darts and arrows.

Thereafter, the people kept their pledge and became tribal. Their enemies were harassed but could not defeat the green-elves, since they have made no cities that the enemy could find and destroy. These people are like the wind in the trees, which sometimes can be heard but never seen.

Sub-Ability Modifiers: Physical Fitness +10, Strength – 10, Bodily Attractiveness +10, Health +30, Facial Charisma +10, Kinetic Charisma +10, Hand-Eye Coordination +5, Agility +5, Language +10, Drive +20, Intuition +5, and Reflection +5.

Base Life Points: 18

Physical Description: The average height of an adult male green-elf is 5’ 6”.

Disposition: UM

Temperament: Sanguine, Melancholic

Sociality: Green-elves wear green garments.

Skills: Etiquette +5, Genealogy +10, Hide +5, Cultural History +10, Musical Instrument (Voice) +10, Nature (Geography) +5, Nature (Plants) +15, Nature (Trees) +15, Tracking +10, and Wilderness Lore +10.

Religion: Elven deities are most often worshipped.

Language: High Elven

Names:

Elf, Green

Considered to be one of the races of dark-elves along with deep-elves and wood-elves, green-elves speak High Elven and wear garments of forest green so that they may be invisible to their foes in the woodlands. They are not a great or powerful

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Elf, Grey

One of the race of elves called light-elves, the grey-elves and sea-elves were once the same people. As the race migrated, their king, who was tallest of the elves, entered woods and fell under a timeless spell. His people searched for him, but as years passed many gave up hope and gave the kingship to his brother as they resumed their migration. But, many would have no other king and refused to leave. These elves that remained called themselves the “forsaken,” and thereafter were divided from the sea-elves. In time, the king emerged from the woods, but a great change had occurred in his people. The king wished to make a kingdom there. The name of the people changed from the “forsaken” to grey-elves. Protected from immorality by powerful magic, grey-elves have a hidden kingdom; evil will never find their kingdom.

Sub-Ability Modifiers: Physical Fitness +10, Strength -10, Bodily Attractiveness +10, Health +30, Facial Charisma +10, Kinetic Charisma +10, Hand-Eye Coordination +5, Agility +5, Language +10, Drive +20, Intuition +5, and Reflection +5.

Base Life Points: 18

Physical Description: Their hair is silver and they are slightly taller than other elves, averaging 5’10” or comparable to male humans.

Disposition: UM

Temperament: Sanguine, Melancholic

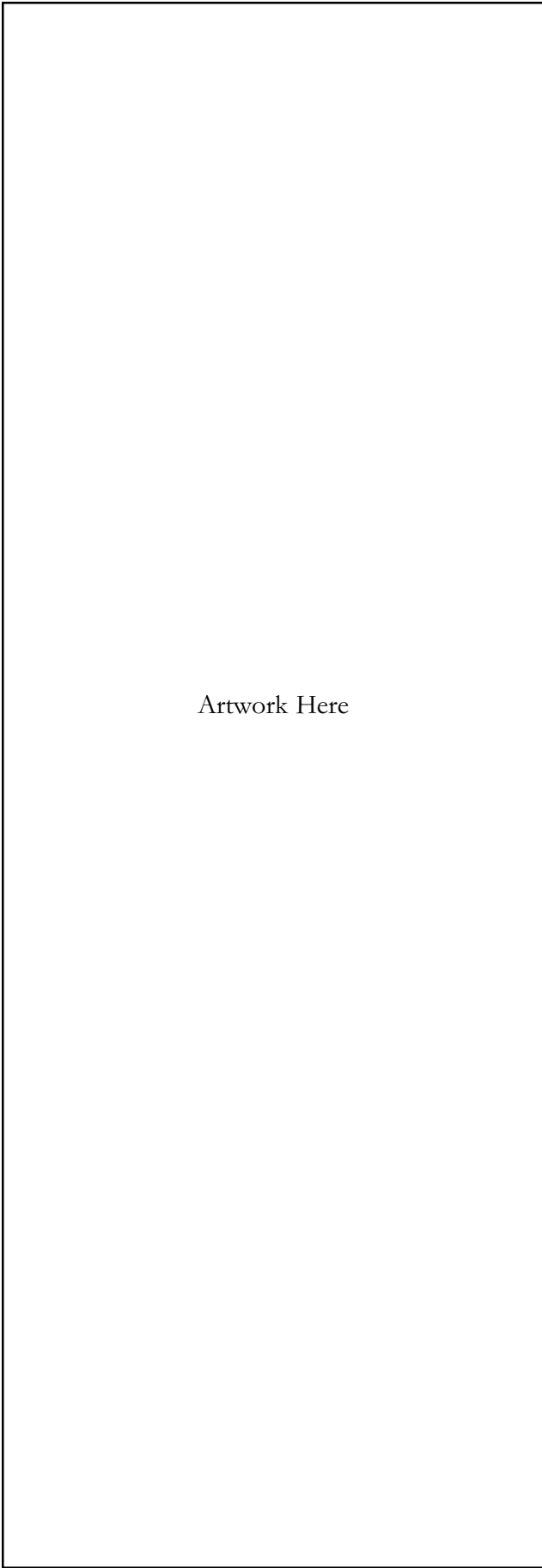
Sociality: The hidden grey-elven kingdom is hidden from immorality by powerful magic.

Skills: Etiquette +5, Genealogy +10, Cultural History +10, and Nature (Trees) +10.

Religion: Elven deities are most often worshipped.

Language: Grey Elven

Names:



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Elf, High

High-elves are the mightiest of the elves and have been granted great wisdom and many skills. The realm of high-elves is far removed from humans and cannot be reached by devices of humans.

Sub-Ability Modifiers: Physical Fitness +10, Strength -10, Bodily Attractiveness +10, Health +30, Facial Charisma +10, Kinetic Charisma +10, Hand-Eye Coordination +5, Agility +5, Language +10, Drive +20, Intuition +5, Common Sense +5, and Reflection +5.

Base Life Points: 18

Physical Description: High-elven adult males average 5' 6" in height.

Disposition: UM

Temperament: Sanguine, Melancholic

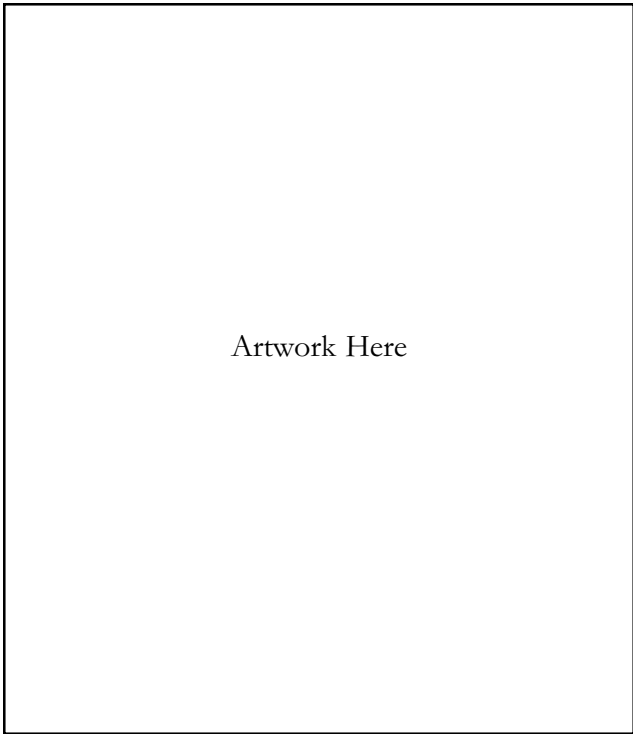
Sociality: The realm of high-elves is far removed from humans and cannot be reached by devices of humans.

Skills: Etiquette +5, Genealogy +10, Hide +5, Cultural History +10, Musical Instrument (Voice) +5, Nature (Geography) +5, Nature (Plants) +5, Nature (Trees) +10, Tracking +5, and Wilderness Lore +5.

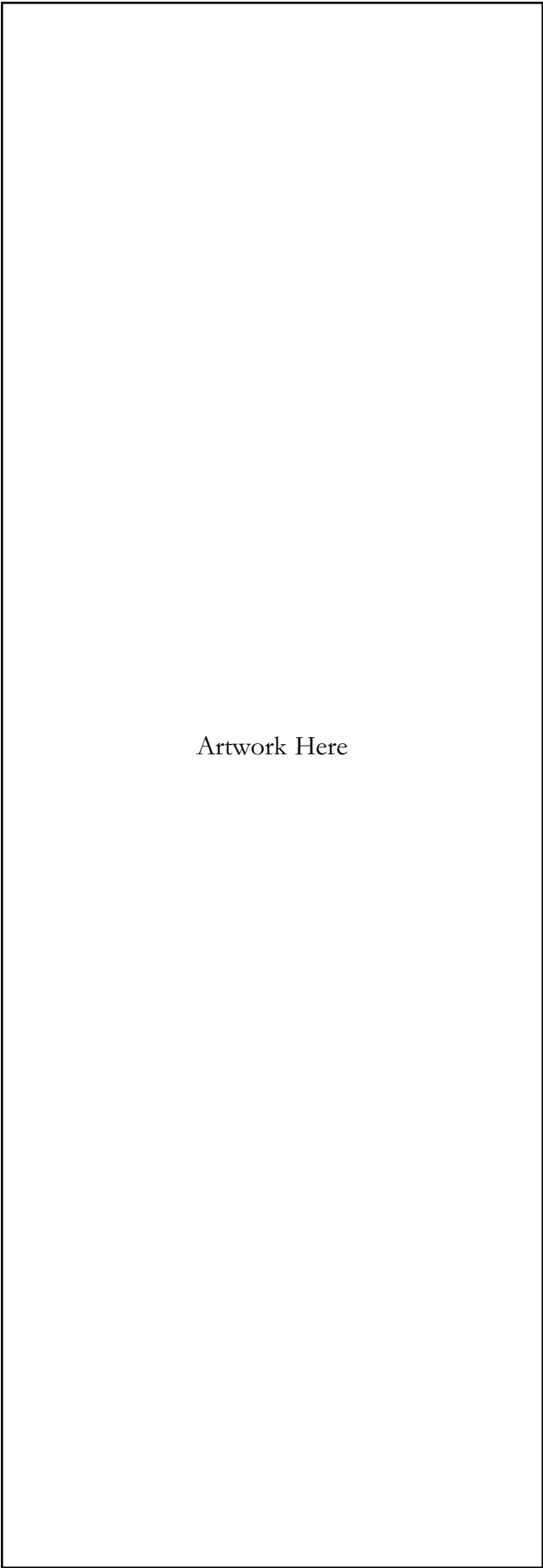
Religion: Elven deities are most often worshipped.

Language: High Elven

Names:



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Elf, Sea

Sea-elves have lived along the shore for so long that they exceed all others in wisdom and lore concerning the sea, and so they are known as sea-elves. They were the first people to build ships, which are white and shaped like great swans. Sea-elves sail and sing with voices like the rippling waves. Beyond the reckoning of the wisest humans, sea-elves know the language of the sea. These elves live in mansions of pearl. Other races have learned only a little of the knowledge of ship-building and the sea. Other humanoid races do not have the skill of language nor the subtlety of voice and ear to know the ways of the sea as well as sea-elves.

Sub-Ability Modifiers: Physical Fitness +10, Strength -10, Bodily Attractiveness +10, Health +30, Facial Charisma +10, Kinetic Charisma +10, Hand-Eye Coordination +5, Agility +5, Language +10, Drive +20, Intuition +5, and Reflection +5.

Base Life Points: 18

Physical Description: Sea-elven adult males average 5' 6" in height.

Disposition: UM

Temperament: Sanguine, Melancholic

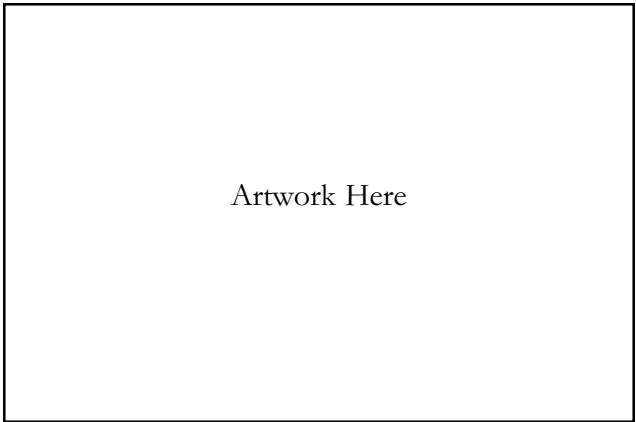
Sociality: They live in mansions of pearl along the shore.

Skills: Constellations +5, Direction Sense +5, Etiquette +5, Fishing +10, Genealogy +10, Cultural History +10, Musical Instrument (Voice) +5, Nature (Fish) +10, Sailing +10, Shipwright +5, and Swim +10.

Religion: Elven deities are most often worshipped.

Language: Grey Elven

Names:



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Elf, Wood

Also called silvan elves, these elves typically wear grey-elven cloaks that function like a chameleon's coat, hiding them in the forest. Wood-elves are considered to be one of the races called dark-elves, along with the green-elves and deep-elves.

Ancient history states that wood-elves predominantly lived in forests. They were a tribal race who built no cities and had no kings. Centuries later, however, their numbers dwindled and high-elves took wood-elves as their subjects. In this way, wood-elves learned much of the High Elven language and culture, and many of their skills. For a time, wood-elves grew strong and prosperous under these lords. Eventually, a concealed city of wood-elves developed deep in a large forest. It is beautiful and magical, and has withstood many dark invasions. The kingdom of these elves has a king and queen. Their forest is protected from immorality by a force. This force emanates from the elf ring Nenya.

Sub-Ability Modifiers: Physical Fitness +10, Strength -10, Bodily Attractiveness +10, Health +30, Facial Charisma +10, Kinetic Charisma +10, Hand-Eye Coordination +5, Agility +5, Language +10, Drive +20, Intuition +5, and Reflection +5.

Base Life Points: 18

Physical Description: Wood-elven adult males average 5' 6" in height.

Disposition: UM

Temperament: Sanguine, Melancholy

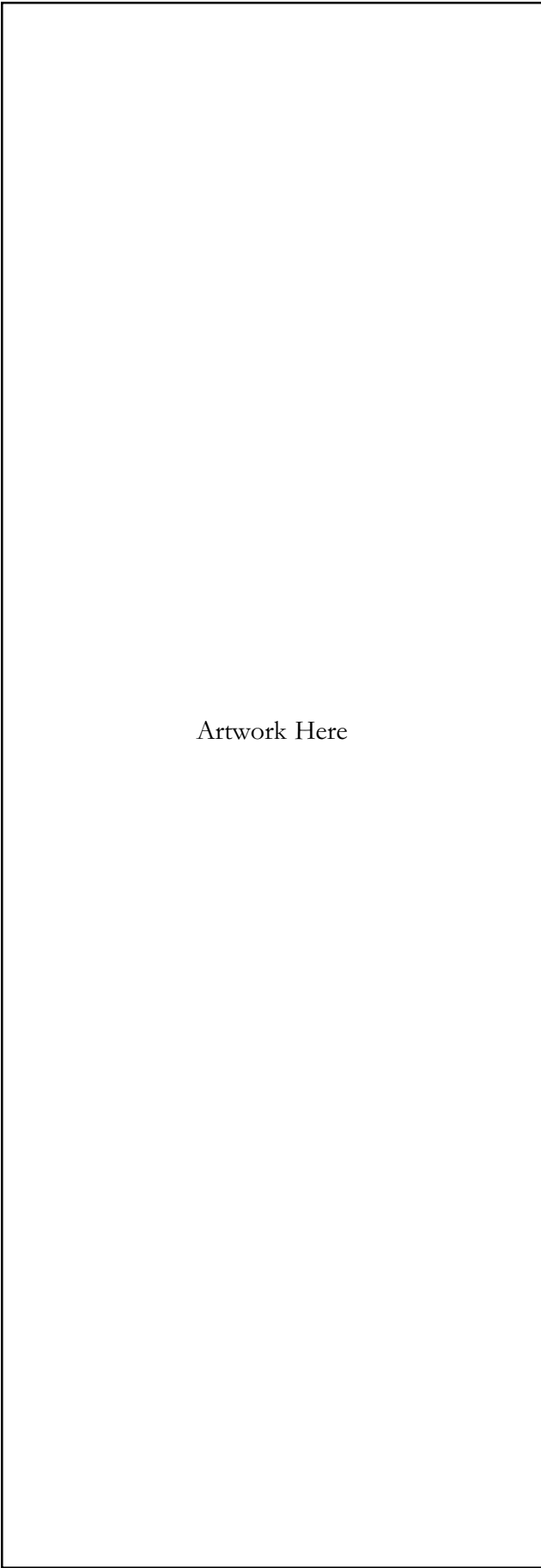
Sociality: Wood-elves live in a forest that is protected by a magical force. No immoral creatures or forces may enter their forest. Therein, is a kingdom.

Skills: Etiquette +5, Genealogy +10, Hide +5, Cultural History +10, Musical Instrument (Voice) +5, Nature (Geography) +5, Nature (Plants) +5, Nature (Trees) +10, Tracking +5, and Wilderness Lore +5.

Religion: Elven deities are most often worshipped.

Language: Grey Elven and High Elven

Names:



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Half-Orc

By sorcery, some humans and orcs were interbred. Half-orcs continue to breed with humans and orcs, furthering the new race. Half-orcs are large humanoids, lynx-eyed and immoral. Compared to other humanoid races, half-orcs are rare.

Sub-Ability Modifiers: Physical Fitness – 5, Strength +15, Bodily Attractiveness –7, Facial Charisma –12, Vocal Charisma –10, Kinetic Charisma –5, Rhetorical Charisma –10, Agility –2, Enunciation –2, Language –5, Math –7, Analytic –7, Spatial –5, Intuition –2, Common Sense –5, and Reflection –2.

Base Life Points: 22

Physical Description: The average half-orkish male stands 5’ 11” and weighs 195 lbs. Sometimes their skin seems to have a greenish hue. Their hair is usually dark brown or black, and often curly. The eyes of half-orcs are usually brown.

Disposition: NI

Temperament: Choleric, Phlegmatic

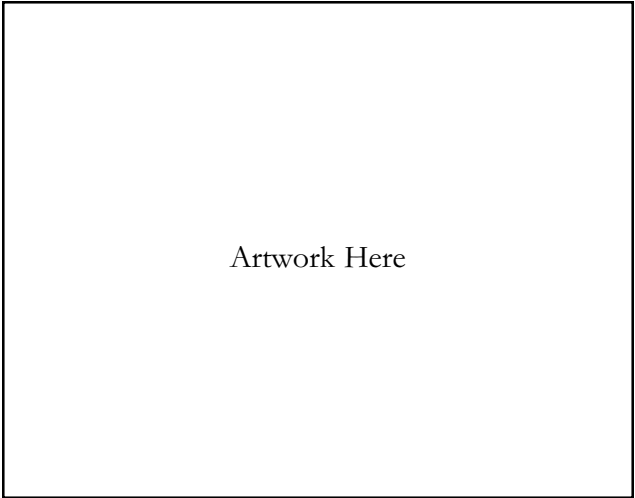
Sociality: Half-orcs are typically shunned by both humans and orcs, so their societal role is often that of miscreants.

Skills: Brawling +5, Hurl +5, Intimidation +5, Toxicology +5, Trickery +5, 1 Specific Weapon, and Wrestling +5.

Religion: Half-orcs are often rejected by both humans and orcs, so they are often godless.

Language: Common Speech or Black Speech, or both if intelligent enough and they were reared with the opportunity to learn both.

Names: The name of half-orc depends on which society they were raised in: human or orc.



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Halfling

At the same time when humans evolved, another race emerged as well: the halflings, sometimes called poople. Halflings are a burrowing, hole-dwelling race said to be related to humans, yet they are smaller than dwarves and their lives last about a hundred years. All halflings, both male and female, share certain characteristics. All measure between two and four feet in height; they are long-fingered, possess a chubby and cheerful countenance, grow curly brown hair upon their heads, and have feet which are peculiar, shoeless, and oversized. An unassuming and conservative race, they judge their peers by conformity to quiet halfling village life. Excessive behavior or adventurous endeavor are discouraged and considered indiscreet. The indulgences of halflings consist of donning bright colored clothing and consuming six substantial meals a day. The one eccentricity of halflings is the art of smoking pipe-weed, which they claim as their one contribution to the culture of the world. Halflings exist of three strains: the fallohides, harfoots, and stoors.

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Halfling, Fallohide

The fallohides are a woodland folk and wisest in the arts of song and poetry. By halfling standards, they are tall, fair-haired, and fair-skinned. They are the least populous of the halfling strains, but are more adventurous and inclined to commit daring acts. Because of this, fallohides are likely to become leaders of their people and are known to seek the company and advice of elves. Fallohides prefer hunting to ploughing. They founded a habitable area and call it the Shire.

Sub-Ability Modifiers: Physical Fitness – 15, Strength –10, Bodily Attractiveness –15, Facial –10, Kinetic –7, Agility –7, Language +5, and Common Sense +5.

Base Life Points: 14

Physical Description: Halflings are the shortest of the races available for a character, though fallohides are tall for halflings, averaging 3' 1" tall across sexes. Pudgy, they weigh an average of around 60 pounds. The life expectancy of a halfling is 100 years. Halflings have hairy feet, a round and jovial face, ears only slightly pointed, and short curly hair.

Disposition: The typical halfling toggles between neutral and unethicity, and most are moral.

Temperament: Halflings tend to be sanguine and phlegmatic.

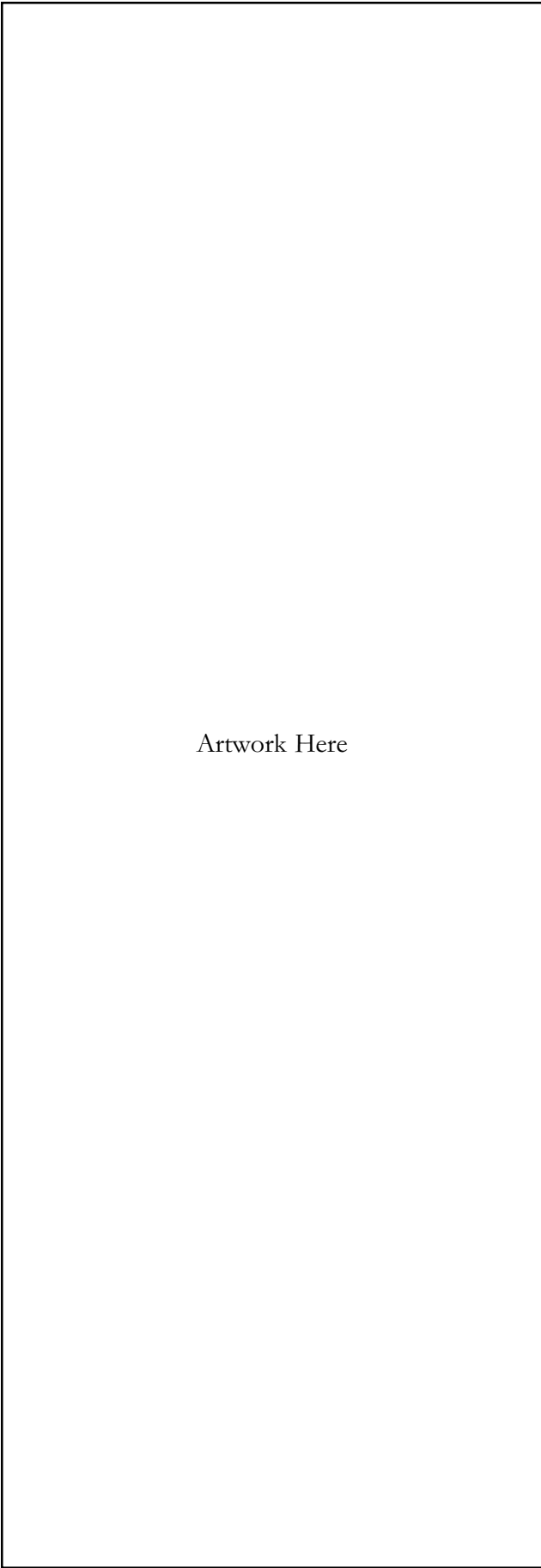
Sociality: Preferring to live in quiet little shires and rarely venture forth, most of the world overlooks halflings. As a people, they tend to be quiet, agreeable, and merry. Halflings enjoy passive lifestyles, usually pursue gardening, and many have been noted to smoke herbs in pipes.

Skills: Hunting +5, Nature (Minerals) +5, Nature (Plants) +5, and Wilderness Lore +10.

Religion: Halflings may worship any of the human gods, but religion is usually not a dominant force in halfling society.

Language: Common Speech

Names: Common names of halflings have been Balboa...



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Halfling, Harfoot

The most numerous and typical of the three strains of halflings are named the harfoot. They are the smallest of the halflings and their skin and hair are nut-brown. Regarding other humanoid races, the harfoot are friendliest with the dwarves because of a similar love for hillsides and highlands, and hole-dwelling to them is a joy.

Sub-Ability Modifiers: Physical Fitness – 30, Strength –25, Bodily Attractiveness –20, Facial –15, Kinetic –10, Agility –10, Language +5, and Drive –10.

Base Life Points: 10

Physical Description: Harfoot halflings are the shortest of the races available for a character, averaging 2' 9" tall across the sexes. Pudgy, they weigh an average of around 60 pounds. The life expectancy of a halfling is 100 years. Halflings have hairy feet, a round and jovial face, ears only slightly pointed, and short curly hair.

Disposition: The typical halfling toggles between neutral and unethicity, and most are moral.

Temperament: Halflings tend to be sanguine and phlegmatic.

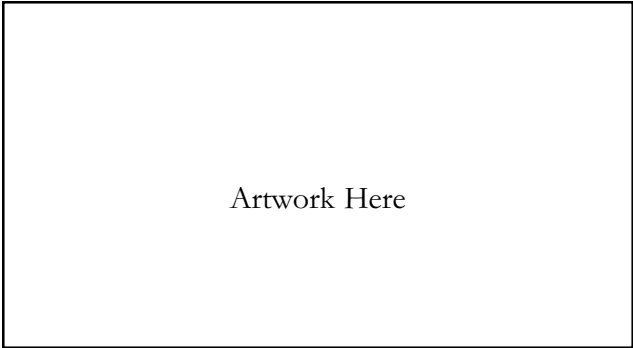
Sociality: Preferring to live in quiet little shires and rarely venturing forth, halflings are overlooked by most of the world. As a race, the harfoot tend to be quiet, agreeable, and merry. Harfoot halflings enjoy passive lifestyles, usually pursue gardening, and many have been noted to smoke herbs in pipes.

Skills: Nature (Minerals) +5

Religion: Harfoot halflings may worship any of the human gods, but religion is usually not a dominant force in halfling society.

Language: Common Speech

Names: Common names include...



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Halfling, Stoor

Of the three halfling strains, only the stoors know the arts of sailing, fishing, and swimming. They are lovers of flat river lands and are most friendly with humans. The harfoots think the stoors are a strange folk. In the eyes of the harfoots, stoors have an almost humanly appearance, for they are heavier and broader than the other strains of halflings, and unlike other halflings, stoors are able to grow beards. Stoors are the only strain of halflings to use footwear; in muddy weather they wear boots.

Sub-Ability Modifiers: Physical Fitness – 20, Strength –15, Bodily Attractiveness –20, Facial –15, Kinetic –10, Agility –10, Language +5, and Drive –10.

