

Mistworld

## MIST WORLD

By Steve Marsh & Anders Swenson

Mist World is in a parellel space to Magic World. The time flow in Mist World is one year per 100 years of Magic World time. It comes into congruence (close enough that magical gates can be opened into it) with Magic World once every 2,000 of Magic World's years (every twenty Mist World years). Most of the inhabitants of Mist World are decended from those who have wandered through gates.

Taken in cross sections, by density and permanence, Mist World would first look like a ball of steel wool--except that the steel is really a trans-uranium element alloyed with Technicium. Mist World was formed as the side effect of shunting a supernova so that another world would not be destroyed. The filaments vary from hundreds of miles accross to so fine that the eye cannot see them unaided. They cross and connect like a crazy 3D spider web. Over the ball of steel wool is a layer of rust. This is actually the debris that has floated down to mist world out of the void.

A closer look shows that the top side of each strand of technicium alloy is covered with rock, boulders, dirt (wet dust), and a variety of other earthlike things. It ranges from a thin patina of dust to layers almost a thousand feet deep.

Looking at things with less density, Mist World is covered with a heavy mist. On the dark side it rises above the surface of Mist World for distances of a few feet to miles. On the light side, "burned" away by the sunlight, it sinks below the "surface." (Remember, the surface is as defined as the surface of a ball of steel wool.)

On the daylight side, patches of fog are broken into small clouds. Many real clouds also float in the sky and the edge of night and day is often illuminated by bright displays of flash lightening. Sunsets are always incredible.

The climate is mild with the temperature ranging from -10 to +30 degrees Celsius from winter to summer. The basic stuff of the world balances heat efficiently. There are seven moons.

Mist World is not on the same plane as the sun it was born from, and the time dilation results in a great deal of blue shift. However, while cyclic, the time dilation is variable and only a small portion of the energy of the star bleeds accross the continueum lines. The result is that what is really a large red star appears in the skies as a small, intense, bright deep blue, larger and milder green, or large (soft) yellow sun depending on the time dilation cycle and the bleed through.

Even with moons, the atmosphere extends a great deal higher than terrestrial norms. It is also about 150% thicker (i.e. denser at "sea level") with a wide ozone belt. This has allowed for the developement of a wide variety of flight.

Certain binding forces are just a little weaker and some a little stronger. Magical forces are also a little closer to biological ones. The result is that most inhabitants of mist world are closely integrated with their bodies and their metabolisms run on magical as well as food energy. This difference includes humans.

While nuclear decay rates are somewhat slower, and the alloy form of technicium has a higher binding co-efficient (a semi-molecular alloy with a transuranium element...) there is radio-

active decay and tidal flux resulting in heat at the core of the planet that keeps the mists in turbulence (and keeps true oceans from forming over the core of the planet).

Men and most living creatures live on the surface biosphere. The second concentration is in the lower atmosphere. Below the surface biosphere are declining populations of strange and stranger things.

### **Life on Mist World**

One result of the integration of magic & body on Mist World is that most bodily functions are semi-controllable. Few on Mist World go bald, age or conceive children without desiring so. It is possible to live one's life safely (though with boredom). A result of the very long lives and the bodily control is that few children are born and that usually they are born to those with the time and desire to raise them.

Humans are found in several distinctive types. The first is the farmer/craftsman. These grow their own food & some for trade or exchange and work in wood and similar crafts. Their communities are small and most of the people associate with each other by choice. The second type is the merchant. These travel in groups ranging from giant caravans to small pack tails. They connect the farmer/craftsmen and the city-dwellers with each other.

The next major group consists of solitary sorcerers. In their towers & gondolas & such, these practice their magic and live by it just as the farmers farm & work their crafts. Some meddle in the affairs of others but most find themselves without

the time to do so. Their number is surprisingly large because of long lifespans and low attrition rates for those who chose to be avoid the perils of community life.

Finally, there are groups of wanderers. Minstrals, jugglers, warriors, gypsies and sages, these are too footloose to stay put for all of their lives in one place growing into the soil (or air).

Most life on Mist World is not native (the effect of the time flow and gates) but has come in with the steady trickle of visitors that come with each period of congruence.

Mist World is metal poor (other than technicium alloy which is very tough, but not very hard or malleable--not a useful metal for most purposes). It does have some areas which have large deposits of metals, but these are deep within the planet (where iron-nickle meteorites & such have fallen) perilous & deep journeys away.

The plant life is wide and varied as are the animals. The number of separate ecosystems is very large--Mist World being like a world size island chain. It includes several shallow seas where very wide alloy strands have cupped large amounts of water.

#### Rolling up a Character

Humans in Mist World are either male or female. The following chart shows how to roll up a character.

First, roll intelligence on 3d6-1. Also roll charisma on 3d6-1. Size is 2d6+6 for men and 2d6+3 for women (a point of size is 6 kilos of mass).

Constitution is 2d6+2 for men and 2d6+5 for women.

Dexterity is  $(21 - \text{size}) + (2d6 - 1)$

Strength is (Size)+(1d6-1d6) (a range of Size + [5 to -5])

Power is 76 minus the total of the above.

Then one adds a total of 8 points to the various requisits for growth. This is done at the choice of the player. A character will total 84 requisit points.

Hit points are Size + Constitution + (Pow divided by 4).

--And that gives you a character to start working with--

### Filling out the character

Take the character. Think about what the character strengths and weaknesses are. Ok. Now look at the things the character could have learned & what the character plans to do.

We'll assume that your character plans to wander. It is a time honored thing for people to do on Mist World. Maybe it turns out the farm wasn't big enough to support everyone either because the weather changed, the surface area available is too small or just because it would take some work to break the new land. Maybe there isn't enough room for two adults in the sorcerer's tower. Maybe you just got tired of seeing the sun come through the mist from the same ridge every morning. It may even be that the local castle didn't hold up against the latest flux of invaders coming through a gate or from a local warlord. Who knows why.

Anyway, lets look at the things you could have learned. You only have had enough time to learn as much represented by 605% increments plus any bonuses, spread over the skills. It seems like alot, but you'll find it doesn't go that far. Thats because if you don't put at least 5% points in a skill, when (if ever) you decide to learn that skill you won't get requisit bonuses in it.

But before we get to skills, first a note on how they work. Every problem resists being solved. Whether it is a wolf resisting being speared or a lock resisting being picked. So each problem will have a number of hit points (just like you have hit points to resist being killed with--to someone out there you are just another problem).

Rolling under your skill level represents getting a "hit" on the problem. For each 10% you roll under your skill level, you do a point toward solving the problem. You also get to add in something for the tools you have to help you if you got a hit.

Lets take climbing a cliff for example. Lets say you've got climbing skill at 50% and the cliff is 3 points per meter. You've also got some light climbing gear (good for an extra d3 per attempt).

You roll a 25. This means you get 2 points for your skill. You also roll a 1 on the d3 for your equipment. You've just climbed a meter up the cliff.

That doesn't seem far, but remember, you are making attempts every 6 seconds.

Next you roll a 60. You don't get anywhere this time period. You've spent 6 seconds looking and didn't find anything. Meanwhile, the wolves you were climbing the cliff to avoid, they are getting closer.

