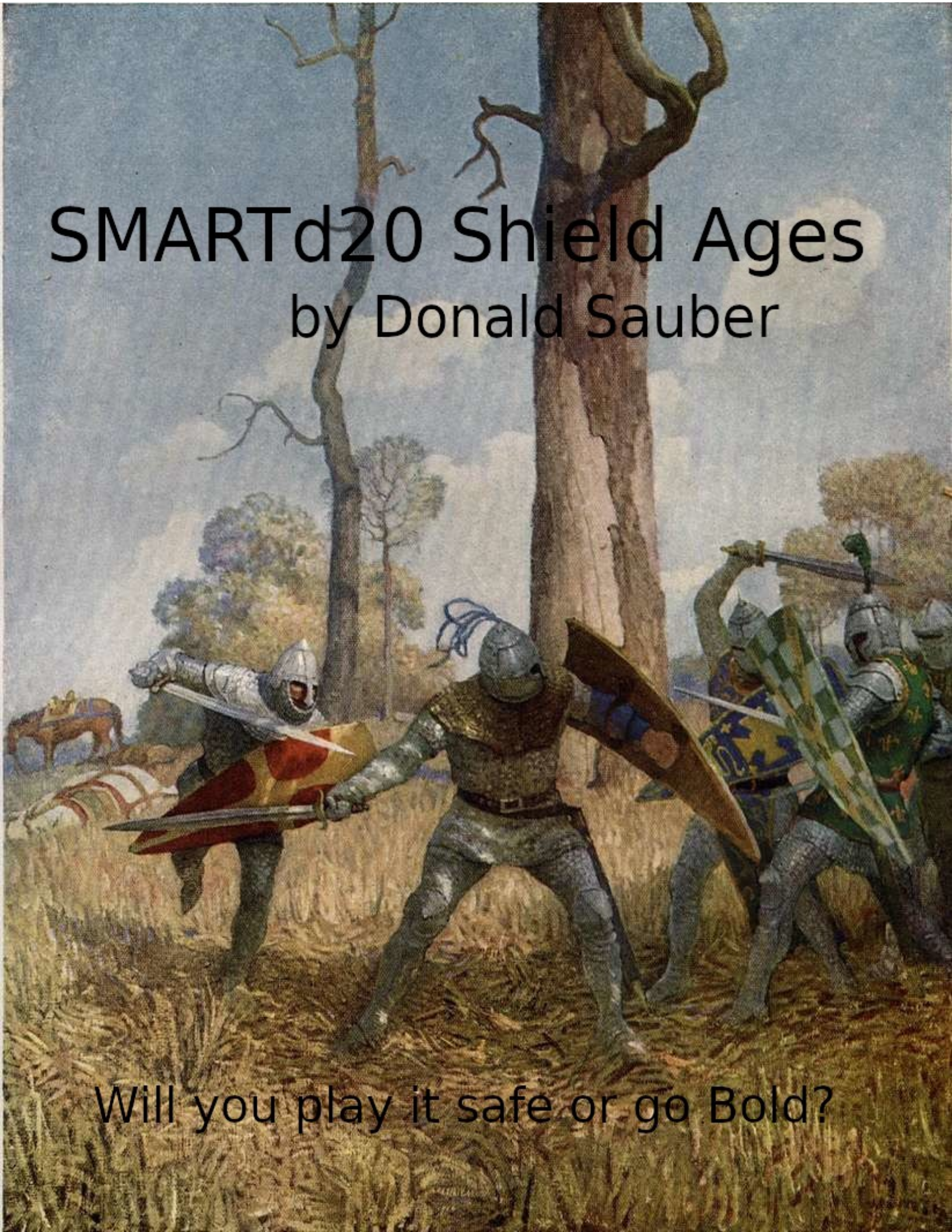


SMARTd20 Shield Ages

by Donald Sauber



Will you play it safe or go Bold?

SMARTd20

Shield Era

By Don Sauber



TL 1.1 Stone Age (up to 9,000 BCE)

TL 1.2 Neolithic Age (9000-3400 BCE)

TL 1.3 Bronze Age (3400-1200 BCE)

TL 1.4 Iron Age (1200 - 600 BCE)

TL 2 Classical Age (600 BCE - 44 BCE)

TL 3 Imperial Age (44 BCE - 476 CE)

TL 4 Ax Ages (476 - 1000 CE)

TL 5 Age of Crusades (1000-1300 CE)

This game supplement requires the SMART d20 core rules

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TL 1.1: Stone Age (up to 9,000 BCE)



You can use sticks and stones to break people's bones. A lack of harder farming implements limits stone age cultures to hunter gather sustenance living. The best defense is either caves or mobility. No real tools beyond sticks, stone knives, and spears

Population Distribution

Earth: 6 million spread out

Animals

There is some evidence of early wolves being domesticated into dogs during this time. They were used as guards and to aid in hunting.

Entertainment

Fire is pretty. There is some evidence of music.

Food

Neolithic culture is a hunter/gatherer existence. All food is good, or as good as they can make it. It is available to every lifestyle because there is only one. No monetary cost.

Lifestyles

There was only a poor lifestyle due to a lack of stored goods to become rich with. Everyone had to do some work but there was a fair amount of leisure time as well.

Medical Care (error +4)

Stone Age medical care is mostly based on herbal medicine. They understood how to release pressure on the brain from head trauma by cutting a hole in your skull and let the excess fluid drain. People actually survived this. They didn't have very much in the way of treatment for specific diseases but they did have some ways to treat the symptoms such as pain, nausea, and infections. Trauma from bashing, crushing, or piercing damage cannot be really treated. They could not stabilize any lethal damage over light. Mid wives would be in charge of child birth.

Medical gear is usually just some sharp stone knives and some herbs that you collected.

Science

Knowledge of science was very primitive at this point. They had no understanding of anything beyond some basic survival information. Everything else was a mystery controlled by spirits.

Settlements

Neolithic cultures lived in caves, huts, and teepees. Settlements ranged from small migratory tribes of 10-20 to around 50.

Services

The women usually served the men food that they gathered or cooked the meat that the men hunted. Some tribes had a shaman or medicine man who traded guidance and healing for food.

Social Stratification

Occasionally one tribe will capture slaves from another tribe but they usually end up being adopted instead of staying as slaves since no one wants to act as jailer all the time. Other than that Tribal cultures are very egalitarian.

Elders were respected for their knowledge. Some tribes had Chieftains and Shamans who were the most respected of the tribe.

Some had a group of elders that made decisions for the rest. However if you disagreed then you could leave and do what you wanted.

Transportation

Transportation was mostly limited to canoes at this point.

Weapons

Spears, Knives, and Bow and Arrow are the common weapons of the time period. You can use sticks and stones to break people's bones. A lack of harder farming implements limits stone age cultures to hunter gather sustenance living. The best defense is either caves or mobility. No real tools beyond sticks, stone knives, and spears



Neolithic Age Weapons

Melee Weapons

Soft Wood	Dmg/AP	Modes	Def/Err	Str	Speed/Reach
Spear	6/5	Pi/SL/2H	+1/+2	10	0/4
Club/Baton	4/4	B/1H	+1/+2	8	1/1
Quarterstaff	6/4	B/2H	+4/+3	9	0/4

Hard Wood	Dmg/AP	Modes	Defense	Str	Speed/Reach
Spear	7/5	Pi/SL/2H	+1/+0	10	0/4
Club/Baton	5/4	B/1H	+1/+0	8	1/1
Quarterstaff	7/4	B/2H	+4/+1	9	0/4

Stone Head	Dmg/AP	Modes	Defense	Str	Speed/Reach
Short Knife	7/5	Pi/SL/1H	-4/+1	4	2/-1
Long Knife	8/5	Pi/SL/1H	-2/-1	6	1/0
Hatchet	7/6	SL/Ch/1H	+1/+2	9	1/1
Short Axe	10/6	SL/Ch/1H	-2/+2	8	0/1
Spear	8/6	Pi/SL/2H	+1/+1	8	0/4

Ranged Weapons

Type	Dmg/AP	Range	Acc/Err	Str
Sling - Soft Wooden Ammo	7/4	Short	+2/+2	6
Sling - Hard Wooden Ammo	8/5	Short	+2/+2	6
Sling - Stone Ammo	9/6	Short	+2/+2	6
Soft Wooden-tipped Javelin	7/4	Short	+2/+2	9
Hard wooden-tipped Javelin	8/4	Short	+2/+1	10
Stone-tipped Javelin	9/5	Short	+2/+1	10
Soft Wooden-tipped Spear	8/4	Short	+2/+2	10
Hard wooden-tipped Spear	9/5	Short	+2/+1	11
Stone-tipped Spear	10/6	Short	+2/+1	11
Soft Wood Short Self Bow	5/6	Short	+0/+3	6 to 10
Hard Wood Short Self Bow	6/7	Medium	+0/+1	7 to 12

Armor

Type	HR	WB	Max Dex	Penalty
Quilted/Fur	4-6	-1	+4	-1
Full Suit	4-6	-1	+2	-2
Heavy Leather Shirt	4-7	-1	+6	0
Full Suit	4-7	-1	+4	-1

Shield

Type	HR	Def	Str	Dodge	Penalty
Leather Bracers	5-7	+1	8	0	-0
Small Leather	5-7	+3	11	-1	-2
Large Leather	5-7	+4	12	-2	-3

Small Wooden	5-7	+3	11	-1	-2
Large Wooden	5-7	+4	12	-2	-3

Leather Shields were soft leather stretched over a wooden frame. They would stop an arrow or spear but they were useless after that and were usually just dropped. Wooden shields could take more punishment though few Neolithic cultures would have training in using a shield in melee combat. They would drop them once they were in close quarters range and pick them up again after the battle.

Stone Age Boats



Raft

A raft is basically just a series of logs or branches that can naturally float tied together. They are mostly useful for rivers or along a coast. They can be tied side to side in a plane or bunched up on each end more like a canoe.

Large Raft

This is larger raft that would be good for carrying groups of people along a river. Everyone in it is basically going to be wet the whole time but they are out of the water. Usually most of the people on the raft would have a pole or an oar. Some rafts could hold up to 30 people. No more than a quarter of the people on the raft can be passengers if you want to move at any real speed or control.



Coastal Merchantman

Scale: Medium Standard Vehicle (7)

Wounds: 2/4/6/8 vehicle scale

DR: 5 (wood)

Str +20 for hauling cargo

Length 14-21ft

Speed: 1-2 knots using pole/oar, speed of the river going down stream

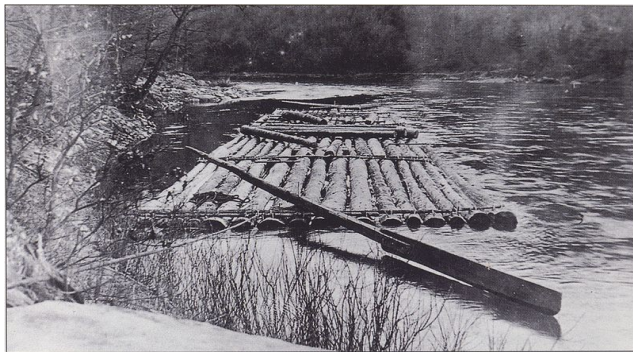
Crew/Passengers: 12/4

Handling (B) -8

Maneuver +0

Size: 8/-3/+0

Defense: 13/13



Small Raft

This is a small raft about the size of a rowboat. These were commonly used for river transportation and even small scale fishing. They don't have any kind of keel to keep the boat stable so it isn't very easy to maneuver.

Coastal Merchantman

Scale: Small Standard Vehicle (6)

Wounds: 1/2/4/5 vehicle scale

DR: 5 (wood)

Str +10 for hauling cargo

Length 7-14ft

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Crew/Passengers: 3-5/2

Handling (B) -7

Maneuver +0

Size: 7/-3/+0

Defense: 12/12

Log Canoe

Canoes were made by digging and burning out a log to hollow it out on one side. They were usually made using flint, or later metal, axes and chisels to cut and scrape the wood after a controlled burn on the log. They would scrape out the burned section and do it again. A well maintained canoe can last for many years over a raft that will usually require it's bindings to be replaced each year, if not several times a year.

Canoes are useful along a coast and rivers. With the addition of outriggers they are stable enough to travel farther away from the coast. They can carry up to their length in feet in passengers.

Auxiliary

Scale: Small Standard Vehicle (6)

Wounds: 1/2/4/5 vehicle scale

DR: 5 (wood)

Str +5 for hauling cargo

Length 7-14ft

Speed: 1-2 knots using pole/oar, speed of the river going down stream

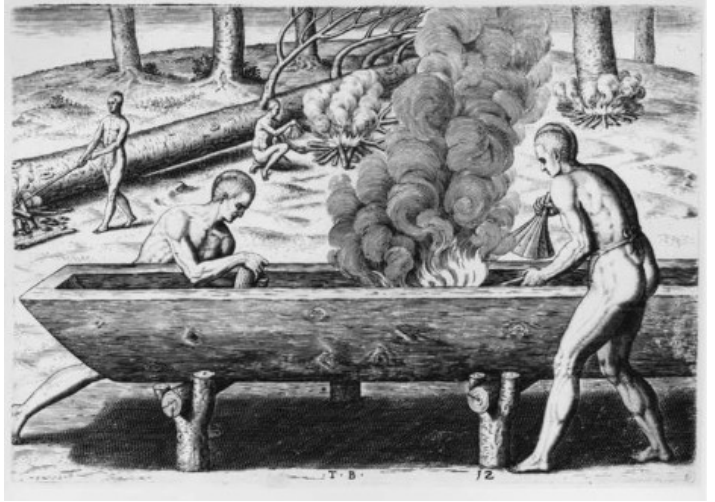
Crew/Passengers: 1-3/1

Handling (B) -6

Maneuver +0

Size: 7/-3/+0

Defense: 12/12



Coracles (aka Kayaks)

These are small water craft made by building a frame of wood and covering it in a water proof skin. There is usually only room for one or two people and some gear per coracle.

Auxiliary

Scale: Small Standard Vehicle (6)

Wounds: 1/2/4/5 vehicle scale

DR: 2 (skin)

Str +5 for hauling cargo

Length 7-14ft

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Crew/Passengers: 1-2/0

Handling (B) -6

Maneuver +0

Size: 7/+0/+0

Defense: 12/12

Neolithic Skills

The Neolithic Age has the fewest available skills. Very few technologies existed at the time. Each skill has a rank listed with it as the maximum that you can learn that skill to (such as T for Trained, etc.)

Academics (N/A)

Arcane (F) - Possible in certain settings

Athletics (T) - Many of these feat would not be possible but others would be used every day

Beastcraft (M) - Domestication is just starting out. However some people were great at this.

Computers (N/A)

Crafting (T) - Some crafts are available but this will be limited by culture and resources.

Drive (N/A)

Engineering (N/A)

Linguistics (T) - Some tribes may learn the languages of other nearby tribes.

Lore (T) - Elders and shamans would know Tribal Lore (specific tribe). Shamans may know spirit or ghost lore.

Martial Arts (T) - Certain cultures may develop this early; Native Americans were said to have a grappling style

Mechanical (N/A)

Medicine (B) - This would be really basic stuff and mostly done by the village shaman

Melee (F) - This would be an important skill for warriors

Nautical (T) - Some tribes, especially islanders, focused on short range rowboats of various types, however navigation was a serious problem if they lost sight of the coast.

Operations (N/A)

Perception (M) - This was very important to watch for predators

Performance (T) - Early musical instruments were made out of bone and skins.

Persuasion (T) - Small cultures don't tend to appreciate this kind of manipulation

Pilot (N/A)

Ranged (M) - This allowed hunters to feed the tribe or defend themselves

Resistance (M) - You need lots of this on those cold nights

Resolve (M) - Being strong willed is good, however there is also a strong desire to conform in a tribe

Science (N/A)

Stealth (M) - This helps you get closer to prey

Streetwise (N/A)

Survival (M) - They were great at this

Tactics (T) - Mostly this would involve hunter tactics, especially Terrain Aptitudes



Stone Age Characters

Beastmaster

Attributes 2 + Skills 10 + Traits 1 = 13th level

A Beastmaster is a tribal warrior that has connected with animals and he uses them to hunt or guard the tribe. He would have some of the same clothes and weapons as a tribal warrior but he would also have a few specialized items for taking care of the animals (what they are would depend on the animals).

Note: A few points were put in Attributes during a leveling.

Str 14, Dex +3, Con +2, Int +0, Wit +3, Pre +1, XP 6

Resilience 5, HtH 14/4, Dodge 21, Hindered 15, Parry 23, Move 6, Composure +1, Fortitude 22, Will 17

Basic Skills: **Resolve +7**

Athletics (T) +13: Brawling, Climbing, Running

Beastcraft (T) +13: Pack Hunting, Predator Safety, Train Domesticated Animal, Husbandry

Lore (T) +10: Tribal Lore (Specific Tribe), Hearth Lore

Melee (T) +13: Knife, Spear

Perception (T) +13: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert

Ranged (T) +13: Spear, Choose 2 secondary weapons (Archery, Blowgun, Bolas, Boomerang, Sling)

Resistance (T) +12: Tireless, Iron Stomach, Resist Cold

Stealth (T) +13: Camouflage, Stalker

Survival (T) +13: choose two terrains based on location, Fishing, Skinning

Housing - nice hut

Equipment - Knife, Spear, treats in a leather bag

Traits: Companions (5cp): Hunting Dogs x 5

Kid

Attributes -1 + Skills 1 = 0 level

Kids were able to run around a play whenever they wanted. Most of the time there would be a few around, interested in what was going on around the Tribe. They're clothes would be made by their mother and be fairly simple. They might have a stick to smack things with.

Note: The attributes are negative but the total is

Str 8, Dex +0, Con 0, Int +0, Wit -2, Pre -1, XP +0

Resilience 4, HtH 8/4, Dodge 10, Hindered 10, Move 5, Composure -1, Fortitude 10, Will 9

Basic Skills: **Athletics 0, Perception -2, Resistance 0, Resolve -1, Survival -2**

Housing - They live in their parent's hut.

Equipment - A stick to smack things with

Medicine Man

Attributes 2 + Skills 12 = 14th level

Medicine Men were the Doctors of the Neolithic. They would be considered a Shaman as well. This is basically the Shaman if the setting does not have magic.

They would tend to have some space to themselves to do their work. They would have skins for clothes and flint or obsidian tools. They would have a lot of different herbs that they have collected and the bones of various animals that are important to him.

Str 11, Dex +0, Con +1, Int +2, Wit +3, Pre +3, XP +7

Resilience 5, Dodge 21, Hindered 15, HTH 11/4, Move 6, Composure 1, Fortitude 22, Will 20

Basic Skills: **Beastcraft +10, Melee +7, Resolve +10, Survival +10**

Athletics (T) +11: Brawling, Climbing, Clubs, choose two depending on the climate (swimming, skiing, etc.) or a sport

Crafting (T) +14: Choose a craft

Lore (F) +21: (T) Tribal Lore (Specific Tribe), Hearth Lore

(F) Herbal Lore, Shamanic Lore, Spirit Lore

Medicine (F) +21: (T) Apothecary, Herbal First Aid, Midwifery

(F) Basic Surgery, Bush Medicine, Dentistry

Perception (T) +14: Excellent Hearing, Hound Dog Nose, Alert, Detect Lies, Identify Tastes

Performance (T) +14: Storytelling, Shamanic Enactment, Dancing

Resistance (T) +12: Tireless, Iron Stomach, Resist Cold

Housing - Hut with extra space for a patient.

Equipment - They would have skins for clothes and flint or obsidian tools. They would have a lot of different herbs that they have collected and the bones of various animals that are important to him.

Tribal Warrior

Attributes 2 + Skills 9 = 11th

Tribal Warriors were the hunters as well as the defenders. They would hunt for food in groups, trapping or spearing several large animals and then bringing it back for the rest of the Tribe. Aggressive tribes would raid other tribes for resources instead of going hunting themselves. Other than hunting they would normally have very little other duties.

They would have a knife and a spear most of the time, depending on how likely danger is around their village. Their clothes would consist of skins from their kills.

Str 12, Dex +3, Con +1, Int -1, Wit +3, Pre +2, Level Bonus +5

Resilience 5, Dodge 22, Hindered 16, HTH 12/4, Move 6, Composure 2, Fortitude 20, Will 17

Basic Skills: **Beastcraft +8, Resolve +7**

Athletics (T) +12: Brawling, Climbing, Clubs, Running

Lore (T) +8: Tribal Lore (Specific Tribe), Hearth Lore

Melee (T) +12: Knife, Spear

Perception (T) +12: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert

Ranged (T) +12: Spear, Choose 2 secondary weapons (Archery, Blowgun, Bolas, Boomerang, Sling)

Resistance (T) +10: Tireless, Iron Stomach, Resist Cold

Stealth (T) +12: Camouflage, Shadowing

Survival (T) +12: choose one terrain based on location, Animal Trapping, Skinning

Housing - Nice hut

Equipment - Spear, Knife, Secondary weapon

Villager

Attributes 0 + Skills 6 = 6th level

Most villagers would be gathers or craftsmen of some sort. Most crafts were done by women. Few villagers specialized in crafts. Usually they picked up a little of everything and did that for their family. They would have basic clothes and a stone knife.

Str 10, Dex +0, Con +0, Int -1, Wit +1, Pre +0, Level Bonus +3

Resilience 5, Dodge 17, Hindered 13, HTH 10/4, Move 6, Composure 0, Fortitude 17, Will 13

Basic Skills: **Beastcraft +4, Melee +3, Perception +4, Resolve +3**

Athletics (T) +7: Brawling, Climbing, Clubs, Running

Lore (T) +6: Tribal Lore (Specific Tribe), Hearth Lore

Crafting (T) +8: Choose 3 crafts

Resistance (T) +7: Tireless, Iron Stomach, Resist Cold

Survival (T) +8: choose one terrain based on location, Animal Trapping, Skinning

Housing - Hut

Equipment - simple tools for their craft

Stone Age Packages

Tribal Package (2 LA)

Athletics (T): Brawling, Climbing, Clubs, Running

Lore (T) : Tribal Lore (Specific Tribe), Hearth Lore

Perception (B)

Resistance (B)

Survival (B)

Beastmaster (9 levels)

A Beastmaster is a tribal warrior that has connected with animals and he uses them to hunt or guard the tribe. He would have some of the same clothes and weapons as a tribal warrior but he would also have a few specialized items for taking care of the animals (what they are would depend on the animals). They start with two hunting dogs.

Athletics (T): Brawling, Climbing, Clubs, Running

Beastcraft (T): Pack Hunting, Predator Safety, Train Domesticated Animal, Husbandry

Lore (T) : Tribal Lore (Specific Tribe), Hearth Lore

Melee (T): Knife, Spear

Perception (T): Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert

Ranged (T): Spear, Choose 2 secondary weapons (Archery, Blowgun, Bolas, Boomerang, Sling)

Resistance (T): Tireless, Iron Stomach, Resist Cold

Stealth (T): Camouflage, Stalker

Survival (T): choose two terrains based on location, Fishing, Skinning

Housing - nice hut

Equipment - Knife, Spear, treats in a leather bag

Medicine Man (11 levels)

Medicine Men were the Doctors of the Neolithic. They would be considered a Shaman as well. This is basically the Shaman if the setting does not have magic.

They would tend to have some space to themselves to do their work. They would have skins for clothes and flint or obsidian tools. They would have a lot of different herbs that they have collected and the bones of various animals that are important to him.

Athletics (T): Brawling, Climbing, Clubs, choose two depending on the climate (swimming, skiing, etc.) or a sport

Crafting (T): Choose a craft

Lore (F): (T) Tribal Lore (Specific Tribe), Hearth Lore
(F) Herbal Lore, Shamanic Lore, Spirit Lore

Medicine (F): (T) Apothecary, Herbal First Aid, Midwifery
(F) Basic Surgery, Bush Medicine, Dentistry

Perception (T): Excellent Hearing, Hound Dog Nose, Alert, Detect Lies, Identify Tastes

Performance (T): Storytelling, Shamanic Enactment, Dancing

Resistance (T): Tireless, Iron Stomach, Resist Cold

Housing - Hut with extra space for a patient.

Equipment - They would have skins for clothes and flint or obsidian tools. They would have a lot of different herbs that they have collected and the bones of various animals that are important to him.

Tribal Warrior (8 levels)

Tribal Warriors were the hunters as well as the defenders. They would hunt for food in groups, trapping or spearing several large animals and then bringing it back for the rest of the Tribe. Aggressive tribes would raid other tribes for resources instead of going hunting themselves. Other than hunting they would normally have very little other duties.

They would have a knife and a spear most of the time, depending on how likely danger is around their village. Their clothes would consist of skins from their kills.

Athletics (T): Brawling, Climbing, Clubs, Running

Lore (T): Tribal Lore (Specific Tribe), Hearth Lore

Melee (T): Knife, Spear

Perception (T): Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert

Ranged (T): Spear, Choose 2 secondary weapons (Archery, Blowgun, Bolas, Boomerang, Sling)

Resistance (T): Tireless, Iron Stomach, Resist Cold

Stealth (T): Camouflage, Shadowing

Survival (T): choose one terrain based on location, Animal Trapping, Skinning

Housing - Nice hut

Equipment - Spear, Knife, Secondary weapon

Villager (5 levels)

Most villagers would be gathers or craftsmen of some sort. Most crafts were done by women. Few villagers specialized in crafts. Usually they picked up a little of everything and did that for their family. They would have basic clothes and a stone knife.

Athletics (T): Brawling, Climbing, Clubs, Running

Lore (T): Tribal Lore (Specific Tribe), Hearth Lore

Crafting (T): Choose 3 crafts

Resistance (T): Tireless, Iron Stomach, Resist Cold

Survival (T): choose one terrain based on location, Animal Trapping, Skinning

Housing - Hut

Equipment - simple tools for their craft

Stone Age Magic

Stone Age magic should be rare and magic users should only have one power with powerful shamans having a couple. There shouldn't be many if any magic items in the setting. Elemental theory is more of a part of Bronze Age culture so no elemental magic. Most of the rest of the magic powers besides those listed below would be too advanced for a Stone Age culture.

Low Mana Settings

Shamanic Magic

Shamanic Magic involves connections with spirits. Shamans would be very well respected and feared. Most would have the Astral power. Some would have the Health power as Shamans were known as healers. Some tribes could have a separate healer than the shaman. An occasional shaman will know Storm magic. Totemic Warriors would use the Totemic power to give themselves animal base abilities.

In Shamanic beliefs people have a personal totem which is supposed to guide them in their life. They learn what their totem is through a spirit quest with the local shaman but it can change through their life as their path changes. Any character can have a totem and most should. Not having a totem would be a sign of being lost. This doesn't cost anything or make the character a magical character. The totem should be a NPC that should give the character cryptic but useful advice.

Available Powers

Astral - Common to Shamans

ESP - Common to Mystics

Storm - Common to Shamans

Totemic - Common to Totemic Warriors

Hunter 14th level + 1 LA Tough = 15th level

This is a supernatural hunter. They would exist if there are supernatural creatures of some sort running around. They could exist as a roaming group or it could be a position within the tribe. They would have specialized weapons for fighting that creature type.

Str +3, Dex +3, Con +4, Int +2, Wit +2, Pre +3, Aptitude Bonus +7

Dodge 24, Hindered 17, HTH 6, Tough 10, Move 6

Basic Skills: Beastcraft +9

Arcane (T) +17: Cryptozoology, Magic Circle, Will Strike

(F) Spirit Wards, Vampire Hunting (or other depending on kind of hunter)

Athletics (T) +14: Brawling, Climbing, Running

Lore (T) +17: Tribal Lore (Specific Tribe), Hearth Lore

(F) Shamanic Lore, Spirit Lore, Vampire Lore (or other depending on kind of hunter)

Melee (T) +18: Knife, Spear, Stake

(F) Vitals Strike

Perception (T) +13: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert

Ranged (T) +13: Spear, Choose a secondary weapon (Archery, Blowgun, Bolas, Boomerang, Sling)

Resistance (T) +15: Tireless, Iron Stomach, Resist Cold

Resolve (T) +18: Enemy: Hostile Supernaturals, Interrogation, Intimidation

(F) Hunter, Stand your ground

Stealth (T) +13: Camouflage, Stalker

Survival (T) +13: choose one terrain based on location, Animal Trapping, Skinning

Housing - They have a small hut with hunting tools in it.

Equipment - They have a knife, spear, and stake for hunting.

Merits (4) - Astral Knife (2), Chaos Spear (2)

Spirit Shaman 11th level + 1 LA Adept = 12th level

This is a traditional spirit shaman if there is magic in the setting. They would be one of the most isolated of these character types. They would either travel at the edge of the tribe or they would stay in one place and various tribes would visit when they needed him. Their place would have a lot of spiritual activity around it so most people and animals would be uncomfortable there.

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +2, Aptitude Bonus +5

Dodge 19, Hindered 14, HTH 6, Tough 7, Move 5

Basic Skills: Beastcraft +6, Resolve +6, Survival +6

Arcane (T) +9: Magic Circle, Shamanic Lore, Spirit Lore

Athletics (T) +9: Brawling, Climbing, Clubs

Crafting (T) +10: Choose a craft

Lore (T) +13: Tribal Lore (Specific Tribe), Hearth Lore

(F) Herbal Lore, Shamanic Lore, Spirit Lore

Melee (T) +9: Knife, Spear, Shield

Perception (T) +10: Excellent Hearing, Hound Dog Nose, Alert, Detect Lies, Identify

Tastes

Performance (T) +10: Storytelling, Shamanic Enactment, Dancing

Resistance (T) +9: Tireless, Iron Stomach, Resist Cold

Astral (T) +10: Ancestor Spirit, Banishing, Nature Spirit, Totem Spirit

Housing - Hut at the edge of the village.

Equipment - Bones and feathers from animals.



Merits (3) - Astral Spear (2), Astral Shield (1)

Totemic Warrior 9th level + 1 LA Cunning + 1 LA Adept = 11th level

The Totemic Warrior connects with the spirits in a different way than the Shaman. They would exist only in a setting with magic in it. They may be the elite of the Tribal Warriors or they may be separate from them and serve the spirits or the shaman or both. They would have basic skins and tribal weapons but some will not need that.

Str +0, Dex +5, Con +5, Int +0, Wit +6, Pre +4, Aptitude Bonus +4

Dodge 23, Hindered 16, HTH 6, Tough 15, Move 6

Basic Skills: Beastcraft +6, Resolve +5

Athletics (T) +13: Brawling, Climbing, Running

Lore (T) +8: Tribal Lore (Specific Tribe), Hearth Lore

Melee (T) +13: Knife, Spear, Shield

Perception (T) +14: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert

Ranged (T) +14: Spear, Choose 2 secondary weapons (Archery, Blowgun, Bolas, Boomerang, Sling)

Resistance (T) +13: Tireless, Iron Stomach, Resist Cold

Stealth (T) +14: Camouflage, Stalker

Survival (T) +14: choose one terrain based on location, Animal Trapping, Skinning

Totemic (T) +14: Cat Eyes, Cat Like Reflexes, Senses of the Wolf, Spirit Healing, Spirit Strike, Tough as a Bear

Housing - Nice hut

Equipment - Spear, Knife

Merits (3) - Astral Spear (2), Astral Shield (1)

Moderate Mana Settings

Available Powers

Chaos - Common to Dark Shamans

Life - Common to Shamanic Healers

Shadow - Common to Dark Shamans

Transfiguration - Fey only

Water - Aquatic Sentients only

Magical Archetypes

Shamanic Healer 10th level + 1 LA Adept = 11th level

This is a traditional healer shaman if there is magic in the setting. They would tend to have some space to themselves to do their work.

Str +0, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Aptitude Bonus +5

Dodge 19, Hindered 14, HTH 6, Tough 7, Move 5

Basic Skills: Beastcraft +7, Melee +5, Resolve +7, Survival +7

Athletics (T) +9: Brawling, Climbing, Clubs

Crafting (T) +11: Choose a craft

Lore (T) +15: Tribal Lore (Specific Tribe), Hearth Lore

(F) Herbal Lore, Shamanic Lore, Spirit Lore

Medicine (T) +15: Apothecary, Herbal First Aid, Midwifery

(F) Basic Surgery, Bush Medicine, Dentistry

Perception (T) +11: Excellent Hearing, Hound Dog Nose, Alert, Detect Lies, Identify Tastes

Performance (T) +11: Storytelling, Shamanic Enactment, Dancing

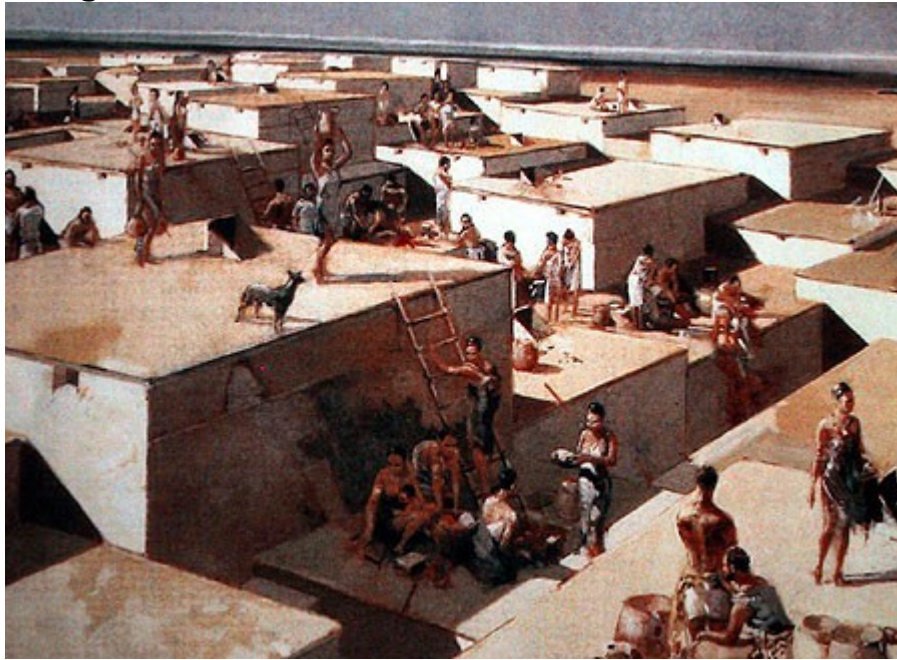
Resistance (T) +9: Tireless, Iron Stomach, Resist Cold

Life (T) +11: Cure Disease, Purge, Remove Pain, Sleep, Trust

Housing - They have a hut with space for a patient.

Equipment - They would have skins for clothes and flint or obsidian tools. They would have a lot of different herbs that they have collected and the bones of various animals that are important to him.

TL 1.2: Neolithic Age (9,000 to ~3,400 BCE)



This is the beginning of forming larger communities. This includes stone and mud brick buildings. This is the beginning of agriculture and domestication. Once you have the ability to form farming tools there is a surplus and a boom of specialized people in the culture. There is a large focus on domestication and the beginnings of economics. Cities are built as large forts. This includes the Babylonians and the Egyptians.

Once you have the ability to form farming tools there is a surplus and a boom of specialized people in the culture. There is a large focus on domestication and the beginnings of economics.

Population Distribution

Earth: 20 million spread out

Animals

Oxen, cattle, donkeys, horses, sheep, goats, and chickens were all popular livestock at this time. Horses were smaller during this time so they were used along with donkeys to pull wagons more than were ridden.

Armor and Weapons

Leather Armor was the most common. Spears, Knives, and Bow and Arrow are the common weapons of the time period. Flint was the material of choice with Obsidian popular but uncommon outside of it's local area. Wooden clubs were the most common weapon as they were the easiest to make.

Clothing

Wool is the most common type of material for clothing. It was used to make everything from cloaks to shoes. Linen was more luxurious and was used for Priests, the wealthy, and to clothe statues of the Gods.

They often went without footwear, even to war. Mainly those that traveled through the mountains used footwear. They had sandals and boots.

Entertainment

Music, art, dancing, and singing were in evidence at this point. There were several festivals, usually focused on the Gods and Goddesses.

Food

With the domestication of wheat and barley during this time, there is a jump in types of food. Date wine and beer became popular and were actually used as part of payment rations for most public works. Bread was made in Mesopotamia and was actually exported. Cheap food consists of trail rations and could be put together by anyone who could cook. They are available to poor and above. Street people are mainly eating scraps.

Good food is the norm. Most families have a few women that can cook. This is available to even low lifestyle.

Expensive food is the norm for high lifestyles and above.

Lifestyles

There is a split in lifestyles at this point as some families were wealthier than others. This could be due to their connection with the temples or it could be that their farms were very fertile.

Tribal cultures usually maxed out at High Lifestyle since they were limited by the transient structures they used. There were a few cases of moving palaces in India and Persia that would go all the way up to Luxury but that was exceedingly rare. Most people lived at a poor lifestyle in a Tribe.

In cities you have more people living higher and lower. Medium and High lifestyles were a lot more common with a few people higher if they were the high noble of that city (or a guest). However cities also brought slums and street lifestyle developed during this time. Huge numbers of people ended up on the streets of various cities looking for work.

Medical Care (error +4)

Neolithic Age medical care is mostly based on herbal medicine. They understood how to release pressure on the brain from head trauma by cutting a hole in your skull and let the excess fluid drain. People actually survived this. They didn't have very much in the way of treatment for specific diseases but they did have some ways to treat the symptoms such as pain, nausea, and infections. Trauma from bashing, crushing, or piercing damage cannot be really treated. They could not stabilize any lethal damage over light. Mid wives would be in charge of child birth.

Medical gear is usually just some sharp stone knives and some herbs that you collected.

Money

Neolithic cultures didn't have money but they did have a barter system. The need to keep up with organization of public works and providing rations lead to early scribes in temples creating huge lists of receipts on clay tablets or using clay counters. This was used for taxes to the temples as well.

This was the beginnings of large scale trade with merchants trading one type of good for other goods based on local needs. It was done with direct comparisons instead of with a monetary exchange medium.

Science

Knowledge of science was very primitive at this point. They had no understanding of anything beyond some basic survival information. Everything else was a mystery controlled by spirits.

Settlements

A great many people at this time were still living in Tribal conditions. Cities were rare and many people never saw one. If the Tribe was migratory then they would live in something like a yurt or teepee. Most "buildings" were just a special tent.

However there were also huge cities during this time as well. These were often religious centers with a large thick wall around them. As the cities grew around them they would add another wall around that. Temples were built to various Gods and forces out of their control.

Services

The women usually served the men food that they gathered or cooked the meat that the men hunted. Some tribes had a shaman or medicine man who traded guidance and healing for food.

Inns were not normal during this time period. If you were traveling then either you had to sleep somewhere outside or someone let you stay inside overnight. Rural areas were nicer to poorer travelers. Wealthy people were sponsored by a local merchant or they purchased a place for themselves in a city.

Your host would always feed you. Good food was considered to be standard as a part of staying somewhere.

Social Stratification

Social Stratification started at this point. There were the rich and the poor. The rich were usually a part of a family that had good crops or mines. They could also be a part of the temples and live off of their functions and the taxes provided to the temples. There were also governors of city states that acted as overseers that lived well.

Slavery was possible during this time but prisons were not.

Transportation

Sailing ships, rowing ships, barges, and chariots developed during this time. Chariots and wagons were pulled by oxen or donkeys at this point so they were not fast vehicles.

Neolithic Age Boats

Raft

A raft is basically just a series of logs or branches that can naturally float tied together. They are mostly useful for rivers or along a coast. They can be tied side to side in a plane or bunched up on each end more like a canoe.



Large Raft

This is larger raft that would be good for carrying groups of people along a river. Everyone in it is basically going to be wet the whole time but they are out of the water. Usually most of the people on the raft would have a pole or an oar. Some rafts could hold up to 30 people. No more than a quarter of the people on the raft can be passengers if you want to move at any real speed or control.

Coastal Merchantman

Scale: 7D/ Length 14-21ft

Crew/Passengers: 2-12

Skill: Basic to Trained

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver 0

PD/SS: 6/5 (4/1 for the ropes holding it together)

Profile: 14

Defense: B: 11/ T:14

Small Raft

This is a small raft about the size of a rowboat. These were commonly used for river transportation and even small scale fishing. They don't have any kind of keel to keep the boat stable so it isn't very easy to maneuver.

Coastal Merchantman

Scale: 6D / Length 7-14ft

Crew/Passengers: 3-5

Skill: Basic to Trained

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver 1

PD/Hull: 5/4 (4/1 for the ropes holding it together)

Profile: 16

Defense: B: 12/T: 15



Log Canoe

Canoes were made by digging and burning out a log to hollow it out on one side. They were usually made using flint, or later metal, axes and chisels to cut and scrape the wood after a controlled burn on the log. They would scrape out the burned section and do it again. A well maintained canoe can last for many years over a raft that will usually require it's bindings to be replaced each year, if not several times a year.

Canoes are useful along a coast and rivers. With the addition of outriggers they are stable enough to travel farther away from the coast. They can carry up to their length in feet in passengers.

Coastal Auxiliary

Scale: 6D / Length 7-14ft

Crew/Passengers: 1-3

Skill: Basic to Trained

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver 2

PD/Hull: 5/4

Profile: 16

Defense: B: 13/T: 16



Coracles (aka Kayaks)

These are small water craft made by building a frame of wood and covering it in a water proof skin. There is usually only room for one or two people and some gear per coracle. They were small and light enough to be carried on the back like a shield.

Coastal Auxiliary

Scale: 6C / Length 7-14ft

Crew/Passengers: 1-2

Skill: Basic to Trained

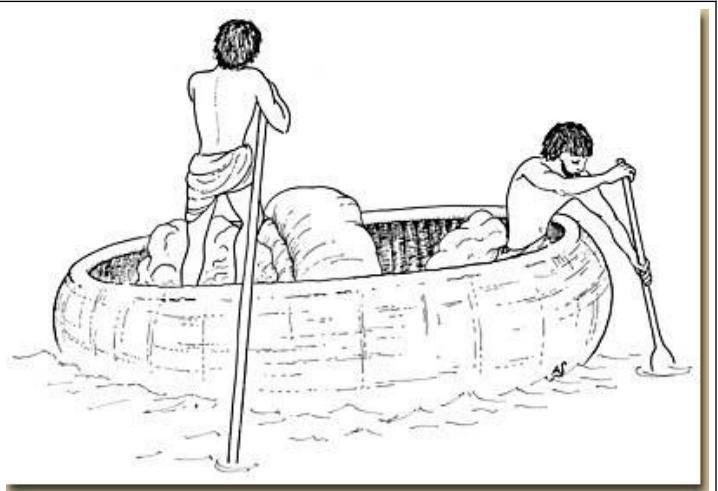
Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver 3

PD/Hull: 4/3

Profile: 16

Defense: B: 14/T: 17



Papyrus Fishing Boat

These were small fishing boats made from woven papyrus. They were extremely common along the Nile river delta. They can also represent other types of Stone Age fishing boats.

Coastal Merchantman

Scale: 7C/ Length: 14-21ft

Crew: 1-2

Skill: Basic to Trained

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver: 2

PD/Hull: 5/3

Profile: 14

Defense: B: 11/T: 14

Neolithic Age Weapons

Melee Weapons

Soft Wood	Dmg/AP	Modes	Def/Err	Str	Speed/Reach
Spear	6/5	Pi/SL/2H	+1/+2	10	0/4
Club/Baton	4/4	B/1H	+1/+2	8	1/1
Quarterstaff	6/4	B/2H	+4/+3	9	0/4

Hard Wood	Dmg/AP	Modes	Defense	Str	Speed/Reach
Spear	7/5	Pi/SL/2H	+1/+0	10	0/4
Club/Baton	5/4	B/1H	+1/+0	8	1/1
Quarterstaff	7/4	B/2H	+4/+1	9	0/4

Stone Head	Dmg/AP	Modes	Defense	Str	Speed/Reach
Short Knife	7/5	Pi/SL/1H	-4/+1	4	2/-1
Long Knife	8/5	Pi/SL/1H	-2/-1	6	1/0
Hatchet	7/6	SL/Ch/1H	+1/+2	9	1/1
Short Axe	10/6	SL/Ch/1H	-2/+2	8	0/1
Spear	8/6	Pi/SL/2H	+1/+1	8	0/4

Ranged Weapons

Type	Dmg/AP	Range	Acc/Err	Str
Sling - Soft Wooden Ammo	7/4	Short	+2/+2	6
Sling - Hard Wooden Ammo	8/5	Short	+2/+2	6
Sling - Stone Ammo	9/6	Short	+2/+2	6
Soft Wooden-tipped Javelin	7/4	Short	+2/+2	9
Hard wooden-tipped Javelin	8/4	Short	+2/+1	10
Stone-tipped Javelin	9/5	Short	+2/+1	10
Soft Wooden-tipped Spear	8/4	Short	+2/+2	10
Hard wooden-tipped Spear	9/5	Short	+2/+1	11
Stone-tipped Spear	10/6	Short	+2/+1	11
Soft Wood Short Self Bow	5/6	Short	+0/+3	6 to 10
Hard Wood Short Self Bow	6/7	Medium	+0/+1	7 to 12



Armor

Type	HR	WB	Max Dex	Penalty
Quilted/Fur	4-6	-1	+4	-1
Full Suit	4-6	-1	+2	-2
Heavy Leather Shirt	4-7	-1	+6	0
Full Suit	4-7	-1	+4	-1

Shield

Type	HR	Def	Str	Dodge	Penalty
Leather Bracers	5-7	+1	8	0	-0
Small Leather	5-7	+3	11	-1	-2
Large Leather	5-7	+4	12	-2	-3

Small Wooden	5-7	+3	11	-1	-2
Large Wooden	5-7	+4	12	-2	-3

Leather Shields were soft leather stretched over a wooden frame. They would stop an arrow or spear but they were useless after that and were usually just dropped. Wooden shields could take more punishment though few Neolithic cultures would have training in using a shield in melee combat. They would drop them once they were in close quarters range and pick them up again after the battle.



Neolithic Skills

The Neolithic Age has the fewest available skills. Very few technologies existed at the time. Each skill has a rank listed with it as the maximum that you can learn that skill to (such as T for Trained, etc.)

Academics (N/A)

Arcane (F) - Possible in certain settings

Athletics (T) - Many of these feat would not be possible but others would be used every day

Beastcraft (M) - Domestication is just starting out. However some people were great at this.

Computers (N/A)

Crafting (T) - Some crafts are available but this will be limited by culture and resources.

Drive (N/A)

Engineering (N/A)

Linguistics (T) - Some tribes may learn the languages of other nearby tribes.

Lore (T) - Elders and shamans would know Tribal Lore (specific tribe). Shamans may know spirit or ghost lore.

Martial Arts (T) - Certain cultures may develop this early; Native Americans were said to have a grappling style

Mechanical (N/A)

Medicine (B) - This would be really basic stuff and mostly done by the village shaman

Melee (F) - This would be an important skill for warriors

Nautical (T) - Some tribes, especially islanders, focused on short range rowboats of various types, however navigation was a serious problem if they lost sight of the coast.

Operations (N/A)

Perception (M) - This was very important to watch for predators

Performance (T) - Early musical instruments were made out of bone and skins.