Base Life Points: 12

Physical Description: Halflings are the shortest of the races available for a character, and the stoor strain averages 2' 11" tall across sexes. Pudgy, they weigh an average of around 60 pounds. The life expectancy of a halfling is 100 years. Halflings have hairy feet, a round and jovial face, ears only slightly pointed, and short curly hair.

Disposition: The typical stoor toggles between neutral and unethicity, and most are moral.

Temperament: Stoors tend to be sanguine and phlegmatic.

Sociality: Preferring to live in quiet little shires and rarely venture forth, stoors are overlooked by most of the world. As a people, they tend to be quiet, agreeable, and merry. Halflings enjoy passive lifestyles, usually pursue gardening, and many have been noted to smoke herbs in pipes.

Skills: Fishing +5, Nature (Plants) +5, Sailing +5, and Swim +5.

Religion: Stoors may worship any of the human gods, but religion is usually not a dominant force in halfling society.

Language: Common Speech

Names: Common names include...

Base Life Points: 20

Physical Description: Humans, including

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Human

Compared with the elves and dwarves, humans are a very young race. Though the lifespan of a human is short, mankind reproduces prolifically. In almost every respect, humans are the most neutral and the norm of the humanoid races.

Sub-Ability Modifiers: None.

Base Life Points: 20

Physical Description: Humans, including males and females, average 5'7" and 130 pounds, and have a life expectancy of 73 years.

Disposition: Humans have the widest range of dispositions, though most often the race is neutral regarding both ethics and morals.

Temperament: As a race, humans have the widest range of temperament. Any combination is likely, though humans are probably more melancholic than the others.

Sociality: Humans, by and large, are uneducated peasants working in the service of a lord, though this varies depending on whether they are urban or rural. Compared to other races such as dwarves and elves, humans reproduce frequently, and often consider large families desirable, whether they can afford to feed them or not.

Skills: Due to their short lives, humans receive no bonus skills.

Religion: Humans range from devoutly religious to irreligious. Of all the races, humans have the widest selection of deities, though they also differ sharply from culture to culture.

Language: Common Speech

Names: Common names for humans are very diverse, especially across cultures. Holding to traditions less than other humanoid races, humans are almost likely to have any name. It is common to attach 'son' as a suffix to a name, when the child is a boy.

Racial Hatred

Different races usually regard each other differently, based on observed, imagined, or feared dissimilarities. Most people prefer to associate with those who are deemed similar. Further, most people avoid, dislike, belittle, or condemn those who are deemed dissimilar. Racial opinions and attitudes vary with the individual. However, trends in opinions emerge among masses of people.

At the present time, the degree of racial hatred among the races allowed as characters for players may be observed in the table below:

Racial Hatred	Ana.	Dwarf	Elf	Half-Orc	Half-ling	Hum.
Anakim	1	5	5	4	5	5
Dwarf	5	1	3	4	3	3
Elf	5	3	1	5	3	2
Half-Orc	4	4	5	1	4	4
Half-ling	5	3	3	4	1	2
Human	5	3	2	4	2	1

1 = Preference: A preference exists for the indicated race. Note that, as a general rule, people prefer their own kind.

2 = Acceptance: While these races may not prefer each other's company above their own kind, they are generally on good terms with each other and will tend to be accepting and tolerant.

3 = Indifference: These races have no strong attitudes in favor of or opposition to each other.

4 = Dislike: Negative attitudes exist between these races. They are usually not openly hostile toward each other and opt to avoid members of this race, but perceived insults may incite violence.

5 = Hatred: Between these races, insults usually occur frequently, and violence is not uncommon, if not openly declared on sight. Generally, these races hate each other.

Racial Slurs

A racial slur is a derogatory term for a race, usually used comically, to belittle, or to incite violence. A stockpile of racial slurs has accumulated through the centuries, though most have been forgotten, lost due to the passage of time. The following races have acquired these racial slurs:

Anakim

Stovepiper (due to their thick manhood)

Dwarf

The Stunted People (elven slang)

Elf

Fairy, Twig

Half-Orc

Spear-chucker

Half-ling

Poople

Human

Sickly (elven slang)

CHAPTER 3: BODY

This chapter is concerned with anthropometry (physical measures of the body), such as height and weight, and genitalia, as well as allergies, intoxication, and diseases that affect the body. The contents of this chapter are listed under four categories: Standard Features, Sexual Features, Rare Features, and Allergies, Intoxication, and Disease.

Perhaps the most frequently used physical measure is Life Points (LP), a numeric representation of consciousness, energy, and life, as well as the ability to withstand or sustain damage. Life Points were first introduced with the racial descriptions in *Chapter 2: Gender and Race*. When creating a character, the average of the Skill Modifiers for Strength, Health, and Drive is applied to the Life Points listed for the character's race. Life Points are more appropriately covered in detail in *Chapter 10: Combat*.

If generating a new character, progress through this chapter topic by topic to determine and record information concerning the body of a character. Information including and beyond Rare Features may be relevant to the body in a gaming session, but not character creation.

Standard Features

Each of the standard features must be randomly determined for each character.

Age:

Adventurers usually choose their occupation during young adulthood, which is reflected below. Should the MM desire to create a character at a younger or older age, appropriate modifiers to abilities (see *Chap. 1: Abilities*) and skills (see *Chap. 8: Skills*) should be considered. Otherwise, consult the table below:

<u>Race</u>	<u>Starting Age</u>
Anakim	21 + d20
Dwarf	40 + d20
Elf	80 + d100
Half-Orc	12 + d6
Halfling	19 + d20
Human	15 + d12

Lifespan:

Race	Infant	Child	Puberty	Young Adult	Middle Age	Old Age	Venerable
Anakim	0-4	5-14	15-21	22-45	46-70	71-100	101+
Dwarf	0-7	8-31	32-40	41-80	81-140	141-200	201+
Elf*	0-10	11-50	51-80	81+	-	-	-
Half-Orc	0-2	3-7	8-12	13-19	20-35	36-50	51+
Halfling	0-4	5-13	14-19	20-40	41-65	66-90	91+
Human	0-3	4-11	12-15	16-30	31-50	51-70	71+

*The bodies of elves do not age and deteriorate beyond young adulthood.

Note: Females live (1d10)% longer than males, regardless of race. If female, roll and apply.

Height:

Height in Inches				
Race	Male	Avg. Male	Female	Avg. Female
Anakim	(6d6) + 78	8'	(6d6) + 63	7'
Dwarf	(6d6) + 33	4' 6"	(6d6) + 30	4' 3"
Elf*	(6d6) + 45	*5' 6"	(6d6) + 39	*5'
Half-Orc	(6d6) + 50	5' 11"	(6d6) + 44	5' 5"
Halfling, fallohide	(6d6) + 18	3' 3"	(5d6) + 19	3'
Halfling, harfoot	(4d6) + 20	2' 10"	(3d6) + 21	2' 8"
Halfling, stoor	(5d6) + 19	3'	(4d6) + 20	2' 10"
Human	(6d6) + 49	5' 10"	(6d6) + 43	5' 4"

*The height of a grey-elf is determined as a human, not an elf on this table.

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1. Information on human height was referenced from a scholarly study (Ward, 1967).

Weight:

The weight of a character is determined by three variables. First, roll on the table below to determine the Base Weight in Pounds of a character by gender and race:

Base Weight in Pounds		
Race	Male	Female
Anakim	$(3d100) + 250$	$(2d100) + 250$
Dwarf	$2(3d20) + 87$	$(6d12) + 81$
Elf*	$(6d12) + 91$	$(6d10) + 68$
Half-Orc	$2(3d20) + 132$	$(6d12) + 119$
Halfling	$(6d8) + 40$	$(6d8) + 36$
Human	$2(3d20) + 87$	$(6d12) + 71$

*A grey-elf gains an additional 15 pounds if male, 5 if female.

Next, refer to the table above for Height, and assess the number of inches that the character deviates from the average for their gender. For instance, a human male that is 6' tall deviates from the average human male by being two inches taller. Apply the deviation, if it exists, to the following table to further modify the character's weight:

Weight Adjustment by Height				
Race	Male		Female	
	For Each Inch Taller	For Each Inch Shorter	For Each Inch Taller	For Each Inch Shorter
Anakim	Add 15 lbs.	Subtract 6 lbs.	Add 10 lbs.	Subtract 10 lbs.
Dwarf	Add 12 lbs.	Subtract 4 lbs.	Add 4 lbs.	Subtract 1 lb.
Elf	Add 7 lbs.	Subtract 2 lbs.	Add 3 lbs.	Subtract 1 lb.
Half-Orc	Add 11 lbs.	Subtract 5 lbs.	Add 6 lbs.	Subtract 1 lb.
Halfling	Add 2 lbs.	Subtract 1 lb.	Add 1 lb.	Subtract 1 lb.
Human	Add 10 lbs.	Subtract 4 lbs.	Add 5 lbs.	Subtract 1 lb.

Finally, consider the Strength sub-ability of the character (see *Chap. 1: Abilities*). If a character has sufficient Strength, they will weigh more accordingly. For every category of Strength above that which is mentioned in the following table, apply the modifier. Consult the table below:

Weight Adjustment by Strength		
Race	If Strength meets or exceeds:	Then apply this weight increment for each additional Strength category:
Anakim	265	30
Dwarf	175	15
Elf	124	10
Half-orc	175	20
Halfling	106	5
Human	145	20

For example, the weight will be determined for a human male named Antichristo who stands 6' 2" tall and has a Strength of 190. First, according to the Base Weight table above, 3d20 are rolled. The result for Antichristo is 35. This sum is multiplied by 2, and 87 is added to it, yielding a Base Weight of 157 lbs. Next, since Antichristo is 4 inches taller than an average human male, 40 lbs. are added to his weight; so far, Antichristo weighs 197 lbs. Finally, due to his Strength of 190, which is 4 categories on the sub-ability table above 145, 80 lbs. is added to his weight. Antichristo's final weight is 277 lbs.

Most Attractive/Repulsive Feature (d%):

Make two rolls, first for the most attractive feature of your character, then for the most repulsive feature. If the most repulsive feature is identical to the most attractive feature, then reroll. Otherwise, the player and MM must consult one another in contradictory cases, such as when a character has a high Facial Charisma, yet their face is their most repulsive feature.

- 1-15 Hair
- 16-25 Eyes
- 26-30 Lips
- 31-35 Voice
- 36-50 Face
- 51-55 Crotch
- 56-65 Chest
- 66-75 Waist
- 76-85 Buttocks
- 86-90 Legs
- 91-95 Feet/Hands
- 96-100 Mannerisms

Skin Color (d%):

The color of a the skin of a character may range from deathly pale to tan. However, certain races have modifiers. Consider the following racial modifiers:

<u>Race</u>	<u>Modifier</u>
Dwarf	+20
Elf	-40
Half-orc	+30

Now, roll percentile dice and determine skin color:

<u>Roll</u>	<u>Skin Color</u>
<6	Deathly Pale (most think they are undead)
6-15	Pale (obviously, they rarely go outdoors)
16-35	Light or fair
36-60	Medium
>60	Tan (the skin of a laborer)(slightly greenish hue if half-orkish)

Hair Color (d%):**Hair Color for Anakim, Half-Orcs, Halflings, & Humans**

- 1-5 Albino Blonde
- 6-15 Blonde
- 16-25 Dirty Blonde
- 26-30 Red
- 31-40 Auburn
- 41-65 Light Brown
- 66-85 Brunette
- 86-100 Black

Hair Color for Dwarves

- 1-5 Red
- 6-15 Auburn
- 16-40 Light Brown
- 41-85 Brunette
- 86-100 Black

Hair Color for Deep, Grey, Green, High, Sea, & Wood-Elves

- 1-20 Black
- 21-30 Gray
- 31-40 Silver-gray
- 41-60 Silver
- 61-70 Silvery-white
- 71-80 Blonde
- 81-100 Golden

Hair Color for Fair Elves

- 01-10 Dirty Blonde
- 11-60 Blonde
- 61-80 Light Blonde
- 81-100 Golden

Hair Length (d%):

- 1-10 Less than 4" or neck length
- 11-29 4-8" or shoulder length
- 30-50 9-16" or upper back
- 51-80 17-22" or middle of the back
- 81-97 23-30" or lower back
- 98-99 31-38" or ass-length
- 100 39-50" or thigh length

Hair, Thickness & Type (d%):

1-2	Thin, balding, frizzy
3-4	Thin, balding, curly
5-6	Thin, balding, straight
7-8	Thin, balding, wavy
9-11	Thin, frizzy
12-14	Thin, curly
15-22	Thin, straight
23-26	Thin, wavy
27-32	Thick, kinky, oily
33-35	Thick, kinky
36-42	Thick, curly, oily
43-50	Thick, wavy, oily
51-55	Thick, straight, oily
56-60	Medium thickness, curly, oily
61-65	Medium thickness, wavy, oily
66-70	Medium thickness, straight, oily
71-75	Thick, curly
76-80	Thick, straight
81-85	Thick, wavy
86-90	Medium thickness, curly
91-95	Medium thickness, straight
96-100	Medium thickness, wavy

Eye Color (d%):

Roll	Anakim	Dwarf	Elf	Half-Orc	Halfling	Human
1-5	Black	Brown	Albino	Black	Brown	Black
6-70	Brown	Brown	Green	Brown	Brown	Brown
71-80	Reddish-brown	Gray	Gray	Bloody-brown	Blue-gray	Blue-gray
81-99	Gray	Blue-gray	Blue	Human blood	Blue	Blue
100	Blue-gray	Blue	Brown	Bright red	Green	Green

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Vision (d%):

Roll on the table below to determine the accuracy of a character's vision. Undesirable vision is either near-sightedness or far-sightedness. Near-sightedness means that a character can see normally when objects are near, though distant objects are blurry. Conversely, far-sightedness means that a character can see normally when objects are distant, but has headaches when objects are near and focused upon for any duration. Spectacles do exist, though only ones that correct far-sightedness. Regarding near-sightedness, a character's vision is determined by the distance that they can distinguish between similar heraldic coats of arms. Near-sighted characters suffer penalties regarding two skills: Aim and Sight (see *Chap. 8: Skills*). Far-sightedness is the distance that a character no longer receives headaches. Roll on the following table to determine the state of your character's vision:

Roll	Aim, Sight	Vision
01	-90	Near-sightedness, 5 feet
02	-80	Near-sightedness, 50 feet
03-04	-70	Near-sightedness, 100 feet
05-06	-60	Near-sightedness, 200 feet
07-09	-50	Near-sightedness, 300 feet
10-12	-40	Near-sightedness, 400 feet
13-16	-30	Near-sightedness, 500 feet
17-20	-20	Near-sightedness, 600 feet
21-25	-10	Near-sightedness, 700 feet
26-75	-	Perfect natural vision
76-80	-	Far-sightedness, 1 foot
81-84	-	Far-sightedness, 3 feet
85-88	-	Far-sightedness, 5 feet
89-91	-	Far-sightedness, 10 feet
92-94	-	Far-sightedness, 15 feet
95-96	-	Far-sightedness, 20 feet
97-98	-	Far-sightedness, 25 feet
99	-	Far-sightedness, 50 feet
100	-	Far-sightedness, 100 feet

With perfect natural vision, masses of troops can be recognized at 5,100 feet, infantry can be distinguished from cavalry at 3,900 feet, individuals may be seen at 3,000 feet, heads and crossbelts can be distinguished at 2,100 feet, uniforms and reflections from weapons may be seen at 1,500 feet, and uniforms may be recognized at 750 feet.

Facial Features (d%):

Physiognomy is a methodical attempt to correlate facial features with presumed characteristics. While the correlations vary with the physiognomist, the following table provides popular observations:

<u>Roll</u>	<u>Facial Feature</u>	<u>Presumed Characteristic</u>
01-02	Ears, big	Dumb
03-04	Ears, high or above eyebrow	High mental capacity
05-06	Ears, low or below eye level	Low mental capacity
07	Eyebrows, blade	Brave, righteous, a magnet for attacks
08	Eyebrows, close to and weighing down eyes	Prone to manipulation, easily controlled
09	Eyebrows, dense with curled up tail	Changeable, does not know limits, brave
10	Eyebrows, distinct and prominent arch	Emotionally indecisive, gutsy, smart
11	Eyebrows, downward sloping	Opportunistic, selfish, debauched
12-13	Eyebrows, feather or upward sloping	Opportunistic, shifty, ill-intentioned
14	Eyebrows, hemispherical	Overly emotional, extravagant, kind-hearted
15	Eyebrows, short and blunt	Opportunistic, impatient, heartless
16-18	Eyebrows, they run together	Dumb and animalistic
19-21	Eyelashes, long	Proud, vainglorious, audacious
22	Eyes, deep set with well-defined iris	Diplomatic, understanding, and orderly
23	Eyes, downward sloping	Irresponsible, philanderers
24	Eyes, hooded and down sloping lid	Harshly realistic, not one to return favors
25-26	Eyes, large	Unstable, luxurious
27-29	Eyes, recessed or deep	Crafty
30-31	Eyes, small	Lacks discipline, has the need to win, active, good observer
32	Eyes, small irises surrounded by white	Ruthless, crafty, cold, highly strung, a plotter
33	Eyes, surrounded by bags and gray rings	Target for bullying, weak character
34-35	Eyes, tired	Sloppy, illogical, dominated
36-37	Forehead, large	Irascible, cruel
38-40	Hair, facial, excessive	Brutal and overbearing
41-42	Jawbone, accentuated	Masculinity
43-44	Jawbone, diminished	Femininity
45-46	Mole, above mouth	Financially stable
47	Mole, brow	Big heart, tolerant, pleasant
48-51	Mole, cheekbones	Likely to end up victims (dumpees) of love triangles

52	Mole, ear	Noble, one who repays favors, good friend
53	Mole, lip	Intestinal problems
54-55	Mole, nasal	Prone to financial losses, chronic medication reliant, difficult to conserve wealth
56-58	Mole, off the side of eye	Prone to love triangles
59	Mole, sole of foot	Potential leadership
60-62	Mole, throat	Prone to intestinal problems
63-65	Mouth, big lips	Daring, reckless, lewd, and untruthful
66-67	Mouth, crooked, uneven lips	Hard to please, tantrum thrower, irrational
68-69	Mouth, downward sloping	Unreasonable, blamers, scorekeepers
70-71	Mouth, full lips	Healthy, good family fortune, and charismatic
72-74	Mouth, protruding upper lip	Egocentric, shows greater concern for self
75-77	Mouth, protruding lower lip	Altruistic, shows greater concern for others
78	Mouth, rectangular lips	Wealthy, of upper class stock, aristocratic
79-80	Mouth, thin upper lip	Selfish, inconsiderate of others' feelings
81-82	Mouth, upward sloping	Strong-willed, tendency to rise in society
83-85	Nose, big	Weak and curious
86-88	Nose, big nostrils	Waster of money, generous
89-90	Nose, bony	Low intelligence, good health
91-92	Nose, broad	Attracts trouble, covetous, brave, gutsy
93	Nose, bulbous end	Insensitive, swinish
94	Nose, large and rounded	Magnanimous
95	Nose, slender and hooked	Eagle-like
96	Nose, small nostrils	Stingy, scorekeepers, good savers
97	Nose, sharp-tipped	Irascible, those easily provoked
98-100	Teeth, yellowed or unkempt	Cruel

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Sexual Features

Below are optional measures of the body. These are provided so that the sexual dimension of role-playing may be included at the MM's discretion.

Areola Diameter (d%) [if male, (d%) – 15]

The areola, or the skin immediately surrounding the nipple, may vary in diameter and according to race. Roll below to determine the diameter of the character's areolas.

Roll	Anakim	Dwarf	Elf	Half-Orc	Halfling	Human
1-25	2"	1/2"	1/2"	1 1/2"	1/2"	1"
26-65	3"	1"	1"	2"	1"	1 1/2"
66-85	4"	1 1/2"	1 1/2"	3"	1 1/2"	2"
86-95	6"	2"	2"	4"	2"	3"
96-100	8"	3"	3"	5"	3"	4"

Areola Hue (d%):

Roll	Hue
1-10	Difficult to identify
11-50	Light
51-85	Medium
86-100	Dark

Cup Size (d%):

Though cup sizes¹ are human expressions, the cup size herein is considered relative to each race.

Modifiers:

Age, Child (12-15)	-5
Fat	+25
Pregnant	+25
Skinny	-25

Roll (d%):

<11	AA
11-25	A
26-70	B
71-92	C
93-99	D
>99	DD+

1. A scholarly study on female human bust size indicates that both males and females prefer a female with a medium bust size (Kleine & Staneski, 1980).

Nipple Length (d%) [if male, (d%)-15]:

A nipple which is not erect may have no length whatever. This table yields the maximum erect nipple length.

Roll	Anakim	Elf	Dwarf	Half-Orc	Halfling	Human
1-65	1/2"	1/4"	1/4"	1/2"	1/8"	1/4"
66-80	1"	1/2"	1/2"	3/4"	1/4"	1/2"
81-97	1 1/2"	3/4"	3/4"	1"	1/2"	3/4"
98-99	2"	1"	1"	1 1/4"	3/4"	1"
100	3"	1 1/4"	1 1/4"	1 1/2"	1"	1 1/4"

Vaginal Circumference Potential (d%):

Should any vagina be stretched beyond the limit as determined by the table below, which differs from woman to woman, the orifice will rip to accommodate the incoming object. First, consider all relevant modifiers, then roll percentile dice and proceed to the following table.

Modifiers:

Age, Puberty	-25
Age, Young Adult	-
Age, Middle Age	+10
Age, Old Age	+5
Age, Venerable	+5
Mother	+25
Middle-aged	+5
Nymphomaniac	+11 to +30 (1d20 + 10)
Slut	+1 to +20 (1d20 if unsure)

Roll	Equivalent from Same Species	Anakim (Inches Circumference)	Dwarf, Elf, Half-Orc, & Human (Inches Circumference)	Halfling (Inches Circumference)
1-5	two fingers	5-6"	3-4"	3"
6-15	three fingers	6-7"	4-5"	4"
17-50	normal unit	7-9"	5-6"	4"
51-85	thick unit	9-12"	6-8"	5"
86-95	woman's fist	12-15"	8-10"	7-9"
96+	man's fist	15-20"	10-15"	9-14"

Vaginal Depth Potential (2d20%):

No object may be fully inserted into a vagina if it is longer than the female's Vaginal Depth Potential. In such extreme situations, internal damage may occur, though this is best left to the MM. A female's Vaginal Depth Potential equals her height in feet converted to inches (such as a female of 5' 6" becoming equivalent to 5 1/2"), and then (2d20)% is added.

Tongue Size (d%):

Instead of measuring the length of the entire tongue, this feature lists only the length of the tongue that may be extended outside the mouth of a character. Roll percentile dice and consult the following table:

Roll	Example	Anakim (Inches Length)	Dwarf, Elf, Half- Orc, & Human (Inches Length)	Halfling (Inches Length)
1-10	Tiny tongue	1"	1/2"	1/4"
11-20	Small tongue	2"	1"	1/2"
21-60	Normal size tongue	3"	2"	1"
61-90	Tip may touch tip of nose	4"	2 1/2"	2"
91-98	Tip may touch chin	5"	3"	2 1/2"
99+	Tip reach top of nose	6"	4"	3"

Anal Circumference Potential (d%):

Should any anus be stretched beyond the limit as determined by the table below, which differs from anus to anus, the orifice will rip to accommodate the incoming object. First, consider all relevant modifiers, then roll percentile dice and proceed to the following table.

Modifiers:

Age, Puberty	-25
Age, Young Adult	-
Age, Middle Age	+10
Age, Old Age	+5
Age, Venerable	+5
Male	+5
Middle-aged	+5
Nymphomaniac	+11 to +30 (1d20 + 10)
Accustomed to anal sex	+1 to +20 (1d20 if unsure)

Roll	Equivalent from Same Species	Anakim (Inches Circumference)	Dwarf, Elf, Half- Orc, & Human (Inches Circumference)	Halfling (Inches Circumference)
1-10	two fingers	5-6"	3-4"	3"
11-20	three fingers	6-7"	4-5"	4"
21-60	normal unit	7-9"	5-6"	4"
61-90	thick unit	9-12"	6-8"	5"
91-98	woman's fist	12-15"	8-10"	7-9"
99+	man's fist	15-20"	10-15"	9-14"

Ripped Orifice

Should a vagina or anus stretch to accommodate the entry of an object which exceeds the Vaginal or Anal Circumference Potential, damage may result to the individual due to a Ripped Orifice. A vagina or anus that is stretched to twice its limit results in the necessity of a Health check at TH 70. If this check fails, then death occurs. If successful for a female character, the skin between the vagina and anus rips and the two orifices effectively become one. If successful for a male character, the skin rips into the scrotum. Damage is a percent of LP equal to the extent of ripping.

Hymen Resistance

A hymen is a membrane that, when broken, is used to indicate that a woman is no longer a virgin. Each player of a female character may, at their option, determine the Hymen Resistance of the character by rolling 5d20. For every time the female character has intercourse, she must roll percentile dice to see if the hymen breaks, and it may only break once. Results greater than her Hymen Resistance indicate her hymen has been broken. If the hymen breaks, then blood will seep from her vagina. Common folk consider an unbroken hymen indicative of virginity, though in reality the woman may either have a high Hymen Resistance or never have accommodated sufficient Manhood.

Pregnancy Likelihood

At best, a fertile woman has less than a 1% chance of becoming pregnant by a fertile man with a high sperm count per completed intercourse¹. First, the male must make a Sperm Count (or load size) check by rolling percentile dice. Average loads contain 200 million sperm. If he rolls 20 or less (80 million sperm or less), then his Sperm Count was insufficient to impregnate the woman. Every ejaculation within a 24 hour period incurs cumulative penalties of -30 to Sperm Count checks. Next, if the man had a sufficient Sperm Count, the woman must roll percentile dice. Results greater than 1% indicate that she did not become pregnant.

Menstruation

Menstruation is periodic vaginal discharge and occurs in all races available to players, as well as most mammals. Menstruation accompanies a woman's childbearing years, usually beginning in puberty and most often ceasing during middle age. A common belief regarding menstruation is that it is punishment from the gods for being female. If pregnancy does not occur, smelly blood may flow from the lining of the uterus, seeping out of the vagina. The 3 + (d6 - 1) days that menstruation lasts is called the menstrual period, though colloquially it is known as the rag, since women secure rags on their crotch to catch the blood and prevent it from running down their legs. In most women, the menstrual cycle is about 28 days, but it can vary considerably, even from one month to another. A missed period is often the first indicator of pregnancy.

Many (50%) women experience premenstrual discomfort, namely tender breasts and a tendency to retain fluid known as bloating (d8-1) days prior to menstruation. Some (40%) women experience d6 of the following symptoms: 1) headaches, 2) irritability, 3) nervousness, 4) fatigue, 5) crying spells, and 6) depression with no apparent cause. A few women (10%) also experience menstrual cramps during the first day or two of the period. If they experience irritability, the choleric part of their temperament may increase by d100 during menstruation. If they experience depression, the melancholic part of their temperament may increase by d100 during menstruation.

Infant Mortality Rate

An infant mortality rate is the probability of death in the first year of life.