So you keep trying. You roll a 10. And a 3 on the dice. That is  $(50-10=40)$ .  $40/10=4$ ) 7 points. Another two meters & then some. You really moved that time. You are now 3 meters away from the wolves & safe. But you still have 10 meters of cliff to climb without fumbling and falling.

Fumbling? Yes, when you fumble you have lost what gains you've made. Fumble on a cliff and unless you make your luck roll you fall to the bottom. Fumble on a lock, and unless you make luck, you've got to start picking it again. Fumble in a fight and you've just lost that round & maybe lost your weapon.

Fumbles happen when you roll somewhere between 95 & 00 on the dice (see the chart--your skill modifies the chance & the result). It means you slipped & screwed up.

Anyway, now that you've got an idea of how skills are used, here is a list of skills, by areas, and an explanation of them.

CRAFTS animal training, brew liquor, butcher, building, carpentry, cook, harvest, plow, smithbronze, smithhorn, smithiron, smithglass, smithleather, smithtin.

SOCIAL SKILLS balladlore, calligraphy, carnal sex, dance, debate, epicpoemlore, flatter, flirt, folklore, history, interrogate, landlor, lawlore, mime, negotiate, oratory, playmusic, readstars, riddlelore, ritual, scribeskill, sing, strategic (a rating for npcs), socialsetting, songlore, writelanguage.

TRAVEL SKILLS bargain, beg, bribe, catch, camouflage, climb, concealitem, dodge, diving, fishing, freeze, gamble, heraldry, hike, jump, lash/tie, listen, mapmaking, movesilent, picklock, repairarmor, run, sail, spothidden, sprint, swim, tracking, treatpoison, treatwound.

COMBAT SKILLS fight with specific weapon, fightweaponless, combatdodge, specific parry, sheildwork, tactics,

**TRADE SKILLS** accounting, architecture, bricklaying, forestry, geography, history, identify (by type), massage, (bargain & negotiate), (scribeskill), speaklanguages, convoy, caravan, follow-path.

**MAGICS** cast spell, chantmagic, dancemagic, enchant, runecraft, skry, smithmagic.

(sample portion of a skill subsection)

#### **Casting spells**

A character may have ready in their mind a number of spells up to the points of intelligence they have (usually around 15 or 16 spells is the max for a sorcerer).

To cast a spell one speaks it and gestures with a hand. If the cast spell skill roll is made, the power of the caster is temporarily reduced and the spell streaks toward the target. A spell will move directly from the caster to the target at a rate of 10 meters per SR.

A spell takes 1 SR to cast per point of power used to cast the spell. Anyone who knows the spell can identify it by watching the first strike rank of casting. Anyone who knows a counter-spell that affects that spell will recognize the spell the SR the spell is finished. Counter-spells may be started immediately upon recognition of the spell they are to counter.

There are the following ways of avoiding being killed or seriously harmed by a spell:

1. Throw a counterspell. If you keep distance between yourself and your opponent you'll have enough time to protect yourself.

2. Run away. Often it will take 2 to 3 seconds (count the strike ranks) for a spell to reach you. If you make a good roll on your sprint skill, in 3 seconds you could have covered 20 meters.

3. Hide. Don't run out of range, instead run behind something (like a wall or a tree), down something (like a well or a hole) or move something (like a door or a cart).

4. Resist. This entails just standing there and straining. You don't do anything else but resist the spell. A Power vs Power struggle takes place (your power against the power of the spell caster as of when he cast the spell) and if you win the spell does not affect you. Resisting is a common skill but it takes up all your efforts for that melee round. (A RQ countermagic spell resists for you. Countermagic of equal or greater points remains after resisting, countermagic of less than equal points goes down after resisting. It resists with the magic points of the caster at the time the spell was cast)(A RQ protection spell just acts as armor).

5. Dodge at the last moment. Use your combat dodge skill modified by (+5% per 10m covered by spell),  $(\{21 - dex\} \times 5\%$  subtracted from skill). It is a shot.

6. Wear lots of armor. Armor reduces damage caused by some spells. It may help.

7. Count on your luck. The target may try a luck roll. If it succeeds, the target is affected only halfway (half damage or reduced duration). You can try your luck by expending one point of power. Luck can be relied to in addition to any other defense except for resisting.

However, the luck roll is reduced by the margin the cast spell was made by. It also takes a strike rank of time.

So, if one has a cast skill of 120% and rolls a 10. Any luck roll of a target is reduced by 110%. Of course someone with a skill of 20% who makes their roll by rolling a 20 doesn't reduce luck at all.

Spells cost 50 points each when taken as starting skills.

### Spells

All spells are passive and all spells are permanent unless otherwise defined. (In dealing with the spells, remember the increased hit points over the number available in a normal RQ world and the various methods of avoiding spells)

#### BOLT SPELLS

Danaci Daggers cost 2 points power, range 80 meters.

This spell takes the form of black daggers with red flames dripping from them. 1d6 daggers appear behind the head of the caster. They will spin toward the target. Each dagger does 1d6 points of damage to the target when it hits it. This spell is useless against someone in 6 or more points of armor.

Seraphim shield or Alia's cloak will deflect them.

Sparkling ice and Sun's eye will reduce damage to 1d3 per dagger.

Whirlwind and Agni's breath will both absorb 2 daggers.

Freezing Lance costs 2 points of power, range 80 meters.

This spell takes the form of a brown-green shaft 2 meters in length that travels from the hand of the caster to the target in a straight line. It does 2d6+2 points of damage to the target when it hits (if hit locations are used it will freeze one hit location for 2d6+2 melee rounds instead).

Sparkling Ice and Sun's Eye will deflect the lance.

Alia's Cloak and Flaming Wheel will reduce the damage (or the time frozen if hit locations are used) to 1d6.

Shattered Ice and Airy Eruption reduce damage (time) by two points (melee rounds).

Still Earth costs 2 points of power, range 80 meters.  
This spell creates 3d6 brown hands with green claws that boil along the plane of the caster's feet toward the target. They will grasp the target and hold it for 2d6 melee rounds, reducing movement to 0 for that time but not otherwise hindering the target.

Sparkling Ice and Sun's Eye destroy the hands.

Alia's Cloak and Flaming Wheel allow a 50% chance to pull free from the hands each melee round nothing else is attempted.

Shattered Ice and Airy Eruption sap the hands so that their power lasts only 1d6 melee rounds instead of 2d6.

Blinding Bolt costs 2 points of power, range 80 meters.

This spell causes a bolt of violet-white and blue fire to streak toward the target from the forehead of the caster. It will blind the target for 1d6 melee rounds if it hits. The target will be half blind for another 1d6 melee rounds after that.

Gea's Barding and Flaming Wheel stop the bolt.

Sheraphim's Shield reduces blindness to 1d3 melee rounds and reduces the half blind time to 1 melee round.

Hail Storm and Hellas Flame have a 50% chance of stopping the bolt and 50% chance of preventing half blindness even if they fail to stop the bolt.

Blazing Blade costs 2 points of power, range 80 meters.

This spell creates a brown sword with a red blade in the hand of the caster which then flies through the air at the target. It will do 3d6 points of damage to the target.

Seraphim's Shield and Sparkling Ice will stop the sword.

Alia's Cloak reduces damage to 2d3.