Persuasion (T) - Small cultures don't tend to appreciate this kind of manipulation

Pilot (N/A)

Ranged (M) - This allowed hunters to feed the tribe or defend themselves

Resistance (M) - You need lots of this on those cold nights

Resolve (M) - Being strong willed is good, however there is also a strong desire to conform in a tribe

Science (N/A)

Stealth (M) - This helps you get closer to prey

Streetwise (N/A)

Survival (M) - They were great at this

Tactics (T) - Mostly this would involve hunter tactics, especially Terrain Aptitudes.



Neolithic Age Packages

Tribal Package (2 LA)

Athletics (T): Brawling, Climbing, Clubs, Running

Lore (T) : Tribal Lore (Specific Tribe), Hearth Lore

Perception (B)

Resistance (B)

Survival (B)

Beastmaster (9 levels)

A Beastmaster is a tribal warrior that has connected with animals and he uses them to hunt or guard the tribe. He would have some of the same clothes and weapons as a tribal warrior but he would also have a few specialized items for taking care of the animals (what they are would depend on the animals). They start with two hunting dogs.

Athletics (T): Brawling, Climbing, Clubs, Running

Beastcraft (T): Pack Hunting, Predator Safety, Train Domesticated Animal, Husbandry

Lore (T) : Tribal Lore (Specific Tribe), Hearth Lore

Melee (T): Knife, Spear

Perception (T): Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert

Ranged (T): Spear, Choose 2 secondary weapons (Archery, Blowgun, Bolas, Boomerang, Sling)

Resistance (T): Tireless, Iron Stomach, Resist Cold

Stealth (T): Camouflage, Stalker

Survival (T): choose two terrains based on location, Fishing, Skinning

Housing - nice hut

Equipment - Knife, Spear, treats in a leather bag

Medicine Man (11 levels)

Medicine Men were the Doctors of the Neolithic. They would be considered a Shaman as well. This is basically the Shaman if the setting does not have magic.

They would tend to have some space to themselves to do their work. They would have skins for clothes and flint or obsidian tools. They would have a lot of different herbs that they have collected and the bones of various animals that are important to him.

Athletics (T): Brawling, Climbing, Clubs, choose two depending on the climate (swimming, skiing, etc.) or a sport

Crafting (T): Choose a craft

Lore (F): (T) Tribal Lore (Specific Tribe), Hearth Lore

(F) Herbal Lore, Shamanic Lore, Spirit Lore

Medicine (F): (T) Apothecary, Herbal First Aid, Midwifery

(F) Basic Surgery, Bush Medicine, Dentistry

Perception (T): Excellent Hearing, Hound Dog Nose, Alert, Detect Lies, Identify Tastes

Performance (T): Storytelling, Shamanic Enactment, Dancing

Resistance (T): Tireless, Iron Stomach, Resist Cold

Housing - Hut with extra space for a patient.

Equipment - They would have skins for clothes and flint or obsidian tools. They would have a lot of different herbs that they have collected and the bones of various animals that are important to him.



Tribal Warrior (8 levels)

Tribal Warriors were the hunters as well as the defenders. They would hunt for food in groups, trapping or spearing several large animals and then bringing it back for the rest of the Tribe. Aggressive tribes would raid other tribes for resources instead of going hunting themselves. Other than hunting they would normally have very little other duties.

They would have a knife and a spear most of the time, depending on how likely danger is around their village. Their clothes would consist of skins from their kills.

Athletics (T): Brawling, Climbing, Clubs, Running

Lore (T): Tribal Lore (Specific Tribe), Hearth Lore

Melee (T): Knife, Spear

Perception (T): Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert

Ranged (T): Spear, Choose 2 secondary weapons (Archery, Blowgun, Bolas, Boomerang, Sling)

Resistance (T): Tireless, Iron Stomach, Resist Cold

Stealth (T): Camouflage, Shadowing

Survival (T): choose one terrain based on location, Animal Trapping, Skinning

Housing - Nice hut

Equipment - Spear, Knife, Secondary weapon



Villager (5 levels)

Most villagers would be gathers or craftsmen of some sort. Most crafts were done by women. Few villagers specialized in crafts. Usually they picked up a little of everything and did that for their family. They would have basic clothes and a stone knife.

Athletics (T): Brawling, Climbing, Clubs, Running

Lore (T): Tribal Lore (Specific Tribe), Hearth Lore

Crafting (T): Choose 3 crafts

Resistance (T): Tireless, Iron Stomach, Resist Cold

Survival (T): choose one terrain based on location, Animal Trapping, Skinning

Housing - Hut

Equipment - simple tools for their craft

Neolithic Age Boats

Raft

A raft is basically just a series of logs or branches that can naturally float tied together. They are mostly useful for rivers or along a coast. They can be tied side to side in a plane or bunched up on each end more like a canoe.



Large Raft

This is larger raft that would be good for carrying groups of people along a river. Everyone in it is basically going to be wet the whole time but they are out of the water. Usually most of the people on the raft would have a pole or an oar. Some rafts could hold up to 30 people. No more than a quarter of the people on the raft can be passengers if you want to move at any real speed or control.

Coastal Merchantman

Scale: 7D/ Length 14-21ft

Crew/Passengers: 2-12

Skill: Basic to Trained

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver 0

PD/SS: 6/5 (4/1 for the ropes holding it together)

Profile: 14

Defense: B: 11/ T:14

Small Raft

This is a small raft about the size of a rowboat. These were commonly used for river transportation and even small scale fishing. They don't have any kind of keel to keep the boat stable so it isn't very easy to maneuver.

Coastal Merchantman

Scale: 6D / Length 7-14ft

Crew/Passengers: 3-5

Skill: Basic to Trained

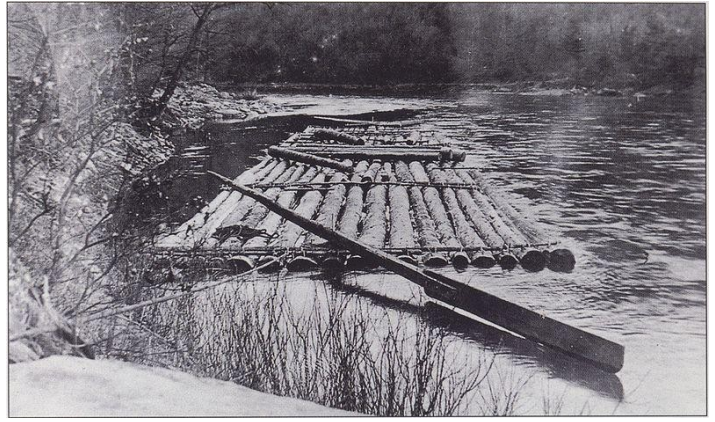
Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver 1

PD/Hull: 5/4 (4/1 for the ropes holding it together)

Profile: 16

Defense: B: 12/T: 15



Log Canoe

Canoes were made by digging and burning out a log to hollow it out on one side. They were usually made using flint, or later metal, axes and chisels to cut and scrape the wood after a controlled burn on the log. They would scrape out the burned section and do it again. A well maintained canoe can last for many years over a raft that will usually require it's bindings to be replaced each year, if not several times a year.

Canoes are useful along a coast and rivers. With the addition of outriggers they are stable enough to travel farther away from the coast. They can carry up to their length in feet in passengers.

Coastal Auxiliary

Scale: 6D / Length 7-14ft

Crew/Passengers: 1-3

Skill: Basic to Trained

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver 2

PD/Hull: 5/4

Profile: 16

Defense: B: 13/T: 16

Coracles (aka Kayaks)

These are small water craft made by building a frame of wood and covering it in a water proof skin. There is usually only room for one or two people and some gear per coracle. They were small and light enough to be carried on the back like a shield.

Coastal Auxiliary

Scale: 6C / Length 7-14ft

Crew/Passengers: 1-2

Skill: Basic to Trained

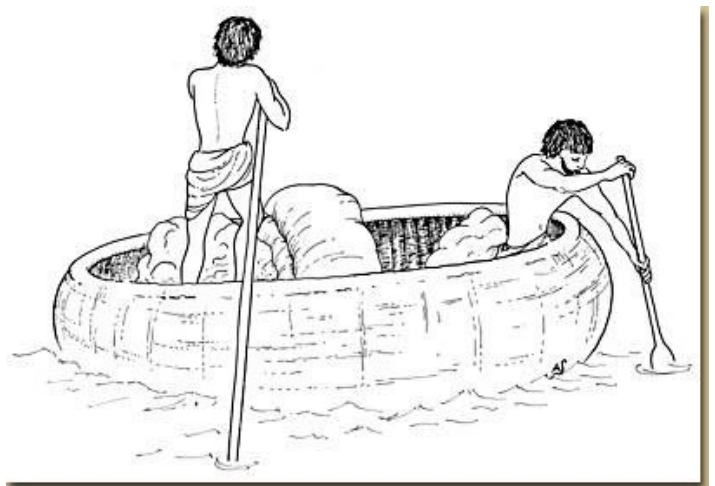
Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver 3

PD/Hull: 4/3

Profile: 16

Defense: B: 14/T: 17





Papyrus Fishing Boat

These were small fishing boats made from woven papyrus. They were extremely common along the Nile river delta. They can also represent other types of Stone Age fishing boats.

Coastal Merchantman

Scale: 7C/ Length: 14-21ft

Crew: 1-2

Skill: Basic to Trained

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Maneuver: 2

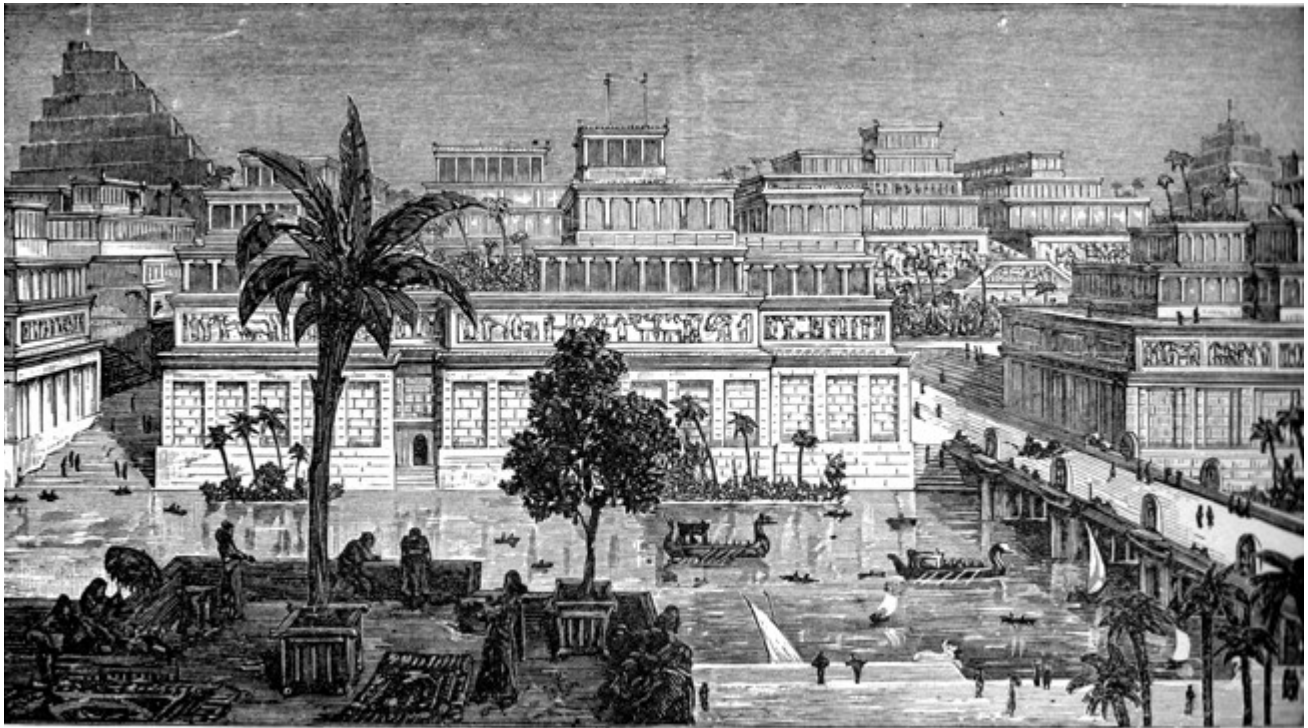
PD/Hull: 5/3

Profile: 14

Defense: B: 11/T: 14

TL 1.3: Bronze Age (~3400 - 1200 BCE)

Bronze versions of stone weapons were made but only the wealthy would have access to them. Everyone else was still using stone weapons. Once you have the ability to form farming tools there is a surplus and a boom of specialized people in the culture. There is a large focus on domestication and the beginnings of economics. Most people lived in one of thousands of tribes. Only a few cities existed. Cities are built as large forts. Mostly there were villages that had around 20 houses. Buildings were mostly round with straw thatched roofs.



Population Distribution

Earth: ~20 million at 3400 BCE

Animals

Oxen, cattle, donkeys, sheep, goats, and chickens were all popular livestock at this time. Horses were smaller during this time so they were not used much. Donkeys and oxen were used to pull wagons and chariots.

Armor and Weapons

Leather armor is the most common with an occasional noble wearing bronze breast plates. However, they were not very effective.

Bronze weapons are available. Bronze knives, spears, swords, and axes are common weapons. Shields and light armor become popular. Siege machines of various types were invented.

Clothing

Wool is the most common type of material for clothing. It was used to make everything from cloaks to shoes. Linen was more luxurious and was used for priests, the wealthy, and to clothe statues of the gods.

They often went without footwear, even to war. Mainly those that traveled through the mountains used footwear. They had sandals and boots.

Entertainment

There were plays and local sports. Music, art, dancing, and singing were in evidence at this point. There were several festivals, usually focused on the gods and goddesses.

Food

Date wine and beer became popular and were actually used as part of payment rations for most public works. Bread was made in Mesopotamia and was actually exported.

Cheap food consists of trail rations and could be put together by anyone who could cook. They are available to poor and above. Street people are mainly eating scraps.

Good food is the norm. Most families have a few women that can cook. This is available to even low lifestyle.

Expensive food is the norm for high lifestyles and above.

Lifestyles

Tribal cultures usually maxed out at high lifestyle since they were limited by the transient structures they used. There were a few cases of moving palaces in India and Persia that would go all the way up to luxury but that was exceedingly rare. Most people lived at a poor lifestyle in a tribe.

Wood carving really takes off during this time with greater control using bronze tools. Furniture becomes more than a crude

platform.

In cities you have more people living higher and lower. Medium and High lifestyles were a lot more common with a few people higher if they were the high noble of that city (or a guest). However cities also brought slums and street lifestyle developed during this time. Huge numbers of people ended up on the streets of various cities looking for work.

Lifestyle Levels

Luxury - High Noble - You have true opulence (8000g/month) Starting Gear: You have a huge estate, many guards, and servants, and all the gear you need. You can buy anything that you want. You have 2000g available for gear.

Wealthy - Wealthy Merchant/Medium Noble - You have the best of everything. (1200g/month) Starting Gear: You have a medium sized castle, your own men at arms, several servants, several swords and sets of armor, a team of horse, etc. You have 400g available for gear.

High - Merchant/Low Noble - You have it good. (400g/month) Starting Gear: You have a horse, a set of armor, a few good swords, and some traveling gear. You have several sets of clothes and you have a small manor or keep and several peasants that serve you. You have a guard that you have outfitted with a sword and basic armor as well. You have 100g to spare for incidentals.

Medium - High Peasant - You have your own house and maybe one servant. (80g/month) Starting Gear: You have some work clothes, some daily clothes, and one set of nice clothes. You have a sword or a bow that belonged to your father. You have 40g worth of other things or to save for emergencies. You have a donkey to ride.

Low - Peasant - You have it pretty bad (40g/month) Starting Gear: You have one set of work clothes and one set of daily clothes. You have a knife to eat with, a sack to carry things and basic tools relating to your job. You have 8g hidden away for emergencies.

Street - Things really suck (8g/month) (-4 to social rolls) Starting Gear: You have one set of clothes that you are wearing. You have no starting wealth.

Medical (error +3)

Bronze Age medicine includes a lot of things that we would consider modern medical practices such as diagnosis, prognosis, physical examinations, therapy, and prescriptions. They had bandages, creams, and pills. They had a basic first aid as well. They had basically paramedic level knowledge. They could stabilize up to moderate lethal damage. A Bronze Age practitioner could have up to Focused Medical skill.

There were some places, such as India, that had more advanced surgical techniques. India had plastic surgery and could perform simple brain surgery during this time period and forward. There were a few Greek surgeons that were very advanced as well. These two places were one of the few places with Masters of Medicine and could stabilize a serious wound.

Bronze Age medical gear includes surgical tools made of bronze that would allow removing of foreign objects from the body and simple closures or traumatic injury.

Money

Mesopotamians during this age used a barter system with silver as a theoretical medium. Outside of merchants, most people didn't actually use silver. They would quote prices in weights of silver as their asking price. Then the other person would give them an equivalent amount of other goods. Some wealthy people, merchants especially, would wear arm bands made of silver in common weights. They would either give the whole thing over or cut a portion off and weight it. Merchants paid taxes on any goods as they passed through various places.

Science

Many sciences were invented during this time but they were at their most basic levels. Mathematics and Astronomy were sacred arts. Anatomy was being explored, even if they were a bit wrong about their functions some of the time. Despite when you might read in comics the wheel was invented during the Bronze Age and not the Neolithic or earlier Ages. In fact the early Egyptians built the pyramids without it!

Settlements

A great many people at this time were still living in Tribal conditions. Cities were rare and many people never saw one. If the Tribe was migratory then they would live in something like a yurt. Most "buildings" were just a special tent.

However there were also huge cities during this time as well. These were often religious centers with a large thick wall around them. As the cities grew around them they would add another wall around that. Temples were built to various Gods and forces out of their control.

Services

Inns were not normal during this time period. If you were traveling then either you had to sleep somewhere outside or someone let you stay inside overnight. Rural areas were nicer to poorer travelers. Wealthy people were sponsored by a local merchant or they purchased a place for themselves in a city.

Your host would always feed you. Good food was considered to be standard as a part of staying somewhere.

Transportation

Sailing ships, rowing ships, barges, and chariots developed during this time.



Bronze Age Values

Organized religion as a part of the state government appeared during this time. Government and religion were not separate concepts during this time since they believed that their leaders were divinely ordained.

Might makes right - If you have the power to do something then there was no question of you having the right to do it. Some people who would be affected might try and stop you but otherwise there wasn't a concept of right and wrong.

Civilization - People believed that without civilization they would be animals. They saw civilization as a sort of package deal that brought people up out of their default animalistic nature. They saw a tradeoff of following a leader or king for his protection. Paying taxes equaled protection. People in cities were softer but they were better able to survive together.

Supernatural Dangers - People believed that the world was filled with supernatural dangerous such as Gods, spirits, and monsters. You should do certain things and avoid other actions in order to keep yourself safe. Violations of these rules would either get your expelled from civilization or executed for the safety of others.

Military Domination - The hunters of the tribal cultures developed into the warriors of the bronze age. They worked together to either defend their territories or raid others. However this military domination did not end outside the city walls. They tended to dominate the city as well. They became the noble class since the city would die without their intervention. They traded that need for the ability to dominate the lower classes. The nobles would encourage martial prowess and insults to their pride were met with violence.

Slavery - Slavery on a large scale became common. Usually slaves came from people captured in raids or warfare against neighboring nations. Slavery was a common sentence for certain crimes. People would even sell their own relatives into slavery to make some money in lean times. Some people, especially educated men, would sell themselves into slavery in order to make money since the wealthy would actually pay their purchased educator slaves.

Domination of Women - Domination of women was common at this time. Protection of the tribe's ability to produce children developed into an isolation of women that were considered of good breeding to produce heirs. Those that were not considered good for heir, the poor, ended up with a bit more freedom but where limited mostly to prostitution. This was considered a normal profession in many city based cultures and not acceptable to most tribal based cultures.

Hierarchy - The concept of tall hierarchies developed during this time. During the Neolithic you answered to your tribe in a very general way. However with the development of cities you ended up with Kings, administrators, scribes, peasants, and slaves. Everything revolved around these hierarchies. This was even expanded into the spirit world as hierarchies of Gods and spirits and demons. This reinforced the hierarchies on Earth as a part of the natural order.

Law - Tradition was encoded into the Law, usually set forth as the work of a Great King, the Code of Hammurabi for instance. However it was more basically a result of once one culture invaded another that new culture did not know the traditions of the first one and the laws informed them. It also allowed changes in traditions to be codified and reinforced in distant areas.

Supernatural Mandate - People believed that the reason that one nation was able to succeed over another nation was because of the favor of their national gods. This is one of the reasons that religious doctrine was connected to civil law since too much blasphemy could endanger the nation as a whole.

Hospitality - Hospitality was considered a sacred duty by many cultures at this time. Once you were declared a guest you had the protection of the host.

Bronze Age Gear

Mesopotamians during this age used a barter system with silver as a theoretical medium. Outside of merchants, most people didn't actually use silver. They would quote prices in weights of silver as their asking price. Then the other person would give them an equivalent amount of other goods. Some wealthy people, merchants especially, would wear arm bands made of silver in common weights. They would either give the whole thing over or cut a portion off and weight it. Merchants paid taxes on any goods as they passed through various places.

All the prices are listed in grams of silver to make it easier on the modern player. In game, the merchants would be asking for prices in the weights listed such as 12 Hittite Shekels. This also makes it easier when dealing with various metals such as copper. If someone has 15 Israeli Beka of Copper then that would be worth about .8g of silver or \$8 modern. This makes it easier on the GM to introduce new metals or change the value of metals in relation to each other so reflect a flood of one metal or another.



1 gram of Silver = 1gS ~ \$10

Silver : Gold = 15 : 1

Silver : Electrum = 10 : 1

Silver : Tin = 1 : 10

Silver : Copper = 1 : 100

<p>Babylonian System of Weights and Money</p> <p>Heavy Shekel 1 Uttatu (.05g) = 1 barleycorn 1 Shekel (9g) = 24 Giru = 180 barleycorns 1 Mana (540g) = 60 Shekels 1 Biltu (Talent) (32.4kg) = 60 Mana = 3,600 shekels</p> <p>Light Shekel 1 Uttatu (.05g) = 1 barleycorn 1 Shekel (9g) = 24 Giru = 180 barleycorns 1 Mana (540g) = 60 Shekels 1 Biltu (Talent) (32.4kg) = 60 Mana = 3,600 shekels</p>	<p>Egyptian System of Weights and Money</p> <p>Gold Standard - Old and Middle Kingdom Shat (1.13g) = 1/12 Deben Deben (13.6g)</p> <p>Silver Standard - New Kingdom Kite (9.1g) = 1/10 Deben Deben (91g)</p>
<p>Hittite System of Weights and Money 1 Gerah (.6g) = 12 barleycorns 1 Shekel (12g) = 20 Gerahs = 240 barleycorns 1 Mina (480g) = 40 Shekels 1 Talent (28.8 kg) = 60 Minae = 2400 shekels</p>	<p>Israeli System of Weights and Money 1 Gerah (.6g) = 1/20 shekel = 12 barleycorns 1 Beka (5.75g) = 1/2 shekel = 115 barleycorns 1 Pima (7.6g) = 2/3 shekel = 152 barleycorns 1 Shekel (11.5g) = 230 barleycorns 1 Maneh (575g) = 50 shekels 1 Talent (34.5kg) = 60 Maneh = 3,000 shekels</p>

Lower Class Goods

Average Worker makes 3g to 6g a day

<p>Provisions Good Meal 4g Poor Meal 2g Ale .8g Watered Wine 1.6g</p> <p>Gear Blanket 10g Clay Lamp 6g Water skin 4g Sack, Small 1.6g Sack, Large 3g Belt Pouch 8g</p> <p>Clothes Poor Wool Wrap around skirt with fringe - 12g Poor Wool Wrap around shawl with fringe - 6g</p>	<p>Farming Gear Plow Ox - 90g Bull - 60g Large Cow - 42g Sheep - 6g Draft Horse - 120g Horse - 84g</p> <p>Small Cart (2w) 30g Large Cart (2w) 50g Hammer, Stone 4g Chisel 6g Pickax 9g</p>
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Poor Wool Gown - 18g
 Poor Wool Knee Length tunic - 30g
 Poor Wool Cloak - 60g
 Breeches - 18g

Clothes

Nice Wool Wrap around skirt with fringe 45g
 Nice Wool Wrap around shawl with fringe 20g
 Nice Wool Gown - 72g
 Nice Wool Knee Length tunic - 120g
 Nice Wool Cloak - 240g
 Breeches - 60g
 Linen Wrap around skirt with fringe - 180g
 Linen Wrap around shaw with fringe - 80g
 Linen Gown - 288g
 Linen Knee Length tunic - 480g
 Breeches- 240g
 Sandals 30g
 Leather Belt 20g
 Fur cloak 75g
 Fur Hood and Mantle 50g
 Fine Fur Cloak and Hood 250g
 Leather Hood and Mantle 25g
 Silver Broach 250g
 Bronze Broach 150g
 Hairbrush 30g
 Bronze Mirror 60g

Gear

Woolen Blanket, All Weather 25g
 Ink, Quills and Papyrus 20g
 Leather Belt Pouch 25g
 Nice Bronze Knife 30g
 Rope (10m) 20g
 Tent, Small (3 man) 25g
 Tent, Medium (2 room) 75g
 Tent, Large (5 room) 250g
 Wax Tablet 10g
 Bronze Stylus 20g

Provisions

Good Meal 3-5g
 Great Meal 10-15g
 Good Ale 2g
 Good Wine 5g
 Great Wine 20g
 Trail Rations 5g

Housing

Small Apartment 10g/month
 Medium Apartment 50g/month
 Large Apartment 100g/month
 Small House 300g
 Medium House 900g
 Large House 1,500-3,000g
 Small Mansion and land 6,000g
 Medium Mansion and land 12,000g
 Large Mansion and land 18,000g

Travel

Riding Horse 150g
 Mule - 480g
 Chariot 100g
 Small Caravan Wagon (4w) 20g
 Large Caravan Wagon (4w - 6w) 50g
 Rowboat 20g
 Small Riverboat 200g
 Large Riverboat 1,000g
 Small Coastal Ship 1,600g
 Medium Coastal Ship 2,400g
 Large Coastal Ship 5,000g

Slaves

Slave 10 S -120g
 Heavy Work Slave 200g
 House Slave 150g
 Educator Slave 300g

Melee Weapon Statistics

Bronze	Dmg/AP	Modes	Defense	Str	Cost
Short Knife	9/6	Pi/SL/1H	-4/+1	5	30g
Long Knife	10/6	Pi/SL/1H	-2/+1	7	45g
Short Sword	13/7	SL/1H	+1/+1	8	80g
Hatchet	9/7	SL/Ch/1H	+1/+2	10	30g
Short Axe	12/7	SL/Ch/1H	-2/+2	9	40g
Long Axe	14/8	SL/Ch/2H	+0/+2	11	50g
Polearm	16/9	SL/2H	+1/+2	11	60g
Bronze-tipped Spear	10/7	Pi/SL/2H	+1/+1	9	20g
Bronze Wrapped Baton	8/6	B/1H	+1/+1	7	15g

Hard Wood	Dmg/AP	Modes	Defense	Str	Cost
Spear	7/5	Pi/SL/2H	+1/+0	10	5g
Club/Baton	5/4	B/1H	+1/+0	8	1g
Quarterstaff	7/4	B/2H	+4/+1	9	4g

Ranged Weapons

Type	Dmg/AP	Range	Acc/Err	Str	Cost
Sling - Wooden Ammo	8/4	Short	+2/+2	6	6g
Sling - Stone Ammo	11/5	Short	+2/+2	6	6g
Bronze Throwing Knife	9/5	CQ	+1/+2	8	24g
Bronze Throwing Axe	10/6	Short	+1/+2	10	36g
Stone-tipped Javelin	9/5	Short	+2/+1	11	3g
Wooden-tipped Javelin	8/4	Short	+2/+1	11	2g
Bronze-tipped Javelin	10/6	Short	+2/+1	11	12g
Stone-tipped Spear	10/6	Short	+2/+1	12	4g
Wooden-tipped Spear	9/5	Short	+2/+1	12	3g
Bronze-tipped Spear	11/7	Short	+2/+1	12	20g
Short Self Bow	6/7	Medium	+0/+1	7 to 12	60g
Short Composite Bow	7/8	Medium	+0/+1	10 to 14	300g

Composite bows were used by the Assyrians, Chinese, and the Egyptians during this time period. They were able to store more energy in them than a self-bow (one made of a single material). This allowed them to be used more effectively on horseback or on a chariot.

Armor

Type	DR:B/I	Hardness	Min Str	Cost
Quilted/Fur	1/3		-2	50g
Leather Cuirass	2/4		+2	100g
Bronze Scale Shirt	3/8		+2	200g
Bronze Plate Cuirass	4/10		+2	500g
Bronze Helmet	4/10		--	250g

Shield

Type	Defense	DR:B/I	Min Str	Cost
Leather Buckler	+2	2/2	+2	40g
Small Wooden	+3	4/4	+4	50g
Small Bronze	+3	4/6	+2	150g
Large Wooden	+4	4/5	+6	80g
Large Bronze	+4	4/6	+4	250g
Wooden Tower Shield	+5	4/6	+8	50g

Bronze Age Campaign Sets



No Mana

Changing Alliances

Your village is at the edge of the territories of two city states or nations. The problem is that the city state that your village belongs to is being treated like a slave state instead of a client state. The elders have sent you as a part of a delegation to see about forming an alliance with the neighboring city state.

Raiders

Your village is being overrun by raiders. The King is dealing with other problems. You, as one of the few Warriors in the village, have to stop the raiders somehow.

Escort

You are part of an escort of merchants between Greece and Sumer (or Akkad, or Egypt, etc.). This could be on the land or on the Mediterranean.

Gods are Aliens

Aliens have landed and they are forcing humans to worship and serve them.

Low Mana

Apprentices

You are apprentices to Middle Eastern Mages. They have you run various errands or go on various quests. You are a part of a Magical Order but you are of low rank and access.

Unhappy Gods/Spirits

The Gods or Spirits are angry at a particular village that you live in. You have to go and talk to an oracle to find out what they are mad about and then solve the problem.

Moderate Mana

Demi-Gods

You are part of a group of Demi-Gods that do missions for your parents, fighting the monsters that prey on humans.

Fantasy Nations

Each nation is a different fantasy race. Magic is fairly common. Characters may be a part of a Magical Order, however any magical order at this point would be religious as well.

High Mana

Gods among us

The kings of various nations are actual Gods and their children, the demi-gods, are the ruling nobles and main fighting force.

High Magic Babylon

The Babylonians are more advanced in magic and technology than the other nations. They live in a great floating city above the Tigris and Euphrates with farm lands all below. Only the Egyptians with their floating Pyramid temples are as powerful.

Bronze Age Packages

Noble Package (2 LA)

Athletics (B)

Beastcraft (B)

Lore (T): Sumerian Lore (or Hittite, etc), Hearth Lore

Perception (B)

Persuasion (B)

Resolve (B)

Wealth 1

Connections 1

Peasant Package (2 LA)

Athletics (T): Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)

Beastcraft (B)

Lore (T): Sumerian Lore (or Hittite, etc), Hearth Lore

Perception (B)

Resistance (B)

Courtier

3rd Level

A courtier is a low level noble that hangs around the court of a higher level noble, such as a king. Each noble woman would have a few courtiers that would attend her. They are basically the only friends that it is socially acceptable for them to have.

Basic: Athletics, Beastcraft, Resolve

Lore (T): Sumerian Lore (or Hittite, etc), Hearth Lore

Perception (T): Alert, Excellent Hearing, Observer

Persuasion (T): Attractive, Charming, Etiquette

Lifestyle - Wealthy

Housing - They would live in upper class housing for the time period and region.

Equipment - They would have an expensive dress and jewelry. These would be supplied by the noble.

Farmer

6th level

80% of the population of a nation had to be farmers to support the rest. This makes them the most common kind of person you will meet outside of a city.

Basic: Perception

Athletics (T): Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)

Beastcraft (T): Cattle, Husbandry, Wagoneering

Crafting (T): Butcher, Farmer

Lore (T): Sumerian Lore (or Hittite, etc), Hearth Lore

Resistance (T): Tireless, Iron Stomach, Resist Heat

Resolve (T): Proud, Stubborn

Lifestyle - Medium to Low

Housing - In some areas everyone had a small apartment in the city and went out to work during the day. In other places the farmers would have a small house near their fields. It depends on if the farmer actually owns the land at all.

Equipment - They would wear a basic one piece long shirt, a rope around their waist, and sandals. They would carry a knife as a basic tool.

Kid

1st level

The kids of farmers would be working as soon as they were able to do so. Kids that are running around a city would be able to play.

Basic: Beastcraft, Lore, Perception, Resolve

Athletics (T) Brawling, Climbing (or Swimming), Clubs

Lifestyle - varies

Housing - depends on parents

Equipment - They would have basic clothes and maybe a stick to smack things with.

Magistrate

7th level

Magistrates are the civil servants of time period. They would be doing most of the logistical, legal, and administrative tasks for a kingdom or nation.

Basic: Athletics, Beastcraft

Academics (T): Accounting, Administration, Bureaucracy, History, Local Law, Politics

Linguistics (T): choose three languages
Lore (T): Sumerian Lore (or Hittite, etc), choose 2 more
Perception (T): Alert, Excellent Hearing, Observer
Persuasion (T): Etiquette, Conflict Resolution, Diplomacy
Resistance (T): Cat Nap
Resolve (T): Discipline, Dedication

Lifestyle – High

Housing – They would usually live either in a temple or an office in the palace.

Equipment – They would have a nice robe and belt and some badge of office. They would carry a knife at most.

Merchant

7th level

Merchants were common along trade routes and in the cities. Some city-states regulated their merchants and others did not. Usually whole families would work a trade together.

Basic: Athletics, Beastcraft

Academics (T): Accounting, Appraisal, Logistics

Linguistics (T): choose 4 languages

Lore (T): Sumerian Lore (or Hittite, etc), Hearth Lore

Perception (T): Detect Lies, Excellent Hearing, Observer, Spot Criminals, Spot Following

Persuasion (T): Bragging, Charming, Hagglng

Resolve (T): Stubborn

Streetwise (T): Black Market, Bribing, Port Savvy

Lifestyle – Medium for poor merchants, High for successful merchants, or Wealthy for a very successful merchant.

Housing – Poor merchants would have a small house in the city. A wealthy merchant would have at least one shop, perhaps several and he would live in one of them.

Equipment – Poor merchants would have fairly nice clothes, belt, and shoes and a cart full of goods to sell. His children would be working for him as well. He would just have a knife. He would also have a stick to point out things and smack kids that try to steal.

Wealthy merchant would have very nice clothes and he would carry a hidden short sword but not be very good with it.

Noble

8th level

This is a mid-level noble. They would be either dealing with the business of their family or of the kingdom if their family is in charge of it.

Basic: Athletics

Academics (T): History, Local Law, Politics

Beastcraft (T): Horsemanship

Linguistics (T): choose 4 languages

Lore (T): Sumerian Lore (or Hittite, etc), Hearth Lore

Melee (T): Slashing Sword, Knife, Shield

Perception (T): Alert, Excellent Hearing, Observer

Persuasion (T): Attractive, Charming, Diplomacy, Etiquette, intimidation

Resolve (T): Leadership, Proud, Stubborn

Lifestyle – High for a low noble, Wealthy for a medium noble, or Luxury for a high noble

Housing – He would live in a nice estate.

Equipment – They would have the nicest clothes and armor, a horse or chariot, and several guards.

Priest

7th level

Priests at the time were a cross between a priest, an accountant, and a doctor. They did a little of everything. Usually they were low level nobles since the poor didn't have the money for education.

Basic: Athletics, Beastcraft

Academics (T): Accounting, Local Law, Logistics, Priest

Lore (T): Sumerian Lore (or Hittite, or Zoroastrianism, etc.)

Medicine (F): (T) Apothecary, Counter Poison, Herbal First Aid

(F) Basic Surgery, Bush Medicine, Dentistry, Choose one: Greek, Egyptian, or Sumerian Diagnosis

Perception (T): Excellent Hearing, Hound Dog Nose, Detect Lies

Resolve (T): Dedication, Stubborn, Leadership

Lifestyle – High for an average priest, Wealthy for a powerful priest

Housing – They were usually housed in their temple.

Equipment – They would have nice but plain robes and some badge of their office. They would not carry a weapon unless they belonged to a particularly violent sect.

Sailor

8th level

Ships of the time were mainly rowing vessels. They would have a single mast and square sail that would allow them some rest if the wind was going in the right direction.

Basic: Beastcraft, Perception, Resolve

Athletics (T): Brawling, Rowing, Swimming

Lore (T): Sumerian Lore (or Hittite, etc), Ocean Lore

Melee (T): Knife, Spear, Short Sword, Shield

Nautical (T): Coastal Navigation, Knotwork, Rigging, Sailboat, Ocean Training

Performance (T): Salty Songs, Storytelling

Persuasion (T): Haggling, Bragging

Resistance (T): Cast Iron Stomach, Tireless

Streetwise (T): Gambling, Port Savvy, Pirates

Lifestyle - Low on a boat

Housing - They would sleep on the deck with everyone else.

Equipment - Sailors wore light clothes. Enough to keep them covered but not enough to make them overheat. They didn't wear armor. Their weapons were a short sword or a spear.

Scholar

4th level

This is a basic peasant scholar. They were popular in Greece and they would follow and entertain a noble patron.

Basic: Athletics, Beastcraft, Perception

Academics (F): (T) History, Literature, Local Law, Philosophy

(F) Advanced Law, Bookworm, Secret References

Lore (T): Hittite Lore, Egyptian Lore, Sumerian Lore

Persuasion (T): Debater, Oratory, Mooch, Teacher

Resolve (T): Stubborn

Lifestyle - Medium or better if living with a patron

Housing - If they are living with a patron they would have their own room.

Equipment - They would wear a plain but nice robe and carry no weapons. They might have a few scrolls with them at all times.

Thief

4th level

This is a basic street rat.

Basic: Beastcraft, Lore, Resolve

Athletics (T): Running

Perception (T): Alert, Quick Search

Stealth (T): Belong, Concealment, Evasion, Pickpocket, Shadowing

Streetwise (T): Fencing Goods, Scrounging, Black Market, Port Savvy

Lifestyle - Low

Housing - They would have a hidden corner for storage and sleeping

Equipment - A thief would wear common poor clothing with a bit of bagginess to conceal stolen items in. They would have a knife to use as a tool, as a cut-purse, and for self-defense.

Villager

4th level

Villagers were focused on some trade.

Basic: Beastcraft, Perception, Resolve

Athletics (T): Brawling, Climbing, Clubs, choose one depending on the climate (swimming, skiing, etc.)

Crafting (T): Choose 3 crafts

Lore (T): Sumerian Lore (or Hittite, etc), Hearth Lore

Resistance (T): Tireless, Iron Stomach, Resist Heat

Lifestyle - Low

Housing - Simple housing with a place for their crafts.

Equipment - They would have a basic one piece long shirt and a rope belt. People didn't wear pants at this time period. They would wear sandals on their feet.

Warrior

7th level

The concept of the professional soldier didn't really exist at this point. The strongest men of a village were taken into the army for training. They would serve when called and go back to some craft the rest of the time.

Basic: Beastcraft, Perception, Resolve

Athletics (T): Brawling, Running, Forced March, choose one depending on the climate (swimming, skiing, etc.)

Crafting (T): Choose 1 craft

Lore (T): Sumerian Lore (or Hittite, etc), Hearth Lore

Martial Arts (T): Grapple Basics, Sweep Basics

Melee (T): Knife, Spear, Chopping Sword, Shield, Formation

Ranged (T): Spear, Sling

Resistance (T): Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Lifestyle - Low

Housing - Simple villager housing

Equipment - Their armor and weapons would be provided by the army. When they were at home they would likely only have a knife and a spear. They could acquire a sword and shield on their own if they wanted to.

Woodsman

9th level

Some people are never comfortable in a city or on a farm. They want to be on their own. These woodsmen live on their own or in small communities and live by their wits. They hunt their own food and trade furs for other goods.

Basic: Beastcraft, Resolve

Athletics (T): Brawling, Climbing, Clubs, Running

Crafting (T): Bowyer, Furrier

Lore (T): Sumerian Lore (or Hittite, etc), Hearth Lore

Melee (T): Knife, Staff, Spear

Perception (T): Excellent Hearing, Tracking, Spot Traps

Ranged (T): Archery, Spear

Resistance (T): Tireless, Iron Stomach, Resist Heat

Stealth (T): Shadowing, Concealment, Sneak Attack, Vantage, Smuggling

Survival (T): Woodlands Training, Animal Trapping, Skinning

Lifestyle - Low to Medium for when they are in a city or village

Housing - A house away from the village or at the edge

Equipment - They would have tougher than normal clothes, a couple of knives, a bow, and a spear.



Bronze Age Ships

Ancient ships didn't really have ship mounted weapons. Usually they were just platforms for using Arrows and Spears. Their vessels were not very good with heavy weather or going away from a coast.

Heavy Barge

Coastal Merchantman

Scale: 11D

Length: 120-200ft

Hardness/Resilience: 10/13

Speed: 4-6 knots with a sail/speed of the river going down stream/2-4 knots w/rowers/ 1-2 knots using poles

Crew: 10-30(T)

Maneuver: -7

Defense: 8/16

Heavy Barges were heavily used by the Egyptians along the Nile. They could carry cargo or even the royal family. They could be towed behind a Large Trader to increase the ship's storage capacity.

Large Trader

Coastal Merchantman

Scale: 10D

Length: 70-120ft

Hardness/Resilience: 9/12

Speed: 4-6 knots with a sail/2-4 knots w/rowers

Crew: 30-40 (T)

Maneuver: +0/+1/No Dodge

Defense: 10/14

Large Traders would be the huge merchant vessels that would actually go out of sight of the coast across something like the Mediterranean. They would be used to haul grain and such.

Warship

Coastal Warship

Scale: 10D

Length: 70-120ft

Hardness/Resilience: 9/12

Speed: 4-6 knots with a sail/6-8 knots w/rowers

Crew: 200 (T)

Maneuver: +0/+1/+2/No Dodge

Defense: 10/16

The warships of the time were mainly focused on bringing troops to a fight. They could pull along-side and throw spears but not

much else.

Medium Trader

Coastal Merchantman
Scale: 9D
Length: 35-70ft
Hardness/Resilience: 8/-11
Speed: 4-6 knots with a sail/2-4 knots w/rowers
Crew: 20-30 (T)
Maneuver: +0/+1/No Dodge
Defense: 12/18

Medium Traders would be the most common type of merchant ship. They would be used for heavy cargo. They would be also crossing the middle sea. They can also be used as fishing boats for fishing farther from the coast.

Small Trader

Coastal Merchantman
Scale: 8D
Length: 21-35ft
Hardness/Resilience: 7/-10
Speed: 1-2 knots using pole, speed of the river going down stream/2-4 knots w/rowers
Crew: 12-25 (T)
Maneuver: +1/No Dodge
Defense: 14/20

Small Traders would be mostly run along a coast or open rivers.

Papyrus Fishing Boat

Coastal Merchantman
Scale: 7C
Length: 14-21ft
Hardness/Resilience: 5/-8
Speed: 1-2 knots using pole/oar, speed of the river going down stream
Crew: 1-2 (B)
Maneuver +0/+1/No Dodge
Defense: 16/20

These were extremely common along the Nile river delta. They can also represent other types of Bronze Age fishing boats.

Light Rowboat

Coastal Auxiliary
Scale: 6D
Length: 7-14ft
Hardness/Resilience: 4/-7
Speed: 1-2 knots using pole/oar, speed of the river going down stream
Crew: 1-2 (B)
Maneuver +1/+2/No Dodge
Defense: 18/22

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader. However on calmer waters they can be just tied behind another vessel that doesn't have the deck space. They were also used by families to move along the Nile.



TL 1.4: Iron Age (~1200 - 600 BCE)



Use of written language is developed. Iron smelting opens up the use of iron for more than jewelry. It is usually work hardened at this point and is only a bit stronger than bronze weapons. Most soldiers would be carrying a steel headed spear and a shield. Slings were extremely common at this point. There were a lot more cities and nations had expanded to the point of frequent warfare.

Population Distribution

Earth: ~50 million at 1200 BCE

Animals

Oxen, cattle, donkeys, sheep, goats, and chickens were all popular livestock at this time. Horses were smaller during this time so they were not used much. Donkeys and oxen were used to pull wagons and chariots.

Armor and Weapons

Leather Armor is the most common with an occasional Noble wearing Bronze Breast Plates. However they were not very effective.

Iron weapons are available. Iron Knives, spears, swords, and axes are common weapons. Shields and light armor become popular. Siege machines of various types were invented.

Clothing

Wool is the most common type of material for clothing. It was used to make everything from cloaks to shoes. Linen was more luxurious and was used for Priests, the wealthy, and to clothe statues of the Gods.

They often went without footwear, even to war. Mainly those that traveled through the mountains used footwear. They had sandals and boots.

Entertainment

There were plays and local sports. Music, art, dancing, and singing were in evidence at this point. There were several festivals, usually focused on the Gods and Goddesses.

Food

Date wine and beer became popular and were actually used as part of payment rations for most public works. Bread was made in Mesopotamia and was actually exported.

Cheap food consists of trail rations and could be put together by anyone who could cook. They are available to poor and above. Street people are mainly eating scraps.

Good food is the norm. Most families have a few women that can cook. This is available to even low lifestyle.

Expensive food is the norm for high lifestyles and above.

Lifestyles

Tribal cultures usually maxed out at High Lifestyle since they were limited by the transient structures they used. There were a few cases of moving palaces in India and Persia that would go all the way up to Luxury but that was exceedingly rare. Most people lived at a poor lifestyle in a Tribe.

Wood carving really takes off during this time with greater control using bronze tools. Furniture becomes more than a crude platform.

In cities you have more people living higher and lower. Medium and High lifestyles were a lot more common with a few people higher if they were the high noble of that city (or a guest). However cities also brought slums and street lifestyle developed during this time. Huge numbers of people ended up on the streets of various cities looking for work.

Lifestyle Levels

Luxury - High Noble - You have true opulence (8000g/month) Starting Gear: You have a huge estate, many guards, and

servants, and all the gear you need. You can buy anything that you want. You have 2000g available for gear.

Wealthy - Wealthy Merchant/Medium Noble - You have the best of everything. (1200g/month) Starting Gear: You have a medium sized castle, your own men at arms, several servants, several swords and sets of armor, a team of horse, etc. You have 400g available for gear.

High - Merchant/Low Noble - You have it good. (400g/month) Starting Gear: You have a horse, a set of armor, a few good swords, and some traveling gear. You have several sets of clothes and you have a small manor or keep and several peasants that serve you. You have a guard that you have outfitted with a sword and basic armor as well. You have 100g to spare for incidentals.

Medium - High Peasant - You have your own house and maybe one servant. (80g/month) Starting Gear: You have some work clothes, some daily clothes, and one set of nice clothes. You have a sword or a bow that belonged to your father. You have 40g worth of other things or to save for emergencies. You have a donkey to ride.

Low - Peasant - You have it pretty bad (40g/month) Starting Gear: You have one set of work clothes and one set of daily clothes. You have a knife to eat with, a sack to carry things and basic tools relating to your job. You have 8g hidden away for emergencies.