Race	Odds of Death per Infant
Anakim	25%
Dwarf	5%
Elf	1%
Halfling	15%
Half-orc	20%
Human	10%

1. This statistic concerning fertility has been referenced from Microsoft Encarta Encyclopedia 99.

Manhood:

- a. The height (or length) of the character (or creature) in feet is converted directly to inches (6' = 6"; 5'10" = 5.83"). This is the Base Length of his Manhood.
- b. Then roll 4d100, divide the sum by 2, and subtract 1 from the total. Consult the table below:

Manhood Roll	Size Modifier
1	-70%
10	-64%
16	-60%
22	-56%
28	-52%
34	-48%
40	-44%
46	-40%
52	-36%
58	-32%
64	-28%
70	-24%
76	-20%
82	-16%
88	-8%
94	-4%
100	-
104	+7%
108	+14%
112	+21%
115	+28%
119	+35%
122	+42%
126	+49%
130	+56%
134	+63%
138	+70%
142	+77%
146	+84%
150	+91%
154	+98%
158	+105%
162	+112%
166	+119%
170	+126%
174	+133%
178	+140%
182	+147%
184	+154%
188	+161%
192	+175%

The resultant percentage is applied to the Base Length of the character's Manhood, determining the actual length. For instance, a manhood roll of 115 indicates a +28% Size Modifier. If the character were 6' tall, then the length of his Manhood would now be 7.68 inches (28% of 6 = 1.68; so, 6 + 1.68).

Note that this is the shortest measurable length, taken from the top or belly-button side, not the bottom or testicular side, and constitutes all that a woman may take from a missionary position. However, if the woman were to mount the Manhood from above while facing her partner and leaning back, she would actually take 1.15 times the Base Length, accounting for the remainder. For instance, with a Base Length of 6 inches, with experimentation, it is possible for the woman to enjoy 6.9 inches, depending on the angle.

- c. The determined Manhood length is now multiplied by 0.95. This is the Base Circumference of the Manhood in question.
- d. Finally, roll $[(4d100 / 2) - 1]$, observe the Size Modifier on the table above, and apply this modifier to the Base Circumference to determine the actual circumference.

Rare Features

These features are not usually determined during character creation, unless the player so desires. These features rarely become necessary components of the game, but are detailed here for the sake of comprehensiveness.

Foot Size (d%):

To determine the length in inches of a character's foot, first consider the height of the character. Consult the Height table in the beginning of this chapter. For each inch a character is taller than the average Height for a character of the appropriate gender and race, add 10 to the roll for Foot Size. For each inch shorter, subtract 10. Roll percentile dice and consult the table below:

Roll	Anakim (Male/Female)	Dwarf, Elf, Half- Orc, & Human (Male/Female)	Halfling (Male/Female)
<11	9-10"/7-8"	5-6"/4-5"	3-4"/3-4"
11-20	11-12"/9-10"	7-8"/5-6"	4-5"/3-4"
21-60	13-14"/11-12"	9-10"/7-8"	5-6"/4-5"
61-90	15-16"/13-14"	11-12"/9-10"	7-8"/6-7"
91-98	17-18"/15-16"	13-14"/11-12"	9-10"/7-8"
>98	19-20"/17-18"	15-16"/13-14"	11-12"/8-9"

Handedness (d⁰):

To determine whether a character is right- or left-handed, roll percentile dice. Ambidexterity is not determined here, but is purchased as a skill (see *Chap. 8: Skills*). Handedness¹ refers to which hand the character uses predominantly. Results are as follows: 01-10 = Left-handed, 11-100 = Right-handed.

Head Circumference (d⁰):

The circumference of the head of a character may be relevant when a character finds a helmet or hat and desires to wear it. Head Circumference is listed in inches. It is not possible for a character to wear a hat or helmet that is smaller than the character's Head Circumference. The hat or helmet is comfortable if it is not larger than 101% of the character's Head Circumference. It is possible to wear a hat or helmet if it is between 102% and 103% of the character's Head Circumference, though the loose fit will be annoying. If the hat or helmet is larger than this, then it is not practical to wear it.

To determine the Base Head Circumference of an adult, roll percentile dice and consult the following table:

Base Head Circumference						
Roll	Anakim	Dwarf	Elf	Halfling	Half-Orc	Human
01-02	24.00	18.75	19.12	18.60	20.40	19.20
03-05	26.00	19.75	20.12	19.40	21.60	20.40
06-31	28.00	20.75	21.12	20.20	22.80	21.60
32-68	30.00	21.75	22.12	21.00	24.00	22.80
69-94	32.00	22.75	23.12	21.80	25.20	23.90
95-98	34.00	23.75	24.12	22.60	26.40	25.00
99-100	36.00	24.75	25.12	23.40	27.60	26.10

The table above produces male Base Head Circumference. If female, multiply the result by 0.97. Finally, the base must be modified randomly. Roll percentile dice. If 01-50, then the Base Head Circumference will be decreased. If 51-100, then the Base Head Circumference will be increased. Roll 1d100, and add or subtract the result as hundredths of an inch.

1. Proportions for Handedness have been acquired from scholarly journal articles. For more information, see the References section.

Pregnancy

Pregnancy¹ occurs when a sperm of a male fertilizes an egg of a female. Should a pregnancy be determined (see earlier in this chapter), then the body of the female character will experience change. The pregnant woman will gain 2d4 of the following symptoms: breast tenderness and swelling, fatigue, nausea, sensitivity to smell, increased frequency of urination, mood swings, weight gain (2d20 lbs.), and cravings for unusual substances. These symptoms last for 1d20 weeks.

There is a 15% chance for each pregnancy to result in miscarriage. If this is determined, the miscarriage, occurs in the (3 + 1d8)th week of pregnancy.

After 12 weeks of pregnancy, other symptoms emerge. Now, the pregnant woman experiences another 2 of 3 symptoms: breasts increase 1d4 cup sizes, nipples darken, weight gain (2d20 lbs.).

If the pregnant woman is middle aged, then there is a 30% chance of producing an offspring that is less than ideal. If a complication occurs, roll percentile dice and consult below:

<u>Roll</u>	<u>Result</u>
01-15	Egg is fertilized in the fallopian tube, mother dies upon childbirth.
16-30	Offspring loses d100 Health
31-45	Offspring loses d100 Intelligence
46-60	Offspring loses d100 Wisdom
61-75	Offspring loses d100 Dexterity
76-90	2 random Mental Illnesses
91-100	Random Mental Illness

The duration of the pregnancy depends on the race. Roll percentile dice and consult below:

<u>Race</u>	<u>Gestation Duration</u>
Anakim	60 weeks
Dwarf	110 weeks
Elf	160 weeks
Halfling	44 weeks
Half-orc	33 weeks
Human	40 weeks

<u>Roll</u>	<u>Result</u>
<02	Premature birth by 2d10 weeks, results in death of offspring
02-07	Premature birth by 1d6 weeks
08+	Normal birth duration

Finally, labor may take up to 14 hours. Features of the offspring may be determined in *Chapter 6: Sociality*.

Artwork Here

1. Pregnancy information has been referenced from Microsoft Encarta Encyclopedia, listed under Pregnancy.

Allergies, Intoxication, and Disease

Allergies

If a character's Health sub-ability is not high enough, they have at least one allergy (see *Chap. 1: Abilities*). Allergies are exaggerated and sometimes harmful reactions to external substances. Allergy symptoms may include itching, sneezing, a stuffy nose, watery eyes, inflammation of the airways in the lungs and wheezing, and even allergic shock and death in rare situations. At any given time, roughly 20% of the population is susceptible to at least one allergy. To randomly determine an allergy, roll d8:

- 1. Asthma** – For no apparent reason, people with this allergy will periodically experience difficulty breathing. During an asthma attack, a character suffers –50% to Strength.
- 2. Bee stings** – Some people break out in hives or welts on the skin, itching all over the body when a bee stings them.
- 3. Mammals** – People allergic to mammals sneeze vehemently within d20 feet of them due to dander. However, allergic reactions may be specific only to one type of animal. The player and MM must determine this together.
- 4. Dust** – People allergic to house dust sneeze vehemently in the presence of it, usually preferring to be outdoors.
- 5. Eggs** – When eaten, eggs make a character with this allergy extremely sick to their stomach.
- 6. Hay fever** – This is a reaction to pollen, characterized by violent sneezing, a release of watery fluids, and itching. When pollen affects the eyes, they become red, itchy, and watery.
- 7. Milk** – When consumed, milk makes a character with this allergy extremely sick to their stomach.
- 8. Wasp stings** – Some people break out in hives or welts on the skin, itching all over the body when a wasp stings them.

Artwork Here

Intoxication

Below are three main forms of intoxication and their effects on the body. Finally, diseases are presented.

Intoxication by Alcohol

When a character is drinking, consider the character's weight and consult the table below:

Weight	Beer			Ale			Wine			Mead		
	B	I	V	B	I	V	B	I	V	B	I	V
41-50	-	1	2	-	-	1	-	-	1	-	-	1
51-60	-	1	2	-	1	2	-	-	1	-	-	1
61-70	-	1	2	-	1	2	-	-	1	-	-	1
71-80	1	2	3	-	1	2	-	1	2	-	-	1
81-90	1	2	3	-	1	2	-	1	2	-	-	1
91-100	1	3	4	1	2	3	-	1	2	-	1	2
101-110	2	3	4	1	2	3	-	1	2	-	1	2
111-120	2	4	5	1	2	3	1	2	3	-	1	2
121-130	2	4	5	2	3	4	1	2	3	-	1	2
131-140	2	4	6	2	3	4	1	2	3	1	2	3
141-150	2	5	6	2	4	5	2	3	4	1	2	3
151-160	3	5	7	2	4	6	2	3	4	1	2	3
161-170	3	5	7	3	5	6	2	4	5	2	3	4
171-180	3	5	7	3	5	6	2	4	6	2	3	4
181-190	4	6	8	3	5	7	3	5	6	2	4	5
191-200	4	6	8	3	5	7	3	5	6	2	4	6
201-210	4	6	8	4	5	8	3	5	7	3	5	6
211-220	4	7	10	4	6	8	3	5	7	3	5	6
221-230	5	7	10	4	6	9	4	5	8	3	5	7
231-240	5	7	10	4	7	9	4	6	8	3	5	7
241-250	5	8	12	5	7	9	4	6	9	4	5	8
251-260	5	8	12	5	7	10	4	7	9	4	6	8
261-270	6	8	12	5	7	10	5	7	9	4	6	9
271-280	6	8	12	5	8	10	5	7	10	4	7	9
281-290	6	9	14	6	8	10	5	7	10	5	7	9
291-300	6	9	14	6	8	11	5	8	10	5	7	10
301-350	7	10	16	6	9	12	6	8	10	5	7	10
351-400	8	12	16	6	9	12	6	8	11	5	8	10
401-450	9	14	18	7	11	14	6	9	12	6	8	10
500-600	10	16	20	8	12	16	6	9	12	6	8	11
601-700	12	18	24	10	15	20	7	11	14	6	9	12
701-800	24	36	48	12	18	24	8	12	16	6	9	12
801-900	36	48	72	24	36	48	10	15	20	7	11	14
901+	48	72	96	36	48	72	12	18	24	8	12	16

Beer: Beer is made from distilled wheat and is lowest in alcohol content. Soon after the initial discovery of mead as alcohol, beer was discovered. Since beer could be made faster (mead takes a year to distill), it quickly became very popular.

Ale: Ale is made from distilled barley and is the daily staple of most peasants, and the preferred drink of dwarves.

Wine: The most expensive alcohol, wine is produced from distilled grapes and is preferred by elves and the upper classes of humans and halflings.

Mead: The first form of alcohol discovered and drunk, mead is made from distilled honey and water. Mead is potent alcohol and tastes sweet. Unfortunately, it is slow to produce, since it must distill for a year. Therefore, it is expensive.

Buzzing: If a character is buzzing from drinking alcohol, they feel less inhibited, warmer, and are more sociable. Buzzing characters suffer a reduction to 95% of Agility, 90% Reaction Speed, 95% Enunciation, 90% Intuition, and 90% Common Sense.

Intoxication: If a character is intoxicated from drinking alcohol, they feel uninhibited, dizzy, and are prone to depression. Others within d10 feet smell alcohol from the intoxicated character. Intoxicated characters suffer a reduction to 80% Hand-Eye Coordination, 80% Agility, 75% Reaction Speed, 75% Enunciation, 75% Intuition, and 80% Common Sense.

Vomiting: If a character is vomiting from drinking alcohol, they are noticeably impaired and smelly. Vomiting characters suffer a reduction to 70% of Hand-Eye Coordination, 70% Agility, 60% Reaction Speed, 60% Enunciation, 50% Intuition, and 75% Common Sense.

Quantities are considered relevant to each type of alcohol, such as a tankard of either beer or ale and a glass of either wine or mead. The numbers in this table reflect the popularity and resultant tolerance of alcohol; cloudy ale and rye bread is the staple of most peasants, so someone who does not drink and have tolerance to alcohol must

half these numbers. This table also reflects a ratio of drinks per hour. For instance, a character may drink one beer per hour for twelve hours, totaling twelve beers. Due to the slow pace, however, the character effectively only has one beer in their system at all times, and is very unlikely to even get a buzz.

Regardless, a character must get buzzed before intoxicated, and intoxicated before vomiting. A check must be made on the table below with percentile dice every time a character drinks as much per hour as indicated by the table above, though the modifier from the sub-ability Health for Intoxication is applied to the TH obtained below. Note that the highest the TH may be adjusted is 90 and the lowest is 10. If the check is passed, then the character avoids the effects of alcohol, but with every drink increased per hour, they must make another check on the table below. Eventually, the drinking character will become buzzed, intoxicated, and vomit if they drink enough. Just the same, if the character exceeds 4 times the number of drinks that may make them vomit for their weight as indicated above, they must roll on the table below, modified for shock from the sub-ability Health, or die from alcohol poisoning. If they pass, they only pass out for 2d12 hours and remain alive.

<u>Race</u>	<u>Male</u>	<u>Female</u>
Anakim	50	70
Dwarf	30	40
Elf	70	90
Half-orc	40	60
Halfling	60	80
Human	50	70

So, if a character named Noryb Llah weighs 155 lbs. and drinks 3 beers in an hour, Noryb Llah must consult the table for a TH (threshold). If Noryb Llah rolls higher than the TH, then he did not get a buzz. However, upon drinking the 4th beer in an hour, Noryb Llah must check again. If he passes his check and avoids the effects of alcohol again, then upon drinking the 5th beer within an hour, he must pass another check, or he will suddenly feel buzzed. If he drinks another drink within an hour, he must pass a check or be intoxicated.

Intoxication by Marijuana

Marijuana is a plant that grows up to six feet in height and may be smoked or eaten for its hallucinogenic and pleasuring effects. The psychoactive ingredient is concentrated in the flowering tops. While the plant grows throughout temperate regions, the more potent varieties grow in dry, hot uplands. Marijuana has no physical dependence or withdrawal symptoms, though psychological dependence may develop with long-term use.

After a minute or two, use results in initial stimulation and euphoria, which depending on the amount used, may last as long as two hours. Afterward, tranquility and sedation occur. For many users, the euphoria increases a desire to eat. By large numbers, women tend to become more sexually aroused, while men may desire sex less. During euphoria, body fluids dry up, which may create cottonmouth or make sex more difficult for a woman. The stage of euphoria may be characterized by mood changes and altered perceptions of time, space, and one's bodily dimensions. Cognitive processes become disrupted by fragmentary ideas and memories. In addition, sensory awareness and pleasure are often increased during euphoria.

Negative effects, however, may include confusion, acute panic reactions, anxiety attacks, fear, a sense of helplessness, and loss of self-control. Chronic users may develop an amotivational syndrome, characterized by passivity and decreased motivation.

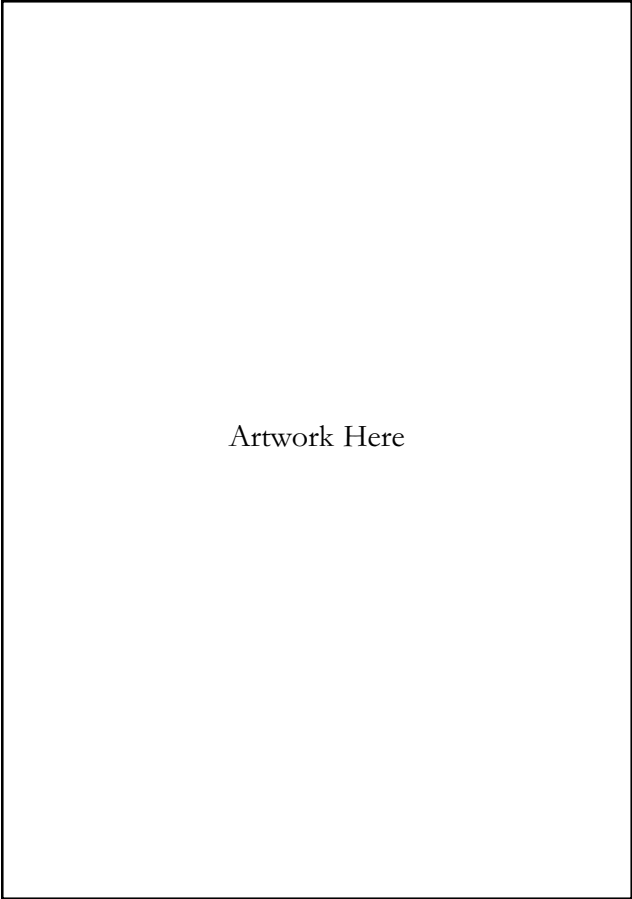
Like alcohol intoxication, marijuana intoxication impairs judgment, comprehension, memory, speech, problem-solving ability, and reaction time (see below). Unlike alcohol, however, there is no correlation between intoxication and weight.

Regarding the table for euphoria below, each inhalation increases the degree of euphoria. Even if inhalation does not occur, euphoria may occur due to breathing in second-hand smoke. Assuming this occurs in an enclosure of some sort such as a room, ten inhalations by others translates to the equivalent of one inhalation by the person absorbing it second-hand. Refer to the table below to determine the Euphoria Factor (EF):

Inhalations Per Hour	Time Elapsed Since Last Euphoria							
	First Time	1 Hour	6 Hours	12 Hours	1 Day	1 Week	1 Month	1 Year
1	-	¼	1	2	5	6	7	8
2	¼	½	2	4	10	12	14	16
4	½	1	4	6	15	18	21	24
8	1	2	6	8	20	24	28	32
16	2	4	8	10	23	26	30	34
32	4	6	10	12	25	29	32	36
64	6	8	12	14	28	31	34	38
128	8	10	14	16	30	33	35	40

Regarding the table above, the EF needs to be modified according to the quality of the marijuana. The quality ranges from putrid crap that will only give you a headache ($Q = 0.1$) to normal ($Q = 1.0$), to incredible quality ($Q = 2.0$). Incredible quality is also incredibly rare. Below are the effects of marijuana intoxication:

- Physical Fitness (due to smoking) is temporarily reduced by $\frac{1}{4}$ the EF
- Strength is temporarily reduced by $\frac{1}{4}$ the EF
- Health is reduced by $\frac{1}{4}$ of an Ability point for two weeks
- Rhetorical Charisma is temporarily reduced by $\frac{1}{2}$ the EF
- Reaction Speed is temporarily reduced by the EF
- Enunciation is temporarily reduced by the EF
- Language is temporarily reduced by the $\frac{1}{2}$ the EF
- Math is temporarily reduced by the EF
- Analytic Intelligence is temporarily reduced by the EF
- Drive is temporarily reduced by twice the EF
- Intuition is temporarily increased by the EF
- Common Sense is temporarily reduced by $\frac{1}{2}$ the EF
- Reflection is temporarily reduced by twice the EF



Psychedelic Mushrooms

This mushroom, when eaten, produces psychedelic effects. Two parts may be eaten, the caps and the stems. Caps, by far, are the more potent portion. Ingesting caps and stems of this mushroom evokes dreamlike changes in mood and thought and alters the perception of time and space. It can also create a feeling of lack of self-control and extreme terror. Physical effects include drowsiness, dizziness, dilated pupils, numbness and tingling, weakness, tremors, and nausea. Further, it may induce transient abnormal thinking, such as a sense of omnipotence or a state of acute paranoia, and can result in dangerous behavior. Long-term adverse reactions may develop such as persistent Psychosis (see *Chap. 5: Mind*), prolonged Depression, or faulty judgment. While it is not physically addicting, the potent effects may be psychologically addicting.

Rather than recreational drug use, this mushroom is typically ingested for two reasons: many religious cults use this drug in attempts to become closer to their deity, and barbarians often eat this mushroom before battle to produce berserker rage.

Colloquially, a 'bad trip' means a bad experience while under the effects of this drug. Worse, some people attempt too many caps and stems and never return from their 'trip'. To determine whether or not bad effects occur, each time mushrooms are used, the number of caps and stems which were ingested must be considered. Consider one Trip Point (TP) to equal one stem, while one cap equals three TP. Now, sum the TP's and make a Health check. If the result rolled is equal to or less than the number of TP's, then a bad trip occurs. However, if the number rolled is less than the TP's by at least 25, then the character never returns to sobriety, feeling the effects of psychedelic mushrooms the remainder of their life.

If a bad trip occurs, roll on the table below to determine the bad effects. Continue to roll until directed to stop or a duplicate event occurs:

Bad Trip Effects

1-11	Lack of self-control, now roll again
12-22	Extreme terror, now roll again
23-33	Drowsiness, now roll again
34-44	Dizziness, now roll again
45-55	Weakness, now roll again
56-66	Tremors, now roll again
67-77	Nausea, now roll again
78-88	Acute Paranoia, now roll again
89-100	Provided at least 1 bad effect occurs, stop rolling

Whether the trip is good or bad, trips last for an hour per TP and the following effects occur:

- Physical Fitness is temporarily increased by half the number of TP
- Strength is temporarily increased by half the number of TP
- Bodily Attractiveness is permanently reduced by $\frac{1}{4}$ of an Ability point
- Health is permanently reduced by half of an Ability point
- Rhetorical Charisma is temporarily reduced by half the number of TP
- Reaction Speed is temporarily reduced by half the number of TP
- Language is temporarily reduced by $\frac{1}{4}$ the number of TP
- Math is temporarily reduced by the number of TP
- Analytical Intelligence is temporarily reduced by half of the TP
- Spatial Intelligence is temporarily reduced by half of the TP
- Drive is temporarily increased by half the number of TP
- Intuition is temporarily increased by the number of TP
- Common Sense is temporarily decreased by half the number of TP
- Life Points are temporarily increased by a percent equal to TP

Temporary adjustments do not take effect until 30 minutes after ingestion, and they last until

the last hour of tripping before returning to normal.

Disease

Diseases are the introduction of any harmful change that interferes with the appearance, structure, or function of the body or any of its parts.

Anthrax

This is a contagious disease of warm-blooded animals and peoples. One of the oldest known diseases, it has reached epidemic proportions in the past. Animals acquire the disease from drinking water that is draining from contaminated soil, in which the infectious bacteria may live for years; from eating infected carcasses and feedstuffs; and from the bites of bloodsucking insects. The disease, sometimes manifested by staggering, bloody discharge, convulsions, and suffocation, may be fatal almost immediately in acute cases and within three to five days in subacute cases. In people, the disease appears in both external and internal forms, with a death rate of about 20 percent. The external or cutaneous form is contracted through cuts or abrasions in the skin by those who handle infected hides and carcasses and may be self-limiting, but often disseminates into the bloodstream, with fever and prostration. The external form is characterized by malignant pustules on exposed skin areas. The internal type is acquired by inhaling anthrax spores, as from animal hair and wool, which invade the lungs and sometimes the intestinal tract to cause hemorrhage.

Bubonic Plague

This is an acute, infectious, contagious disease of rodents and humans. It is characterized by the appearance of enlarged and inflamed lymph nodes in the groin (01-33%), on the armpit (34-66%), or the neck (67-100%). It is transmitted by the bite of any of numerous insects, most notably the rat flea. The odds of the bubonic plague being fatal vary. The percentage chance of likelihood of fatality is $(20 + [d6 \times 10])\%$.

Cancer

This is a malignant new growth anywhere in the body of a person or animal. Cancers tend to spread locally and to distant parts of the body. In advanced stages, tumors develop. To determine the random location of cancer, roll a d10 (1 = left leg, 2 = right leg, 3 = left arm, 4 = right arm, 5-6 = torso, 7-10 = head). The exact location may be determined by selecting the appropriate table in *Crucial Damage* (see *Chap. 10: Combat*) and rolling percentile dice. The MM determines the effect of cancer on this specific part of the body.

Chicken Pox

This is a contagious viral disease that affects mainly children. 95% of people will acquire chicken pox prior to adulthood. Typically, chicken pox begins with a low fever, headache, rash, and a general feeling of sickness, or malaise. The rash, which usually covers the face, scalp, and trunk of the body, starts as red bumps but quickly develops into small blisters. The rash and the blisters are extremely itchy. As the disease progresses, the blisters break open and form scabs, which fall off after about one to two weeks. The incubation period – the time between initial infection and the first appearance of symptoms – is approximately two weeks. The virus spreads through the air via infected droplets emitted from the nose or mouth while coughing or sneezing. Touching the fluid from a chicken pox blister can also spread the disease. Chicken pox is contagious for approximately seven days during a person's period of infection. Contagiousness begins about two days before symptoms appear and continues until all blisters have formed scabs. This disease is much more debilitating, and 50% of the time fatal, to adults. Contracting chicken pox provides immunity, or lifelong resistance, against the disease. However, after the symptoms disappear, the virus remains in the body's nerve cells and occasionally reactivates later in life, causing a disease known as shingles, an infection of the nerve fibers. Shingles usually occurs in people over 50, due to an age-related weakening of the immune system, and causes pain, burning, itching, inflammation, and blisters.

Common Cold

This is an acute infectious disease of the upper respiratory tract. This infection affects the nose and throat, causing symptoms such as nasal congestion and discharge, sore throat, and coughing. Normally, it runs a mild course, without fever, and subsides spontaneously in about seven days. The common cold is thought by common folk to result from exposure to cold weather. On average, individuals contract about two and a half colds per year.

Diabetes Insipidus

This is a disease that causes excessive urination and intense thirst.

Encephalitis

An infectious disease characterized by inflammation of the brain. The typical symptoms are headache, fever, and extreme lethargy, which lead eventually to coma; double vision, delirium, deafness, and facial palsy often occur in the acute stage of the disease. Aftereffects of encephalitis may include deafness, epilepsy, and dementia. The disease is transmitted to people from animals via mosquitoes and ticks.

Epilepsy

This is a recurrent disorder of the nervous system characterized by seizures of excessive brain activity, which cause mental and physical dysfunction such as convulsions, a loss of control of bodily functions, and unconsciousness. During an epileptic seizure, the victim is aware of what is happening around them, but unable to control their actions or stop the seizure. A seizure lasts for d100 minutes.

Influenza

This is an acute, infectious, and contagious disease of the respiratory tract, especially the trachea. Colloquially, it is called the flu. The symptoms of a simple attack include dry cough, sore throat, nasal obstruction and discharge, and burning of the eyes; more complex cases are characterized by chill, sudden onset of fever, headache, aching of muscles and joints, and occasional gas-

trointestinal symptoms. In uncomplicated cases (90% of them), symptoms fade and temperature drops to normal in 4 days.

Leprosy

This is a chronic, infectious disease that primarily affects the skin, mucous membranes, and nerves. Many consider leprosy to be a punishment of the gods for sin; hence, the leper is in a state of defilement. About 5% of the population is susceptible to leprosy. The earliest symptom is often a loss of sensation in a patch of skin. Large areas of the skin may become infiltrated. The mucous membranes of the nose, mouth, and throat may be invaded by large numbers of the organism. Because of damage to the nerves, muscles may become paralyzed. The loss of sensation that accompanies the destruction of nerves may result in unnoticed injuries. These may result in secondary infections, the replacement of healthy tissue with scar tissue, and the destruction or absorption of bone. The classic disfigurements of leprosy, such as loss of extremities from bone damage or the so-called leonine facies, a lionlike appearance with thick nodulous skin, are signs of advanced disease. Leprosy is perhaps the least infectious of all the contagious diseases. Often, lepers are isolated in leper houses, forbidden to marry, and forced to wear a distinctive cloak or shake a rattle to announce their presence.