Dusty Whirlwind and Shattered Ice will either (01-50) absorb 1d6 points (roll points absorbed) or (51-00) absorb 2d6 points of damage.

Confusion Cloud costs 2 points of power, 80 meters range

This spell causes the caster's breath to come forth in a cloud of violet-white light that spews forth over the target and covers it. It has 1d6+1 rounds of semi-random results (roll each round).

- 1-2 target ignores everything unless attacked that round
- 3-4 target attacks random target with random method (spells first if had).
- 5-6 target defends randomly (spells used first if possible)

Gea's Barding dispells the cloud

Seraphim Shield reduces the cloud to one round of action

Hellas Flame allows target to choose which random action will be taken or allows target to have action rolled for but choose target.

## RAYS

Enchamberment costs 6 points, range is 20 meters

A black brown ray stabs out of the fingers of the caster toward the target. It entombs the target inside of the nearest body of metal (Technicium Alloy is just fine) to a point 2,000 meters below the caster.

Sparkling Ice and Alia's Cloak deflect the ray.

Airy Eruption, Hellas Flame, Dusty Whirlwind, and Agni's Breath, each give a 50% chance of dissipating the ray.

Medusa Gaze costs 6 points, range is 20 meters

A shimmer forms around the head of the caster and a violet-white ray shoots from the eyes of the caster and turns the target into brown stone.

Gea's Barding and Sparkling Ice protect from the gaze.

Airy Eruption, Hellas Flame, Dusty Whirlwind, and Agni's Breath, each result in the turning to stone lasting for only 3d6 rounds.

Continual Chaos costs 6 points, 20 meter range

A writhing channel of pure green cracks open the air between the caster and the target, starting at the caster and enveloping the target. The target will take a new form for each round, the form determined randomly from the monster list. The target will have no special powers of the form and only the base %tage use of the forms limbs.

Sun's Eye protects from this spell.

Shattered Ice and Hail Storm slow the changes down to occurring only once per d6 melee rounds (roll each form to see how long it will last). Each round in a form doubles the use of its limbs and grants the use of one special ability in the round following.

Petrification costs 6 points, 20 meter range.

The caster exhales a blue-black steam of smoke that pours into the target's nose and lungs. It petrifies the lungs preventing breath. The target will pass out the following melee round and die in 1d6+1 melee rounds.

Alia's Cloak and Flaming Wheel protect from the smoke

Hellas Flame, Dusty Whirlwind, Airy Eruption, and Agni's Breath, have a 50% chance of stopping the stream of smoke.

Fire Wall costs 6 points, 20 meter range.

From each finger-tip a 1m x 2m x 3m volume of blue red flames springs forth and travels to the place directed by the pointed finger. (total of 10m x 2m x 3m volume for a 10 fingered man) The flames cannot spring forth in actual contact with anything that will feed flame (though they can be only centimeters away from such). The flames will last for 2d6+1 melee rounds. They do 2d6 points of damage directly to constitution to any who pass through them and 2d6 points of damage as normal damage to any who just touch them.

Seraphim's Shield and Flaming Wheel protect from the wall  
Hail Storm and Shattered Ice reduce the damage done to 1d6  
Hellas Flame and Agni's Breath reduce duration by 1d6+1  
melee rounds.

Soul Flight costs 6 points of power, 20 meter range.  
This illuminates every bone of the caster as a bright green  
and washes out of the caster in a flash of violet-white toward  
the target. The flash throws the spirit of the target from the  
body (int and pow = 0 until restored)  
Gea's Barding and Sun's Eye deflect the flash.  
Airy Eruption and Dusty Whirlwind stop it 50% of the time  
Hailstorm and Shattered Ice make the seperation only 3d6 mr

#### BURSTS

Chimes of Silence cost 3 points, range 40 meters  
Black Chimes appear above the caster and spin to the target  
location. From there blue notes spew forth covering a volume of  
10 meters in radius. Anyone in the volume is deaf for 1d6 turns  
(roll for each target seperately).

Sun's Eye will protect one target by melting notes  
Hail Storm and Agni's Breath will consume the chimes

Lava Eruption costs 3 points, range is 40 meters  
A wave/ripple flows from the caster's foot and then brown  
and red fire erupt from it doing 1d6 point of damage to each  
target within 3 meters of the eruption (roll seperately for  
each).

Alia's Cloak protects its wearer.  
Dusty Whirlwind and Shattered Ice consume all the fire

Possidon's Trident costs 3 points, range is 40 meters  
A blur is spit out by the caster which explodes in a hail of  
green-blue prongs which cover a volume of 10 meters in radius.  
Each target in the volume will take 1 point of damage,  
irrespective of armor.

Flaming Wheel protects its bearer  
Airy Eruption and Hail Storm destroy all the prongs.

Wind of Fire costs 3 points of power, range 40 meters  
A blue wind bearing red flames arises like a cloak from the  
caster and sweeps out to the area to be affected where it billows  
out destroying 1d3+1 points of armor off of every target within a  
volume of 3 meters in radius.

Gea's Barding protects the armor of the wearer  
Hail Storm and Dusty Whirlwind will disperse the wind.

Fireblast costs 3 points of power, range 40 meters.  
A red and yellow sweat breaks forth from the caster,  
collects and hurtles out toward a target bursting out to cover a  
3 meter radius. It will attach to 1d6 targets within that area  
(less if less are available), swirling counterclockwise from the  
center target. It distributes a total of 5d6 points of damage  
over the targets it hits.

Sparkling Ice protects one individual and consumes 3d6 points of fire in addition.

Dusty Whirlwind dissipates the fire.

Aether Flurry costs 3 points, 40 meter range.

A crinkle in space occurs directly in front of the caster and ripples toward the target volume, bursting into a blue/violet wave front covering 3 meters. All within the wave front are displaced 1d6 meters (randomly for each) in a random direction.

Seraphim's Shield allows the bearer to remain unmoved

Hailstorm and Hellas Flame disperse the light and stop the flurry.

#### MISC. SPELLS

Cy Press costs 7 points of power, touch range

This causes a black halo to settle about any one gem touched. Each carat the gem has (up to a maximum of 6 carats) this spell allows the gem to store a point of power which is put into the gem by concentrating. The gem will store each point (roll separately) for 1d6+1 days. A gem can only be used once for this spell.

Wind Walk costs 7 points of power, touch range

A blue halo flows from the hand of the caster upon each target touched, up to a maximum of 6d6 size points. Each of the haloed targets can travel up to speed 12 for 2d6+2 melee rounds (through the air or along a surface).

Everfresh costs 7 points of power, range is touch

This spell causes the targets touched, up to 3d6 size points worth, to be covered by a thick brown crust (about 2 centimeters thick). Anything covered by the crust stays fresh for 2d6+2 weeks (roll for each target). Will preserve ice, hot bread, etc. in fresh condition.

Renew costs 7 points of power, range is touch

This spell causes the target to be enfolded in a brown cloud that is pierced suddenly by shafts of violet white and then swirls into nothingness. It will turn a rock target into flesh. It turns 3d6+3 size points. Occasionally it will take two castings (or more) to turn a large person back into flesh from stone (after a bad encounter with a medusa or such).

Fish costs 7 points of power, touch range

White light fills the cupped hands of the caster and condenses into green fish. The fish are flaky, 40% protein, 50% carbohydrate and 10% fat. Enough fish are provided to feed 6d6 size points for 1 day.