Street - Things really suck (8g/month) (-4 to social rolls) Starting Gear: You have one set of clothes that you are wearing. You have no starting wealth.

Medical (error +3)

Iron Age medicine includes a lot of things that we would consider modern medical practices such as diagnosis, prognosis, physical examinations, therapy, and prescriptions. They had bandages, creams, and pills. They had a basic first aid as well. They had basically paramedic level knowledge. They could stabilize up to moderate lethal damage. An Iron Age practitioner could have up to Focused Medical skill.

There were some places, such as India, that had more advanced surgical techniques. India had plastic surgery and could perform simple brain surgery during this time period and forward. There were a few Greek surgeons that were very advanced as well. These two places were one of the few places with Masters of Medicine and could stabilize a serious wound.

Iron Age medical gear includes surgical tools made of bronze that would allow removing of foreign objects from the body and simple closures or traumatic injury.

Money

Greeks during this age used silver as a medium. Outside of merchants, most people didn't actually use silver. They would quote prices in weights of silver as their asking price. Then the other person would give them an equivalent amount of other goods. Some wealthy people, merchants especially, would wear arm bands made of silver in common weights. They would either give the whole thing over or cut a portion off and weight it. Merchants paid taxes on any goods as they passed through various places.

Science

Many sciences were invented during this time but they were at their most basic levels. Mathematics and Astronomy were sacred arts. Anatomy was being explored, even if they were a bit wrong about their functions some of the time.

Settlements

A great many people at this time were still living in Tribal conditions. Cities were rare and many people never saw one. If the Tribe was migratory then they would live in something like a yurt. Most "buildings" were just a special tent.

However there were also huge cities during this time as well. These were often religious centers with a large thick wall around them. As the cities grew around them they would add another wall around that. Temples were built to various Gods and forces out of their control.

Services

Inns were not normal during this time period. If you were traveling then either you had to sleep somewhere outside or someone let you stay inside overnight. Rural areas were nicer to poorer travelers. Wealthy people were sponsored by a local merchant or they purchased a place for themselves in a city.

Your host would always feed you. Good food was considered to be standard as a part of staying somewhere.

Transportation

Sailing ships, rowing ships, barges, and chariots developed during this time.



THE ACROPOLIS, ATHENS.

Iron Age Values

Organized religion as a part of the state government appeared during this time. Government and religion were not separate concepts during this time since they believed that their leaders were divinely ordained.

Might makes right - If you have the power to do something then there was no question of you having the right to do it. Some people who would be affected might try and stop you but otherwise there wasn't a concept of right and wrong.

Civilization - People believed that without civilization they would be animals. They saw civilization as a sort of package deal that brought people up out of their default animalistic nature. They saw a tradeoff of following a leader or king for his protection. Paying taxes equaled protection. People in cities were softer but they were better able to survive together.

Supernatural Dangers - People believed that the world was filled with supernatural dangerous such as Gods, spirits, and monsters. You should do certain things and avoid other actions in order to keep yourself safe. Violations of these rules would either get you expelled from civilization or executed for the safety of others.

Military Domination - The hunters of the tribal cultures developed into the warriors of the bronze age. They worked together to either defend their territories or raid others. However this military domination did not end outside the city walls. They tended to dominate the city as well. They became the noble class since the city would die without their intervention. They traded that need for the ability to dominate the lower classes. The nobles would encourage martial prowess and insults to their pride were met with violence.

Slavery - Slavery on a large scale became common. Usually slaves came from people captured in raids or warfare against neighboring nations. Slavery was a common sentence for certain crimes. People would even sell their own relatives into slavery to make some money in lean times. Some people, especially educated men, would sell themselves into slavery in order to make money since the wealthy would actually pay their purchased educator slaves.

Domination of Women - Domination of women was common at this time. Protection of the tribe's ability to produce children developed into an isolation of women that were considered of good breeding to produce heirs. Those that were not considered good for heir, the poor, ended up with a bit more freedom but where limited mostly to prostitution. This was considered a normal profession in many city based cultures and not acceptable to most tribal based cultures.

Hierarchy - The concept of tall hierarchies developed during this time. During the Neolithic you answered to your tribe in a very general way. However with the development of cities you ended up with Kings, administrators, scribes, peasants, and slaves. Everything revolved around these hierarchies. This was even expanded into the spirit world as hierarchies of Gods and spirits and demons. This reinforced the hierarchies on Earth as a part of the natural order.

Law - Tradition was encoded into the Law, usually set forth as the work of a Great King, the Code of Hammurabi for instance. However it was more basically a result of once one culture invaded another that new culture did not know the traditions of the first one and the laws informed them. It also allowed changes in traditions to be codified and reinforced in distant areas.

Supernatural Mandate - People believed that the reason that one nation was able to succeed over another nation was because of the favor of their national gods. This is one of the reasons that religious doctrine was connected to civil law since too much blasphemy could endanger the nation as a whole.

Hospitality - Hospitality was considered a sacred duty by many cultures at this time. Once you were declared a guest you had the protection of the host.



THESSALONICA.

Social Stratification

Social Stratification was invented during this age. You had Priest-Kings and Pharaohs all the way down to street beggars and lepers. Raiders took what they could run away with and nations invaded each other and sold the losers into slavery. In some places slavery was a death sentence but slower; in others it was a step up from their old lives.

Craftsmen

The concept of Craftsmen was fairly new at this point. Some people believed that they were a form of magic user. Others saw them as lazy for not being a part of the food cycle. Most city-states regulated their work, often requiring the effect of warranties or the craftsman would have to replace item or die. They were usually in very high demand and where often ordered to work for the city and not allowed to leave.

Farmers

80% of all the people in a nation must be farmers for a city to exist. In most places the government owned all the land and they leased it to the individual farmers. They required that they pay taxes in a percentage of their crops or they had a separate plot of land for the government and the farmers were required to work them a certain amount of time. Most farmers did not live in a city but lived in the surrounding lands. They usually considered the city to be a source of low morals.

Magicians

There were a lot of wandering magicians at this time. Some people wanted their help and others tried to drive them out of their village. If they could solve problems for people then they would be able to stay but as soon as there was a major problem then they would drive them off.

Merchants

Merchants were often agents of various city-states organizing the trade from city to city. Others were selling the goods of another family member that was a craftsman. It was hard for them to make very much money unless they were backed by someone powerful that was able to send warriors to help defend them.

Merchants were considered so important to the cities that there was a much higher penalty for harming or killing a merchant than a regular citizen.



Nobles

Each city-state had its own set of nobles. This was the family of the powerful people in that city-state. However this could be short lived if the person that your extra rights flowed from was deposed.

There were a fair number of nobles of tribes as well. They would have extra rights around their tribe only.

Priests

Priests during this time were the bureaucrats for the city-states. They counted taxes, organized most activities including building temples and public buildings, and acted as scribes. They were the main group that could read. In fact they developed it to help them organize taxes and farm goods. They were considered important but only a specific few were actually considered blessed by the Gods and therefore sacrilege to harm.

Slaves

Slavery was usually considered temporary. Most cities had various ways for slaves to be legally freed. Most of the time people would free their slaves in their will. They were usually able to collect a bit of money and eventually pay for their freedom. Some people treated their slaves quite well. Others were fairly abusive towards them. There were lower fines and penalties for hurting or killing a slave than for a regular citizen. This was paid to the owner of the slave.

Strangers

Most ancient cultures had hospitality customs that helped a stranger that was traveling. These were usually religious in nature and it required that the host had to defend someone that was their guest.

The main danger for strangers was that they were considered outside the protection of the law when they traveled. Only citizens had certain rights. Unless they attached themselves to someone powerful then anyone could kill them and it would not necessarily be a crime.

Warriors

This was a time of might makes right. Most people were afraid of warriors. They would come through an area and either raid or pillage as a part of an army. They would get away with more because most people could not stop them.

Often the warriors of a culture were also the nobles. This would mean that an ordinary person would have no recourse.

Iron Age Gear

Outside of merchants, most people didn't actually use silver. They would quote prices in weights of silver as their asking price. Then the other person would give them an equivalent amount of other goods. Some wealthy people, merchants especially, would wear arm bands made of silver in common weights. They would either give the whole thing over or cut a portion off and weight it. Merchants paid taxes on any goods as they passed through various places.

All the prices are listed in grams of silver to make it easier on the modern player. In game, the merchants would be asking for prices in the weights listed such as 12 Hittite Shekels. This also makes it easier when dealing with various metals such as copper. If someone has 15 Israeli Beka of Copper then that would be worth about .8g of silver or \$8 modern. This makes it easier on the GM to introduce new metals or change the value of metals in relation to each other so reflect a flood of one metal or another.

1 gram of Silver = 1gS ~ \$10

Silver : Gold = 15 : 1

Silver : Electrum = 10 : 1

Silver : Tin = 1 : 10

Silver : Copper = 1 : 100



<p>Babylonian System of Weights and Money Heavy Shekel 1 Uttatu (.05g) = 1 barleycorn 1 Shekel (9g) = 24 Giru = 180 barleycorns 1 Mana (540g) = 60 Shekels 1 Biltu (Talent) (32.4kg) = 60 Mana = 3,600 shekels</p> <p>Light Shekel 1 Uttatu (.05g) = 1 barleycorn 1 Shekel (9g) = 24 Giru = 180 barleycorns 1 Mana (540g) = 60 Shekels 1 Biltu (Talent) (32.4kg) = 60 Mana = 3,600 shekels</p>	<p>Egyptian System of Weights and Money Gold Standard - Old and Middle Kingdom Shat (1.13g) = 1/12 Deben Deben (13.6g)</p> <p>Silver Standard - New Kingdom Kite (9.1g) = 1/10 Deben Deben (91g)</p>
<p>Hittite System of Weights and Money 1 Gerah (.6g) = 12 barleycorns 1 Shekel (12g) = 20 Gerahs = 240 barleycorns 1 Mina (480g) = 40 Shekels 1 Talent (28.8 kg) = 60 Minae = 2400 shekels</p>	<p>Israeli System of Weights and Money 1 Gerah (.6g) = 1/20 shekel = 12 barleycorns 1 Beka (5.75g) = 1/2 shekel = 115 barleycorns 1 Pima (7.6g) = 2/3 shekel = 152 barleycorns 1 Shekel (11.5g) = 230 barleycorns 1 Maneh (575g) = 50 shekels 1 Talent (34.5kg) = 60 Maneh = 3,000 shekels</p>

Lower Class Goods

Average Worker makes 3g to 6g a day

<p>Provisions Good Meal 4g Poor Meal 2g Ale .8g Watered Wine 1.6g</p> <p>Gear Blanket 10g Clay Lamp 6g Water skin 4g Sack, Small 1.6g</p>	<p>Farming Gear Plow Ox - 90g Bull - 60g Large Cow - 42g Sheep - 6g Draft Horse - 120g Horse - 84g</p> <p>Small Cart (2w) 30g Large Cart (2w) 50g Hammer, Stone 4g</p>
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Sack, Large 3g Belt Pouch 8g Clothes Poor Wool Wrap around skirt with fringe - 12g Poor Wool Wrap around shawl with fringe - 6g Poor Wool Gown - 18g Poor Wool Knee Length tunic - 30g Poor Wool Cloak - 60g Breeches - 18g	Chisel 6g Pickax 9g
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Clothes Nice Wool Wrap around skirt with fringe 45g Nice Wool Wrap around shawl with fringe 20g Nice Wool Gown - 72g Nice Wool Knee Length tunic - 120g Nice Wool Cloak - 240g Breeches - 60g Linen Wrap around skirt with fringe - 180g Linen Wrap around shawl with fringe - 80g Linen Gown - 288g Linen Knee Length tunic - 480g Breeches- 240g Sandals 30g Leather Belt 20g Fur cloak 75g Fur Hood and Mantle 50g Fine Fur Cloak and Hood 250g Leather Hood and Mantle 25g Silver Broach 250g Bronze Broach 150g Hairbrush 30g Bronze Mirror 60g Gear Woolen Blanket, All Weather 25g Ink, Quills and Papyrus 20g Leather Belt Pouch 25g Nice Bronze Knife 30g Rope (10m) 20g Tent, Small (3 man) 25g Tent, Medium (2 room) 75g Tent, Large (5 room) 250g Wax Tablet 10g Bronze Stylus 20g	Provisions Good Meal 3-5g Great Meal 10-15g Good Ale 2g Good Wine 5g Great Wine 20g Trail Rations 5g Housing Small Apartment 10g/month Medium Apartment 50g/month Large Apartment 100g/month Small House 300g Medium House 900g Large House 1,500-3,000g Small Mansion and land 6,000g Medium Mansion and land 12,000g Large Mansion and land 18,000g Travel Riding Horse 150g Mule - 480g Chariot 100g Small Caravan Wagon (4w) 20g Large Caravan Wagon (4w - 6w) 50g Rowboat 20g Small Riverboat 200g Large Riverboat 1,000g Small Coastal Ship 1,600g Medium Coastal Ship 2,400g Large Coastal Ship 5,000g Slaves Slave 10 S -120g Heavy Work Slave 200g House Slave 150g Educator Slave 300g
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Melee Weapon Statistics

Bronze	Dmg/AP	Modes	Defense	Str	Cost
Short Knife	9/6	Pi/SL/1H	-4/+1	5	30g
Long Knife	10/6	Pi/SL/1H	-2/+1	7	45g
Short Sword	13/7	SL/1H	+1/+1	8	80g
Hatchet	9/7	SL/Ch/1H	+1/+2	10	30g
Short Axe	12/7	SL/Ch/1H	-2/+2	9	40g
Long Axe	14/8	SL/Ch/2H	+0/+2	11	50g
Polearm	16/9	SL/2H	+1/+2	11	60g
Bronze-tipped Spear	10/7	Pi/SL/2H	+1/+1	9	20g
Bronze Wrapped Baton	8/6	B/1H	+1/+1	7	15g

Hard Wood	Dmg/AP	Modes	Defense	Str	Cost
Spear	7/5	Pi/SL/2H	+1/+0	10	5g

Club/Baton	5/4	B/1H	+1/+0	8	1g
Quarterstaff	7/4	B/2H	+4/+1	9	4g

Ranged Weapons

Type	Dmg/AP	Range	Acc/Err	Str	Cost
Sling - Wooden Ammo	8/4	Short	+2/+2	6	6g
Sling - Stone Ammo	11/5	Short	+2/+2	6	6g
Bronze Throwing Knife	9/5	CQ	+1/+2	8	24g
Bronze Throwing Axe	10/6	Short	+1/+2	10	36g
Stone-tipped Javelin	9/5	Short	+2/+1	11	3g
Wooden-tipped Javelin	8/4	Short	+2/+1	11	2g
Bronze-tipped Javelin	10/6	Short	+2/+1	11	12g
Stone-tipped Spear	10/6	Short	+2/+1	12	4g
Wooden-tipped Spear	9/5	Short	+2/+1	12	3g
Bronze-tipped Spear	11/7	Short	+2/+1	12	20g
Short Self Bow	6/7	Medium	+0/+1	7 to 12	60g
Short Composite Bow	7/8	Medium	+0/+1	10 to 14	300g

Composite bows were used by the Assyrians, Chinese, and the Egyptians during this time period. They were able to store more energy in them than a self-bow (one made of a single material). This allowed them to be used more effectively on horseback or on a chariot.

Armor

Type	DR:B/I	Hardness	Min Str	Cost
Quilted/Fur	1/3		-2	50g
Leather Cuirass	2/4		+2	100g
Bronze Scale Shirt	3/8		+2	200g
Bronze Plate Cuirass	4/10		+2	500g
Bronze Helmet	4/10		--	250g

Shield

Type	Defense	DR:B/I	Min Str	Cost
Leather Buckler	+2	2/2	+2	40g
Small Wooden	+3	4/4	+4	50g
Small Bronze	+3	4/6	+2	150g
Large Wooden	+4	4/5	+6	80g
Large Bronze	+4	4/6	+4	250g
Wooden Tower Shield	+5	4/6	+8	50g



Iron Age Campaign Sets

No Mana

Changing Alliances

Your village is at the edge of the territories of two city states or nations. The problem is that the city state that your village belongs to is being treated like a slave state instead of a client state. The elders have sent you as a part of a delegation to see about forming an alliance with the neighboring city state.

Raiders

Your village is being overrun by raiders. The King is dealing with other problems. You, as one of the few Warriors in the village, have to stop the raiders somehow.

Escort

You are part of an escort of merchants between Greece and Sumer (or Akkad, or Egypt, etc.). This could be on the land or on the Mediterranean.

Gods are Aliens

Aliens have landed and they are forcing humans to worship and serve them.

Low Mana

Apprentices

You are apprentices to Middle Eastern Mages. They have you run various errands or go on various quests. You are a part of a Magical Order but you are of low rank and access.

Unhappy Gods/Spirits

The Gods or Spirits are angry at a particular village that you live in. You have to go and talk to an oracle to find out what they are mad about and then solve the problem.

Moderate Mana

Demi-Gods

You are part of a group of Demi-Gods that do missions for your parents, fighting the monsters that prey on humans.

Fantasy Nations

Each nation is a different fantasy race. Magic is fairly common. Characters may be a part of a Magical Order, however any magical order at this point would be religious as well.

High Mana

Gods among us

The kings of various nations are actual Gods and their children, the demi-gods, are the ruling nobles and main fighting force.

High Magic Babylon

The Babylonians are more advanced in magic and technology than the other nations. They live in a great floating city above the Tigris and Euphrates with farm lands all below. Only the Egyptians with their floating Pyramid temples are as powerful.



Iron Age Skills

The Ancients saw the development of writing, economics, mathematics, astronomy, education, etc. It was a golden age in many ways when compared to the previous age. Developments in agriculture allowed for enough surplus for food storage and people settled into one place. Cities allowed people to work together in a previously impossible scale and build incredible monuments and architecture. Early sailing ships opened up the Mediterranean to trade and warfare.

Academics (M) - An education was important to the Sumerians however many did not have any education. Be careful which aptitudes you pick.

Arcane (M) - Possible in certain settings

Athletics (M) - Most people were on foot.

Beastcraft (M) - This was the cornerstone of the economies of the time

Computers (N/A)

Drive (N/A)

Engineering (T) - A few disciplines were available such as carpentry and masonry but there were very few.

Linguistics (T) - The Near East had many different languages around.

Lore (T) - Most cultures had their own lore.

Martial Arts (F) - Certain cultures may develop this early; several early grappling styles were developed at the time

Mechanical (T) - This was just developing.

Medicine (B) - Medicine was basically invented at this time but it was still dangerous stuff

Melee (M) - This would be an important skill for warriors

Nautical (M) - Navigation exploded within the Mediterranean Sea; however navigation was a serious problem if they lost sight of the coast.

Operations (N/A)

Perception (M) - This was very important to watch for predators

Performance (T) - Music took off during this time.

Persuasion (M) - This could help you organize others.

Pilot (N/A)

Ranged (M) - This was a major skill for warfare

Resistance (M) - You need lots of this on those cold nights

Resolve (M) - There were a lot of competing egos at the time

Science (T) - The beginnings of science occurred at this time. However they had a lot of false beliefs mixed in.

Stealth (M) - This helps you get closer to prey

Streetwise (T) - Even the first cities were filled with dangerous back alleys

Survival (M) - Most of the population of the world was still existing in a nomadic state at this point.

Tactics (M) - Army tactics developed during this time

Iron Age Archetypes

Courtier

2nd level + 1 LA Social Status (Noble) = 3rd Level

A courtier is a low level noble that hangs around the court of a higher level noble, such as a king. Each noble woman would have a few courtiers that would attend her. They are basically the only friends that it is socially acceptable for them to have.

Str -2, Dex +0, Con +2, Int +1, Wit +2, Pre +2, Class Bonus +1

Dodge 11, Hindered 10, HTH 6/0, Tough 4, Move 4

Basic Skills: **Athletics +1, Beastcraft +3, Lore +2, Melee +1, Resolve +3, Resistance +3, Survival +3**

Perception (T) +7: Alert, Excellent Hearing, Observer

Persuasion (T) +7: Attractive, Charming, Etiquette

Lifestyle - Wealthy

Housing - They would live in upper class housing for the time period and region.

Equipment - They would have an expensive dress and jewelry. These would be supplied by the noble.

Farmer

6th level + 1 LA Tough = 5th level

80% of the population of a nation had to be farmers to support the rest. This makes them the most common kind of person you will meet outside of a city.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3

Dodge 18, Hindered 14, HTH 11/0, Tough 10, Move 5

Basic Skills: **Melee +2, Perception +4, Survival +4**

Athletics (T) +8: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)

Beastcraft (T) +10: Cattle, Husbandry, Wagoneering

Crafting (T) +10: Butcher, Farmer

Lore (T) +7: Sumerian Lore (or Hittite, etc), Hearth Lore

Resistance (T) +11: Tireless, Iron Stomach, Resist Heat

Resolve (T) +9: Proud, Stubborn

Lifestyle - Medium to Low

Housing - In some areas everyone had a small apartment in the city and went out to work during the day. In other places the

farmers would have a small house near their fields. It depends on if the farmer actually owns the land at all.

Equipment – They would wear a basic one piece long shirt, a rope around their waist, and sandals. They would carry a knife as a basic tool.

Kid

1st level

The kids of farmers would be working as soon as they were able to do so. Kids that are running around a city would be able to play.

Str -2, Dex +3, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +0

Dodge 17, Hindered 13, HTH 6/0, Tough 3, Move 5

Basic Skills: **Beastcraft +2, Melee +0, Perception +2, Resistance +1, Resolve +1, Survival +2**

Athletics (T) +7: Brawling, Climbing (or Swimming), Clubs

Lifestyle - Varies

Housing – They would either live with their parents, relatives, or on the streets of a city.

Equipment – They would have basic clothes and maybe a stick to smack things with.

Magistrate

7th level + 1 LA Social Status = 8th level

Magistrates are the civil servants of time period. They would be doing most of the logistical, legal, and administrative tasks for a kingdom or nation.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre -1, Class Bonus +3

Dodge 13, Hindered 11, HTH 8/0, Tough 6, Move 4

Basic Skills: **Athletics +3, Beastcraft +5, Melee +3, Survival +5**

Academics (T) +11: Accounting, Administration, Bureaucracy, History, Local Law, Politics

Linguistics (T) +11: choose three languages

Lore (T) +11: Sumerian Lore (or Hittite, etc), choose 2 more

Perception (T) +9: Alert, Excellent Hearing, Observer

Persuasion (T) +6: Etiquette, Conflict Resolution, Diplomacy

Resistance (T) +7: Cat Nap

Resolve (T) +6: Discipline, Dedication

Lifestyle – High

Housing – They would usually live either in a temple or an office in the palace.

Equipment – They would have a nice robe and belt and some badge of office. They would carry a knife at most.

Merchant

7th level

Merchants were common along trade routes and in the cities. Some city-states regulated their merchants and others did not. Usually whole families would work a trade together.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +3

Dodge 12, Hindered 11, HTH 9/0, Tough 3, Move 4

Basic Skills: **Athletics +2, Beastcraft +4, Melee +2, Resistance+3, Survival +4**

Academics (T) +7: Accounting, Appraisal, Logistics

Linguistics (T) +7: choose 4 languages

Lore (T) +7: Sumerian Lore (or Hittite, etc), Hearth Lore

Perception (T) +9: Detect Lies, Excellent Hearing, Observer, Spot Criminals, Spot Following

Persuasion (T) +8: Bragging, Charming, Hagging

Resolve (T) +8: Stubborn

Streetwise (T) +9: Black Market, Bribing, Port Savvy

Lifestyle – Medium for poor merchants, High for successful merchants, or Wealthy for a very successful merchant.

Housing – Poor merchants would have a small house in the city. A wealthy merchant would have at least one shop, perhaps several and he would live in one of them.

Equipment – Poor merchants would have fairly nice clothes, belt, and shoes and a cart full of goods to sell. His children would be working for him as well. He would just have a knife. He would also have a stick to point out things and smack kids that try to steal.

Wealthy merchant would have very nice clothes and he would carry a hidden short sword but not be very good with it.

Noble

8th level + 1 LA Confident + 2 LA Social Status = 11th level

This is a mid-level noble. They would be either dealing with the business of their family or of the kingdom if their family is in charge of it.

Str +2, Dex +2, Con +2, Int +1, Wit +1, Pre +4, Class Bonus +4

Dodge 16, Hindered 13, HTH 10/0, Tough 4, Move 4

Basic Skills: **Athletics +6, Resistance +6, Survival +5**

Academics (T) +9: History, Local Law, Politics

Beastcraft (T) +9: Horsemanship
Linguistics (T) +9: choose 4 languages
Lore (T) +9: Sumerian Lore (or Hittite, etc), Hearth Lore
Melee (T) +10: Slashing Sword, Knife, Shield
Perception (T) +9: Alert, Excellent Hearing, Observer
Persuasion (T) +12: Attractive, Charming, Diplomacy, Etiquette, intimidation
Resolve (T) +12: Leadership, Proud, Stubborn

Lifestyle - High for a low noble, Wealthy for a medium noble, or Luxury for a high noble

Housing - He would live in a nice estate.

Equipment - They would have the nicest clothes and armor, a horse or chariot, and several guards.

Priest

6th level + 1 LA Social Status = 7th level

Priests at the time were a cross between a priest, an accountant, and a doctor. They did a little of everything. Usually they were low level nobles since the poor didn't have the money for education.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 2, Class Bonus +3

Dodge 13, Hindered 11, HTH 8/0, Tough 2, Move 5

Basic Skills: **Athletics +3, Beastcraft +5, Melee +3, Resistance +3, Survival +5**

Academics (T) +9: Accounting, Local Law, Logistics, Priest

Lore (T) +9: Sumerian Lore (or Hittite, or Zoroastrianism, etc.)

Medicine (F) +13: (T) Apothecary, Counter Poison, Herbal First Aid

(F) Basic Surgery, Bush Medicine, Dentistry, Choose one: Greek, Egyptian, or Sumerian Diagnosis

Perception (T) +9: Excellent Hearing, Hound Dog Nose, Detect Lies

Resolve (T) +9: Dedication, Stubborn, Leadership

Lifestyle - High for an average priest, Wealthy for a powerful priest

Housing - They were usually housed in their temple.

Equipment - They would have nice but plain robes and some badge of their office. They would not carry a weapon unless they belonged to a particularly violent sect.

Sailor

8th level + 1 LA Tough = 8th level

Ships of the time were mainly rowing vessels. They would have a single mast and square sail that would allow them some rest if the wind was going in the right direction.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4

Dodge 20, Hindered 15, HTH 10/0, Tough 10, Move 5

Basic Skills: **Beastcraft +7, Perception +7, Resolve +6, Survival +7**

Athletics (T) +10: Brawling, Rowing, Swimming

Lore (T) +8: Sumerian Lore (or Hittite, etc), Ocean Lore

Melee (T) +10: Knife, Spear, Short Sword, Shield

Nautical (T) +11: Coastal Navigation, Knotwork, Rigging, Sailboat, Ocean Training

Performance (T) +10: Salty Songs, Storytelling

Persuasion (T) +10: Hagglng, Bragging

Resistance (T) +12: Cast Iron Stomach, Tireless

Streetwise (T) +11: Gambling, Port Savvy, Pirates

Lifestyle - Low on a boat

Housing - They would sleep on the deck with everyone else.

Equipment - Sailors wore light clothes. Enough to keep them covered but not enough to make them overheat. They didn't wear armor. Their weapons were a short sword or a spear.

Scholar

4th level

This is a basic peasant scholar. They were popular in Greece and they would follow and entertain a noble patron.

Str +0, Dex +0, Con +0, Int +5, Wit +2, Pre -1, Class Bonus +2

Dodge 12, Hindered 11, HTH 5, Tough 2, Move 5

Basic Skills: **Athletics +2, Beastcraft +4, Melee +2, Resistance +2, Survival +4**

Academics (F) +15: (T) History, Literature, Local Law, Philosophy

(F) Advanced Law, Bookworm, Secret References

Lore (T) +9: Hittite Lore, Egyptian Lore, Sumerian Lore

Persuasion (T) +5: Debater, Oratory, Mooch, Teacher

Resolve (T) +5: Stubborn

Lifestyle - Medium or better if living with a patron

Housing - If they are living with a patron they would have their own room.

Equipment - They would wear a plain but nice robe and carry no weapons. They might have a few scrolls with them at all times.

Thief

4th level

This is a basic street rat.

Str +0, Dex +2, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2

Dodge 18, Hindered 14, HTH 5, Tough 3, Move 6

Basic Skills: **Beastcraft +4, Lore +2, Melee +2, Resolve +3, Resistance +3, Survival +4**

Athletics (T) +8: Running

Perception (T) +8: Alert, Quick Search

Stealth (T) +8: Belong, Concealment, Evasion, Pickpocket, Shadowing

Streetwise (T) +8: Fencing Goods, Scrounging, Black Market, Port Savvy

Lifestyle - Low

Housing - They would have a hidden corner for storage and sleeping

Equipment - A thief would wear common poor clothing with a bit of bagginess to conceal stolen items in. They would have a knife to use as a tool, as a cut-purse, and for self-defense.

Villager

4th level

Villagers were focused on some trade.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2

Dodge 16, Hindered 13, HTH 6, Tough 7, Move 5

Basic Skills: **Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4**

Athletics (T) +6: Brawling, Climbing, Clubs, choose one depending on the climate (swimming, skiing, etc.)

Crafting (T) +8: Choose 3 crafts

Lore (T) +6: Sumerian Lore (or Hittite, etc), Hearth Lore

Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Lifestyle - Low

Housing - Simple housing with a place for their crafts.

Equipment - They would have a basic one piece long shirt and a rope belt. People didn't wear pants at this time period. They would wear sandals on their feet.

Warrior

7th level + 1 LA Strong = 8th level

The concept of the professional soldier didn't really exist at this point. The strongest men of a village were taken into the army for training. They would serve when called and go back to some craft the rest of the time.

Str +4, Dex +3, Con +2, Int +0, Wit +2, Pre +2, Class Bonus +3

Dodge 20, Hindered 15, HTH 12/0, Tough 8, Move 6

Basic Skills: **Beastcraft +5, Perception +5, Resolve +5, Survival +5**

Athletics (T) +10: Brawling, Running, Forced March, choose one depending on the climate (swimming, skiing, etc.)

Crafting (T) +8: Choose 1 craft

Lore (T) +7: Sumerian Lore (or Hittite, etc), Hearth Lore

Martial Arts (T) +10: Grapple Basics, Sweep Basics

Melee (T) +10: Knife, Spear, Chopping Sword, Shield, Formation

Ranged (T) +9: Spear, Sling

Resistance (T) +9: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Lifestyle - Low

Housing - Simple villager housing

Equipment - Their armor and weapons would be provided by the army. When they were at home they would likely only have a knife and a spear. They could acquire a sword and shield on their own if they wanted to.

Woodsmen

9th level + 1 LA Tough = 7th level

Some people are never comfortable in a city or on a farm. They want to be on their own. These woodsmen live on their own or in small communities and live by their wits. They hunt their own food and trade furs for other goods.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4

Dodge 19, Hindered 14, HTH 7, Tough 8, Move 6

Basic Skills: **Beastcraft +7, Resolve +6**

Athletics (T) +9: Brawling, Climbing, Clubs, Running

Crafting (T) +10: Bowyer, Furrier

Lore (T) +8: Sumerian Lore (or Hittite, etc), Hearth Lore

Melee (T) +9: Knife, Staff, Spear

Perception (T) +10: Excellent Hearing, Tracking, Spot Traps

Ranged (T) +10: Archery, Spear

Resistance (T) +12: Tireless, Iron Stomach, Resist Heat
Stealth (T) +10: Shadowing, Concealment, Sneak Attack, Vantage, Smuggling
Survival (T) +10: Woodlands Training, Animal Trapping, Skinning

Lifestyle - Low to Medium for when they are in a city or village

Housing - A house away from the village or at the edge

Equipment - They would have tougher than normal clothes, a couple of knives, a bow, and a spear.



GREEK SHIPS.

Iron Age Ships

Ancient ships didn't really have ship mounted weapons. Usually they were just platforms for using Arrows and Spears. Their vessels were not very good with heavy weather or going away from a coast.

Heavy Barge

Coastal Merchantman

Scale: 11C

Length: 120-200ft

Wounds: (6) 12/16/22/30/31+

Hardness/Resilience: 10/-13

Speed: 4-6 knots with a sail/speed of the river going down stream/2-4 knots w/rowers/ 1-2 knots using poles

Crew: 10-30(T)

Maneuver: +0/No Dodge

Defense: 8/16

Heavy Barges were heavily used by the Egyptians along the Nile. They could carry cargo or even the royal family. They could be towed behind a Large Trader to increase the ship's storage capacity.

Large Trader

Coastal Merchantman

Scale: 10C

Length: 70-120ft

Wounds: (5) 10/15/20/25/26+

Hardness/Resilience: 9/-12

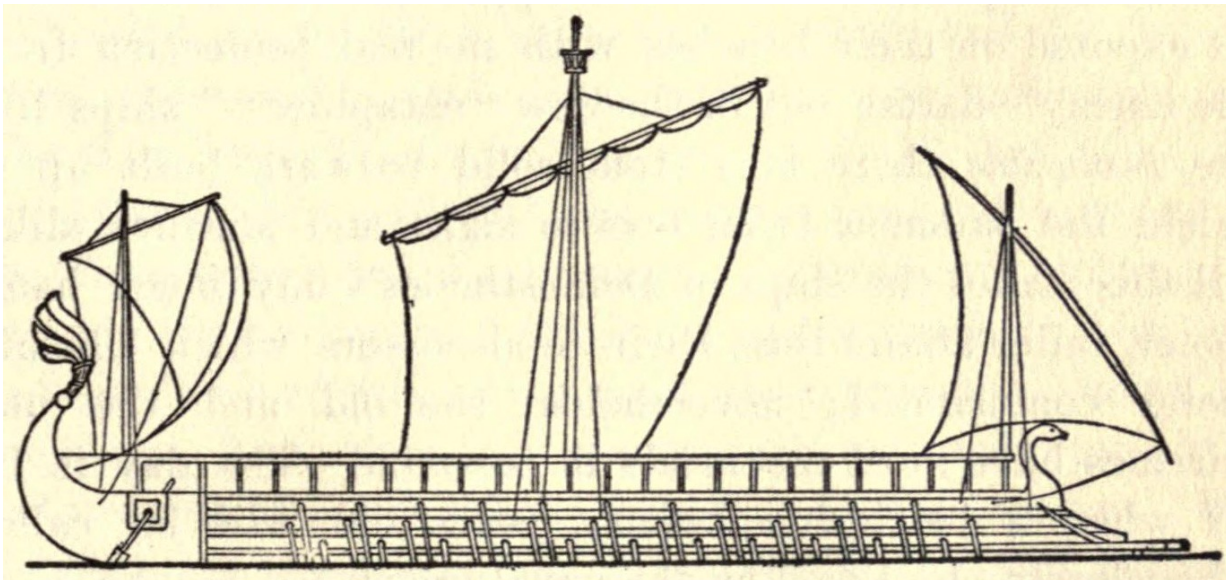
Speed: 4-6 knots with a sail/2-4 knots w/rowers

Crew: 30-40 (T)

Maneuver: +0/+1/No Dodge

Defense: 10/14

Large Traders would be the huge merchant vessels that would actually go out of sight of the coast across something like the Mediterranean. They would be used to haul grain and such.



Warship

Coastal Warship

Scale: 10C

Length: 70-120ft

Wounds: (5) 10/15/20/25/26+

Hardness/Resilience: 9/-12

Speed: 4-6 knots with a sail/6-8 knots w/rowers

Crew: 200 (T)

Maneuver: +0/+1/+2/No Dodge

Defense: 10/16

The warships of the time were mainly focused on bringing troops to a fight. They could pull along-side and throw spears but not much else.

Medium Trader

Coastal Merchantman

Scale: 9C

Length: 35-70ft

Wounds: (4) 8/12/18/22/23+

Hardness/Resilience: 8/-11

Speed: 4-6 knots with a sail/2-4 knots w/rowers

Crew: 20-30 (T)

Maneuver: +0/+1/No Dodge

Defense: 12/18

Medium Traders would be the most common type of merchant ship. They would be used for heavy cargo. They would be also crossing the middle sea. They can also be used as fishing boats for fishing farther from the coast.

Small Trader

Coastal Merchantman

Scale: 8C

Length: 21-35ft

Wounds: (4) 8/12/16/20/21+

Hardness/Resilience: 7/-10

Speed: 1-2 knots using pole, speed of the river going down

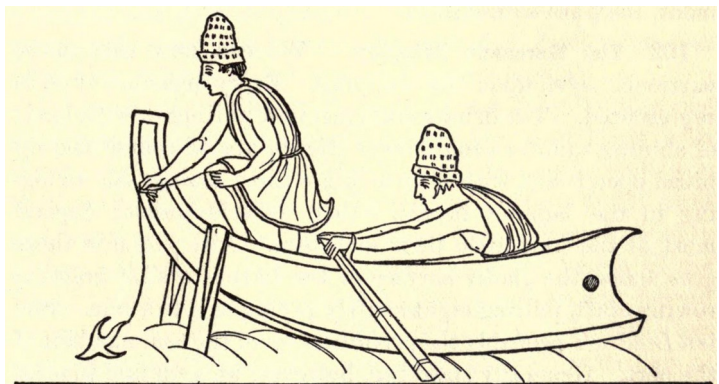
stream/2-4 knots w/rowers

Crew: 12-25 (T)

Maneuver: +1/No Dodge

Defense: 14/20

Small Traders would be mostly run along a coast or open rivers.



Light Rowboat

Coastal Auxiliary

Scale: 6C

Length: 7-14ft

Wounds: (1) 2/4/5/7/8+

Hardness/Resilience: 4/-7

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Crew: 1-2 (B)

Maneuver +1/+2/No Dodge

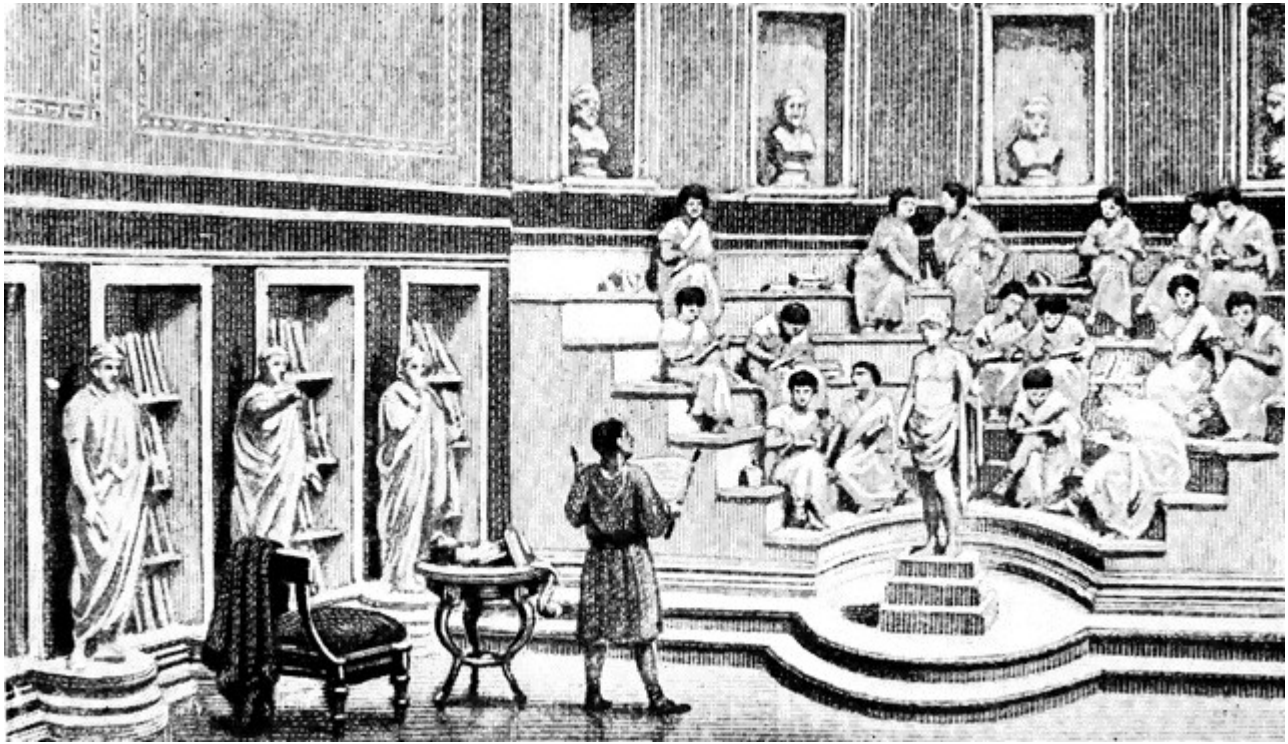
Defense: 18/22

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader. However on calmer waters they can be just tied behind another vessel that doesn't have the deck space. They were also used by families to move along the Nile.



VIEW LOOKING ACROSS ISTHMUS OF CORINTH.

TL 1.5: Classical Age (600 BCE - 44 BCE)



This is the time of the Greeks, Persians, Carthaginians, and the Roman Republic. Various kinds of steel were experimented with during this time.

Population Distribution

Earth: ~70 million at 800BCE to ~170 million at 44 BCE

Animals

The Romans loved exotic animals and would bring in Elephants, Tigers, and Peacocks for festivals and funerals. Dogs were thought ill of by the Romans. Elephants were used in combat by the Greeks and Carthaginians.

Armor and Weapons

Segmented Armor was lighter and stronger than many other types of armor. It was a lot more maneuverable as well. Chain mail was just being developed during this time. Leather armor was also still in use.

This is the age that Steel was developed. Different alloys were tried. Some alloys and forging techniques were better than others. Celtic Steel was considered good at the time but only a third of their swords were of what we would consider good quality. The Romans adopted Celtic forging and sword designs. The gladius originally came from the Celts. However, only some of their swords were of good quality. This caused them to avoid sword on sword contact and focus on striking low. Their knives were made of iron.

Siege machines of various types were developed.

Entertainment

There were plays, the Coliseum, and local sports. There were a lot of holidays.

Food

Greek and Roman food was a mixture of livestock, grains, and food from the Mediterranean. Expensive food could get quite expensive. There were several businesses around exotic foods and they would ship them from across the Mediterranean Sea at great expense to get exotic delicacies.

Cheap food was mostly trail rations and could be made by anyone who could cook. Good food is the norm and was available to anyone at low or above lifestyle.

German and Celtic food had more meat content than the Romans and the Greeks but much less variety. There was no real expensive food but a rare type of animal would usually be given to the local chieftain.

Housing

Greek and Roman housing was quite developed. The Greeks focused on gardens and luxurious spaces. The Romans added amazing engineering to that equation. Lower class housing was made of wood and stucco. Middle class housing had a lot of brick and stucco with clay shingles. Upper class housing often had stone and marble. Rooms were fairly closed in for modern thought but structural materials limited the size of rooms unless you got into concrete.

Germans and Celts still lived in migratory tribal conditions with an occasional city or fort. Most of the Germans looked down on city living as too soft and Roman-like. The Celts, however, loved it and developed into basically northern Romans.

Life Expectancy 28 years

Lifestyles

There were more people living in High + lifestyles then any time before and any time again until approaching modern times. Many Romans had a city house or apartment and a country house due to the smell and heat of the Roman summers. Most people lived at Low to Medium lifestyles.

Germans lived at Low to Medium lifestyles but they were migratory most of the time. They had most of their movable wealth on the hoof or in wagons. Celts lived mostly like Romans.

Lifestyle Levels

- **Luxury** – Extremely Wealthy Equestrian/Noble - You have true opulence (100,000s/month) Starting Gear: You have a huge estate, many guards, and servants, and all the gear you need. You can buy anything that you want. You have 25,000s in your pocket.
- **Wealthy** - Wealthy Equestrian/Noble - You have the best of everything. (20,000s/month) Starting Gear: You have a medium sized castle, your own men at arms, several servants, several swords and sets of armor, a team of horse, etc. You have 5,000s just sitting in your pocket.
- **High** - Poorer Equestrian/Noble - You have it good. (5,000s/month) Starting Gear: You have a horse, a set of armor, a few good swords, and some traveling gear. You have several sets of clothes and you have a small manor or keep and several peasants that serve you. You have a guard that you have outfitted with a sword and basic armor as well. You have 1,000s to spare for incidentals.
- **Medium** - High Plebeian - You have your own house and maybe one servant. (2,000s/month) Starting Gear: You have some work clothes, some daily clothes, and one set of nice clothes. You have a sword or a bow that belonged to your father. You have 500s worth of other things or to save for emergencies. You have a donkey to ride.
- **Low** - Plebeian - You have it pretty bad (500s/month) Starting Gear: You have one set of work clothes and one set of daily clothes. You have a knife to eat with, a sack to carry things, and basic tools relating to your job. You have 100s hidden away for emergencies.
- **Street** - Things really suck (100s/month) (-4 to social rolls) Starting Gear: You have one set of clothes that you are wearing. You have no starting wealth.

Medical (error +3)

Classical Age medicine was heavily based on the concept of humors of the body and channels. Most cultures at the time believed that illness came from spirits or the Gods. Most of their activities were focused on prayer instead of actual medical treatment. However they did have some medical knowledge and The Egyptians and Greeks were famous for their medical temples.

They had some improvements in medical tools and public sanitation made a major difference. A classical age practitioner could have up to focused level medical skill.

Classical age medical gear includes surgical tools made that would allow removing of foreign objects from the body and simple closures or traumatic injury.

Metallurgy

Greek swords were made of bronze or iron. They were a slashing single handed short sword with a wider middle and narrowing to a stabbing point.

Early Iron Age swords were work hardened as opposed to quench hardened which made them about as strong and hard as a bronze sword. They were still vulnerable to bending even after a single strong hit. They were straightened by placing the sword against the ground and using your foot to force it back into shape. They were usually only used as backup weapons and spears were favored. Many swords of the time period were not even sharp. They were primarily used as stabbing weapons. It was not always safe to parry with one.

Rods of iron were placed into charcoal and the carbon mixed at higher temperatures to make a thin layer of steel along the outside of wrought iron. This is called carburization. This produced the steel used during this time period.

Wootz steel was developed in India during this time but it was kept as a secret for centuries. It involved higher quality iron smelted at a higher temperature than most other smelting. The minerals that were a part of the local iron made a better quality steel as well.

Money

Money was in common use by the Classical Age. Many people outside of villages actually used coins to a large degree. Barter was still used in smaller villages and in long term deals between merchants.

Many cultures used Roman coinage due to the power of the Roman Empire to back its value. However after the formation of the Empire the values of various coins actually fluctuated due to a lack of understanding of inflation and trimming coins down to lower their stamping cost.

German and Celtic tribes would deal in weight of metal. Persians had their own coinage.

Roman Coinage

1 As (copper) = 25¢

1 Sertertii (silver) (s) = \$1

1 Denarius (silver) (d) = \$4

1 Aureus (gold) (A) \$100

1 Talent Silver (T) = \$2,400,000

Services

Greek Inns were not very nice places. Most of the time, a wealthy Greek would be put up at a friend's house. Housing friends for

the Greeks was considered to be a sign of culture. Taverns and small shelters were used in the Middle East. They were often without an Innkeeper and the extent of the hospitality was the roof over their head and a platform to sleep on.