Measles

This is an acute, highly contagious fever-producing disease. It is characterized by small red dots appearing on the surface of the skin, irritation of the eyes (especially on exposure to light), coughing, and a runny nose. About 12 days after first exposure, the fever, sneezing, and runny nose appear. Coughing and swelling of the neck glands often follow. Four days later, red spots appear on the face or neck and then on the trunk and limbs. In 2 or 3 days the rash subsides and the fever falls; some peeling of the involved skin areas may take place. Infection of the middle ear may also occur. This is one of the most common childhood diseases. It is rarely fatal (5%), but should the virus spread to the brain, it can cause (1-50%) death or (51-100%) brain damage (suffer -d100 Intelligence

and Wisdom). The disease usually confers immunity after one attack. If a pregnant woman becomes infected, her fetus will become infected as well.

Mumps (Epidemic Parotitis)

An acute infectious viral disease, the mumps is characterized by the swelling of the salivary glands. Though it may attack persons of any age, it most frequently affects children between the human ages of 5 and 9. This disease rarely involves the sex glands. It is highly contagious and is spread by droplets sprayed from the respiratory tract of infected persons. The incubation period varies from 15 to 21 days. Few fatalities result from mumps (5%), and one attack usually confers complete immunity, because only one antigenic type of virus causes this disease. In children, the first symptoms are usually a mild fever, a feeling of illness and chilliness, loss of appetite, and dryness of the throat. This is followed by soreness and swelling around the ears, and a higher fever. These symptoms are usually gone by 12 days. In adult males, inflammation of the testes occurs in up to 20 percent of the cases, but resultant sterility is rare (5% of those inflamed). In children, infection of the auditory nerve can cause deafness, but this is also a rare result (5%).

Muscular Dystrophy

This is a crippling disease characterized by gradual wasting of skeletal muscle. Muscle mass diminishes and weakness increases until they are unable to walk, even with the aid of a walking cane. No one recovers naturally from this hereditary disease.

Rabies

This is an acute, contagious infection that enters the body through the bite of an animal. All warm-blooded animals are susceptible. The incubation varies takes 20 + d100 days, though d4 + 2 weeks is most common. Rabies is virtually always fatal (99%). At the end of the incubation period the site of the now healed wound becomes irritated and painful, and the local tissues may become numb. Depression (see *Chap. 5: Mind*) and anxiety are common. This initial stage lasts for about two days. In

the next stage, the period of excitation, the infected creature becomes irritable and hypersensitive; the general attitude is one of terror, intensified by the onset of difficult breathing and swallowing and a feeling of strangulation, caused by spasmodic contractions of the diaphragm and larynx. The infected creature is extremely thirsty but experiences spasms of the larynx when water is presented or even mentioned. Vomiting and fever are common during this stage. A thick secretion of mucus collects in the mouth and throat, and the individual expectorates frequently or attempts to cough. This stage lasts three to five days and usually terminates in death from a convulsive seizure or from cardiac or respiratory failure. When infected animals are in the excitation stage, they usually run amok, biting and snapping at any living thing in their path.

Smallpox

This is an acute, highly contagious viral disease that is often fatal (90%). This virus is transmitted through droplets discharged from the mouth and nose from an infected person that are inhaled by another person. Onset of the first phase of smallpox infection occurs after a 12-day incubation period following infection. This phase is marked by high fever, prostration, back and muscle pain, and sometimes vomiting. A characteristic rash develops two to five days later on the face, palms, and soles of the feet. During the next six to ten days, the rash develops into pus-filled pimples. In extreme cases, the pimples run together, usually indicating a lethal infection of the virus. The return of fever and other symptoms initiates the second stage of the disease, during which the pimples may or may not become infected. As recovery begins, the pimples become crusted, often leaving scars, and the fever and symptoms subside. Death is caused by infection of the lungs, heart, or brain. Blindness (01-05%) and male infertility (06-10%) are possible side effects of survivors of smallpox. A person with smallpox is infectious from the third day through the erupting phase. Survivors usually enjoy lifetime immunity to smallpox.

Tourette's Syndrome

This is a disorder characterized by involuntary muscular movements and obscene vocal expressions. At the MM's whim, an individual may be compelled to voice obscenities.

Tuberculosis

This is a bacterial infection that primarily attacks the lungs, but may also affect d4 other areas, including the kidneys (1), bones (2), lymph nodes (3), and brain (4). Symptoms include coughing, chest pain, shortness of breath, loss of appetite, weight loss, fever, chills, and fatigue. Children are the most susceptible. This disease is fatal for 50% of those who contract it. It is transmitted from person to person (and person to animal) by inhaling air droplets, though only 10% of those who inhale it become infected. If infected, the disease is only contagious when symptoms are present, which may take a while to develop. Coughing of blood or phlegm may occur.

Typhoid Fever

This is an acute infectious disease that is transmitted by milk, water, or solid food that is contaminated with the feces of typhoid victims or carriers. The incubation period lasts one to three weeks. The bacteria gather in the small intestine, where they enter the bloodstream. This induces the first symptoms, chills followed by high fever and prostration. Victims may also experience headache, cough, vomiting, and diarrhea. The disease spontaneously subsides after several weeks in most instances, but in about 20 percent of untreated cases the disease progresses to pneumonia (01-33%), intestinal hemorrhage (34-66%), and even death (67-100%).

Undulant Fever

This disease is transmitted to people by lower animals such as cattle, swine, and goats. People acquire the disease through contact with infected animals or drinking their raw milk. The disease causes abortions in pregnant women, and in men it causes the genitalia to swell (d20)%.

Random Disease

If it is necessary to determine a disease randomly, roll percentile dice and consult the following table:

Random Disease

01-07	Anthrax
08-17	Bubonic Plague
18-22	Cancer
23-24	Chicken Pox
25-54	Common Cold
55-57	Diabetes Insipidus
58	Encephalitis
59-60	Epilepsy
61-80	Influenza
81	Leprosy
82-83	Measles
84-85	Mumps
86	Muscular Dystrophy
87-91	Rabies
92-93	Smallpox
94	Tourette's Syndrome
95-97	Tuberculosis
98-99	Typhoid Fever
100	Undulant Fever

Artwork Here

CHAPTER 4: DISPOSITION

Dispositions refer to metaphysical beliefs of a character. Metaphysical beliefs are concerned with speculation beyond the physical world, such as gods and conceptions of good and evil. Essentially, metaphysical beliefs produce a blend of two related but distinct dimensions: ethics¹ and morals². The difference between ethics and morals is as follows:

Ethics: Regardless of how a character feels about their actions, ethics are concerned with actions. For instance, lawful behavior is ethical, while criminal behavior is unethical.

Morals: Regardless of a character's actions, morality is concerned with how the character feels about the issue in question or their actions. So, feeling good about doing an evil act is immoral, and feeling bad about doing a good act is immoral, but feeling good about doing a good act is moral.

The following example is oversimplified, but this hypothetical situation produces four polar outcomes.

Example: Assume that a married man is walking down the street. An attractive woman stops him, talks for a few minutes, and blatantly asks him to go home with her.

1. If he were to admit that he is married, bids her good day, and is later genuinely pleased that he dismissed her, then his actions were ethical and his feelings are moral. His disposition for this situation is EM (Ethical Moral).
2. If he were to admit that he is married, bids her good day, and is later pained that he did not go home with her, then his actions were ethical and his feelings are immoral. His disposition for this situation is EI (Ethical Immoral).
3. If he were to go home with her, pretend he is not married, and later wishes he had been faithful to his wife and not gone home with this strange and attractive woman, then his actions were unethical and his feelings are moral. His disposition for this situation is UM (Unethical Moral).
4. If he were to go home with her, pretend he is not married, and later he is very pleased that he went home with her, then his actions were unethical and his feelings are immoral. His disposition for this situation is UI (Unethical Immoral).

1. The ethical system in this chapter consists of material adapted from Democritus of Abdera, Plato, and Aristotle.

2. The moral system in this chapter consists of material adapted Aristotle's "Nicomachean Ethics."

Obviously, many more ethical-moral positions are possible. The previous example considers only one situation and is not a generalization for a character over their lifetime. Dispositions in the F.A.T.A.L. role-playing game are generalizations for a character's actions and thoughts as affected by their metaphysical beliefs over their lifetime. It is very rare, if not impossible, for anyone's disposition to never stray from their dominant disposition. To a certain extent, disposition is situationally dependent. Nonetheless, every character has a disposition. Overall, a character's ethical and moral views create bounds for their actions and affect how a character feels about their actions.

	Ethical	Neutral	Unethical
Moral	Crusaders Militiamen	Halflings	Elves Rangers
Neutral	Dwarves Mages Sages Spies Soldiers	Humans Druids	Barbarians Mercenaries Pick Pockets
Immoral	Assassins Bounty Hunters	Half-Orcs Seductresses	Anakim Bandits Gladiators Sorcerers Thugs

Determining Disposition

Each character must have a disposition. Upon character creation, percentile dice must be rolled twice: once for ethicality and once for morality. The results are recorded on a character sheet. Consult the table below to interpret the results and determine a character's disposition:

Roll	Ethicality	Morality
<06	Unethical	Immoral
06-15	Unethical w/Neutral	Immoral w/Neutral
16-30	Neutral w/Unethical	Neutral w/Immoral
31-70	Neutral	Neutral
71-85	Neutral w/Ethical	Neutral w/Moral
86-95	Ethical w/Neutral	Moral w/Neutral
>95	Ethical	Moral

For example, a roll of 20 for ethicality and 11 for morality produces a disposition referred to as NI w/UI tendencies (Neutral Immoral with strong Unethical Immoral tendencies). A character's actions and thoughts must reflect the disposition determined above the majority of the time. Disposition is an important element of a character, since it may prevent a character from certain occupations (see *Chap. 7: Occupations*).

Alternative Method: Rolling Disposition

If a player expresses significant discontent, and should the MM agree, the MM may allow the player to reroll either the ethical or moral dimension of the disposition of their character. Each reroll results in the acquisition of one randomly determined allergy (see *Chap. 3: Body*), whether the player is satisfied with the result or not.

Disposition, General

Below are the nine general dispositions. If a player deems that their character will have difficulty and that these are too vague, specific dispositions follow. First, understand the general dispositions below:

EM (Ethical Moral): Those with strong ethical and moral views may be typified as a holy crusader intent on imposing their version of morality on others in attempts to maintain actions consistent with their beliefs. This disposition is very difficult to maintain. Ethics and morals often conflict with each other depending on the situation. By habit of resolving such conflicts, one or the other tends to become favored, which imbalances this disposition for most characters. Many more desire to be, or prefer to consider themselves, EM, when in reality attaining it can be an elusive, tedious, and a lifelong goal.

EN (Ethical Neutral): Individuals concerned with consistent actions, regardless of how they feel are EN by nature. EN people tend to put aside their feelings, often shunning emotions as problematic. The best example of EN is a judge, since they are concerned with the law, its technicalities, and how it may be best adhered to, not the moral feelings of the people. Some claim this to be a position of objectivity.

EI (Ethical Immoral): Lawyers are clearly the best examples of EI; they are not concerned with objectivity and the law, so much as how it may be twisted to their advantage, or pushing it to the breaking point. The client, and finally their reputation and winning record, is more important than they or it should be. Devils that get people to sign away their souls are EI by nature. Very few people are predominantly EI.

NM (Neutral Moral): Those who are unconcerned with actions or the law, but seek feeling pleased about moral issues tend to adopt a position focusing on the greatest good or utilitarianism. Those who pursue the greatest good for the greatest number, and therefore favor the majority of people regarding goodness as they interpret it, are NM.

NN (Neutral Neutral): Without contest, this is the most common disposition. People with this disposition tend to have one of three separate reasons. First, some simply have inconsistent ethical behavior and moral feelings, such that sometimes they are one extreme while in other situations they are the opposite. Therefore, NN is the best classification for this type of person. Second, some are well aware of the metaphysical extremes and tenets, disagree with all of them, and they consciously seek a balance, considering balance the healthiest and the best. Those with this philosophical position call themselves ethical and moral subjectivists. Finally, some argue that ethics and morality are man-made constructs, that neither exists in nature, and that we simply use the terms as is convenient, though they lack any logical support. Therefore, these people are best classified as NN and consider themselves to be ethical and moral nihilists.

NI (Neutral Immoral): Individuals with a dominant NI disposition care little about their actions and simply want to gratify themselves and feel pleased, though this pleasure is often derived at the expense of others. Since they do not care about the implications of their actions, they often harm others and may take pleasure in it. Do not be confused, NI individuals do not prefer unethical behavior, they simply do not care if it is necessary in order to achieve their pleasing feelings. These people do not support or oppose ethical codes or issues, they simply do not care as long as they feel satisfied.

UM (Unethical Moral): These people dislike ethical and orderly behavior, viewing it as a largely inhibiting factor to morality as they understand it. Those with UM dispositions are frequently at odds with law in most societies, but claim that their heart is in the right place. Someone robbing the rich to feed the poor is a good example of UM.

UN (Unethical Neutral): Perhaps the most unpredictable of all dispositions, these individuals actively dislike ethical and orderly behavior, and patterns of all sorts. As a matter of fact, since they are indifferent to the drive to be pleased with moral or immoral feelings, their thoughts and actions seem chaotic and random to those around them.

UI (Unethical Immoral): People who are unethical and immoral actively dislike organization and orderly behavior and feel pleasure upon committing behavior opposed by society or the majority. These individuals are often considered by others to be dangerous, even to their own kind, and hunger only for power.

	Ethical	E w/N	N w/E	Neutral	N w/U	U w/N	Unethical
Moral	EM	EM w/NM	NM w/EM	NM	NM w/UM	UM w/NM	UM
M w/N	EM w/EN	EM w/NN	NM w/EN	NM w/NN	NM w/UN	UM w/NN	UM w/UN
N w/M	EN w/EM	EN w/NM	NN w/EM	NN w/NM	NN w/UM	UN w/NM	UN w/UM
Neutral	EN	EN w/NN	NN w/EN	NN	NN w/UN	UN w/NN	UN
N w/I	EN w/EI	EN w/NI	NN w/EI	NN w/NI	NN w/UI	UN w/NI	UN w/UI
I w/N	EI w/EN	EI w/NN	NI w/EN	NI w/NN	NI w/UN	UI w/NN	UI w/UN
Immoral	EI	EI w/NI	NI w/EI	NI	NI w/UI	UI w/NI	UI

Disposition, Specific

No player is required to choose a specific disposition, especially if a general disposition better suits their character. However, sometimes detail provides a richer role-playing experience. Potentially, the more information available, the better the quality of decisions. The way to read the following notation is that a dominant general disposition is claimed, but most metaphysical divergences from this gravitate toward one different general disposition. For example, EM w/EN should be understood as Ethical Moral with strong tendencies toward Ethical Neutral. When cross-tabulated, forty specific dispositions emerge. They are listed below:

EM w/EN: Predominantly, these people have impeccable ethical behavior and strong moral views. However, when forced to choose between ethics and morality, they usually choose ethics. The consistency of their behavior is often very important. While they prefer both ethics and morals, these people may realize that morality may interfere with objectivity more than ethics. A holy crusader that occasionally disagrees internally with their ethical code, yet continues to abide by it, is an example of EM w/EN.

EM w/NM: These individuals value both ethics and morals, though occasionally a preference for the greater good supercedes ethical codes. A holy crusader that occasionally breaks their ethical code to do what they feel they know internally to be right and moral is an example of EM w/NM.

EM w/NN: These people believe that ethics and morals are the ideal, but from time to time both must be ignored to do things properly or to continue functioning in such a way. These people are often called hypocrites. For example, a holy crusader may occasionally visit a bordello.

EN w/EM: Holding objectivity and consistency above all other things, these people often have preferences for morality, when it does not conflict. A stern judge with a good heart may be an example of EN w/EM.

EN w/NM: While these people believe that objectivity and consistency reign supreme on a daily basis, occasions do arise when the greater good is more important. A judge that vehemently opposes legislation for concentration camps or warfare, nearly to the point of losing their professional position, is an example of EN w/NM.

EN w/NN: Thoroughly indifferent to morality and usually emotions, these people chase objectivity and consistency, except on occasion when the system or the ethical code functions better overall if an occasional inconsistency occurs. A judge that habitually flips a coin on tough decisions may be an example of EN w/NN.

EN w/NI: Overall, objectivity and consistency are important to these individuals, though occasionally the appearance of this importance is handy, because the self may be served while seeming to be thoroughly ethical. A militiaman that is generally respected, but habitually pockets the money or a portion recovered from thieves, is an example of EN w/NI.

EN w/EI: Holding objectivity and consistency above all other things, these people often have preferences for immorality, when it does not conflict. A respected judge that will “throw the book” at those disliked is an example of EN w/EI.

EI w/EN: These individuals typically twist ethics and laws to their advantage, but occasionally they are compelled to be thoroughly objective. A lawyer that has been known to turn away clients, refusing to defend them because they think the law should give them what they deserve, is an example of EI w/EN.

EI w/NN: These people twist ethics to their advantage on a daily basis, but in rare circumstances are willing even to betray ethics for something they inwardly feel is more important. Lawyers that lose their jobs because on rare occasion they are willing to break the law for something they internally deem needs to be done are examples of EI w/NN.

EI w/NI: These individuals often take advantage of ethics and morals, of laws and others in order to satisfy themselves. A lawyer that defends a client equally, regardless of whether the client is innocent or guilty, and then afterwards, violates the trust of their client by financially taking advantage of them as well is an example of EI w/NI.

NM w/EM: Different from simply supporting the greatest good for the greatest number, individuals with this disposition often support ethics, provided the ethics don't conflict with morals. These people want to be true to themselves and have consistent behavior, but if a contradiction emerges from this, their own sense of right and wrong is more important than any ethical code.

NM w/EN: Seeming self-contradictory and often called hypocrites, these people hold strong views, usually in favor of morality, regardless of ethics, though depending on the topic or circumstance, sometimes in favor of ethics regardless of morality. Most people don't understand these seemingly sudden shifts and wish these people would just choose one or the other and stick to it.

NM w/NN: Though these people usually favor the concept of a universal good and seek to be internally moral, occasionally and for whatever reason, they stray from morality.

NM w/UN: Though these people usually favor the concept of a universal good and seek to be internally moral, occasionally and for whatever reason, they find solace in random and unethical actions with no regard for morality.

NM w/UM: Always in pursuit of morality and the greatest good, these individuals will stray toward unethical behavior to achieve it on occasion if necessary.

NN w/EM: Predominantly, these people live in an ethical and moral balance. On occasion and for whatever reason, these people seek morality and attempt to follow and support strict ethical codes.

NN w/EN: Predominantly, these people live in an ethical and moral balance. On occasion and for whatever reason, these people recognize the value of objectivity and consistency in their actions.

NN w/EI: Predominantly, these people live in an ethical and moral balance. On occasion and for whatever reason, these people oppose morality, but enjoy doing so by using ethics to their advantage and being consistent and objective about their immorality.

NN w/NM: Predominantly, these people live in an ethical and moral balance. On occasion and for whatever reason, these people seek morality and the greater good.

NN w/NI: Predominantly, these people live in an ethical and moral balance. On occasion and for whatever reason, these people oppose morality and indulge themselves, seeking to satisfy their desires and needs.

NN w/UM: Predominantly, these people live in an ethical and moral balance. On occasion and for whatever reason, these people seek morality and enjoy breaking ethical rules and norms.

NN w/UN: Predominantly, these people live in an ethical and moral balance. On occasion and for whatever reason, these people seek randomness without regard for morals.

NN w/UI: Predominantly, these people live in an ethical and moral balance. On occasion and for whatever reason, these people oppose both ethics and morals, committing random and evil deeds.

NI w/EI: These people find that pleasing oneself is accomplished in opposition to morality. Either for evil kicks or in order to hide their evil from others, these people act more ethically than most.

NI w/EN: These people find that pleasing oneself is accomplished in opposition to morality. On occasion, instead of pleasing themselves, these people value objectivity and consistency of action.

NI w/NN: These people find that pleasing oneself is accomplished in opposition to morality. On occasion, they seek balance in things and are more moral than usual.

NI w/UN: These people find that pleasing oneself is accomplished in opposition to morality.

NI w/UI: These people find that pleasing oneself is accomplished in opposition to morality.

UM w/NM: Opposing ethics and pursuing morality are often incompatible. When a choice must be made, these people choose to be moral.

UM w/NN: While these people generally oppose ethics and pursue morals, occasionally they seek balance in all things; put another way, occasionally these people behave moderately ethically and are less moral.

UM w/UN: While these people generally oppose ethics and pursue morals, their enjoyment of shunning ethics can be overwhelming, often causing them to perform random actions.

UN w/UM: While these people generally perform random and unethical actions without regard for morality, occasionally they are motivated to be moral.

UN w/NM: While these people generally perform random and unethical actions without regard for morality, occasionally they are motivated to be moral and moderately ethical.

UN w/NN: While these people generally perform random and unethical actions without regard for morality, occasionally they are motivated to be moderately ethical and moral.

UN w/NI: While these people generally perform random and unethical actions without regard for morality, occasionally they are motivated to be immoral, satisfying themselves in evil ways though somewhat ethically.

UN w/UI: While these people generally perform random and unethical actions without regard for morality, occasionally they are motivated to also oppose morality, committing random and evil acts.

UI w/NI: Opposing ethics and morals is what these people do proudly, though occasionally they will act moderately ethical in order to satisfy themselves.

UI w/NN: Opposing ethics and morals is what these people do proudly, though occasionally they will act moderately ethical and moral, seeking balance.

UI w/UN: Opposing ethics and morals is what these people do proudly, though occasionally they will act moderately moral. No matter what, they always oppose ethics.

Changing Disposition

Generally, dispositions are established in youth and do not change over the course of a character's life. However, exceptions such as traumatic events, philosophical studies, or magic may alter a character's disposition.

In the case of an altered or abandoned disposition, the character's adventuring career is disrupted as they must adjust to their new perspective of the world. Adjustments of this sort require (3 + d4) months. During this period, the character only acquires 50% of the number of Advancement Points that they would normally. If a character reverts to an old disposition, no period of adjustment is required since they are already familiar with the outlook.

Dispositions by Proportion

Many mistakenly believe that each disposition occurs with the same frequency in the population; clearly, from the pie charts below, this is not the case. These proportions represent both the human population and all humanoid populations considered at once. Considered separately, dwarves may tend to be more EN, elves more UM, etc.

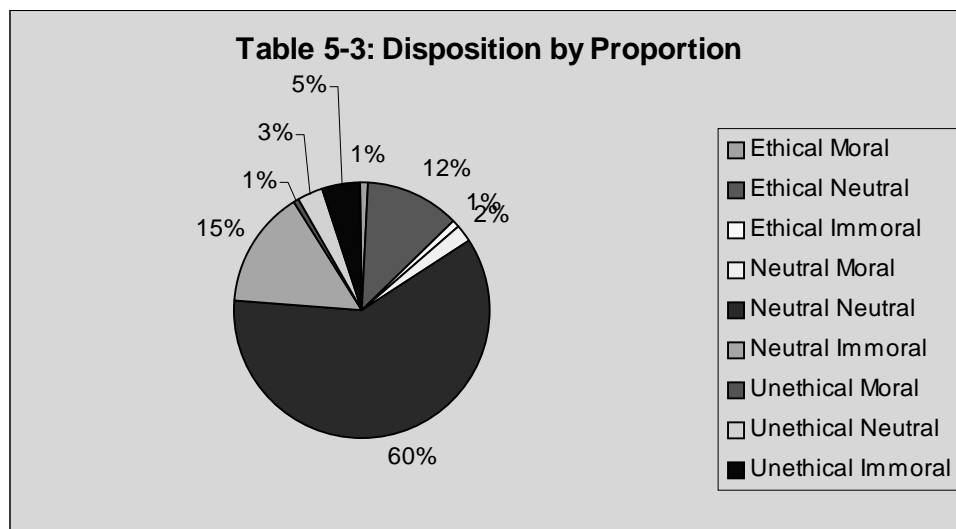


Table 5-4: Ethicality Distribution

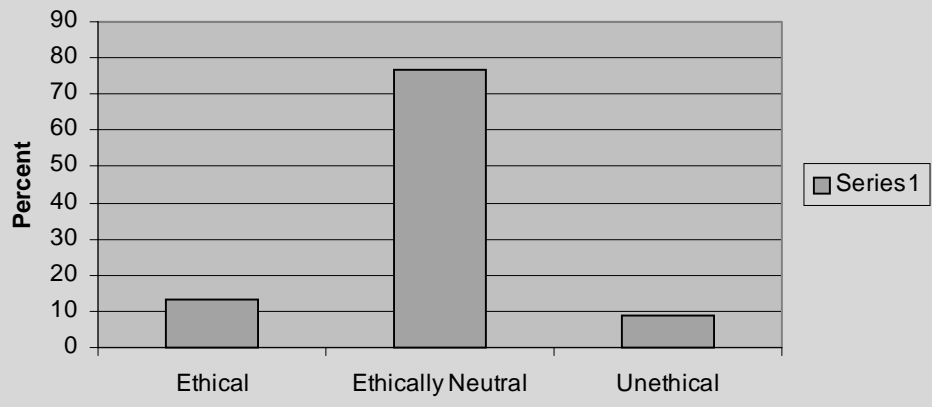
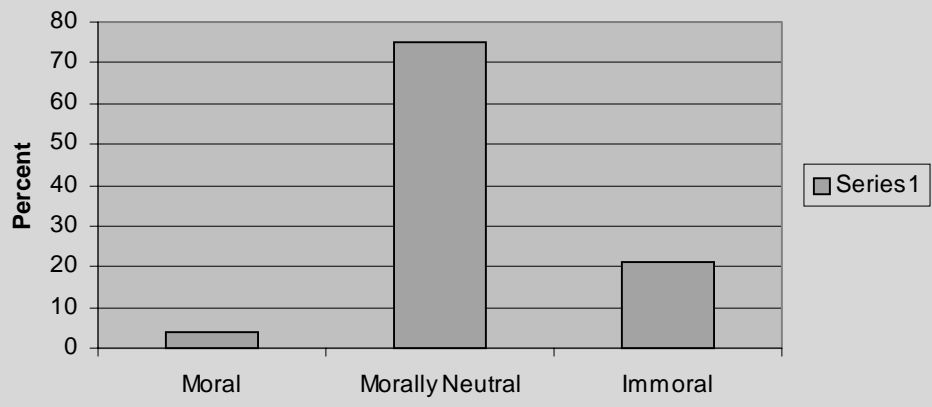


Table 5-5: Morality Distribution



A System of Ethics/Morals

Ethics and morals will be debated forever, especially between different cultures and species. Nonetheless, one philosopher has articulated a system of ethics and morals which is so common among humanoid races, it is usually recognized as the default system. The system, outlined below, is derived from logic and may be used for gaming purposes to resolve ethical and moral disputes.

Ethical Rationale

1. Ethics refer to behavior, the degree of their consistency, and beliefs about behavior, as well as its relation to the self and one's social and physical environment.
2. Ethics and ethical codes provide sentient beings with reasons to approve or disapprove of each other.
3. Ethics belong to one of five categories: Intra-personal, Family, Community, State, and Universe. These categories often differ sharply between individuals. For instance, someone may be sharply ethical regarding their family, but unethical regarding their community.
4. Ethics are orthogonal to morals. Many people mistakenly assume that those who are ethical are also likely to be moral, or vice versa, but it is equally likely that someone is ethical and immoral, or vice versa.