Balm costs 7 points of power, touch range

A red-violet light condenses into beads of magical moisture that will fade rapidly into the first target touched. The spell will heal 3 points of damage or it will re-attach a severed limb. It can be used multiple times.

## SHEILDS

Seraphim Shield costs 4 points  
endures 5 rounds

This forms a black shield with a fluid green device upon it. It will interpose itself between the caster and attacking spells if not otherwise commanded. It can protect against one spell per melee round but can be directed to protect someone other than the caster as long as that person is within 2 meters of the caster or the last person protected by the Shield

Gea's Barding costs 4 points  
endures 5 rounds

Upon casting brown bands solidify into circles about the caster's body (or the body of a target). It will protect against every spell that strikes the wearer for the duration of the spell. It also functions as 1 point of physical armor against weapon attacks.

Sparkling Ice costs 4 points  
endures 5 rounds

Green and black crystals form and coat the caster's entire body. They protect against every spell striking the wearer and also cause those looking at the wearer to attack at -5% with either spells (minus from casting %age) or weapons (minus from chance to hit).

Alia's Cloak costs 4 points  
endures 5 rounds

A green cloak with blue patterns forms around the caster. It will protect against every spell striking the wearer or can be used to shield the wearer and one person they are holding from one attack per round.

Flaming Wheel costs 4 points  
endures 5 rounds

A blazing red wheel with a black hub forms about the caster's head. It will protect against every spell striking the wearer and reduces the damage caused by missile attacks by 1d3 points (roll for each missile attack).

Sun's Eye costs 4 points  
endures 5 rounds

A third eye of violet-red opens in the caster's (or a designated target within touching range's) forehead. It will protect against any attack that is not directly behind the protected caster and causes any facing the eye to lose 1d3 strike ranks on any action.

## WHIRLWINDS

Hailstorm costs 3 points, covers 3m radius

A black and white explosion of hail-like particles covers the protected zone.

Airy Eruption costs 3 points, covers 3m radius  
Brown points carried on blue streamers twirl throughout the  
affected 6 meter sphere for the melee round this covers.

Hellas Flame costs 3 points, covers 3m radius  
Green pinpoints appear throughout the volume protected and  
then burst into red/yellow flames.

Dusty Whirlwind costs 3 points, covers 3m radius  
Blue stars crinkle and fade into a brown dust that sweeps  
through the protected area.

Agni's Breath costs 3 points, covers 3m radius  
Red flames exhale out of every pore of the caster's body and  
condense into green dewdrops of fluid covering the area.

Shattered Ice costs 3 points, covers 3m radius  
Black crystals form, hover and then shatter releasing violet  
snowflakes that cover the protected area.

Note: all whirlwinds last 1 melee round and protect all  
within the volume they cover. They will seek to be spherical but  
will expand/deform to fit volume.

### Treasure

Value on Mist World is measured in terms of grams of metal  
by traders and merchants who carry scales with them to compare  
the various coins, ingots, torcs and braids used in trade. Most  
metals have universal values. The following is a conversion  
chart (remember that a common coin, where someone is minting  
them, usually weighs ~10 grams):

10 grams copper = 5 grams tin = 5 grams iron = 5 grams silver =  
1 gram gold. 100 grams gold = 1 gram starsilver (chrome--usefull  
for making rust proof magic swords and other magics).

454 grams = 1 pound. 1,000 grams = 1 kilogram. 6 kilograms  
= 1 point of size.

10 grams of copper is enough for a large loaf of bread, a  
day's cheap lodging, a simple meal. 50 grams of copper is a good  
day's wages for semiskilled or unskilled, but hard, labor.

A sword will have 1,500 grams of iron in it. A spear will have 180 grams to 250 grams of iron.

Many weapons are made of flint or bronze. Flint does slightly less damage (-2 points) and shatters on fumbles.

Bronze weapons are damaged when parrying each other (they will break after d3+3 parries) and are damaged quickly (breaking after d3+1 parries and -1 to damage per parry or blow to armor) when used against iron or steel.

Metal armor is rare (very expensive). Some spun glass & fused quartz armor exists, but is magical and even rarer. Most armor is made of leather, silk, leather boiled in wax, or scales. Scale armor decays in combat (and so needs repair often--note the skill above). Leather armors have to be fitted to the person (& thus have sizes). Silk reduces the damage done by arrows by resisting penetration (Mongols often wore the equivalent of silk shirts for armor). Also, to cast spells, most sorcerors need to be wearing a silk shirt that touches their skin and that is exposed to the elements.

The following are values for weapons & armor:

no weapon (hand, food, elbow, head)	d0 (only the skill add)
light weapon (dagger, grainflail, hand axe, flint spear, stickstaff, braided cestui, booted foot)	d3
middle weapon (spear, club, long knife, staff, ship axe, stonemaul, flint 2H spear)	d6
heavy weapon (metal sword, berserk axe, maul, 2H spear)	d6+2
great weapon (2H flail, bardiche, greatsword, greatmaul)	d10+2

Armor:

Silk shirt	100 grams	0/2 points vs missiles
leather	2,000 grams	2 points
boiled leather	8,000 grams	5 points
scale	20,000 grams	8 points
padding:	1,500 grams	+1 point

Each blow that penetrates scale reduces weight by 100 grams. Every 1,000 grams of scale lost reduces protection by 1 point. A repair set of 1,000 grams of scales costs 100 grams of copper. All armor except silk & padding otherwise cost their weight in copper for a fitted set. (Silk costs 1,500 & padding costs 100.)

Large sheild:	7,000 grams	9 points & +30% to parry skill
medium sheild:	3,000 grams	6 points & +15% to parry skill
small sheild:	1,000 grams	3 points & +--- to parry skill

Note that parries with weapons reduce chance to hit (so weapon parry skill of 20% vs an attack of 30% reduces the attack to 10%). The base bonus for weapons attack skills is 50%. There is no base bonus for weapon parry.

Sheild parry gives a chance of putting extra armor in the way of the blow and reduces the chance to hit (you roll your sheild parry skill to attempt to get it in the way, you subtract your parry from the attack).

The bonus to parry skill (Plus 15 for large, 10 for medium and 5 for small) is also subtracted from the sheild user's skill with the weapon they are attacking with.

One can either weapon parry or sheild parry in a round.

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## TECHNICAL APPENDIX

### Mist World

Mist World is approximately 12,000 miles in diameter. Except for the surface layer it is 08% water/water vapor, 27% Technicium Alloy (Elements 43 and 457, specific gravity 12.78), 02% meteoric metal and stone (specific gravity ~2.4), 01% skim with the rest as Regular Atmospheric Mix (see below for composition).

The Surface Layer is a mere 100 miles or so deep. It is 06% water and water vapor, Regular Atmosphere 59%, Technicium Alloy 29% and "Skim" 6%. (Skim is 30% meteoric stone, 44% "dirt" equivalent to normal topsoils [much variety], 15% sand, 05% metallic meteor deposit, 05% marble and limestone, 01% misc. silicon and aluminum oxides.

The Atmospheric Shell is composed entirely of Regular Atmospheric Mix (70% Nitrogen, 25% Oxygen, 03.5% Water, 01% Misc. [carbon dioxide, et. al.], 00.5% Argon.