During the Roman Empire there were Inns every 20 miles along the Great Road. They were much better than Greek Inns.

Transportation

Carriages and wagons are common. The Romans didn't like horses so they tended to use mules, however they did use cavalry troopers as auxiliary forces for a long time.

Sailing ships developed some from the Bronze Age. They made larger ships with more rowers and added siege machinery to the deck. However the Romans were not very good sailors either so they primarily hired Greek crewmen and then operated as if the ship was a floating siege platform.



Gear

<p><u>Republican Rome Money System</u> 1 As (copper) = 25¢ 1 Sertertii (silver) (s) = \$1 1 Denarius (silver) (d) = \$4 1 Aureus (gold) (A) \$100 1 Talent Silver (T) = \$2,400,000</p>	<p><u>Greek Money System</u> Chalkai (copper piece) (c) = \$1 10 chalkoi = 1 obolus (small silver piece) (o) = \$10 1 Electrum Obolus = \$100 (uncommon) 5 oboloi (small silver piece) = 1 Drachma (silver piece) (D) = \$50 1 Electrum Drachma = \$500 (uncommon) 100 Drachmas = 1 Mina = \$5000 (M) 60 Minae = 1 Talent (T) (about 60 kg) = \$300,000</p>
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Gear cost is listed in Serterii.

Lower Class Equipment List

This covers small villages and poorer stores in larger cities.

<p>Clothes Woolen Tunic 20s Woolen Dress 30s Sandals 15s Shoes 25s Boots 40s Pants 18s Rope Belt 2s Robe 20s Cloak 10s Work Gloves 35s</p>	<p>Provisions Good Meal 10s Poor Meal 5s Ale 2s Watered Wine 4s</p> <p>Gear Blanket 25s Clay Lamp 15s Water skin 10s Sack, Small 4s Sack, Large 8s Belt Pouch 20s</p>	<p>Farming Gear Oxen 100s Mule/Donkey 80s Chicken 5s Sheep 30s Goat 25s Cattle 80s Small cart (2w) 20s Large cart (2w) 30s Hammer, Iron 15s Chisel 20s Pickax 30s</p>
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Upper Class Equipment List

This covers the merchant class and Nobility. Stores would only be in larger towns and cities.

<p>Clothes Cotton Tunic 80s Cotton Pants 80s</p>	<p>Gear Blanket, All Weather 50s Ink, Quills and Papyrus 20s</p>	<p>Housing Small Apartment 100s/month Medium Apartment 500s/month</p>
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Boots 100s	Leather Belt Pouch 50s	Large Apartment 1,000s/month
Sandals 6 o	Nice Bronze Knife 60-80s	Small House 300A
Leather Belt 4 o	Rope (10m) 40s	Medium House 900A
Fur cloak 150s	Saddle & Bridle 150s	Large House 1,500-3,000A
Fur Hood and Mantle 100s	Saddlebags 100s	Small Mansion and land 6,000A
Leather Hood and Mantle 50s	Scrolls 2-100s	Medium Mansion and land 12,000A
Cotton cloak 100s	Soldier's Mess Tin 30s	Large Mansion and land 18,000A
Leather Gloves 50s	Tent, Small (3 man) 50s	Travel
Silver Broach 250s	Tent, Medium (2 room) 150s	Riding Horse 1,500s
Bronze Broach 150s	Tent, Large (5 room) 500s	Nice Riding Horse 5,000s
Hairbrush 100s	Provisions	Warhorse 5,000s
Bronze Mirror 100s	Good Meal 30-50s	Chariot 1,000s
Stola 100s	Great Meal 100-150s	Small caravan Wagon (4w) 2,000s
Senatorial Toga 20s-500s	Good Ale 20s	Large caravan Wagon (4w - 6w) 5,000s
Silk Dress 10,000-15,000s	Good Wine 50s	Rowboat 50s
Fine Fur cloak and Hood 500s	Great Wine 200s	Small Riverboat 500s
Slaves	Trail Rations 50s	Large Riverboat 2,500s
Heavy Work Slave 2,000s		Small coastal Ship 4,000s
House Slave 1,500s		Medium coastal Ship 6,000s
Educator Slave 3,000s		Large coastal Ship 10,000s

Weapons

Melee Weapon Statistics

Blades	Size	Dmg/AP	Smash	Def	Str	Cost
Bronze Dagger	3	5/3	+0	+1/+2	-4	40s
Iron Dagger	3	5/2	+0	+1/+2	-4	30s
Steel Dagger	3	6/3	+0	+1	-4	50s
Bronze Short Sword	4	7/3	+0	+3/+2	-2	80s
Iron Short Sword	4	7/2	+0	+3/+2	-2	60s
Steel Short Sword	4	8/3	+1	+3	-2	100s
Steel Long Sword	5	10/3	+2	+4	+1	140s
Bronze Hand Axe	3	6/3	+2	+1	+1	50s
Steel Chopping Axe	4	8/3	+4	+2	+1	60s
Metal Tipped Spear	6	8/3	+2	+4	+1	60s
Club/Baton	4	8/0	+1	+2	+0	5s

Iron Daggers were carried by Romans as a weapon of last resort and as a tool. Early Greek and Roman short swords could be Iron or Steel. The process was not well understood at the time and it could result in lower quality swords. The skill of the blacksmith and the quality of the iron were other major factors. Early Classical Age weapons would have only 1/3 of the swords actually being a good steel sword. Middle Classical Age would have 1/2. Late Classical Age, in the middle of the Roman Republic they would be 2/3rds good steel. This is one of the main reasons that they did not parry with this kind of weapon. They used their shields exclusively for parries unless they knew they had one of the better steel swords. Bronze and Iron weapons have a higher error range if you use them to parry. Double that if you parry a steel weapon with one.

Bows

Bows have a strength range. If your strength is below the minimum for that bow then your range goes to short and you are a -1 for each point below the minimum strength. If your strength is 4 less than the minimum then you can't pull it at all. Any strength past the maximum strength is wasted and on a botch you snap the bow. Otherwise you add your strength to the damage and AP.

Composite bows were used by the Romans.

Ranged Weapons

Thrown	Dmg/AP	Range	Acc	Str	Cost
Sling	6/0	Short	+2	-6	20s
Throwing Knife	6/3	CQ	+1	-4	60s
Throwing Axe	8/2	Short	+1	+0	60s
Metal Tipped Javelin	12/3	Short	+2	+2	30s
Bows					
Short Self Bow	4/3	Medium	+0	-3 to +2	100s
Composite Short Bow	4/3	Medium	+0	+0 to +4	300s

Armor

Greeks and several other Mesopotamian cultures used the Lenothorax, which was made of linen and glue. It would quite effectively stop an arrow. It was not as effective against the Romans however.

Armor

Type	DR:B/I	Max Dex	Cost
Quilted/Fur	1/3	+4	20s
Lenothorax Shirt	3/4	+6	40s
Heavy Leather Shirt	2/4	+6	80s
Full Suit	2/4	+3	100s
Steel Reinforced Leather	3/6	+5	120s
Full Suit	3/6	+2	200s
Leather Scale Shirt	3/8	+2	200s
Full Suit	3/8	+1	400s
Heavy Bronze Cuirass	3/6	+2	500s
Lorica Segmentata	4/14	+4	600s



Shield

Type	Defense	Str	Reflex	Cost
Buckler	+2	+0	-0	40s
Small Wooden	+3	+1	-1	30s
Large Wooden	+4	+2	-2	50s
Tower Shield (Scutum)	+5	+2	-4	200s



Classical Age Siege Machinery

Gastrophetes - A heavy Greek crossbow. It was usually braced against a wall or tripod mounted when fired.

Ballista - A ballista is basically a scaled up version of a crossbow. This was also called a Catapult by the Romans. Light Ballista were mounted on ships and even wagons. Heavy Ballista were used on heavy warships and as castle defenses. They are direct fire weapons.

Onager - This is a machine designed to throw projectiles from a bucket at the end of an arm. Most of the time people are talking about these when they say Catapult. They were also called Mangonel. They are indirect fire weapons, targeting an area.

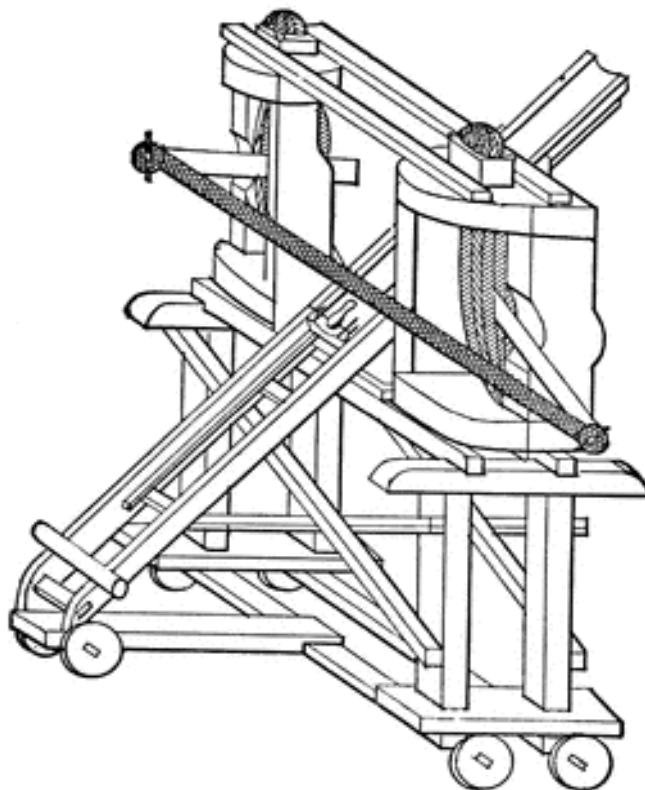
Ranged Siege Weapons

Type	Size	Crew	Assemble	Construct	Str	Dmg/AP	Range	Acc	Error
Gastrophetes	4	1	10/2 min	15/8 hr	+5	15/9	Longbow	+0	+2
Light Ballista	6	2	15/2 hr	20/18 hr	+10	22/16	Longbow	-2	+1
Heavy Ballista	7	3	20/4 hr	20/24 hr	+20	36/28	Longbow	-4	+3
Small Onager	6	2	15/1 hr	20/12 hr	+20	30/0	Longbow	-4	+1
Medium Onager	7	3	15/2 hr	20/18 hr	+30	78/0	Longbow	-4	+2
Large Onager	8	4	20/4 hr	20/24 hr	+40	98/0	Longbow	-4	+3

The listed damage is assuming that they were using rocks (see Rocks section of Nexus Scale rules). If not then use the Heavy wound level of the object. The Str bonus is already added to the damage for these. They require at least 2 rounds to aim and 3 rounds to load. If you have less than the required crew, double the time. You can't operate most of these with less than two people.

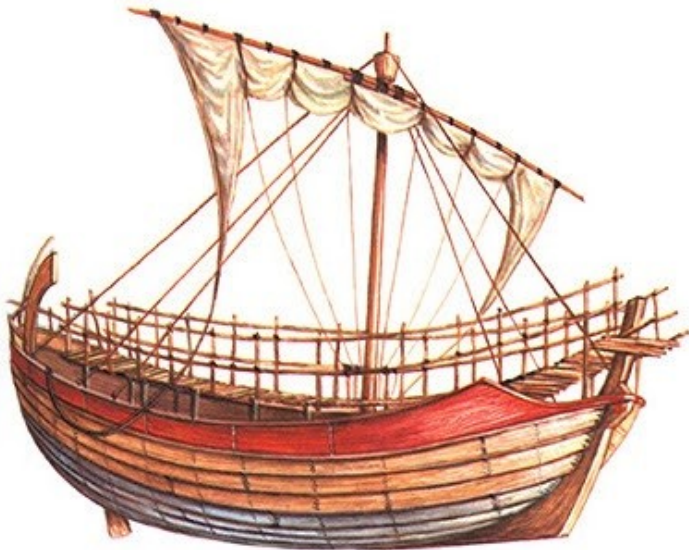
Most siege machines were built where they were going to be used. They would just transport the specialized parts and cut the wood on site. Some armies built them and added wheels to move it around on the battlefield. A few tried to bring them with them. A small or medium siege engine could be attached to a team of horses and driven around like a wagon. However they would be the slowest wagon in the baggage train. Keep in mind that there were very few roads and most of the time it would be much easier to build most of it on the site since a siege could last for months.

Any indirect fire weapons or any freshly assembled or constructed siege weapons needed to be test fired to find their ranges and be adjusted. This shot cannot be targeted at anything specifically. It is just a test. Triple the accuracy penalty if you try and fire at a specific target before the ranging shots!



Classical Age Ships

The Romans were terrible sailors so they used Greek sailors for their ships. The Greeks and Phoenicians used them to great effect. Carthage was a major nation of Phoenicians that warred with Rome.



Grain Ship

Scale: Medium Transport (11)
Wounds: 32/64/96/128 vehicle scale
DR: 10 (5/inch thickness)
Str +60 for hauling cargo
Length 120-200ft
Speed: 4-6 knots with a sail/2-4 knots w/rowers
Crew: 10-30
Handling (B) -7
Maneuver +0
Size: 4/+3/+0
Defense: 9/9

Grain Ships ran a route between Egypt and Roman since North Africa was the breadbasket of the Roman Empire.



Trireme - Warship

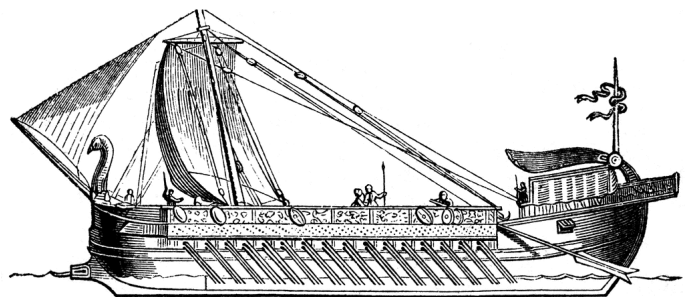
Scale: Small Transport (10)
Wounds: 16/32/48/64 vehicle scale
DR: 15 (5/inch thickness)
Str +50 for hauling cargo
Length 70-120ft
Speed: 4-6 knots with a sail/6-8 knots w/rowers
Crew: 200
Handling (T) -5
Maneuver +0
Size: 5/+3/+0
Defense: 10/10

The warships of the time period were powerful ships with rams on the prow for naval combat or they brought troops to a fight.

Liburna - Galley

Scale: Small Transport (10)
Wounds: 16/32/48/64 vehicle scale
DR: 15 (5/inch thickness)
Str +50 for hauling cargo
Length 70-120ft
Speed: 4-6 knots with a sail/7 knots w/rowers
Crew: 80-130
Handling (T) -4
Maneuver +0
Size: 5/+3/+0
Defense: 10/10

The Liburna was a Roman galley used primarily for raiding and patrols. Rowing was the primary form of propulsion.



Medium Trader

Scale: Huge Vehicle (9)
Wounds: 8/16/24/32 vehicle scale
DR: 5 (5/inch thickness)
Str +40 for hauling cargo
Length 35-70ft
Speed: 4-6 knots with a sail/2-4 knots w/rowers
Crew: 20-30
Handling (T) -6
Maneuver +0
Size: 6/+2/+0
Defense: 11/11

Medium Traders would be the most common type of merchant ship. They would be used for heavy cargo. They would be also crossing the middle sea.

They can also be used as fishing boats for fishing farther from the coast.



Small Trader

Scale: Large Vehicle (8)
Wounds: 4/8/12/16 vehicle scale
DR: 5 (5/inch thickness)
Str +30 for hauling cargo
Length 21-35ft
Speed: 1-2 knots using pole, speed of the river going down stream/2-4 knots w/rowers
Crew: 12-25
Handling (T) -6
Maneuver +0
Size: 7/+2/+0
Defense: 12/12

Small Traders would be mostly run along a coast or open rivers.



Rowboat

Scale: Small Vehicle (6)
Wounds: 1/2/4/5 vehicle scale
DR:5
Str +10 for hauling cargo
Length 7-14ft
Speed: 1-2 knots using pole/oar, speed of the river going down stream
Crew: 1-2
Handling (B) -6
Maneuver +0
Size: 9/+2/+0
Defense: 14/14

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader. However on calmer waters they can be just tied behind another vessel that doesn't have the deck space.



Social Status

Greek Social Status

Freeman - These were poor Freeman that were not citizens. Many of these were former slaves.

Metics - These were non-citizens. They functioned as the merchant and artisan class. They could also fight as Infantry or Calvary if they had enough money for the horse.

Citizens - These were the citizens. They were not allowed to have a job. That had to be handled by slaves. Only citizens were allowed to vote or own land. Non-citizens were not allowed to marry into a citizen family.

Roman Social Status

Characters are assumed to be Plebeians. Each social status above that requires a level adjustment.

Plebeian Starting Gear

You have a small apartment in a city or a small house in the country. The apartment complexes are several stories tall and made of concrete and wood with ceramic roofing tiles. At each street corner is a fountain that gives you fresh water.

You have a few sets of clothes that look decent. Choose your clothes from the Lower Class section.

In early Rome the Plebeians didn't have any position in the military. However during the time of Julius Caesar the Plebeians became the infantry of Rome- the Legionaries. If this is during that time and you have been in the Legions then you would have a full Legionaries kit. Otherwise the only weapon you would have is either a club or a knife.

You start with 1 month of Medium Lifestyle.

Equestrian Starting Gear +1 LA (+4 on Social Rolls)

The Equestrian Class was the original middle class. It was a merchant class of businessman and landowners set between the Patricians and the Plebeians. As a member of the Equestrian class, you have a certain amount of wealth and station. You have a large house with several servants. You have upper class clothes and gear.

If you have spent time with the Legions as an Officer then you would have military kit. Otherwise you would have some equipment then you bought for artistic reasons or house security.

You have a High Lifestyle that is maintained by your family's properties unless something happens to them.

Patrician Starting Gear +2 LA (+6 on Social Rolls)

The Patrician Class was the noble class of the Romans. They were a series of old families that were around since the time of the Etruscan kingship over Rome. The Patrician class had greater legal rights and the wealthier and powerful ones would act as Patrons to Plebeians. As a Patron they would advise them, stand up for them in court, and provide them with opportunities in exchange for their loyalty and service. When this relationship crossed over into the military it caused a huge amount of civil strife.

You would have a set of togas and you are required to wear one to all public functions. You would also have an iron ring signifying your station. Time with the Legions was required of all male Patricians so if you were of age then you would have a full military kit.

You have a Wealthy Lifestyle that is maintained by your family's properties unless something happens to them.

Barbarian Social Status

Characters are either Celtic or Germanic Barbarians. These cultures prized physical traits greatly. Take an additional LA in traits and spend them just for physical traits. Characters are assumed to be High Peasants. Each social status above that requires a Level Adjustment.

High Peasant Starting Gear

A high peasant might have housing but it would be more like tents than a house. Most of the Germanic and Celtic tribes were migratory at this point in time.

You have a couple of sets of clothes that look decent. Choose one of each at most of the clothes under Lower Class. You have the gear for a single trade as well. If you are a merchant then you would have a cart and oxen to haul it with whatever you sell. It can't be valued more than 100s and you start with 25s for any additional gear past that.

You have a low lifestyle normally and this is maintained through survival skills mostly.

Low Noble Starting Gear (+1 LA) +4 to social rolls

Your family is noble but not very high or your tribe is very small. This is the common level for starting adventurers in the Iron Age as it would allow some extra training and equipment. Heroes would be at least this level. Everyone else would have to spend all their time working.

Your family has a small group of peasants that work for them. Everything is built to be somewhat temporary because of the migratory nature of these tribes.



You have some upper class clothes. If you are a warrior then you would have a leather cuirass, a wooden shield, a long sword, a knife, and a spear. You would have a cloak, a belt, a belt pouch, and sandals (or boots if it is cold). You start with 250s for any additional gear past that. All of this would have been provided to you by a High noble that you work for.

You have a medium lifestyle but it may be on the move most of the time. This is provided by your tribe.

High Noble Starting Gear (+2 LA) +6 to social rolls

Your family is wealthy and is close to the King in blood. You have your own house but this is one of several that your family has. Your family has many peasants, servants, and slaves to work your fields and businesses. The more famous heroes would be this level.

You have any clothes that you want. If you are a warrior then you have a full bronze set of armor and shield. You also have a warhorse with full tack. You have 500s for any additional gear past that, but you can provide equipment to all of your Men at Arms.

You can choose to lead men into battle. You can have a number of men at arms equal to your full character level at most. They will protect you and follow your orders in battle. They will all be Low Noblemen and will be equipped as such unless you upgrade their equipment further.

You have a medium lifestyle but it may be on the move most of the time. This is provided by your tribe.



Social Stratification

There was considerable social stratification during this age. Patricians were given greater rights but there were legal recourse for the plebeians as well. Patricians and a merchant class called the Equestrian class intermarried but this was looked down on most of the time. Rome had less stratification at first but as it moved into the Empire period it developed much more.

Slavery was very common during this time. In fact the number of servants and slaves you had was considered a measure of your social level. Only having one servant was a sad thing for a noble.

Craftsmen

Craftsmen were held in high regard during this time. Only a master would be considered magical at this point. This was the beginning of Trade Guilds that regulated the members of their guild. If you were not a part of a guild you would have been driven off from that city. They would kill anyone who violated their regulations.

Farmers

80% of all the people in a nation must be farmers for a city to exist. In most places the government owned all the land and they leased it to the individual farmers. They required that they pay taxes in a percentage of their crops or they had a separate plot of land for the government and the farmers were required to work them a certain amount of time. Most farmers did not live in a city but lived in the surrounding lands. They usually considered the city to be a source of low morals.

Magicians

Most magic users lived in remote areas to get away from people demanding their services. Many cultures had laws against anyone but priests practicing magic. Sometimes a King would invite one and declare them under their protection.

Merchants

Merchants became wealthier than the Nobles in many places; however they were never allowed to join them. Some people considered merchants as a dishonest trade since they usually didn't make anything themselves. Some nobles would seek out the daughters of merchants to help cover their lifestyle costs.

Nobles

Nobles consisted of the founding families of individual cities. Sometimes they were also the nobles of the tribe that developed the city. Most of the time the Nobles were the main officers and warriors for their city based on the logic that only land owners would defend their city to the best of their abilities. Commoners were not allowed in most militaries until later in this age.

Priests

Priests were focused more on pure religious activities during this time. Most performed their functions as government officials. Some were attached to a specific temple or God or Goddess.

Slaves

Slavery was usually considered temporary. Most cities had various ways for slaves to be legally freed. Most of the time people would free their slaves in their will. They were usually able to collect a bit of money and eventually pay for their freedom. Some people treated their slaves quite well. Others were fairly abusive towards them. There were lower fines and penalties for hurting or killing a slave than for a regular citizen. This was paid to the owner of the slave.

Strangers

Most ancient cultures had hospitality customs that helped a stranger that was travelling. These were usually religious in nature and it required that the host had to defend someone that was their guest.

The main danger for strangers was that they were considered outside the protection of the law when they travelled. Only citizens had certain rights. Unless they attached themselves to someone powerful than anyone could kill them and it would not necessarily be a crime.

Warriors

This was a time of might makes right. Most people were afraid of warriors. They would come through an area and either raid or pillage as a part of an army. They would get away with more because most people could not stop them.

Often the warriors of a culture were also the nobles. This would mean that an ordinary person would have no recourse.

Skills

Academics (M) - An education was important to the Romans however many did not have any education. Be careful which feats you pick.

Arcane (M) - Possible in certain settings

Athletics (M) - Several cultures developed athletics at an art at this point

Beastcraft (M) - This was an important rural skill. However the Romans were poor horsemen.

Computers (N/A)

Drive (N/A)

Engineering (T) - Engineering developed during this time as concrete, the arch, and mining was developed

Linguistics (T) - The educated of several cultures around the Mediterranean knew several languages.

Lore (T) - Most cultures had their own lore.

Martial Arts (M) - Certain cultures may develop this early

Medicine (T) - Medicine was developed by the Greeks during this time, surgery was focused on by Romans

Melee (M) - This would be an important skill for warriors

Nautical (M) - Navigation exploded within the Mediterranean Sea; however navigation was a serious problem if they lost sight of the coast. The Romans were poor sailors and usually hired Greek crews.

Operations (N/A)

Perception (M) - This was very important to watch for predators, especially in the city

Performance (T) - The wealthy hired entertainers for parties and funerals.

Persuasion (M) - Having a golden tongue was a mark of pride among the Greeks and nervousness among the Romans

Pilot (N/A)

Ranged (M) - This was a major skill for warfare

Resistance (M) - You need lots of this on those cold nights

Resolve (M) - There were a lot of competing egos at the time

Science (T) - Science was less focused on then early engineering

Stealth (M) - This is good for scouts and assassins

Streetwise (M) - Rome had some of the most dangerous streets in history

Survival (M) - Barbarian tribes were great at this; Legion service taught you some of this

Tactics (M) - There were some incredible Tacticians during the Classical Age

Classical Age Magic

The Classical Age was the time of the Greeks and Romans. The Romans themselves didn't like sorcerers but they had plenty of Priests. The Celts had Druids, Greeks had priests, and the Persians had Magi. Various kinds of magic users were said to come from the Near East.

With the addition of more magic users and especially with exotic materials the setting will become more and more fantastic.

Low Mana Powers Available

Abjuration - Common for Priests and Magi

Astral - Common to Druids

ESP - Common to Mystics

Storm - Known to some Witches and Druids

Telekinesis - Known to some Magi

Telepathy - Known to some Magi

Totemic - Known to some Witches

Moderate Mana Powers Available

Air - Common for Magi

Chaos - Common to Dark Cultists

Earth - Common to Druids and Witches

Elemental Combat - Elementalists use this, choose only one element

Fire - Common to Fire Priests

Life - Common to Healers and Witches

Necromancy - Known to Necromancers

Shadow - Known to some Necromancers and Dark Cultists

Transfiguration - Known to Fey

Transmutation - Known to some Witches

Water - Used by some fishermen and by Aquatic Sentients

Magic Items

Bag of Hiding (4) [Extra Space (3), Air (1)] Bag contains a small room with air in it. There is a ladder up to the exit.

Bag of Holding (2) [Extra Space (2)] inside bag is an extra dimensional space about the size of a small chest

Blood Bow (1) [Vampiric (3), Vampiric Ammo (-2)] This weapon creates its own ammo if you run out but it does so out of your own blood. If you do damage with it then you heal.

Coat of Many Pockets (8) [Extra Space (1) x 4, Pass (1) x 4] each pocket is an extra dimensional space that only the owner of the coat can put their hands in and out of.

Fish Mask (5) [Aquatic (2), Air (1), Sight(1) Underwater, Sight (1) Darkness] Wearer can breathe underwater and it not effected by the cold or pressure

Flying Carpet (8) [Featherlight (4), Flight (2), Summon (2)] Can carry several people on the carpet at a glide, can summon this to you

Flying Carriage (7) [Featherlight (5), Flight (2)] Allows the carriage to fly and doesn't need horses.

Hidden Armor (4) [Combine (4)] A bracelet will turn into a set of heavy plate

Magic Flippers (4) [Aquatic (2), Swimming (1), Dry (1)] Allows the user to swim very quickly underwater and be dry the whole time

Magic Tent (6) [Extra Space (3) x 2] Contains two small rooms but is the size of a small tent on the outside.

Magical Tower (22) [Extra Space (4) x5, Pass (2)] This is a magical tower that only you and those you let in can enter, contains 6 rooms inside.

Vampire Hunter Sword (8) [Targeted: Vampires (1), Penetration (2), Vampiric (3), Summon (2)] Only hurts vampires but any damage done to them will heal the wielder.



Magical Setting Archetypes

Conjurer 7th level + 1 LA Adept = 9th level

A conjurer has some power but they are not the powers that they claim to have. They are con artists that use Transfiguration to appear to have other more powerful powers. They would have impressive clothes and jewelry. They would try and attach themselves to a mid-level noble and act as an adviser as long as they are provided with a good life. They might have a knife for eating with but they are not very good with it.

Str -2, Dex +0, Con +0, Int +1, Wit +4, Pre +3, Class Bonus +3
 Reflex 13, Stunned 11, HTH 3, Tough 6, Move 4
 Basic Skills: Athletics +3, Beastcraft +7, Melee +3, Resolve +6, Survival +7
 Lore (T) +4: Greek Lore, Egyptian Lore, Hearth Lore
 Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
 Perception (T) +11: Alert, Detect Lies
 Persuasion (T) +10: Con Artist, Etiquette, Hagglng, Intimidation, Mooch
 Streetwise (T) +11: Fencing Goods
 Transfiguration +15: (T) Animate Object, Create Light, Invisibility, Independent Image
 (F) Faerie Gold, Open Door, Shelter

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Dark Cultist 8th level + 1 LA Adept

Cult based magic users, especially ecstatic cult members, will be very dangerous as many of their rituals are homicidal. They see themselves as embodying the force and will of a great spirit or God or Goddess and therefore their actions are justified and sanctioned by the Gods. Without performing this ritual during the holy days of that God or Goddess the magic users will not be able to use their magic at full power (lower their rank by one level for all their powers). The sacrifice can be chosen for many reasons or the cult may go on a hunt and take down a random kill depending on the God they worship.

Str +1, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Class Bonus +4
 Reflex 14, Stunned 12, HTH 6, Tough 3, Move 5
 Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +5, Survival +6
 Arcane +14: (T) Lesser Containment Circle, Magic Circle, Will Strike
 (F) Summon Demon, Greater Containment Circle, Mythos Lore, Mythos Magical Lore, Common Demonic Languages
 Lore (T) +14: Greek Lore, Egyptian Lore, Sumerian Lore
 (F) Demonology Lore, Spirit Lore
 Melee (T) +8: Knife, Sword

Resolve +14: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Chaos (T) +10: Accident, Balefire, Jinx, Ignore, Parasites

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Druid 8th level + 1 LA Intelligent + 2 LA Sorcerer = 11th level

Druids were priests of arboreal nature. They communed with and protected the woods and the Gods and Spirits of the land. They were highly respected. Entire battles would stop to let a Druid cross a field.

The Romans tried to wipe them out. Those that survived went into hiding. Many warriors would dress as Druids and have the Druids dress as warriors when the Romans were around.

Druids could possibly learn several different powers depending on their aptitudes for different powers. They could learn various kinds of nature magic such as Abjuration, Astral, Earth, ESP, Health, and Transmutation.

Str +0, Dex +0, Con +1, Int +4, Wit +4, Pre +4, Class Bonus +4
Reflex 18, Stunned 14, HTH 5, Tough 7, Move 6
Basic Skills: Beastcraft +8, Melee +4, Perception +8, Survival +8
Academics (T) +12: History, Priest
Athletics (T) +8: Running, choose one depending on the climate (swimming, skiing, etc.)
Arcane (T) +8: Herbal Lore, Lesser Containment Circle, Magic Circle, Spirit Lore
Lore (T) +12: Celtic Lore, Hearth Lore
Resistance (T) +9: Tireless, Iron Stomach, Resist Cold
Resolve (T) +12: Dedicated, Leadership
Astral (T) +12: Nature Spirit, Task Spirit, Mana Bolt
Earth (T) +12: Augment Herbs, Belong, Call Animals, Moon Wand, Speak with Animals, Speak with Plants

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Fire Elementalist 6th level + 1 LA Tough + 1 LA Adept = 8th level

A setting with elementalists would be very different than a standard fantasy setting. Unless they were very rare they would likely become important tools for Warlords or as mercenaries. They may develop clans or houses around each element. Their combat would likely become somewhat ritualistic.

Str +2, Dex +3, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Reflex 20, Stunned 15, HTH 7, Tough 10, Move 6
Basic Skills: Beastcraft +6, Perception +6, Resolve +6, Survival +6
Athletics (T) +10: Acrobatics, Brawling, Climbing, Running
Lore (T) +7: Greek Lore (or Sumerian, etc)
Melee (T) +10: Knife, Spear, Sword
Resistance (T) +11: Light Sleeper, Shake it off, Tireless, Iron Stomach
Elemental Combat: Fire +14: (T) Elemental Strike, Elemental Block, Ranged Strike
(F) Elemental Weapon, Fire Flash, Heat Stroke

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Healing Priest 6th level + 1 LA Social Status +1 LA Adept = 8th level

The duty of a priest was to the temple of their Gods and Goddesses. They were not very mobile and did not wander preaching. The idea of spreading a religion didn't make sense to them as that was up to the Gods and not man. Most Priests would have only one power if at all. Abjuration and Healing among Priests is the most common. If they didn't have a power they would be scribes or administrators. This would be more of a Persian priest.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 2, Class Bonus +3
Reflex 13, Stunned 11, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Resistance +3, Survival +5
Academics (T) +9: Accounting, Local Law, Logistics, Priest
Lore (T) +8: Greek Lore (or Sumerian Lore, or Zoroastrianism, etc.)
Medicine +12: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Choose one: Greek, Egyptian, or Sumerian Diagnosis
Perception (T) +8: Excellent Hearing, Hound Dog Nose, Detect Lies
Life (T) Cure Disease, Purge, Remove Pain, Sleep

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Hunter 14th level + 1 LA Tough = 15th level

This is a supernatural hunter. They would exist if there are supernatural creatures of some sort running around, such as vampires. They could be part of an order of hunters that hunt them all over. They could be a position with the court of certain kings.

They would have good armor for the time and good weapons. If they are supported by the king then they would have a good deal of money and they may be able to call upon local lords for warriors to help them.

Str +3, Dex +3, Con +4, Int +2, Wit +2, Pre +3, Class Bonus +7
 Reflex 24, Stunned 17, HTH 8, Tough 10, Move 6
 Basic Skills: Beastcraft +9
 Arcane (T) +17: Cryptozoology, Magic Circle, Will Strike
 (F) Spirit Wards, Vampire Hunting (or other depending on kind of hunter)
 Athletics (T) +14: Brawling, Climbing, Running
 Lore (T) +17: Greek Lore, Hearth Lore
 (F) Spirit Lore, Vampire Lore (or other depending on kind of hunter)
 Melee (T) +18: Knife, Chopping Sword, Spear, Stake
 (F) Vitals Strike
 Perception (T) +13: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert
 Ranged (T) +13: Spear, Choose a secondary weapon (Archery, Blowgun, Bolas, Boomerang, Sling)
 Resistance (T) +15: Tireless, Iron Stomach, Resist Cold
 Resolve (T) +18: Enemy: Hostile Supernaturals, Interrogation, Intimidation
 (F) Hunter, Stand your ground
 Stealth (T) +13: Camouflage, Stalker
 Survival (T) +13: choose one terrain based on location, Animal Trapping, Skinning

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (4) -

Magus 9th level + 3 LA Mage = 12th level

This is the early version of the Wizard. They were considered wise men that helped Kings. They would either live together in a Hermetic Order or with a King. He would have very nice clothes and some jewelry on. He would carry a knife mostly for just eating with.

These would still be popular with the Persians. Romans did not like them.

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +3, Class Bonus +4
 Reflex 12, Stunned 11, HTH 5, Tough 2, Move 4
 Basic Skills: Athletics +4, Beastcraft +8, Melee +6, Resistance +4, Survival +8
 Academic (T) +14: History, Philosophy
 Arcane (T) +14: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
 Lore (T) +14: Greek Lore, Egyptian Lore, Sumerian Lore
 Persuasion (T) +11: Etiquette, Debater, Teacher
 Resolve +15: (T) Dedicated, Intimidation, Stubborn
 (F) Blase
 Air (T) +14: Detect Lies, Force Field, Memory, Air Watcher
 Abjuration +14: (T) Guardian Spirit, Sanctuary, Wizard Lock
 Telepathy +11: (T) Stun Bolt, Simple Illusion, Mind Shield

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (3) -

Mystic 8th level + 1 LA Adept

None were so lonely as Mystics. Ordinary people were frightened of them, Kings demanded their advice, and Priests locked them up in temples only to be let out for an audience when a sufficient tithe had been paid. Some believed that any danger they foretold was caused by them. Some would try and kill a mystic rather than allow the future they see to unfold.

Str -2, Dex +0, Con +0, Int +1, Wit +5, Pre +4, Class Bonus +4
 Reflex 14, Stunned 12, HTH 3, Tough 2, Move 4
 Basic Skills: Athletics +4, Beastcraft +9, Melee +4, Perception +9, Resistance +4, Survival +9
 Lore +13: (T) Greek Lore (or Sumerian, etc), Hearth Lore
 (F) Greek Prophecies
 Performance (T) +13: Dancing, Aoulos, Prophetic Trance
 Persuasion (T) +12: Attractive, Intimidation, Oratory
 Resolve +13: (T) Meditation
 (F) Callous, Blase, Resist Persuasion
 ESP +13: (T) Danger Sense, Empathy, Psychometry, Read Auras, Scan
 (F) Future Sight, Psychic Navigation, Sense Scan

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Necromancer 9th level +1 LA Adept = 10th level

A Necromancer is a dark magic user that deals with the dead. They would not be popular anywhere. They might try and take over a small village. Otherwise he would probably stay away from most cities.

He would have the dead build him a place to live and he could end up with a very nice place. He would have nice clothes and carry a short sword and knife and he knows how to use them.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 3, Class Bonus +4
Reflex 14, Stunned 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +4, Survival +6
Arcane (T) +10: Lesser Containment Circle, Magic Circle, Will Strike
Beastcraft (T) +10: Horsemanship
Lore +14: (T) Greek Lore, Egyptian Lore, Sumerian Lore
(F) Ghost Lore, Spirit Lore
Medicine (T) +10: Anatomy
Melee (T) +8: Knife, Sword
Resolve +15: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Necromancy (T) +11: Last Sight, Psychic Vampirism, Nightmare, Shade, Shiver, Skeleton, Soul Communication

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (3) -

Witch 10th level + 3 LA Mage = 13th level

These were female magic users that were focused on the land and the feminine mysteries. They were sought out for help and advice but otherwise they were not usually welcome in a city. However they would have been popular in small farming communities.

They were given nice gifts in exchange for their services and they tended to wear them to advertise their past clients. They would wear nice robes as well.

They were the main magic users among the Celts, Germans, Franks, and Goths for centuries.

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +1, Class Bonus +5
Reflex 15, Stunned 12, HTH 5, Tough 7, Move 4
Basic Skills: Athletics +5, Beastcraft +7, Melee +5, Survival +7
Arcane +10: (T) Witchcraft
Crafting +11: (T) Choose 3 crafts
Lore +10: (T) Greek Lore (or Sumerian, etc), Hearth Lore
Medicine +10: (T) Midwifery
Perception +11: (T) Alert, Detect Lies
Resistance +10: (T) Tireless, Iron Stomach, Resist Heat
Resolve +10: (T) Intimidation, Stubborn, Proud
Earth +11: (T) Augment Herbs, Belong, Call Animals, Moon Wand, Speak with Animals, Speak with Plants
Life +10: (T) Cure Disease, Purge, Remove Pain, Sleep
Transmutation +10: (T) Minor Shapeshift, Call Guardian, Control Animal, Control Plants

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (3) -

Classical Age Archetypes

Farmer 6th level + 1 LA Tough = 5th level

80% of the population of a nation had to be farmers to support the rest.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Reflex 16, Stunned 13, HTH 8, Tough 10, Move 5
Basic Skills: Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +8: Butcher, Farmer
Lore (T) +6: Roman Lore (or Celtic, etc.), Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Housing - In some areas everyone had a small apartment in the city and went out to work during the day. In other places the farmers would have a small house near their fields. It depends on if the farmer actually owns the land at all.

Equipment - They would wear a basic one piece long shirt, a rope around their waist, and sandals. They would carry a knife as a basic tool.

Merits (2) -

Kid - 1st level

The kids of farmers would be working as soon as they were able to do so. Kids that are running around a city would be able to play.

Str -2, Dex +3, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +0
Reflex 17, Stunned 13, HTH 3, Tough 3, Move 5
Basic Skills: Beastcraft +2, Melee +0, Perception +2, Resistance +1, Resolve +1, Survival +2
Athletics (T) +7: Brawling, Climbing (or Swimming), Clubs

Housing -

Equipment - They would have basic clothes and maybe a stick to smack things with.

Merits (2) -

Merchant 7th level

Poor merchants would have fairly nice clothes, belt, and shoes and a cart full of goods to sell. His children would be working for him as well. He would just have a knife.

Wealthy merchant would have very nice clothes and at least one shop, perhaps several. He would live in one of them. He would carry a hidden short sword but not be very good with it.

If the merchant is equestrian class then add +1 LA social status.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +3
Reflex 12, Stunned 11, HTH 6, Tough 3, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Perception +4, Resolve +3, Resistance+3, Survival +4
Academics (T) Accounting, Appraisal, Logistics
Linguistics (T) choose 3 languages
Lore (T) +6: Roman Lore (or Celtic, etc.), Hearth Lore
Perception (T) Detect Lies, Excellent Hearing, Observer, Spot Criminals, Spot Following
Persuasion (T) Bragging, Charming, Hagging
Resolve (T) Professional, Stubborn
Streetwise (T) Black Market, Bribing, Port Savvy

Merits (2) -

Mounted Warrior 9th level + 1 LA Strong = 10th level

This is a mounted Gothic or Frankish warrior that took over the Western Roman Empire. They were similar to the Celts and Germans before them but they were focused on horsemanship.

Str +4, Dex +3, Con +2, Int +0, Wit +3, Pre +2, Class Bonus +4
Reflex 20, Stunned 15, HTH 9, Tough 8, Move 6
Basic Skills: Perception +7, Resolve +6, Survival +7
Athletics (T) +11: Brawling, Running, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft +15: (T) Horsemanship, Mounted Combat
(F) Ride Bareback
Crafting (T) +11: Choose 1 craft
Lore (T) +8: Gothic Lore (or Frankish, etc.), Hearth Lore
Martial Arts (T) +11: Kicking Basics, Grapple Basics, Sweep Basics
Melee (T) +11: Knife, Spear, Chopping Sword, Shield
Ranged (T) +11: Spear, Sling or Archery
Resistance (T) +10: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Merits (2) -

Roman Calvary 13th level + 1 LA Tough = 13th level

Roman Calvary was originally used for reconnaissance and for screening the troops while they got into formation. Towards the fall of the Western Roman Empire there was switch to heavy cavalry as the main force to deal with the increasing attacks by mounted Goths and Franks.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +6
Reflex 16, Stunned 13, HTH 8, Tough 10, Move 6
Basic Skills: Medicine +6, Stealth +9
Athletics (T) +11: Brawling, Clubs, Force March, Running, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft +17: (T) Cattle, Husbandry, Wagoneering, Horsemanship, Mounted Combat
(F) Ride Bareback
Crafting (T) +13: Butcher, Farmer
Lore (T) +10: Roman Lore (or Celtic, etc.), Hearth Lore
Melee +15: (T) Guard, Chopping Sword, Shield, Formation
(F) Disable Limb, Vitals Strike
Perception (T) +13: Reconnaissance, Tracking
Resistance (T) +14: Tireless, Iron Stomach, Resist Heat, Medium Armor
Ranged (T) +13: Spear
Resolve (T) +12: Proud, Discipline, Spirit of the Corp
Survival (T) +13: Mountain Training
Tactics (T) +10: Mountain Combat, Urban Combat, Calvary Tactics, Siege Tactics, Formation Infantry Tactics

Merits (2) -

Roman Legionary 12th level + 1 LA Tough = 13th level



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After the early Republic, all of the Roman Legions were trained plebeians, mostly farmers. They were equipped with leather armor, tower shields, short swords, and spears. They carried their gear on a pack that they could drop for combat. They fought in various formations and would take breaks in combat and let the next legionary fight. They did this with extreme discipline that made them operate like a machine of killing.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +6
Reflex 16, Stunned 13, HTH 8, Tough 10, Move 6
Basic Skills: Medicine +6, Stealth +9
Athletics (T) +11: Brawling, Clubs, Force March, Running, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +13: Cattle, Husbandry, Wagoneering
Crafting (T) +13: Butcher, Farmer
Lore (T) +10: Roman Lore (or Celtic, etc.), Hearth Lore
Melee +15: (T) Guard, Short Sword, Tower Shield, Formation
(F) Disable Limb, Vitals Strike
Perception (T) +13: Reconnaissance, Tracking
Resistance (T) +14: Tireless, Iron Stomach, Resist Heat, Medium Armor
Ranged (T) +13: Spear
Resolve (T) +12: Proud, Discipline, Spirit of the Corp
Survival (T) +13: Mountain Training
Tactics (T) +10: Mountain Combat, Urban Combat, Formation Infantry Tactics, Siege Warfare

Merits (2) -

Roman Senator 9th level +1 LA Tough + 2 LA Social Status = 12th level

Roman Senators functioned as both the government magistrates and the officer corp of Rome. They had to learn a variety of jobs as they progressed in their political career.

A Roman Senator on the streets will be wearing a Toga, a tunic underneath it, and sandals. They would usually only have an iron ring as jewelry.

On the battlefield they would have leather or segmented armor, a gladius, a knife, a spear, a shield, and a pack that they could drop in combat.

Str +1, Dex +2, Con +4, Int +3, Wit +3, Pre +3, Class Bonus +4
Reflex 18, Stunned 14, HTH 5, Tough 4, Move 5
Basic Skills: Resistance +6, Survival +5
Academics (T) +11: Administration, Bureaucracy, History, Local Law, Logistics, Politics
Athletics (T) +10: Brawling, Clubs, Forced March
Linguistics (T) +11: Greek
Lore (T) +11: Roman Lore, Greek Lore
Melee (T) +10: Slashing Sword, Shield, Formation
Perception (T) +11: Alert, Observer
Persuasion (T) +11: Diplomacy, Etiquette, Intimidation, Oratory
Resolve (T) +11: Leadership, Proud, Stubborn
Tactics (T) +11: Urban Combat or Mountain Combat, Formation Infantry Tactics, Siege Warfare

Merits (2) -

Sailor 8th level + 1 LA Tough = 8th level

Ships of the time were mainly rowing vessels. They would have a single mast and square sail that would allow them some rest if the wind was going in the right direction.

The sailors didn't actually do most of the fighting. Ships would ram each other and marines would board and fight.

Sailors wore light clothes. Enough to keep them covered but not enough to make them overheat. They didn't wear armor. Their weapons were a short sword or a spear.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
Reflex 19, Stunned 14, HTH 7, Tough 10, Move 5
Basic Skills: Beastcraft +7, Perception +7, Resolve +6, Survival +7
Athletics (T) +10: Brawling, Rowing, Swimming
Lore (T) +8: Greek Lore, Ocean Lore
Melee (T) +10: Knife, Spear, Short Sword, Shield
Nautical (T) +11: Coastal Navigation, Knotwork, Rigging, Sailboat, Ocean Training
Performance (T) +10: Salty Songs, Storytelling
Persuasion (T) +10: Hagglng, Bragging
Resistance (T) +12: Cast Iron Stomach, Tireless
Streetwise (T) +11: Gambling, Port Savvy, Pirates

Merits (2) -

Scholar 4th level

This is a basic peasant scholar. They were popular in Greece and they would follow and entertain a noble patron. They would wear a plain but nice robe and carry no weapons. They might have a few scrolls with them at all times.

Greek scholars would sell themselves into slavery and be purchased by wealthy Roman families. They would watch after and teach the children.