Ethicality		
Dimension	Ethical	Unethical
Intra-personal	Conformity	Individuality
	Patterned	Randomness
Family	Loyalty	Betrayal
	Distinction	Ambiguity
Community	Interdependenc	Independence
	Lawfulness	Criminality
State	Bureaucracy	Anarchy
	Patriotism	Treacherousness
Universe	Necessity	Chance
	Meaningfulness	Meaninglessness

Intra-personal refers to the self and no others directly. Though, people evaluate themselves

by comparing themselves with objective standards. When no such standard exists, people seek these comparisons with similar others; so, this intra-personal construct cannot be absolutely exclusive from other selves.

Conformity: The individual high in conformity tends to consider groups more important than individuals, or at least succumb to their norms. As such, they are likely to avoid dressing or talking differently, deviating from customs, etc.

Individuality: Individuality means here that the subject values individuals over groups, or at least what distinguishes themselves from others. Those who are high in individuality tend to dress differently, enjoy customizing expressions, and see themselves as different than others.

Patterned: Categorically, patterned suggests that one prefers to seek patterns in things as a means to understanding them or carefully weighing decisions as opposed to utilizing randomness.

Randomness: Randomness suggests a lack of a definite aim, direction, rule, or method with no specific goal or purpose. Those high in randomness prefer to make decisions by the flip of a coin.

Family, now one step up this scale of inclusiveness, refers to the self of the subject and how it relates to family situations by attitudes and beliefs.

Loyalty: If high in family loyalty, a family member is devoted to their family.

Betrayal: Those who exhibit betrayal are likely to cheat on their spouse and bad-mouth their family in their absence. Generally, they are either disgruntled with their families or taking them for granted, not valuing them.

Distinction: People high in distinction prefer to recognize a distinction between family and non-family, usually feeling repulsed at the implications of familial ambiguity (below).

Ambiguity: To be societally unaware of

one's family, not drawing distinctions thereof. Of course, breeding with the immediate family is still disapproved of within this framework, but interplay between cousins is approved. Moreover, it is held that that familial ambiguity and uncertainty will minimize bias, placing more emphasis on the society and its problems.

Community refers to the self of the subject and how it relates to the greater community by attitudes and beliefs.

Interdependence: Interdependence is when individuals enjoys the mutual dependence between themselves and their community, usually valuing social contact and participating in public events.

Independence: Here, exhibiting independence in one's community means that one prefers to avoid the community, minimizing interaction when possible, and thus being independent of it. Those who have independence are likely to avoid socializing, value the privacy of their home and/or distance themselves from others by living rurally, etc.

Lawfulness: Regarding their community, a lawful individual is one who obeys laws, though this obedience may be the result of respect or fear of punishment.

Criminality: Those who have criminality do not respect the local laws, feeling as though they are an imposition, a hindrance. These individuals are likely to disregard established laws.

State refers to the self of the subject and how it relates to the greater community by attitudes and beliefs. Opposites of states along this continuum would be bureaucracy (highly structured society) representing ethicality and anarchy representing unethicality.

Bureaucracy: Along a continuum of the amount of government, bureaucracy is the most imposing, thorough, and cumbersome. Those favoring bureaucracy prefer to be governed by a structure of abundance, that,

while it may adapt and move slowly, results in a highly structured society with classes, rank, hierarchy, and organization.

Anarchy: The opposite of bureaucracy, anarchy is a preference for a lack of government, an abolishment of social distinctions.

Patriotism: Those who are high in patriotism prefer their state to others.

Treacherousness: The individual with ample treacherousness prefers other states to their own, disliking the government that presides over them. However, more than just disliking, they are willing (and sometimes able) to act in accordance with their preferences. Sometimes these acts are severe enough to be considered treasonous.

Universe refers to the self of the subject and how it relates to everything in the understood universe by attitudes and beliefs.

Necessity: The opposite of chance, necessity simply means that all events are the results of causes, that chance plays no part in bringing about events. One who is high in necessity believes that when events seem the result of chance, they are merely the result of causes unknown to us, that chance does not exist. This does not presuppose that all events are planned or pre-destined, forced to occur to fulfill a decreed purpose. Instead, necessity asserts simply that all events, including mental events, are predetermined, the result of infinitely long causal chains.

Chance: The opposite of necessity, a universal view of chance indicates that events are not merely the result of causal chains, predetermined beyond our power. Instead, chance emphasizes the power of choice, the freedom to take the universe in a new direction with every chosen action. Sometimes, things just happen.

Meaningfulness: One who views the universe with meaningfulness asserts that there is an objective reality. Resultant from this objective reality, these individuals tend to dis-

cover purpose in their lives or purpose to the universe.

Meaninglessness: A meaningless view of the universe results from the perceived subjectivity of reality, the refusal to accept a singular objective reality. Those with this view tend to question reality and dismiss notions of the universe progressing purposively.

Moral Rationale

1. All activities of sentient beings aim at some good (the end of military science is victory, of medicine is health, of science is knowledge, etc.).
2. While studying ethics and morality, we must be content with broad, general outlines. Outlines hold true, while specificity poses problems. For example, truthfulness is clearly moral. However, in a specific instance, should truthfulness be practiced if it is known that such practicing will incite a war responsible for many undue deaths? No, but aside from this specific instance, yes, it should generally be practiced.
3. Everyone agrees the good for sentient beings is happiness, though no one agrees on its meaning. To some it is the pursuit of pleasure and the avoidance of pain, others wealth, etc. These common thoughts, however, are not consistent; they vary with the topic and its conditions. Further, all suggestions prove to be means not ends in themselves, for a true end in itself offers more finality. For example, wealth is not an end in itself, but a means to other things. Happiness, then, is an end, not a means, and is only truly experienced at the natural end of one's uninterrupted life. Therefore, we must live not for today, not for tomorrow, but for tomorrow so that we are content with or do not regret today. This is conclusively the final and self-sufficient good to which all of our human actions aim, whether we are aware or not.
4. To achieve happiness, we must understand that happiness in this sense is unique to sentient beings, derived from abstract contemplative reasoning and wisdom. Further, as it is an end state, no one is born with it, and arguably children are not "happy," though they possess this in potentiality, because to be "happy," we must be satisfied with choices we've made based on experiences, though children lack sufficient experiences. Therefore, no one is born moral, and we all may become moral or immoral depending on our choices. It is the consistency of our choices which forms our habits, our habits then forming our character.
5. Therefore, we must learn of morality and immorality, and strive in our choices to exercise morals. Typically, if we practice a moral and we experience pleasure in its practice, then we are being moral, while experiencing pain indicates our internal preference for immorality.
6. Morals are all mathematically mean states on their continua, while the extremes are all immoral. One immorality is the deficiency of the morality, the other exceeding it. For example, absolute fear (cowardliness) is an immorality deficient from courage, while confidence (the polar opposite of fear) is courage in excess. The extremes are opposed to both each other and the mean. Further, one absolute extreme will be farther from the mean than the other, this is the greater immorality. In the above example, absolute fear is the greater immorality, while absolute confidence is the lesser immorality.
7. Finally, to be moral three guidelines are offered:
 1. Always be wary of pleasure.
 2. All things being equal and when you are unsure, avoid the greater immorality.
 3. Assess where you are on the continuum (let's say I believe I am closer to absolute fear) and instead of simply aiming at the proper mark (which is difficult enough), as a carpenter straightens a warped board by

bending it beyond where he wants it for a short duration, you should aim beyond the mark for a while (so, then if I am closer to fear then I should try to make decisions slightly exceeding in confidence to temper myself).

Morality		
Deficiency	Mean	Excess
Fear (cowardliness)	Courage	Confidence (rashness)
Insensibility	Temperance	Self-Indulgence
Meanness	Liberality	Prodigality
Niggardliness	Magnificence	Tastelessness and Vulgarity
Undue Humility	Proper Pride	Empty Vanity
Inirascibility	Good-Temper	Irascibility
Mock Modesty	Truthfulness	Boastfulness
Boorishness	Ready-Wittedness	Buffoonery
Quarrelsomeness and Surliness	Friendliness	Obsequiousness or Flattery
Shamelessness	Modesty	Bashfulness
Spite	Righteous Indignation	Envy
Unambitiousness	Unnamed Balance	Ambitiousness

Dimensions of Morality (mean):

Courage: A mean between fear and confidence, the courageous person stands their ground before awe-inspiring terrible things; though they fears, they face things as they ought and as is appropriate. The person who faces and fears the right things and from the right motive, in the right way and at the right time, and who feels confidence under the corresponding conditions is courageous. A courageous person is keen in the moment of action and quiet beforehand (while rash people wish for dangers beforehand but draw back while they are

in them.) It is also thought to be the mark of a courageous person to be undisturbed in sudden alarms than to be so in those that are foreseen; for it must have proceeded more from a state of character, because less from preparation; acts that are foreseen may be chosen by calculation and rule, but sudden actions must be in accordance with one's state of character. It is for facing what is painful, then, that people are called courageous. Further, if they take pleasure in facing what is painful then they are expressing and practicing this moral. Following are five types commonly mistaken to be courageous, though they are not:

1. The courage of the citizen-soldier is most like true courage for it is due to morality, but not if they are compelled by their rulers or are encouraged by officers behind them or fight in trenches (because trenches physically discourage retreat.)
2. Experience with regard to particular facts is also thought to be courage. In war, of which those who have had the most comprehensive experience, they seem courageous, because the others do not know the nature of the facts.
3. Passion also is sometimes reckoned as courage; those who act from passion, like wild beasts rushing at those who have wounded them, are thought to be brave, because courageous people also are passionate. Now courageous people act for honour's sake, but passion aids them; while wild beasts act under the influence of pain; for they attack because they have been wounded or because they are afraid. People, then, as well as beasts, suffer pain when they are angry, and are pleased when they exact their revenge; those who fight for these reasons, however, are pugnacious but not courageous; for they do not act for honor's sake, but from strength of feeling; they have, however, something akin to courage.
4. Nor are sanguine people courageous. For they are confident in danger because they have conquered often and against many foes, they think they are the strongest and can suffer nothing. (Drunken people also behave in

this way; they become sanguine.) When their adventures do not succeed, however, they run away.

5. People who are ignorant of danger also appear courageous, and they are not far removed from those of a sanguine temper, but are inferior inasmuch as they have no self-reliance while these have. Hence also the sanguine hold their ground for a time; but those who have been deceived about the facts fly if they know or suspect that these are different from what they supposed.

Temperance: A mean between insensibility and self-indulgence or a mean regarding pleasures of taste and touch, or food, drink, and sexual intercourse, which is the kind of pleasures that the other animals share in. The temperate person is not pained at the absence of what is pleasant and at their abstinence from it. They neither enjoy the things that the self-indulgent person enjoys most – but rather dislike them – nor in general the things that they should not, nor do they feel pain or craving when they are absent, or do so only to a moderate degree, and not more than they should. The exercise of appetite increases its innate force, and if appetites are strong and violent they even expel the power of calculation. Hence they should be moderate and few.

Liberality: The mean with regard to wealth; but with regard to the giving and taking of wealth, and especially in respect of giving. Now by ‘wealth’ we mean all the things whose value is measured by money. Riches, therefore, will be used best by the person who has the moral concerned with wealth; and this is the liberal person. It is more the mark of a liberal person to give to the right people than to take from the right sources and not to take from the wrong. And the liberal are almost the most loved of all moral characters, since they are useful; and this depends on their giving. The liberal person, like other moral people, will give for the sake of the noble, and rightly; for they will give to the right people, the right amounts, and at the right time, with all the other qualifications that accompany right giving; and that too while experiencing pleasure or without experiencing pain. But no more will the

liberal person take from the wrong sources; for such taking is not characteristic of the person who sets no store by wealth. Nor will they be a ready asker; for it is not characteristic of a person who confers benefits to accept them lightly. Nor will they neglect their own property, since they wish by means of this to help others. And they will refrain from giving to anybody and everybody, that they may have something to give to the right people, at the right time. It is highly characteristic of the liberal person to go to excess in giving, so that they leave too little for themselves; for it is the nature of the liberal person not to look to themselves. There is nothing to prevent the person who gives less from being the more liberal person, if they have less to give. Further, those are thought to be more liberal who have not made their wealth but inherited it. The liberal person does not value wealth for its own sake but as a means to giving. Further, the liberal person is easy to deal with in money matters; for they can be got the better of, since they set no store by money, and are more annoyed if they have not spent something that they ought than pained if they have spent something that they ought not.

Magnificence: Like liberality, this also seems to be a moral concerned with wealth; but it does not like liberality extend to all the actions that are concerned with wealth, but only to those that involve expenditure; and in these it surpasses liberality in scale. For, as the name itself suggests, it is a fitting expenditure involving largeness of scale. The person who in small or middling things spends according to the merits of the case is not called magnificent (e.g. the person who can say ‘many a gift I gave the wanderer’), but only the person who does so in great things. For the magnificent person is liberal, but the liberal person is not necessarily magnificent. The magnificent person is like an artist; for they can see what is fitting and spend large sums tastefully. And they will consider how the result can be made most beautiful and most becoming rather than for how much it can be produced and how it can be produced most cheaply. Magnificence is an attribute of expenditures of the kind which we call honorable, e.g. votive offerings, buildings, and sacrifices, and all those that are proper objects of public-spirited ambition, as when people

think they ought to entertain the city in a brilliant way. Hence a poor person cannot be magnificent, since they have not the means with which to spend large sums fittingly; and those who try are fools, since they spend beyond what can be expected of them and what is proper, but it is the right expenditure that is moral. Of private occasions of expenditure the most suitable are those that take place once and for all, e.g. a wedding or anything of the kind, or anything that interests the whole city or the people of position in it, and also the receiving of foreign guests and the sending of them on their way, and gifts and counter-gifts; for the magnificent person spends not on themselves but on public objects. A magnificent person will also furnish their house suitably to their wealth (for even a house is a sort of public ornament).

Proper Pride: Pride seems even from its name to be concerned with great things. Now the person is thought to be proud who thinks themselves worthy of great things, being worthy of them; for they who do so beyond their deserts are fools. The proud person, then, is an extreme in respect of the greatness of their claims, but a mean in respect to the rightness of them; for they claim what is in accordance with their merits. Now the proud person, since they deserve most, must be good in the highest degree; for the better person always deserves more, and the best person most. Therefore the truly proud person must be moral. If we consider point by point, we shall see the utter absurdity of a proud person who is not moral. Pride, then, seems to be a sort of crown of the morals; for it makes them greater, and it is not found without them. At honors that are great and conferred by moral people, the proud person will be moderately pleased, thinking that they are coming by their own or even less than their own. Honor from casual people and on trifling grounds they will utterly despise, since it is not this that they deserve, and dishonor too, since in their case it cannot be just. Not even toward honor (the greatest of the external goods) does the proud person bear themselves as if it were a very great thing. And for them to whom even honor is a little thing the others must be so too. Hence proud people are thought to be disdainful. The goods of fortune also are thought to contribute toward pride.

For people who are wellborn are thought worthy of honor; and so are those who enjoy power or wealth; for they are in a superior position and everything that has a superiority in something good is held in greater honor. Disdainful and insolent, however, even those who have such goods become. Thinking themselves superior to others, they despise others and themselves do what they please. For the proud person despises justly (since they think truly), but the many, the masses, do so at random. The proud person does not run into trifling dangers, nor are they fond of danger, because they honor few things; but they will face great dangers, and when they are in danger they are unsparing of their life, knowing that there are conditions on which life is not worth having. And they are the sort of person to confer benefits, but they are ashamed of receiving them; for the one is the mark of a superior, the other of an inferior. And they are apt to confer greater benefits in return; for thus the original benefactor besides being paid will incur a debt to him, and will be the gainer by the transaction. They seem also to remember any service they have done, but not those they have received (for one who receives a service is inferior to one who has done it, but the proud person wishes to be superior), and to hear of the former with pleasure, of the latter with displeasure. It is the mark of a proud person also to ask for nothing or scarcely anything, but to give help readily, and to be dignified toward people who enjoy high position and good fortune, but unassuming toward those of the middle class; for it is a difficult and lofty thing to be superior to the former, but easy to be so to the latter, and a lofty bearing over the former is no mark of ill-breeding, but among humble people it is as vulgar as a display of strength against the weak. The proud person will hold back except where great honour or a great work is at stake, and to be a person of few deeds, but of great and notable ones. They must also be open in their hate and in their love (for to conceal one's feelings, i.e. to care less for truth than for what people will think, is a coward's part), and must speak and act openly; for they are free of speech because they are contemptuous, and they are given to telling the truth, except when they speak in irony to the vulgar. They must be unable to make their life revolve around

another, unless it is a friend. For this reason all flatterers are servile and people lacking in self-respect are flatterers. Nor are they given to admiration; for nothing to them is great. Nor are they mindful of wrongs; for it is not the part of a proud person to have a long memory, especially for wrongs, but rather to overlook them. Nor are they a gossip; for they will speak neither about themselves nor about another, since they care not to be praised nor for others to be blamed; nor again are they given to praise; and for the same reason they are not an evil-speaker, even about their enemies, except from haughtiness. With regard to necessary or small matters they are least of all people given to lamentation or the asking of favors. They are one who will possess beautiful and profitless things rather than profitable and useful ones; for this is more proper to a character that suffices to itself. Further, a slow step is thought proper to the proud man, a deep voice, and a level utterance; for the man who takes few things seriously is not likely to be hurried, nor the man who thinks nothing great to be excited, while a shrill voice and a rapid gait are the results of hurry and excitement.

Good Temper: The mean with respect to anger, this is the person who is angry at the right things and with the right people, and, further, as they ought, when they ought, and as long as they ought; they are praised. For the good-tempered person tends to be unperturbed and not to be led by passion, but to be angry in the manner, at the things, and for the length of time, that the rule dictates; but they are thought to err rather in the direction of deficiency; for the good-tempered person is not revengeful, but rather tends to make allowances. It is not easy to judge what is appropriate to each instance; sometimes we praise those who exhibit the deficiency, and call them good-tempered, and sometimes we call angry people manly.

Truthfulness: Of those who pursue truth and falsehood alike in words and deeds and in the claims they put forward, the person who observes the mean is one who calls a thing by its own name, being truthful both in life and in word, owning to what they have, and neither more nor less. For each person speaks and acts and lives in accordance with their character, if they are not acting for some ulte-

rior object. And falsehood is in itself mean and culpable. The person who in the matters in which nothing is at stake is true both in word and in life because their character is such. For the person who loves truth, and is truthful where nothing is at stake, will still be more truthful where something is at stake; they will avoid falsehood as something base, seeing that they avoided it even for its own sake; and such a person is worthy of praise. They incline rather to understate the truth; for this seems better in taste because exaggerations are wearisome.

Ready-wittedness: The kind of people one is speaking or listening to will also make a difference in life. Those who joke in a tasteful way are called ready-witted, which implies a sort of readiness to turn this way and that. To this middle state also belongs tact; it is the mark of a tactful person to say and listen to such things as befit a moral and well-bred person; for there are some things that it befits a person to say and to hear by way of jest, and the well-bred person's jesting differs from that of a vulgar person, and the joking of an educated person from that of an uneducated. The kind of jokes they will listen to will be the same; for the kind they can put up with are also the kind they seem to make. There are, then, jokes they will not make; for the jest is a sort of abuse, and there are things that lawgivers forbid us to abuse. The refined and well-bred person, therefore, will be as we have described, being as it were a law to themselves.

Friendliness: This moral, this middle state between (obsequiousness and flattery) and (quarrelsomeness, surliness, and contentiousness), has been known as laudable – a person who will put up with, and will resent, the right things and in the right way; but no name has been assigned to it, though it most resembles friendship. For the person who corresponds to this middle state is very much what, with affection added, we call a good friend. But the state in question differs from friendship in that it implies no passion or affection for one's associates. For they will behave so alike toward those they know and those they do not know, toward intimates and those who are not so, except that in each of these cases they will behave as is befitting. For, wherever it is not honorable, or is harmful, for them to contribute pleasure, they will

refuse, and will choose rather to give pain. For the sake of a great future pleasure, too, they will inflict small pains.

Modesty: Shame is defined as a kind of fear of dishonor and produces an effect similar to that produced by fear of danger; for people who feel disgraced blush, and those who fear death turn pale. Both, therefore, seem to be in a sense bodily conditions, which is thought to be characteristic of feeling rather than of a state of character. The feeling is not becoming to every age, but only to youth. For we think young people should be prone to the feeling of shame because they live by feeling and therefore commit many errors, but are restrained by shame; and we praise young people who are prone to this feeling, but an older person no one would praise for being prone to the sense of disgrace, since we think they should not do anything that need cause this sense.

Righteous Indignation: The mean between spite and envy, righteous indignation is an emotion characteristic of a moral character. It is being distressed at the evidence of unworthy success. And generally, those who think themselves deserving of things that do not believe others deserve are prone to indignation. Thus, the servile, the worthless, and the unambitious are not given to indignation, for there is nothing of which they regard themselves as worthy.

Unnamed Balance of Ambitiousness: This moral is related to pride by way of honor as liberality is to magnificence, i.e. the balanced person here is not on a grand scale, but with middling and unimportant things.

Dimensions of Immorality (deficiency): (GE = greater evil)

Fear (courage) (GE): One who exceeds in fearlessness would be a sort of madman or insensible person if they feared nothing. The person who exceeds in fear is a coward. They also lack in confidence; the coward, then, is a despairing sort of person; for they fear everything. To die to escape from poverty or love or anything painful is not the mark of a courageous person, but rather of a coward.

Insensibility (temperance): Humans who fall short with regard to pleasures and delight in them less than they should are hardly found; for such insensibility is not human. If there is anyone who finds nothing pleasant and nothing more attractive than anything else, they must be something quite different from a human.

Meanness (liberality) (GE): Those who care more than they ought for wealth have meanness. One who is not liberal and gives and experiences pain from that act of giving; for they would prefer the wealth to the noble act. Meanness falls short in giving and exceeds in taking, except in small things. But meanness is both incurable (for old age and every disability is thought to make mean people) and more innate in people than prodigality; for most people are fonder of getting money than of giving. It also extends widely and is multiform, since there seem to be many kinds of meanness. It is not found complete in all people but is sometimes divided; some people go to excess in taking, others fall short in giving. Those who are called by such names as 'miserly', 'close', 'stingy', all fall short in giving, but do not covet the possessions of others nor wish to get them. Others again exceed in respect of taking by taking anything and from any source (those who ply sordid trades, pimps and all such people, and those who lend small sums and at high rates). For all of these take more than they ought and from wrong sources. What is common to them is evidently sordid love of gain. (Despots when they sack cities and spoil temples, we do not call them mean but rather wicked, impious, and unjust.) But the gamester and the bandit belong to the class of the mean.

Niggardliness (magnificence) (GE): The niggardly person, regarding great expenditures, is less concerned with beauty, but more concerned with how much it can be produced for and how it can be produced most cheaply. The niggardly person falls short in everything in magnificence, and after spending the greatest sums of money will spoil the beauty of the result for a trifle, and whatever they are doing they will hesitate and consider how they may spend least, and lament even that, and think they are doing everything on a bigger scale than they ought.

Undue Humility (proper pride or honor)

(GE): The person who thinks themselves worthy of less than they are really worthy are unduly humble. The unduly humble person falls short both in comparison with their own merits and in comparison with the proud person's claims. For the unduly humble person, being worthy of good things, robs themselves of what they deserve, and seems to have something bad about them from the fact that they do not think themselves worthy of good things, and seems also not to know themselves. Yet such people are not thought to be fools, but rather unduly retiring. Such a reputation, however, seems actually to make them worse; for each class of people aims at what corresponds to its worth, and these people stand back even from noble actions and undertakings, deeming themselves unworthy, and from external goods no less. Undue humility is more opposed to pride than vanity is; for it is both commoner and worse.

Inirascibility (anger): Those who are not angry at the things they should be angry at are thought to be fools, for such a person is thought not to feel things nor to be pained by them, and, since they do not get angry, they are thought unlikely to defend themselves; and to endure being insulted and put up with insult to one's friends is slavish.

Mock Modesty (truthfulness in social intercourse): Of those who pursue truth or falsehood alike in words and deeds and in the claims they put forward, the mock modest person disclaims what they have or belittle it. Those who understate things seem more attractive in character (compared to boasters); for they are thought to speak not for gain but to avoid parade; and here too it is qualities which bring reputation that they disclaim. Those who disclaim trifling and obvious qualities are called humbugs and are more contemptible and sometimes this seems to be boastfulness.

Boorishness (pleasantness in the giving of amusement in social intercourse): Those who can neither make a joke themselves nor put up with those who do are thought to be boorish and unpolished. The boor is useless for such social intercourse; for they contribute nothing and find fault with everything. Relaxation and amusement are

thought to be a necessary element in life.

Quarrelsomeness and Surliness (pleasantness exhibited in life in general in social intercourse): In social life and the interchange of words and deeds, one who opposes everything and cares not a whit about giving pain is called churlish and contentious.

Shamelessness (shame) (GE): Stemming from not admiring or despising others, shamelessness is a lack of feeling a sort of pain and agitation concerning the class of immoralities, whether past, present, or future. For example, it may be characterized as providing services of the body or engaging in shameful actions, of which physically violating others is one.

Spite (righteous indignation): The spiteful person is an impediment to another's wishes, not to get anything themselves but so that the other does not. Since, then, there is no gain for themselves, they belittle the other.

Unambitiousness (unnamed balance): We blame the unambitious person as not willing to be honored even for noble reasons.

Dimensions of Evil (excess):

Confidence (courage): The person who exceeds in confidence about what is terrible is rash. The rash person, however, is also thought to be boastful and only a pretender to courage; at all events as the courageous person is with regard to what is terrible, so the rash person wishes to appear; and so they imitate them in situations where they can. Rash people are precipitate, and wish for dangers beforehand but draw back when they are in them (while brave people are keen in the moment of action, but quiet beforehand.) Sanguine people, for example, are confident in danger only because they have conquered often and against many foes, thinking they are strongest and can suffer nothing. Yet they closely resemble courageous people, because both are confident. (Drunken people also behave in this way; they become sanguine.)

Self-Indulgence (temperance) (GE): To exceed in pleasures of taste and touch, to delight in such things, then, and to love them above all oth-

ers, is brutish, as these are the pleasures of the other animals. In the natural appetites few go wrong, and usually in one direction, that of excess; for to eat or drink whatever offers itself till one is surfeited is to exceed the natural amount, since natural appetite is the replenishment of one's deficiency. The self-indulgent person is pained more than they ought at not getting pleasant things (even their pain being caused by pleasure). The self-indulgent person, then, craves for all pleasant things or those that are most pleasant, and is led by their appetite to choose these at the cost of everything else; hence they are pained both when they fail to get them and when they are merely craving for them (for appetite involves pain). The name self-indulgence is applied to childish faults; children in fact live at the beck and call of appetite, and it is in them that the desire for what is pleasant is strongest.

Prodigality (liberality): We call those people prodigals who are incontinent and spend money on self-indulgence. Hence they are thought the poorest of characters; for they combine more immoralities than one. A 'prodigal' means a person who has a single immoral quality, that of wasting their substance; since a prodigal is one who is ruined by their own fault, and the wasting of substance is thought to be a sort of ruining of oneself, life being held to depend on possession of substance. Now prodigality exceeds in giving and not taking, and falls short in taking. A prodigal is thought not to have a bad character; it is not the mark of a wicked or ignoble man to go to excess in giving and not taking, but only of a foolish one. But most prodigal people also take from the wrong sources, and are in this respect mean. They become apt to take because they wish to spend and cannot do this easily; for their possessions soon run short.