### The Moons

The First Moon is 55,000 miles from the center of Mist World. It has a 20 mile radius and an ice nimbus with an 150 mile radius. It is (by volume) Technicium Alloy fibers 15%, Silicon Strands 05%, Radium Traces 00.01% and 80% empty space.

The Second Moon is 124,000 miles from the center of Mist World. It has a 45 mile radius and an ice nimbus with a 210 mile radius. It is (by volume) Technicium Alloy fibers 15%, Aluminum Fibers 15%, Silicon Strands (intermixed with the Aluminum) 02% and 68% empty space.

The Third Moon is 142,000 miles from the center of Mist World. It has a 50 mile radius and an ice nimbus with an 180 mile radius. It is (by volume) Technicium Alloy Fibers 15%, Silicon Fibers 16%, Iron nuggets 02% and Aluminum Fibers (intermixed with the Silicon) 02%. The rest is empty space.

The Fourth Moon is 161,000 miles from the center of Mist World. It has a 45 mile radius and an ice nimbus with a 240 mile radius. It is (by volume) 20% Technicium and 05% Aluminum with 00.001 Trace Chromium (actually a substantial amount when you look at the volume).

The Fifth Moon is 210,500 miles from the center of Mist World. It has a 20 mile radius. Its ice nimbus is only 45 miles in radius. It is (by volume) 20% Technicium nonalloy, 20% Basalt and Silicates, 09% Magnisium and 35% Meteoric Nickle-Iron.

The Sixth Moon is 265,000 miles from the center of Mist World. It is 100 miles in radius and has an ice nimbus with an additional 175 mile radius. It is 08% Tecnicium Fiberstrands, 08% Magnisium Fiberstrands, 05% Aluminum Strands, 03% Silicon (intermixed with the Aluminum) and 02% Titanium Strands. The ice nimbus has five times the normal density for such.

The Seventh Moon is 370,000 miles from the center of Mist World. It is 75 miles in radius and has an ice nimbus of 135 miles in radius. It is 50% Iron, 20% Nickel, 10% Copper, 05% Phosphorous, 05% Cobalt, and 10% Misc. rare earth metallics.

Ice Nimbusi are composed of ice crystals with traces of other elements. They usually are 00.15% of the mass of the moon they surround. They have reflective indexes of approximately 65 to 85%.

## Constructing Gondolas

The Technicium Alloy of which Mist World is largely composed can be used to lay the keels of "boats" that will maintain their altitude. This is done by properly laying and enchanting a keel. Such a keel relies upon the presence of Technicium Alloy in conjunction with the sympathetic magic used.

The first step is laying out a keel of Technicium Alloy. They are usually laid into hardwoods to provide the underlying strength necessary though some enchanters have used exotic metal alloys, crystals or silicates.

Each 2 centimeter by 1 centimeter by 1 meter strip of TA will support 100 kilograms. Strips can be connected end to end but must remain at least 2 meters away from any TA they are not connected to in order to work properly. (Some warships have long and wicked TA coated rams designed to destroy the ability of their targets to fly).

After the keel(s) have been laid, they are "given life" and enchanted. Each strip has a resistance of 1 point to enchantment. Strips connected to each other sum their resistance (so a 50 meter long keel would have a resistance of 50 points). Each time the keel's resistance is overcome in a power vs. power struggle, the resistance is lowered by 1. Each time the struggle fails, the resistance increases by 1. (there are large abandoned keels to be found in strange places with incredibly high resistances). Technicium laid in the wood about a keel that had its resistance raised (and not lowered again) will accumulate the old Technicium's resistance (if higher).

Enchanters often will work with trained assistants with whom they can sum power. Each ritual takes a day and requires a week's "rest" of the metal afterwards for the change to become permanent. When the metal is permanently enchanted to 0 resistance it will become rigid towards gravity--neither desiring to rise or to lower. It will hold against up to 100 (mass x force of gravity) in force. More than that will cause it to shift either up or down.

If "talked down" (talking to the keel can be done by any of those who enchanted it or by any with the skill and who know the name of the keel). When talked down it can rise again to the height it was talked down from. It can be "talked up" which means that the force necessary to gain altitude is only that needed to overcome gravity. Talking up is usually a gradual affair involving a good wind (for the energy).

Some sorcerors use wind elementals to assist in talking up their gondolas to great heights and thereafter usually have no need to ever talk the keel up again. Most gondolas are enchanted to the altitude they are expected to be used at (as good talkers are rare).

#### Continents

Mist World has a useable surface area of approximately 35% of its "surface." Most of the useable area consists of irregularly shaped strips of land (skim over technicium alloy strands) breaking into the surface. Many strips climb gently out of the deeper mists into the areas the sun reaches and fade gently back in.

A large number of the surface areas have sheer vertical drops on all sides. Some are vertical (dropping toward the planet's core instead of wrapping around it). Smaller vertical strands are often in clusters formed by a strand shearing (resulting in many small islands).

Strands inter-connect, or almost inter-connect (allowing bridges & such) rather frequently. The largest single surface area (made of several connections) is the size of California. The smallest is the size of the head of a pin too tiny for angels to dance on. The largest connected area (including bridges) is the size of Europe. It takes a bit more surface area for it however.

There are also regular balloon, gondola, bird cage and flying machine routes. Some teleportation gridworks exist but have severely limited access (sorcerors are such a touchy lot sometimes).

#### Ecosystems

#### Common Magic Items

In Mist World there are a variety of "common" magic items (the sort of items that are enchanted whenever a sorcerer takes it into his or her mind to enchant an item).

Usefull goods. These are useful living goods. Quilts that can alter their thermal efficiency, clothing that is always clean, brooms that work by themselves, and pots that do not require either a fire or a stirring spoon are all examples of usefull goods.

Spell casting aids. These come in three types. Living, attuned, and passive. A Living spell casting aid is alive and has a will of its own. If the creator was carefull and lucky it will be mildly alert but passive. If the creator was unlucky or careless it will be hostile and and active, often being only a hazard to any who try to use it. Its abilities will be a cross between those of the enchanter and the other types of spell casting aids.

Attuned items require attunement to use and often work only for the person who enchanted them. Passive items work for any with the skill and knowledge to use them.

The following are the types of spell results obtained by using spell casting aids: 1, increased area of effect; 2, increased range; 3, increased duration; 4, increased strength; 5, reduced spell casting time; 6, reduced spell travel time (making the spell get to the target faster); 7, reduced memory burden. Those are the magical 7 properties that spell casting aids are known to have.

Most aids have one of the properties that is useful in the casting of one spell. One might have a crytaline pendant that adds 3 meters to the range of an enchamberment ray. Another might have a set of 6 rods that when cast to the earth at the same time as Hellas Flame is cast they will increase the duration by one extra melee round. Living spell enhancers also may know a spell and be able to cast it a set times every year (usually 3 to 4 times a year, maximum of once a week).

Improved gear. This is similar to the goods above. Swords, armor, boots, etc. that work better. Often they don't wear out as fast (so a bronze sword that can parry twice as much as a normal bronze sword before breaking or boots that grip on to a surface tightly or climbing tools that are +2 to points inflicted). The more powerful the enchantment, the more the item can do--up to boots that actually can walk with a character that is asleep or unconscious. Dance slippers are a favorite enchantment of this order.