Str +0, Dex +0, Con +0, Int +5, Wit +2, Pre -1, Class Bonus +2
Reflex 12, Stunned 11, HTH 5, Tough 2, Move 5
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Resistance +2, Survival +4

Academics +15: (T) History, Literature, Local Law, Philosophy
 (F) Advanced Law, Bookworm, Secret References
 Lore (T) +9: Greek Lore, Egyptian Lore, Roman Lore
 Persuasion (T) +5: Debater, Oratory, Mooch, Teacher
 Resolve (T) +5: Stubborn

Merits (2) -



Surgeon 6th level

Roman surgeons used Greek texts and their own experience to teach them. They would apprentice to another surgeon for several years until they were released to practice on their own.

They were paid fairly well but it was not a field that you became wealthy in. They would dress in poorer but clean clothes that were easy to wash or replace. They carried some basic medical tools and herbs.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre +0, Class Bonus +3
 Reflex 12, Stunned 11, HTH 5, Tough 2, Move 5
 Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Resistance +3, Survival +5
 Academics +11: (T) History, Philosophy
 Lore (T) +11: Greek Lore, Egyptian Lore, Roman Lore, Medical Lore
 Medicine +15: (T) Apothecary, Counter Poison, Herbal First Aid
 (F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
 Perception (T) +9 Excellent Hearing, Hound Dog Nose, Detect Lies, Identify Tastes
 Resolve (T) +7: Dedicated - to patients

Merits (2) -

a cut-purse, and for self-defense.

Str +0, Dex +2, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2
 Reflex 18, Stunned 14, HTH 5, Tough 3, Move 6
 Basic Skills: Beastcraft +4, Lore +2, Melee +2, Resolve +3, Resistance +3, Survival +4
 Athletics (T) +8: Running
 Perception (T) +8: Alert, Quick Search
 Stealth (T) +8: Belong, Concealment, Evasion, Pickpocket, Shadowing
 Streetwise (T) +8: Fencing Goods, Scrounging, Black Market, Port Savvy

Merits (2) -

Villager 4th level

Villagers were focused on some trade. They would have a basic one piece long shirt and a rope belt. People didn't wear pants at this time period. They would wear sandals on their feet.

It would depend on the village on if regular people were allowed to carry more than a knife, assuming they could afford more in the first place.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
 Reflex 16, Stunned 13, HTH 6, Tough 7, Move 5
 Basic Skills: Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4
 Athletics (T) +6: Brawling, Climbing, Clubs, choose one depending on the climate (swimming, skiing, etc.)
 Crafting (T) +8: Choose 3 crafts
 Lore (T) +6: Roman Lore (or Celtic, etc.), Hearth Lore
 Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Merits (2) -

Warrior 7th level + 1 LA Strong = 8th level

This represents the Celtic and Germanic warriors that the Roman Legions fought. They would follow various noble lords and that lord would provide the weapons and armor for his band of men. Then many bands would get together and fight as an army.

Str +4, Dex +3, Con +2, Int +0, Wit +2, Pre +2, Class Bonus +3
 Reflex 20, Stunned 15, HTH 9, Tough 8, Move 6
 Basic Skills: Beastcraft +5, Perception +5, Resolve +5, Survival +5
 Athletics (T) +10: Brawling, Running, Forced March, choose one depending on the climate (swimming, skiing, etc.)
 Crafting (T) +8: Choose 1 craft
 Lore (T) +7: Celtic Lore (or Germanic, etc.), Hearth Lore
 Martial Arts (T) +10: Kicking Basics, Grapple Basics, Sweep Basics

Melee (T) +10: Knife, Spear, Chopping Sword, Shield
Ranged (T) +9: Spear, Sling or Archery
Resistance (T) +9: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Housing - They would make a form of tent to sleep in when they were migrating.

Equipment - They used the gladius before the Romans. They would wear a type of chain mail most of the time.

Merits (2) -

Classical Age Campaign Sets

No Mana

Low Level Clients

You are a villager client of a patrician Roman Senator. His family is in a feud with another prominent patrician family. You are an agent of these activities. You have to be careful though. You are not protected under the law like these patricians are!

Anti-Piracy

You work in the Roman Navy on anti-piracy. At first you would just be a sailor but as you gained skill you could become more of an agent.

Mid-Level Clients

You are an ex legionnaire that is a client of a patrician Roman senator out in the Provinces. Not only are other Roman families out for your patron but the locals wouldn't mind if he dies either. You could go from bodyguards to general agents of your Patron. You could be sent on missions to escort family members, carry political messages, etc.

Mid-Level Agents

You are an agent of an Equestrian class Roman Senator. This means that there is a lot more money being made. You would be escorting shipments, making trade deals, sabotaging competition, etc.

Low Mana

Celtic Couriers

You are a Celtic Warrior that has been given a message from your Druid to a Druid that is traveling on the other side of Germanic and Roman lands. You and your group have to travel through hostile territory of other Celtic tribes, Germanic tribes, and through Roman occupied territories in order to find this Druid and bring him the message. You had to memorize the message in another language by sound so you hope you can remember it all by the time you get there!

College of Sorcerers

Characters are being trained to use magic. They could be a part of the Roman Empire or fighting against it.

Moderate Mana

Moderate Magic

Moderate mana powers as well as listed magical materials are available. This would change the power balance with the Celts since the Druids would be more powerful. The Romans would not have been able to wipe them out. The Carthaginians could have survived using water magic.

The Romans would have some magic users but they would focus more on the magical materials.

Fantasy Races

The Celts are Elves, the Romans are Human, etc. There are Centaurs and Satyrs around as well. Everything from Greek Legends is around.

High Mana

Demi-God Heroes

This is a more fantastic setting, with the children of the Gods running around openly fighting the children of the Titans. Powerful monsters and portals to other realms are all around.

This is a setting based on Greek and Roman mythology expanded out to some of the other cultures. The Gods in this setting are limited in what they can do directly in our realm. They can cause large-scale changes but they don't have good aim when it comes to mortal scale. So they can cause a major storm or change the nature of everything in an area but they can't really help or hurt a specific person.

There are three exceptions to that. One is their children. They can help or hurt their own children and communicate with them. The second is their priests. They can guide them with signs and in dreams. The third way is if you speak their name. If you ask for a blessing they might give you one but if you curse at them then they will definitely hurt you in some way.

Races

Characters are human Demigods, children of one of the Gods and a human. You can be a Major or Minor Demigod of any other gods theoretically, though Minor Gods and spirits usually only have Minor Demigod children. Major Demigods have the favor of their parent, even though they may not have any actual contact with them.

Minor Demigods are likely to only have one or a couple of powers. Major Demigods could have several. Use the Totemic Power to cover misc powers using their parents or an avatar of their parent as their Spirit Guide. Any powers that are available for the setting are available here. Demigods may inherit vulnerabilities of their parents as well.

Demigods are likely to have Enchanted Weapons.

Major Demigods (+4 LA)

+8 Attribute Points +1 LA

2 Trained Skills relating to your parent's nature +2 pts

Immune to Natural Illness +1 LA

Slow Aging +2 pts

Regenerate (recover over night) +1 LA

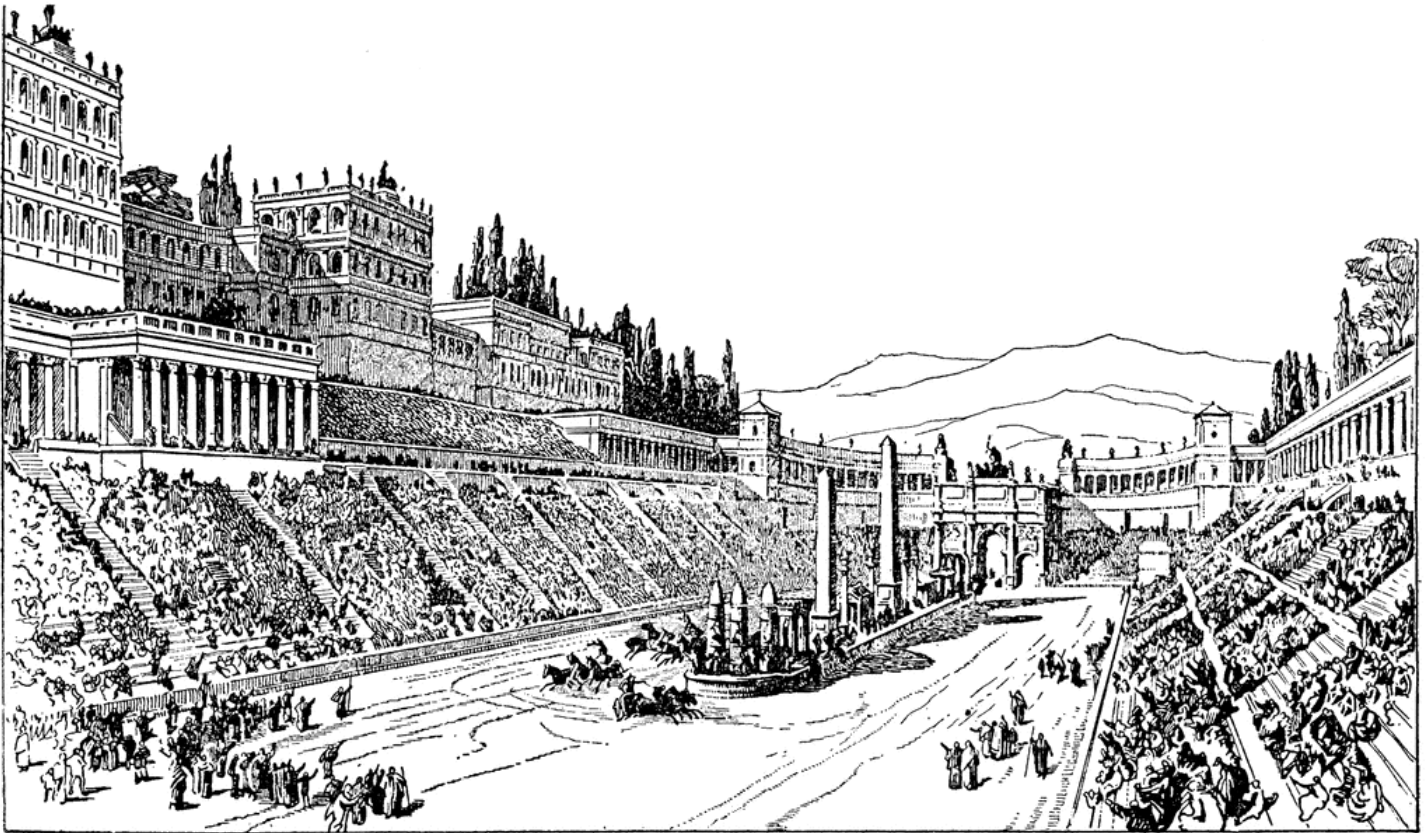
Minor Demigods (+3 LA)

+4 Attribute points +2 pts

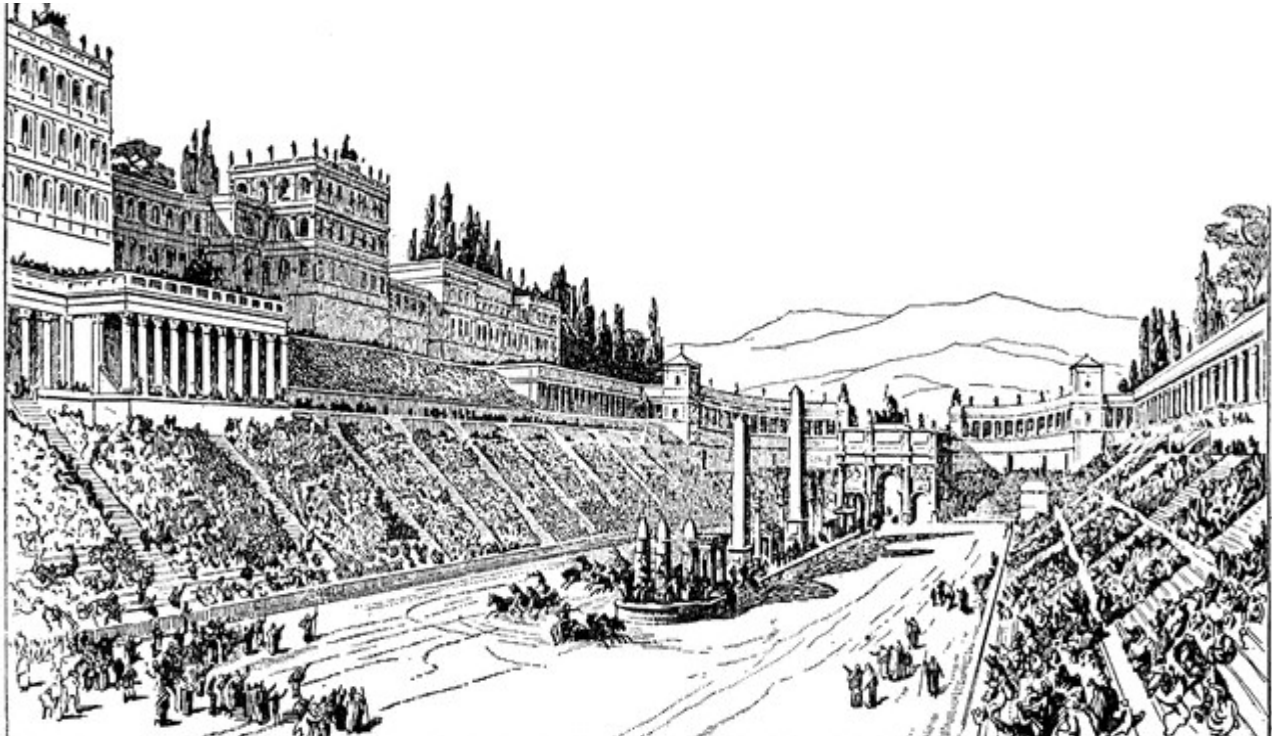
Immune to Natural Illness +1 LA

Slow Aging +2 pts

Regenerate (recover over night) +1 LA



TL 1.6: Imperial Age (44 BCE - 476 CE)



This is the time of the Roman Empire. Larger scale constructions are now possible with concrete.

Population Distribution

Earth: 170 million at 1 CE to 190 million at 400 million CE

Animals

The Romans loved exotic animals and would bring in Elephants, Tigers, and Peacocks for festivals and funerals. Dogs were thought ill of by the Romans.

Armor and Weapons

Segmented Armor was lighter and stronger than many other types of armor. It was a lot more maneuverable as well. Chain mail was just being developed during this time. Leather armor was still in use.

Improved steel blacksmithing led to longer swords being feasible such as the Spatha, which was a long sword version of a Gladius.

Entertainment

There were plays, the Coliseum, and local sports. There were a lot of holidays.

Food

Greek and Roman food was a mixture of livestock, grains, and food from the Mediterranean. Expensive food could get quite expensive. There were several businesses around exotic foods and they would ship them from across the Mediterranean Sea at great expense to get exotic delicacies.

Cheap food was mostly trail rations and could be made by anyone who could cook. Good food is the norm and was available to anyone at low or above lifestyle.

German and Celtic food had more meat content than the Romans and the Greeks but much less variety. There was no real expensive food but a rare type of animal would usually be given to the local chieftain.

Housing

Greek and Roman housing was quite developed. The Greeks focused on gardens and luxurious spaces. The Romans added amazing engineering to that equation. Lower class housing was made of wood and stucco. Middle class housing had a lot of brick and stucco with clay shingles. Upper class housing often had stone and marble. Rooms were fairly closed in for modern thought but structural materials limited the size of rooms unless you got into concrete.

Germans and Celts still lived in migratory tribal conditions with an occasional city or fort. Most of the Germans looked down on city living as too soft and Roman-like. The Celts, however, loved it and developed into basically northern Romans.

Life Expectancy 28 years

Lifestyles

There were more people living in High + lifestyles than any time before and any time again until approaching modern times. Many Romans had a city house or apartment and a country house due to the smell and heat of the Roman summers. Most people lived at Low to Medium lifestyles.

Germans lived at Low to Medium lifestyles but they were migratory most of the time. They had most of their movable wealth on the hoof or in wagons. Celts lived mostly like Romans.

Lifestyle Levels

- **Luxury** - Extremely Wealthy Equestrian/Noble - You have true opulence (100,000s/month) Starting Gear: You have a huge estate, many guards, and servants, and all the gear you need. You can buy anything that you want. You have 25,000s in your pocket.
- **Wealthy** - Wealthy Equestrian/Noble - You have the best of everything. (20,000s/month) Starting Gear: You have a medium sized castle, your own men at arms, several servants, several swords and sets of armor, a team of horse, etc. You have 5,000s just sitting in your pocket.
- **High** - Poorer Equestrian/Noble - You have it good. (5,000s/month) Starting Gear: You have a horse, a set of armor, a few good swords, and some traveling gear. You have several sets of clothes and you have a small manor or keep and several peasants that serve you. You have a guard that you have outfitted with a sword and basic armor as well. You have 1,000s to spare for incidentals.
- **Medium** - High Plebeian - You have your own house and maybe one servant. (2,000s/month) Starting Gear: You have some work clothes, some daily clothes, and one set of nice clothes. You have a sword or a bow that belonged to your father. You have 500s worth of other things or to save for emergencies. You have a donkey to ride.
- **Low** - Plebeian - You have it pretty bad (500s/month) Starting Gear: You have one set of work clothes and one set of daily clothes. You have a knife to eat with, a sack to carry things, and basic tools relating to your job. You have 100s hidden away for emergencies.
- **Street** - Things really suck (100s/month) (-4 to social rolls) Starting Gear: You have one set of clothes that you are wearing. You have no starting wealth.

Medical (error +3)

Imperial Age medicine was based more on scientific diagnosis. They adopted some of the Greek humor system but they had dedicated physicians instead of medical priests. They didn't pray as a treatment.

They were averse to cutting up a corpse but through studying battlefield injuries and a few dead bodies they learned a great deal about anatomy. They also collection several hundred uses for herbs. An Imperial Age practitioner could have up to focused level medical skill.

Imperial age medical gear includes lots of surgical tools made that would allow removing of foreign objects from the body and simple closures or traumatic injury.

Metallurgy

Around 200 CE a new technique was developed. The blacksmith would take strips of different hardness of carburized steel bars and hammer them together, using the harder steel on the outside to hold an edge and the softer steel on the inside to give the sword some give so it would bend (or ideally flex) and not break. This is called piled or laminated steel and was used in swords from the gladius to the katana.

Money

Many cultures used Roman coinage due to the power of the Roman Empire to back its value. However after the formation of the Empire the values of various coins actually fluctuated due to a lack of understanding of inflation and trimming coins down to lower their stamping cost.

Services

During the Roman Empire there were Inns every 20 miles along the Great Road. However constant attacks by migrating northern tribes made them unsafe at various times.

Social Stratification

There was considerable social stratification during this age. Patricians were given greater rights but there were legal recourse for the plebeians as well. Patricians and a merchant class called the Equestrian class intermarried but this was looked down on most of the time. Rome had less stratification at first but as it moved into the Empire period it developed much more.

Slavery was very common during this time. In fact the number of servants and slaves you had was considered a measure of your social level. Only having one servant was a sad thing for a noble.

Transportation

Carriages and wagons are common. The Romans didn't like horses so they tended to use mules more, however they did use axillary troopers as cavalry for a long time. Later Romans did use cavalry more and more.

Imperial Age Gear

Roman money suffered from inflation and debasement at many times during the Empire. It became easier to list values in an accounting unit called the *denarii communes*. This was not an actual currency but it allowed the value of goods to be listed by Imperial Edict and not require revision constantly. Prices were set by these Edicts and deviation was grounds for execution.

All of this data is based on Diocletian's Edict of Maximum Prices. The GM should choose one of these exchange rates for his campaign.

Number of *Denarii Communes*(dc) exchanged for:

Coin (material)	293-300 CE	300-301 CE	301-307 CE
Aureus(gold)	600	1200	2400
Argenteus(silver)	25	50	100
Nummus (billon)	5	12.5	25
Radiate (billon)	2	2.5	5
Laureate (bronze)	1	1	1

Billon was an alloy of bronze and silver with decreasing percentage of silver as the Empire devalued it.

Food

Dry Goods

Prices are per modius.

Alfalfa Seed 150dc
 Barley 60 dc
 Barley, cleaned 100 dc
 Beans 60 dc
 Beans, crushed 100 dc
 Chickpeas 100 dc
 Flaxseed 150 dc
 Hayseed 30 dc
 Lentils 100 dc
 Millet, crushed 100 dc
 Millet, whole 50 dc
 Oats 30 dc
 Peas, crushed 100 dc
 Peas, whole 60 dc
 Rice, cleaned 200 dc
 Rye 60 dc
 Salt 100 dc
 Sesame 200 dc
 Wheat 100 dc

Fruits & Vegetables

Cabbage or lettuce, head 1-2 ½
 Dessert grapes, libra 1
 Fenugreek 100

Meat

Prices are per libra.

Beef 8 dc
 Chicken 6 dc
 Fish, freshwater 12 dc
 Second quality 8 dc
 Fish, saltwater 25 dc
 Second quality 16 dc
 Goose, fattened 200 dc
 Not fattened 100 dc
 Goat 12 dc
 Lamb 12 dc
 Pheasant, depending on the variety 125-250 dc
 Pork 12 dc
 Sausage, depending on the variety 10-16 dc

Drinks

Prices are per sextarius.

Beer, Egyptian 2 dc
 Beer, Celtic or Pannonian 4 dc
 Wine, Ordinary 8 dc
 Wine, Rose or Wormwood 20 dc
 Wine, Aged or Spiced 24 dc
 Wine, Regional High Quality 30 dc

1 modius = 8 liters dry measure.

1 libra = 326 grams or just under a pound.

1 sextarius = 1.14 pints or .546 liters.

Lower Class Equipment List

This covers small villages and poorer stores in larger cities.

Clothes

Woolen Tunic 20 dc
 Woolen Dress 30 dc
 Work Boots (no hobnails) 120 dc
 Soldier's Boots (no hobnails) 100 dc
 Soldier's Shoes 75 dc
 Double soled work sandals 80 dc
 Single soled sandals 50 dc
 Running sandals 60 dc
 Pants 18 dc
 Rope Belt 2 dc
 Robe 20 dc
 Cloak 10 dc
 Work Gloves 35 dc

Provisions

Good Meal 10 dc
 Poor Meal 5 dc
 Watered Wine 4 dc
 Beer, Egyptian 2 dc
 Beer, Celtic or Pannonian 4 dc
 Wine, Ordinary 8 dc

Gear

Blanket 25 dc
 Clay Lamp 15 dc
 Water skin 10 dc
 Sack, Small 4 dc
 Sack, Large 8 dc
 Belt Pouch 20 dc

Farming Gear

Oxen 100 dc
 Mule/Donkey 80 dc
 Chicken 5 dc
 Sheep 30 dc
 Goat 25 dc
 Cattle 80 dc
 Small cart (2w) 20 dc
 Large cart (2w) 30 dc
 Hammer 15 dc
 Chisel 20 dc
 Pickax 30 dc

Upper Class Equipment List

This covers the merchant class and Nobility. Stores would only be in larger towns and cities.

Clothes

Cotton Tunic 80 dc
Cotton Pants 80 dc
Soldier's Boots (no hobnails) 100 dc
Women's boots 60 dc
Patrician's boots 150 dc
Senatorial Boots 100 dc
Equestrian Boots 70 dc
Soldier's Shoes 75 dc
Single soled sandals 50 dc
Running sandals 60 dc
Double soled woman's oxford sandals 50 dc
Leather Belt 4 dc
Fur cloak 150 dc
Fur Hood and Mantle 100 dc
Leather Hood and Mantle 50 dc
Cotton cloak 100 dc
African Cloak 500 dc
Dalmatian Cloak 2000 dc
Laodician Hooded Cloak 4500 dc
Leather Gloves 50 dc
Silver Broach 250 dc
Bronze Broach 150 dc
Hairbrush 100 dc
Bronze Mirror 100 dc
Stola 100 dc
Senatorial Toga 20-500 dc
Silk Dress 10,000-15,000 dc

Slaves

Heavy Work Slave 2,000 dc
House Slave 1,500 dc
Educator Slave 3,000 dc

Gear

Blanket, All Weather 50 dc
Ink, Quills and Papyrus 20 dc
Leather Belt Pouch 50 dc
Nice Knife 60-80 dc
Rope (10m) 40 dc
Saddle & Bridle 150 dc
Saddlebags 100 dc
Scrolls 2-100 dc
Soldier's Mess Tin 30 dc
Tent, Small (3 man) 50 dc
Tent, Medium (2 room) 150 dc
Tent, Large (5 room) 500 dc

Provisions

Good Meal 30-50 dc
Great Meal 100-150 dc
Good Wine 50 dc
Great Wine 200 dc
Trail Rations 50 dc

Housing

Small Apartment 100 dc/month
Medium Apartment 500 dc/month
Large Apartment 1,000 dc/month
Small House 30,000 dc
Medium House 90,000 dc
Large House 150,000-300,000 dc
Small Mansion and land 600,000
Medium Mansion and land 1,200,000 dc
Large Mansion and land 1,800,000 dc

Travel

Riding Horse 1,500 dc
Nice Riding Horse 5,000 dc
Warhorse 5,000 dc
Chariot 1,000 dc
Small caravan Wagon (4w) 2,000 dc
Large caravan Wagon (4w - 6w) 5,000 dc
Rowboat 50 dc
Small Riverboat 500 dc
Large Riverboat 2,500 dc
Small coastal Ship 4,000 dc
Medium coastal Ship 6,000 dc
Large coastal Ship 10,000 dc



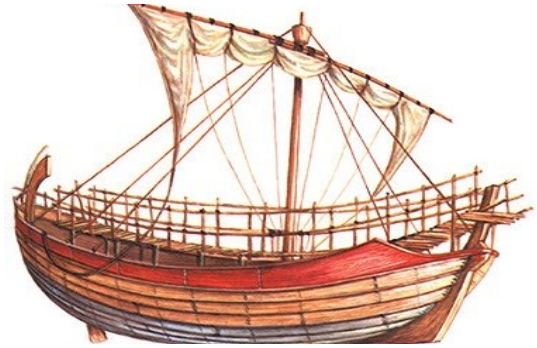
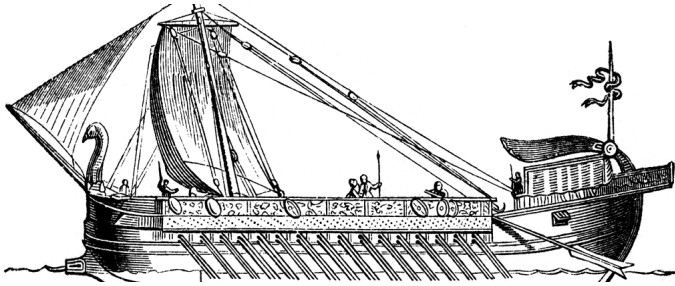
Imperial Age Ships

The Romans were terrible sailors so they used Greek sailors for their ships.

Grain Ship

Scale: Medium Transport (11)
Wounds: 32/64/96/128 vehicle scale
DR: 15 (5/inch thickness)
Str +60 for hauling cargo
Length 120-200ft
Speed: 4-6 knots with a sail/2-4 knots w/rowers
Crew: 10-30
Handling (B) -7
Maneuver +0
Size: 4/+3/+0
Defense: 9/9

Grain Ships ran a route between Egypt and Roman since North Africa was the breadbasket of the Roman Empire.



Liburna - Galley

Scale: Small Transport (10)
Wounds: 16/32/48/64 vehicle scale
DR: 15 (5/inch thickness)
Str +50 for hauling cargo
Length 70-120ft
Speed: 4-6 knots with a sail/7 knots w/rowers
Crew: 80-130
Handling (T) -4
Maneuver +0
Size: 5/+3/+0
Defense: 10/10

The Liburna was a Roman galley used primarily for raiding and patrols. Rowing was the primary form of propulsion.

Trireme - Warship

Scale: Small Transport (10)
Wounds: 16/32/48/64 vehicle scale
DR: 15 (5/inch thickness)
Str +50 for hauling cargo
Length 70-120ft
Speed: 4-6 knots with a sail/6-8 knots w/rowers
Crew: 200
Handling (T) -5
Maneuver +0
Size: 5/+3/+0
Defense: 10/10

Bronze Age warships were powerful ships with rams on the prow for naval combat or they brought troops to a fight.



Medium Trader

Scale: Huge Vehicle (9)
Wounds: 8/16/24/32 vehicle scale
DR: 5 (5/inch thickness)
Str +40 for hauling cargo
Length 35-70ft
Speed: 4-6 knots with a sail/2-4 knots w/rowers
Crew: 20-30
Handling (T) -6
Maneuver +0
Size: 6/+2/+0
Defense: 11/11

Medium Traders would be the most common type of merchant ship. They would be used for heavy cargo. They would be also crossing the middle sea.

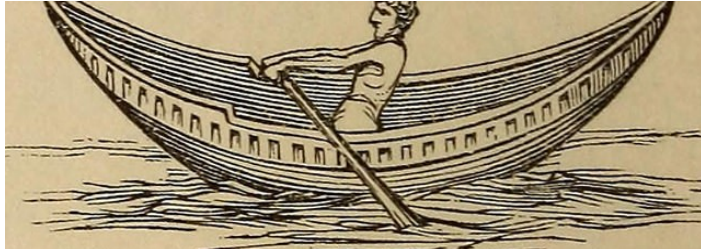
They can also be used as fishing boats for fishing farther from the coast.



Small Trader

Scale: Large Vehicle (8)
Wounds: 4/8/12/16 vehicle scale
DR: 5 (5/inch thickness)
Str +30 for hauling cargo
Length 21-35ft
Speed: 1-2 knots using pole, speed of the river going down stream/2-4 knots w/rowers
Crew: 12-25
Handling (T) -6
Maneuver +0
Size: 7/+2/+0
Defense: 12/12

Small Traders would be mostly run along a coast or open rivers.



Rowboat

Scale: Small Vehicle (6)
Wounds: 1/2/4/5 vehicle scale
DR: 5
Str +10 for hauling cargo
Length 7-14ft
Speed: 1-2 knots using pole/oar, speed of the river going down stream
Crew: 1-2
Handling (B) -6
Maneuver +0
Size: 9/+2/+0
Defense: 14/14

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader. However on calmer waters they can be just tied behind another vessels that doesn't have the deck space.

Imperial Age Skills

There were some technological developments but not a huge amount of difference between skills for the Bronze Age and Iron Age.

Academics (M) - An education was important to the Romans however many did not have any education. Some priests had a fairly good education.

Arcane (M) - Possible in certain settings

Athletics (M) - Several cultures developed athletics at an art at this point.

Beastcraft (M) - This was an important rural skill. However the Romans were poor horsemen.

Computers (N/A)

Drive (N/A)

Engineering (T) - Engineering developed during this time as concrete, the arch, and mining was developed

Linguistics (T) - The educated of several cultures around the Mediterranean knew several languages.

Lore (T) - Most cultures had their own lore.

Martial Arts (M) - Certain cultures may develop this early

Medicine (T) - Surgery was focused on by Romans

Melee (M) - This would be an important skill for warriors

Nautical (M) - Most trade was done over the Mediterranean Sea.

Operations (N/A)

Perception (M) - This was very important to watch for predators, especially in the city

Performance (T) - The wealthy hired entertainers for parties and funerals.

Persuasion (M) - It became important to be able to talk your way out of disfavor in the courts.

Pilot (N/A)

Ranged (M) - This was a major skill for warfare

Resistance (M) - You need lots of this on those cold nights

Resolve (M) - There were a lot of competing egos at the time

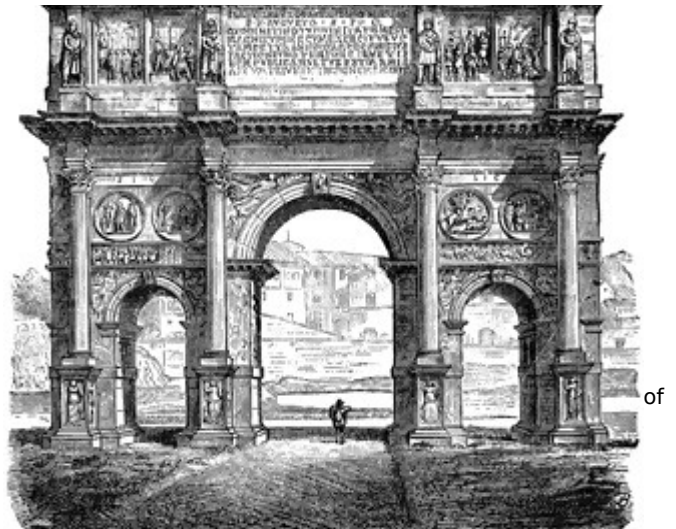
Science (T) - Science was less focused on then engineering

Stealth (M) - This is good for scouts and assassins

Streetwise (M) - Rome had some of the most dangerous streets in history

Survival (M) - Barbarian tribes were great at this; Legion service taught you some of this

Tactics (M) - There were some incredible Tacticians during the Imperial Age



Imperial Age Magic

If there is magic in the setting then the Christians would be very aggressive towards it. The result of this depends on which Emperor was in power at that time. All magic was attached to one religion or another so the attitudes towards magic would depend on the attitudes towards those religions and the people who follow it. So if you have a Druid then the Romans would consider him an enemy.

Low Mana Powers Available

Abjuration - Common for Priests and Magi
Astral - Common to Druids
ESP - Common to Mystics
Storm - Known to some Witches and Druids
Telekinesis - Known to some Magi
Telepathy - Known to some Magi
Totemic - Known to some Witches

Moderate Mana Powers Available

Air - Common for Magi
Chaos - Common to Dark Cultists
Earth - Common to Druids and Witches
Elemental Combat - Elementalists use this, choose only one element
Fire - Common to Fire Priests
Life - Common to Healers and Witches
Necromancy - Known to Necromancers
Shadow - Known to some Necromancers and Dark Cultists
Transfiguration - Known to Fey
Transmutation - Known to some Witches
Water - Used by some fishermen and by Aquatic Sentients

Exotic Materials

Adamantium - Should be rare and highly valuable.
Astral Quartz - Could be cut to act as a crystal ball
Cavorite - Cavorite would be used to great effect. If available full Airships would be common.
Chaos Ichor - Only used by dark cultists
Ember - crafted into Ember knife as an extremely useful survival tool
Hearth Stones - Would become culturally important and center of the home
Keneus Oak - Can be used by a storm sorcerer
Naiads - Extremely useful for river and ocean cultures
Nexus Ether - Requires more advanced crafting to be useful
Water of Life - Extremely useful
Winter Diamonds - In high demand by nobles for cooling



Magic Items

Bag of Hiding (4) [Extra Space (3), Air (1)] Bag contains a small room with air in it. There is a ladder up to the exit.
Bag of Holding (2) [Extra Space (2)] inside bag is an extra dimensional space about the size of a small chest
Blood Bow (1) [Vampiric (3), Vampiric Ammo (-2)] This weapon creates its own ammo if you run out but it does so out of your own blood. If you do damage with it then you heal.
Coat of Many Pockets (8) [Extra Space (1) x 4, Pass (1) x 4] each pocket is an extra dimensional space that only the owner of the coat can put their hands in and out of.
Fish Mask (5) [Aquatic (2), Air (1), Sight(1) Underwater, Sight (1) Darkness] Wearer can breathe underwater and it not effected by the cold or pressure
Flying Carpet (8) [Featherlight (4), Flight (2), Summon (2)] Can carry several people on the carpet at a glide, can summon this to you
Flying Carriage (7) [Featherlight (5), Flight (2)] Allows the carriage to fly and doesn't need horses.
Hidden Armor (4) [Combine (4)] A bracelet will turn into a set of heavy plate
Magic Flippers (4) [Aquatic (2), Swimming (1), Dry (1)] Allows the user to swim very quickly underwater and be dry the whole time
Magic Tent (6) [Extra Space (3) x 2] Contains two small rooms but is the size of a small tent on the outside.
Magical Tower (22) [Extra Space (4) x5, Pass (2)] This is a magical tower that only you and those you let in can enter, contains 6 rooms inside.
Vampire Hunter Sword (8) [Targeted: Vampires (1), Penetration (2), Vampiric (3), Summon (2)] Only hurts vampires but any damage done to them will heal the wielder.

Magical Setting Archetypes

Conjurer 7th level + 1 LA Adept = 9th level

A conjurer has some power but they are not the powers that they claim to have. They are con artists that use Transfiguration to appear to have other more powerful powers. They would have impressive clothes and jewelry. They would try and attach themselves to a mid-level noble and act as an adviser as long as they are provided with a good life. They might have a knife for eating with but they are not very good with it.

Str -2, Dex +0, Con +0, Int +1, Wit +4, Pre +3, Class Bonus +3
Dodge 13, Hindered 11, HTH 3, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +7, Melee +3, Resolve +6, Survival +7
Lore (T) +4: Greek Lore, Egyptian Lore, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Perception (T) +11: Alert, Detect Lies
Persuasion (T) +10: Con Artist, Etiquette, Hagglng, Intimidation, Mooch
Streetwise (T) +11: Fencing Goods
Transfiguration +15: (T) Animate Object, Create Light, Invisibility, Independent Image
(F) Faerie Gold, Open Door, Shelter

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Dark Cultist 8th level + 1 LA Adept

Cult based magic users, especially ecstatic cult members, will be very dangerous as many of their rituals are homicidal. They see themselves as embodying the force and will of a great spirit or God or Goddess and therefore their actions are justified and sanctioned by the Gods. Without performing this ritual during the holy days of that God or Goddess the magic users will not be able to use their magic at full power (lower their rank by one level for all their powers). The sacrifice can be chosen for many reasons or the cult may go on a hunt and take down a random kill depending on the God they worship.

Str +1, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Class Bonus +4
Dodge 14, Hindered 12, HTH 6, Tough 3, Move 5
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +5, Survival +6
Arcane +14: (T) Lesser Containment Circle, Magic Circle, Will Strike
(F) Summon Demon, Greater Containment Circle, Mythos Lore, Mythos Magical Lore, Common Demonic Languages
Lore (T) +14: Greek Lore, Egyptian Lore, Sumerian Lore
(F) Demonology Lore, Spirit Lore
Melee (T) +8: Knife, Sword
Resolve +14: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Chaos (T) +10: Accident, Balefire, Jinx, Ignore, Parasites

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Druid 8th level + 1 LA Intelligent + 2 LA Sorcerer = 11th level

Druids were priests of arboreal nature. They communed with and protected the woods and the Gods and Spirits of the land. They were highly respected. Entire battles would stop to let a Druid cross a field.

The Romans tried to wipe them out. Those that survived went into hiding. Many warriors would dress as Druids and have the Druids dress as warriors when the Romans were around.

Druids could possibly learn several different powers depending on their aptitudes for different powers. They could learn various kinds of nature magic such as Abjuration, Astral, Earth, ESP, Health, and Transmutation.

Str +0, Dex +0, Con +1, Int +4, Wit +4, Pre +4, Class Bonus +4
Dodge 18, Hindered 14, HTH 5, Tough 7, Move 6
Basic Skills: Beastcraft +8, Melee +4, Perception +8, Survival +8
Academics (T) +12: History, Priest
Athletics (T) +8: Running, choose one depending on the climate (swimming, skiing, etc.)
Arcane (T) +8: Herbal Lore, Lesser Containment Circle, Magic Circle, Spirit Lore
Lore (T) +12: Celtic Lore, Hearth Lore
Resistance (T) +9: Tireless, Iron Stomach, Resist Cold
Resolve (T) +12: Dedicated, Leadership
Astral (T) +12: Nature Spirit, Task Spirit, Mana Bolt
Earth (T) +12: Augment Herbs, Belong, Call Animals, Moon Wand, Speak with Animals, Speak with Plants

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Fire Elementalist 6th level + 1 LA Tough + 1 LA Adept = 8th level

A setting with elementalists would be very different than a standard fantasy setting. Unless they were very rare they would likely become important tools for Warlords or as mercenaries. They may develop clans or houses around each element. Their combat would likely become somewhat ritualistic.

Str +2, Dex +3, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 20, Hindered 15, HTH 7, Tough 10, Move 6
Basic Skills: Beastcraft +6, Perception +6, Resolve +6, Survival +6
Athletics (T) +10: Acrobatics, Brawling, Climbing, Running
Lore (T) +7: Greek Lore (or Sumerian, etc)
Melee (T) +10: Knife, Spear, Sword
Resistance (T) +11: Light Sleeper, Shake it off, Tireless, Iron Stomach
Elemental Combat: Fire +14: (T) Elemental Strike, Elemental Block, Ranged Strike
(F) Elemental Weapon, Fire Flash, Heat Stroke

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Healing Priest 6th level + 1 LA Social Status +1 LA Adept = 8th level

The duty of a priest was to the temple of their Gods and Goddesses. They were not very mobile and did not wander preaching. The idea of spreading a religion didn't make sense to them as that was up to the Gods and not man. Most Priests would have only one power if at all. Abjuration and Healing among Priests is the most common. If they didn't have a power they would be scribes or administrators. This would be more of a Persian priest.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 2, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Resistance +3, Survival +5
Academics (T) +9: Accounting, Local Law, Logistics, Priest
Lore (T) +8: Greek Lore (or Sumerian Lore, or Zoroastrianism, etc.)
Medicine +12: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Choose one: Greek, Egyptian, or Sumerian Diagnosis
Perception (T) +8: Excellent Hearing, Hound Dog Nose, Detect Lies
Life (T) Cure Disease, Purge, Remove Pain, Sleep

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Hunter 14th level + 1 LA Tough = 15th level

This is a supernatural hunter. They would exist if there are supernatural creatures of some sort running around, such as vampires. They could be part of an order of hunters that hunt them all over. They could be a position with the court of certain kings.

They would have good armor for the time and good weapons. If they are supported by the king then they would have a good deal of money and they may be able to call upon local lords for warriors to help them.

Str +3, Dex +3, Con +4, Int +2, Wit +2, Pre +3, Class Bonus +7
Dodge 24, Hindered 17, HTH 8, Tough 10, Move 6
Basic Skills: Beastcraft +9
Arcane (T) +17: Cryptozoology, Magic Circle, Will Strike
(F) Spirit Wards, Vampire Hunting (or other depending on kind of hunter)
Athletics (T) +14: Brawling, Climbing, Running
Lore (T) +17: Greek Lore, Hearth Lore
(F) Spirit Lore, Vampire Lore (or other depending on kind of hunter)
Melee (T) +18: Knife, Chopping Sword, Spear, Stake
(F) Vitals Strike
Perception (T) +13: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert
Ranged (T) +13: Spear, Choose a secondary weapon (Archery, Blowgun, Bolas, Boomerang, Sling)
Resistance (T) +15: Tireless, Iron Stomach, Resist Cold
Resolve (T) +18: Enemy: Hostile Supernaturals, Interrogation, Intimidation
(F) Hunter, Stand your ground
Stealth (T) +13: Camouflage, Stalker
Survival (T) +13: choose one terrain based on location, Animal Trapping, Skinning

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (4) -

Magus 9th level + 3 LA Mage = 12th level

This is the early version of the Wizard. They were considered wise men that helped Kings. They would either live together in a Hermetic Order or with a King. He would have very nice clothes and some jewelry on. He would carry a knife mostly for just eating with.

These would still be popular with the Persians. Romans did not like them.

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +3, Class Bonus +4
Dodge 12, Hindered 11, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +8, Melee +6, Resistance +4, Survival +8
Academic (T) +14: History, Philosophy
Arcane (T) +14: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
Lore (T) +14: Greek Lore, Egyptian Lore, Sumerian Lore
Persuasion (T) +11: Etiquette, Debater, Teacher
Resolve +15: (T) Dedicated, Intimidation, Stubborn
(F) Blase
Air (T) +14: Detect Lies, Force Field, Memory, Air Watcher
Abjuration +14: (T) Guardian Spirit, Sanctuary, Wizard Lock
Telepathy +11: (T) Stun Bolt, Simple Illusion, Mind Shield

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (3) -

Mystic 8th level + 1 LA Adept

None were so lonely as Mystics. Ordinary people were frightened of them, Kings demanded their advice, and Priests locked them up in temples only to be let out for an audience when a sufficient tithe had been paid. Some believed that any danger they foretold was caused by them. Some would try and kill a mystic rather than allow the future they see to unfold.

Str -2, Dex +0, Con +0, Int +1, Wit +5, Pre +4, Class Bonus +4
Dodge 14, Hindered 12, HTH 3, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +9, Melee +4, Perception +9, Resistance +4, Survival +9
Lore +13: (T) Greek Lore (or Sumerian, etc), Hearth Lore
(F) Greek Prophecies
Performance (T) +13: Dancing, Aoulos, Prophetic Trance
Persuasion (T) +12: Attractive, Intimidation, Oratory
Resolve +13: (T) Meditation
(F) Callous, Blase, Resist Persuasion
ESP +13: (T) Danger Sense, Empathy, Psychometry, Read Auras, Scan
(F) Future Sight, Psychic Navigation, Sense Scan

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (2) -

Necromancer 9th level +1 LA Adept = 10th level

A Necromancer is a dark magic user that deals with the dead. They would not be popular anywhere. They might try and take over a small village. Otherwise he would probably stay away from most cities.

He would have the dead build him a place to live and he could end up with a very nice place. He would have nice clothes and carry a short sword and knife and he knows how to use them.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 3, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +4, Survival +6
Arcane (T) +10: Lesser Containment Circle, Magic Circle, Will Strike
Beastcraft (T) +10: Horsemanship
Lore +14: (T) Greek Lore, Egyptian Lore, Sumerian Lore
(F) Ghost Lore, Spirit Lore
Medicine (T) +10: Anatomy
Melee (T) +8: Knife, Sword
Resolve +15: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Necromancy (T) +11: Last Sight, Psychic Vampirism, Nightmare, Shade, Shiver, Skeleton, Soul Communication

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (3) -

Witch 10th level + 3 LA Mage = 13th level

These were female magic users that were focused on the land and the feminine mysteries. They were sought out for help and advice but otherwise they were not usually welcome in a city. However they would have been popular in small farming communities.

They were given nice gifts in exchange for their services and they tended to wear them to advertise their past clients. They would wear nice robes as well.

They were the main magic users among the Celts, Germans, Franks, and Goths for centuries.

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +1, Class Bonus +5
Dodge 15, Hindered 12, HTH 5, Tough 7, Move 4
Basic Skills: Athletics +5, Beastcraft +7, Melee +5, Survival +7

Arcane +10: (T) Witchcraft
Crafting +11: (T) Choose 3 crafts
Lore +10: (T) Greek Lore (or Sumerian, etc), Hearth Lore
Medicine +10: (T) Midwifery
Perception +11: (T) Alert, Detect Lies
Resistance +10: (T) Tireless, Iron Stomach, Resist Heat
Resolve +10:(T) Intimidation, Stubborn, Proud
Earth +11: (T) Augment Herbs, Belong, Call Animals, Moon Wand, Speak with Animals, Speak with Plants
Life +10: (T) Cure Disease, Purge, Remove Pain, Sleep
Transmutation +10: (T) Minor Shapeshift, Call Guardian, Control Animal, Control Plants

Housing - They have a nice house from a patron that doesn't realize that he isn't what he seems.

Equipment - Impressive clothes and jewelry.