Tastelessness and Vulgarly (magnificence): To not go to excess in the amount spent on right objects, but by showy expenditure in the wrong circumstances and the wrong manner is tastelessness. The person who goes to excess and is vulgar exceeds in spending beyond what is right. For on small objects of expenditure they spend much and display a tasteless showiness; e.g. they give a club dinner on the scale of a wedding banquet. And all such things they will do not for honor's sake but

to show off their wealth, and because they think they are admired for these things, and where they ought to spend much they spend little and where little, much.

Empty Vanity (proper pride or honor): One who thinks themselves worthy of great things, being unworthy of them, is vain; though not every one who thinks themselves worthy of more than they really are worthy is vain. The vain person goes to excess in comparison with their own merits, but does not exceed the proud person's claims. Vain people are fools and ignorant of themselves; for, not being worthy of them, they attempt honorable undertakings, and then are found out; and they adorn themselves with clothing and outward show and such things, and wish their strokes of good fortune to be made public, and speak about them as if they would be honored for them.

Irascibility (anger) (GE): This excess can be manifested in numerous points, for one can be angry with the wrong persons, at the wrong things, more than is right, too quickly, or too long, yet all are not found in the same person. Now hot-tempered people get angry quickly and with the wrong persons and at the wrong things and more than is right, but their anger ceases quickly – which is the best point about them. This happens to them because they do not restrain their anger but retaliate openly owing to their quickness of temper, and then their anger ceases. By reason of excess choleric people are quick-tempered and ready to be angry with everything and on every occasion; whence their name. Sulky people are hard to appease, and retain their anger long; for they repress their passion. But it ceases when they retaliate; for revenge relieves them of their anger, producing in them pleasure instead of pain. If this does not happen they retain their burden; for owing to its not being obvious no one even reasons with them, and to digest one's anger in oneself takes time. Such people are most troublesome to themselves and to their dearest friends. We call bad-tempered those who are angry at the wrong things, more than is right, and longer, and cannot be appeased until they inflict vengeance or punishment. The excess is more opposed to good-temper than the deficiency, for not only is it commoner (since revenge is the more human), but

bad-tempered people are worse to live with.

Boastfulness (truthfulness in social intercourse) (GE): Of those who pursue truth or falsehood alike in words and deeds and in the claims they put forward, the boastful person, then, is thought to be apt to claim the things that bring glory, when they have not got them, or to claim more of them than they have. One who claims more than one has with no ulterior object is a contemptible sort of fellow (otherwise they would not have delighted in falsehood), but seems futile rather than bad; but if one does it for an object, one who does it for the sake of reputation or honor is (for a boaster) not very much blamed, but one who does it for money, or the things that lead to money, is an uglier character (it is not the capacity that makes the boaster, but the purpose); as one person is a liar because they enjoy the lie itself, and another because they desire reputation or gain. Now those who boast for the sake of reputation claim such qualities that win praise or congratulation, but those whose goal is gain claim qualities which are of value to one's neighbours and one's lack of which is not easily detected, e.g. the powers of a seer, a sage, or a physician. For this reason it is such things as these that most people claim and boast about; for in them the above-mentioned qualities are found. It is the boaster that seems to be opposed to the truthful person; for they are the worse character.

Buffoonery (pleasantness in the giving of amusement in social intercourse) (GE): Those who carry humor to excess are thought to be vulgar buffoons, striving after humor at all costs, and aiming rather at raising a laugh than at saying what is becoming and at avoiding pain to the object of their fun. The ridiculous side of things is not far to seek, however, and most people delight more than they should in amusement and in jesting, and so even buffoons are called ready-witted because they are found attractive; but that they differ from the ready-witted person, and to no small extent, is clear. The buffoon is a slave of their sense of humor, and spares neither themselves nor others if they can raise a laugh, and say things none of which a person of refinement would say and to some of which they would not even listen.

Obsequiousness and Flattery (pleasant-

ness exhibited in life in general in social intercourse): Those who are obsequious, as defined here, are those who in social life and the interchange of words and deeds are those who give pleasure, praising everything without opposition, but think it their duty 'to give no pain to the people they meet.' Of those who contribute pleasure, the person who aims at being pleasant with no ulterior motive is obsequious, but the person who does so in order that they may get some advantage in the direction of money or the things that money buys is a flatterer.

Bashfulness (shame): Shame is the imagination about a loss of reputation from those they admire or do not despise. People feel more shame at things done before these people's eyes and in the open; hence, too, the proverb "Shame is in the eyes," meaning both that shame may be observed in the eyes of the guilty as well as the eyes of those who have been disappointed. Those who have been physically violated or raped are regarded as shamed and exhibit bashfulness. Further, not standing up under labors that older people bear is an example. Also, those who have fallen into misfortune do not want to be seen by those who are their rivals.

Envy (righteous indignation): The excess of righteous indignation, the small-souled are envious; for all things seem great to them. Envy is defined as a certain kind of distress at apparent success on the part of one's peers in attaining the good things that have been mentioned, not that a person may get anything for themselves but because of those who have it. People envy whoever has acquired whatever naturally belongs to themselves or what they once had. This is why the older envy the younger. Those who have spent much money envy those who have spent little for the same object. And those who got something with difficulty or did not get it at all envy those who got it quickly.

Ambitiousness (unnamed balance): We blame the ambitious person both as aiming at honor more than is right and from wrong sources, who loves honor more than most people.

CHAPTER 5: MIND

Concerning the physical mind, this chapter is comprised of temperament and mental illness. Since ancient times, sentient creatures have classified themselves and others according to perceptions of mental health.

Temperament

Temperament is a combination of internal processes that are determined at birth and affect the moods and lives of characters. Four bodily secretions cause temperament:

- **Blood** causes the sanguine temperament, which is characterized as warm and pleasant.
- **Yellow Bile** causes the choleric temperament, which is characterized as hot-tempered.
- **Black Bile** causes the melancholic temperament, which is characterized as sad and depressed.
- **Phlegm** causes the phlegmatic temperament, which is characterized as apathetic.

A well-balanced ratio of the four secretions in the human body is believed to be related to sanity and health. The secretions and their predominant temperaments are related to the elements, seasons, the four winds, and much more. Below is a table that corresponds the four bodily secretions with the appropriate temperament and other associations:

Table 5-1

Temperament:	Sanguine	Choleric	Melancholic	Phlegmatic
Secretion	Blood	Yellow Bile	Black Bile	Phlegm
Element	Air	Fire	Earth	Water
State	Liquid	Gaseous	Dense	Solid
Quality	Hot-Moist	Hot-Dry	Cold-Dry	Cold-Moist
Age	Childhood	Youth	Maturity	Old Age
Season	Spring	Summer	Autumn	Winter
Wind	South	East	North	West
Part of Body	Head, Neck, Shoulder	Upper Body	Lower Body	Thigh, Knee, Foot

No character may be defined with only one temperament. Generally, characters have a dominant and a secondary temperament, while the other two remain recessive. Every character has a unique combination of the four temperaments. Theorists believe that perfection is a state in which no temperament predominates, but instead when all are proportionate within a character.

Determining Temperament

To determine your character's temperament, roll percentile dice for each of the four temperaments and note the results on your character sheet. The higher the roll, the more of that particular temperament is innate in the character. Ideally, a healthy and mentally balanced person has rolls of 50 or 51 in each of the temperaments. Observe the dominant and secondary temperaments, ignore the other two, and read the generalizations below about your character's temperament:

Sanguine

This temperament is associated with extroverts, talkative characters, and optimists. These characters have appealing personalities and are the life of any party. They have good senses of humor and are usually gifted at Storytelling (see *Chap. 8: Skills*). Sanguine characters are enthusiastic, expressive, and emotional. Wide-eyed, innocent, and curious, these characters live in the present and are always sincere at heart. Sanguine characters manage to find the humor in disasters, are always cheery, and are well-liked by others. Creative and colorful, these characters look great on the surface and have energy and enthusiasm in all that they do. Thriving on compliments, sanguine characters make friends easily and love others. These characters seek to prevent dull moments by providing excitement, and they never hold grudges. Sanguine characters are compulsive talkers with loud voices. Remembering names is difficult for these characters, and they are prone to complaining. It is possible these characters appear too happy to others and, seeming fake, scare them away. Driven by their inner child, sanguine characters are naïve and get angry easily. Sanguine characters are disorganized and would rather talk than act. Further, they often forget obligations,

have fading confidence, and are undisciplined. Many decisions are based upon feelings. Hating to be alone and needing attention, these characters seek center stage by dominating conversations and energetically interrupting others. These characters often make excuses and have a tendency to repeat stories. It is assumed that the sanguine temperament is caused by blood.

Choleric

This temperament is associated with extroverts, doers, and optimists. A born leader, choleric characters are active and have a compulsive need for change. Driven to correct wrongs, they are not easily discouraged and may be unemotional. These characters exude confidence and are strong-willed and decisive. This temperament causes characters to be well organized and task-oriented. Insisting on the productivity of others, these characters seek practical solutions to problems and move quickly to action. Thriving on opposition, these characters have little need for friends or groups and excel during emergencies. Unfortunately, choleric characters may be bossy, impatient, quick-tempered, unable to relax, and refuse to give up even when clearly losing. These characters are too intense, come on too strong, and are inflexible and uncomplimentary. Choleric characters dislike tears and emotions, and are generally unsympathetic. These characters give answers too quickly, dominate more than is good, and are often too busy for their families. Also, choleric characters are impatient with poor performance and have little tolerance for mistakes. These characters are often rude, tactless, and manipulate others. Though these characters may often be right, which they always insist upon, this also makes them unpopular with others. It is assumed that the choleric temperament is caused by yellow bile.

Melancholic

This temperament is associated with the introvert, thinker, and pessimist. Melancholic characters tend to be deep, thoughtful, and analytical. They are serious, purposeful, and prone to genius. Often, they are talented and creative, with an artistic or musical inclination. Melancholic characters may be philosophical, poetic, and appreciate beauty.

Sensitive to others, they may be self-sacrificing, conscientious, or idealistic. This temperament causes characters to set high standards and want everything done right. Their homes are in good order, and otherwise they are persistent, thorough, orderly, organized, and always neat and tidy. This powerful drive is often characterized negatively by others, but melancholic characters often solve problems and surprise others with creativity. Melancholic characters need to finish what they start. Socially, this temperament causes characters to make friends cautiously and stay in the background to avoid attention. These characters are faithful, devoted, and listen well to complaints. Unfortunately, they can be moody and depressed, often remembering or emphasizing the negative. Further, they are self-centered, often in another world, and may have a low opinion of themselves. Melancholic characters are not people-oriented, and prefer to deal with things rather than people. Also, these characters prefer analysis to work. Having a deep need for approval, these characters are hard to please and often set standards too high. Often withdrawn and remote, melancholic characters are critical of others and withhold affection. In characters, this temperament can cause them to be antagonistic and vengeful because they are suspicious of others and dislike those in opposition. This temperament causes characters to be unforgiving and skeptical of compliments. It is assumed that the melancholic temperament is caused by black bile.

Phlegmatic

This temperament is associated with the introvert, the watcher, and the pessimist. Having a low-key personality, phlegmatic characters are relaxed, calm, cool, and easy going. Their lives are well-balanced and consistent. They are quiet but witty, sympathetic, and kind. A good parent, phlegmatic characters are able to take the bad with the good, keep their emotions hidden, and are never in a hurry. Phlegmatic characters are competent, steady, agreeable, and are good under pressure, though they often seek the easiest way to get things done. These characters are easy to get along with, pleasant, and inoffensive. However, since they are unenthusiastic, they may be feared or others may worry about them, especially since they are indecisive and avoid responsibility. This temperament causes characters to be too shy, compromising, and self-righteous. These characters are lax on discipline, lack motivation, and are not goal-oriented. They can be lazy, careless, and discouraging to others. These characters would rather watch than become involved. While they watch, however, they are judgmental, sarcastic, and resistant to change. It is assumed that the phlegmatic temperament is caused by phlegm.

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Table 5-2

Temperament Strengths			
Sanguine	Choleric	Melancholic	Phlegmatic
Appealing personality	Born leader	Thoughtful	Low-key
Talkative	Dynamic and active	Analytical	Easy-going
Good sense of humor	Compulsive need to change	Serious and purposeful	Relaxed
Enthusiastic	Must correct wrongs	Genius prone	Cool, calm and collected
Cheerful	Strong-willed	Talented and creative	Patient
Curious	Decisive	Artistic or musical	Quiet, but witty
Sincere	Unemotional	Philosophical/Poetic	Sympathetic
Turns disaster into humor	Not easily discouraged	Appreciates beauty	Keeps emotions hidden
Volunteers for jobs	Independent	Sensitive to others	All purpose person
Creative and colorful	Self-sufficient	Self-sacrificing	Makes good parent
Inspires others easily	Confident	Conscientious	Is not in a hurry
Makes friends easily	Can run anything	Idealistic	Can take good with bad
Loves people	Goal oriented	Perfectionist	Doesn't get upset
Thrives on compliments	Sees the whole picture	Schedule oriented	Competent and steady
Envid by others	Organizes well	Detail conscious	Peaceful and agreeable
Doesn't hold grudges	Seeks practical solutions	Persistent	Administrative ability
Apologizes quickly	Moves quickly to action	Orderly and Organized	Mediates problems
Spontaneous	Delegates work	Neat and tidy	Avoids conflicts
	Insists on production	Economical	Good under pressure
	Stimulates activity	Sees the problems	Finds the easy way
	Thrives on opposition	Finds creative solutions	Good listener
	Has little need for friends	Makes friends cautiously	Has many friends
	Will work for group activity	Avoids causing attention	Inoffensive
	Will lead and organize	Faithful and devoted	Dry sense of humor
	Is usually right	Compassionate	Has compassion & concern
	Excels in emergencies	Seeks ideal mate	

Table 5-3

Temperament Weaknesses			
Sanguine	Choleric	Melancholic	Phlegmatic
Compulsive talker	Bossy	Moody/Depressed	Unenthusiastic
Exaggerates	Impatient	Enjoys being hurt	Fearful
Elaborates	Quick tempered	False humility	Worried
Dwells on trivia	Can't relax	Off in another world	Indecisive
Can't remember names	Too impetuous	Remembers negatives	Avoids responsibilities
Scares others off	Enjoys controversy	Low self-image	Quiet will of iron
Too happy for some	Argumentative	Selective hearing	Selfish
Has restless energy	Won't give up if losing	Self-centered	Too shy
Egotistical	Comes on too strong	Too introspective	Too compromising
Complains	Inflexible	Guilt feelings	Self Righteous
Naïve	Is not complimentary	Persecution complex	Not goal oriented
Has loud voice and laugh	Dislikes tears/emotions	Tends to hypochondria	Lacks Self Motivation
Controlled by circumstances	Little tolerance for mistakes	Not people oriented	Hard to get moving
Angers easily	Unsympathetic	Bothered by imperfection	Resents being pushed
Seems phony to some	Doesn't analyze details	Chooses difficult work	Lazy and careless
Never grows up	Bored by trivia	Hesitant to start projects	Discourages others
Forgets obligations	May be rude	Plans too much	Would rather watch
Doesn't follow through	May make rash decisions	Prefers analysis to work	Dampens enthusiasm
Looses confidence	Manipulates others	Hard to please	Stays uninvolved
Undisciplined	Demanding of others	Standards too high	Indifferent to plans
Priorities out of order	Workaholic	Deep need for approval	Judges others
Decides by feelings	Demand loyalty	Lives through others	Sarcastic and teasing
Easily distracted	Tends to use people	Insecure socially	Resists change
Hates to be alone	Dominates others	Withdrawn/remote	
Needs to be center stage	Can do everything better	Critical of others	
Wants to be popular	Knows everything	Holds back affection	
Looks for credit	Too independent	Dislikes those in opposition	
Dominates conversations	Decides for others	Suspicious of people	
Interrupts	Possessive	Antagonistic	
Doesn't listen	Can't say 'I'm Sorry'	Vengeful	
Fickle and forgetful	May be right, but unpopular	Unforgiving	
Makes excuses		Full of Contradictions	
Repeats stories		Skeptical of compliments	

How to Interpret Multiple Temperaments

Interpretation of the various degrees of the four temperaments in each character is often a form of art. Scholars are working frantically to unify competing theories. Currently, most temperament theorists disregard the two recessive temperaments of a character, no matter how close they may be to the dominant and secondary temperaments.

For instance, a character named Vellicatus may have rolls of 52 for Sanguine, 73 for Choleric, 83 for Melancholic, and 44 for Phlegmatic. Clearly, the dominant temperament of Vellicatus is Melancholic and his secondary temperament is Choleric. Despite the numeric proximity of his Sanguine temperament, both his Sanguine and Phlegmatic temperaments are considered recessive or as hardly contributing to his overall temperament.

Much debate remains, however, concerning the strength of each temperament and its relation to the other temperaments. Many scholars note that the difference between the dominant and secondary temperaments of a character is an important consideration. Most claim that the degree that each temperament deviates from the norm is the most significant factor. For this reason, the player must consult with the MM about their character's temperament so that a sensical understanding can be reached.

Twelve combinations of temperaments result when considering the dominant and secondary temperaments of a character. Below are the twelve combinations of temperament, listed with the dominant temperament first, followed by the secondary temperament:

Sanguine-Choleric

Clearly, this type of character is an extrovert who is predominantly positive and in a good or happy mood, though they are also known at times to be exacting and unemotional, driven, intense, and manipulative. The easiest thing to notice about sanguine-choleric characters is that usually they are

driven by emotion, yet sometimes are completely unemotional. It is this conflict between emotion and lack of emotion that is striking.

Sanguine-Melancholic

Since sanguine and melancholic temperaments are opposites, this person feels an inordinate amount of tension in life, usually happy and excited, but occasionally has bouts with depression and pessimism, withdrawing into themselves. These characters are moody, but since they are predominantly sanguine, their moodiness is more public than private, and is observed by others more than any other combination of temperaments.

Sanguine-Phlegmatic

On the outside, this character is happy, emotional, expressive, and a joy to others. However, these characters are very selective of which emotions they show, and behind closed doors they are characterized as unenthusiastic. It is this contrast that causes others to consider their happiness to be fake.

Choleric-Sanguine

Oftentimes, this combination of temperaments results in a leader or figure of authority who is liked and respected. While they are predominantly driven to get the job done well and without mistakes, they seem to be very objective and unemotional. Occasionally, emotions shine through and their momentary happiness assures those around them of their competency as a leader who will be effective, but personable.

Choleric-Melancholic

These characters are likely to become leaders who relentlessly drive others. They view people as tools to get the job done, and more than any other type of character, demand that the tasks of their followers be performed flawlessly. Some people respect this type of individual or leader because they and their followers are productive, though they may personally dislike them as this character's low opinion of others becomes evident. With most people, reactions are more extreme, usu-

ally a combination of admiration and hate. Choleric-melancholic characters are extremely competitive, forceful, and often successful.

Choleric-Phlegmatic

This combination of temperaments produces characters who are likely to succeed and become leaders or authority figures who care about the finished product, but prefer instead to delegate the responsibility of the task to others of importance around them. Since this leader rarely makes themselves visible or known, some people consider this type of character to be a disinterested leader. They are driving, but unenthusiastic, and often harbor resentment and bitterness.

Melancholic-Sanguine

This type of character withdraws from everyone and is exacting, but often is very happy, expressive, or emotional when alone or about their work. While alone, the creative side of these characters often emerges, such as with art or music. These characters are capable, but rarely venture some, so they usually work well for others.

Melancholic-Choleric

In most situations, this person is an introvert, though some situations elicit strong responses, which are usually either negative, critical, driving, or manipulative. Ironically, it is during these responses or outbursts when the melancholic-choleric character is happiest. These characters usually prepare twice as well as their opponents, so they rarely lose in contests. This combination of temperaments produces characters who are extremely difficult to please, rarely satisfying even themselves, which can make them intolerable to live with. Some of these characters become manic-depressive or sadistic. Melancholic-choleric characters become angry often. Regarding their families, they emote disapproval and are driven to castigate them for failures and correct their mistakes, though this condemnation and criticism usually accomplishes the opposite effect.

Melancholic-Phlegmatic

These characters are perhaps the most withdrawn of all, often preferring or wishing for a solitary existence. However, when alone as desired, they are unenthusiastic about almost everything.

Phlegmatic-Sanguine

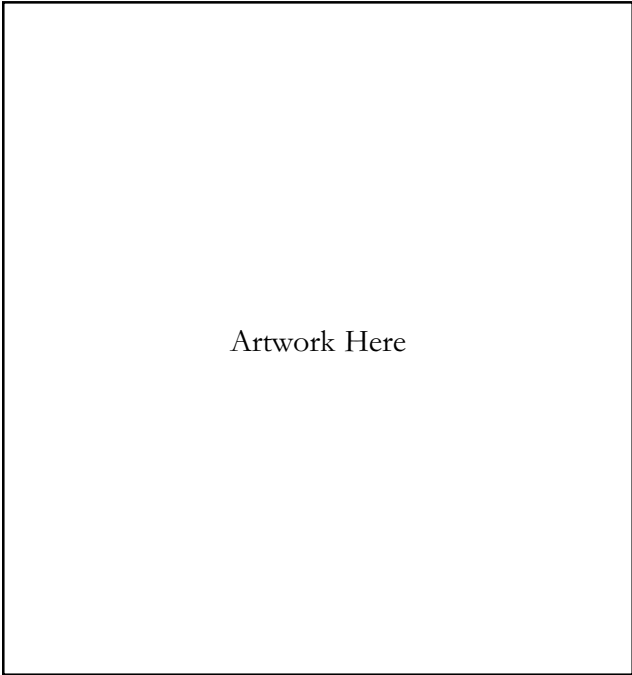
This blend of temperaments results in a non-abrasive character who is the easiest to get along with. They are unenthusiastic, calm, relaxed, yet when inspired they become emotional, expressive, and happy. However, they are highly disorganized.

Phlegmatic-Choleric

These characters are unenthusiastic and avoid responsibility, yet are prone to be irritable, commanding, and leader-like. This type of character does not explode with anger, but just refuses to cooperate. When characters with this temperament become angry, they often restrain their anger, becoming utterly silent, yet clearly upset.

Phlegmatic-Melancholic

This combination of temperaments causes characters to speak rarely and often makes them gentle. It is common for others to take advantage of phlegmatic-melancholic characters. These characters are rarely angry or hostile, and are often gracious.



Mental Illness

Mental illnesses are disorders characterized by disturbances of a character's thoughts, emotions, or behavior. Various mental illnesses exist. Most are unrecognized in the terminology that follows and are simply considered madness, the result of sorcery or witchcraft, evil spirits, demons, or devils. The mentally ill usually become objects of religious inquisition and barbaric treatment. It is for this reason that witch-hunts are popular. Conversely, some believe that instead of having its roots in evil or magic, mental illness is the physical result of imbalances in blood, just like temperament: black bile, yellow bile, phlegm, a poor diet, and grief. This information is amassed so that MM's may apply it as necessary. Since characters may acquire or encounter these illnesses, they are compiled and listed below, followed by a table to randomly select a mental illness:

Abasiophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction to lame or crippled partners. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever someone afflicted with abasiophilia sees a lame or cripple, they must pass a Drive check at TH 80 or engage in socially unacceptable sexual behavior.

Acrotomophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction to the amputated stump of a partner; the stump itself is arousing. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever someone afflicted with acrotomophilia sees an amputated stump on a person, they must pass a Drive check at TH 80 or engage in socially unacceptable sexual behavior.

Anorexia Nervosa

This mental illness affects one percent of young women. Nearly one in five die of starvation. This condition is the intense fear of gaining weight or becoming obese.

If afflicted with anorexia nervosa, roll percentile dice. Results from 01-20 indicate the person is doomed to die of starvation in d100 weeks. Afflicted individuals experience an increase of 2d20 to Melancholic Temperament.

Antisocial Personality Disorder

People with this disorder act in a way that disregards the feelings and rights of other people. Antisocial personalities often break the law, and they may use or exploit other people for their own gain. They may lie repeatedly, act impulsively, and get into physical fights. They may mistreat their spouses, neglect or abuse their children, and exploit their employees. They may even kill other people. People with this disorder are also sometimes called sociopaths or psychopaths. Antisocial personalities usually fail to understand that their behavior is dysfunctional because their ability to feel guilty, remorseful, and anxious is impaired. Guilt, remorse, shame, and anxiety are unpleasant feelings, but they are also necessary for social functioning and even physical survival. Antisocial personality disorder affects 3 percent of males and 1 percent of females.

Afflicted individuals experience an increase of 3d20 to Choleric and 2d20 to Melancholic Temperament.

Autoabasiophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction to oneself being lame or crippled. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever someone is afflicted with autoabasiophilia, they must pass a Drive check at TH 30 or attempt to amputate a limb and experience sexual excitement.

Avoidant Personality Disorder

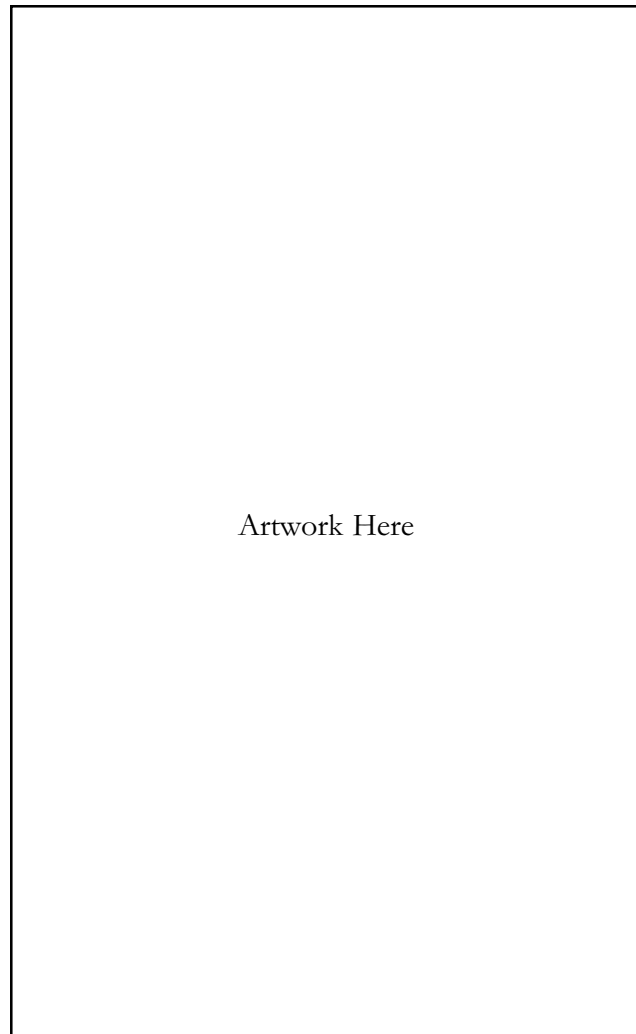
Avoidant personality disorder is social withdrawal due to intense, anxious shyness. People with avoidant personalities are reluctant to interact with others unless they feel certain of being liked. They fear being criticized and rejected. Often they view themselves as socially inept and inferior to others.

Afflicted individuals lose 2d20 points in Sanguine Temperament.

Bipolar Disorder (Manic-Depressive)

Individuals who suffer from bipolar disorder switch back and forth between depression and mania. Each morning, a die is rolled to determine whether depression or mania will be the overly dominant mood for the day. During stressful circumstances, this must be determined every round.

Afflicted individuals experience an increase of 2d20 to Choleric and Melancholic Temperaments.