Bound spirits/elementals. The last common thing is the bound spirit or elemental. A bound elemental of fire makes an excellent protection against undesired access down your chimney. One mage had a barge powered by water elementals. This is also dangerous in practice because bound elementals and spirits that get free are often quite hostile. Having a salamander escape from a sword can be a trying experience.



## Religion on Mistworld

There are basically four categories of worshipped beings on Mistworld: god(s), godlings, local powers, and demon gods.

The first type of worship is wide spread. It is of a rather non-interventionist god or gods. The clergy for this god (or gods--considerable debate exists on this point) learn skills that are helpful in aiding others and that take long periods of time to learn. Some of the clergy specialize in administrative skills necessary to perpetuate such training programs.

The basic pattern of belief is the same for all branches of worship of this god or these gods. They all believe that the world exists. Within what exists there is both true and false. The true is good and the false is evil. They believe the purpose of life is for people to decide whether or not to choose the true or to choose the false.

People are basically a mix of both tendencies and are thus confused. All anyone can do is exercise patience and do what one can to help. It should be noted that while this is the pattern of belief, many administrative types seek typical administrative goals. Also, many of the trained individuals are not as altruistic as theory would indicate. However, the majority of the clergy are good people.

The practicing clergy (vs the administrative clergy) learn spirit chants, healing chants, mood chants, and other chants of power. Some of them even learn the power chant used to raise the dead. They also learn a number of useful skills related to herbs and spices.

Those who die unweighted by hostile/twisted emotions ("sins") rise up and are received to dwell in the "light."

Next on the totem pole of worship are the moon spirit godlings. The clergy of the god(s) teach that these are great angels whose duty it is to intervene in the lives of man within certain constraints. The spirits/godlings of the various moons have few priests or clergy and tend to be worshipped in local mysteries. About 20% of the mysteries have gone "sour" and are sources of much evil.

Each of the moon spirits has a twin realm of virtue/vice in the which they can bless and help. (cf the seven deadly sins and the seven deadly virtues <from Camelot>) Most people are not aware of exactly what or what for the moon spirit godlings exist but it is known that oaths sworn by the moon ruling the subject matter are much harder to break.

Their priests learn to inspire the virtue and inflict the vice. Being overcome by sloth upon attacking someone does not make for a successful robbery. The priests also often learn magics of one sort or another. Many of them are side-tracked magicians.

Each of the moons is a dwelling place for the dead that died basically good but tainted with the sin the moon godling has dominion over.

Local spirits and shrines exist in many places. These are tended by shamen or holy men. The local spirits/saints usually have some concern with an aspect of the local area. Fianna of the waterfall who keeps a rather large waterfall pure and cool to drink. Kcaj the wall who protects the peace of the city of Aingia. These are all limited in scope and in the physical territory that they cover.

These are related to the various powers, benign, helpful or hurtful, who dwell apart from man. Many are just very old and powerful magicians. Others are men (or other sentients) who tapped into deep power. Some are spirits or natural events that became aware of their own power.

For the most part, local spirits/saints can be synthesized by using the SUPERWORLD rules. Powers can be syntasized by taking a demon/virtue armed and armored character from STORMBRINGER. I'll eventually put together a non-dependent method for generating such. (A list of senses, of offensive abilities, and of purposes. The usual saint has a supersense, a large amount of armor/hit points, some offensive ability, and a purpose <with related abilities>)

Finally, at the bottom of worship, both metamorphically and actually, there are the demon-gods such as those worshipped by some magicians and by many of the serpent people.

These dwell in the depths. With them are the spirits of those that sunk down after death because of the weight of their sins. Many of these dwell in various undead creatures that dwell in the depths.

There is much ritual magic in the worship of such. The worship is a combination of monster controll spells, power tapping spells, and strengthening monster spells. A demon-god is worshiped to keep it controlled, to tap its powers, and to serve as power in reserve should it be needed.

While many of the sorcerer-clergy are indeed this analytical about their worship, many of the lesser clergy are not and most of the common worshippers are frenzied. Nor are the demon-gods themselves so pragmatic about their place in the scheme of things. Usually they are actively working to enslave their clergy rather than to cooperate with/be enslaved by such clergy.

## SOCIAL GROUPS

While most religious observations are kept in small groups or at small shrines within homes, there exist a number of other social groupings. The following describes the common ones and their place in Mistworld.

GUILDS exist for each of the many crafts. A guild will establish standards of quality, do research, have a library, keep secrets, extend credit, supervise training of apprentices, set prices, and own large capital plants related to its area of influence. Guilds often sponser large commercial enterprises and ventures. A guild is often the organization behind exploration or a new trade route.

The standards of quality set by a guild are backed by its mark and its name. A guild mark is a form of insurance that an item meets certain minimum standards and that the guild will cover the replacement of the item if defective. Tools, weapons, and such without guild marks are usually seen as goods of lesser quality.

Guilds also set specific composition standards such as what 14 carat gold is (for the goldsmiths guild) or what glues and woods can be used for laminar multiply wood. All guild members will adhere to guild standards for various things. This leads to some uniformity.

Guilds also hold guild secrets. These are often the technical processes necessary to do things correctly (such as the procedure to case harden steel or to temper an iron sword). To this end they sponsor research and keep libraries. Masters in good standing will be invited to symposiums and guild meetings where new advances are discussed, practiced and shared with the members of the guild.

A guild will also often own expensive assets that an individual would find too expensive to own or that individuals would rarely have a use for. In this way many guilds function in ways similar to farming cooperatives.

Guilds also have cash assets of their own. With these they are able to finance expeditions, make loans to members, and sponsor caravans and new trade centers.

The final thing often done by guilds is the organization of large commercial ventures. Guilds often undertake the kind of venture that governments in the Middle Ages did. Guilds build bridges, colonize areas, form cartels to exploit newly discovered resources, and finance large magical undertakings.

(Guilds also protect themselves from competition and from exploitation but most guilds are very passive).

FRATERNITIES exist for the members of various professions. For example, there is a fraternity of jugglers. Belonging to a fraternity is a sign that an individual is of sufficient skill to perform the profession he or she belongs to.

Members of fraternities are expected to show friendship to each other. Some fraternities actually have hiring halls or other assets. Most fraternities do not.

A fraternity is like a guild in that it unites a group of people with skills. It is unlike a guild in that the skill usually does not require much in the way of tools or assets and that the practitioners of the skill are not (usually) well compensated. Fraternities encompass entertainers, certain caravan handlers and similar groups.

BROTHERHOODS are strong bands of individuals in the same profession. Brotherhoods are often small. They are elitist in nature. There are often many brotherhoods for the same type of people. For example, there is the three feather brotherhood of foresters and there is yellow band brotherhood of foresters (as well as several others not recognized by the general public). The brotherhoods usually serve individuals whose work is not social in nature.

Brotherhoods are quasi-religious in nature, have strong feelings of independence (the world needs us but we don't need them) and tightly inbound. A member of a brotherhood is expected to help others in it at all times and places. Note that Guilds are cooperative organizations with members who compete with each other but where the market is big enough (with management) to cope. Fraternities are collections of individuals in markets where the market is always too small but where only the individuals in the fraternity can truly appreciate the skills necessary to belong. Brotherhoods are often in fields that are understaffed (and poorly paid). As a result, brotherhoods are the most clannish and the most likely to help their own.