Merits (3) -

Imperial Age Archetypes

Farmer 6th level + 1 LA Tough = 5th level

80% of the population of a nation had to be farmers to support the rest.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 16, Hindered 13, HTH 8, Tough 10, Move 5
Basic Skills: Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +8: Butcher, Farmer
Lore (T) +6: Roman Lore (or Celtic, etc.), Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Housing - In some areas everyone had a small apartment in the city and went out to work during the day. In other places the farmers would have a small house near their fields. It depends on if the farmer actually owns the land at all.

Equipment - They would wear a basic one piece long shirt, a rope around their waist, and sandals. They would carry a knife as a basic tool.

Merits (2) -

Kid - 1st level

The kids of farmers would be working as soon as they were able to do so. Kids that are running around a city would be able to play.

Str -2, Dex +3, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +0
Dodge 17, Hindered 13, HTH 3, Tough 3, Move 5
Basic Skills: Beastcraft +2, Melee +0, Perception +2, Resistance +1, Resolve +1, Survival +2
Athletics (T) +7: Brawling, Climbing (or Swimming), Clubs

Housing -

Equipment - They would have basic clothes and maybe a stick to smack things with.

Merits (2) -

Merchant 7th level

Poor merchants would have fairly nice clothes, belt, and shoes and a cart full of goods to sell. His children would be working for him as well. He would just have a knife.

Wealthy merchant would have very nice clothes and at least one shop, perhaps several. He would live in one of them. He would carry a hidden short sword but not be very good with it.

If the merchant is equestrian class then add +1 LA social status.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +3
Dodge 12, Hindered 11, HTH 6, Tough 3, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Perception +4, Resolve +3, Resistance+3, Survival +4
Academics (T) Accounting, Appraisal, Logistics
Linguistics (T) choose 3 languages
Lore (T) +6: Roman Lore (or Celtic, etc.), Hearth Lore
Perception (T) Detect Lies, Excellent Hearing, Observer, Spot Criminals, Spot Following
Persuasion (T) Bragging, Charming, Hagglng
Resolve (T) Professional, Stubborn
Streetwise (T) Black Market, Bribing, Port Savvy

Housing -

Equipment -

Merits (2) -

Mounted Warrior 9th level + 1 LA Strong = 10th level

This is a mounted Gothic or Frankish warrior that took over the Western Roman Empire. They were similar to the Celts and Germans

before them but they were focused on horsemanship.

Str +4, Dex +3, Con +2, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
Basic Skills: Perception +7, Resolve +6, Survival +7
Athletics (T) +11: Brawling, Running, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft +15: (T) Horsemanship, Mounted Combat
(F) Ride Bareback
Crafting (T) +11: Choose 1 craft
Lore (T) +8: Gothic Lore (or Frankish, etc.), Hearth Lore
Martial Arts (T) +11: Kicking Basics, Grapple Basics, Sweep Basics
Melee (T) +11: Knife, Spear, Chopping Sword, Shield
Ranged (T) +11: Spear, Sling or Archery
Resistance (T) +10: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Housing -
Equipment -
Merits (2) -

Roman Calvary 13th level + 1 LA Tough = 13th level

Roman Calvary was originally used for reconnaissance and for screening the troops while they got into formation. Towards the fall of the Western Roman Empire there was a switch to heavy cavalry as the main force to deal with the increasing attacks by mounted Goths and Franks.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +6
Dodge 16, Hindered 13, HTH 8, Tough 10, Move 6
Basic Skills: Medicine +6, Stealth +9
Athletics (T) +11: Brawling, Clubs, Force March, Running, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft +17: (T) Cattle, Husbandry, Wagoneering, Horsemanship, Mounted Combat
(F) Ride Bareback
Crafting (T) +13: Butcher, Farmer
Lore (T) +10: Roman Lore (or Celtic, etc.), Hearth Lore
Melee +15: (T) Guard, Chopping Sword, Shield, Formation
(F) Disable Limb, Vitals Strike
Perception (T) +13: Reconnaissance, Tracking
Resistance (T) +14: Tireless, Iron Stomach, Resist Heat, Medium Armor
Ranged (T) +13: Spear
Resolve (T) +12: Proud, Discipline, Spirit of the Corp
Survival (T) +13: Mountain Training
Tactics (T) +10: Mountain Combat, Urban Combat, Calvary Tactics, Siege Tactics, Formation Infantry Tactics

Housing -
Equipment -
Merits (2) -

Roman Legionary 12th level + 1 LA Tough = 13th level

After the early Republic, all of the Roman Legions were trained plebeians, mostly farmers. They were equipped with leather armor, tower shields, short swords, and spears. They carried their gear on a pack that they could drop for combat. They fought in various formations and would take breaks in combat and let the next legionary fight. They did this with extreme discipline that made them operate like a machine of killing.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +6
Dodge 16, Hindered 13, HTH 8, Tough 10, Move 6
Basic Skills: Medicine +6, Stealth +9
Athletics (T) +11: Brawling, Clubs, Force March, Running, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +13: Cattle, Husbandry, Wagoneering
Crafting (T) +13: Butcher, Farmer
Lore (T) +10: Roman Lore (or Celtic, etc.), Hearth Lore
Melee +15: (T) Guard, Short Sword, Tower Shield, Formation
(F) Disable Limb, Vitals Strike
Perception (T) +13: Reconnaissance, Tracking
Resistance (T) +14: Tireless, Iron Stomach, Resist Heat, Medium Armor
Ranged (T) +13: Spear
Resolve (T) +12: Proud, Discipline, Spirit of the Corp
Survival (T) +13: Mountain Training
Tactics (T) +10: Mountain Combat, Urban Combat, Formation Infantry Tactics, Siege Warfare

Housing -
Equipment -
Merits (2) -

Roman Senator 9th level +1 LA Tough + 2 LA Social Status = 12th level

Roman Senators functioned as both the government magistrates and the officer corp of Rome. They had to learn a variety of jobs as they progressed in their political career.

A Roman Senator on the streets will be wearing a Toga, a tunic underneath it, and sandals. They would usually only have an iron ring as jewelry.

On the battlefield they would have leather or segmented armor, a gladius, a knife, a spear, a shield, and a pack that they could drop in combat.

Str +1, Dex +2, Con +4, Int +3, Wit +3, Pre +3, Class Bonus +4
Dodge 18, Hindered 14, HTH 5, Tough 4, Move 5
Basic Skills: Resistance +6, Survival +5
Academics (T) +11: Administration, Bureaucracy, History, Local Law, Logistics, Politics
Athletics (T) +10: Brawling, Clubs, Forced March
Linguistics (T) +11: Greek
Lore (T) +11: Roman Lore, Greek Lore
Melee (T) +10: Slashing Sword, Shield, Formation
Perception (T) +11: Alert, Observer
Persuasion (T) +11: Diplomacy, Etiquette, Intimidation, Oratory
Resolve (T) +11: Leadership, Proud, Stubborn
Tactics (T) +11: Urban Combat or Mountain Combat, Formation Infantry Tactics, Siege Warfare

Housing -
Equipment -
Merits (2) -

Sailor 8th level + 1 LA Tough = 8th level

Ships of the time were mainly rowing vessels. They would have a single mast and square sail that would allow them some rest if the wind was going in the right direction.

The sailors didn't actually do most of the fighting. Ships would ram each other and marines would board and fight.

Sailors wore light clothes. Enough to keep them covered but not enough to make them overheat. They didn't wear armor. Their weapons were a short sword or a spear.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 19, Hindered 14, HTH 7, Tough 10, Move 5
Basic Skills: Beastcraft +7, Perception +7, Resolve +6, Survival +7
Athletics (T) +10: Brawling, Rowing, Swimming
Lore (T) +8: Greek Lore, Ocean Lore
Melee (T) +10: Knife, Spear, Short Sword, Shield
Nautical (T) +11: Coastal Navigation, Knotwork, Rigging, Sailboat, Ocean Training
Performance (T) +10: Salty Songs, Storytelling
Persuasion (T) +10: Hagglng, Bragging
Resistance (T) +12: Cast Iron Stomach, Tireless
Streetwise (T) +11: Gambling, Port Savvy, Pirates

Housing -
Equipment -
Merits (2) -

Scholar 4th level

This is a basic peasant scholar. They were popular in Greece and they would follow and entertain a noble patron. They would wear a plain but nice robe and carry no weapons. They might have a few scrolls with them at all times.

Greek scholars would sell themselves into slavery and be purchased by wealthy Roman families. They would watch after and teach the children.

Str +0, Dex +0, Con +0, Int +5, Wit +2, Pre -1, Class Bonus +2
Dodge 12, Hindered 11, HTH 5, Tough 2, Move 5
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Resistance +2, Survival +4
Academics +15: (T) History, Literature, Local Law, Philosophy
(F) Advanced Law, Bookworm, Secret References
Lore (T) +9: Greek Lore, Egyptian Lore, Roman Lore
Persuasion (T) +5: Debater, Oratory, Mooch, Teacher
Resolve (T) +5: Stubborn

Housing -
Equipment -
Merits (2) -

Surgeon 6th level

Roman surgeons used Greek texts and their own experience to teach them. They would apprentice to another surgeon for several years until they were released to practice on their own.

They were paid fairly well but it was not a field that you became wealthy in. They would dress in poorer but clean clothes that were easy to wash or replace. They carried some basic medical tools and herbs.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre +0, Class Bonus +3
Dodge 12, Hindered 11, HTH 5, Tough 2, Move 5

Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Resistance +3, Survival +5
Academics +11: (T) History, Philosophy
Lore (T) +11: Greek Lore, Egyptian Lore, Roman Lore, Medical Lore
Medicine +15: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
Perception (T) +9 Excellent Hearing, Hound Dog Nose, Detect Lies, Identify Tastes
Resolve (T) +7: Dedicated - to patients

Housing -
Equipment -
Merits (2) -

Thief 4th level

This is a basic street rat. A thief would wear common poor clothing with a bit of bagginess to conceal stolen items in. They would have a knife to use as a tool, as a cut-purse, and for self-defense.

Str +0, Dex +2, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2
Dodge 18, Hindered 14, HTH 5, Tough 3, Move 6
Basic Skills: Beastcraft +4, Lore +2, Melee +2, Resolve +3, Resistance +3, Survival +4
Athletics (T) +8: Running
Perception (T) +8: Alert, Quick Search
Stealth (T) +8: Belong, Concealment, Evasion, Pickpocket, Shadowing
Streetwise (T) +8: Fencing Goods, Scrounging, Black Market, Port Savvy

Housing -
Equipment -
Merits (2) -

Villager 4th level

Villagers were focused on some trade. They would have a basic one piece long shirt and a rope belt. People didn't wear pants at this time period. They would wear sandals on their feet.

It would depend on the village on if regular people were allowed to carry more than a knife, assuming they could afford more in the first place.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
Dodge 16, Hindered 13, HTH 6, Tough 7, Move 5
Basic Skills: Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Climbing, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Crafting (T) +8: Choose 3 crafts
Lore (T) +6: Roman Lore (or Celtic, etc.), Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Housing -
Equipment -
Merits (2) -

Warrior 7th level + 1 LA Strong = 8th level

This represents the Celtic and Germanic warriors that the Roman Legions fought. They would follow various noble lords and that lord would provide the weapons and armor for his band of men. Then many bands would get together and fight as an army.

Str +4, Dex +3, Con +2, Int +0, Wit +2, Pre +2, Class Bonus +3
Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
Basic Skills: Beastcraft +5, Perception +5, Resolve +5, Survival +5
Athletics (T) +10: Brawling, Running, Forced March, choose one depending on the climate (swimming, skiing, etc.)
Crafting (T) +8: Choose 1 craft
Lore (T) +7: Celtic Lore (or Germanic, etc.), Hearth Lore
Martial Arts (T) +10: Kicking Basics, Grapple Basics, Sweep Basics
Melee (T) +10: Knife, Spear, Chopping Sword, Shield
Ranged (T) +9: Spear, Sling or Archery
Resistance (T) +9: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Housing -
Equipment -
Merits (2) -

Imperial Age Campaign Sets

Low Level Campaigns (4-5th level)

Low Level Clients

You are a villager client of a patrician Roman Senator. His family is in a feud with another prominent patrician family. You are an agent of these activities. You have to be careful though. You are not protected under the law like these patricians are!

Celtic Couriers

You are a Celtic Warrior that has been given a message from your Druid to a Druid that is traveling on the other side of Germanic and Roman lands. You and your group has to travel through hostile territory of other Celtic tribes, Germanic tribes, and through Roman occupied territories in order to find this Druid and bring him the message. You had to memorize the message in another language by sound so you hope you can remember it all by the time you get there!



Mid-Level Campaigns (8-10th level)

Anti-Piracy

You work in the Roman Navy on anti-piracy. At first you would just be a sailor but as you gained skill you could become more of an agent.

Mid-Level Clients

You are an ex legionnaire that is a client of a patrician Roman senator out in the Provinces. Not only are other Roman families out for your patron but the locals wouldn't mind if he dies either. You could go from bodyguards to general agents of your Patron. You could be sent on missions to escort family members, carry political messages, etc.

Mid-Level Agents

You are an agent of an Equestrian class Roman Senator. This means that there is a lot more money being made. You would be escorting shipments, making trade deals, sabotaging competition, etc.

High Level Campaigns (12-15th level)

Agents of the Church

The early church is already getting involved in fighting against the supernatural. They are sending hunters under the seal of the Emperor to investigate Dark Cultists, Necromancers, and various supernatural threats along the Provinces. They are to discover them and destroy them. The problem is that the local magistrates and legates may not believe you. They could refuse to help you out or they could think that you are sent to undermine them.

Roman Horror Campaign

There are vampires in Imperial Rome. They love the city and Rome was the center of civilization for a long time. Vampires are following different factions fighting in hidden rooms, cellars, and underground rooms for power over the human cattle.

Major Vampires would be fighting each other with Minor Vampire foot soldiers. Characters would be Minor Vampires just learning how to live with their new death. Various kinds of supernatural horrors are now issues that they have to deal with to defend their territories. This could be Germanic Werewolves or Outer Horrors being called by Cultists.

TL 4: Ax Ages (476 - 1000 CE)



The Ax Ages, aka the Early Middle Ages, was the time period after the fall of the Roman Empire. Various migrating tribes overwhelmed the Empire and it finally collapsed in the West. In the East it became known as the Byzantine Empire. Trade collapsed. Vikings, Magyars, and Muslims invaded Europe repeatedly. This is the era that is usually referred to as the Dark Ages.

Population Distribution

The world population made a slow increase during this time due to the great difficulties in survival.

500 CE - 190 million
600 CE - 200 million
700 CE - 207 million
800 CE - 220 million
900 CE - 226 million
1000 CE - 254 million

Animals

Horses were bred to be larger than ever and the true Warhorse was developed.

Armor and Weapons

The armor and the weapons mainly came from the North and East with the various invading tribes. They had fairly good steel but only the Nobles could afford them. The Vikings favored long axes and round shields.

There was a greater focus on Calvary during this time.

Entertainment

A very rare visit from a traveling acting group was about all there was beyond the occasional festival.

Food

Food became very simple again. In general everyone's food was simple and bland. There were very few spices being used at that time. Salt was expensive due to conflicts with Muslims along the Salt Road through the Middle East.

Food shops existed in towns but most peasants had to grow their own. They made rye bread, oats in various soups and stews, and pigs and sheep for meat. They had ale to drink or they had to drink water from a river or milk, neither of which tasted that good due to a lack of filters or ability to boil things easily. Other kinds of meat such as fish, deer, and fowl were available to the lord as well as wine and better bread.

Beer was available. The women would brew a batch in a big cauldron, hang out a sign, and have people over to drink. This was one of the few goods that were not restricted by Lords.

Housing

Housing in the Early Middle Ages was based on fortifications against the huge number of raiders that were moving throughout Europe at the time. With the loss of the Roman Legions to fortify the area every raider in north and Eastern Europe moved west. The Castle developed out of creating a version of Roman forts which were a permanent version of Roman marching camps.

A palisade or curtain wall of stone was built around a central tower with smaller buildings along the inside of the wall.

Villagers from surrounding areas could retreat inside the walls during an attack. The local knights and men at arms would go out and take care of the raiders if they had superior numbers. Otherwise they would wait them out inside as well. Raiders would raid the village and move on.

Village houses were made of sticks, straw, and mud. They were one room sheds that they shared with their animals. Cooking and most any other activity was done outside. They had no furniture.

Life Expectancy 30 years

Lifestyle Levels

Luxury - Duke/Prince/King - You have true opulence (10G/month) Starting Gear: You have a huge estate, many guards, and servants, and all the gear you need. You can buy anything that you want. You have 250s in your pocket.

Wealthy - Wealthy Merchant/Baron - You have the best of everything. (200s/month) Starting Gear: You have a medium sized castle, your own men at arms, several servants, several swords and sets of armor, a team of horse, etc. You have 50s just sitting in your pocket.

High - Merchant/Lord - You have it good. (50s/month) Starting Gear: You have a horse, a set of armor, a few good swords, and some traveling gear. You have several sets of clothes and you have a small manor or keep and several peasants that serve you. You have a guard that you have outfitted with a sword and basic armor as well. You have 10s to spare for incidentals.

Medium - High Peasant - You have your own house. (20s/month) Starting Gear: You have some work clothes, some daily clothes, and one set of nice clothes. You have a sword or a bow that belonged to your father. You have 5s worth of other things or to save for emergencies. You have a donkey to ride.

Low - Peasant - You have it pretty bad (5s/month) Starting Gear: You have one set of work clothes and one set of daily clothes. You have a knife to eat with, a sack to carry things and basic tools relating to your job. You have 1s hidden away for emergencies.

Street - Things really suck (1s/month) (-4 to social rolls) Starting Gear: You have one set of clothes that you are wearing. You have no starting wealth.

Medical (Western error +4, other error +3)

At best Early Middle Ages medical technology was equal to Iron and Bronze Age technologies but this would be mostly in Islamic nations, China, or India. Western culture however lost much of the Iron Age technology. Most western medical practitioners had no more than Trained level skill in Medicine.

Money

Economics in the Early Middle Ages much was less advanced then during the Empire. Coinage became rare again and barter took back over as the standard economic system. Many peasants never saw a coin. Most coins that existed were left over from the Empire or Byzantine Coinage. This was mainly used by the Nobility. A few places started minting their own gold coins but they were mainly used for huge purchases, hoarding, or displays of wealth.

Silver coins became available after Charlemagne reformed the currency system (£1 = 20s = 240d). The Sous and the Livre were originally units of accounting and not actually minted. Their Pound of silver was equal to 1.5 Roman pounds (489.6 grams vs. 327.5 grams for the old Roman pound).

Silver coins became popular in England after the Viking raids. Kings had to mint new money to pay for levies and sometimes to ransom their own lands back from the raiders. However more English silver ended up in Scandinavia than in England.

Charlemagne's Money System

1 Half Denier = \$1

1 Silver Denier "d" = 2 Half Denier = \$2

1 Silver Sous "s" (Unit) = 12 Denier = \$24

1 Silver Livre (Pound) "£" (Unit) = 20 Sous = 240 Denier = \$480

English Money System

1 Half Pence = \$1

1 Silver Pence "d" = 2 Half Pence = \$2

1 Silver Shilling "s" (Unit) = 12 Shilling = \$24

1 Silver Pound Sterling "£" (Unit) = 20 Shilling = 240 Pence = \$480

Services

During the Early Middle Ages the northern Germanic tribes took over most of Europe and imposed their own social stratification. This was a more basic system then the Roman system and lower ranks had no chance of changing their lot in life. The constant raiding by some of the tribes forced the villagers into a constant struggle for survival. They had to depend on the Lords to organize and protect them during warfare. They basically traded their freedom and products for the rest of their lives for this protection. However everyone's life was very crude at that point so it seemed like a good idea at the time.

The Feudal System that developed at that time involved a Lord owning all the land. The peasants worked in different jobs

for the lord and a certain percentage went to the Lord and a certain percentage was available to the peasant to trade for other goods and services. This eliminated the need for trade to support a local population since raider made that too dangerous. Each area was self-sufficient and a small economy unto itself. Barter was used and coins were almost unknown outside of cities.

After a while various nations began to form and higher and higher lordships were added. Regions merged and swore loyalty to the most powerful lord and made them the King. After wars he would grant new titles and add more layers. Stability developed and everyone's standard of living increased.

Social Stratification

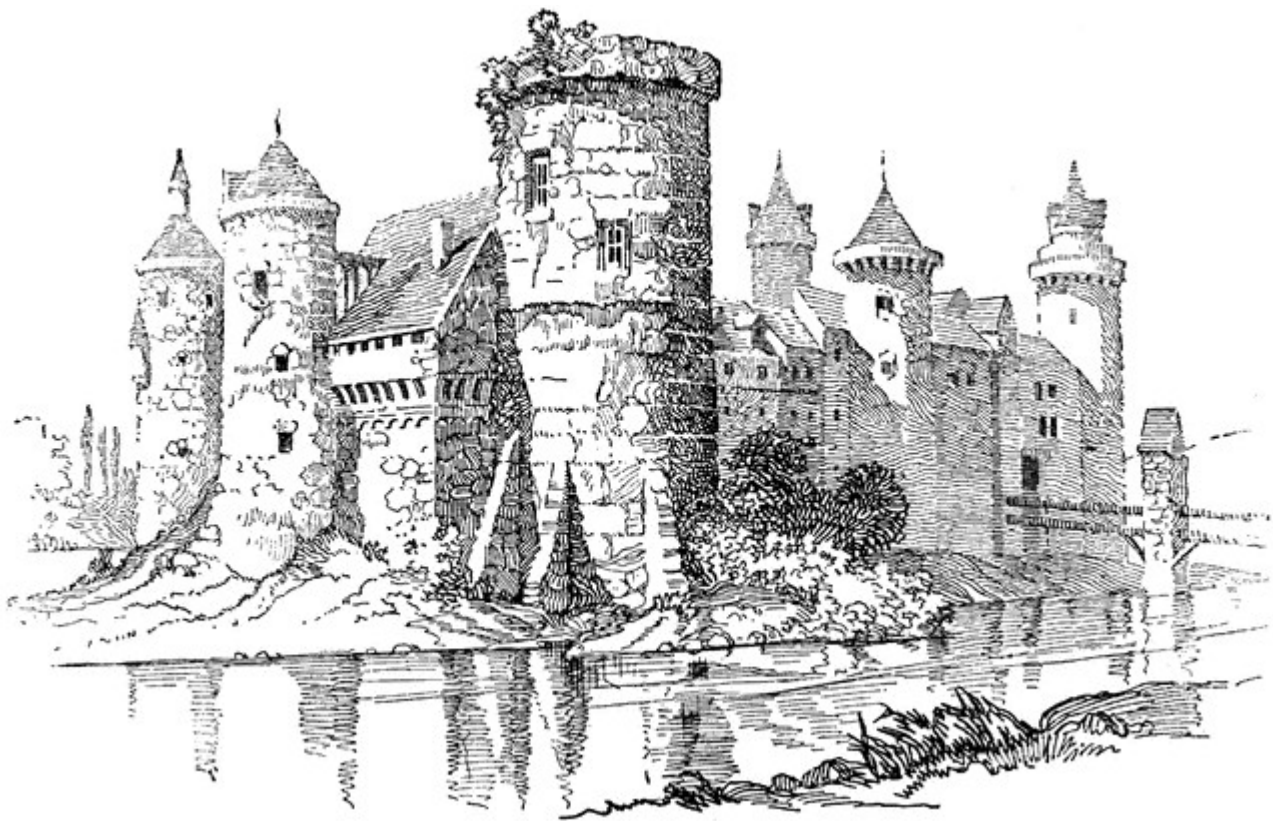
There was considerable social stratification during the Middle Ages. Most of this was based on land distribution and requirements for militia pools. Kings broke up the kingdom into sections and gave each section to a set of Dukes. Then they broke those up and gave each one to a set of Barons. Then the Barons would break up their sections and give them out to Lords. Each of these would build a castle and would be assigned land to cultivate and protect. In exchange the Lords would take their militias and combine them all to fight for the King.

Within each Castle you have further stratification with the Lord of the Manor at the top, Knights and Servants of the Lord next, then free folk, and then servants.

Transportation

There was some development of sailing vessels during this time. The Vikings developed the Longship which was an ocean going vessel that could land on a beach and they could charge from there. This was the original fast landing attack and scared the hell out of everyone at the time.

Wagons were crude during this time. They became entirely made of wood outside of a few nails. The axels would wear away or split fairly often. They had no shocks to speak of either. The wheels looked more like shields then wagon wheels.



Ax Ages Gear

Lower Class Gear

English Money System

1 Half Pence = \$1

1 Silver Pence "d" = 2 Half Pence = \$2

1 Silver Shilling "s" (Unit) = 12 Shilling = \$24

1 Silver Pound Sterling "£" (Unit) = 20 Shilling = 240 Pence = \$480

This covers small villages and poorer stores in larger cities.

Clothes

Woolen Tunic 1s 8d
 Woolen Dress 2s 3d
 Sandals 8d
 Shoes 3s
 Boots 4s
 Pants 9d
 Rope Belt 1d
 Robe 1s
 Cloak 5d
 Work Gloves 1s 4d

Provisions

Good Meal 5d
 Poor Meal 3d
 Ale 1d
 Watered Wine 2d

Gear

Blanket 1s
 Lamp 10d
 Water skin 8d
 Sack, Small 2d
 Sack, Large 4d
 Belt Pouch 1s 6d

Farming Gear

Oxen 4s
 Work Horse 8s
 Mule/Donkey 3s 4d
 Chicken 3d
 Sheep 2s 6d
 Goat 1s
 Cattle 3s 4d
 Small Cart (2w) 1s 8d
 Large Cart (2w) 2s 6d
 Hammer 10d
 Chisel 10d
 Pickax 1s 3d

Melee Weapon Statistics

Blades	Size	Dmg/AP	Smash	Defense	Str	Poor	Good
Knife	3	6/2	0	+1	-4	5d	10d
Short Sword	4	8/2	+1	+3	-2	1s 8d	3s 4d
Axe	4	8/1	+4	+2	+1	1s 3d	2s 6d
Pitch Fork	5	4/1	+1	+2	+0	5d	10d

Poor weapons do -1 dmg/-1 ap always and have a +2 error range when facing a good weapon. They can break more easily.

Ranged Weapons

Thrown	Dmg/AP	Range	Acc	Str	Cost
Sling	6/0	Short	+2	-6	5d
Throwing Knife	6/3	CQ	+1	-4	2s 6d
Throwing Axe	8/2	Short	+1	+0	2s 6d
Metal Tipped Javelin	12/3	Short	+2	+2	1s 3d
Bows					
Short Self Bow	4/3	Medium	+0	-3 to +2	1s
Short Composite Bow	4/3	Medium	+0	+0 to +4	2s 1d
Long Self Bow	10/3	Longbow	+1	-1 to +4	3s
Long Composite Bow	10/3	Longbow	+1	+2 to +8	4s

Bows

Bows have a strength range. If your strength is below the minimum for that bow then your range goes to short and you are a -1 for each point below the minimum strength. If your strength is 4 less than the minimum then you can't pull it at all. Any strength past the maximum strength is wasted and on a botch you snap the bow. Otherwise you add your strength to the damage and AP.

Armor

Type	DR:B/I	Max Dex	Cost
Quilted/Fur	1/3	+4	1s 8d
Heavy Leather Shirt	2/4	+6	2s 1d
Leather Scale Shirt	3/8	+2	2s 6d

Shield

Type	Defense	Str	Reflex	Cost
Buckler	+2	+0	-0	1s 8d
Small Wooden	+3	+1	-1	1s 3d
Large Wooden	+4	+2	-2	2s 1d

Upper Class Gear

This covers the merchant class and nobility. Stores would only be in larger towns and cities.

Clothes

Cotton Tunic 3s
Cotton Pants 3s
Boots 8s
Leather Belt 2s
Fur Cloak 4s
Fur Hood and Mantle 4s
Leather Hood and Mantle 2s
Leather Gloves 2s
Silver Broach 14s
Bronze Broach 8s
Hairbrush 4s
Dress 8s-16s

Provisions

Good Meal 2s-3s
Great Meal 4s - 6s
Good Ale 2s
Good Wine 4s
Great Wine 16s
Trail Rations 10d/day

Gear

Blanket, All Weather 2s
Ink, Quills and Paper 2s
Leather Belt Pouch 2s
Rope (10m) 4s
Saddle & Bridle 5s
Saddlebags 5s
Soldier's Mess Tin 10d
Tent, Small (3 man) 2s
Tent, Medium (2 room) 6s
Tent, Large (5 room) 8s

Housing

Small House 300£
Medium House 900£
Large House 1500-3000£

Travel

Riding Horse 2£
Nice Riding Horse 8£
Warhorse 8£
Small Caravan Wagon (4w) 8s
Large Caravan Wagon (4w - 6w) 20s
Rowboat 8s
Small Riverboat 2£
Large Riverboat 3£
Small Coastal Ship 4£
Medium Coastal Ship 6£
Large Coastal Ship 12£

Slaves

Heavy Work Slave 2£
House Slave 1£
Educator Slave 3£

Melee Weapon Statistics

Blades	Size	Dmg/AP	Smash	Defense	Str	Cost
Knife	3	6/3	+0	+1	-4	2s
Short Sword	4	8/3	+1	+3	-2	5s
Slashing Sword	5	10/3	+0	+4	+0	6s
Chopping Sword	5	10/2	+3	+4	+1	4s
Great Sword	6	12/2	+4	+2	+2	8s
Hand Axe	3	6/2	+2	+1	+1	2s
Chopping Axe	4	8/2	+4	+2	+1	3s
Long Axe	5	10/2	+4	+3	+2	3s
Great Axe	5	12/2	+5	+3	+2	10s
Light Mace	4	6/0	+2	+3	+1	10d
Heavy Mace	4	8/0	+4	+2	+2	2s
Morningstar	4	10/2	+4	+2	+2	6s
Warhammer	4	8/0	+3	+1	+2	10s
Maul Hammer	5	12/0	+5	+2	+3	12s
Polearm	6	8/3	+3	+3	+1	12s
Metal Tipped Spear	6	8/3	+2	+4	+1	3s
Quarterstaff	6	8/0 B	+2	+5	+0	10d
Club/Baton	4	8/0 B	+1	+2	+0	3d

Ranged Weapons

Thrown	Dmg/AP	Range	Acc	Str	Cost
Sling	6/0	Short	+2	-6	10d
Throwing Knife	6/3	CQ	+1	-4	3s
Throwing Axe	8/2	Short	+1	+0	3s
Metal Tipped Javelin	12/3	Short	+2	+2	2s
Bows					
Short Self Bow	4/3	Medium	+0	-3 to +2	4s
Short Composite Bow	4/3	Medium	+0	+0 to +4	12s
Long Self Bow	10/3	Longbow	+1	-1 to +4	6s
Long Composite Bow	10/3	Longbow	+1	+2 to +8	16s
Light Crossbow	6/3	Longbow	+2	-4/+5	6s
Heavy Crossbow	8/3	Long	+2	+2/+10	8s

Bows

Bows have a strength range. If your strength is below the minimum for that bow then your range goes to short and you are a -1 for each point below the minimum strength. If your strength is 4 less than the minimum then you can't pull it at all. Any strength past the maximum strength is wasted and on a botch you snap the bow. Otherwise you add your strength to the damage and AP.

Crossbows are set up a bit differently. They have two strength ratings listed. The first is the minimum strength to wield a crossbow. If your strength is below that then you can't aim unless you brace it and you take the difference as a penalty for all attacks. The second is the strength rating for the crossbow's mechanism. For every point your strength is below the strength of the crossbow you have to spend a simple action to reload it. Otherwise your own strength does not add to its damage.

Armor

Type	DR:B/I	Max Dex	Cost
Quilted/Fur	1/3	+4	2s
Heavy Leather Shirt	2/4	+6	3s
Full Suit	2/4	+3	4s
Metal Reinforced Leather	3/6	+5	6s
Full Suit	3/6	+2	8s
Leather Scale Shirt	3/8	+2	8s
Full Suit	3/8	+1	16s
Metal Scale Shirt	4/10	+3	16s
Full Suit	4/10	+1	24s
Chain Mail Shirt	4/12	+4	16f
Full Suit	4/12	+2	20f

Shield

Type	Defense	Str	Reflex	Cost
Buckler	+2	+0	-0	2s
Small Wooden	+3	+1	-1	1s
Small Steel	+3	+1	-1	12s
Large Wooden	+4	+2	-2	2s
Large Steel	+4	+2	-2	16s



Ax Ages Ships

Ships in the Ax Age, aka the Early Middle Ages, were mostly based on earlier Roman designs. However there was a drop in shipping as most coastal cities were abandoned after the fall of the Western Roman Empire and most settlements moved inland for better defense. Without an organized navy for anti-piracy, shipping ground to a halt in most of southern and western Europe. The Vikings came onto the scene with Longships capable of fast landings.

Galleys and Longships were eventually replaced by the Cog, which had higher sides which made it harder to board during combat, cover, and gave them greater cargo capacity.

Galley

Warship

Scale: Small Standard Transport (10)

Wounds: 16/32/48/64 vehicle scale

DR: 15

Str +50 for hauling cargo

Length 70-120ft

Speed: 7-10 knots with a sail/7 knots w/rowers

Crew: 200

Handling (T) -4

Maneuver +0

Size: 5/+3/+0

Defense: 10/10

Galleys were the primary warship used during the Early Middle Ages. They were mainly driven by oars with their sail only used occasionally during good weather with the wind going in the right direction. They fell out of favor for the Cog, which had a much higher distance above the water, making it harder to board during combat.



Longship

Warship

Scale: Small Standard Transport (10)

Wounds: 16/32/48/64 vehicle scale

DR: 15

Str +50 for hauling cargo

Length 70-120ft

Speed: 7-10 knots with a sail/7 knots w/rowers

Crew/Passengers: 30-120/10-50

Handling (T) -4

Maneuver +0

Size: 5/+3/+0

Defense: 10/10

Longships were made famous by the Vikings. They were more narrow and streamlined than a Galley. They were much more maneuverable, capable of simply reversing direction by reorganizing the rowers. They had a low draft and were low to the water so allow for fast landings that allowed them to hit the beach running, raid a settlement, and be back to their ships before any resistance could be organized. They were also able to be lifted and carried onto the land and into a river and back.

Longships were classified by the number of rowing benches on them. Usually there would be two to four people to bench depending on the size. A small Long ship is called a Karvi (6-16 rowing benches), medium is called a Sneijka (20 rowing benches), and a large is called a Skei (30+ rowing benches). There are references to an even larger one called a Drekkar but no examples have been found. All of them would use these traits but with different numbers of crew.

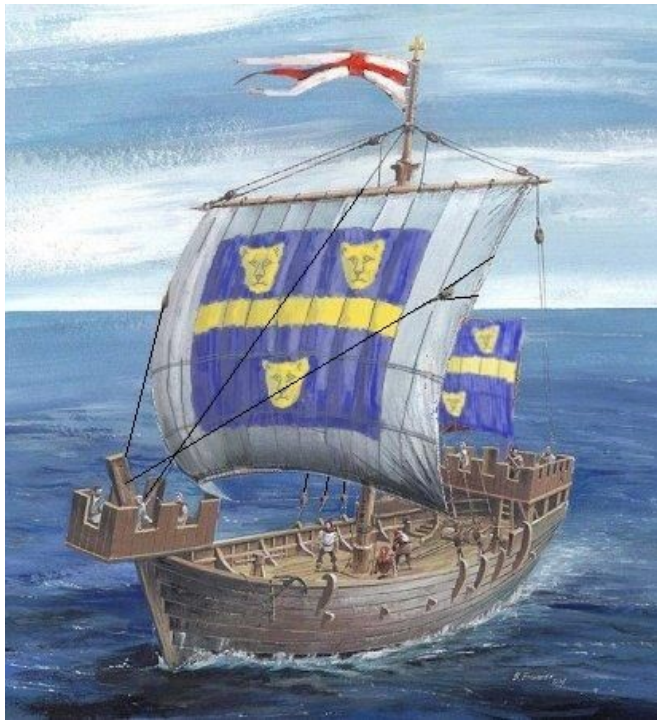


Large Cog

Warship/Merchantman
Scale: Small Standard Transport (10)
Wounds: 16/32/48/64 vehicle scale
DR: 15
Str +50 for hauling cargo
Length 70-120ft
Speed: 7-10 knots with a sail/7 knots w/rowers
Crew/Passengers: 200/60
Handling (T) -6
Maneuver +0
Size: 5/+3/+0
Defense: 10/10

Cogs were a common type of trading and warship used during this time. They had a large square sail and were caravel built. They had steep sides which made them difficult to board from the water by pirates and in battle. Most were used for trading but those that were used for battle had towers added for greater height during combat. They were also flat bottomed which made them easier to load near a dock.

The Large Cog replaced the Galley and the Longship later on.



Small Cog

Warship/Merchantman
Scale: Huge Standard Vehicle (9)
Wounds: 8/16/24/32 vehicle scale
DR:15
Str +40 for hauling cargo
Length 35-70ft
Speed: 7-10 knots with a sail/2-4 knots w/rowers
Crew/Passengers: 100/20
Handling (T) -5
Maneuver +0
Size: 6/+3/+0
Defense: 11/11

Cogs were a common type of trading and warship used during this time. They had a large square sail and were caravel built. They had steep sides which made them difficult to board from the water by pirates and in battle. They were also flat bottomed which made them easier to load near a dock.

The Vikings had a kind of Medium Trading Ship called a Knarr. They were replaced by the Small Cog, but use the same stats.

Holk

Coastal Merchantman
Scale: Large Standard Vehicle (8)
Wounds: 4/8/12/16 vehicle scale
DR: 5 (wood)
Str +30 for hauling cargo
Length 21-35ft
Speed: 1-2 knots using pole, speed of the river going down stream/2-4 knots w/rowers
Crew/Passengers: 12-25/60
Handling (T) -8
Maneuver +0
Size: 7/+3/+0
Defense: 12/12

Holks were run along a coast or open rivers. Many were basically little more than towed barges.





Rowboat

Scale: Small Standard Vehicle (6)

Wounds: 1/2/4/5 vehicle scale

DR: 5 (wood)

Str +10 for hauling cargo

Length 7-14ft

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Crew: 1-2

Handling (B) -6

Maneuver +0

Size: 9/+2/+0

Defense: 14/14

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader. However on calmer waters they can be just tied behind another vessel that doesn't have the deck space.

Social Status

The Early Middle Ages was a time of reduced urban civilization and a loss of general education level. The fall of the Western Roman Empire removed the unifying structure behind most European cultures. Most collapsed back into chaos and raiding. Germanic migrations replaced many of the existing cultures. The Catholic Church came back into those areas and was a moderating force in areas that accepted it and a destructive force in areas that did not.

Even the Nobility wasn't in great shape. Some had forts or castles but everyone was basically living in squalor. Characters are assumed to be High Peasants. Each social status above that requires a Level Adjustment.

High Peasant Starting Gear

Peasant housing was wattle and daub single room houses made with some rocks and framed with some wood and tree branches. No nails were used. Most of the activities were outside including cooking and laundry. You stayed inside only at night or during poor weather. Animals lived inside with you during poor weather and for security.

You have a single set of clothes that look decent and your regular work clothes. Choose one of each at most of the clothes under Lower Class. You have the gear for a single trade as well. If you are a merchant then you would have a cart and oxen to haul it with whatever you sell. It can't be valued more than 5s. You start with 1p for any additional gear past that.

You start with 1 month of Low Lifestyle and 1 drachma for any additional gear past that.

Low Noble Starting Gear (+1 LA) +4 to social rolls

Your family is noble but not very high. This is a common level for starting adventurers in the Early Middle Ages as it would allow some extra training and equipment. Heroes would be at least this level. Everyone else would have to spend all their time working. Your family has a small group of peasants that work for them. Your family would have a small fort to live in with a wooden or stone wall around it and some storage areas. The peasants on your land would all crowd behind the wall when raiders came.

You have some upper class clothes. If you are a warrior then you would have a chain mail shirt, a conical helmet, a small steel shield, a long sword, a knife, and a spear. You would have a cloak, a belt, a belt pouch, and boots. You would have a donkey and the saddle, bit, and bridle for it. You start with 5s for any additional gear past that. All of this would have been provided to you by a High noble that you work for.

You have a Medium Lifestyle that is maintained by your family's properties unless something happens to them.

High Noble Starting Gear (+2 LA) +6 to social rolls

Your family is wealthy and is close to the King in blood. Your immediate family would have its own small castle. Your family has many peasants, servants, and slaves to work your fields and businesses. The more famous heroes would be this level.

You have any clothes that you want. If you are a warrior then you have a full set of armor and shield. You also have a warhorse with full tack. You have 10s for any additional gear past that.

You can choose to lead men into battle. You can have a number of men at arms equal to your full character level at most. They will protect you and follow your orders in battle. They will all be Low Noblemen and will be equipped as such unless you upgrade their equipment further with your own money.

You have a High Lifestyle that is maintained by your family's properties unless something happens to them.



Social Stratification

There was still a good deal of social stratification but less than during the Roman Empire.

Craftsmen

Craftsmen were held in high regard during this time. They usually worked directly for a lord as they were the only ones that could protect them.

Farmers

The cultures that replaced the Romans were primarily agrarian. Most would pay some taxes to a local lord for protection. The feudal system was just starting to develop during this time.

Magicians

Most magic users lived in remote areas to get away from people demanding their services. Many cultures had laws against anyone but priests practicing magic. Sometimes a King would invite one and declare them under their protection.

Merchants

Merchants were poorer during this time. The trade routes were too dangerous so it was harder to get goods from one place to another. They lost much of their additional profit they could have made from the extra guards they had to hire.

Nobles

Nobles during this time were mostly tribal nobles in Western Europe. Eastern Europe still had families from during the Roman Empire in charge of the Byzantine Empire.

Priests

There were several different kinds of Christian priests during this time. The church had less central power over the outlying communities. Some priests were helpful and others were abusive.

Slaves

Slavery as a result of raiding another village was fairly permanent. However the slave economy of the Romans did not exist in the West. It was replaced by serfdom.

Strangers

Strangers were not welcome during this time. If they were Christian then a monastery might let them in but most villages were too afraid of letting in strangers that might help raiders attack them.

Warriors

This was a time of might makes right. Most people were afraid of warriors. They would come through an area and either raid or pillage as a part of an army. They would get away with more because most people could not stop them.

Often the warriors of a culture were also the nobles. This would mean that an ordinary person would have no recourse.

Skills

There was a change in focus during the Middle Ages from a coastal city based culture to an agrarian culture.

Academics (M) – An education was not that important to most people of the time period. Be careful which feats you pick.

Arcane (M) – Possible in certain settings

Athletics (M) – Athletics were studied in passing and just as a necessity.

Beastcraft (M) – This was the cornerstone of the economies of the time

Computers (N/A)

Drive (N/A)

Engineering (T) – Some of the engineering knowledge of the Romans was lost during this time.

Linguistics (T) – Travelers learned other languages.

Lore (T) – Most cultures had their own lore.

Martial Arts (M) – Oriental cultures focused on this

Medicine (T) – Medicine went back to herbal medicine at this point

Melee (M) – This would be an important skill for warriors

Nautical (M) – Sailing was reduced as a focus due to most towns and castles being inland

Operations (N/A)

Perception (M) – This was very important to watch for predators

Performance (T) – Bards were the main entertainment during this time.

Persuasion (M) – Having a golden tongue was a mark of pride

Pilot (N/A)

Ranged (M) – This was a major skill for warfare

Resistance (M) – You need lots of this on those cold nights

Resolve (M) – There were a lot of competing egos at the time

Science (T) – This was little studied and greatly lost. Only a monk would know much of this.

Stealth (M) – This is common for woodsmen

Streetwise (T) – There were fewer cities but some of the major ones had a lot of criminal activity

Survival (M) – This was common for woodsmen

Tactics (M) – Middle Age tactics were focused on cavalry, armor, and longbows.



Ax Ages Archetypes

Commoners

Archer 5th level

Archers were mostly trained villagers. They were required to practice a certain amount during each year as a part of their services to their lord. They would march with the rest of the infantry. They would fire in formation but they would usually break up and run when they were directly challenged.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2

Dodge 16, Hindered 13, HTH 6, Tough 7, Move 5

Basic Skills: Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4

Athletics (T) +6: Brawling, Clubs, Forced March, choose one depending on the climate (climbing, skiing, etc.)

Crafting (T) +8: Bowyer, Choose 2 crafts

Lore (T) +6: Christianity, Hearth Lore

Ranged (T) Archery, Crossbow, Indirect Fire

Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Housing – They would live as any other villager.

Equipment – They have standard peasants clothes, crafting tools for their crafts, and a bow and set of arrows.

Bard 5th level

A bard was a type of entertainer that would travel around, trading his songs for room and board. They were sought after as one of the only forms of entertainment in a small village.

Str +0, Dex +0, Con +1, Int +1, Wit +1, Pre +2, Class Bonus +2

Dodge 16, Hindered 13, HTH 5, Tough 7, Move 5

Basic Skills: Beastcraft +3, Melee +2, Perception +3, Resolve +4, Survival +3

Athletics (T) +6: Brawling, Clubs

Lore (T) +7: Arthurian Legends, Christianity, Hearth Lore

Performance (T) +7: Singing, Fiddle, Dancing

Persuasion (T) +8: Bragging, Charming, Moch, Oratory

Resistance (T) +7: Tireless, Iron Stomach, Resist Cold

Housing – He doesn't have a house since he travels and he doesn't have a horse since he can't afford it. He travels from town

to town, making money or trading food for song and moving on when he gets into trouble.

Equipment - The bard has woolen shirt, pants and a pair of boots on. A leather belt with a small pouch holds his small bag of coins. He carries a knife on his belt as his only weapon and that is mainly to fight through tough bread. His fiddle travels wrapped in a cloak inside a small sack that he carries.

Blacksmith 6th level +1 LA Strong = 6th level

The blacksmith had his own shop or is working with another blacksmith. If he lives in a small village he may be the only one. If he lives near a lord or a town he would work under another blacksmith that does the actual weapon smithing.

Str +6, Dex +0, Con +4, Int +0, Wit +2, Pre +3, Class Bonus +3
Dodge 16, Hindered 13, HTH +11, Tough 14, Move 5
Basic Skills: Beastcraft +3, Melee +1, Perception +3, Resolve +2, Survival +3
Athletics (T) +6: Brawling, Clubs, Lifting
Crafting +13: (T) Blacksmithing, Metalsmithing, Leatherworking
(F) Armorsmithing, Shop, Smelting, Weaponsmithing
Lore (T) +7: Christianity, Hearth Lore
Resistance (T) +13: Tireless, Iron Stomach, Resist Cold, Resist Heat
(F) Resist Pain, Hardened Limbs

Housing - His house would be nearby in a small village or he would have a shop in a town and separate house. Either way the smithy would not be attached to any other buildings do to the threat of fire.

Equipment - He has woolen shirt and pants with a leather apron over it that goes to his knees. He has a pair of boots and a leather belt but he doesn't carry money around. He can pick up a lot of tools and use them as weapons if he needs to but he is large and strong so he doesn't get into many fights.

Farmer 6th level + 1 LA Tough = 7th level

The feudal farmer would have a small house in a cluster of houses and would work a strip of land on the lord's land beside other farmers. Most of the tools belong to the lord but the farmer would have a poor knife to use as a basic tool. A woolen shirt and pants would be repeatedly patched and he would use a rope belt since a leather one would just get damaged too quickly in the fields.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 16, Hindered 13, HTH 8, Tough 10, Move 5
Basic Skills: Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +8: Butcher, Farmer
Lore (T) +6: Christianity, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Housing - In some areas everyone had a small apartment in the city and went out to work during the day. In other places the farmers would have a small house near their fields. It depends on if the farmer actually owns the land at all.