Borderline Personality Disorder

People with borderline personality disorder experience intense emotional instability, particularly in relationships with others. They may make frantic efforts to avoid real or imagined abandonment by others. They may experience minor problems as major crises. They may also express their anger, frustration, and dismay through suicidal gestures, self-mutilation, and other self-destructive acts. They tend to have an unstable self-image or sense of self. As children, most people with this disorder were emotionally unstable, impulsive, and often bitter or angry, although their chaotic impulsiveness and intense emotions may have made them popular at school. At first they may impress people as stimulating and exciting, but their relationships tend to be unstable and explosive. About 2 percent of all people have borderline personality disorder. About 75 percent of people with this disorder are female.

Those afflicted with borderline personality disorder experience an increase of 2d20 in Melancholic Temperament. Further, afflicted individuals must roll under their Sanguine score on a daily basis or engage in (1-30%) an act of self-mutilation or (31-100%) a self-destructive act. The socially unacceptable episode will occur while experiencing frustration. The individual will not know it is going to happen until they are unable to stop themselves.

Coprophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction with excrement, either giving or receiving. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever someone is afflicted with coprophilia and they are involved in a sexual activity or they are near excrement, they must pass a Drive check at TH 80 or engage in socially unacceptable sexual behavior regarding excrement.

Dementia

This mental illness is characterized by impaired memory and difficulties in such functions as speaking, abstract thinking, and the ability to identify familiar objects.

Those afflicted with dementia suffer a -40 penalty to the sub-abilities of Rhetorical Charisma, Analytic Intelligence, Reflection, and whenever they must identify familiar objects, they must pass a Reflection Check at TH 80 or swear they have never seen it before.

Dependent Personality Disorder

This disorder involves severe and disabling emotional dependency on others. People with this disorder have difficulty making decisions without a great deal of advice and reassurance from others. They urgently seek out another relationship when a close relationship ends. Alone, they feel uncomfortable.

Those afflicted with this disorder must pass a Drive Check at TH 80 for them to be alone. If failed, they will seek companionship, no matter how annoying their behavior.

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Depersonalization Disorder

These people experience an unwelcome sense of detachment from their own bodies. They may feel as though they are floating above the ground, outside observers of their own mental or physical processes. Other symptoms may include a feeling that they or other people are mechanical or unreal, a feeling of being in a dream, a feeling that their hands or feet are larger or smaller than usual, and a deadening of emotional responses. These symptoms are chronic and severe enough to impede normal functioning in a social, school, or work environment. Depersonalization disorder is a relatively rare syndrome thought to result from severe psychological stress.

Those afflicted with this disorder must pass a Common Sense Check at TH 40 every day, or at a random time during the day (at the d12 hour of either a.m. [1-3] or p.m. [4-6], at the minute of [$\{d6-1\}$ and $d10$ {which creates a range of 01-59}], an episode will occur which involves (01-20%) the feeling of floating, being an observer outside one's body (21-40%), being sure that other people are mechanical (41-60%), being sure that other people are not real (61-80%), feeling like they are in a dream (81-85%), sure that their hands are larger than usual (86%), sure that their feet are larger than usual (87%), sure that their hands are smaller than usual (88%), sure that their feet are smaller than usual (89%), or (90-100%) they feel a deadening of emotional responses. The episode will last for d100 minutes. Finally, those afflicted experience a loss of 2d20 points from their Sanguine, Choleric, and Melancholic Temperaments.

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Depression

Different than the feelings of sadness and loneliness that everyone feels from time to time, depression is a deep, unshakable sadness and disinterest in nearly all activities. Common feelings are despair, hopelessness, worthlessness, as well as thoughts of committing suicide. Some people are only affected by depression during autumn and winter. A common mental illness, roughly ten percent of the population suffers from depression, though women are between two and three times as susceptible. Depression usually develops during young adulthood over a period of months or years, though it may erupt suddenly in a few weeks or days. Sudden developments are often called nervous breakdowns. Depressed people feel sad every day and may cry often. People, work, and activities that used to bring them pleasure no longer do. A bout of depression typically lasts eight months. Anyone who has experienced one bout of depression is highly likely to experience one in the future. Appetite and sleep may be affected, sometimes increased but usually decreased. Stressful events can trigger depression in those who are predisposed to it.

Those afflicted experience an increase of 2d20 points in Melancholic Temperament and a decrease of 2d20 points in Sanguine Temperament.

Dissociative Fugue

These people forget their personal identity and unexpectedly wander away from home. In many cases, people with this disorder travel to a distant location and adopt a new identity, complete with a new name, personal history, and place of residence. They may wander hundreds of miles, leaving their families mystified about their disappearance. Sometimes they appear in foreign churches unable to explain who they are. People with this disorder usually appear normal and do not attract public attention. Dissociative fugue typically occurs after serious psychological stress of some kind, such as the death of a family member, the loss of a job, or a failed relationship. This disorder is quite rare, and in many cases, fugue victims will suddenly “wake up,” failing to remember any of the events that occurred while in the fugue state.

Dissociative Identity Disorder (Multiple Personality Disorder)

A character with this disorder has $d4 + 1$ distinct (1-50%) identities or (51-100%) personality states (temperament and disposition) which currently take control of the character's consciousness and behavior.

If the character has distinct identities, the character often gives the alternate identities their own personal names; these identities may have characteristics that differ sharply from the primary identity of the character. If the character has multiple personality states, then each personality state consists of a randomly determined temperament and disposition.

A character with this disorder experiences some degree of amnesia, in that one identity or personality usually will not recall what occurred when another identity or personality controlled the character. With this disorder, a character experiences sudden shifts in consciousness, identity, and memory. For instance, the character may find themselves in a strange environment, not knowing how they got there.

Those afflicted with this disorder must roll under the score of their primary temperament with percentile dice in order to remain in it. Otherwise, an identity (determined by the MM) or another personality state (determined randomly) emerges for d100 minutes.

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Erotophonophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving lustful murder. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever someone is afflicted with erotophonophilia, they must pass a Drive check at TH 30 or attempt to lustfully murder the first person they see, fixating upon their death. If the check is failed, an attempt will be made on the person's life. If others are around, the erotophonophiliac must make another check each minute in order to not murder them on the spot and wait until they may kill them with privacy. Those afflicted experience an increase of 2d20 points in Choleric Temperament.

Exhibitionism

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the exposure of their genitals to an unsuspecting stranger. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Exhibitionists primarily desire to frighten the subject, though other motives may be to startle them, see admiration, and demonstrate superiority through displaying.

Whenever someone is afflicted with exhibitionism, they must pass a Drive check at TH 30 every day or they will go into public and expose their genitals to strangers.

Formicophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual attraction when smaller animals, insects, etc. crawl upon parts of the body. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever someone is afflicted with formicophilia and involved in a sexual situation, they must pass a Drive check at TH 30 or they will be overcome by an urge to place animals or insects on their bodies and experience sexual excitement.

Frotteurism

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving touching and rubbing against a non-consenting person. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever someone is afflicted with frotteurism and they encounter a member of the opposite sex with a Bodily Attractiveness of 120 or higher, they must pass a Drive check at TH 30 or rub them against their will.

Generalized Anxiety Disorder

This disorder causes people to feel anxious most of the time and worry about routine events and circumstances in their lives. Although they recognize their anxiety to be disproportionate with actual events, they are unable to control their worrying. Their worries often interfere with their ability to concentrate on or perform tasks. Physical symptoms include disturbed sleep, irritability, muscle aches, and tension.

Whenever someone is afflicted with this disorder during any event that may be construed as a cause of anxiety, they must pass a Drive check at TH 30 or all Skill Checks requiring performance of any kind will suffer -10.

Histrionic Personality Disorder

People with this disorder constantly strive to be the center of attention. They may act overly flirtatious or dress in ways that draw attention. They may also talk in a dramatic or theatrical style and display exaggerated emotional reactions.

Hypersomnia

This disorder is characterized by excessive sleepiness that lasts for at least 3 + d12 weeks as evidenced by either prolonged sleep episodes or daytime sleep episodes that occur almost daily. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This disorder cannot be accounted for by an inadequate amount of sleep.

Whenever someone is afflicted with hypersomnia, they must pass a daily Drive check at TH 80 or need to sleep d12 + 7 hours.

Hypoxyphilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual asphyxia. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever someone is afflicted with hypoxyphilia, they must pass a Drive check at TH 80 during all sexual activity or attempt to choke their partner (01-30%) into unconsciousness and experience sexual pleasure while they choking them.

Intermittent Explosive Disorder

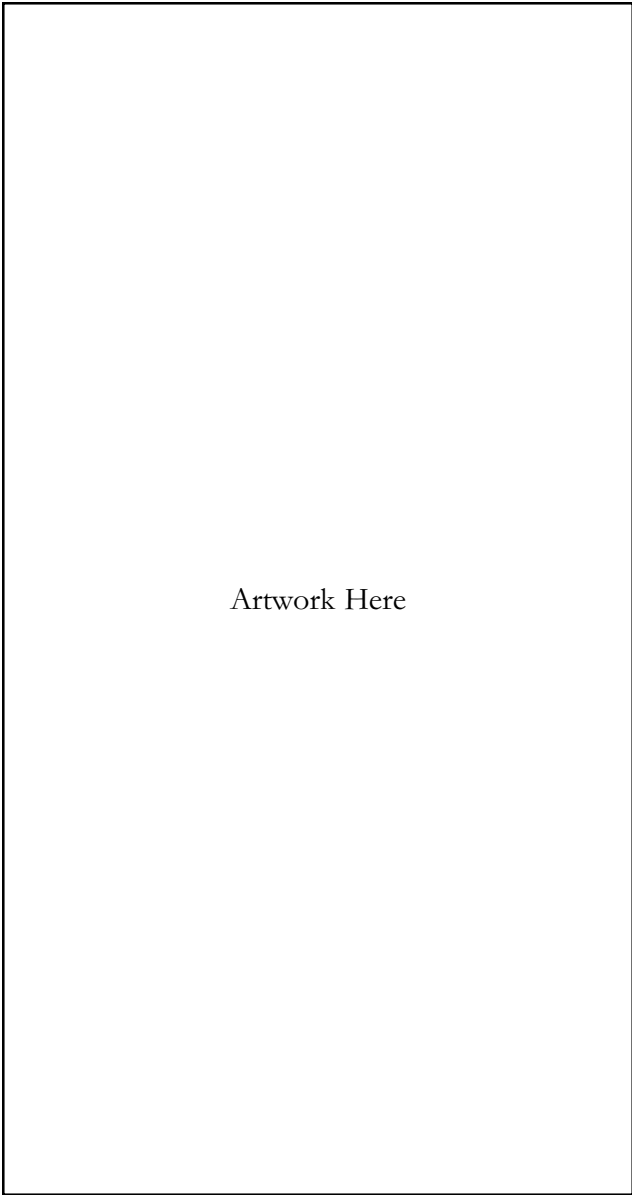
This disorder is characterized by several discrete episodes of failure to resist aggressive impulses that result in serious acts of assault or destruction of property. The degree of aggressiveness expressed during the episodes is grossly out of proportion to any precipitating stressors.

Whenever someone is afflicted with this disorder and experiences anything which may be perceived as a stressor, they must roll higher than their Choleric Temperament score or respond to it violently for 2d4 rounds. Further, those afflicted experience an increase of 2d20 points in Chronic Temperament.

Kleptomania

This is a recurrent failure to resist the impulse to steal objects not needed for personal use or their monetary value. There is an increasing sense of tension preceding the unplanned theft, followed by a relief at the time of the theft. The theft is not done with others and not done out of anger or vengeance. Because kleptomaniacs obtain gratification from the act of stealing rather than from possession of the stolen articles, they often steal objects of little value that they could easily buy.

Whenever someone is afflicted with kleptomania and they are around objects of little value in someone else's possession, they must pass a Drive check at TH 80 or attempt to steal a worthless object.



Mania

Mania may be characterized by an elevated or irritable mood, exaggerated self-importance, racing thoughts, and hyperactivity. People with mania typically feel intoxicated with themselves and with life. They may display an indiscriminate enthusiasm for manipulating people, spending money, and pursuing sexual adventure. Manic people may also display impatience or hostility toward other people. If frustrated, they may physically abuse their friends, children, or spouse. People with mania often have inflated self-esteem and self-confidence, and assume they have more wit, courage, imagination, and artistry than everyone else. Severe mania may include delusions of grandeur, such as the belief that one is chosen by their deity for a special mission. Mania typically involves a decreased need for sleep, so manic people often wake up early in a highly energized state. Mania makes people extremely talkative. Their loud, rapid-fire speech sometimes continues unabated without regard for others. Mania also involves a flight of ideas, racing thoughts that cause speech to go off in many different directions. People in a manic state become easily distracted by irrelevant sights, sounds or ideas, which further disrupts thinking and speech.

People with mania may also devise grandiose plans or engage in reckless self-indulgence. For example, they may invest indiscriminately in risky projects, get involved in many different social activities, flirt to the point of indecency, and intrude in other people's private lives to the point of being obnoxious. Manic people display many signs of impaired judgment and self-destructive behavior.

Narcissistic Personality Disorder

People with this disorder have a grandiose sense of self-importance. They seek excessive admiration from others and fantasize about unlimited success or power. They believe they are special, unique, or superior to others. However, they often have very fragile self-esteem.

Narratophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the use of dirty or obscene words to a partner. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever someone is afflicted with narratophilia and alone with their partner, they must pass a Drive check at TH 80 or begin talking filth to their partner and becoming sexually excited.

Necrophilia

This is an abnormal fascination with death and the dead, especially an erotic attraction to corpses.

Whenever someone is afflicted with necrophilia and they are close to a corpse, they must pass a Drive check at TH 80 or be unable to resist their urges to copulate with the corpse.

Nymphomania

Over a period of 5 + d100 months, the female experiences an uncontrollable desire for sexual intercourse. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This disorder only affects women, and is also known as lagnoperissia. It is not uncommon (40%) for nymphomaniacs to also be afflicted with phallophilia, which ranges from a preference (01-60%) to an obsession (61-100%) regarding exceptionally large penises.

Whenever a female is afflicted with nymphomania and around men with a Charisma exceeding 110, she must pass a Drive check at TH 80 or attempt to solicit sex, usually inquiring about the size of their manhood.

Obsessive-Compulsive Disorder

Different than the disorder following this one, these people persistently experience intrusive thoughts or images, or feel compelled to perform certain behaviors. Obsessions may include unwanted thoughts about inadvertently poisoning or injuring others. Common compulsions include repetitive hand washing or mental actions like repeated counting. These obsessions or compulsions consume a large amount of their time and interfere with their daily routine. Most people with this disorder recognize the irrationality of it, but are unable to change. The disorder usually develops in adolescence or early adulthood, and affects roughly 1% of the population.

Obsessive-Compulsive Personality Disorder

Different than the Obsessive-Compulsive Disorder listed above, this disorder is characterized by a preoccupation with details, orderliness, perfection, and control. People with this disorder often devote excessive amounts of time to work and productivity and fail to take time for leisure activities and friendships. They tend to be rigid, formal, stubborn, and serious. Those afflicted experience an increase of d20 points in Choleric and Melancholic Temperaments.

Panic Disorder

These people experience repeated, unexpected panic attacks and persistent anxiety concerning the reoccurrence of panic attacks. Panic attacks are periods of intense fear, apprehension, or discomfort, and they usually occur without warning. Symptoms include a racing heart, trembling, shortness of breath, choking, etc. Panic attacks may last from a few seconds to a few hours, but most peak in ten minutes and end within a half hour. The condition affects twice as many women as men, and only affects about 2% of the population. Often, these people experience panic attacks daily or weekly. Often, a phobia triggers the attack. Many become reluctant to leave home. Those afflicted experience a decrease of 2d20 points in Phlegmatic Temperament.

Paranoia

This is a type of psychosis in which a person suffers from logically consistent delusions of (1-50%) persecution or (51-100%) grandeur. Usually, it is characterized as an extreme distrust of others. For instance, the paranoid person may believe that everyone, even close friends or family, are intending to kill him or her. Those afflicted experience a loss of 2d20 points of Sanguine Temperament.

Paranoid Personality Disorder

These people feel constant distrust and suspicion toward other people. They believe that others are against them and constantly look for evidence to support their suspicions. They are hostile toward others and react angrily to perceived insults. Those afflicted experience a loss of 2d20 points of Sanguine Temperament, and an increase of 2d20 points of Choleric Temperament.

Pathological Gambling

This is a behavior disorder in which an individual becomes progressively unable to resist the impulse to gamble. This disorder affects between 3 percent of the adult population, and 80% are male. They are usually competitive, hardworking, and bright individuals and show little interest in passive games of chance.

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Pedophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual activity with a prepubescent child or children, generally age 13 or under for humans. This causes significant distress or impairment in social, occupational, or other important areas of functioning. To qualify as a pedophile, a person must be at least 16 years old and at least five years older than the child or children.

Phobia

Phobias are excessive and enduring fears of clearly defined objects or situations that interfere with a person's normal functioning. Although they know their fear is irrational, they still try to avoid the source of their fear. A comprehensive list of phobias is available as *Appendix 4: Phobias* in the end of this book. A phobia may be randomly determined from this list.

Regardless of the specific phobia, physiological symptoms include a rapid and pounding heartbeat, stomach disorders, nausea, diarrhea, frequent urination, choking feelings, flushing of the face, perspiration, tremulousness, and faintness. Roughly 10% of people have a phobia.

Post-Traumatic Stress Disorder

This disorder typically occurs after people experience or witness traumatic or catastrophic events such as physical or sexual assaults, rape, torture, natural disasters, accidents, and wars. People with this disorder relive the traumatic event through recurrent dreams or intrusive memories called flashbacks. They avoid places or things associated with the trauma and may feel emotionally detached or estranged from others. Other symptoms include difficulty sleeping, irritability, and trouble concentrating. The disorder can last for years and severely disrupt the life of a character. Those affected experience a loss of d20 points in Sanguine Temperament.

Psychosis

Psychotic characters lose contact with reality and have difficulty in everyday life. Unlike characters with less severe mental illnesses, psychotic characters do not recognize that their mental functioning is disturbed. Three kinds of psychotic symptoms occur: hallucinations, delusions, and bizarre behavior. Hallucinations refer to hearing, seeing, smelling, feeling, or tasting something when nothing in the environment actually caused the sensation. Delusions are false beliefs that are obviously untrue to other people in the culture of that character. Finally, bizarre behavior is behavior which is incomprehensible to others who know the character. Psychedelic mushrooms can cause psychosis, and brain tumors may lead to psychotic symptoms. Some psychotic characters (10%) are unable to develop new memories.

Pyromania

This is a mental illness in which fires are repeatedly and deliberately set, without anger and not for monetary gain or other benefit, because the character cannot resist the impulse to set fires. The character experiences tension before setting the fire and pleasure, relief, or erotic gratification after setting the fire. Legally, pyromaniacs are considered arsonists.

Raptophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the act of raping. This causes significant distress or impairment in social, occupational, or other important areas of functioning. This is also called biastophilia.

Whenever someone with raptophilia is near a person who is attractive to them (usually, with a Charisma of at least 110), they must pass a Drive check at TH 50 or attempt to isolate and rape the attractive person. For rules on rape, see the section on overbearing in the Wrestling skill (see *Chap. 8: Skills*) and the Intimidation skill.

Schizoid Personality Disorder

This disorder involves social isolation and a lack of desire for close personal relationships. Characters with this disorder prefer to be alone and seem withdrawn and emotionally detached. They seem indifferent to praise or criticism from other people. Those afflicted experience an increase of 2d20 points in Phlegmatic Temperament and a decrease of 2d20 points each in Sanguine, Choleric, and Melancholic Temperament.

Schizophrenia

Meaning ‘split mind’, but not to be confused with split personality or multiple personality, schizophrenia is characterized by a variety of symptoms, including:

1. loss of contact with reality
2. bizarre behavior
3. disorganized thinking and speech
4. decreased emotional expressiveness
5. social withdrawal

Usually only some of these symptoms (d6) occur in any one character. To observers, schizophrenia seems like madness or insanity. Schizophrenics have a hard time distinguishing between the real and unreal, logical and illogical, and appropriate and inappropriate, and accordingly suffer penalties of -40 in the sub-abilities of Analytic Intelligence as well as Common Sense. Further, some (10%) pose a danger to themselves and may be suicidal. Once inflicted, schizophrenia usually remains for life, though it usually grows less severe as they age. Psychotic symptoms are popular in schizophrenic characters.

Scoptophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual pleasure from watching others have sex. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a scoptophiliac observes, or has the chance to observe, others having sex, they must pass a Drive check at TH 80 to sexually control themselves, such as refrain from touching themselves.

Sexual Masochism

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the act of being humiliated, beaten, bound, or otherwise made to suffer. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a sexual masochist participates, or is likely to participate, in a sexual situation, they must pass a Drive check at TH 70 to control themselves and not request to be beaten, bound, humiliated, or otherwise made to suffer.

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Sexual Sadism

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving acts in which the psychological or physical suffering (including humiliation) of the victim is sexually exciting to the character. This causes significant distress or impairment in social, occupational, or other important areas of functioning. Sadists are usually men who receive sexual gratification from inflicting injuries on others. In sadists, retarded ejaculation and impotence are common. Older, archaic sexual feelings arise in sadists that would normally be subdued. In the brain, erections and aggressions are very closely related.

Whenever a sexual sadist participates, or is likely to participate, in a sexual or violent situation, they must pass a Drive check at TH 70 to control themselves and not cause pain to evoke their sexual satisfaction. Those afflicted experience an increase of 2d20 points in Choleric Temperament, and a decrease of 2d20 points in Sanguine Temperament.

Sleepwalking Disorder

This disorder is characterized by repeated episodes of rising from the bed during sleep and walking about, usually occurring during the first third of the major sleep episode. While sleepwalking, the person has a blank, staring face, is relatively unresponsive to the efforts of others to communicate, and can be awakened only with great difficulty. Upon awakening, the person has amnesia regarding the episode. Each night, those with this disorder have a 10% chance of sleepwalking for d100 minutes. Their actions during sleepwalking episodes are determined by the MM, who may make directional decisions randomly with the aid of dice.

Somnophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving having sex with a partner who is asleep. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a somnophiliac is near a sleeping person whom they find attractive (usually, with a Charisma of at least 110), they must pass a Drive check at TH 70 to control themselves. Otherwise, they will sneakily and quietly attempt sex with the sleeping person.

Trichotillomania

These people suffer from an impulse control disorder which causes them to pull out their own hair, resulting in notable hair loss. They experience pleasure, gratification, and relief upon pulling out their hair.

Urophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the sexual attraction to urine and acts of urinating. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a urophiliac has a full bladder and has the potential to be in a sexual situation, they must pass a Drive check at TH 70 to control themselves. Otherwise, they do everything in their power to be able to urinate on someone, and they are extremely satisfied if they can urinate in someone's mouth.

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Vaginismus

A recurrent or persistent involuntary spasm of the musculature of the outer third of the vagina interferes with sexual intercourse. This disturbance causes marked distress and interpersonal difficulty. Those afflicted experience a loss of d20 points of Sanguine Temperament.

Vomerophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the sexual attraction to the act of vomiting. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a vomerophilic senses vomit, they must pass a Drive check at TH 70 to control themselves. Otherwise, they begin to sexually touch themselves while fantasizing about the vomit.

Voyeurism

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving the act of observing an unsuspecting person who is naked, in the process of disrobing, or engaging in sexual activity. This causes significant distress or impairment in social, occupational, or other important areas of functioning.

Whenever a voyeur observes, or has the chance to observe, someone naked, disrobing, or engaging in sexual activity, they must pass a Drive check at TH 80 to sexually control themselves, such as refrain from touching themselves.

Zoophilia

Over a period of 5 + d100 months, the character experiences recurrent and intense sexually arousing fantasies, sexual urges, or behaviors involving sexual acts with animals. This disorder is also referred to as bestiality. Zoophilia causes significant distress or impairment in social, occupational, or other important areas of functioning. Sometimes (01-30%) a person is affected by zoophilia regarding only a particular animal, though it could encompass several fetishes (31-60% regarding d6 animals). Popular animals for zoophiliacs are horses, ponies, donkeys, mules, goats, dogs, and pigs.

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Random Mental Illness

Below is a table which allows the MM to randomly determine a mental illness. To randomly select a mental illness, roll d1000 and consult the table below:

Table 5-4

Random Mental Illness			
Roll	Result	Roll	Result
001	Abasiophilia	540-544	Necrophilia
002	Acrotomophilia	545-554	Nymphomania (female only)
003-012	Anorexia Nervosa	555-564	Obsessive-Compulsive Disorder
013-052	Antisocial Personality Disorder	565-584	Obsessive-Compulsive Personality
053	Autoabasiophilia	585-594	Panic Disorder
054-093	Avoidant Personality Disorder	595-624	Paranoia
094-103	Bipolar Disorder	625-642	Paranoid Personality Disorder
104-123	Borderline Personality Disorder	643-662	Pathological Gambling
124-133	Coprophilia	663-677	Pedophilia
134-138	Dementia	678-777	Phobia
139-178	Dependent Personality Disorder	778-782	Post-Traumatic Stress Disorder
179-183	Depersonalization Disorder	783-792	Psychosis
184-253	Depression	793-800	Pyromania
254-263	Dissociative Fugue	801-810	Raptophilia
264-270	Dissociative Identity Disorder	811-832	Schizoid Personality Disorder
271-274	Erotophonophilia	833-852	Schizophrenia
275-283	Exhibitionism	853-882	Scoptophilia
284	Formicophilia	883-912	Sexual Masochism
285-294	Frotteurism	913-942	Sexual Sadism
295-334	Generalized Anxiety Disorder	943-962	Sleepwalking Disorder
335-374	Histrionic Personality Disorder	963-967	Somnophilia
375-394	Hypersomnia	968	Trichotillomania
395-404	Hypoxyphilia	969-971	Urophilia
405-434	Intermittent Explosive Disorder	972	Vaginismus (female only)
435-449	Kleptomania	973	Vomerophilia
450-489	Mania	974-990	Voyeurism
490-519	Narcissistic Personality Disorder	991-1000	Zoophilia
520-539	Narratophilia		

CHAPTER 6: SOCIALITY

Sociality, here, means the social factors of the character, such as socio-economic status (SES) or social class, how many brothers and sisters exist, whether the parents were legally married at the character's birth, wealth, education, and many other such social factors. Beyond information relevant to character creation, information pertaining to society in general explains customs, chivalry, courtly love, communities, governments, systems of justice, and more.

Birthday

To determine a character's birthday in a format of (month/day/year), simply apply the following formula $\{1d12 / [(1d12 + 1d20) - 1] / (5100 - \text{age})\}$.

Birth Status

To many, whether or not a character's parents were legally married is an important factor worthy of note. If born the result of rape, such as with the vast majority of anakim, the child is obviously a bastard. Roll 1d100 and consult the following table:

Roll	Status	Modifier to Social Class (see below)
1-20	Illegitimate (bastard)	-2
21-100	Legitimate	-

Birthplace

Determine a character's birthplace by rolling 1d100 and consulting the following table:

Roll	Result	Modifier to Social Class (see below)
1-5	Unknown	-
6-20	Countryside	-
21-53	Village	-15
54-74	Town	-10
75-84	City	-
85-100	Capital City	+10

Social Class

Perhaps more important than most realize, social class must be assessed by rolling d100 and consulting the following table. Observe modifiers from Birth Status and Birthplace. A character's initial financial savings is determined by their social class. Members of the lower class are regarded as peasants, middle class as serfs, and upper class as nobility or royalty.