LODGES are social groups that are not job/profession related. Instead, a lodge is a combination of political party and social grouping. Members of a lodge will have common interests. They will believe in the same or similar philosophical approaches to solving problems. Often lodges will perform public services. Lodges often build parks, kill nasty predators or sponsor artistic competitions.

A lodge will have twin axis. The first will be its political tendencies. It may support royalty, believe in enlightened clerical staffs, or desire anarchy. It may have a strong political orientation or a weak one. Some lodges are nothing but political forces and some are without any political leanings.

The second axis of a lodge is its esthetic orientation. Some lodges are art appreciation groups. Some are park builders. Some are religious in nature. Some are physical culture proponents and others exist solely for wine.

While most lodges cut across class, race and profession, some do not. Also, while most lodges are fairly passive, a few are very active on one of their axis (there are lodges actively planning world conquest and lodges that sponsor regular athletic competitions).

SOCIAL ORGANIZATIONS other than the above do exist. They include a competitive moralistic society of confectioners that competes with both product and with philosophies. There are families, clans and tribes. There are also governments of all kinds and non-human entanglements that defy description or understanding. There were more but disk error scrubbed pages of material and I'm not up to entering it a third time.

Creatures dwelling in Mistworld

Supraprime (i.e. the area above that where most men dwell)

a few sets of mountain/snow type creatures (few mountains for them to dwell on).

some flying beasties. the only ones I have conceptualized right now are a form of airborne plankton that are brightly colored. some are even reflective (at least across the visible spectrum. almost all show up black on the infra-red).

## Prime

Sabertooth Tigers  
Large white & striped Tigers  
Flying (actually gliding) Tigers  
Flying (actually gliding) Cats  
Serpentine Cats (multiple legs--6 to 8)  
Tjajh Cats  
Lizards, brightly colored & insect eating  
Large insects (especially preying mantis & dragonflies)  
Great Lizards  
Small wyrms (mini-dragons about 30 to 300 pounds)  
Flying/gliding Foxes  
Six-armed, blue <sup>green & yellow</sup> skinned, skeletal humanoids (city & tower dwellers)  
Men, incl. some barbarian types  
Intelligent badgers (50 to 75 pound size)  
Intelligent, land walking, octopi (large octopi w' brains, not men w' octopus heads) (cities and deep forests)  
Serpent Men (cities and barrens)  
Satyr Types (goat men & women)  
Wolves  
Dire Wolves  
Yellow, chittering, mist stalkers  
Snakes (biting and squeezing but no poison)

## Subprime

burning (radioactive) undead  
infectious (contagious) undead  
slime covered undead  
slime possessed undead  
skeletal undead  
spirit possessed/motivated undead  
stone creatures  
goblins (blue & purple skinned)  
goblins (red skinned)  
scavenger snakes  
  
grizdling & other outsiders trying to sneak in.

## Depths

demon powers, spirits, mist critters, slime critters, giant ameoba critters, shoggoth (Petersen/superworld type, not lovecraft type) critters.

In MISTWORLD and other games, it is sometimes necessary to create powers of various types. "That Which Abides," "Rider of the Ae Cloud," "Kearneth the Summoned," are all examples of various of the powers players have interacted with.

The following is a table for creating powers using character abilities from legend and some suggestions of my own. Note that most powers so created will not be incredibly potent in melee, but that they will have useful strengths and abilities not common to man.

#### ROLLING UP A POWER

Strength:	4d6 + (d6-d6)
Size:	3d6 + (d6-d6)
Constitution:	4d6 + d4
Intelligence:	4d6 + (d6-d6)
Power:	4d6 + 6
Dexterity:	4d6 + (d6-d6)
Charisma:	4d6 + d6
Appearance:	3d6 + (d6-d6)

Having rolled up the characteristics, now roll up the armor, offensive capacity (if any), intensified and/or extra senses, and special abilities.

#### ARMOR

Roll d3+1 for the types of armor that the power will have. Then roll from the following chart until that many types of armor have been found.

Roll d20+3 for the total points to be allocated to the armor and distribute them fairly evenly.

1. True armor (protects against kinetic physical attacks). It is worn on the power in the form of armor.
2. Magical armor (protects against magical attacks). It is worn on the power in the form of a radiating field centered on some magical item.
3. Natural armor (protects against kinetic physical attacks). This is a part of the power wearing it.
4. Mystic armor (protects against magical attacks). It radiates out from the power and is a part of them.
5. Resistance. This is a part of the power. Roll for the type of damage resisted: 1, radiation (light & fire); 2, electrical (lightning & shock); 3, kinetic (sword blows & such); 4, anti-kinetic <cold>. Each point of resistance is a point of armor against that type of attack. It also cuts damage in half from any attack that gets through armor that is that type of attack.

6. Absorbition. This is a natural part of the power. Roll for the type of damage absorbed: 1, radiation (light & fire); 2, electrical (lightning & shock); 3, kinetic (sword blows & such); 4, anti-kinetic <cold>. Each point of absorbition allows the absorbing of a d6 of that kind of energy (roll each time attacked). Each d6 absorbed adds one to the magic points available to the power on the next round.

#### OFFENSIVE CAPACITY

Roll this to see just what the power is able to do in combat. Roll twice on the following table.

1. Spell use as a magician. Knows 3d6+6 spells. For the purposes of spell casting only increase INT and POW by 2d6+2 each.

2. Projective energy capacity, 90 meter range, 2d6+6 in damage to a target each melee round in the form of red fiery radiation. Costs 1d6 points of power to use projection.

3. Projective energy capacity, 90 meter range, 2d6+6 in damage to a target each melee round via yellow electrical (lightning & shock). Costs 1d6 points of power to throw lightning.

4. Projective energy capacity, 90 meter range, 2d6+6 in damage to a target each melee round via kinetic force blasts of brown earth power cost 1d6 points of power to cast.

5. Projective black anti-kinetic (cold blast) capacity, 90 meter range, doing 2d6+6 in damage to a target each melee round. Costs 1d6 points of power per frigid blast.

6. Projective violet-white dissassociative forces with 30 meter range doing 3d6+6 point of damage to all in a 30 x 1 meter cone. Costs 1d6+1 points of power each use.

7. Projective static forces with a 60 meter range, doing d6+6 points of damage directly to constitution of any target in a 30 arc covered by the power's eyes. Costs 1d6+1 points of power each use.

8-12. Normal weapon, randomly chosen, at 90% + bonuses to skill. (option: on any critical hit roll an effect from #20)

13-16. Supranormal weapon (hits as if STR +3d6, DEX +3d6), at 90% + bonuses (personal & weapon) skill, does damage at damage bonus figured from additional weapon STR.

17-19. Paranormal weapon (does additional damage as per a projective force, find by rolling d6+1 for the force, cost per use is 1 point of power. Weapon has 2d6 points of power and user can also use their power to fuel results). Skill use is 90% + bonuses.