Equipment - They would wear a basic one piece long shirt, a rope around their waist, and sandals. They would carry a knife as a basic tool.

Infantry 7th level +1 LA Tough = 8th level

Infantry were just framers that were given training and some extra equipment. They had to collect together and follow the local lord whenever there was a conflict. The rest of the time they were just commoners, though better armed. Most of the time the swords and shields were kept in an armory. They didn't want a bunch of random peasants running around fully armed.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 18, Hindered 14, HTH 8, Tough 10, Move 5
Basic Skills: Perception +4, Resolve +3, Survival +4
Athletics (T) +8: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +10: Butcher, Farmer
Lore (T) +7: Christianity, Hearth Lore
Melee (T) +8: Chopping Sword, Shield, Formation
Resistance (T) +11: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Housing -

Equipment - If you meet one on the battlefield they would have leather or chain mail armor, a chopping sword, a spear, and a wooden shield. They would be wearing their own woolen shirt and pants. They would have a leather belt and boots. They would also have a small pack with a cloak and some camping gear in it.

On the street they would likely just have a knife as a weapon but they would be able to use it more effectively than most people.

Kid - 1st level

Kids did not run around and play like they do these days. At that time, anyone older than a toddler would be treated as a short adult and would have a lot of work to do for their parents. They would either be trained as an apprentice to their father's trade or made an apprentice to someone else. As an apprentice they would live with their new master.

If they were orphans they would either be taken in by another family or they would end up as beggars and become thieves.

Str -2, Dex +3, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +0
Dodge 17, Hindered 13, HTH 3, Tough 3, Move 5
Basic Skills: Beastcraft +2, Melee +0, Perception +2, Resistance +1, Resolve +1, Survival +2
Athletics (T) +7: Brawling, Climbing (or Swimming), Clubs

Housing - They would live with their parents, or their master, or on the street.

Equipment - They would have basic clothes and maybe a stick to smack things with.

Merchant 4th level

Merchants were common along the trade routes and in major cities.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
Dodge 12, Hindered 11, HTH 6, Tough 3, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Resistance+3, Survival +4
Lore (T) +6: Christianity, Hearth Lore
Perception (T) +6: Detect Lies, Excellent Hearing, Observer, Spot Criminals, Spot Following
Persuasion (T) +7: Bragging, Charming, Hagglng
Resolve (T) +7: Professional, Stubborn

Housing & Equipment - Minor merchants would have a cart that they would set up at a town market or they would have an entire wagon that serves as their shop and living space. They might have a sword and know how to use it, especially if they also served as infantry. Otherwise they would just have a knife to defend themselves and eat with.

Moderately successful merchants would have their own shop in a town. They would also live there. They would have clothes that were close to the clothes of nobles without breaking the laws about social status. They would have a child to work in the store as well.

A very successful merchant would have a large shop, maybe with some warehouse space or a warehouse attached. He would have a separate house as nice as or nicer than most nobles and his own servants. His shop would be run by others and he would walk around with bodyguards carrying the most lethal weapons that they local guards would allow.

Monk 9th level

The Monastic life became popular around this time. It was a life of self-abuse and self-denial combined with study. They were noted for their violence towards those that they thought were not pious enough. They were especially aggressive towards women.

Str +1, Dex +0, Con +1, Int +4, Wit +0, Pre +2, Class Bonus +4
Dodge 14, Hindered 12, HTH 6, Tough 11, Move 4
Basic Skills: Athletics +4, Beastcraft +4, Melee +4, Perception +4, Survival +4
Academics +16: (T) History, Literature, Philosophy, Religion
(F) Bookworm, Secret References
Linguistics (T) +16: Latin, Greek, Hebrew
Lore (T) +12: Christianity, Hearth Lore, Greek Lore
Persuasion (T) +10: Debater, Oratory, Mooch, Teacher
Resolve (T) +14: Dedicated - Christianity, Intimidation, Stubborn
(F) Blasé, Callous, Not Impressed
Resistance (T) +13: Cat Naps, Resist Cold
(F) Resist Pain, No time to bleed

Housing & Equipment - Monks lived in monasteries most of the time. They had a single piece woolen robe with a rope tied around their bellies as a belt. A traveling monk might have better clothes such as a leather belt, woolen pants, and leather boots, especially if they had to ride a horse to get there.

Sometimes monks would carry clubs and attack villagers that they saw committing some sort of sin. It would depend on the power of the church in the area on if the guards would tolerate this or not.

They would take ropes and beat themselves over and over to purify themselves. This made them very resistant to normal pain.

Priest 7th Level

This is a basic Priest. They were found in every major nation in Europe.

Str +0, Dex +0, Con +0, Int +4, Wit +1, Pre +2, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +4, Melee +3, Perception +4, Survival +4

Academics +15: (T) History, Literature, Philosophy, Religion
(F) Bookworm, Secret References
Linguistics (T) +11: Latin, Greek, Hebrew
Lore (T) +11: Christianity, Hearth Lore, Greek Lore
Persuasion (T) +9: Debater, Oratory, Mooch, Teacher
Resolve (T) +9: Dedicated - Christianity, Intimidation, Stubborn
Resistance (T) +7: Cat Naps, Resist Cold

Housing - They lived in their church or in a church order.

Equipment - They wore a basic robe with a rope around it and a cross.

Sailor 8th level + 1 LA Tough = 8th level

Sailors would mostly be encountered along the coast. They were a lot more common during the High Middle Ages than the Early Middle Ages. They preferred to hang around with other sailors and they tended to look down on land lovers as not daring or brave. They had their own lingo that could make it hard for someone not familiar with it to understand them. They also had their own lore so they ended as a subculture.

Sailors near their boats were much more likely to be armed, even on land. Local laws may or may not try to stop them but they were wary of pushing too hard about it since the ships could just avoid that port and they would lose their business.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 19, Hindered 14, HTH 7, Tough 10, Move 5
Basic Skills: Beastcraft +7, Perception +7, Resolve +6, Survival +7
Athletics (T) +10: Brawling, Rowing, Swimming
Lore (T) +8: Greek Lore, Ocean Lore
Melee (T) +10: Knife, Spear, Short Sword, Shield
Nautical (T) +11: Coastal Navigation, Knotwork, Rigging, Sailboat, Ocean Training
Performance (T) +10: Salty Songs, Storytelling
Persuasion (T) +10: Hagglng, Bragging
Resistance (T) +12: Cast Iron Stomach, Tireless
Streetwise (T) +11: Gambling, Port Savvy, Pirates

Housing -

Equipment - They would normally carry around a short sword and a knife but not wear armor since it would not last at sea.

Surgeon 5th level

Surgeons were mainly common in the military or on ships. Usually any civilian surgeons came out of those professions. They were not popular with the church and they didn't have the prestige that doctors do later on. The church didn't like anyone who cut into bodies and surgeons would often have a hard time finding the dead bodies that they needed to learn their trade since the church would block them.

Usually they would do any surgery at the patient's house or in a tent near the battlefield. They didn't have shops like a merchant. They didn't make very good money from it.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre +0, Class Bonus +2
Dodge 15, Hindered 12, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Resolve +4, Survival +3
Lore (T) +10: Christianity, Medical Lore, Hearth Lore
Medicine +14: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
Perception (T) +8: Excellent Hearing, Hound Dog Nose, Detect Lies, Identify Tastes
Resistance (T) +6: Cast Iron Stomach

Housing - They would have a modest house of their own and moderately nicer clothes.

Equipment -

Thief 4th level

Thieves would only be able to survive in a fairly large city. Otherwise word would spread too quickly or too many people would recognize them. They were most common along port cities since there was always a fresh boat of people that didn't know his face.

Str +0, Dex +2, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2
Dodge 18, Hindered 14, HTH 5, Tough 3, Move 6
Basic Skills: Beastcraft +4, Lore +2, Melee +2, Resolve +3, Resistance +3, Survival +4
Athletics (T) +8: Escape, Running
Perception (T) +8: Alert, Quick Search
Stealth (T) +8: Belong, Concealment, Evasion, Pickpocket, Shadowing
Streetwise (T) +8: Fencing Goods, Scrounging, Black Market

Housing -

Equipment - Normally they would carry a club instead of a knife since that would be more likely to get them killed by the local guard.

Viking Raider 9th level + 1 LA Strong +1 LA Tough = 11th level

If they have a settlement nearby then they would usually have horses. They will even bring them short distances on a long ship. Otherwise they would be on foot.

They fought in groups and they were very dangerous on land. They were mainly coastal raiders and they could land on a beach and attack a village before the local lord could mount a defense. However the longship was no match for the medieval cog ships in the open.

Str +6, Dex +3, Con +6, Int +0, Wit +2, Pre +4, Class Bonus +4
Dodge 21, Hindered 15, HTH 11, Tough 12, Move 5
Basic Skills: Perception +6
Athletics (T) +11: Brawling, Catch, Rowing
Beastcraft (T) +10: Horsemanship
Lore (T) +6: Nordic Lore, Hearth Lore
Nautical (T) +10: Sailboat, Sailing Ships, Ocean Training, Cargo Loading, Coastal Navigation
Melee (T) +11: Knife, Spear, Chopping Sword, Shield, Hammers
Ranged (T) +10: Spear
Resistance (T) +14: Cast Iron Stomach, Hardened Limbs, Medium Armor, Shake it off, Tireless
Resolve (T) +10: Intimidation, Proud, Spirit of the Corp
Survival (T) +10: Arctic Training, Fishing

Housing -

Equipment - Vikings would normally wear chain mail. They used large round wooden shields and long axes as well as swords and spears. They would wear woolen shirt and pants with leather belt and boots. They would wear a lot of their wealth as jewelry, such as arm bands and necklaces.

Villager 4th level

This is a basic villager.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
Dodge 16, Hindered 13, HTH 6, Tough 7, Move 5
Basic Skills: Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Climbing, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Crafting (T) +8: Choose 3 crafts
Lore (T) +6: Christianity, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Housing -

Equipment - Villagers would normally wear woolen shirt and pants or a dress for a woman. They might have a knife if they traveled around but most people didn't walk around armed. They would have a rope belt and shoes.

Most villagers would not carry any money on them.

Woodsman 9th level + 1 LA Tough = 10th level

This is a tradesman that traps small animals and hunts wild game for food and furs.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4

Dodge 19, Hindered 14, HTH 7, Tough 10, Move 6
Basic Skills: Beastcraft +7, Resolve +6
Athletics (T) +9: Brawling, Climbing, Clubs, Running
Crafting (T) +10: Bowyer, Furrier
Lore (T) +8: Christianity, Hearth Lore
Melee (T) +9: Knife, Staff, Spear
Perception (T) +10: Excellent Hearing, Tracking, Spot Traps
Ranged (T) +10: Archery, Spear
Resistance (T) +12: Tireless, Iron Stomach, Resist Heat
Stealth (T) +10: Shadowing, Concealment, Sneak Attack, Vantage, Smuggling
Survival (T) +10: Woodlands Training, Animal Trapping, Skinning



Housing -

Equipment - Woodsmen would normally wear some light leather armor at most, and woolen shirt and pants under that. They would have a bow and a pack of arrows. They would carry a knife and a small axe as tools. They might carry a spear if they were doing certain kinds of fishing or hunting.

Normally they would not carry money on them.

Warrior 7th level + 1 LA Strong = 8th level

This represents the various raiders in the time period. They would follow various noble lords and that lord would provide the weapons and armor for his band of men. Then many bands would get together and fight as an army.

Str +4, Dex +3, Con +2, Int +0, Wit +2, Pre +2, Class Bonus +3
Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
Basic Skills: Beastcraft +5, Perception +5, Resolve +5, Survival +5
Athletics (T) +10: Brawling, Running, Forced March, choose one depending on the climate (swimming, skiing, etc.)
Crafting (T) +8: Choose 1 craft
Lore (T) +7: Germanic Lore (or Saxon, etc.), Hearth Lore
Martial Arts (T) +10: Kicking Basics, Grapple Basics, Sweep Basics
Melee (T) +10: Knife, Spear, Chopping Sword, Shield
Ranged (T) +9: Spear, Sling or Archery
Resistance (T) +9: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Housing -

Equipment -

Mounted Warrior 9th level + 1 LA Strong = 10th level

This is a mounted warrior that was a part of a cavalry group or a raider. They were similar to the Celts and Germans before them but they were focused on horsemanship.

Str +4, Dex +3, Con +2, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
Basic Skills: Perception +7, Resolve +6, Survival +7
Athletics (T) +11: Brawling, Running, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft +15: (T) Horsemanship, Mounted Combat
(F) Ride Bareback
Crafting (T) +11: Choose 1 craft
Lore (T) +8: Germanic Lore (or Saxon, etc.), Hearth Lore
Martial Arts (T) +11: Kicking Basics, Grapple Basics, Sweep Basics
Melee (T) +11: Knife, Spear, Chopping Sword, Shield
Ranged (T) +11: Spear, Sling or Archery
Resistance (T) +10: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Housing -

Equipment -

Nobility

Courtier 4th level + Social Status

This covers most noble women of the time. Lower ranking noble women

They were not taught male pursuits. Usually they became a courtier in court of their nearest higher status relative, often following them after marriage.

Str -2, Dex +2, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +2
Dodge 13, Hindered 11, HTH 3, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +4, Melee +4, Resistance +2, Survival +4
Lore (T) +6: Christianity, Hearth Lore, Arthurian Legends
Perception (T) +8: Alert, Excellent Hearing, Observer
Persuasion (T) +9: Attractive, Charming, Etiquette, Mooch
Resolve (T) +9: Professional, Proud

Housing - They would live with

Equipment - They would normally be dressed in very nice upper class dresses, usually provided by the noble woman they served. They would normally live right beside the noble woman they served.

Magistrate 6th level + Social Status

Magistrates were usually low level nobles that had been given a good education. They served as seneschals for castles or magistrates for cities. They would normally have some clerks that work for him, possibly as apprentices.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre -1, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Survival +5
Academics (T) +11: Accounting, Administration, Bureaucracy, History, Local Law, Politics
Lore (T) +11: Christianity, Hearth Lore, Arthurian Legends
Perception (T) +9: Alert, Excellent Hearing, Observer
Persuasion (T) +6: Etiquette, Conflict Resolution, Diplomacy
Resistance (T) +7: Cat Nap
Resolve (T) +6: Dedication

Housing - They would have a small house or a room in the castle.

Equipment - They would have basic upper class clothes. They would not be carrying a weapon usually since they were around guards all the time.

Noble 8th level + Social Status

This is a standard nobleman. They were taught mainly warfare from a young age. They were usually not raised by their parents since it was believed that they would make you too soft. They were often raised by allies or even enemies as a part of a treaty. This had an effect of binding some families together and breaking many others apart.

Str +0, Dex +0, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +4, Survival +6
Academics (T) +8: History, Local Law, Politics
Beastcraft (T) +10: Horsemanship
Lore (T) +8: Christianity, Hearth Lore, Arthurian Legends
Melee (T) +8: Slashing Sword, Knife, Shield
Perception (T) +10: Alert, Excellent Hearing, Observer
Persuasion (T) +11: Attractive, Charming, Diplomacy, Etiquette, Intimidation
Resistance (T) +8: Medium Armor, Hard Drinker, Shake It Off
Resolve (T) +11: Leadership, Proud, Stubborn

Housing - The housing for nobility depends on the nation and the level of status of that noble but it was usually much better than the peasants had.

Equipment - They would have upper class clothing, nicer armor, and weapons. The rest of their equipment would depend on the wealth of the noble family.

Ax Ages Magic

In Christian lands magic users collected in hidden colleges to escape persecution. Priests no longer accepted those with magical talents and actively tried to destroy them when possible.

In Pagan lands magic users were greatly respected and given jewelry and fine clothes.

Low Mana Powers Available

Abjuration - Common for Wizards

Astral - Known to some Witches and Wizards

ESP - Common to Witches

Storm - Known to some Witches and Druids

Telekinesis - Known to some Wizards

Telepathy - Known to some Wizards

Totemic - Known to some Witches

Moderate Mana Powers Available

Air - Common for Wizards

Chaos - Common to Warlocks

Earth - Common to Druids and Witches

Elemental Combat - Elementalists use this, choose only one element

Fire - Common to some Elementalists

Life - Common to Healers, Paladins, and Witches

Necromancy - Known to Necromancers

Shadow - Known to some Necromancers and Warlocks

Transfiguration - Known to Fey

Transmutation - Known to some Witches

Water - Used by some fishermen and by Aquatic Sentients

Magical Setting Archetypes

Hunter 14th level + 1 LA Tough = 15th level

This is a supernatural hunter. They would exist if there are supernatural creatures of some sort running around, such as vampires. They could be part of an order of hunters that hunt them all over. They could be a position with the court of certain kings.

They would have good armor for the time and good weapons. If they are supported by the king then they would have a good deal of money and they may be able to call upon local lords for warriors to help them.

Str +3, Dex +3, Con +4, Int +2, Wit +2, Pre +3, Class Bonus +7
Dodge 24, Hindered 17, HTH 8, Tough 10, Move 6
Basic Skills: Beastcraft +9
Arcane (T) +17: Cryptozoology, Magic Circle, Will Strike
(F) Spirit Wards, Vampire Hunting (or other depending on kind of hunter)
Athletics (T) +14: Brawling, Climbing, Running
Lore (T) +17: Christianity, Hearth Lore
(F) Spirit Lore, Vampire Lore (or other depending on kind of hunter)
Melee (T) +18: Knife, Chopping Sword, Spear, Stake
(F) Vitals Strike
Perception (T) +13: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert
Ranged (T) +13: Spear, Choose a secondary weapon (Archery, Blowgun, Bolas, Boomerang, Sling)
Resistance (T) +15: Tireless, Iron Stomach, Resist Cold
Resolve (T) +18: Enemy: Hostile Supernaturals, Interrogation, Intimidation
(F) Hunter, Stand your ground
Stealth (T) +13: Camouflage, Stalker
Survival (T) +13: choose one terrain based on location, Animal Trapping, Skinning

Conjurer 7th level + 1 LA Adept = 9th level

A conjurer has some power but they are not the powers that they claim to have. They are con artists that use Transfiguration to appear to have other more powerful powers. They would have impressive clothes and jewelry. They would try and attach themselves to a mid-level noble and act as an adviser as long as they are provided with a good life. They might have a knife for eating with but they are not very good with it.

Str -2, Dex +0, Con +0, Int +1, Wit +4, Pre +3, Class Bonus +3
Dodge 13, Hindered 11, HTH 3, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +7, Melee +3, Resolve +6, Survival +7
Lore (T) +4: Christianity, Egyptian Lore, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Perception (T) +11: Alert, Detect Lies
Persuasion (T) +10: Con Artist, Etiquette, Hagging, Intimidation, Mooch
Streetwise (T) +11: Fencing Goods
Transfiguration +15: (T) Animate Object, Create Light, Invisibility, Independent Image
(F) Faerie Gold, Open Door, Shelter

Dark Cultist 8th level + 1 LA Adept

Cult based magic users, especially ecstatic cult members, will be very dangerous as many of their rituals are homicidal. They see themselves as embodying the force and will of a great spirit or God or Goddess and therefore their actions are justified and sanctioned by the Gods. Without performing this ritual during the holy days of that God or Goddess the magic users will not be able to use their magic at full power (lower their rank by one level for all their powers). The sacrifice can be chosen for many reasons or the cult may go on a hunt and take down a random kill depending on the God they worship.

Str +1, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Class Bonus +4
Dodge 14, Hindered 12, HTH 6, Tough 3, Move 5
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +5, Survival +6
Arcane +14: (T) Lesser Containment Circle, Magic Circle, Will Strike
(F) Summon Demon, Greater Containment Circle, Mythos Lore, Mythos Magical Lore, Common Demonic Languages
Lore (T) +14: Greek Lore, Egyptian Lore, Christianity
(F) Demonology Lore, Spirit Lore
Melee (T) +8: Knife, Sword
Resolve +14: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Chaos (T) +10: Accident, Balefire, Jinx, Ignore, Parasites

Fire Elementalist 6th level + 1 LA Tough + 1 LA Adept = 8th level

A setting with elementalists would be very different then a standard fantasy setting. Unless they were very rare they would likely become important tools for Warlords or as mercenaries. They may develop clans or houses around each element. Their combat would likely become somewhat ritualistic.

Str +2, Dex +3, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 20, Hindered 15, HTH 7, Tough 10, Move 6
Basic Skills: Beastcraft +6, Perception +6, Resolve +6, Survival +6
Athletics (T) +10: Acrobatics, Brawling, Running
Lore (T) +7: Christianity, Hearth Lore
Melee (T) +10: Knife, Spear, Sword
Resistance (T) +11: Light Sleeper, Shake it off, Tireless, Iron Stomach

Elemental Combat: Fire +14: (T) Elemental Strike, Elemental Block, Ranged Strike
(F) Elemental Weapon, Fire Flash, Heat Stroke

Benedictine Healing Priest 6th level + 1 LA Adept = 7th level

Benedictine Monks were one of the groups that allowed healers and they became famous for them. They said that these healers were servants of God and his light was shining through them. They end up being at odds with the doctors of the era. Unfortunately their abilities were not able to stop any plagues. They could treat and cure a single person at a time but their lack of understanding of germ theory meant that they were doing nothing to stop the causes. Plus healing magic removes the illness and does not provide a resistance to it in the future so some people got reinfected.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 2, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Resistance +3, Survival +5
Academics (T) +9: Accounting, Local Law, Logistics, Priest
Lore (T) +8: Lore (T) +6: Christianity, Hearth Lore
Medicine +12: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
Perception (T) +8: Excellent Hearing, Hound Dog Nose, Detect Lies
Life (T) Cure Disease, Purge, Remove Pain, Sleep

Necromancer 9th level +1 LA Adept = 10th level

A Necromancer is a dark magic user that deals with the dead. They would not be popular anywhere. They might try and take over a small village. Otherwise he would probably stay away from most cities.

He would have the dead build him a place to live and he could end up with a very nice place. He would have nice clothes and carry a short sword and knife and he knows how to use them.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 3, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +4, Survival +6
Arcane (T) +10: Lesser Containment Circle, Magic Circle, Will Strike
Beastcraft (T) +10: Horsemanship
Lore +14: (T) Greek Lore, Egyptian Lore, Christianity
(F) Ghost Lore, Spirit Lore
Medicine (T) +10: Anatomy
Melee (T) +8: Knife, Sword
Resolve +15: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Necromancy (T) +11: Last Sight, Psychic Vampirism, Nightmare, Shade, Shiver, Skeleton, Soul Communication

Warlock 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Warlocks are basically dark wizards. They learn magic for power and they love to prove their power with it.

Str +0, Dex +0, Con +0, Int +6, Wit +5, Pre +6, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +8, Melee +6, Resistance +4, Survival +8
Academic (T) +14: History, Philosophy
Arcane (T) +18: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
(F) Common Demonic Languages, Demonology Lore, Greater Containment
Lore (T) +14: Greek Lore, Jewish Lore, Christianity
Persuasion (T) +14: Etiquette, Debater, Teacher
Resolve +18: (T) Dedicated, Intimidation, Stubborn
(F) Blase, Callous
Chaos 17: (T) Balefire, Ignore
(F) Animate Object, Mutating Blast, Outsider, Demon, Scales
Shadow +18: (T) Suit, Fear
(F) Tentacles, Imps, Shadow Lift, Sap the Light

Wizard 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Depending on the setting the Wizard may be openly powerful or hunted by the church (or both). They would exist in Hermetic Orders that may be hidden in Masonic Lodges. They could lead a double life of a prominent citizen by day and a powerful occultist by night. If they are openly acknowledged they may be a third power group for the church and the crown.

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +4, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +8, Melee +4, Resistance +4, Survival +8
Academic (T) +14: History, Philosophy
Arcane (T) +14: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
Lore (T) +14: Greek Lore, Jewish Lore, Christianity
Persuasion (T) +12: Etiquette, Debater, Teacher

Resolve +16: (T) Dedicated, Intimidation, Stubborn
(F) Blase
Air (T) +14: Detect Lies, Force Field, Memory, Air Watcher
Abjuration +14: (T) Guardian Spirit, Sanctuary, Wizard Lock
Telepathy +12: (T) Stun Bolt, Simple Illusion, Mind Shield

Witch 10th level + 3 LA Mage = 13th level

These were female magic users that were focused on the land and the feminine mysteries. They were sought out for help and advice but otherwise they were not usually welcome in a city. However they would have been popular in small farming communities.

They were given nice gifts in exchange for their services and they tended to wear them to advertise their past clients. They would wear nice robes as well.

They were the main magic users among the Celts, Germans, Franks, and Goths for centuries.

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +1, Class Bonus +5
Dodge 15, Hindered 12, HTH 5, Tough 7, Move 4
Basic Skills: Athletics +5, Beastcraft +7, Melee +5, Survival +7
Arcane +10: (T) Witchcraft
Crafting +11: (T) Choose 3 crafts
Lore +10: (T) Christianity, Hearth Lore
Medicine +10: (T) Midwifery
Perception +11: (T) Alert, Detect Lies
Resistance +10: (T) Tireless, Iron Stomach, Resist Heat
Resolve +10: (T) Intimidation, Stubborn, Proud
Earth +11: (T) Augment Herbs, Belong, Call Animals, Moon Wand, Speak with Animals, Speak with Plants
Life +10: (T) Cure Disease, Purge, Remove Pain, Sleep
Transmutation +10: (T) Minor Shapeshift, Call Guardian, Control Animal, Control Plants

Campaign Sets

Low Level Campaigns (4-5th level)

Rebellion!

Characters are villagers that have just been evicted by a cruel lord for not be able to pay all their taxes even though their crops were destroyed by raiders. All of the villagers have moved into the woods and a few older woodsmen are teaching them how to live in the woods. First you have to learn how to be woodsmen (look at the Woodsman profession and start acquiring skills). Then you have to start fighting back against the cruel lord. He has some Knights but most of his forces are infantry.

At first the village elders will give you missions, and then the woodsmen that are training you will give you missions. Once you get to a point of be able to fight the infantry a retired soldier or old injured knight will arrive and give you missions. The first few sessions should have rapid progression of levels. Once you get through the training then go to a slower pace for the rebellion missions.

Horror!

The village is being overrun every night by the undead! Something happened in the Lord's Keep on the hill and every night undead creatures come out from it and kill the villagers. There are a couple of infantry and knights left but they are more interested trying to break into the keep then save the village. You have to fight them off each night and build defenses during the day. You need to also find a way into the keep and stop the creatures from coming out in the first place!

At first the village elders will give you missions. After a few nights any surviving members of the guard will give you missions.

Mid-Level Campaigns (8-10th level)

Raiders

The characters have returned after a disastrous war with the neighboring kingdom. Much of the King's men are depleted. Now you are returning and discover that your village has been raided by Vikings! If you try and get word back to the King, the Knight Commander says to look to your own defenses. They are too stretched thin to defend one village.

Now you must organize the defenses and hold out against at least two more attacks until the raiding season is over and it gets too cold for them to use their ships. If nothing is done then they may stay the winter and continue to raid.

Silk Road Escort

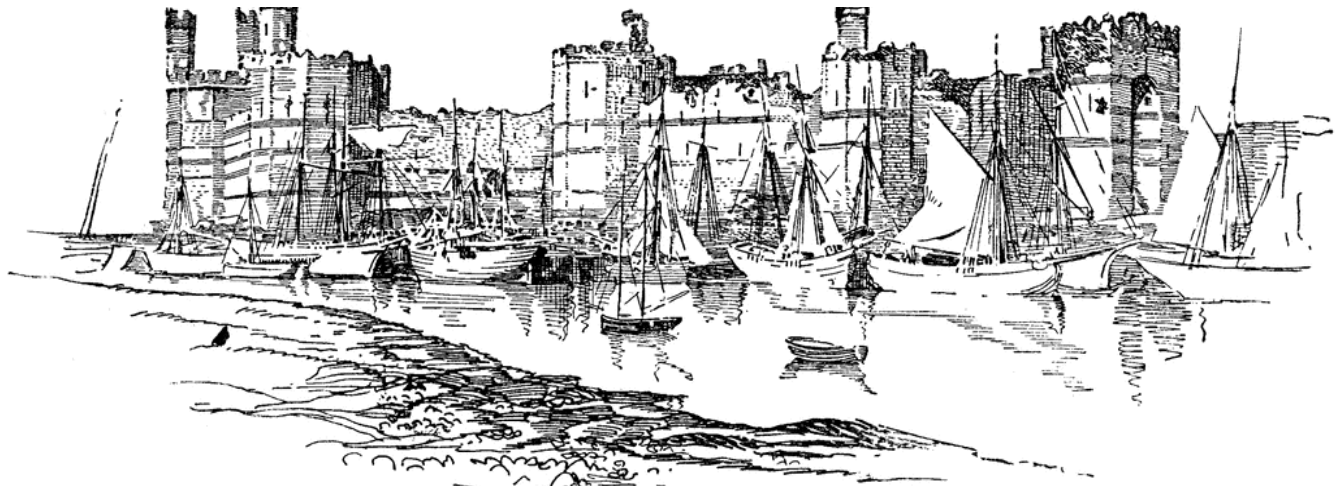
Characters are escorts along the Silk Road, or at least a portion of it. You and your group travel between two major points and guard the travelers. They pay you for protection but you have competition so you can't just charge them anything. You know the section of the road that you travel on very well. You pick up a group in one place and escort them to the other. Then you pick up a new group going back. Once you have done this a few times you can switch areas or get involved in some other business. If you do well one of your clients may hire you for longer than that section. This will let you see new areas.

Pagans

Characters are Pagan magical folk during a time where Pagans and Christians are coming into conflict. There is a group of Christians that are trying to destroy all Pagan sites of worship. You have to defend them.



TL 1.8: Age of Crusades (1000-1300 CE)



The Age of Crusades, aka High Middle Ages, saw developments in agriculture, windmills, and armored warfare as well as printing. This was the time of the crusades as well as a rapidly increasing population and urbanization. The weather became warmer and more of Europe was open to cultivation. The smaller kingdoms became unified in nations which eliminated much of the raiding. This led to a higher standard of living across the board.

Horseshoes became common during this age. At first they were bronze but then they became iron.

Population Distribution

World: 254 million in 1000 to 360 million in 1300

Animals

Horses were bred to be larger than ever and the true Warhorse was developed.

Armor and Weapons

Increases in mining and improvements in forging led to a much larger amount of steel available for weapons and armor. Plate armor becomes more popular and the heavy cavalry develops into the Knight class. Chain mail was very common at this point as well.

The development of the stirrup allowed a mounted horseman to have much greater leverage than ever before. They were able to couch their lances and use the strength of the horse and the rider when driving a lance into a target. Plate armor developed for horse and rider. There was some development of siege machinery during this time.

Entertainment

A very rare visit from a traveling acting group was about all there was beyond the occasional festival.

Food

Food became very simple again. Nobles got much better but in general everyone's food was simple and bland. There were very few spices being used at that time. Salt was expensive due to conflicts with Muslims along the Salt Road through the Middle East.

Food shops existed in towns but most peasants had to grow their own. They made rye bread, oats in various soups and stews, and pigs and sheep for meat. They had ale to drink or they had to drink water from a river or milk, neither of which tasted that good due to a lack of filters or ability to boil things easily. Other kinds of meat such as fish, deer, and fowl were available to the lord as well as wine and better bread.

Taverns became common during the High Middle Ages as a separate business.

Housing

Housing during the High Middle Ages was more structurally sound as steel tools became available for house building.

Life Expectancy 30 years

Lifestyle Levels

- **Luxury** - Duke/Prince/King - You have true opulence (10G/month) Starting Gear: You have a huge estate, many guards, and servants, and all the gear you need. You can buy anything that you want. You have 250s in your pocket.
- **Wealthy** - Wealthy Merchant/Baron - You have the best of everything. (200s/month) Starting Gear: You have a medium sized castle, your own men at arms, several servants, several swords and sets of armor, a team of horse, etc. You have 50s just sitting in your pocket.
- **High** - Merchant/Lord - You have it good. (50s/month) Starting Gear: You have a horse, a set of armor, a few good swords, and some traveling gear. You have several sets of clothes and you have a small manor or keep and several peasants that serve you. You have a guard that you have outfitted with a sword and basic armor as well. You have

10s to spare for incidentals.

- **Medium** - High Peasant - You have your own house. (20s/month) Starting Gear: You have some work clothes, some daily clothes, and one set of nice clothes. You have a sword or a bow that belonged to your father. You have 5s worth of other things or to save for emergencies. You have a donkey to ride.
- **Low** - Peasant - You have it pretty bad (5s/month) Starting Gear: You have one set of work clothes and one set of daily clothes. You have a knife to eat with, a sack to carry things and basic tools relating to your job. You have 1s hidden away for emergencies.
- **Street** - Things really suck (1s/month) (-4 to social rolls) Starting Gear: You have one set of clothes that you are wearing. You have no starting wealth.

Medical (Western error +4, other error +3)

At best Middle Ages medical technology was equal to Classical Age technologies but this would be mostly in Islamic nations, China, or India. Western culture however lost much of their medical technology. Most western medical practitioners had no more than Trained level skill in Medicine.

Money

Coinage became much more common during the High Middle Ages. There was a shift from a rural to an urban existence that reduced the effectiveness of barter.

English

Farthing (silver) "f" = ¼ Penny = 50¢
Half Penny (silver) "h" = ½ Penny = \$1
Penny (silver) "p" = \$2
Groat (silver) = 4 Pence = \$8
Shilling (gold) "s" = 12 pence = \$24
Pound (unit) "£" = 20 shillings = \$480

Spanish:

Maraveldi (copper) = 28¢
Real (ray-AHL) (silver) = 3 Maraveldi = 84¢
Peso (silver) (aka Piece of Eight) = 8 Real = \$6.72

French:

Deniers (silver) = \$1.50
Sou (silver) = 12 deniers = \$18
Livre (silver) = 20 sou = \$360 aka francs



Services

Inn during Middle Ages 2-4p
Meal and Ale 1p

Social Stratification

There was considerable social stratification during the Middle Ages. Most of this was based on land distribution and requirements for militia pools. Kings broke up the kingdom into sections and gave each section to a set of Dukes. Then they broke those up and gave each one to a set of Barons. Then the Barons would break up their sections and give them out to Lords. Each of these would build a castle and would be assigned land to cultivate and protect. In exchange the Lords would take their militias and combine them all to fight for the King.

Within each Castle you have further stratification with the Lord of the Manor at the top, Knights and Servants of the Lord next, then free folk, and then servants.

Transportation

There was some development of sailing vessels during this time.

Gear

Gear costs are listed in English money.

Lower Class Gear

This covers small villages and poorer stores in larger cities.

Clothes

Woolen Tunic 4p
 Woolen Dress 6p
 Sandals 15c
 Shoes 2p 5c
 Boots 4p
 Pants 1p 8c
 Rope Belt 2c
 Robe 2p
 Cloak 1p
 Work Gloves 3p 5c

Provisions

Good Meal 1p
 Poor Meal 5c
 Ale 2c
 Watered Wine 4c

Gear

Blanket 2p 5c
 Lamp 2p
 Water skin 2p
 Sack, Small 4c
 Sack, Large 8c
 Belt Pouch 4p

Farming Gear

Oxen 1s
 Work Horse 1-2s
 Mule/Donkey 8p
 Chicken 5c
 Sheep 6p
 Goat 1s
 Cattle 8p
 Small Cart (2w) 4p
 Large Cart (2w) 6p
 Hammer 2p
 Chisel 2p
 Pickax 3p

Melee Weapon Statistics

Blades	Size	Dmg/AP	Smash	Defense	Str	Poor	Good
Knife	3	6/2	0	+1	-4	1p	2p
Short Sword	4	8/2	+1	+3	-2	4p	8p
Axe	4	8/1	+4	+2	+1	3p	6p
Pitch Fork	5	4/1	+1	+2	+0	1p	2p

Poor weapons do -1 dmg/-1 ap always and have a +2 error range when facing a good weapon. They can break more easily.

Ranged Weapons

Thrown	Dmg/AP	Range	Acc	Str	Cost
Sling	6/0	Short	+2	-6	2p
Throwing Knife	6/3	CQ	+1	-4	6s
Throwing Axe	8/2	Short	+1	+0	6p
Metal Tipped Javelin	12/3	Short	+2	+2	3p

Bows

Short Self Bow	4/3	Medium	+0	-3 to +2	1s
Short Composite Bow	4/3	Medium	+0	+0 to +4	3s
Long Self Bow	10/3	Longbow	+1	-1 to +4	12p
Long Composite Bow	10/3	Longbow	+1	+2 to +8	4s
Light Crossbow	6/3	Longbow	+2	-4/+5	16p
Heavy Crossbow	8/3	Long	+2	+2/+10	2s



Bows

Bows have a strength range. If your strength is below the minimum for that bow then your range goes to short and you are a -1 for each point below the minimum strength. If your strength is 4 less than the minimum then you can't pull it at all. Any strength past the maximum strength is wasted and on a botch you snap the bow.

Crossbows are set up a bit differently. They have two strength ratings listed. The first is the minimum strength to wield a crossbow. If your strength is below that then you can't aim unless you brace it and you take the difference as a penalty for all attacks. The second is the strength rating for the crossbow's mechanism. For every point your strength is below the strength of the crossbow you have to spend a simple action to reload it. Otherwise your own strength does not add to its damage.

Armor

Type	DR:B/I	Max Dex	Cost
Quilted/Fur	1/3	+4	6p
Heavy Leather Shirt	2/4	+6	8p
Leather Scale Shirt	3/8	+2	1s 2p

Shield

Type	Defense	Str	Reflex	Cost
Buckler	+2	+0	-0	4p
Small Wooden	+3	+1	-1	3p
Large Wooden	+4	+2	-2	5p

Upper Class Gear

This covers the merchant class and nobility. Stores would only be in larger towns and cities.

Clothes

Cotton Tunic 8p
 Cotton Pants 8p
 Boots 2s
 Sandals 6p
 Leather Belt 4p
 Fur Cloak 1s 5p
 Fur Hood and Mantle 1s
 Leather Hood and Mantle 5p
 Cotton Cloak 1s
 Leather Gloves 5p
 Silver Broach 3s
 Bronze Broach 2s
 Hairbrush 1s
 Bronze Mirror 1s
 Dress 2-4s

Provisions

Good Meal 3p-5p
 Great Meal 1s - 1s 5p
 Good Ale 4p
 Good Wine 1s
 Great Wine 4s
 Trail Rations 2p/day

Gear

Blanket, All Weather 5p
 Ink, Quills and Paper 4p
 Leather Belt Pouch 5p
 Rope (10m) 8p
 Saddle & Bridle 1s
 Saddlebags 1s
 Soldier's Mess Tin 2p
 Tent, Small (3 man) 5p
 Tent, Medium (2 room) 15p
 Tent, Large (5 room) 2s

Housing

Inn Stay Poor Room 2p/day
 Inn Stay Good Room 6p/day
 Inn Stay Nice Room 1s/day
 Small Apartment 2s/month
 Medium Apartment 4s/month
 Large Apartment 6s/month
 Small House 300s
 Medium House 900s
 Large House 1500-3000s

Travel

Riding Horse 10s
 Nice Riding Horse 40s
 Warhorse 40s
 Small Caravan Wagon (4w) 2s
 Large Caravan Wagon (4w - 6w) 5s
 Rowboat 5p
 Small Riverboat 1g
 Large Riverboat 50s
 Small Coastal Ship 40s
 Medium Coastal Ship 60s
 Large Coastal Ship 120s

Slaves

Heavy Work Slave 20s
 House Slave 10s
 Educator Slave 30s

Melee Weapon Statistics

Blades	Size	Dmg/AP	Smash	Defense	Str	Cost
Knife	3	6/3	+0	+1	-4	4p
Short Sword	4	8/3	+1	+3	-2	1s
Slashing Sword	5	10/3	+0	+4	+0	1s 8p
Chopping Sword	5	10/2	+3	+4	+1	1s
Great Sword	6	12/2	+4	+2	+2	2s
Hand Axe	3	6/2	+2	+1	+1	5p
Chopping Axe	4	8/2	+4	+2	+1	6p
Long Axe	5	10/2	+4	+3	+2	8p
Great Axe	5	12/2	+5	+3	+2	2s 5p
Light Mace	4	6/0	+2	+3	+1	2p
Heavy Mace	4	8/0	+4	+2	+2	5p
Morningstar	4	10/2	+4	+2	+2	1s 6p
Warhammer	4	8/0	+3	+1	+2	2s 4p
Maul Hammer	5	12/0	+5	+2	+3	3s
Polearm	6	8/3	+3	+3	+1	3s
Metal Tipped Spear	6	8/3	+2	+4	+1	6p
Quarterstaff	6	8/0 B	+2	+5	+0	2p
Club/Baton	4	8/0 B	+1	+2	+0	5c

Ranged Weapons

Thrown	Dmg/AP	Range	Acc	Str	Cost
Sling	6/0	Short	+2	-6	2p
Throwing Knife	6/3	CQ	+1	-4	6s
Throwing Axe	8/2	Short	+1	+0	6p
Metal Tipped Javelin	12/3	Short	+2	+2	3p

Bows

Short Self Bow	4/3	Medium	+0	-3 to +2	1s
Short Composite Bow	4/3	Medium	+0	+0 to +4	3s
Long Self Bow	10/3	Longbow	+1	-1 to +4	12p
Long Composite Bow	10/3	Longbow	+1	+2 to +8	4s
Light Crossbow	6/3	Longbow	+2	-4/+5	16p
Heavy Crossbow	8/3	Long	+2	+2/+10	2s

Bows

Bows have a strength range. If your strength is below the minimum for that bow then your range goes to short and you are a -1 for each point below the minimum strength. If your strength is 4 less than the minimum then you can't pull it at all. Any strength past the maximum strength is wasted and on a botch you snap the bow.

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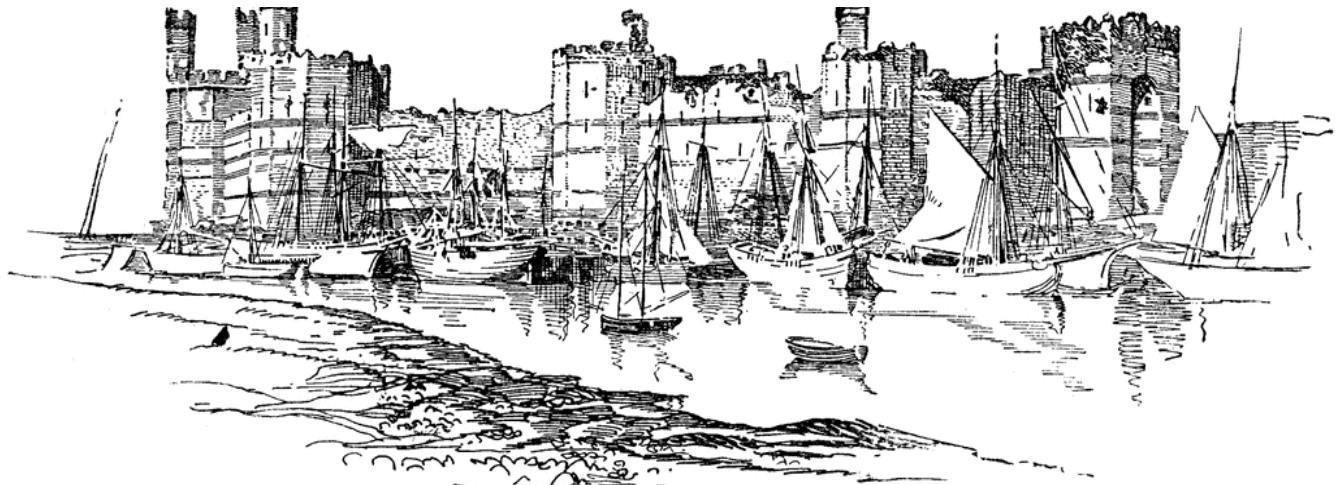
Armor

Type	DR:B/I	Max Dex	Cost
Quilted/Fur	1/3	+4	6p
Heavy Leather Shirt	2/4	+6	8p
Full Suit	2/4	+3	1s
Metal Reinforced Leather	3/6	+5	12p
Full Suit	3/6	+2	2s
Leather Scale Shirt	3/8	+2	2s
Full Suit	3/8	+1	4s
Metal Scale Shirt	4/10	+3	4s
Full Suit	4/10	+1	6s
Chain Mail Shirt	4/12	+4	8s
Full Suit	4/12	+2	10s
Plate Mail	5/16	+1	80s
Full Plate	5/16	+0	150s



Shield

Type	Defense	Str	Reflex	Cost
Buckler	+2	+0	-0	4p
Small Wooden	+3	+1	-1	3p
Small Steel	+3	+1	-1	4s
Large Wooden	+4	+2	-2	5p
Large Steel	+4	+2	-2	7s
Tower Shield	+5	+2	-4	2s



Age of Crusades Ships

Ships in the Age of Crusades, aka the High Middle Ages, were mostly based on earlier Classical Age designs. Galleys and Longships were the mainstay of many navies but towards the end of the age they were eventually replaced by the Cog. The Cog had higher sides which made it harder to board during combat and gave them greater cargo capacity.

Galley

Warship

Scale: Small Standard Transport (10)

Wounds: 14/28/42/56 vehicle scale

DR: 15

Str +50 for hauling cargo

Length 70-120ft

Speed: 7-10 knots with a sail/7 knots w/rowers

Crew/Passengers: 200/60

Handling (T) -4

Maneuver +0

Size: 5/+3/+0

Defense: 10/10

Galleys were the primary warship used during the Middle Ages. They were mainly driven by oars with their sail only used occasionally during good weather with the wind going in the right direction. They were much more maneuverable than the single mast sailing ships of the time period.

They were mainly used along the coasts and in the Mediterranean.



Longship

Warship

Scale: Small Standard Transport (10)

Wounds: 14/28/42/56 vehicle scale

DR: 15

Str +50 for hauling cargo

Length 70-120ft

Speed: 7-10 knots with a sail/7 knots w/rowers

Crew/Passengers: 30-120/10-50

Handling (T) -4

Maneuver +0

Size: 5/+3/+0

Defense: 10/10



Longships were made famous by the Vikings. They were more narrow and streamlined than a Galley. They were much more maneuverable, capable of simply reversing direction by reorganizing the rowers. They had a low draft and were low to the water so allow for fast landings that allowed them to hit the beach running, raid a settlement, and be back to their ships before any resistance could be organized. They were also able to be lifted and carried onto the land and into a river and back.

Longships were classified by the number of rowing benches on them. Usually there would be two to four people to bench depending on the size.

A small Long ship is called a Karvi (6-16 rowing benches), medium is called a Snejjka (20 rowing benches), and a large is called a Skei (30+ rowing benches). There are references to an even larger one called a Drekkar but no examples have been found. All of them would use these traits but with different numbers of crew.