Roll	Social Class	Starting Funds	Education
<11	Lower Class	Clothes on back	None
11-20	Lower Class	d10 copper pieces	None
21-30	Lower Class	d10 silver pieces	None
31-40	Lower Class	2d10 silver pieces	None
41-50	Lower Class	d4 gold pieces	None
51-60	Lower Class	d6 gold pieces	None
61-70	Lower Class	2d6 gold pieces	None
71-79	Lower Class	2d8 gold pieces	None
80-94	Middle Class	3d6 gold pieces	None
95-97	Middle Class	3d12 gold pieces	Literate
98	Upper Class	4d20 gold pieces	Literate
>98	Upper Class	2d100 gold pieces	Professional

Siblings

To the pleasure of some and the dismay of others, siblings are to be determined by rolling 1d100 and consulting the following table. Anakim do not have siblings:

1-10	Only Child
11-30	(d6) brothers
31-65	(d6) sisters
66-86	(d4) brothers and (d4) sisters
87-95	(d6) brothers and (d6) sisters
96-100	(d8) brothers and (d8) sisters

Birth Rank

By observing the table above, roll an appropriate die to determine the birth rank of the character. If there is an odd number, such as 3 brothers, use the closest die that is large enough, and reroll any numbers that are too large, such as a 4 on a d4 regarding 3 brothers.

Marital Status

Since most people in this fantasy world marry young and due to religion they rarely get di-

vorced, these odds apply to both newly created characters as well as other people in general. Roll 1d100 and consult below:

1	Divorced
2	Separated
3-43	Unhappily Married
44-83	Single
84-100	Happily Married

Languages

Following are a list of languages that characters may both learn to speak and encounter as they adventure.

- **Angelic**
- **Black Speech** - Sometimes called the Black Speech of Orcs or Orkish, this is a simple, guttural language.
- **Common Speech** - This is the language of humans and halflings. While local variations exist, with a little effort, most who speak Common Speech can understand each other. Common Speech is the most common language in use.
- **Demon**
- **Devil**
- **Dragon**
- **Elven, Grey** - The newest of elven tongues, this language is now the predominant form of written and spoken elven.
- **Elven, High** - High-elves are the only race of elves to maintain their own language instead of speaking grey-elven like the other races.
- **Ephesia Grammata** - This is the language and scripture of ceremonial magic. Oftentimes when spells are cast, these phrases must be uttered with precision. Familiarity with this language does not assist a mage in casting spells more fluently, but it does assist them in magical research.
- **Goblin**
- **Khodzol** - This is the jealously guarded language of dwarves.
- **Quindu** - This is the original elven language and is not a language of daily use, but of high ceremony, ancient songs and tales, and elven histories.
- **Underworld**

Sexuality

The preference for a type of sexual partner is sexuality. Heterosexuals prefer the opposite sex and are the social norm. Homosexuals prefer the same sex. Bisexuals enjoy both sexes equally. Finally, asexuals prefer to avoid sexual encounters altogether. To randomly determine a character's sexuality, roll 1d100 and consult the table below:

<u>Race and Ability</u>	<u>Modifiers</u>
Anakim	+1
Dwarf	+5
Elf	+5
Halfling	-20
Half-orc	+1
Male Strength over 130	+1 per 5 Strength pts.
Male Strength under 70	-1 per 5 Strength pts.
Female Strength over 130	-1 per 5 Strength pts.
Female Strength under 70	+1 per 5 Strength pts.
Female with A cups	-4
Female with D cups	+4

<u>Roll</u>	<u>Result</u>
<02	Asexual
02-03	Homosexual ¹
04-05	Bisexual
>05	Heterosexual

Offspring Number

To determine the number of births per pregnancy², collect several ten-sided dice, roll d10,000,000 and consult below:

<u>Roll</u>	<u>Result</u>
0000001	Quintuplets
0000002-0000088	Quadruplets
0000089-0007658	Triplets
0007659-0666161	Twins
0666162-10000000	Single

Offspring Gender

To determine whether or not a newborn child is male or female, roll 1d100 and consult below:

<u>Race</u>	<u>Modifier</u>
Anakim	+10
Dwarf	+10
Elf	-5

<u>Roll</u>	<u>Result</u>
<53	Female
>52	Male

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1. Percentages of homosexuality were estimates reported in Microsoft Encarta Encyclopedia, listed under Homosexuality.
 2. Proportions of multiple births are referenced from Microsoft Encarta Encyclopedia, listed under Multiple Birth.

Offspring Becoming Characters

Should it be necessary to determine abilities and bodily features of offspring, their abilities and bodily features are determined as adults, just as with player characters. Thereafter, the offspring character may be modified according to age category as necessary.

However, the parents do impact their offspring. For each ability, determine the average of the relevant ability between the mother and father. This is the basis of the ability of the offspring. From here, the basis may be modified. Roll 1d100 and consult below:

<u>Roll</u>	<u>Result</u>
01	Decrease by $(80 + 1d20)\%$
02-04	Decrease by $(60 + 1d20)\%$
05-10	Decrease by $(40 + 1d20)\%$
11-22	Decrease by $(20 + 1d20)\%$
23-48	Decrease by $(1d20)\%$
49-52	No Change
53-77	Increase by $(1d20)\%$
78-90	Increase by $(20 + 1d20)\%$
91-96	Increase by $(40 + 1d20)\%$
97-99	Increase by $(60 + 1d20)\%$
100	Increase by $(80 + 1d20)\%$

Perform the same routine as above for height, weight, most attractive/repulsive features, skin color, hair color, hair thickness & type, eye color, vision, and appropriate sexual features. Rare features may correlate as well.

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Chivalry

Chivalry is a system of knighthood. Not every culture or religion honors chivalry. While only moral knights are required to live by the code of chivalry (outlined below), the uneducated masses often romanticize its tenets.

A knight is a mounted male crusader or soldier (see *Chap. 7: Occupations*) of exceptional merit who is officially knighted by the local ruler, usually a king. From that moment forward, the knight must observe the following code of chivalry or the local ruler may rescind his status as a knight, among other punishments.

The Ten Commandments of the Code of Chivalry

Below are ten core tenets of the code from which no knight may falter without incurring a severe penalty. Inconsistencies may arise depending on the religion to which the knight adheres. When an inconsistency arises, consult the MM.

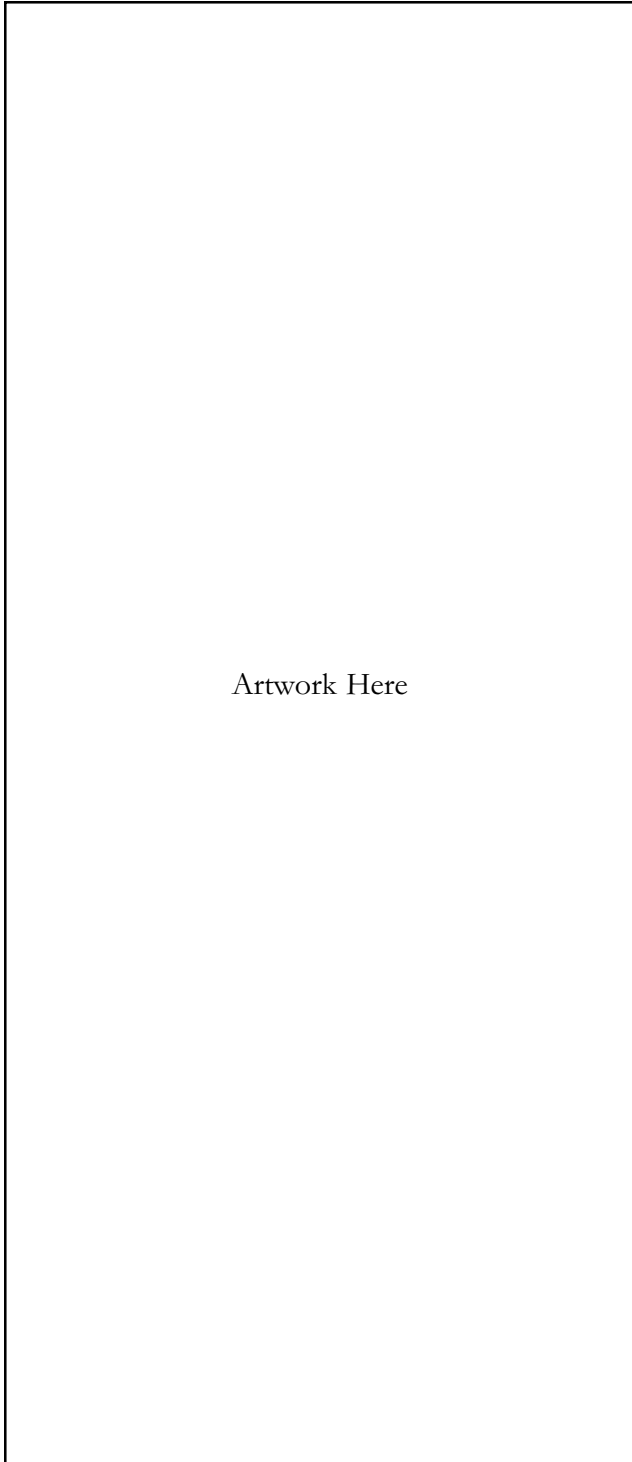
1. Thou shalt believe all that thine religion teaches, and shalt observe all its directions.
2. Thou shalt defend thine religion.
3. Thou shalt respect all weaknesses, and shalt constitute thyself the defender of them.
4. Thou shalt love the country in the which thou wast born.
5. Thou shalt not recoil before thine enemy.
6. Thou shalt make war against the infidel without cessation, and without mercy.
7. Thou shalt perform scrupulously thy feudal duties, if they be not contrary to the laws of thine god.
8. Thou shalt never lie, and shall remain faithful to thy pledged word.
9. Thou shalt be generous, and give largess to everyone.
10. Thou shalt be everywhere and always the champion of the ethical and the moral against unethicity and immorality.

The Code of Chivalry

The following list constitutes every chivalric ideal. If a knight breaks any of the following, consequences may range from insignificant to severe, and may vary according to the religion to which the knight adheres, circumstances regarding the local ruler or country, etc. When in doubt, consult the MM.

- Live to serve king and country.
- Live to defend crown and country and all it holds dear.
- Live one's life so that it is worthy of respect and honor.
- Live for freedom, justice and all that is good.
- Never attack an unarmed foe.
- Never use a weapon on an opponent not equal to the attack.
- Never attack from behind.
- Avoid lying to your fellow man.
- Avoid cheating.
- Avoid torture.
- Obey the law of king, country, and chivalry.
- Administer justice.
- Protect the innocent.
- Exhibit self control.
- Show respect to authority.
- Respect women.
- Exhibit courage in word and deed.
- Defend the weak and innocent.
- Destroy evil in all of its monstrous forms.
- Crush the monsters that steal our land and rob our people.
- Fight with honor.
- Avenge the wronged.
- Never abandon a friend, ally, or noble cause.
- Fight for the ideals of king, country, and chivalry.
- Die with valor.
- Always keep one's word of honor.
- Always maintain one's principles.
- Never betray a confidence or comrade.
- Avoid deception.

- Respect life and freedom.
- Die with honor.
- Exhibit manners.
- Be polite and attentive.
- Be respectful of host, women, and honor.
- Loyalty to country, King, honor, freedom, and the code of chivalry.
- Loyalty to one's friends and those who lay their trust in thee.



Courtly Love

Courtly love is an idealized and often illicit form of love in which a knight or courtier devotes himself to a noblewoman who is usually married and feigns indifference to preserve her reputation. Just as with chivalry, the uneducated masses often romanticize courtly love. Not every culture practices courtly love, but of those that do, the twelve chief rules in love are known by virtually everyone.

The Twelve Chief Rules in Love

If the following rules in love are not observed by a knight or courtier, they may not be considered to be experiencing genuine courtly love, either by themselves or others.

- Thou shalt avoid avarice like the deadly pestilence and shalt embrace its opposite.
- Thou shalt keep thyself chaste for the sake of her whom thou lovest.
- Thou shalt not knowingly strive to break up a correct love affair in which someone else is engaged.
- Thou shalt not choose for thy love anyone whom a natural sense of shame forbids thee to marry.
- Be mindful completely to avoid falsehood.
- Thou shalt not have many who know of thy love affair.
- Being obedient in all things to the commands of ladies, thou shalt ever strive to ally thyself to the service of love.
- In giving and receiving love's solaces let modesty be ever present.
- Thou shalt speak no evil.
- Thou shalt not be a revealer of love affairs.
- Thou shalt be in all things polite and courteous.
- In practicing the solaces of love thou shalt not exceed the desires of thy lover.

The Art of Courtly Love

In cultures which practice courtly love, common folk, as well as knights and courtiers, may practice the art of courtly love, hoping to demonstrate their genuine love for another, by observing the following:

- Marriage is no real excuse for not loving.
- He who is jealous cannot love.
- No one can be bound by a double love.
- It is well known that love is always increasing or decreasing.
- That which a lover takes against the will of his beloved has no relish.
- Boys do not love until they reach the age of maturity.
- When one lover dies, a widowhood of two years is required of the survivor.
- No one should be deprived of love without the very best of reasons.
- No one can love unless he is propelled by the persuasion of love.
- Love is always a stranger in the home of avarice.
- It is not proper to love any woman whom one would be ashamed to seek to marry.
- A true lover does not desire to embrace in love anyone except his beloved.
- When made public love rarely endures.
- The easy attainment of love makes it of little value: difficulty of attainment makes it prized.
- Every lover regularly turns pale in the presence of his beloved.
- When a lover suddenly catches sight of his beloved his heart palpitates.
- A new love puts an old one to flight.
- Good character alone makes any man worthy of love.
- If love diminishes, it quickly fails and rarely revives.
- A man in love is always apprehensive.
- Real jealousy always increases the feeling of love.
- Jealousy increases when one suspects his beloved.
- He whom the thought of love vexes eats and sleeps very little.
- Every act of a lover ends in the thought of his beloved.
- A true lover considers nothing good except what he thinks will please his beloved.
- Love can deny nothing to love.
- A lover can never have enough of the solaces of his beloved.
- A slight presumption causes a lover to suspect his beloved.
- A man who is vexed by too much passion usually does not love.
- A true lover is constantly and without intermission possessed by the thought of his beloved.
- Nothing forbids one woman being loved by two men or one man by two women.

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Demographics and Occupational Level

While occupations of adventurers are described in the next chapter, the occupational level of both ordinary people as well as adventurers usually correlates well to the population. Observe the table below to determine by occupational level where an individual ranks in a random population:

Occupational Level	Percentile in a Random Population	Number Per Million In Population
1	50%	500,000
2	76%	237,857
3	86%	131,072
4	93%	65,536
5	96%	32,768
6	98%	16,384
7	99.18%	8,192
8	99.59%	4,096
9	99.79%	2,048
10	99.89%	1,024
11	99.94%	512
12	99.974%	256
13	99.987%	128
14	99.993%	64
15	99.9968%	32
16	99.9984%	16
17	99.9992%	8
18	99.9996%	4
19	99.9998%	2
20	99.9999%	1

For instance, out of a million individuals in a given population, there are roughly eight thousand people with an occupational level of seven, and they rank in the top percent. Similarly, half the people met are of the lowest occupational level.

This table may be used in conjunction with a table in *Chap. 7: Occupations* so that the average number of a given occupation may be determined within certain cultures.

Customs

While different societies differ in many ways, some customs are common across cultures.

All cultures burn their dead; the dead are not embalmed or buried. The dead are burned because after time, they smell. Some cultures gather the dead into a pile and burn the corpses, while others send the corpses out on burning ships.

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Communities

Ranging in size from hamlets to capital cities, many characteristics of communities vary widely. Following, communities are outlined according to size.

Hamlet

A universal standard, hamlets are comprised of no more than a hundred people, usually a collection of a few families. Hamlets too small to have a guild, temple, or a local lord, though a shrine or two may be present. Hamlets never have walls.

Village

Villages range from 100-1,000 inhabitants. Most villages are too small to have guilds, may have a local lord and a temple or two, and probably have several shrines. If guilds or lords do exist here, they are likely negligible in quality and service. In rare exceptions, villages may have walls.

Town

Towns have a population between 1,000 and 10,000. Towns typically have a handful of guilds, temples, and a local lord of some sort such as a baron, depending of course on the state. Towns usually are not walled.

City

Cities have at least populations of 10,000. Cities have numerous guilds, temples, and at least one local lord such as a duke. Predominantly, cities are walled and have a castle, citadel, or fortress of some type.

Capital

Capital cities are the seats of governmental power to a state, usually being the size of a large city. Capital cities are almost always walled, sometimes having multiple walls, and very well defended. It seems that anything can be found for the right price or if searched for diligently in a capital city.

Governments

A government is an authoritative unit which is organized to control masses of people, and is usually classified according to the distribution of power within it. Following are the definitions of several forms of government which may be used by the MM to add realism to a gaming world.

Anarchy

The antithesis to all governments, proponents of anarchy prefer a lack of government, preferring chaos to order and nature to civilization.

Autocracy

A government wherein one person possesses unlimited power is an autocracy. Oftentimes, autocracies are often called dictatorships. If the person with unlimited power centralizes their control, this form of government may be called totalitarianism.

Aristocracy

This is a government wherein the power is vested in a minority consisting of those thought to be best qualified to rule.

Bureaucracy

A bureaucracy is a government wherein the power lies with numerous departments and their heads. It is a systematic administration characterized by the specialization of functions. Bureaucracies are often criticized as an overabundance of government consisting of too many clearly demarcated laws and statutes.

Confederacy

Usually a political balancing act, a confederacy is a government consisting of many smaller units that cooperate, yet prefer to remain independent or distinct. Sometimes these units are called states. Unfortunately, the units often do not cooperate and are subject to divisiveness.

Communism

A government wherein the state owns all property and distributes wealth equally is a communist government.

Democracy

A government wherein the general populace rules is a democracy. Each member of the populace is able to directly vote for policies. Note that this is different from a republic. Oftentimes, a government in the form of a republic will declare itself to be a democracy because it appeals to the people, though safeguards insure that each person does not truly get an equal vote.

Feudality

A government wherein great landowners or hereditary overlords exact revenue from the land and also exercise the functions of government in their domains is a feudality. Typically, the great landowner is called the lord, and everyone else is a vassal.

Gerontocracy

This is a government wherein elders or old men rule. Many times, the government of a tribe is a gerontocracy.

Gynarchy

A government wherein women rule is a gynarchy. Note that a matriarchy is not necessarily a governmental form, but a social organization such that descent is traced through solely or primarily through the female line.

Hierarchy

This is a government administered by an authoritarian group to people classified by ability, economic, or social standing.

Magocracy

A government wherein mages rule is a magocracy.

Meritocracy

A meritocracy is a government wherein responsibility is awarded to those who exhibit the most effort.

Monarchy

A government wherein rulership is inherited, such as with a king and queen, is a monarchy.

Oligarchy

A government wherein the few or a small faction rule is an oligarchy.

Pedocracy

A government wherein the educated and scholarly rule is a pedocracy.

Plutocracy

This is a government wherein the wealthy rule.

Republic

A government wherein representatives are elected to represent their electorate as they make policy decisions is a republic.

Theocracy

A theocracy is a government wherein rule is administered by a deity or religious officials.

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Justice

While cultures differ dramatically in their approaches to justice, below are recommendations of common crimes and punishments. However, a suggestion for a simple system is hanging for serious offenses and the pillory or flogging for minor offenses. The crimes listed below are arbitrarily listed in an order of severity.

Treason

Hanging, and then after or near death, they are drawn and quartered. 'Drawn' means the method that they arrive at the gallows (usually dragged there). Once there, they are quartered by four horses, each with a limb tied to them as they speed away from the criminal. However, some cultures prefer burning these criminals to death.

Mass Murder

The mass murderer is buried alive.

Petty Treason (Murder of a Husband by the Wife)

In some cultures, the murderous wife is burned to death atop a pyre of dust-dry straw. These criminals are customarily strangled before being burned, carried out while the flames are lit. Other cultures prefer to bury the murderous wife alive with her head above ground to prolong the agony.

Murder of Wife and Children by the Husband

The murderous husband is to be locked in a dungeon cell, strapped to the ground with roughly 250 lbs. of heavy weights on his chest. No food or drink are given. If he survives for 40 days, he may go free. Most die in about 3 days.

Murder of an Owner by their Slave

The slave and all others owned by the murdered owner must communally be put to death.

Murder by means of Poison

The murderer is to be boiled alive in a cauldron.

Murder

Amputation of the right hand and right foot is the common penalty for murder.

Murdering a Slave by Torture, Poison, or Fire

The penalty for this is death. Though hanging is a popular means, those convicted to hang often plead to the court to behead them instead. If beheading is granted, the executioner commonly raises the severed head before the crowd to prove the deed had been done properly.

Witchery

Some women are hung by their hair while others are also scorched with a flaming torch. Often, witches are put to death on a pyre of dust-dry straw. Occasionally, they are tortured and raped before being burnt. Suspected witches are stripped, shaved, and strapped in a chair for questioning. It is commonly believed that all witches have familiars. Hence, the authorities often observe the witch in her dungeon cell for a duration to see if a beetle, mouse, or rat would approach her, and therefore it must be her familiar. If women have pets, the pets are often perceived as her familiar. Next, the body is closely examined for a witch's or devil's mark. A pin stuck in this mark causes neither pain nor bleeding. Women who take part in wild orgies are often deemed witches. Also, women who cast spells may be considered witches.

Lycanthropy

If someone is discovered to be a werewolf or other lycanthrope, then they will have their skin torn off by red-hot pincers prior to beheading.

Habitual Felons

First, the habitual felons lose one ear, then the other, and then the stump of the ear is shaved down.

Arson

In some cultures, amputation of the right hand and right foot are the punishment for arson. In other cultures, arsonists are put to death on a pyre of dust-dry straw.

Heresy (Repentant)

Typically, heretics who admit the error of their ways are only required to pray, fast, or take a pilgrimage.

Heresy (Unrepentant)

Heretics are put to death on a pyre of dust-dry straw. The riches and lands of the convicted heretics are donated to the dominant church of the land.

Slave Revolt

All slaves are either hung or crucified. If crucified, see 'Convicted Slave' below.

Adultery (Female)

The adulteress is either burnt alive or beheaded.

Speaking against the Ruler

The tongue is cut out of the criminal to prevent further protests.

Blasphemy (against the dominant church of the area)

Branding on the face with a 'B' is the punishment for blasphemers.

Robbery

Some cultures brand robbers on the face with an 'R'. Other cultures cut off the offending limb or hand. Yet, other cultures hang the highwayman.

Assault while in a Palace, Court, or Church

The right hand is amputated for this offense.

Disturbance in a Church

For this offense, criminals are branded on the face with an 'F' for fray-maker.

Poaching

In some cultures, the offending legs which committed the trespassing are removed from the person to prevent future trespassing. Other cultures pour hot lead into the poacher's ear.

Pimp

Though not illegal in many societies, some consider this a crime worthy of death.

Prostitution (and Female Offenses relating to)

Though not illegal in many societies, some consider this a crime worthy of the pillory. In a pillory, a person stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences were limited, sometimes as short as an hour. If the woman is accused of offenses similar to prostitution, she is tied to the back of a cart, stripped to the waist, and whipped as the cart is driven through town.

Affair between Mistress and Slave

In some cultures, the slave is put to death. In others, the slave is burned alive and the mistress is put to death for her part in the affair. Note that affairs between master and slave, even if he rapes her, are acceptable.

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Sex Offenders

This crime entails many things, such as incest, child molestation, man-hating lesbians, and sodomy. In some cultures it is criminal to not be heterosexual, while other cultures are tolerant. These crimes result in the criminal being placed in the pillory, though crowds are usually incited to horrific responses toward sex offenders. In a pillory, a person stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences were limited, sometimes as short as an hour. Extreme mutilation is commonplace with sex offenders, such as plucking out their eyes.

Irreconcilable Civil Dispute

When civil disputes are irreconcilable, they are resolved through a trial by combat. A duel between the disagreeing parties may be fought on foot or horseback with a choice of weapons paid for and offered by the city or state. These duels draw crowds. The accused is permitted to appoint a champion to fight on their behalf. Despite the illustrious title of champion, freelance champions are invariably from the lower class and command little respect.

Slander against a Married Woman or Priestess

These criminals are branded on the face with an 'SL'.

Covetous Eyes

Those convicted as having covetous eyes have their eyes burned out.

Seditious Libel

When damaging statements are made against someone and they are proven to be false, the hand of the criminal is severed by a cleaver.

Infidelity or Bawdy Behavior

Women and men accused of infidelity or bawdy behavior are tied back-to-back on a horse or donkey and paraded through the streets. The crowds jeer and jostle them.

Female with Acid Tongue

For women convicted of having an acid tongue, a metal cage clamps around the head with a built-in gag. The mouthy woman is paraded around town and subjected to jeers and scorn. Frequently, this charge is brought by a disgruntled husband against his wife before court.

Failure to Pay Rent

Those who fail to pay rent are placed in the stocks or pillory. In a pillory, a person stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences were limited, sometimes as short as an hour.

Trifling Debt

These criminals go to jail, where they are herded into cells with no sanitary provisions, heating, or bedding. They are manacled with irons, the heaviest of which weigh 40 lbs. The majority of cells are underground with small slits to access daylight and fresh air. Flogging is a daily occurrence. Sometimes, multiple prisoners are chained together by the neck. There is no gender segregation in these prisons, leading to rampant promiscuity.

Petty Theft

The thief convicted of petty theft will lose a thumb.

Perjury

In many cultures, these criminals are banished from their home and community, often for 7 years. Death almost certainly occurs in the lawless wilderness. Lone travelers, universally loathed and distrusted, are easy prey. Often, the hunting and killing of those who have been banished is encouraged. Sometimes, the person to be banished is transported by seagoing vessel to a distant isle or land. In other cultures, they are sentenced to a pillory. In a pillory, a person stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences were limited, sometimes as short as an hour.

Dishonest Merchants

Dishonest merchants are often put in the pillory. In a pillory, a person stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences were limited, sometimes as short as an hour.

Forgery

Those guilty of forgery are often put in the pillory. In a pillory, a person stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences were limited, sometimes as short as an hour.

Gambling (with Loaded Dice)

Gamblers may be subjected to the pillory. In a pillory, a person stands with their head and hands pinned by a wooden frame. This is immensely popular since it is so cheap to administer. Usually, whoever is in the pillory can expect to be the target of missiles such as stones, dead animals, rotten eggs and vegetables, and feces. Sentences were limited, sometimes as short as an hour.

Petty Crimes

These criminals are banished from their home and community, either forever, or for 7 or 14 years. Death almost certainly occurs in the lawless wilderness. Lone travelers, universally loathed and distrusted, are easy prey. Often, the hunting and killing of those who have been banished is encouraged. Sometimes, the person to be banished is transported by seagoing vessel to a distant isle or land. If they are allowed to return in 7 or 14 years, a future offense will result in hanging.

Wives who keep Disorderly Houses

These wives are flogged publicly. She is tied to the back of a cart, stripped down to the waist, and whipped while she is paraded through town.

Vagrancy

These criminals are branded on the face with a 'V' for being a vagrant.

Runaway Slaves

When caught, runaway slaves are smeared with sweet molasses and then tied down as food for ants. So voracious are the insects, they strip the flesh from the bodies.

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Convicted Slave (any crime)

Convicted slaves are candidates for crucifixion, being nailed through the wrists and ankles or strapped to a cross and left to die upon it. Often, floggings precede the crucifixion while the criminal is forced to carry their own cross. Sometimes, the crucified person is mounted onto an upside-down cross which is more humane, since the criminal falls unconscious quickly. Otherwise, crucifixion is horribly slow, often taking more than a day for the criminal to die.

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