20. Natural weapon (horns, teeth, fist, etc.). Does normal damage and in addition has a POW vs POW attack with the following possible results (roll once to determine for that weapon):

1. stun for 2d6 melee rounds
2. -d6 to constitution (permanent loss)
3. -d6 to power (permanent loss)
4. -d6 to strength (permanent loss)
5. -2d6 to strength (temporary loss, recover 1 pt/mr)
6. -d6 to dexterity (permanent loss)
7. -d3 to size (permanent loss)
8. -d3 to intelligence (permanent loss)
9. -2d6 to intelligence (temporary loss, recover 1 pt/mr)
10. apply results of random (roll once for each weapon) spell

### INTENSIFIED and/or EXTRA SENSES

Most of the powers have several senses that are either different from those had by men or superior to them. Roll d3+1 to determine the number of rolls to take below. If something is rolled twice, combine the effects. If two things are rolled that could combine (such as long distance vision and ultraviolet vision) combine them (e.g. long distance normal and long distance ultraviolet vision would result).

1. Parabolic hearing. This allows one to hear things in a 90 meter by 3 meter cone (usually extending directly in front) as if they were within 1 meter of the listener.

2. Intensive hearing. This increases the volume heard by a factor of 10. It makes everything louder. 50% chance that loud noises are not painful and 50% chance to be able to turn the power off at will (so as not to be distracted).

3. Passive echo location. This is a sensitivity to the sounds produced by things. It locates only those things making noise and "sees" around barriers. It does not function on reflective noise (as it uses that to locate the noise originator). Effective range is about 10 to 30 meters.

4. Wide range hearing. This is the ability to hear from 10 to 100,000 cycles. Will enable the user to spot both low end and high end active sonar users.

5. Active sonar. Like a bat or a dolphin, this lets the user "see" things with sound. Very thin things and acoustically dead things are not "visible" with this. Effective range is about 90 meters.

6. Extended infrared vision. This allows one to see through fog and smoke by using light in the 2 to 16 micron range. Usually is associated with a halo effect about the user's head or eyes. It allows some ability to discern heat sources and has an effective range of about a mile.

7. Extended ultraviolet vision. This allows one to see the shorter wavelengths, giving improved vision at dusk and a better ability with certain stones and gems (one sees flaws and stress lines better).

8. Extended color vision. This allows one to distinguish fine differences in color. Sick plants can thus be recognized, the heat of many things told (metals change heats when forged and when they hit certain states), and a greater appreciation for color and tone is had. Most possessors of this will have very subtle plays on color in their clothes and possessions.

9. Heightened visual acuity. This is the ability to see everything as if looking through x2 magnification.

10. Movement sensitivity. This reduces color sensitivity (everything looks greyer to someone with this ability), gives greatly increased nightsight, and makes the owner very sensitive to movement of any kind. Will usually have 160 degree arc of vision.

11. Taste/smell sensitivity. This allows one a greater range of sensations in the taste/smell areas.

12. Taste/smell acuity. This magnifies the strength of what is tasted/smelled by a factor of 3.

13. Touch sensitivity and acuity. This allows a greater range of sensations at a more intense level.

14. Active vision. There is active radiation emission from the eyes and only what is illuminated thereby is seen. Usually covers a 45 degree arc of vision. However, requires no outside illumination to see and is not fooled by the majority of illusions.

15. Active touch. This is the ability to actively sense by touch beyond the confines of the body. It usually has a range of 10 to 30 meters and a degree of arc from 360 to 45 (360 at 10, 180 at 20, 45 at 30).

16. Electromagnetic field sense. This senses deformations in the local electromagnetic field. Large amounts of metal surrounding the user will block this ability. It presents a hazy picture of the surroundings to about 30 meters with two 3 meter radius blind spots. May also act as a compass with this sense.

17. Radioactive Emissions sense. This senses radioactive particles. It warns of intensity (like a gieger counter would), direction & source, and also allows carbon dating and sensing of vague outlines by means of background radiation. Note that MistWorld has a higher level of background radiation than most worlds.

18. Directional Sense. Allows an acute realization of where one is and what path one took to get there at all times. Will work in spite of almost any preventive measure.

19. Danger Sense. Allows one to sense ambushes, traps, and enemies. 100% at 0 meters, 90% at 10 meters, 80% at 20 meters, 70% at 30 meters, etc. Is magical in nature and is blocked by antimagic fields, does not work in null-magic areas.

20. Empathy. Allows one to sense the surface and subsurface emotions of any living or magical creature that can be clearly seen or that is within 10 meters.

### SPECIAL ABILITIES

Most of the powers have special abilities related to their area of interest. There are several broad areas of interest and subareas within them.

#### Area of Interest

##### 1-2 Sentients

1-2 A Race of sentient (Tjajh Cat, Mankind, Octopl, etc.)

3-5 An abode of sentients (City, Road, Oasis, Houses, etc.)

6 A pastime of sentients (War, sex, love, trade, etc.)

##### 3-4 Animals

1-4 A type of animal (horses, flying tigers, lizards, etc.)

5-7 A function of animals (breeding, herding, grazing, etc.)

8 A group of animals (all those in a forest, in a lake, etc.)

##### 5-6 Plants

1-3 A type of plant (roses, oak trees, kelp, etc.)

4-5 A characteristic of plants (thorns, growth, seeds, etc.)

6 A group of plants (a forest, a meadow, a garden, etc.)

##### 7-8 Natural Phenonoma

1 Storms

2 A River Portion (a waterfall, a cateract, etc.)

3 A Mountain

- 4 A Cave
- 5 Calms (as in no wind, clouds, etc.)
- 6 Earthquakes/Earthshakes

Once the area of interest has been determined, roll to see if the power is friendly to the subject of interest (1-5) or hostile to the subject of the interest (6).

Then take one facet of the subject and create a power that fits the subject and the attitude. Thus a power whose general area was sentients, specifically their habitats, the habitat of cities, and who was hostile, might have the power to weaken the walls of cities. One that had a general area of Natural Phenomena, specifically storms, might have the ability to raise storms (good alternatives are the ability to control the path of storms, the ability to control duration, the ability to control intensity, and the ability to control rain & lightning fall).

**CAVEAT:** This is a rough draft. It is (obviously) incomplete. I am trying to set up a framework to put things on for the purpose of extension in later drafts. However, it will produce an acceptably preternatural creature in game terms. Where it really needs work is in the area of Special Abilities. I like the weaknesses that random rolled attributes and abilities often gives powers since they are (at least in literature) usually found with a weakness or a limit that is not readily apparent and that turns out to be fatal when finally discovered.

I'm also happy with the great amount of variety it gives powers. The next draft will include the colors that go with the projection combat abilities (as they are based on the 6 elements of the magic system) and the armors. Note that as the system is based on a 6-ply system there is some limit to what format powers will appear in.

I'm not certain as to whether Special Abilities should be handled by having it as a text/table with suggestions for the world master (WM "worm") or whether there should be an attempt to be comprehensive. I'm leaning toward a suggestive text/table and an intro to the whole section emphasizing that the WM should build powers to fit world concept, history & needs rather than just randomly picking them out of tables. I think that powers should not be found on encounter tables.

More on the above as I have time to think on it. The reader of the CAVEAT can tell from reading it that I am not certain in my own mind as to what should be done or where to go. I have not thought enough on the subject nor have I had enough problems with it.

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