Large Cog

Warship/Merchantman
 Scale: Small Standard Transport (10)
 Wounds: 16/32/48/64 vehicle scale
 DR: 15
 Str +50 for hauling cargo
 Length 70-120ft
 Speed: 7-10 knots with a sail/7 knots w/rowers
 Crew/Passengers: 200/60
 Handling (T) -6
 Maneuver +0
 Size: 5/+3/+0
 Defense: 10/10

Cogs were a common type of trading and warship used during this time. They had a large square sail and were caravel built. They had steep sides which made them difficult to board from the water by pirates and in battle. Most were used for trading but those that were used for battle had towers added for greater height during combat. They were also flat bottomed which made them easier to load near a dock.

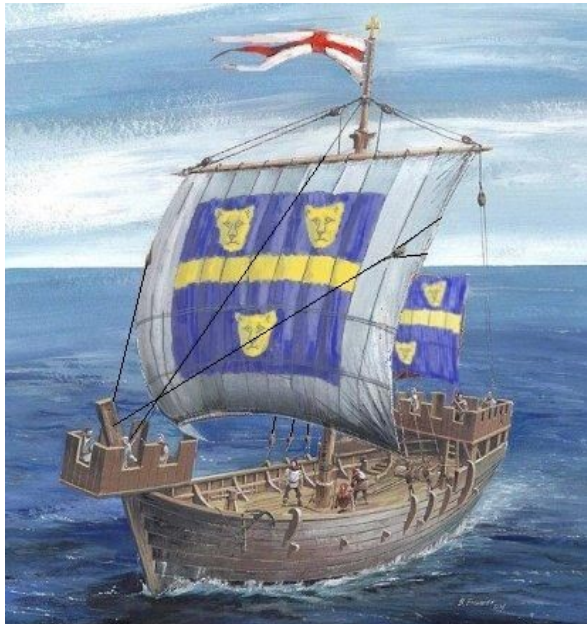
The Large Cog replaced the Galley and the Longship later on.



Small Cog

Warship/Merchantman
 Scale: Huge Standard Vehicle (9)
 Wounds: 8/16/24/32 vehicle scale
 DR: 15
 Str +40 for hauling cargo
 Length 35-70ft
 Speed: 7-10 knots with a sail/2-4 knots w/rowers
 Crew/Passengers: 100/20
 Handling (T) -5
 Maneuver +0
 Size: 6/+3/+0
 Defense: 11/11

Cogs were a common type of trading and warship used during this time. They had a large square sail and were caravel built. They had steep sides which made them difficult to board from the water by pirates and in battle. They were also flat bottomed which made them easier to load near a dock. The Vikings had a kind of Medium Trading Ship called a Knarr. They were replaced by the Small Cog, but use the same stats.



Holk

Coastal Merchantman
 Scale: Large Standard Vehicle (8)
 Wounds: 4/8/12/16 vehicle scale
 DR: 5 (wood)
 Str +30 for hauling cargo
 Length 21-35ft
 Speed: 1-2 knots using pole, speed of the river going down stream/2-4 knots w/rowers
 Crew/Passengers: 12-25/60
 Handling (T) -8
 Maneuver +0
 Size: 7/+3/+0
 Defense: 12/12

Holks were run along a coast or open rivers. Many were basically little more than towed barges.





Rowboat

Scale: Small Standard Vehicle (6)

Wounds: 1/2/4/5 vehicle scale

DR: 5 (wood)

Str +10 for hauling cargo

Length 7-14ft

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Crew/Passengers: 1-2/3

Handling (B) -6

Maneuver +0

Size: 9/+2/+0

Defense: 14/14

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader. However on calmer waters they can be just tied behind another vessel that doesn't have the deck space.

Social Status

The High Middle Ages was like the day to the night of the Early Middle Ages. It was the Age of Chivalry with Knights in full plate mail astride huge warhorses directing wars or practicing for it with jousting. The population levels increased with large areas of forest being cleared for farm land. This was the time of the Crusades and Muslim invasions.

Characters are assumed to be High Peasants. Each social status above that requires a Level Adjustment.

High Peasant Starting Gear

Housing shifted during the High Middle Ages, away from villages surrounding castles to towns on their own. The people of a town agreed to pay taxes to the king in exchange for a town charter and the ability to rule themselves. Housing during this time was more organized and used more trained labor. Buildings were still made separate from each other but they were often very close which would lead to fires spreading badly.

Peasant housing was wattle and daub single room houses made with some rocks and local wood. Animals lived inside with you during poor weather and for security.

You have a single set of clothes that look decent and your regular work clothes. Choose one of each at most of the clothes under Lower Class. You have the gear for a single trade as well. If you are a merchant then you would have a cart and oxen to haul it with whatever you sell. It can't be valued more than 20s. You start with 5s for any additional gear past that.

You start with 1 month of Medium Lifestyle.

Low Noble Starting Gear (+1 LA) +4 to social rolls

Your family is noble but not very high. You have a manor in a town with several servants. You may have a personal servant that goes everywhere with you. If you are the first born male then you would have your life worked out for you. The second born was expected to go into church service but they had a little more freedom. Any further male children did whatever they could and their father let them.

You have some upper class clothes. If you are a warrior then you would have a chain mail shirt, a conical helmet, a steel shield, a long sword, a knife, and a spear. You would have a cloak, a belt, a belt pouch, and boots. You would have a riding horse and the saddle, bit, and bridle for it. You start with 50s for any additional gear past that.

You have a Wealthy Lifestyle that is maintained by your family's properties unless something happens to them.

High Noble Starting Gear (+2 LA) +6 to social rolls

Your family is wealthy and is close to the King in blood. Your immediate family would have its own small castle. Your family has many peasants, servants, and slaves to work your fields and businesses.

You have any clothes that you want. If you are a warrior then you have a full set of armor and shield. You also have a warhorse with full tack. You have 250s for any additional gear past that.

You can choose to lead men into battle. You can have a number of men at arms equal to your full character level at most. They will protect you and follow your orders in battle. They will all be Low Noblemen and will be equipped as such unless you upgrade their equipment further with your own money.

You have a Luxury Lifestyle that is maintained by your family's properties unless something happens to them.

Social Stratification

Craftsmen

Craftsmen were held in high regard during this time. They usually worked directly for a lord as they were the only ones that could protect them.

Farmers

The feudal system was in full swing by this time. Farmers were usually serfs that worked the land for the lord.

Magicians

Christians were driving out any pagans that they could find by this time. Most of the invading cultures had become Christianized due to many communities refusal to trade with non-Christians. Most magic users were driven underground.

Merchants

Merchants flourished during this time. Even with major nations at war with each other there was more wealth all around and a greater focus on urbanization.

Nobles

Nobles during this time started to really live like Kings. The power of the church was used to support the Kings in power and this opened up greater social stratification.

Priests

There were several different kinds of Christian priests during this time. The church had less central power over the outlying communities. Some priests were helpful and others were abusive.

Strangers

With an increase in trade, taverns opened and people started to travel more. Strangers were no longer the source of danger that they once were. People would actively engage strangers to hear stories of other lands.

Warriors

Most warriors at this time were a part of the army of one King or another. If you were in the path of their invading force then you had no recourse but if you lived in that nation then you might. There was an increase in the rights of people partially because they were serfs to a lord. The warriors were in effect harming the properties and harmony of a lord or King.

Skills

Academics (M) - An education became more important to the nobility and monks.

Arcane (M) - Possible in certain settings

Athletics (M) - Athletics were studied in passing and just as a necessity.

Beastcraft (M) - This was the cornerstone of the economies of the time.

Computers (N/A)

Drive (N/A)

Engineering (T) - Some of the engineering knowledge of the Romans was saved by monks.

Linguistics (T) - Travelers learned other languages.

Lore (T) - Most cultures had their own lore.

Martial Arts (M) - Oriental cultures focused on this

Medicine (T) - Medicine was still pretty poor during this time.

Melee (M) - This would be an important skill for warriors

Nautical (M) - Sailing became opened up.

Operations (N/A)

Perception (M) - This was very predators

Performance (T) - Bards were this time.

Persuasion (M) - Having a pride

Pilot (N/A)

Ranged (M) - This was a major

Resistance (M) - You need lots

Resolve (M) - There were a lot

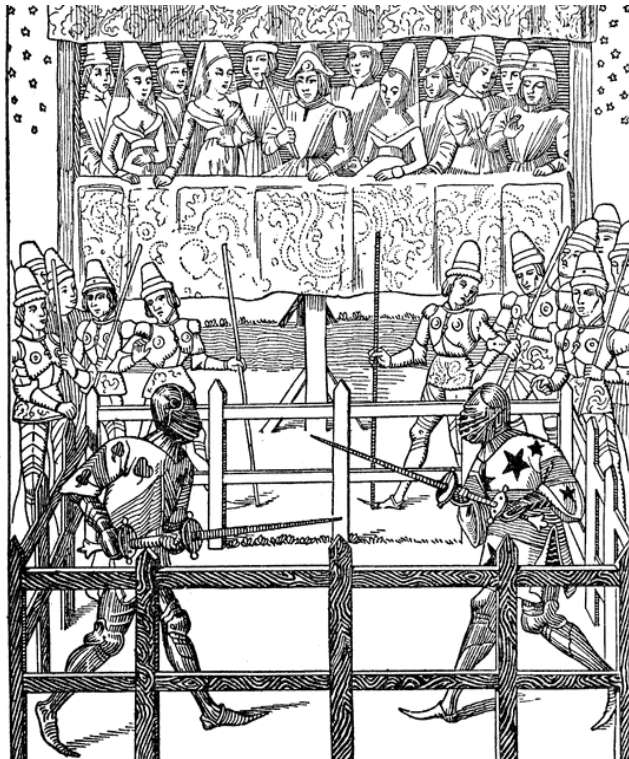
Science (T) - This was little monk would know much of this.

Stealth (M) - This is common

Streetwise (T) - There were major ones had a lot of criminal

Survival (M) - This was

Tactics (M) - Middle Age tactics and longbows.



important again as trade

important to watch for
the main entertainment during
golden tongue was a mark of

skill for warfare
of this on those cold nights
of competing egos at the time
studied and greatly lost. Only a

for woodsmen
fewer cities but some of the
activity
common for woodsmen
were focused on cavalry, armor,

Age of Crusades Archetypes

Commoners

Archer 5th level

Archers were mostly trained villagers. They were required to practice a certain amount during each year as a part of their services to their lord. They would march with the rest of the infantry. They would fire in formation but they would usually break up and run when they were directly challenged.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
Dodge 16, Hindered 13, HTH 6, Tough 7, Move 5
Basic Skills: Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Clubs, Forced March, choose one depending on the climate (climbing, skiing, etc.)
Crafting (T) +8: Bowyer, Choose 2 crafts
Lore (T) +6: Christianity, Hearth Lore
Ranged (T) Archery, Crossbow, Indirect Fire
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Housing - They would live as any other villager.

Equipment - They have standard peasants clothes, crafting tools for their crafts, and a bow and set of arrows.

Merits (1) -

Bard 5th level

A bard was a type of entertainer that would travel around, trading his songs for room and board. They were sought after as one of the only forms of entertainment in a small village.

Str +0, Dex +0, Con +1, Int +1, Wit +1, Pre +2, Class Bonus +2
Dodge 16, Hindered 13, HTH 5, Tough 7, Move 5
Basic Skills: Beastcraft +3, Melee +2, Perception +3, Resolve +4, Survival +3
Athletics (T) +6: Brawling, Clubs
Lore (T) +7: Arthurian Legends, Christianity, Hearth Lore
Performance (T) +7: Singing, Fiddle, Dancing
Persuasion (T) +8: Bragging, Charming, Mooch, Oratory
Resistance (T) +7: Tireless, Iron Stomach, Resist Cold

Housing - He doesn't have a house since he travels and he doesn't have a horse since he can't afford it. He travels from town to town, making money or trading food for song and moving on when he gets into trouble.

Equipment - The bard has woolen shirt, pants and a pair of boots on. A leather belt with a small pouch holds his small bag of coins. He carries a knife on his belt as his only weapon and that is mainly to fight through tough bread. His fiddle travels wrapped in a cloak inside a small sack that he carries.

Merits (1) -

Blacksmith 6th level +1 LA Strong = 6th level

The blacksmith had his own shop or is working with another blacksmith. If he lives in a small village he may be the only one. If he lives near a lord or a town he would work under another blacksmith that does the actual weapon smithing.

Str +6, Dex +0, Con +4, Int +0, Wit +2, Pre +3, Class Bonus +3
Dodge 16, Hindered 13, HTH +11, Tough 14, Move 5
Basic Skills: Beastcraft +3, Melee +1, Perception +3, Resolve +2, Survival +3
Athletics (T) +6: Brawling, Clubs, Lifting
Crafting +13: (T) Blacksmithing, Metalsmithing, Leatherworking
(F) Armorsmithing, Shop, Smelting, Weaponsmithing
Lore (T) +7: Christianity, Hearth Lore
Resistance (T) +13: Tireless, Iron Stomach, Resist Cold, Resist Heat
(F) Resist Pain, Hardened Limbs

Housing - His house would be nearby in a small village or he would have a shop in a town and separate house. Either way the smithy would not be attached to any other buildings do to the threat of fire.

Equipment - He has woolen shirt and pants with a leather apron over it that goes to his knees. He has a pair of boots and a leather belt but he doesn't carry money around. He can pick up a lot of tools and use them as weapons if he needs to but he is large and strong so he doesn't get into many fights.

Merits (2) -

Farmer 6th level + 1 LA Tough = 7th level

The feudal farmer would have a small house in a cluster of houses and would work a strip of land on the lord's land beside other farmers. Most of the tools belong to the lord but the farmer would have a poor knife to use as a basic tool. A woolen shirt and pants would be repeatedly patched and he would use a rope belt since a leather one would just get damaged too quickly in the fields.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 16, Hindered 13, HTH 8, Tough 10, Move 5
Basic Skills: Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +8: Butcher, Farmer
Lore (T) +6: Christianity, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Housing - In some areas everyone had a small apartment in the city and went out to work during the day. In other places the farmers would have a small house near their fields. It depends on if the farmer actually owns the land at all.

Equipment - They would wear a basic one piece long shirt, a rope around their waist, and sandals. They would carry a knife as a basic tool.

Merits (2) -

Infantry 7th level +1 LA Tough = 8th level

Infantry were just farmers that were given training and some extra equipment. They had to collect together and follow the local lord whenever there was a conflict. The rest of the time they were just commoners, though better armed. Most of the time the swords and shields were kept in an armory. They didn't want a bunch of random peasants running around fully armed.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 18, Hindered 14, HTH 8, Tough 10, Move 5
Basic Skills: Perception +4, Resolve +3, Survival +4
Athletics (T) +8: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +10: Butcher, Farmer
Lore (T) +7: Christianity, Hearth Lore
Melee (T) +8: Chopping Sword, Shield, Formation
Resistance (T) +11: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Housing -

Equipment - If you meet one on the battlefield they would have leather or chain mail armor, a chopping sword, a spear, and a wooden shield. They would be wearing their own woolen shirt and pants. They would have a leather belt and boots. They would also have a small pack with a cloak and some camping gear in it.

On the street they would likely just have a knife as a weapon but they would be able to use it more effectively than most people.

Merits (2) -

Kid - 1st level

Kids did not run around and play like they do these days. At that time, anyone older than a toddler would be treated as a short adult and would have a lot of work to do for their parents. They would either be trained as an apprentice to their father's trade or made an apprentice to someone else. As an apprentice they would live with their new master.

If they were orphans they would either be taken in by another family or they would end up as beggars and become

thieves.

Str -2, Dex +3, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +0
Dodge 17, Hindered 13, HTH 3, Tough 3, Move 5
Basic Skills: Beastcraft +2, Melee +0, Perception +2, Resistance +1, Resolve +1, Survival +2
Athletics (T) +7: Brawling, Climbing (or Swimming), Clubs

Housing - They would live with their parents, or their master, or on the street.

Equipment - They would have basic clothes and maybe a stick to smack things with.

Merits (0) -

Merchant 4th level

Merchants were common along the trade routes and in major cities.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
Dodge 12, Hindered 11, HTH 6, Tough 3, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Resistance+3, Survival +4
Lore (T) +6: Christianity, Hearth Lore
Perception (T) +6: Detect Lies, Excellent Hearing, Observer, Spot Criminals, Spot Following
Persuasion (T) +7: Bragging, Charming, Hagging
Resolve (T) +7: Professional, Stubborn

Housing & Equipment - Minor merchants would have a cart that they would set up at a town market or they would have an entire wagon that serves as their shop and living space. They might have a sword and know how to use it, especially if they also served as infantry. Otherwise they would just have a knife to defend themselves and eat with.

Moderately successful merchants would have their own shop in a town. They would also live there. They would have clothes that were close to the clothes of nobles without breaking the laws about social status. They would have a child to work in the store as well.

A very successful merchant would have a large shop, maybe with some warehouse space or a warehouse attached. He would have a separate house as nice as or nicer than most nobles and his own servants. His shop would be run by others and he would walk around with bodyguards carrying the most lethal weapons that they local guards would allow.

Merits (1) -

Monk 9th level

The Monastic life became popular around this time. It was a life of self-abuse and self-denial combined with study. They were noted for their violence towards those that they thought were not pious enough. They were especially aggressive towards women.

Str +1, Dex +0, Con +1, Int +4, Wit +0, Pre +2, Class Bonus +4
Dodge 14, Hindered 12, HTH 6, Tough 11, Move 4
Basic Skills: Athletics +4, Beastcraft +4, Melee +4, Perception +4, Survival +4
Academics +16: (T) History, Literature, Philosophy, Religion
(F) Bookworm, Secret References
Linguistics (T) +16: Latin, Greek, Hebrew
Lore (T) +12: Christianity, Hearth Lore, Greek Lore
Persuasion (T) +10: Debater, Oratory, Mooch, Teacher
Resolve (T) +14: Dedicated - Christianity, Intimidation, Stubborn
(F) Blasé, Callous, Not Impressed
Resistance (T) +13: Cat Naps, Resist Cold
(F) Resist Pain, No time to bleed

Housing & Equipment - Monks lived in monasteries most of the time. They had a single piece woolen robe with a rope tied around their bellies as a belt. A traveling monk might have better clothes such as a leather belt, woolen pants, and leather boots, especially if they had to ride a horse to get there.

Sometimes monks would carry clubs and attack villagers that they saw committing some sort of sin. It would depend on the power of the church in the area on if the guards would tolerate this or not.

They would take ropes and beat themselves over and over to purify themselves. This made them very resistant to normal pain.

Merits (3) -

Priest 7th Level

This is a basic Priest. They were found in every major nation in Europe.

Str +0, Dex +0, Con +0, Int +4, Wit +1, Pre +2, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +4, Melee +3, Perception +4, Survival +4
Academics +15: (T) History, Literature, Philosophy, Religion
(F) Bookworm, Secret References
Linguistics (T) +11: Latin, Greek, Hebrew
Lore (T) +11: Christianity, Hearth Lore, Greek Lore
Persuasion (T) +9: Debater, Oratory, Mooch, Teacher
Resolve (T) +9: Dedicated - Christianity, Intimidation, Stubborn

Resistance (T) +7: Cat Naps, Resist Cold

Housing - They lived in their church or in a church order.

Equipment - They wore a basic robe with a rope around it and a cross.

Merits (2) -

Sailor 8th level + 1 LA Tough = 8th level

Sailors would mostly be encountered along the coast. They were a lot more common during the High Middle Ages than the Early Middle Ages. They preferred to hang around with other sailors and they tended to look down on land lovers as not daring or brave. They had their own lingo that could make it hard for someone not familiar with it to understand them. They also had their own lore so they ended as a subculture.

Sailors near their boats were much more likely to be armed, even on land. Local laws may or may not try to stop them but they were wary of pushing too hard about it since the ships could just avoid that port and they would lose their business.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 19, Hindered 14, HTH 7, Tough 10, Move 5
Basic Skills: Beastcraft +7, Perception +7, Resolve +6, Survival +7
Athletics (T) +10: Brawling, Rowing, Swimming
Lore (T) +8: Greek Lore, Ocean Lore
Melee (T) +10: Knife, Spear, Short Sword, Shield
Nautical (T) +11: Coastal Navigation, Knotwork, Rigging, Sailboat, Ocean Training
Performance (T) +10: Salty Songs, Storytelling
Persuasion (T) +10: Hagglng, Bragging
Resistance (T) +12: Cast Iron Stomach, Tireless
Streetwise (T) +11: Gambling, Port Savvy, Pirates

Housing -

Equipment - They would normally carry around a short sword and a knife but not wear armor since it would not last at sea.

Merits (2) -

Surgeon 5th level

Surgeons were mainly common in the military or on ships. Usually any civilian surgeons came out of those professions. They were not popular with the church and they didn't have the prestige that doctors do later on. The church didn't like anyone who cut into bodies and surgeons would often have a hard time finding the dead bodies that they needed to learn their trade since the church would block them.

Usually they would do any surgery at the patient's house or in a tent near the battlefield. They didn't have shops like a merchant. They didn't make very good money from it.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre +0, Class Bonus +2
Dodge 15, Hindered 12, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Resolve +4, Survival +3
Lore (T) +10: Christianity, Medical Lore, Hearth Lore
Medicine +14: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
Perception (T) +8: Excellent Hearing, Hound Dog Nose, Detect Lies, Identify Tastes
Resistance (T) +6: Cast Iron Stomach

Housing - They would have a modest house of their own and moderately nicer clothes.

Equipment -

Merits (1) -

Thief 4th level

Thieves would only be able to survive in a fairly large city. Otherwise word would spread too quickly or too many people would recognize them. They were most common along port cities since there was always a fresh boat of people that didn't know his face.

Str +0, Dex +2, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2
Dodge 18, Hindered 14, HTH 5, Tough 3, Move 6
Basic Skills: Beastcraft +4, Lore +2, Melee +2, Resolve +3, Resistance +3, Survival +4
Athletics (T) +8: Escape, Running
Perception (T) +8: Alert, Quick Search
Stealth (T) +8: Belong, Concealment, Evasion, Pickpocket, Shadowing
Streetwise (T) +8: Fencing Goods, Scrounging, Black Market

Housing -

Equipment - Normally they would carry a club instead of a knife since that would be more likely to get them killed by the local guard.

Merits (1) -

Viking Raider 9th level + 1 LA Strong +1 LA Tough = 11th level

If they have a settlement nearby then they would usually have horses. They will even bring them short distances on a long ship. Otherwise they would be on foot.

They fought in groups and they were very dangerous on land. They were mainly coastal raiders and they could land on a beach and attack a village before the local lord could mount a defense. However the longship was no match for the medieval cog ships in the open.

Str +6, Dex +3, Con +6, Int +0, Wit +2, Pre +4, Class Bonus +4
Dodge 21, Hindered 15, HTH 11, Tough 12, Move 5
Basic Skills: Perception +6
Athletics (T) +11: Brawling, Catch, Rowing
Beastcraft (T) +10: Horsemanship
Lore (T) +6: Nordic Lore, Hearth Lore
Nautical (T) +10: Sailboat, Sailing Ships, Ocean Training, Cargo Loading, Coastal Navigation
Melee (T) +11: Knife, Spear, Chopping Sword, Shield, Hammers
Ranged (T) +10: Spear
Resistance (T) +14: Cast Iron Stomach, Hardened Limbs, Medium Armor, Shake it off, Tireless
Resolve (T) +10: Intimidation, Proud, Spirit of the Corp
Survival (T) +10: Arctic Training, Fishing

Housing -

Equipment - Vikings would normally wear chain mail. They used large round wooden shields and long axes as well as swords and spears. They would wear woolen shirt and pants with leather belt and boots. They would wear a lot of their wealth as jewelry, such as arm bands and necklaces.

Merits (3) -

Villager 4th level

This is a basic villager.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
Dodge 16, Hindered 13, HTH 6, Tough 7, Move 5
Basic Skills: Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Climbing, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Crafting (T) +8: Choose 3 crafts
Lore (T) +6: Christianity, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Housing -

Equipment - Villagers would normally wear woolen shirt and pants or a dress for a woman. They might have a knife if they traveled around but most people didn't walk around armed. They would have a rope belt and shoes.

Most villagers would not carry any money on them.

Merits (1) -

Woodsman 9th level + 1 LA Tough = 10th level

This is a tradesman that traps small animals and hunts wild game for food and furs.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 19, Hindered 14, HTH 7, Tough 10, Move 6
Basic Skills: Beastcraft +7, Resolve +6
Athletics (T) +9: Brawling, Climbing, Clubs, Running
Crafting (T) +10: Bowyer, Furrer
Lore (T) +8: Christianity, Hearth Lore
Melee (T) +9: Knife, Staff, Spear
Perception (T) +10: Excellent Hearing, Tracking, Spot Traps
Ranged (T) +10: Archery, Spear
Resistance (T) +12: Tireless, Iron Stomach, Resist Heat
Stealth (T) +10: Shadowing, Concealment, Sneak Attack, Vantage, Smuggling
Survival (T) +10: Woodlands Training, Animal Trapping, Skinning

Housing -

Equipment - Woodsman would normally wear some light leather armor at most, and woolen shirt and pants under that. They would have a bow and a pack of arrows. They would carry a knife and a small axe as tools. They might carry a spear if they were doing certain kinds of fishing or hunting.

Normally they would not carry money on them.

Merits (3) -

Warrior 7th level + 1 LA Strong = 8th level

This represents the various raiders in the time period. They would follow various noble lords and that lord would provide the weapons and armor for his band of men. Then many bands would get together and fight as an army.

Str +4, Dex +3, Con +2, Int +0, Wit +2, Pre +2, Class Bonus +3
Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
Basic Skills: Beastcraft +5, Perception +5, Resolve +5, Survival +5
Athletics (T) +10: Brawling, Running, Forced March, choose one depending on the climate (swimming, skiing, etc.)
Crafting (T) +8: Choose 1 craft
Lore (T) +7: Germanic Lore (or Saxon, etc.), Hearth Lore
Martial Arts (T) +10: Kicking Basics, Grapple Basics, Sweep Basics
Melee (T) +10: Knife, Spear, Chopping Sword, Shield
Ranged (T) +9: Spear, Sling or Archery
Resistance (T) +9: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Housing -
Equipment -

Merits (2) -

Mounted Warrior 9th level + 1 LA Strong = 10th level

This is a mounted warrior that was a part of a cavalry group or a raider. They were similar to the Celts and Germans before them but they were focused on horsemanship.

Str +4, Dex +3, Con +2, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
Basic Skills: Perception +7, Resolve +6, Survival +7
Athletics (T) +11: Brawling, Running, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft +15: (T) Horsemanship, Mounted Combat
(F) Ride Bareback
Crafting (T) +11: Choose 1 craft
Lore (T) +8: Germanic Lore (or Saxon, etc.), Hearth Lore
Martial Arts (T) +11: Kicking Basics, Grapple Basics, Sweep Basics
Melee (T) +11: Knife, Spear, Chopping Sword, Shield
Ranged (T) +11: Spear, Sling or Archery
Resistance (T) +10: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Housing -
Equipment -

Merits (3) -

Nobility

Courtier 4th level + Social Status

This covers most noble women of the time. Lower ranking noble women
They were not taught male pursuits. Usually they became a courtier in court of their nearest higher status relative, often following them after marriage.

Str -2, Dex +2, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +2
Dodge 13, Hindered 11, HTH 3, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +4, Melee +4, Resistance +2, Survival +4
Lore (T) +6: Christianity, Hearth Lore, Arthurian Legends
Perception (T) +8: Alert, Excellent Hearing, Observer
Persuasion (T) +9: Attractive, Charming, Etiquette, Mooch
Resolve (T) +9: Professional, Proud

Housing - They would live with
Equipment - They would normally be dressed in very nice upper class dresses, usually provided by the noble woman they served. They would normally live right beside the noble woman they served.

Merits (1) -

Magistrate 6th level + Social Status

Magistrates were usually low level nobles that had been given a good education. They served as seneschals for castles or magistrates for cities. They would normally have some clerks that work for him, possibly as apprentices.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre -1, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Survival +5
Academics (T) +11: Accounting, Administration, Bureaucracy, History, Local Law, Politics
Lore (T) +11: Christianity, Hearth Lore, Arthurian Legends

Perception (T) +9: Alert, Excellent Hearing, Observer
Persuasion (T) +6: Etiquette, Conflict Resolution, Diplomacy
Resistance (T) +7: Cat Nap
Resolve (T) +6: Dedication

Housing - They would have a small house or a room in the castle.

Equipment - They would have basic upper class clothes. They would not be carrying a weapon usually since they were around guards all the time.

Merits (2) -

Noble 8th level + Social Status

This is a standard nobleman. They were taught mainly warfare from a young age. They were usually not raised by their parents since it was believed that they would make you too soft. They were often raised by allies or even enemies as a part of a treaty. This had an effect of binding some families together and breaking many others apart.

Str +0, Dex +0, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +4, Survival +6
Academics (T) +8: History, Local Law, Politics
Beastcraft (T) +10: Horsemanship
Lore (T) +8: Christianity, Hearth Lore, Arthurian Legends
Melee (T) +8: Slashing Sword, Knife, Shield
Perception (T) +10: Alert, Excellent Hearing, Observer
Persuasion (T) +11: Attractive, Charming, Diplomacy, Etiquette, Intimidation
Resistance (T) +8: Medium Armor, Hard Drinker, Shake It Off
Resolve (T) +11: Leadership, Proud, Stubborn

Housing - The housing for nobility depends on the nation and the level of status of that noble but it was usually much better than the peasants had.

Equipment - They would have upper class clothing, nicer armor, and weapons. The rest of their equipment would depend on the wealth of the noble family.

Merits (2) -

Knight 10th level +1 LA Strong + 1 LA Tough + Social Status

Knights were the tanks of the Middle Ages. They would wear a shirt and pants, and something called quilted armor, which functioned mainly as padding and to prevent chaffing from the metal armor. Then they would have a full suit of chain mail and then plate mail over that. They would weigh so much that they would require help just to get on a horse. Then they would carry a metal shield in their left hand and use a lance, sword, axe, or mace from their right hand.

When they walked around normally they would just a chest and back piece over a chain shirt with a tabard over everything else. They would carry just a sword.

Most of the time they would have their apprentice or a servant with them.

If they were not the local lord then they would be living in a castle with the local king.

Str +6, Dex +3, Con +7, Int +0, Wit +3, Pre +4, Class Bonus +5
Dodge 18, Hindered 14, HTH 11, Tough 17, Move 4
Basic Skills: Athletics +8, Perception +8
Beastcraft +15: (T) Horsemanship, Mounted Combat
(F) Jousting
Lore (T) +9: Christianity, Hearth Lore, Arthurian Legends
Melee (T) +12: Guard, Hammers, Spear, Chopping Sword, Shield, Lance
Persuasion (T) +13: Etiquette, Politics
Resistance +20: (T) Hardened Limbs, Medium Armor, Shake it off, Tireless
(F) Heavy Armor
Resolve (T) +13: Bushido, Dedicated, Leadership, Intimidation, Proud
Tactics (T) +9: Calvary Tactics, Formation Infantry, Fortification Tactics

Age of Crusades Magic

During this time in Europe magic users collected in hidden colleges to escape persecution. Priests no longer accepted

those with magical talents and actively tried to destroy them when possible.

Low Mana Powers Available

Abjuration - Common for Wizards
Astral - Known to some Witches and Wizards
ESP - Common to Witches
Storm - Known to some Witches and Druids
Telekinesis - Known to some Wizards
Telepathy - Known to some Wizards
Totemic - Known to some Witches

Moderate Mana Powers Available

Air - Common for Wizards
Chaos - Common to Warlocks
Earth - Common to Druids and Witches
Elemental Combat - Elementalists use this, choose only one element
Fire - Common to some Elementalists
Life - Common to Healers, Paladins, and Witches
Necromancy - Known to Necromancers
Shadow - Known to some Necromancers and Warlocks
Transfiguration - Known to Fey
Transmutation - Known to some Witches
Water - Used by some fishermen and by Aquatic Sentients



High Mana Powers Available

Enchantment - Required for Enchanters
Teleportation - Known to some Wizards and Warlocks

Magical Setting Archetypes

Cardinal 12th level + 1 LA Intelligent + 3 LA Mage

Cardinals are an order of Wizard Priests within the church. They have a lot of authority and power and use that to deal with Warlocks and Witches. They have a group of Paladins that serve them.

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +4, Class Bonus +6
Dodge 16, Hindered 13, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +6, Beastcraft +10, Melee +6, Resistance +6, Survival +10
Academic (T) +16: History, Religion
Arcane +20: (T) Magic Circle, Lesser Containment Circle, (F) Exorcism, Spirit Wards
Linguistics (T) +16: Latin, Greek, Hebrew
Lore +20: (T) Christianity (F) Ancient Religious Lore, Angelic Lore, Demonology Lore, Witchcraft Lore
Persuasion (T) +14: Etiquette, Teacher
Resolve +18: (T) Dedicated, Intimidation, Stubborn (F) Blasé, Callous
Air (T) +14: Detect Lies, Force Field, Memory, Air Watcher
Life (T) +10: Bless, Light, Turn Dead
Telepathy (T) +14: Stun Bolt, Command, Mind Shield



Hunter 14th level + 1 LA Tough = 15th level

This is a supernatural hunter. They would exist if there are supernatural creatures of some sort running around, such as vampires. They could be part of an order of hunters that hunt them all over. They could be a position with the court of certain kings.

They would have good armor for the time and good weapons. If they are supported by the king then they would have a good deal of money and they may be able to call upon local lords for warriors to help them.

Str +3, Dex +3, Con +4, Int +2, Wit +2, Pre +3, Class Bonus +7
Dodge 24, Hindered 17, HTH 8, Tough 10, Move 6
Basic Skills: Beastcraft +9
Arcane (T) +17: Cryptozoology, Magic Circle, Will Strike
(F) Spirit Wards, Vampire Hunting (or other depending on kind of hunter)

Athletics (T) +14: Brawling, Climbing, Running
 Lore (T) +17: Christianity, Hearth Lore
 (F) Spirit Lore, Vampire Lore (or other depending on kind of hunter)
 Melee (T) +18: Knife, Chopping Sword, Spear, Stake
 (F) Vitals Strike
 Perception (T) +13: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert
 Ranged (T) +13: Spear, Choose a secondary weapon (Archery, Blowgun, Bolas, Boomerang, Sling)
 Resistance (T) +15: Tireless, Iron Stomach, Resist Cold
 Resolve (T) +18: Enemy: Hostile Supernaturals, Interrogation, Intimidation
 (F) Hunter, Stand your ground
 Stealth (T) +13: Camouflage, Stalker
 Survival (T) +13: choose one terrain based on location, Animal Trapping, Skinning

Conjurer 7th level + 1 LA Adept = 9th level

A conjurer has some power but they are not the powers that they claim to have. They are con artists that use Transfiguration to appear to have other more powerful powers. They would have impressive clothes and jewelry. They would try and attach themselves to a mid level noble and act as an adviser as long as they are provided with a good life. They might have a knife for eating with but they are not very good with it.

Str -2, Dex +0, Con +0, Int +1, Wit +4, Pre +3, Class Bonus +3
 Dodge 13, Hindered 11, HTH 3, Tough 6, Move 4
 Basic Skills: Athletics +3, Beastcraft +7, Melee +3, Resolve +6, Survival +7
 Lore (T) +4: Christianity, Egyptian Lore, Hearth Lore
 Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
 Perception (T) +11: Alert, Detect Lies
 Persuasion (T) +10: Con Artist, Etiquette, Hagglng, Intimidation, Mooch
 Streetwise (T) +11: Fencing Goods
 Transfiguration +15: (T) Animate Object, Create Light, Invisibility, Independent Image
 (F) Faerie Gold, Open Door, Shelter

Dark Cultist 8th level + 1 LA Adept

Cult based magic users, especially ecstatic cult members, will be very dangerous as many of their rituals are homicidal. They see themselves as embodying the force and will of a great spirit or God or Goddess and therefore their actions are justified and sanctioned by the Gods. Without performing this ritual during the holy days of that God or Goddess the magic users will not be able to use their magic at full power (lower their rank by one level for all their powers). The sacrifice can be chosen for many reasons or the cult may go on a hunt and take down a random kill depending on the God they worship.

Str +1, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Class Bonus +4
 Dodge 14, Hindered 12, HTH 6, Tough 3, Move 5
 Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +5, Survival +6
 Arcane +14: (T) Lesser Containment Circle, Magic Circle, Will Strike
 (F) Summon Demon, Greater Containment Circle, Mythos Lore, Mythos Magical Lore, Common Demonic Languages
 Lore (T) +14: Greek Lore, Egyptian Lore, Christianity
 (F) Demonology Lore, Spirit Lore
 Melee (T) +8: Knife, Sword
 Resolve +14: (T) Dedicated, Intimidation, Stubborn
 (F) Callous
 Chaos (T) +10: Accident, Balefire, Jinx, Ignore, Parasites

Fire Elementalist 6th level + 1 LA Tough + 1 LA Adept = 8th level

A setting with elementalists would be very different then a standard fantasy setting. Unless they were very rare they would likely become important tools for Warlords or as mercenaries. They may develop clans or houses around each element. Their combat would likely become somewhat ritualistic.

Str +2, Dex +3, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
 Dodge 20, Hindered 15, HTH 7, Tough 10, Move 6
 Basic Skills: Beastcraft +6, Perception +6, Resolve +6, Survival +6
 Athletics (T) +10: Acrobatics, Brawling, Running
 Lore (T) +7: Christianity, Hearth Lore
 Melee (T) +10: Knife, Spear, Sword
 Resistance (T) +11: Light Sleeper, Shake it off, Tireless, Iron Stomach
 Elemental Combat: Fire +14: (T) Elemental Strike, Elemental Block, Ranged Strike
 (F) Elemental Weapon, Fire Flash, Heat Stroke

Benedictine Healing Priest 6th level + 1 LA Adept = 7th level

Benedictine Monks were one of the groups that allowed healers and they became famous for them. They said that these healers were servants of God and his light was shining through them. They end up being at odds with the doctors of the era. Unfortunately their abilities were not able to stop any plagues. They could treat and cure a single person at a time but their lack of understanding of germ theory meant that they were doing nothing to stop the causes. Plus healing magic removes the illness and does not provide a resistance to it in the future so some people got reinfected.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 2, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Resistance +3, Survival +5
Academics (T) +9: Accounting, Local Law, Logistics, Priest
Lore (T) +8: Lore (T) +6: Christianity, Hearth Lore
Medicine +12: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
Perception (T) +8: Excellent Hearing, Hound Dog Nose, Detect Lies
Life (T) Cure Disease, Purge, Remove Pain, Sleep

Necromancer 9th level +1 LA Adept = 10th level

A Necromancer is a dark magic user that deals with the dead. They would not be popular anywhere. They might try and take over a small village. Otherwise he would probably stay away from most cities.

He would have the dead build him a place to live and he could end up with a very nice place. He would have nice clothes and carry a short sword and knife and he knows how to use them.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 3, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +4, Survival +6
Arcane (T) +10: Lesser Containment Circle, Magic Circle, Will Strike
Beastcraft (T) +10: Horsemanship
Lore +14: (T) Greek Lore, Egyptian Lore, Christianity
(F) Ghost Lore, Spirit Lore
Medicine (T) +10: Anatomy
Melee (T) +8: Knife, Sword
Resolve +15: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Necromancy (T) +11: Last Sight, Psychic Vampirism, Nightmare, Shade, Shiver, Skeleton, Soul Communication

Paladin 14th level +1 LA Strong + 1 LA Tough + 1 LA Adept + Social Status

Paladin is a Knight that has dedicated himself to destroying supernatural threats such as Vampires, Warlocks, and Necromancers. In a less tolerant setting it could be any magic user at all. Paladins are fanatical about their hunting and will not tolerate those who sympathize.

They will dress as a Knight but with a cross on their tunic instead of their family heraldry.

Str +6, Dex +3, Con +7, Int +1, Wit +3, Pre +4, Class Bonus +7
Dodge 17, Hindered 13, HTH 11, Tough 17, Move 6
Athletics +14: (T) Brawling, Climbing, Running
Arcane +16: (T) Vampire Lore
(F) Vampire Hunting
Beastcraft +18: (T) Horsemanship, Mounted Combat
(F) Jousting
Lore (T) +12: Christianity, Hearth Lore, Arthurian Legends
Melee (T) +14: Guard, Hammers, Spear, Chopping Sword, Shield, Stake
Perception +18: (T) Alert, Observer, Detect Lies
(F) Spot Threat, Spot Weakness
Persuasion (T) +15: Etiquette, Politics
Resistance +22: (T) Hardened Limbs, Medium Armor, Shake it off, Tireless
(F) Heavy Armor
Resolve (T) +15: Bushido, Enemy - Supernatural, Leadership, Intimidation, Proud
Tactics (T) +12: Calvary Tactics, Formation Infantry, Fortification Tactics
Life (T) +18: Bless, Light, Purge, Turn Dead

Warlock 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Warlocks are basically dark wizards. They learn magic for power and they love to prove their power with it.

Str +0, Dex +0, Con +0, Int +6, Wit +5, Pre +6, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +8, Melee +6, Resistance +4, Survival +8
Academic (T) +14: History, Philosophy
Arcane (T) +18: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
(F) Common Demonic Languages, Demonology Lore, Greater Containment
Lore (T) +14: Greek Lore, Jewish Lore, Christianity
Persuasion (T) +14: Etiquette, Debater, Teacher
Resolve +18: (T) Dedicated, Intimidation, Stubborn
(F) Blase, Callous
Chaos 17: (T) Balefire, Ignore
(F) Animate Object, Mutating Blast, Outsider, Demon, Scales
Shadow +18: (T) Suit, Fear

(F) Tentacles, Imps, Shadow Lift, Sap the Light

Wizard 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Depending on the setting the Wizard may be openly powerful or hunted by the church (or both). They would exist in Hermetic Orders that may be hidden in Masonic Lodges. They could lead a double life of a prominent citizen by day and a powerful occultist by night. If they are openly acknowledged they may be a third power group for the church and the crown.

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +4, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +8, Melee +4, Resistance +4, Survival +8
Academic (T) +14: History, Philosophy
Arcane (T) +14: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
Lore (T) +14: Greek Lore, Jewish Lore, Christianity
Persuasion (T) +12: Etiquette, Debater, Teacher
Resolve +16: (T) Dedicated, Intimidation, Stubborn
(F) Blasé
Air (T) +14: Detect Lies, Force Field, Memory, Air Watcher
Abjuration +14: (T) Guardian Spirit, Sanctuary, Wizard Lock
Telepathy +12: (T) Stun Bolt, Simple Illusion, Mind Shield

Witch 10th level + 3 LA Mage = 13th level

These were female magic users that were focused on the land and the feminine mysteries. They were sought out for help and advice but otherwise they were not usually welcome in a city. However they would have been popular in small farming communities.

They were given nice gifts in exchange for their services and they tended to wear them to advertise their past clients. They would wear nice robes as well.

They were the main magic users among the Celts, Germans, Franks, and Goths for centuries.

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +1, Class Bonus +5
Dodge 15, Hindered 12, HTH 5, Tough 7, Move 4
Basic Skills: Athletics +5, Beastcraft +7, Melee +5, Survival +7
Arcane +10: (T) Witchcraft
Crafting +11: (T) Choose 3 crafts
Lore +10: (T) Christianity, Hearth Lore
Medicine +10: (T) Midwifery
Perception +11: (T) Alert, Detect Lies
Resistance +10: (T) Tireless, Iron Stomach, Resist Heat
Resolve +10: (T) Intimidation, Stubborn, Proud
Earth +11: (T) Augment Herbs, Belong, Call Animals, Moon Wand, Speak with Animals, Speak with Plants
Life +10: (T) Cure Disease, Purge, Remove Pain, Sleep
Transmutation +10: (T) Minor Shapeshift, Call Guardian, Control Animal, Control Plants

Campaign Sets

Low Level Campaigns (4-5th level)

Rebellion!

Characters are villagers that have just been evicted by a cruel lord for not being able to pay all their taxes even though their crops were destroyed by raiders. All of the villagers have moved into the woods and a few older woodsmen are teaching them how to live in the woods. First you have to learn how to be woodsmen (look at the Woodsman profession and start acquiring skills). Then you have to start fighting back against the cruel lord. He has some Knights but most of his forces are infantry.

At first the village elders will give you missions, and then the woodsmen that are training you will give you missions. Once you get to a point of being able to fight the infantry a retired soldier or old injured knight will arrive and give you missions. The first few sessions should have rapid progression of levels. Once you get through the training then go to a slower pace for the rebellion missions.

Horror!

The village is being overrun every night by the undead! Something happened in the Lord's Keep on the hill and every night undead creatures come out from it and kill the villagers. There are a couple of infantry and knights left but they are more interested trying to break into the keep than save the village. You have to fight them off each night and build defenses during the day. You need to also find a way into the keep and stop the creatures from coming out in the first place!

At first the village elders will give you missions. After a few nights any surviving members of the guard will give you missions.

Mid-Level Campaigns (8-10th level)

Raiders

The characters have returned after a disastrous war with the neighboring kingdom. Much of the King's men are depleted. Now you are returning and discover that your village has been raided by vikings! If you try and get word back to the King, the Knight Commander says to look to your own defenses. They are too stretched thin to defend one village.

Now you must organize the defenses and hold out against at least two more attacks until the raiding season is over and it gets too cold for them to use their ships. If nothing is done then they may stay the winter and continue to raid.

Silk Road Escort

Characters are escorts along the Silk Road, or at least a portion of it. You and your group travel between two major points and guard the travelers. They pay you for protection but you have competition so you can't just charge them anything. You know the section of the road that you travel on very well. You pick up a group in one place and escort them to the other. Then you pick up a new group going back. Once you have done this a few times you can switch areas or get involved in some other business. If you do well one of your clients may hire you for longer than that section. This will let you see new areas.

Magical Apprentices

Characters are Wizards in training in a Hermetic Order. They are given all the annoying low level jobs that the Wizards don't want to deal with but require someone with knowledge and magic to do. Common missions include fetching rare components, taking messages, or going on minor quests, etc. They may even be sent to help a group of warrior go slay a monster. The wizards just want its gall bladder. They don't care that it is killing people.

Intrigue between Wizards can add to your problems. They may set their apprentices to do something in competition with each other. They may have you spy on the other Wizard. Each apprentice would have a different Wizard as master or they may have to get to a certain level to have individual masters.

Characters could also be non-magical characters that have been hired to protect the Apprentices on various quests.

High Level Campaigns (12-15th level)

Paladins

Characters are Paladins that have been sent by the Church to hunt down the supernatural. The group may also include a 15th level Benedictine Healer and a Wizard depending on the setting. They have been sent into an area that is infested with either one particular type or a lot of different types of supernatural. Depending on how much sympathy you want with the type of supernatural you could have a community that accepts Witches or a village beset by Vampires. Each community you clear out should take a few sessions at least.

Chivalrous Deeds

Characters are Knights that are traveling around looking for chivalrous deeds to make a name for themselves with. The Kingdom is at peace and the King has given them leave to roam around the countryside. They will stop at various keeps around the Kingdom and look for anything noteworthy to do.

Warlock Hunters

Characters are Wizards with combat magic and training that are focused on taking out Warlocks and Necromancers to protect the mundanes from their dangers. The Wizards of the Hermetic Order may not want people to know that there are as many evil magic users around as there are or they may not tolerate magic users that do not join their order in their Kingdom. One way is trying to stop the evil cancer growing in the dark places. The other way is little more than a guild feud. It could be a little of both!